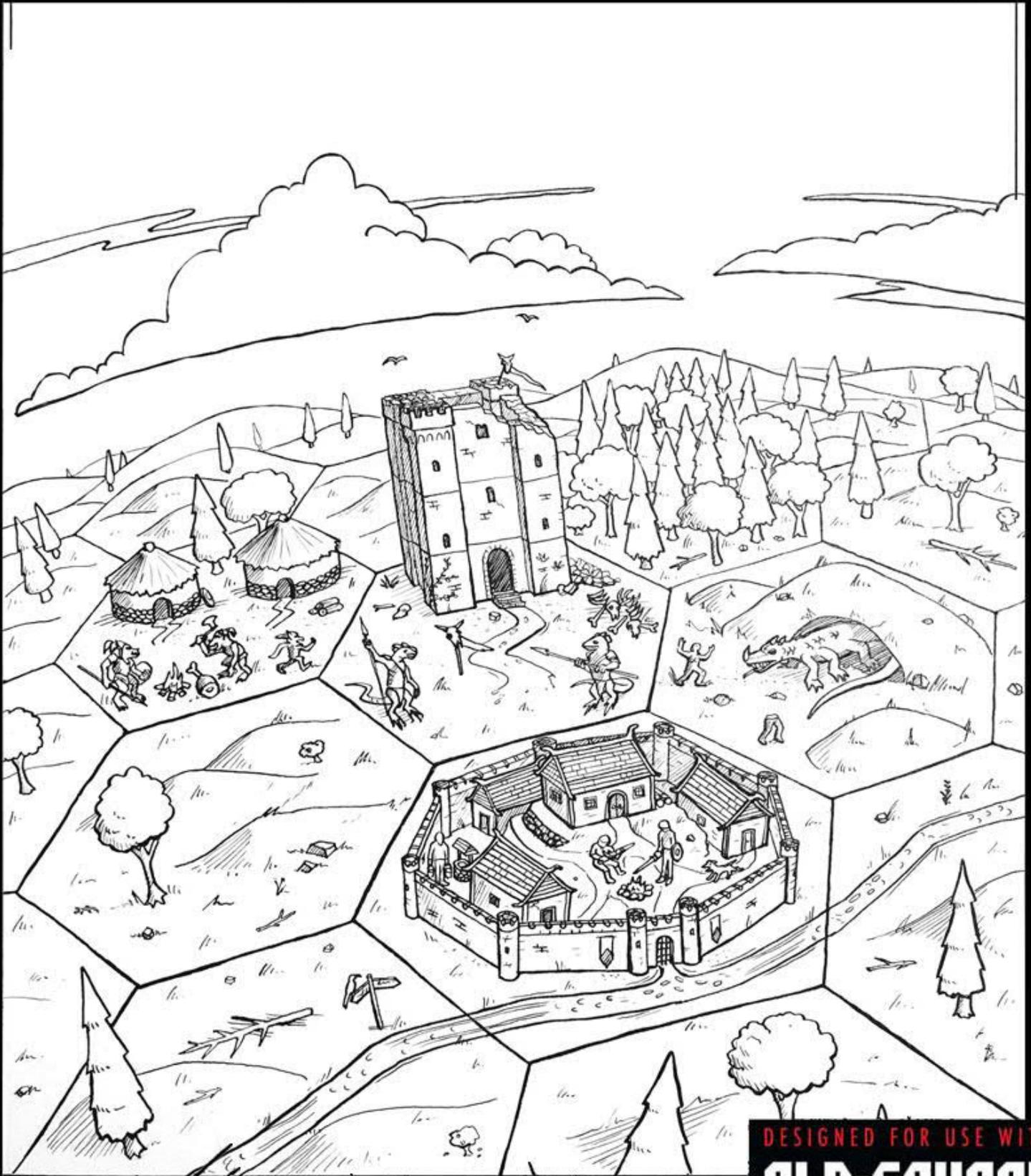


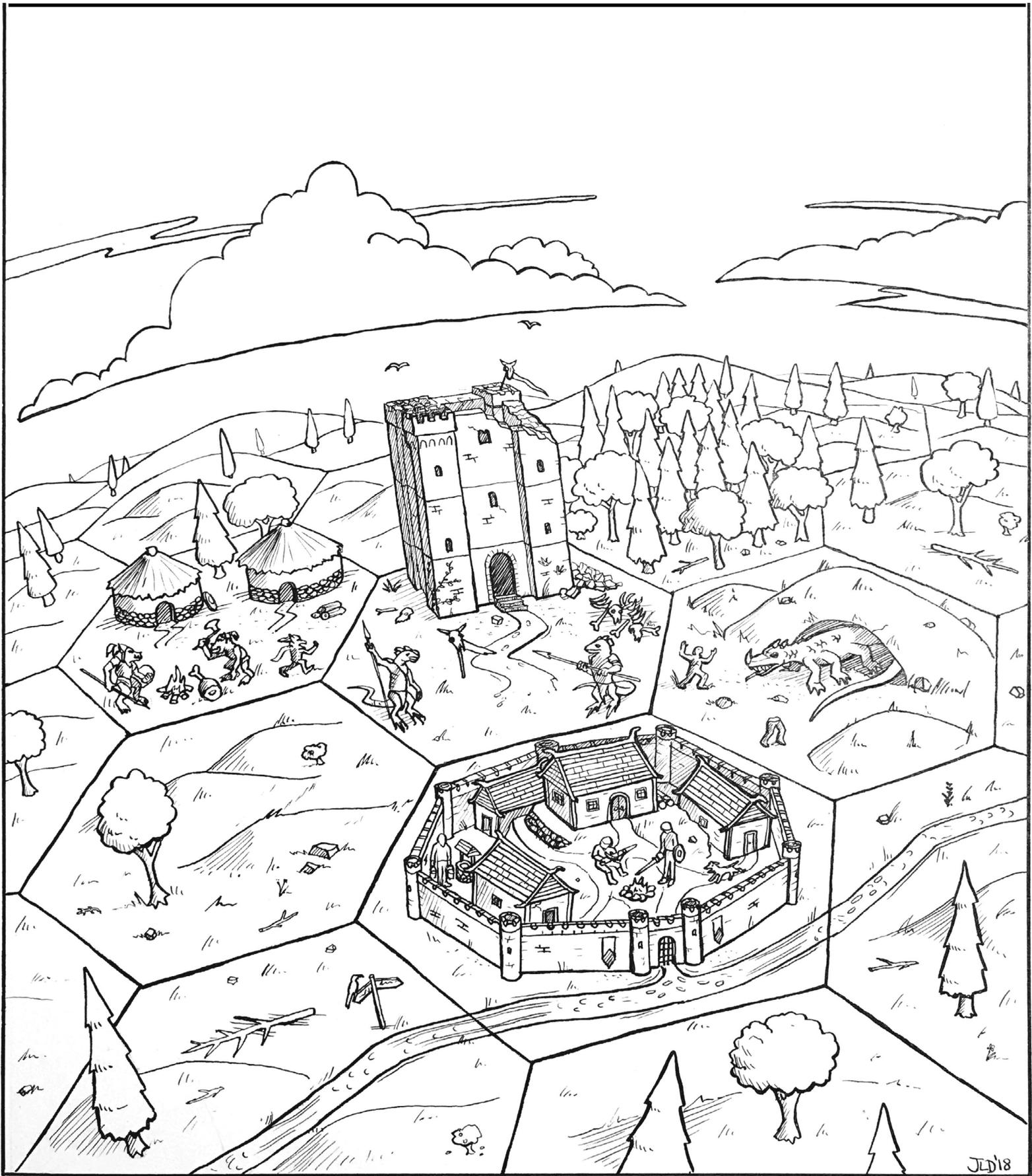
Hex 14.22

The Lair of the Troglodytes



Todd Leback

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



Hex 14.22 – The Lair of the Troglodytes

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The Lair of the Troglodytes

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Introduction to Populated Hexes

Welcome to Populated Hexes, the series of 6-mile hexes in the world of Absalom! The goal is to provide a number of individual 6-mile hexes, fully populated with lairs and features, that can either be dropped into an existing campaign as a point of interest, the destination of a treasure map found in the bowels of a dark dungeon, or as a stand-alone mini-sandbox.

These supplements use the Old School Essentials rules published by Necrotic Gnome, but like many OSR products, pretty much any system can be easily adapted.

Maps & Scale

Each hex will be presented with two hex maps: a smaller map with locations and features noted, and a larger map with only major features noted that can be printed and used as a player handout. The scale represented on the maps included in these products are as follows:

- ✿ Large hex = 6 miles, face to face.
- ✿ Subhex = 1.2 miles, face to face.

Hexcrawling Rules

Thirdkingdom Games produces supplements that are used throughout these releases. Two of them – *Domain Rules* and *Hexcrawling Basics* – are free to download and are designed to work in conjunction with this series. You can find out where to pick up these and other supplements in the **Populated Hexes** line at patreon.com/Populatedhexes.

The following books will be useful to have access to throughout the series. Many of them are free!

- ✿ Old School Essentials Classic Fantasy Rules Tome
- ✿ Old School Essentials Advanced Fantasy Genre Rules
- ✿ Labyrinth Lord Basic and Advanced Edition Companion
- ✿ OSRIC
- ✿ A variety of other OSR resources

Absalom

The world of Absalom is one of constant change, where Law and Chaos are more than abstract philosophical ideas but are instead metaphysical realities that shape the very world itself.

Absalom is dominated by Cycles, each lasting between two to four hundred years. Each Cycle is divided into an Apex – when Law holds sway – and a Nadir – when Chaos sweeps over the lands, driving back the light of Civilization.

Cycles are marked in the beginning by the Apex and ascent of Law, and the end by the Nadir. During each Apex the civilizations of Man do their best to expand their domains and bring law to the land; these civilizations often shrink, or even crumble, during the Nadirs as barbarians, beastmen, and worse fall upon the kingdoms of Man.

Campaign Setting

The following assumptions are made in this setting:

Starting Date

This series is set at the beginning of the Sixteenth Cycle of recorded history. There have been many civilizations that have risen and fallen, some of Men, some of others.

Humanocentric

The adventurers will be human, setting out to explore the new world with the ebbing of the forces of Chaos. Non-human classes are certainly allowed – and indeed, these supplements present rules for many non-human classes – but the base assumption is that most PCs will be human.

