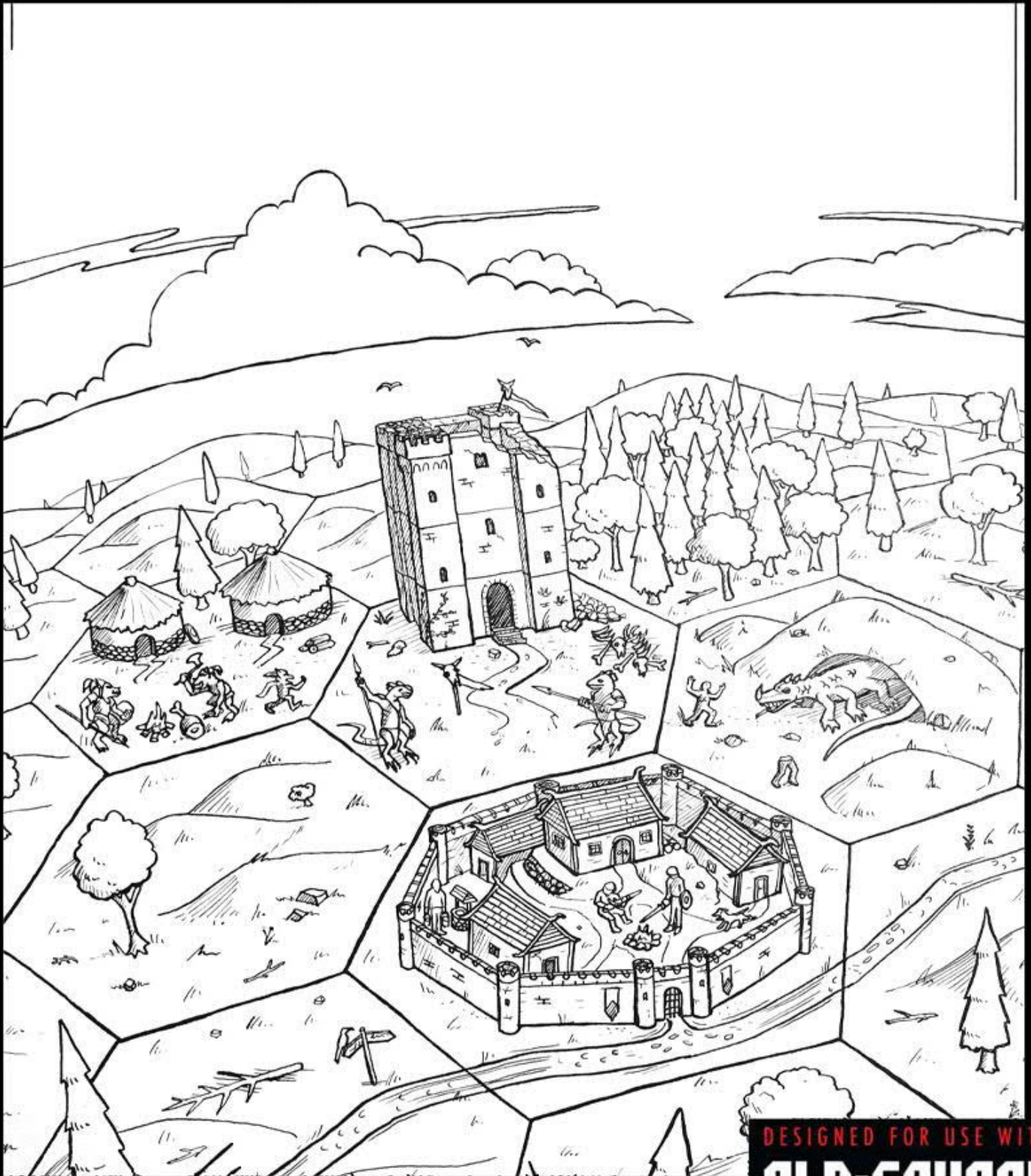


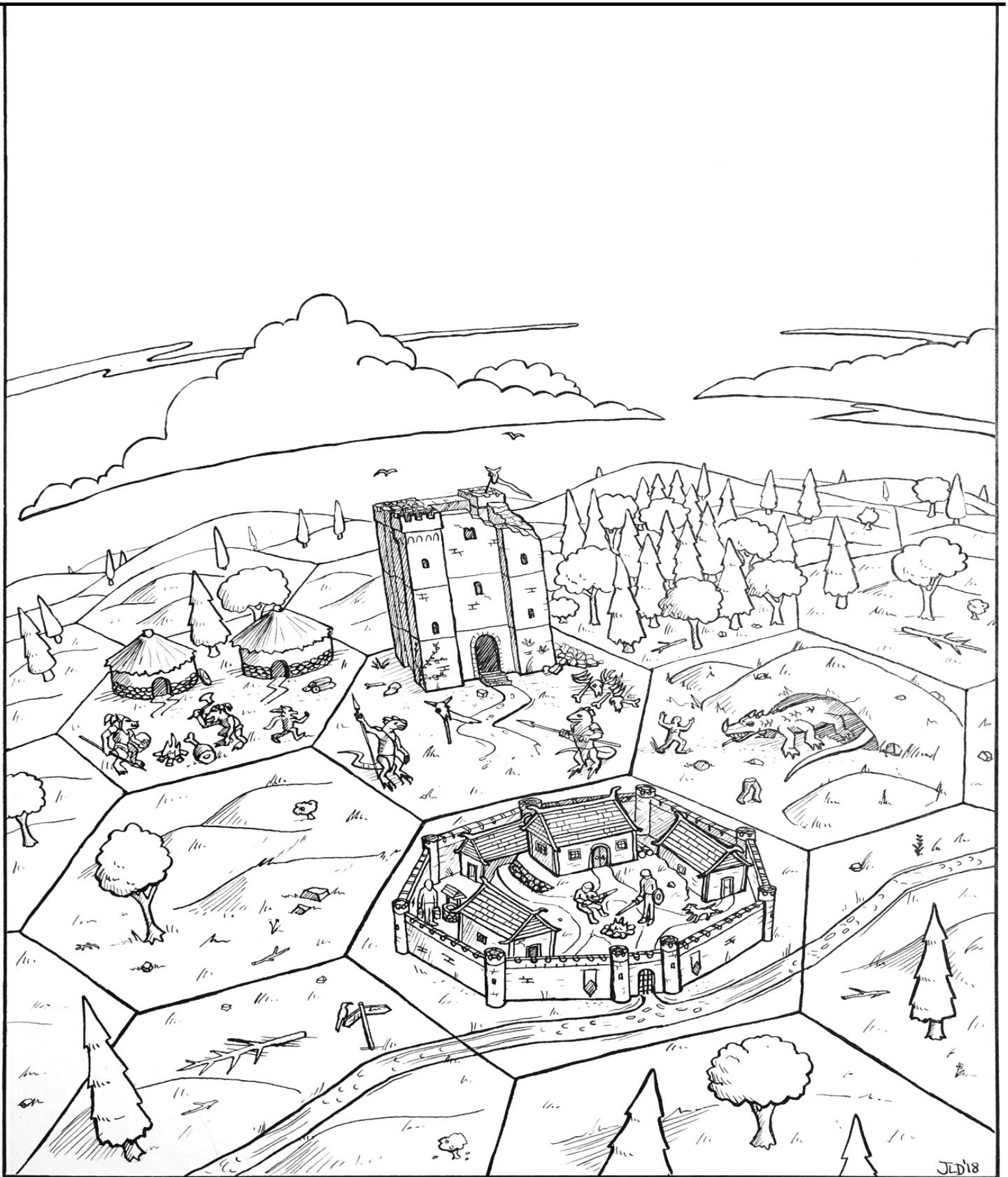
Hex 15.22

The Toppled King



Todd Leback

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



Hex 15.22 — The Toppled King

Hex 15.22

The Toppled King

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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.

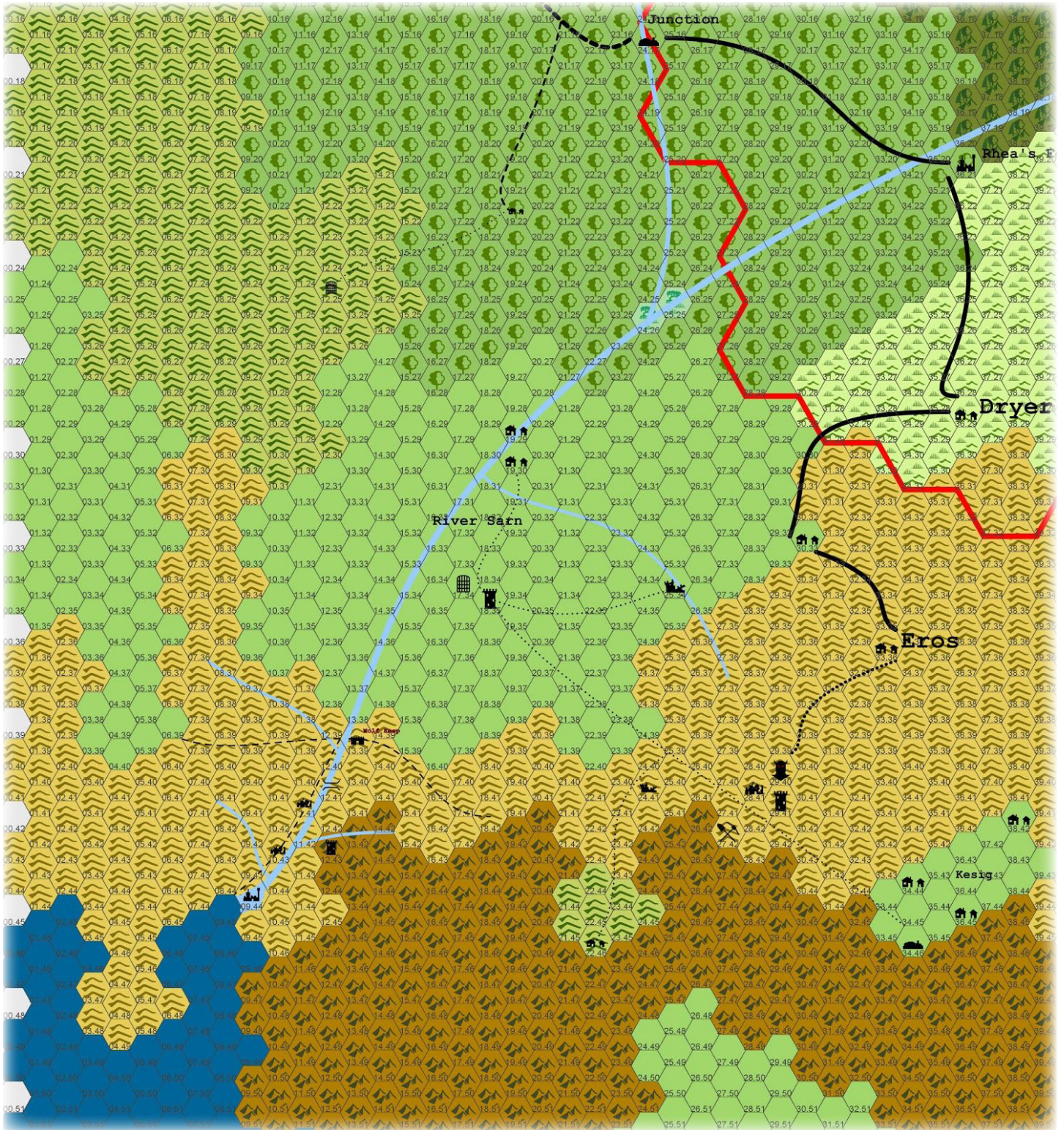
Using Populated Hexes

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.