Chaos Storms

During Nadirs – and occasionally in an Apex – events called Chaos storms can spontaneously occur, changing the very landscape, distorting distances, and wreaking havoc upon the nature of reality. Maps from the previous Cycle may prove unreliable.

The Gods

Gods are real but are local. They are the Small Gods of Terry Pratchett or the hearth deities of ancient Rome. Belief gives strength and power to spirits of the world.

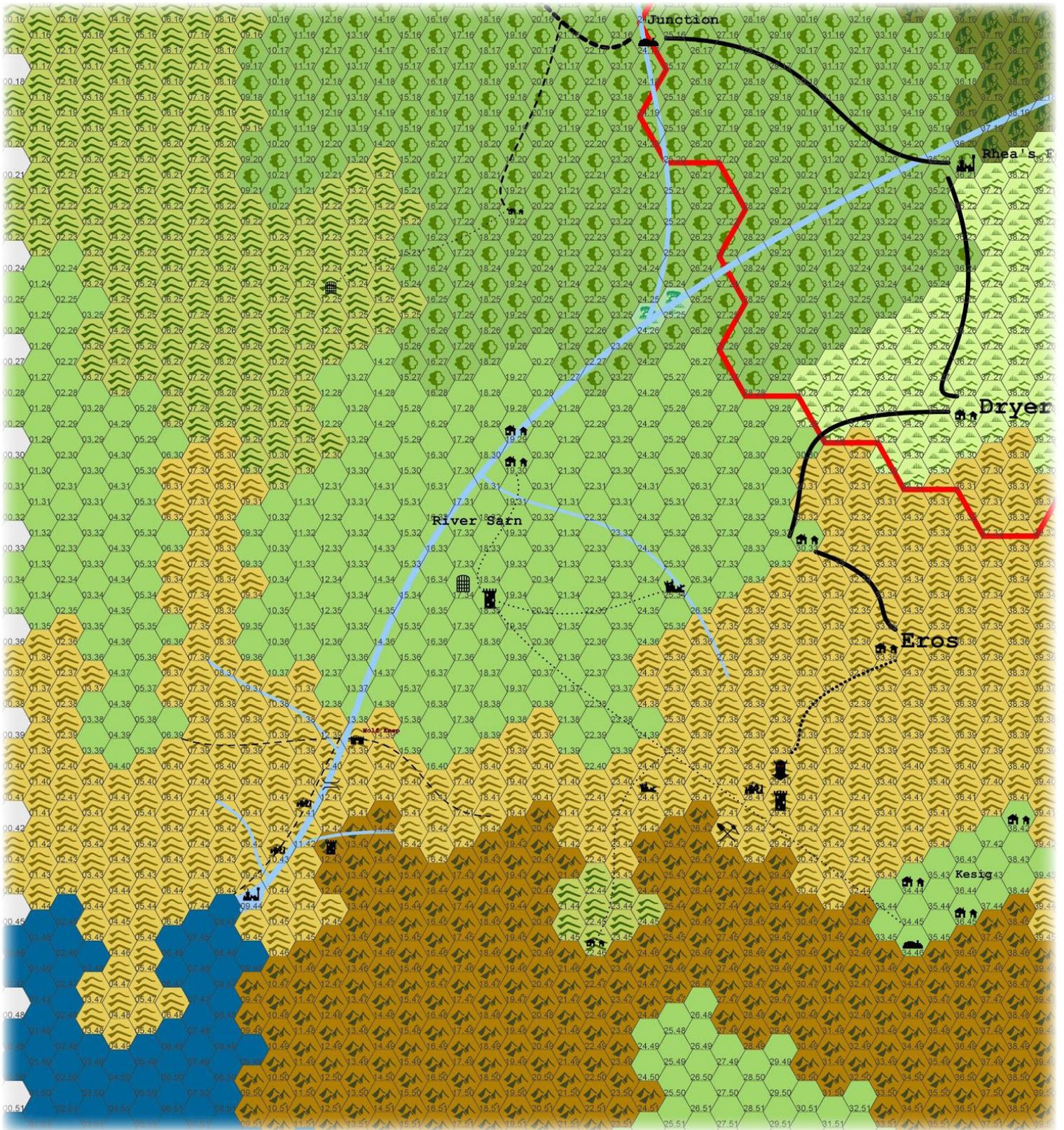
Using Populated Hexes

As stated above, each 6-mile hex can be used as a mini-setting, a drop-in adventure location that is encountered during travel, or as part of a greater hexcrawl. Elements can be added or abandoned as needed, as is true of all supplements.

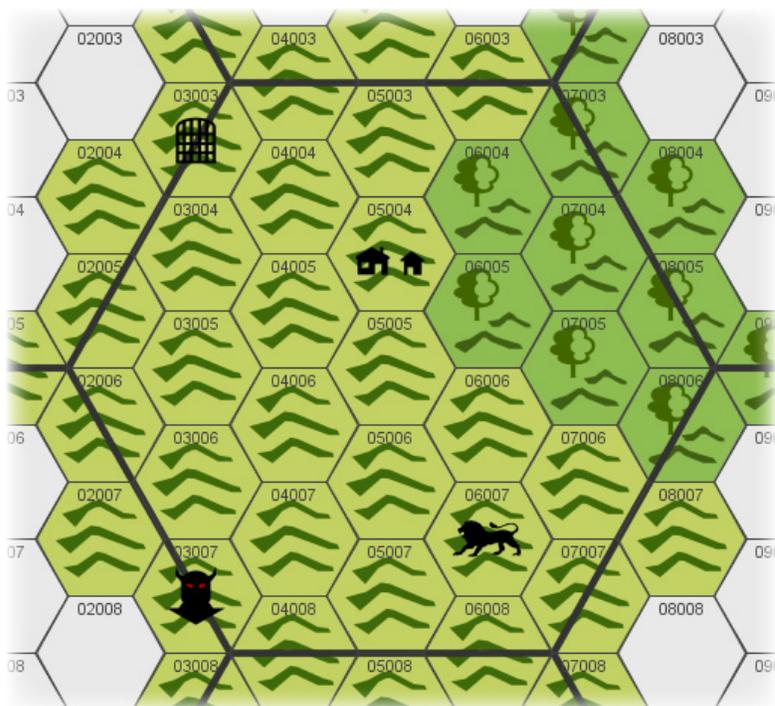
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed in each hex. Broadly speaking, the intention is to introduce character options – to bring some of D&D 5e into B/X. These rules can be used or abandoned, as desired..

Introduction to Populated Hexes



Hex 14.22 – The Lair of the Troglodytes



Resources: Vegetable (Timber) 3, Mineral (Slate) 4

This hex is largely grassy hill-country. Along the northeast face the hills become forested as the hex transitions to the woodland of Hex 15.21. Notable features in this hex include a solitary manticore, a tribe of troglodytes lairing in a crumbling keep, and a small dungeon in an abandoned slate mine.

This hex is the central hex of a cluster referred to as the Basilisk Hills. The major lairs and areas of interest in the region are:

- A village of Men, housing the Order of the Basilisk Knights, in Hex 14.23
- A village of orcs, the Gangrenous Orc tribe, in Hex 13.21
- A plateau upon which is located an ancient temple to an elemental deity, and the terminus of a ley line, in Hex 13.22
- A circle of stones that is a portal to Faery, leading to the Pallid Fields mini-location, in Hex 14.21

The Basilisk Hills are much drier than the land to the east. Other than noted water sources, assume there are only 1d2 water sources per 6-mile hex. These will invariably be small springs, soaks, or creeks that run for a mile or two before drying out. It is not so dry that the adventurers need to worry about running out of water, but oftentimes the rare sources of water will be inhabited or guarded by creatures native to the region.

A large deposit of slate exists in this hex (see Resources, above), and the dungeon found in subhex 303 is in an abandoned slate mine, left over from the days of the Skeldrene Dynasty that ruled much of this territory.

Visibility in this hex is mixed. On hilltops one can see for miles around: to the east and north a vast swath of forest, to the northwest the peaks of the Vysoky Mountains, and to the west and south the Basilisk Hills continue in a band stretching southward. The range of sight varies between six and eighteen miles, depending on the direction in which one is looking and from what height. The Vysoky peaks are between 70 and 80 miles away and are just visible on the horizon.

In the wooded hill areas visibility is much more limited, often no more than a mile or two at best.

0303. Forgotten Mines

This mine was dug deep into the earth during the time of the Skeldrene dynasty, mining slate that was used primarily for roofing material throughout the kingdom. Long abandoned, it has been inhabited by multiple creatures since then. Currently, it is home to a mated pair of crab spiders, some curious creatures called “dungeon oysters” down a side spur, and the ghost of a bandit who starved to death here, his foot caught underneath a shifting slab of slate.

If the mine is cleared it will produce good quality slate (building stone) with a base value of 7,460 gp.

1. Entrance

The entrance to the mine is a 5’ wide and 8’ tall rectangular shaft cut into a nearly sheer hill face. It runs down into the hill for twenty feet before branching into a “Y”. Dried grasses and small branches litter the floor by the entrance.

Unless otherwise stated, the mine corridors are 5’ wide, with 8’ high ceilings. The walls and ceilings are braced with stout wooden beams every 5’.

2. Right-hand Passage

This passage levels out slightly and runs for fifty more feet before dead-ending where the vein of slate played out. Two crab spiders lair here, behind a spur of stone that protrudes into the corridor. There’s a **1-2 in 6** chance that **1d2** of the spiders will be out hunting, returning **1d4** hours after the adventurers enter the mine. If one or both are in their lair there’s a **1-3 in 6** chance the spiders hear the adventurers if they take the left-hand passage first.

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The bodies of two troglodytes are decomposing here, having stumbled across the mine and lost their lives in the process of exploring it. They have a total of 12 cp between the two of them.

Crab spiders (2). AC 7 [12], HD 2* (6, 15 hp), Att 1 x bite (1d8 + poison), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d4 (1d4), TT U

Crab spiders surprise on a roll of 1-4 in 6. Those bitten by a spider must Save v. Poison with a +2 bonus to the roll or die in 1d4 turns. There are 76 ancient gold coins scattered about the floor of the spiders' lair.

3. Left-hand Passage

This branch runs for 80' at the same angle of descent as the entry shaft (about 5 degrees). The passage here opens up to about 10' square. Twenty-two jekti (from *A Hamsterish Hoard of Monsters*, p. 38) line the walls and floor about halfway down the corridor.

After 80' the steepness of the shaft increases sharply to nearly 45 degrees.

Jekti (22). AC 5 [14], HD 1-1 (4 hp), Att 1 x spit (1d4, plus additional 1) THAC0 19 [0] MV 6' (2'), SV D14 W15 P16 B17 S18 (NM), ML 12, AL Neutral, XP 6, NA 4d10 (4d10), TT Special

Jekti resemble large bivalves about a foot in diameter. If disturbed they spit a stream of acid with a range of 10', inflicting 1d4 points of damage on a hit, and 1 additional point of damage in the next round. Goblins, ogres, and certain other humanoids consider jekti flesh a delicacy, although it is too astringent for most Men. Each creature has a 15% chance of containing a pearl worth 1d8×25 gp.

4. Drop-off and Death of Thieves

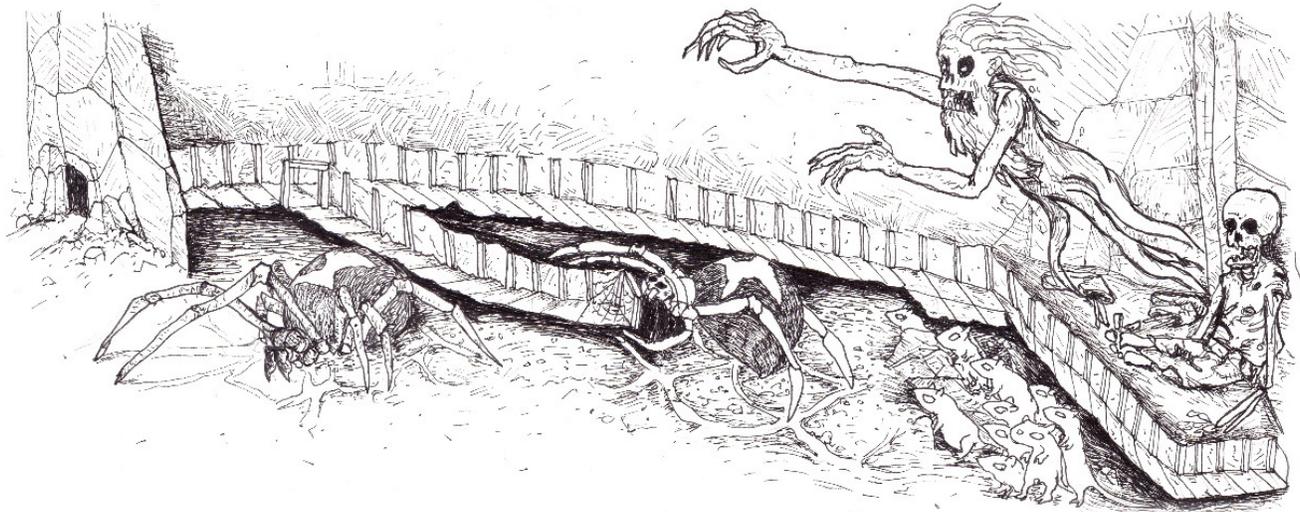
The shaft continues at a steep angle for nearly 100 feet before leveling out and dead-ending 20 feet later. At the bottom of the shaft are the skeletal remains of a human, one Masam Nan, who fell down the shaft over a century ago, broke both his legs, and starved to death in the dark. Nan now haunts this mine shaft as a ghost.

Nan was a fabled brigand chief in his day, feared far and wide for his cruelty. Years prior to his death, when he was still a young man, he hid an enormous fortune at the bottom of the shaft, a treasure that he had stolen from a powerful wizard. He had been afraid to keep the treasure, however, in case the wizard were capable of tracking him down. After a number of years, the wizard died of natural causes and Nan, now powerful in his own right, returned to the mine to claim the treasure, but he slipped, fell, and met his doom.

His spirit did not pass on to the afterlife, however, so consumed by greed and hate was he, and it has since roamed the mines, growing more and more insane with each passing year. The ghost of Masam Nan cannot move more than 100 feet beyond its old body, and it can travel through stone no thicker than 10'. It could retreat within the walls of the passage if desired, and travel back and forth, but not through the intervening stone to the right-hand corridor, even though it lies within 100 feet at some points.

Buried underneath a slab of slate is the treasure of Masam Nan, as follows: a silver brooch worth 400 gp, a gold amulet worth 500 gp, a gold arm-ring worth 1400 gp, and a chest containing 2000 platinum coins. Additionally, Nan had stolen a *ring of spell storing* and a *wand of magic missiles* with 14 charges remaining. These two items are also in the treasure hoard.

Ghost of Masam Nan. AC -2 [21], HD 10*** (43 hp), Att 1 x magic jar or 1 x touch, THAC0 11 [+8], MV 90' (30') cannot move more than 100' from his body, SV D6 W7 P8 B8 S10 (F10), ML 10, AL Chaotic, XP 3,000, NA 1(1), TT E, N, 0



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- The mere sight of a ghost causes all who fail a Save v. Spells to age ten years and flee in panic for 2d6 turns. Clerics are immune to this effect, and creatures with 9 or more Hit Dice gain a +2 bonus to the roll.
- The touch of a ghost ages the target by 1d4 × 10 years, and those slain in this way cannot be reincarnated, raised, or resurrected.
- Once per round ghosts can either attempt to possess a living, sentient creature within 60' and line of sight (as per the *magic jar* spell) or to strike with an incorporeal hand. Ghosts only take damage from magical means or silvered weapons, which inflict half damage.

0307. Manticore.

A solitary manticore dwells here. It was driven from further within the Basilisk Hills by a competitor, and lairs within a shallow cave set into the southern slope of a hill. The manticore, named Imphasfur, broods in its lair upon a pile of gold coins, the hoard belonging to the previous inhabitant of the cave, a hill giant whose bones are now scattered amongst the coins.

The slope up to Imphasfur's cave is steep and treacherous, requiring a roll equal to or lower than each climber's Dexterity on **3d6** to avoid sliding back down, taking **1d6** points of damage on a failed roll. A failure alerts Imphasfur to intruders. It takes four rounds of scrambling to reach the cave; assume that if anyone slips they do so after the second round of climbing. Thieves can climb the slope automatically with no need to roll.

The valley below the cave is littered with bones from the manticore's meals, mostly those of herd animals such as deer or antelope. Imphasfur ranges up to two hexes away from its lair in search of food, avoiding the forests to the east as the trees limit flying maneuverability and visibility.

Imphasfur will be in its lair on a roll of **1-3 in 6**; otherwise it will be out hunting, returning in **1d4** hours.

Manticore (1). AC 4 [15], HD 6+1 (32 hp), Att 2 x claw (1d4), 1 x bite (2d4), or 6 x tail spike (1d6), THAC0 13 [+6], MV 120' (40')/ 180' (60') flying, SV D9 W10 P11 B11 S13, ML 9, AL Chaotic, XP 350, NA 1d2 (1d4), TT D

A manticore can fire tail spikes 6 at a time, to a range of 180 feet. Manticores have 24 spikes in all and regrow two per day.

0504. Troglodyte Village

Once an outpost of the Skeldrene Empire, now a ruined keep of crumbling sandstone and slate, this structure is inhabited by a small village of troglodytes.

The village comprises five camps of troglodytes. Each camp is led by a troglodyte *helod* (or champion) with 3 HD. The village itself is ruled by Shangkrulta, a warchief with 4 HD. The population of the village is as follows:

- Twenty-seven normal troglodytes, divided into five camps.
- Eight *helods*, each with 3 HD. Five are the champions of the individual camps, while three are Shangkrulta's lackeys and bodyguards.
- Shangkrulta, warchief, with 4 HD.

Troglodyte. AC 5 [14], HD 2* (9 hp), Att 2 x claw (1d4), 1 x bite (1d4), or 1 x weapon, THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Chaotic, XP 25, NA 1d8 (5d8), TT A

- Troglodytes surprise on a roll of 1-4 in 6 due to their chameleon-like skin.
- In combat they can exude a foul-smelling musk that causes all within 5' to Save v. Poison or be nauseated, suffering a -2 penalty to all attack rolls.
- Each normal troglodyte carries a treasure equal to: (1-3) nothing, (4-5) 1d12 cp, or (6) 1d10 sp upon their person.