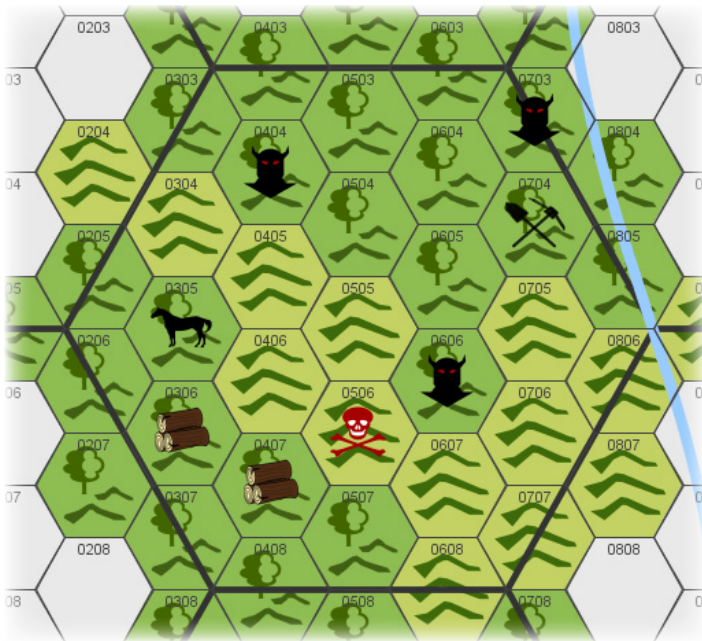
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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



15.22 — The Toppled King



Resources: Vegetable, industrial (timber, 2) × 2; Animal, game (deer, 1); Mineral, mined (gold, 2)

A transitional hex between the grassy hills to the west and the light forest to the east, this hex features a nest of basilisks, a mysterious toppled statue concealing a nasty surprise, a pit of venomous centipedes, and a wealth of natural resources.

The river Kirkikit kisses the eastern boundaries of this hex, flowing south from its source in Hex 15.21.

0305. Deer

A herd of 23 deer graze in this subhex. In spring and summer their numbers swell by **1d4×10%**. The basilisks in subhex 0606 prey on these deer; **1d4+2** months after the adventurers first start exploring this region the herd will be eliminated, and the basilisks will start ranging further afield to find food.

These are whitetail deer. An adult female will yield about 40 pounds of meat; an adult male will yield about 65.

Deer (23). AC 7 [12], HD 1+1 (5 hp), Att 1 x butt (1d4), THACO 19 [0], MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 5, AL Neutral, XP 15, NA 0 (3d10), TT None

- ▶ Herds of 20+ deer can stampede, trampling anyone in their path. On a failed morale check, randomly determine the direction in which the deer flee. Anyone in their path must make a Save versus Death. Those failing take 1d12 points of damage.

- ▶ In groups of 3 or more deer, 1 in 4 will be male, with 1d4 extra hp and doing an extra +1 damage with their attacks.

0306 and 0407

This lightly forested hill country contains several stands of fir trees suitable for construction; the wood is ideal for large structural beams and posts.

Subhex 0306 has a base price of 205 gp and a resource value of 3. Subhex 0407 has a base price of 173 gp and a resource value of 4.

0404. Bulette

When this subhex is first entered the adventurers will be attacked by a solitary bulette, migrating through this area in search of food and a mate. If the bulette is not slain, it will move north after **1d2** days. It travels through one 6-mile hex every **1d4+1** days.

Bulette (1). AC 0 [19], HD 9* (52 hp), Att 1 x bite (4d12), 2 x claw (3d6), THACO 12 [+7], MV 150' (50') / 30' (10') burrowing, SV D7 W8 P9 B9 S11 (F9), ML 11, AL Neutral, XP 1600, NA 0 (1d2), TT None

- ▶ Attacks anything living.
- ▶ If cornered, a bulette can leap forward 20', attacking with all four claws.

The neck plates of a bulette are suitable for use as a principal in the creation of magical shields, worth twice



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their base amount if used for this purpose. Additionally, a slain creature yields special components worth 1.5 × base value if used to create *potions of heroism* or *invulnerability* or any magical items related to digging, burrowing, or protection from physical damage.

0406. Zaphisdreal the Mighty has Fallen

In this subhex can be found the toppled remains of an enormous statue of a stern-looking man with a horned crown. It depicts Zaphisdreal the Magnificent, the last ruler of the Skeldrene Dynasty before it collapsed into Chaos and barbarism two Cycles previous.

The interior of the statue is hollow, and formerly served as a lookout post at the boundary of the once-mighty kingdom. When danger was spotted a signal fire would be set in the crown to alert nearby watchers. The statue is now inhabited by a bizarre entity that slumbers lightly, waking to feed only when its sleep is disturbed.