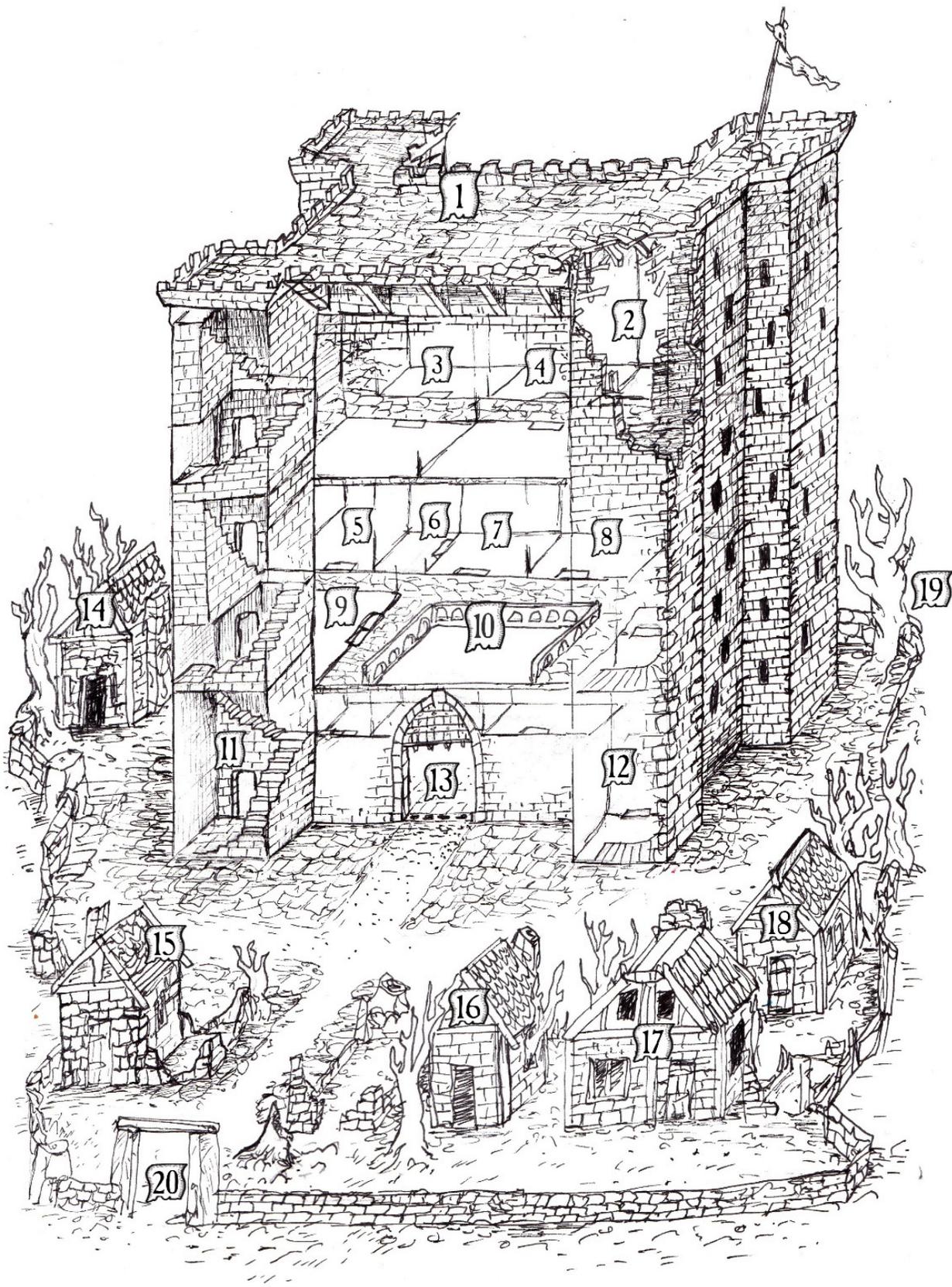
The warchief of the village is Shangkrulta, an especially cruel and vicious troglodyte who maintains rule over his subjects through fear and intimidation. Thus far the troglodytes have remained independent of the Gangrenous Orc tribe in Hex 13.21, due largely to the fact that the troglodytes view the orcs much the same way they view the Men dwelling in hex 14.23: as food stock and slaves.

The Keep of the Troglodytes is made of granite carved from the nearby hills and has withstood the years, although it is certainly falling into disrepair. The exterior walls are 5' thick and each story is about fifteen feet tall, with the open space inside being roughly 9-10 feet. The floors are all timber-framed with massive oak beams let into the walls and sheathed with oak slats.

The keep's doors are of planked oak with iron bands, and most of them stick in the frames. There's a 1 in 6 chance that a door, unless otherwise noted, will need to be forced open. The troglodytes obviously do not have this issue. Unless otherwise stated, doors do not possess locks and are not barred. Careful inspection reveals that each door's iron bands are stamped with the crest of the Skeldrene Dynasty, an eagle perched atop an anvil.

The inside of the keep is horrifyingly rank. Non-troglodytes entering the keep must Save v. Poison or be sickened as per the troglodyte description for 1 turn. During this time – and thereafter – they are, unfortunately, still vulnerable

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to the musk that individual troglodytes exude; the stench within the keep is treated as a separate effect.

The keep is roughly sixty feet high and sixty feet wide and deep. The interior walls are wood and not especially well-suited for dampening noise; fights have a 1-3 in 6 chance of attracting the attention of the rest of the troglodytes on the same floor, and a 1-2 in 6 chance of alerting troglodytes on the floors above and below.

Being creatures of Chaos, troglodytes are neither diurnal nor nocturnal, but instead keep to an erratic schedule. There's a 1-4 in 6 chance per room that the inhabitants will be awake when the adventurers arrive. If they're asleep they will be found in their room. If awake, roll on the table below to determine where they are.

If the keep were to be reclaimed from the troglodytes it would be worth 75,000 gp, with the various outbuildings worth a total of 6,000 gp. However, it has been abandoned for quite some time, and inhabited by creatures of Chaos for much of that. The keep requires 50,000 gp worth of work simply to make it habitable by Man, before it can actually be used.

Interior rooms will be unlit. Rooms with exterior walls will have windows to the outside world.

Roll below to determine where troglodytes are when they are not occupying their own rooms. Camps that are out

Locations		
Roll	Inside	Outside
1-2	Area 9	Area 15
3-4	Area 10	Area 16
5-6	Area 11	Area 17
7-8	Area 12	Area 18
9-10	Area 13	Area 20
11		Area 14
12		Area 19

Troglodyte Location Table (roll 1d6 per row)

Troglodyte	1	2	3	4	5	6
Shangkruita	In quarters		In Keep	Outside Keep	Hunting	
Harglagaap	With Shangkruita		In Room 5	Hunting		
Moduruk	With Shangkruita		In Room 5		Hunting	
Arggasasga	With Shangkruita			In Room 5		Hunting
Camp 1	In Room 7			Inside Keep	Outside Keep	Hunting
Camp 2	In Room 8			Inside Keep	Outside Keep	Hunting
Camp 3	In Room 6			Inside Keep	Outside Keep	Hunting
Camp 4	In Room 13		Inside Keep		Outside Keep	Hunting
Camp 5	In Room 13		Inside Keep		Outside Keep	Hunting

hunting will return in 1d12 hours. It is assumed that when multiple camps are out hunting they are doing so separately, although Shangkruita and his three bodyguards will also be accompanied by one camp.

When otherwise undesignated rooms are occupied by troglodytes roll below to determine which camp they are drawn from.

- Camp 1
- Camp 2
- Camp 3
- Camp 4
- Camp 5
- Shangkruita or bodyguard.

1. The Roof

The roof of the keep is flat, paved with stone, and sealed with pitch. It has been many decades since it was last maintained and is as leaky as a sieve, and about as structurally sound. One corner has collapsed, allowing access to the interior of the keep.

The troglodytes do not venture onto the roof. Clever adventurers could use it as a means of entrance, bypassing the bulk of the village, but it is inherently unstable. There's a **1-2 in 6** chance that an individual walking on the roof will cause a small collapse and will fall through, taking 1d6 points of damage from the fall and another 1d4 from falling stones. Halflings or similarly sized creatures do not have this chance, and elves or other slight-of-build characters have only a 1 in 6 chance.

If an adventurer falls through the roof into an unoccupied room there's a 1-2 in 6 chance the noise is enough to attract the attention of 1d4 troglodytes.

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2. Collapsed Staircase

This staircase was once the only means of accessing the roof. The ceiling has since collapsed, leaving it open to the elements. The staircase does not descend below the fourth story of the keep, and the door that allows access is swollen from moisture. It requires a roll of 6 on 1d6 to open; anyone trying can add their Strength modifier to the roll. Failure to open the door immediately has a 1-4 in 6 chance of attracting attention from the troglodytes in Room 3.

3. Shangkrulta's Chamber

The chief of the troglodytes dwells primarily in this room. It is dark and damp; the leaky roof ensures there is a near constant drip of water into the room, but the troglodytes thrive on dampness.

Shangkrulta will be found in his quarters on a roll of 1-2 in 6. If he is in his quarters there's a 1-4 in 6 chance he is accompanied by one of his bodyguards, a 1-3 in 6 chance his mate will be present, and a 1-2 in 6 chance there will be another 1d4 normal troglodytes present as well. If he is not in the room there's a 1-2 in 6 chance his mate and 1d3-1 normal troglodytes will be there.

Shangkrulta (troglodyte chief). AC 4 [15], HD 4 (23 hp), Att 2 x claw (1d2), 1 x bite (1d2), or 1 x weapon (1d8+2), THACO 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 125, NA unique, TT See below

An older troglodyte, Shangkrulta rose to power a decade ago and has been able to maintain it thus far through a mixture of violence, treachery, and intimidation. He is aware that his strength is not what it used to be and is preparing for the inevitable challenge to his authority. He mistakenly believes the challenge will come from Harglagaap, rather than Moduruk.

Shangkrulta wields a club of oak, embedded with stone teeth. He carries upon his person 25 sp, 20 gp and 10 pp. If using the Alternate Rules from the Appendix, Shangkrulta possesses the *Malodorous Knack*.

The following treasure can be found in Shangkrulta's chambers, scattered throughout the room. It takes two full turns to find all of the treasure. There is a total of 3,842 cp, 2,211 sp, 512 gp, and a quartz worth 50 gp.

4. Junk Closet

The room off Shangkrulta's quarters, and adjacent to the stairs leading to the roof, is filled with junk and detritus. Kluthloth, the chief before Shangkrulta, fancied himself a collector of oddities and ephemera, and stashed some of

his favorite pieces in here. Since Shangkrulta strangled his predecessor and assumed control of the tribe this room has stood unused.

The door to this chamber (from Room #3) is also swollen with moisture and can only be forced on a roll of 4-6 on 1d6. Characters can apply their Strength modifier to the roll.

The interior of the room is dank and crowded, with virtually all surfaces covered in a thick, yellowish mold that is actually harmless. Most everything in this room – once fine but now rotten furniture, moldy carpets and tapestries, bespoke fur robes, etc. – is rotten and worthless, with the following exceptions:

- A platinum circlet, once worn by a princess of the Skeldrene Dynasty, worth 3,200 gp.
- A potion of levitation. The bottle is green glass, and contains a swirling, pinkish vapor that is inhaled rather than drunk.
- A fine dueling sword, forged in the mage-factories of the Umber Principality. It has a +1 enchantment, and once per day will grant its wielder a +2 bonus to AC for 1d4 rounds.

There's a 1 in 6 chance per person per turn spent searching that one of the above items is discovered. No more than three individuals can search the room at a time.

5. Bodyguard Quarters

Shangkrulta's three bodyguards rest here, under their chief's quarters. In order to access the stairs up to the next floor one must pass through these rooms.

Arggasasga. Shangkrulta's son also serves as one of his bodyguards. Arggasasga is fiercely loyal, but dim for a troglodyte, and can be manipulated easily. Moduruk (see below) has already begun whispering poisonous words into the young troglodyte's ear in an attempt to turn him against his father.