The interior is really just a hollow shaft pierced by a spiral staircase that ascends up to a platform in Zaphisdreal's head. Now that the statue has fallen the shaft is horizontal, the steps a pile of rotten wood, rusted metal, and shattered stone, spread along the length of the shaft like broken vertebrae.

The exit that was once the statue's head is now closed off by rubble where the head caved in upon impacting the ground; the entrance is an opening located at Zaphisdreal's feet.

The statue is inhabited by a *livestone* (*Tome of Horrors Complete*, p. 361) that resembles a fallen slab of stone in the center of the shaft. It mostly hibernates, but wakes when living creatures larger than a fox enter the statue.

At the far end of the statue's interior a skeletal hand juts out from under a fallen slab of stone. Clutched in the hand is a dagger of polished steel, untarnished by time. It is a *dagger +1*.

Livestone (1). AC 9 [10], HD 5 (24 hp), Att 1 x slam (1d8), THAC0 15 [+4], MV 90' (30'), SV D10 W11 P12 B12 S14 (F5), ML 12, AL Neutral, XP 175, NA 0 (1d2), TT V

A strange, rock-like ooze.

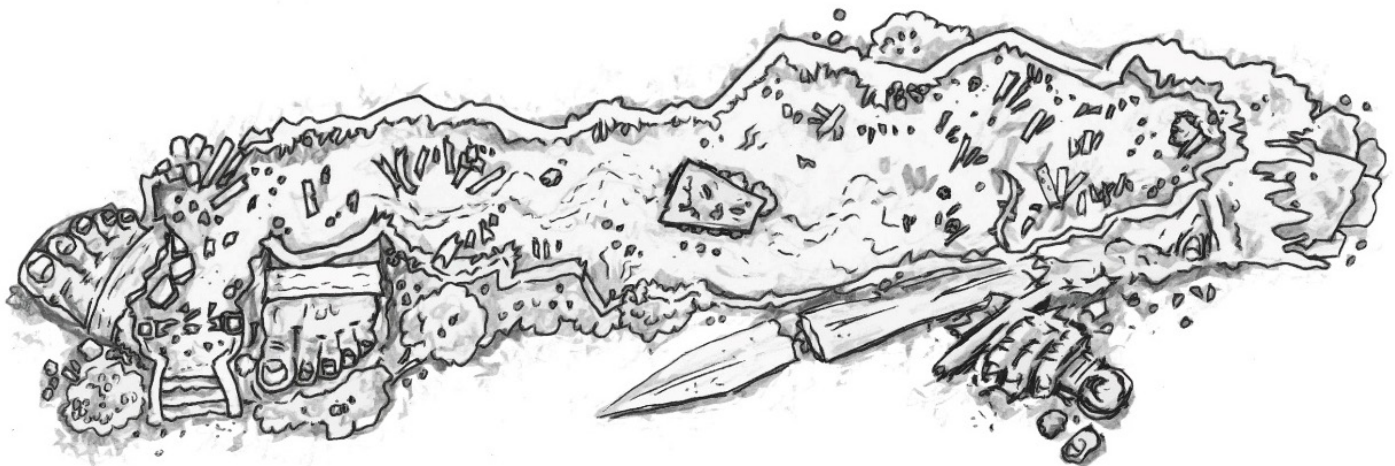
- Surprises on a roll of 1-4 in 6.
- Each time the livestone is hit with a physical attack, roll for damage twice, taking the lower result, as the creature has the ability to change its density at will and in response to attacks.
- It may chose to engulf a target rather than hit it with a pseudopod. The target must be within 5' and must make a saving throw versus death. If failed, the target is engulfed by the livestone. During this round the target creature takes normal damage from any other attacks. In subsequent rounds the victim takes 1 point of damage as it is slowly dissolved.
- If the livestone engulfs a victim, it may choose to instantly solidify, inflicting 8d6 points of damage upon the engulfed target. The livestone may not move or attack for 1d4 rounds after solidifying.
- Stone to flesh inflicts 1d6 points of damage per caster level upon the livestone and automatically ejects an engulfed victim.

48 gp can be found scattered about around the livestone.

0506. The Writhing Pit

A section of ground here is weak from erosion and conceals a hollow just below the surface, home to a nest of monstrous centipedes. If on foot, each character has a **1 in 10** chance of breaking through the thin crust of earth and falling into the pit; if mounted, a horse and its rider have a **1-2 in 6** chance of falling into the pit.

Within there are twenty large centipedes. These are smaller than typical giant centipedes, with only 1 hp



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each. Despite their relatively small size, their venom is even more concentrated and deadly than that of their larger cousins.

Anyone falling in suffers **1d6** points of damage from the fall and a -2 penalty to surprise. They will be attacked immediately by **1d4+4** centipedes, and the rest will attack the following round.

Centipede, large (20). AC 9 [10], HD 1* (1 hp each), Att 1 x bite (poison), THACO 20 [-1], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Neutral, XP 6, NA 3d6 (5d6), TT None

- ▶ Anyone bitten by a large centipede must make a saving throw versus poison. Those failing suffer 1d4 points of damage and become ill for ten days, only able to move at half speed.
- ▶ Those succeeding on the saving throw become nauseated, suffering a -2 penalty to attack rolls and skill checks (if using skills) for 1d6 turns.

0606. Basilisk Lair

Four basilisks lair here in a shallow cave in the south side of a hill. The Knights in Hex 14.23 are not yet aware of their presence, as thus far they have ranged mostly within this hex (feasting on the deer in subhex 0305) and points south.

There are three human statues near the basilisks' lair. All three of them appear to be miners, dressed in rough clothing and carrying digging implements. The treasure of the basilisks is to be found amongst their petrified possessions, in the form of gold nuggets, as these three miners had just discovered the gold vein in subhex 0704 and were on their way to Liwil to retire as rich men. Sadly, they stumbled into the basilisk lair before they could do so. The statues must be de-petrified for the gold to be plundered. The gold is not visible from an inspection of the statues.

Basilisk (4). AC 4 [15], HD 6+1**(22, 28, 28, 29 hp), Att 1 x bite (1d10 + petrification), 1 x gaze (petrification), THACO 13 [+6], MV 60' (20'), SV D10 W11 P12 B13 S14 (F6), ML 9, AL Neutral, XP 950, NA 1d6 (1d6), TT F

- ▶ Characters surprised by a basilisk automatically meet its gaze.
- ▶ Anyone touched by a basilisk is turned to stone if they fail a Save versus Petrification.
- ▶ Anyone meeting a basilisk's gaze is turned to stone if they fail a Save versus Petrification. Unless



averting their eyes or using a mirror, characters in melee meet the basilisk's gaze each round.

- ▶ Averting one's eyes imposes a -4 penalty to attack rolls and the basilisk gains a $+2$ bonus to attack.
- ▶ Using a mirror in conjunction with melee attacks only applies a -1 penalty to attack rolls but prevents the use of a shield or two-handed weapons. Each melee round the basilisk has a 1-2 in 6 chance of seeing its reflection in the mirror; it must then make its own saving throw to avoid being turned to stone.

The three petrified miners carry gold nuggets worth 6,500 gp in total.

0703. Robber Flies

A swarm of giant robber flies nest here in the cover of three fallen trees. If the adventurers first enter this subhex during the day, give them a **1 in 6** chance to hear the drone of wings and automatically avoid surprise. Otherwise, there's the standard chance (see below).

The flies are territorial and will attack anyone entering this subhex. Their meager treasure is not centrally located; it will be found piecemeal in the period of time it takes to search the subhex, scattered under leaves and amongst the long-dead remains of the flies' former prey.

Fly, giant (6). AC 6 [13], HD 2 (8, 9, 11, 12, 14, 14 hp), Att 1 x bite (1d8), THACO 18 [+1], MV 90' (30') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 1d6 (2d6), TT U

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- Gain surprise on a roll of 1-4 in 6.
- Immune to the poison of killer bees.
- Can leap up to 30' and attack.