If using the Alternate Rules at the end of this Hex he has the *Toughness Knack*. He has 12 platinum coins through which he has drilled holes and wears around his neck on a bit of sinew (they are only worth 75% of their base value now), and upon one finger he sports a gold ring set with rubies, a *ring of fire resistance*.

Arggasasga (bodyguard). AC 5 [14], HD 3* (15 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile), THACO 17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 10, AL Chaotic, XP 50, NA unique, TT Unique

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Harglagaap. One of the *helods* that serve as Shangkrulta's personal bodyguard, Harglagaap is tasked with patrolling the hex. She is small, vicious, and cunning. Harglagaap gains a +1 bonus to her personal initiative rolls and a -1 to her Armor Class, both due to high Dexterity.

If using the Alternate Rules presented in the Appendix Harglagaap possesses the *Sneak* Knack. She throws stone-tipped javelins and inflicts an extra +1 point of damage with simple thrown weapons. Harglagaap carries 12 gp and 3 pp in a belt pouch. She is rather intelligent for a troglodyte and speaks both Bestial and Common (the only one in the village to do so) in addition to Swamppeak.

Harglagaap (bodyguard). AC 4 [15], HD 3* (14 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile), THACO 17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Moduruk. Shangkrulta's third bodyguard, Moduruk schemes to replace his chieftain as ruler of the troglodyte village. He is loyal, to a point, but if given the opportunity (say, in the form of a party of adventurers) he will take the chance to betray the chief. Of course, he will just as quickly turn on those who helped him if the coup proves successful.

If the Alternate Rules presented in the Appendix are used Moduruk possesses the *Toughness* Knack. He delights in wading into combat swinging a gnarled club of ironwood, inflicting an extra two points of damage (+1 from level, +1 from Strength). Moduruk possesses a tiger-eye worth 10 gp that he took from an orc he slew. He believes the tiger-eye whispers secrets to him, urging him to challenge Shangkrulta for leadership of the village.

Moduruk (bodyguard). AC 5 [14], HD 3* (21 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+2 hand, 1d6+2 thrown), THACO 16 [+3]/17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 50, NA unique, TT Unique

6. Sleeping Quarters

The third camp of troglodytes lairs in this chamber. It consists of five normal troglodytes and Dublasa, the champion of the camp. Dublasa has been convinced by Moduruk that it is time for a change in leadership, but she is somewhat cowardly and will not act until it is clear that Moduruk will be victorious.

Dublasa (champion). AC 5 [14], HD 3* (19 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2) or 1 x weapon (1d8+1 hand, 1d6+1 missile), THACO 17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Dublasa has a belt pouch with 6 gp. If using the Alternate Rules she has the *Toughness* Knack.

7. Sleeping Quarters

The first camp of troglodytes lairs in this chamber. It consists of four normal troglodytes and Rakas, the champion of the camp. Rakas is loyal to Shangkrulta.

Rakas (champion). AC 5 [14], HD 3* (19 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile), THACO 17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Rakas has 7 gp that he keeps tucked under his sleeping skins. If using the Alternate Rules he has the *Toughness* Knack.

8. Sleeping Quarters

The second camp of troglodytes lairs in this chamber. There are a total of 6 normal troglodytes that dwell here, along with their champion, Toemoran. Toemoran is an older troglodyte who has managed to maintain her position as camp leader despite her advancing age.

Toemoran (champion). AC 5 [14], HD 3* (9 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile), THACO 16 [+3]/17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Toemoran wears a gold earring worth 54 gp. She fights with a dagger +1. If using the Alternate Rules she has the *Sneak Attack* Knack.

9. Empty Room

Adjacent to the balcony is a largish open area that at one time was used as an auxiliary common room for the troops stationed here. Now it is mostly empty, detritus and filth on the floor.

There's a 1-2 in 6 chance that at any one time there will be 1d4 troglodytes lounging in this room. Any troglodytes up here have a 1-5 in 6 chance of noticing a disturbance in the hall below.

10. Balcony

The balcony overlooks the floor below, with a three-foot tall wooden railing circling it. It is rotting and relatively unsafe. There's a 1-3 in 6 chance that 1d8 troglodytes will be lounging here, whiling away the hours in various depraved activities.

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11. Stairwell

This is the only way to access the various levels of the keep. It is rarely guarded, but there's always a 1 in 6 chance that 1d4 troglodytes will be using the stairs when the adventurers do.

12. Slave Pens

There are always **1d4–1** prisoners kept in this chamber, destined to be eaten alive by the troglodytes at the next meal. Roll below to determine the race of the captives.

1. Orc (from the village in Hex 13.21)
2. Human (F1, from the village of the Basilisk Knights in Hex 14.23)
3. Human (adventurer, determine class and level randomly)
4. Orc (from village in Hex 16.23)
5. *Strigi* (from Hex 17.24)
6. Ogre

The prisoners are beaten and starved, at 1 hp, but are not bound. The door is barred, however, and there's a 1-5 in 6 chance that 1d2 troglodytes stand guard over the door, taunting the prisoners and salivating over the prospect of eating them.

13. Entrance

The entrance to the keep is normally left open and unguarded. There's a 1-2 in 6 chance that 1d4 troglodytes will be lounging around the entrance.

At one point in time there was a portcullis that could be dropped in front of the gate, but no more.

The entrance opens up into a large open room at ground level, which previously was used as a combination throne room/dining hall/kitchen/meeting chamber. The central part of the ceiling in here is open to the floor above and ringed with a railing.

The fourth and fifth camps live in this room, sharing the large space.

The fourth camp consists of 7 troglodytes led by a champion named Grefur; the fifth camp consists of 5 troglodytes led by a champion named Negrag. The two camps rarely interact; there's only a 1 in 6 chance that both camps will be present in the room at the same time.

In addition to the treasure the individual inhabitants have, two gems worth 45 gp apiece can be found after a careful search, having rolled under some broken furniture.

A large, ornate chandelier worked in copper hangs from the ceiling of the second floor, supported by a rope that leads to a

hook in Room #9. The troglodytes don't understand that the chandelier can be lowered, and so it remains, the rope slowly rotting. If a fight breaks out in the room below there's a 1 in 6 chance it falls during the altercation onto the combatants. The chandelier has a 10' diameter, and all those within range must Save v. Wands or take 2d6 points of damage.

If the chandelier were to be lowered safely it would be worth 150 gp.

Grefur (champion of the fourth camp). AC 5 [14], HD 3* (21 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile), THAC0 16 [+3]/17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Grefur carries a single gold coin tucked into a fold of his skin. If using the Alternate Rules he has the *Toughness* Knack.

Negrag (champion of the fifth camp). AC 5 [14], HD 3* (15 hp), Att 2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile), THAC0 16 [+3]/17 [+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Chaotic, XP 50, NA unique, TT Unique

Negrag has a treasure equal to 21 sp. If using the Alternate Rules she possesses the *Potent Musk* Knack.

14. Slime Pit

The troglodytes have been digging out the floor of this building and have excavated a pit some twenty feet deep and twenty feet wide in here, consuming most of the floor space. They have caught three grey oozes and are keeping them here as totemic creatures, feeding them the occasional slave as sacrifice.

1d6 months after the adventurers first enter this hex, assuming they do not eliminate the troglodytes during that time, one of the normal troglodytes will discover their calling and the nascent godhood within these oozes. The troglodyte will become a 1st-level shaman and the oozes will use the second stat block, below.

Grey Ooze (3). AC 8 [11], HD 3* (6, 12, 16 hp), Att 1 x touch (2d8), THAC0 17 [+2], MV 10' (3'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 50, NA 1 (1), TT None

Grey Ooze, nascent gods (3). AC 7 [12], HD 4** (23, 23, 25 hp), Att 1 x touch (2d10), THAC0 18 [+3], MV 10' (3'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Chaotic, XP 50, NA 1 (1), TT None

- The oozes regenerate 1 hp per turn, even if reduced to 0 hp, unless a bless spell is cast or holy water is sprinkled upon the remains.

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- ▶ Once per week the oozes can cast *suggestion*, targeting a single individual within 30'. On a failed save the ooze will telepathically command the target to step forward into the pit.

15. Springhouse

A bubbling spring burbles up from the ground here, and the knights of old put walls and a roof around it to keep it sheltered.

It is currently being used by the troglodytes as a source of both drinking and bathing water, and is amazingly fouled. The surface of the pool is thick with an iridescent slime, and the interior reeks of troglodyte musk.

Any non-troglodytes that drink from the water must Save v. Poison with a –2 penalty. Those that fail become violently ill, unable to take actions other than moving, for a period of 2d12 hours (as per giant centipede poison). Those that succeed are still nauseated, suffering a –2 to all rolls for a period of 1d12 hours.

It will literally take months, and will likely require the demolition of the springhouse, in order to remove the stench and make the water palatable to non-troglodytes.

16. Smokehouse

This building was once used as a smokehouse, but now it is used primarily as a curing shed for the troglodytes. They will occasionally, after a successful hunt, hang slabs of butchered meat in here to cure before devouring. There's a 1-2 in 6 chance that 1d4 hunks of meat hang here from rusted hooks set into the ceiling. If the adventurers look too closely there's a chance they find that some of the hanks have disturbingly human characteristics, and must Save v. Poison or be nauseated for 1d4 turns, suffering the same effects as from troglodyte musk. A careful search of the building, taking two turns, uncovers a gold ring, still on a skeletal human finger, that has rolled into a crack at the perimeter of the building. The ring is worth 75 gp, and bears the crest of the Basilisk Knights, who will pay a handsome reward for its return.

17. Stables

This used to be the stables for the Men that dwelled here in ages past, and is now in terrible shape. The troglodytes avoid entering it for the most part, as even they know that it is in danger of collapsing. That being said, some of the weaker and smaller troglodytes come here to escape the bullying of those larger than them.

For every turn spent searching the stables there's a 1 in 6

chance the building will collapse. Those within must Save v. Wands. Those who fail take 1d8 points of damage and are pinned, unable to escape without aid. Those that save take 1d4 points of damage and are not pinned.

For every turn spent searching there's a 1 in 6 chance the adventurers find the treasure hidden within, an enchanted saddle. It is still in good shape, made of reddish, supple leather, and bearing the crest of the Skeldrenes. The saddle is sized for a riding horse; if equipped, both rider and mount can travel for twice the normal distance without risking exhaustion.