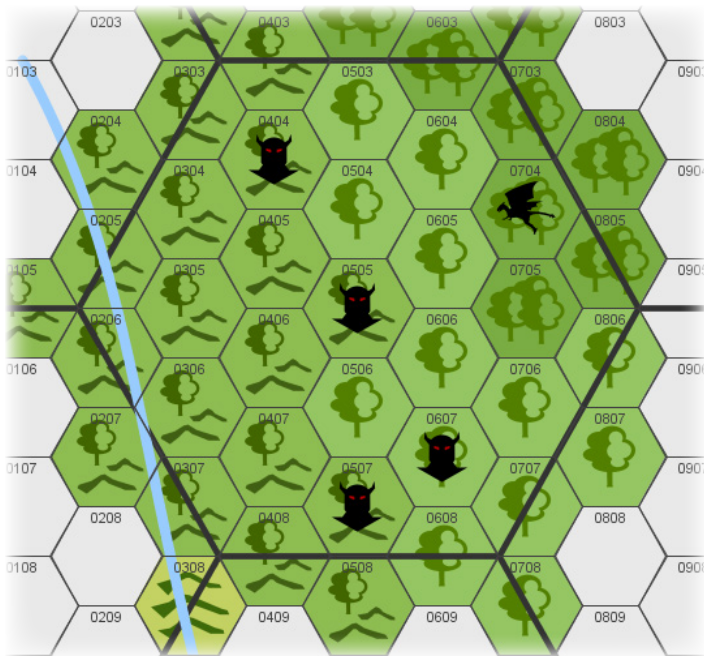
The paltry treasure to be found in this hex consists of exactly 100 copper coins. It will be found only if the adventurers search the entire subhex.

0704. Gold Vein

Five years ago a flash flood stripped the topsoil off a steep hillside, revealing a gold vein in a deposit of quartz. It was noticed two years ago by a trio of prospectors, who mined what they could and headed back to Liwil. Before they could reach the village, they stumbled upon the basilisks laired in subhex 0606 and were promptly petrified. No one in Liwil knows their fate, and in fact their very existence – and the fact that they were prospecting in this hex – has been largely forgotten.

The vein itself has a Resource Step of 3 and a base value of 1,014 gp.

Hex 16.22 – Autrak's Range



Resources: Vegetable, agricultural (berries, 2); Vegetable, industrial (timber, 2); Vegetable, industrial (timber, 4)

Another transitional hex, this one is bounded by the river Kirkikit to the west, and changes from wooded hills to lightly-forested level ground. In the northeast section of the hex the sparse forest thickens; oaks, poplars, walnut, and chestnut grow close together here.

The trees would be of great value to an enterprising adventurer, but a young dragon named Autrak has recently moved in and will not take kindly to such an intrusion.

The hex also contains a pack of wolves led by a grizzled dire wolf, a lair of giant ants, and two giant, ravenous ladybugs.

For those using the regional encounter map, this hex is adjacent to two other hexes in the Populated Hexes series that are part of a different cluster:

- Hex 16.23 – The Doom of Cthedrak
- Hex 17.22 – The Valley of the Sunken Sun

Adventuring in the thick woods of the northeast section (subhexes 0603, 0805, 0703, 0704, and 0705) of the hex applies the following modifiers:

- Visibility is much reduced. Encounters occur at a distance of $2d6 \times 5$ yards, while maximum visibility is roughly 100 yards.
- Charging is not allowed, as there is typically not enough clear distance to charge in a straight line.
- Targets more than 20 yards away from a character have automatic partial cover, meaning a –2 penalty is applied to attack rolls against them.
- It is considered rough terrain, dropping movement by one category (from 90' to 60', for instance).
- There's a **1-2 in 6** chance that fire-related spells or attacks light the forest floor on fire. It is up to the Referee to adjudicate the exact results of this, and those should be affected by recent rains or lack thereof, winds, etc.