It will take 6 turns to explore the entire stables.

18. Forge

Once used as the forge and smithy by the residents of the keep, this structure is nearly in as bad a condition as the stables. There's a 1 in 8 chance per turn spent investigating that it will collapse.

Nothing of interest will be found in the forge, and it will take 4 turns to explore the entire place. There are a few tools and scraps of iron left – most everything was either taken when the original inhabitants left or stolen over the years – blistered with rust and useless.

19. The Tree of Sorrow

Years ago, when the keep was occupied by Men, this tree was the residence of a dryad named Viusxa, the grandmother of Elsael in Hex 14.23. Viusxa died at the beginning of the previous Cycle, decades after the keep was abandoned and after years of gradual mental decline.

Although she is gone, some residual magic still remains in the tree which, despite being dead for many years, is still sound and free of rot. 1d12 × 1000 gp worth of material suitable for use as a magical principal (see Hex 17.23) can be harvested from the tree. It is worth 150% if used to create items dealing with fae or Faery.

Additionally, some connection still exists to Faery through the tree. If using the rules for Ritual Magic presented in Hex 14.21 a passage to the Faery realm of Summer's End can be opened at this location.

20. The Gate

The entrance to the keep is guarded only sporadically, due to the troglodytes' Chaotic impulses. Every time the keep is approached there's a 1-3 in 6 chance that 1d4 normal troglodytes will be standing guard, and a further 1-2 in 6 chance they are accompanied by their camp champion.

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Treasure

When encountered, each normal troglodyte will be carrying wealth equivalent to 1d4–1 copper coins. They do not value coins the way that other races do, and any wealth will often be in the form of knick-knacks or gewgaws: smooth rocks, polished bits of glass, or beads.

Each *helod*, when encountered, will be carrying wealth equal to 2d4 sp. About half the wealth will be in coin form (usually copper coins) while the rest will be in various small items with some intrinsic value (animal teeth, small semi-precious stones, etc.).

The bulk of the troglodyte communal treasure is stored in Shangkrulta's chambers, under a large flat stone draped in filthy furs and hides the chieftain uses as a sleeping mat. It consists of:

- 2,248 silver coins
- 7,389 gold coins

0607. Mountain Lions

A family of mountain lions (mother and three young) dwell in this hex, lairing in the shelter of an overhanging rock. The young are all part of the same litter and are approximately a year old – two females and a male – and will be leaving their mother to strike out on their own 1d12 months after the adventurers first enter this hex. The great cats hunt mostly in the hill hexes to the south. Thus far they have avoided any encounters with Imphasfur or the troglodytes. A paltry 32 copper coins are scattered about the dry dirt floor of their lair.

Mountain Lion (1). AC 6 [13], HD 3+2 (20 hp), Att 2 x claw (1d3), 1 x bite (1d6) THAC0 16 [+3], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 1d4 (1d4), TT U

Mountain Lion (cubs, 3). AC 7 [12], HD 2 (9, 11, 12 hp), Att 2 x claw (1d2), 1 x bite (1d4), THAC0 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 35, NA 1d4 (1d4), TT U

Random Encounter Tables

Hills

1. Manticore
2. Mountain Lion
3. Troglodytes (hunting party led by Harglagaap): 1d6 troglodytes, plus Harglagaap
4. Troglodytes (hunting party led by Shangkrulta): 1d6+3 troglodytes, plus 1d3 *helods*, plus Shangkrulta
5. Orcs (from Hex 13.21): 2d4 1-HD orcs led by one 3-HD orc
6. Basilisks (1d2) wandering from another hex
7. Basilisk Knight patrol (from Hex 14.23): 6 1st-level fighters led by a 3rd-level fighter, all mounted on warhorses
8. Triceratops (1) from Hex 13.22

Forested Hills

1. Troglodytes (hunting party led by Harglagaap): 1d6 troglodytes, plus Harglagaap
2. Troglodytes (hunting party led by Shangkrulta): 1d6+3 troglodytes, plus 1d3 *helods*, plus Shangkrulta
3. Mountain Lion
4. Orcs (1d6+2 plus one 3-HD orc), hunting party from Hex 13.21
5. *Strigi* (1d4+4) from Hex 17.24
6. Basilisk (1d2) wandering in from another hex
7. Zarglas, solitary troll, from Hex 16.21
8. Autrak (dragon), from Hex 16.22

Appendix

Troglodyte

All troglodytes, regardless of class, have the following racial characteristics:

1. **Infravision.** Troglodytes have adapted to spending much of their time underground and have infravision with a 60' range. They do not suffer penalties for being in daylight.
2. **Chameleon Skin.** If given warning, troglodytes can instinctively change their skin coloration to match their surroundings, surprising on a roll of 1-4 in 6. They do not gain the increased chance of surprise if they are emitting their stench. It takes two rounds of no movement or other actions to change their skin coloration.

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- 3. Stench.** Once they engage in combat troglodytes emit a foul odor from their sweat glands. Non-troglodyte living creatures within 5' must Save versus Poison or suffer a –2 penalty to all attack rolls. The penalty lasts for a number of rounds equal to the HD of the troglodyte.
- 4. Advanced Hit Dice.** All troglodytes have a base of 2 HD. Each additional level (beyond 1st) grants them an additional HD.
- 5. Resilient to Poisons.** All troglodytes are naturally resistant to poisons, gaining a +2 bonus to any saving throws made to resist the effects of non-magical poison.

Troglodyte Musk

These creatures possess powerful exocrine glands that store a foul-smelling, oily musk-like substance. Troglodytes use their scent to mark their territory, but it is additionally useful offensively, as most other living creatures find the odor exceptionally noxious.

Once per day a standard troglodyte can release a spray of musk in a five-foot radius. All living creatures within that space must Save v. Poison. In addition to the attack roll penalty noted above, if a spellcaster is casting a spell when hit with the spray a failed save indicates the spell is lost in a paroxysm of choking and gagging. Further, no spells may be cast until the effects wear off. Those who successfully save may proceed (and cast spells) as normal.

Once a save has been made a target does not need to save again against the spray. The troglodyte may release the spray as a free action on their turn during a round. Needless to say, most troglodytes will spray their musk during the first round they close into melee range.

Troglodyte

Level	XP	HD	THAC0	Saving Throws					Damage	AC	Natural Weapons
				D	W	P	B	S			
1	0	2d8	19 [0]	12	13	12	15	16	—	5 [14]	1d2
2	2,960	3d8	18 [+1]	11	12	11	14	15	+1	5 [14]	1d2
3	5,920	4d8	17 [+2]	10	11	10	13	14	+1	4 [15]	1d2
4	11,840	5d8	16 [+3]	10	11	10	12	14	+1	4 [15]	1d2
5	23,680	6d8	15 [+4]	9	10	9	11	13	+2	4 [15]	1d4
6	47,360	7d8	14 [+5]	8	9	8	10	12	+2	4 [15]	1d4
7	95,000	8d8	14 [+5]	8	9	8	10	12	+2	3 [16]	1d4
8	190,000	9d8	13 [+6]	7	8	7	9	11	+2	3 [16]	1d4
9	380,000	10d8	12 [+7]	6	7	6	8	10	+3	3 [16]	1d4

Requirements: Con 9, Str 9

Prime Requisite: Str

Hit Dice: d8

Maximum Level: 9

Armor: None

Weapons: Any

Languages: Alignment, Swampspeak

Troglodytes have the following class characteristics:

- At 2nd level they inflict an extra +1 point of damage when using melee or thrown weapons. This increases to +2 at 5th and +3 at 9th level and is in addition to any damage from Strength. The bonus does not apply to natural weapon attacks.
- At 3rd level the troglodyte's hide thickens, lowering its AC to 4 [15]. At 7th level it thickens further, lowering AC to 3 [16]. Dexterity modifiers apply as normal.
- Troglodytes save and attack as fighters of equivalent HD (a level 3 troglodyte saves and attacks as a 4th-level fighter). Note that they gain a +2 bonus to all Saves v. Poison (already included in the stat block)
- Troglodytes can release a cloud of musk once per day at first level, as described in the troglodyte racial description. This increases to twice per day at level 4 and three times per day at level 7.
- Troglodytes can also attack with natural weaponry, a claw/claw/bite routine that inflicts 1d2/1d2/1d2 points of damage. This increases to 1d4/1d4/1d4 points of damage at 5th level.
- If a troglodyte slays an opponent they can make an attack against another adjacent opponent. As long as

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they continue to kill opponents they may make attacks, up to a maximum number of times per round equal to their Hit Dice. If attacking with their natural weapons they can only make 1 such subsequent attack.

This is the basic troglodyte race as found on p. 195 of *OSE Core*.

Troglodytes speak Swampspeak, a barbaric tongue spoken by froglings, lizardfolk (to whom troglodytes seem distantly related) and other such races. Those with an Intelligence bonus may speak additional languages: these are usually Grog (spoken by Neanderthals and other primitive races), Bestial, and occasionally the Common tongue.

Upon reaching 3rd level the troglodyte can attempt to recruit followers amongst their kin and strike off on their own to form their own scourge. The troglodyte has a base 1 in 6 chance of success. If the result is a failure the troglodyte must wait until they gain another level to try again, increasing their chance of success by 1 per level.

If successful the character attracts 2d6 normal troglodytes, 1d6 1st-level troglodytes and 1d4–1 2nd-level troglodytes. These followers will likely be those without position or power in an existing community.

Alternate Rules

Skills

1st-level troglodytes start with one skill and gain an additional skill at 4th, 7th, and 9th levels.

Knacks

Additionally, the troglodyte gains a Knack at 2nd level. They gain an additional Knack at 5th and 9th level. Unless otherwise stated, Knacks can be selected twice.

Malodorous. The troglodyte's musk glands are overactive. Their spray affects all individuals within a 15' radius.

Natural Weaponry. The claws and bite attack of the troglodyte become more potent, increasing the size of their damage dice by one (from 1d2 to 1d4, for instance, and then 1d4 to 1d6).

Potent Musk. The troglodyte's scent glands are a marvel of stench. Those caught within the spray save at a –2 penalty; those failing suffer a –4 penalty to all attack rolls for the duration.

Rally the Troops. Once per day the troglodyte can choose to exhort their kin to greater efforts. If the troglodyte spends a

round encouraging their kin, all troglodytes within 30' that have fewer HD gain a +1 bonus to morale and a +1 bonus to hit and damage. This lasts for 1d4 rounds. This Knack can only be selected at level 5 or 9.

Self-improvement, primary. The troglodyte can increase one of the following scores by 2, or two by 1: Strength, Dexterity, Constitution.

Self-improvement, secondary. The troglodyte can increase one of the following scores by 2, or two by 1: Intelligence, Wisdom, Charisma. This can only be selected at level 5 or higher.

Skilled. The troglodyte gains an additional three skill slots.

Sneak. The troglodyte uses the following abilities as a thief of an equal level: *Move Silently*, *Climb Walls*, *Hide in Shadows*, *Hear Noise*.

Sneak Attack. The troglodyte may backstab as a thief of the same level.

Toughness. The troglodyte has 1d10 hp per HD instead of 1d8. This Knack can be selected a second time, granting the troglodyte 1d12 hp per HD.

The troglodyte class is built using the rules from the *Classing up the Joint* supplement as follows:

- Attack as Fighter. +1
- Saving Throws as Fighter. +1
- HD d8. +1
- Advanced HD (2 at level 1). +5
- Weapons Allowed (#4). +2
- Armor Allowed (#1). –1
- Infravision. +.5
- Chameleon skin. +1.5
- Resistance to poison. +.3
- Natural attacks (3). +3
- Natural Armor. +1.5
- Musk. +2
- Early name-level benefits (attract followers at 3rd level). +1.5
- Level limited. Four levels. –4
- Two Ability Score Requirements. –.5
- Total modifiers: 14.8
- Total XP to reach 2nd level: 2,960

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Troglodyte Shaman

Troglodytes worship a variety of small gods, loathsome, chthonic deities associated with misshapen rock carvings, ooze that have attained quasi-deityhood thanks to a constant supply of chants and offerings, and other demons or fey creatures judged worthy of obeisance.

Requirements: Con 12, Str 9, Wis 9

Prime Requisite: Str, Wis

Hit Dice: d6

Maximum Level: 7

Armor: None

Weapons: Any

Languages: Alignment, Swampspeak

Troglodyte shamans with Strength and Wisdom scores of 13 or higher gain a 5% bonus to XP. If one is 13 or higher and the other is 16 or higher the bonus is increased to 10%.

Troglodyte shamans have a claw/claw/bite routine that inflicts 1d2 points of damage per attack and, like regular troglodytes, can use any weapons but cannot repair or maintain complex weapons. They cannot wear armor.

Troglodyte shamans have the same racial characteristics of all troglodytes. Additionally, they possess the ability to cast spells as a cleric. They do not gain a cleric's ability to turn undead.

Every time a shaman casts a spell they must roll 1d20. If the result is equal to or less than the level of the spell cast they take 1 point of damage per spell level, as their patron cruelly exacts a price for power granted. If the spell is drawn from the arcane spell list (either illusionist or magic-user, as noted below), add one to the effective spell level when making the d20 roll and the shaman takes 1d2 points of damage per spell level.

Ex. The shaman casts cause light wounds, a 1st-level divine spell, and suffers 1 point of damage only if they roll a 1 on 1d20. Later in the battle the shaman casts cloudkill, a 5th-level arcane

spell. If they roll a 6 or lower they take 5d2 points of damage.

A shaman that is killed by this spell drain is transformed into an avatar of their deity 1d4 rounds after death. Treat an avatar as a creature of a type similar to the patron (ooze if the patron is an ooze, demon if a demon, etc.) with HD equal to the shaman's level. The avatar is utterly insane, and attacks all within range, even other troglodytes, until destroyed. Roll 1d10, below, to determine if the avatar gains any special abilities:

- 1-3. No other abilities
4. Avatar regenerates 1 hp per round.
5. Avatar has (1-4) 1d10 or (5-6) 1d12 hit points per hit die.
6. Avatar's attack dice are increased by one die size (from 1d4 to 1d6, for example).
7. Avatar's AC is improved by 1d2.
8. Avatar gains a bonus of +2 to all saving throws.
9. Avatar is immune to one form of damage: (1) non-magical attacks, (2) spells lower than level 1d4+1, (3) bludgeoning, (4) slashing, (5) fire, (6) electricity, cold, or acid.
10. Roll twice, ignoring results of 1-3. Identical results stack with themselves.

At 3rd level a shaman can attempt to brew potions as a cleric, and at 5th level they can attempt to craft magical items as a

Troglodyte Shaman

Level	Spell Level				
	1	2	3	4	5
1	1	—	—	—	—
2	2	—	—	—	—
3	2	1	—	—	—
4	2	2	—	—	—
5	2	2	1	1	—
6	2	2	2	1	1
7	3	3	2	2	1

Troglodyte Shaman

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	2d6	19 [0]	11	12	12	16	15
2	3,360	3d6	19 [0]	11	12	12	16	14
3	6,720	4d6	18 [+1]	10	11	11	15	13
4	13,440	5d6	17 [+2]	9	10	10	14	12
5	26,880	6d6	17 [+2]	9	10	9	14	12
6	54,000	7d6	16 [+3]	8	9	9	13	11
7	108,000	8d6	15 [+4]	7	8	8	12	10

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cleric. Both of these are done using the shaman's actual level to determine their success.

At 3rd level a shaman can found a shrine within a troglodyte community, attracting 1 normal troglodyte for each camp present and 1d2-1 3-HD troglodytes per camp. If a community has more than one troglodyte shaman, they will each worship a separate deity; brutal fights between the various clergy often erupt, just as fights do between the various camps.

The spells the shaman can cast are drawn from a modified spell list.

First Level: cause fear*, cause light wounds, darkness*, sleep^, spider climb#, stinking cloud#.

Second Level: blight*, blindness/deafness\$, entangle!, fascinate\$, hold person, obscuring mist!, resist fire, silence 15' radius, speak with animals.

Third Level: barkskin!, continual darkness*, cause disease*, curse, growth of animal, invisibility^, striking, summon ooze#, warp wood!.

Fourth Level: cause serious wounds*, haste^, protection from fire and lightning!, speak with plants, solid fog\$, sticks to snakes, water breathing!.

Fifth Level: charm monster^, cloudkill^, commune, insect plague, finger of death*.

* spells cast as reverse only

^ magic-user spells

! druid spells

\$ illusionist spells

new spells (see below)

Alternate Rules

If using the Alternate Rules shamans start play with 1 skill. They gain a second skill at 4th level and the third skill at 7th.

The shaman starts play with 1 Knack at 1st level and gains a second Knack at 5th level.

Controlled Spellcasting. Whenever the shaman casts a spell they add 1 to the 1d20 roll used to avoid spell drain.

Favored by the gods. Once per day the shaman can automatically succeed on a saving throw. At 7th level they may do this twice per day.

Potent Musk. The troglodyte's scent glands are a marvel of stench. Those caught within the spray save at a -2 penalty; those failing suffer a -4 penalty to all attack rolls for the duration.

Prodigal Caster. At levels 1-4 the shaman can cast an additional 1st-level spell per day and at levels 5-7 the shaman can cast an additional 1st and 2nd-level spell per day.

Self-improvement, primary. The shaman can increase one of the following scores by 2, or two by 1: Strength, Constitution, Wisdom.

Self-improvement, secondary. The shaman can increase one of the following scores by 2, or two by 1: Intelligence, Dexterity, Charisma. This can only be selected at level 5 or higher.

Skilled. The shaman gains an additional three skill slots.

Toughness. The shaman has 1d8 hit points per HD instead of 1d6. This Knack can only be selected once.

The troglodyte shaman class is built using the rules from the *Classing up the Joint* supplement as follows:

- Attack as Cleric. 0
- Saving Throws as Fighter. +1
- HD d6. +5
- Advanced HD (2 at level 1). +5
- Weapons Allowed (#4). +2
- Armor Allowed (#1). -1
- Spellcasting. Divine 75% progression with expanded spell list. +8
- Infravision. +.5
- Chameleon skin. +1.5
- Resistance to poison. +.3
- Natural attacks (3). +1.5
- Natural Armor. +.5
- Musk. +2
- Early name-level benefits (attract followers at 3rd level). +1.5
- Level limited. Six levels. -6
- Two Ability Score Requirements. -.5
- Total modifiers: 16.8
- Total XP to reach 2nd level: 3,360

Troglodyte Demographics

Troglodytes are an exceptionally Chaotic and cruel race. They have no relations with the other humanoid races such as orcs, goblins or kobolds, and lump them all in the same category as humans: prey. They do not usually keep slaves, preferring to torture and eat any captives sooner rather than later.

The basic unit of troglodyte society is the "camp". A camp comprises 1d8 normal troglodytes. Each camp is led by a *helod*, a 2nd-level troglodyte. Multiple camps form a scourge, and multiple scourges occasionally band together to form a village.

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Any troglodyte village of more than 75 individuals will (1-3) be stable; (4-5) divide into two smaller camps, one of which has a population of $1d4+1 \times 10\%$ of the total population; or (6) devolve into internecine warfare that lasts for $2d4$ days, the population reduced by $2d6\%$ per day of infighting, murder and cannibalism until an equilibrium is reached. For every community of more than 75 members roll $1d6$ (as above) per month.

The majority (1-4 in 6) of troglodyte lairs are below ground, in heavily wooded forests, or in the depths of thick swamps and jungles that rarely see sunlight penetrating through the thick canopy. They are adaptable to any climate and terrain type, save extreme cold which they dislike. As stated above, they have decent infravision, yet suffer no penalty when active in the daytime.

A primitive race, troglodytes rarely (1 in 6 chance) master fire, and even those who do are unable to work metal, resorting to working with stone, wood, and tanned hides. If they have metal or complex (bows, crossbows, etc.) weapons they will have been claimed from their victims in battle, and they generally do not possess the ability to repair or maintain their gear (although individual troglodytes may learn these skills). Troglodytes do not wear armor, but instead grow tougher skin as they age.

Troglodytes encountered in dungeons will lair in numbers of $5d8$. When lairing in the wilderness, troglodytes will lair as follows (note that each group of $5d8$ troglodytes is referred to as a scourge):

- 1 scourge
- 2 scourges (village)
- 3 scourges (village)
- 4 scourges (warband)
- 5 scourges (warhorde)

Each scourge of troglodytes contains roughly five camps of $1d8$ troglodytes. Each camp is led by a 2nd-level (or 3-HD) troglodyte. A scourge is further led by a chieftain, who will be a (1-4) 3rd-level/4-HD troglodyte or (5-6) a 4th-level/5-HD troglodyte. The chieftain will have $1d4+1$ lieutenants of 1st level and $1d3$ lieutenants of 2nd level. These lieutenants serve as bodyguards, assassins, scouts and enforcers for the chieftain.

There's a 1 in 6 chance that a troglodyte scourge has a shaman present. Roll $1d20$ to determine the shaman's level.

Troglodyte Shaman Level Generation (1d20)

- 1-6. 1st-level shaman
- 7-11. 2nd-level shaman
- 12-15. 3rd-level shaman
- 16-17. 4th-level shaman
- 18-19. 5th-level shaman
- 20. 6th-level shaman
- 21+. 7th-level shaman

A village of two scourges will be led by a chieftain of (1-4) level $4/5$ HD or (5-6) level $5/6$ HD. The chieftain will have attendants as follows: $2d4$ 1st-level troglodytes, $1d4$ 2nd-level troglodytes, and $1d4$ 3rd-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman, there's a 1-2 in 6 chance the chieftain is served directly by a shaman.

A village of three scourges will be led by a chieftain of (1-4) level $5/6$ HD or (5-6) level $6/7$ HD. The chieftain will have attendants as follows: $3d4$ 1st-level troglodytes, $2d4$ 2nd-level troglodytes, and $1d4$ 3rd-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman, there's a 1-3 in 6 chance the chieftain is served directly by a shaman.

A village of four scourges will be led by a chieftain of (1-4) level $6/7$ HD or (5-6) level $7/8$ HD. The chieftain will have attendants as follows: $3d4$ 1st-level troglodytes, $2d4$ 2nd-level troglodytes, $1d4$ 3rd-level troglodytes, and $1d2$ 4th-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman there's a 1-3 in 6 chance the chieftain is served directly by a shaman. If there is a shaman present add $1d4$ to the roll made to determine the shaman's level.

A village of five scourges will be led by a chieftain of (1-3) level $7/8$ HD or (4-5) level $8/9$ HD or (6) level $9/10$ HD. The chieftain will have attendants as follows: $4d4$ 1st-level troglodytes, $3d4$ 2nd-level troglodytes, $2d4$ 3rd-level troglodytes, and $1d4$ 4th-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman there's a 1-4 in 6 chance the chieftain is served directly by a shaman. If there is a shaman present add $1d8$ to the roll made to determine the shaman's level.

The above numbers are in addition to the normal troglodytes present in a community. A community of one scourge would consist of the following:

- 5 camps of $1d8$ troglodytes
- 5 2nd-level troglodytes, each one in control of a single camp
- A 3rd- or 4th-level troglodyte chieftain
 - $1d4+1$ lieutenants
 - $1d3$ captains
 - 1 in 6 chance of having a shaman

Troglodyte Miscellany

Troglodyte lairs take on the musk of their inhabitants; with so many creatures occupying the same space – often a cavern system, dungeon, mines, or other enclosed area – it begins to stink like those dwelling within. Upon first entering a troglodyte lair all susceptible individuals must Save v. Poison with a +2 bonus to the roll or be sickened (as per the troglodyte musk) for $1d6+1$ turns. A successful

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save against the lair stench does not render an individual immune to being caught in a troglodyte's musk cloud.

The treasure listed under the troglodyte entry in the *OSE Core* book is per scourge. Larger communities will roll for each individual scourge.

Troglodytes make their presence known quickly when they move to inhabit an area. Like many of the humanoid races they care little for their environment and surroundings; they quickly despoil the land and rivers around them. Within 1d4 months of a scourge moving into a lair the landscape begins to change in the immediate vicinity (within 100 yards). For every additional three months the lair is in existence an additional 100-yard band surrounding the lair will become fouled. A single scourge will, over the course of several years, wreck the ecology of a single sub-hex (roughly a diameter of .6 miles); vegetation will begin to die as everything becomes coated with a thin, oily sheen, and a foul stench will hang in the air; any water within the area develops a sickly yellowish foam as the pervasive musk particles are whipped to a froth.

Those depending on scent to track will find the stink of troglodyte too heavy and overpowering to pick up any other smells. Unlike some of the other races, such as orcs or goblins, troglodytes will leave trees and plant growth standing. For one, they do not typically use fire as often as the other races, but they also find that they can blend easily amongst glades and copses of trees with their chameleon ability.

Because they are so destructive to the ecology of an area, troglodytes find themselves ranging far for food (mostly meats, although they are omnivores). A troglodyte hunting (or war, as battle provides a source of ready food) party will travel, on average, no more than three hexes (18 miles) and most often between one and two hexes (6-12 miles) away from their lair.

Woods-wise individuals are likely to pick up signs of troglodyte presence outside of their lair, especially if they know what to look for; the musky stench and oil-slick like residue these creatures leave behind are obvious tell-tale signs.

New Spells

Spider Climb (arcane)

Level: 1

Duration: 1 round +1 round/level

Range: Touch

The target of this spell can climb and move on vertical or horizontal (such as the ceiling) surfaces like a spider. The target must have both hands and feet free and bare. Objects that weigh 5 pounds or less cling to the recipient's hands/feet. A person under the influence of this spell cannot cast spells.

Stinking Cloud (arcane)

Level: 1

Duration: Permanent until dispelled

Range: 30'

The caster of this spell summons a cloud of foul-smelling smoke with a radius of 15'. All creatures within the cloud are nauseated, unable to attack or cast spells. They move at half-speed, and all creatures within the cloud have cover (as do those outside to those within the cloud). Upon moving from the cloud individuals remain nauseated for 1d4+1 rounds unless they are able to succeed on a Save v. Poison, in which case they are no longer affected.

Summon Ooze (arcane)

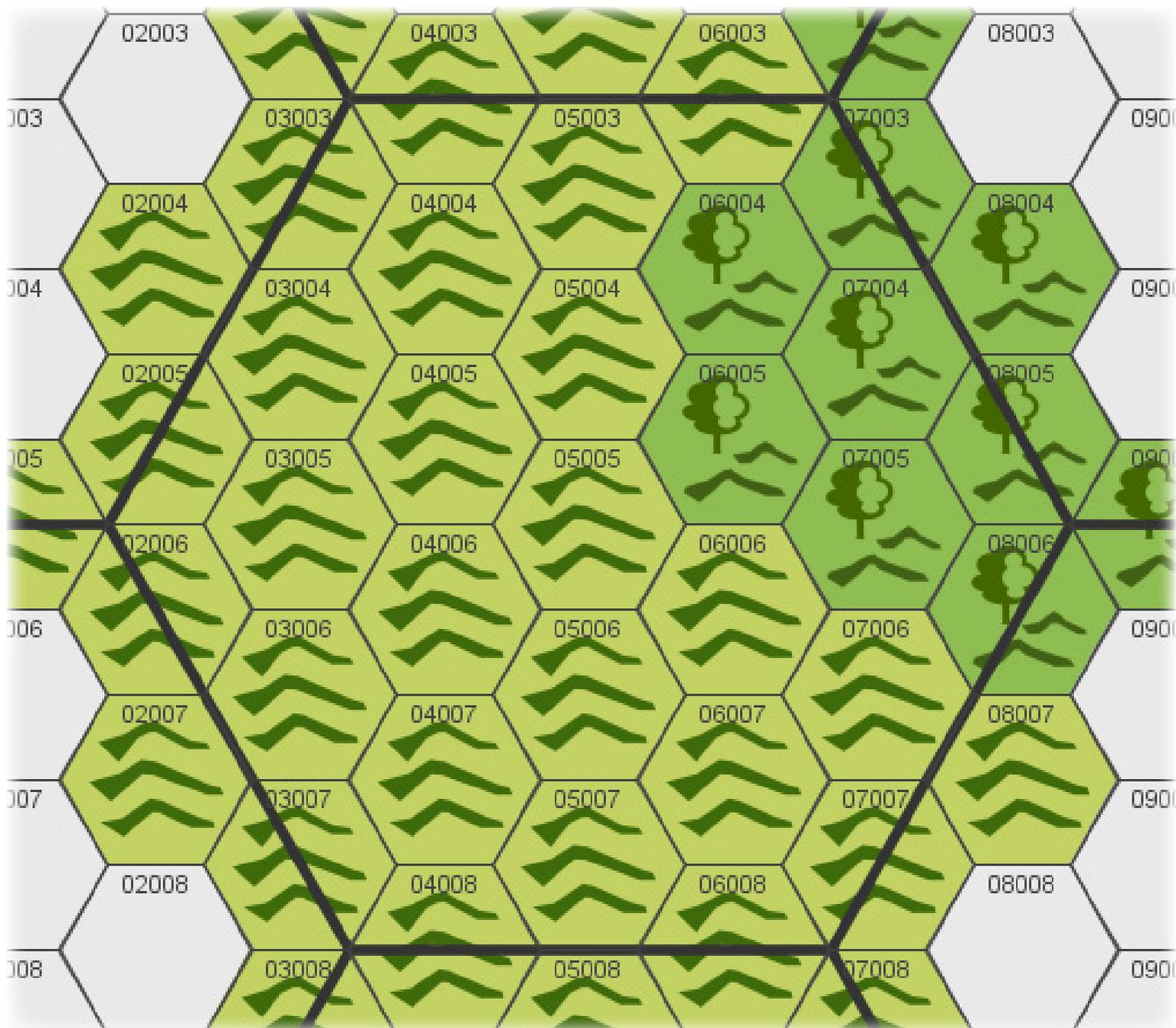
Level: 3

Duration: 2 rounds +1 round/level

Range: 30'

The shaman summons an ooze or jelly, which bubbles forth from minute cracks in the ground. The summoned creature is unintelligent, but will obey the caster's commands to the best of its ability. Regardless of the HD a normal creature of its type would have, the summoned creature has a number of HD equal to the caster's level. Therefore, if a 5th-level shaman were to summon a black pudding it would have 5 HD, and if they were to summon a green slime it would have 5 HD as well.

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Large hex is 6 miles face to face

Smaller hexes are 1.2 miles face to face.

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