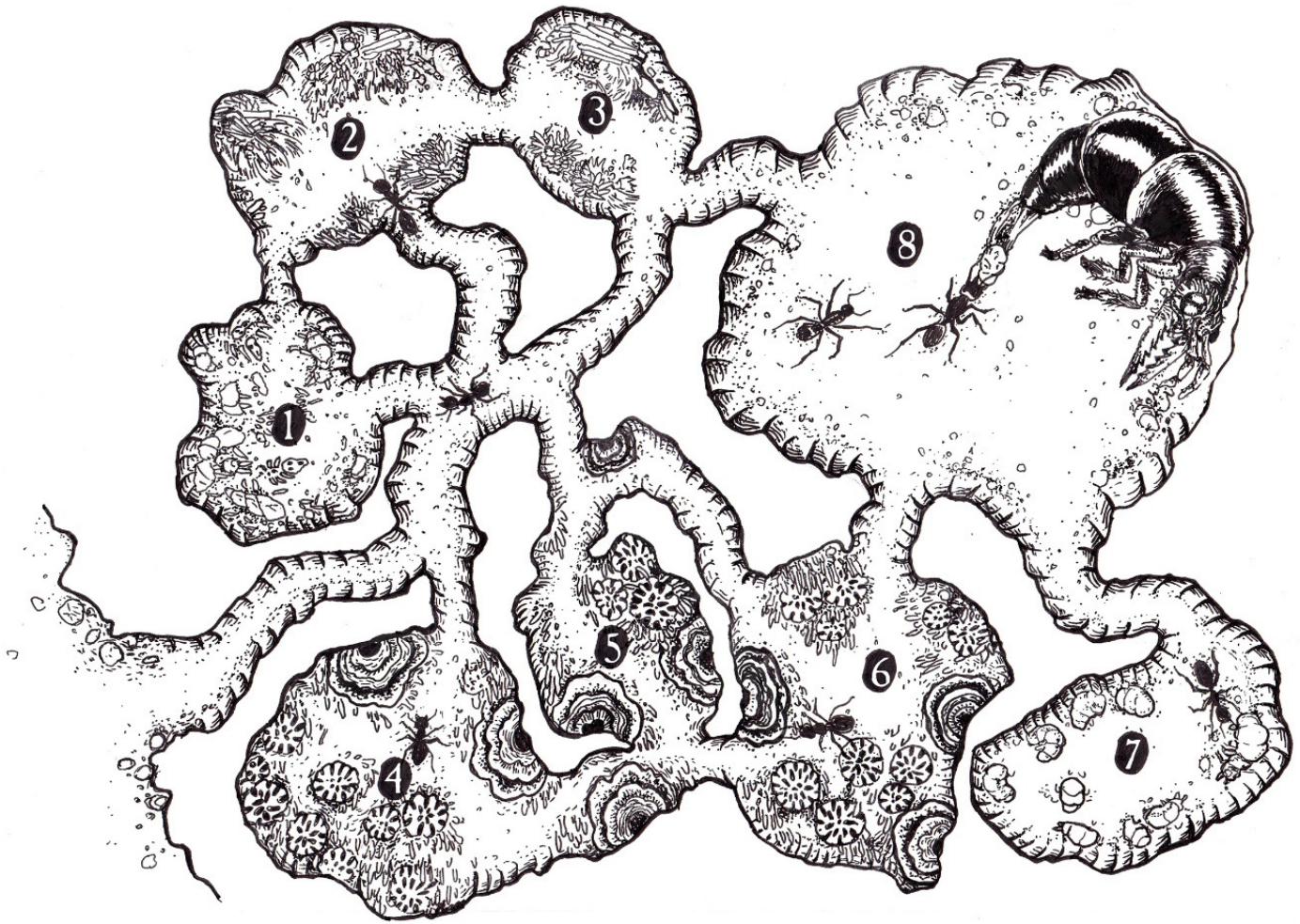
0404. Anthill

Amidst the trees is a mound of raw dirt some thirty feet high and nearly seventy in diameter, the colony of 14 driver ants and their queen. The ants are relatively peaceful but do tend to range some distance away from their colony in search of food. They are omnivores.

Near the anthill is a patch of blueberries, flourishing in the presence of the giant ant colony and the activity (and waste) of the ants. The patch has a Resource Step of 2 and a base value of 73 gp.

The ant queen is enormous, thrice as long as a man is tall and nearly twice the height of one. Luckily, she is confined to the center chamber of the colony. Unfortunately, that is where the treasure the ant colony has collected can be found: 9000 gp worth of gold nuggets that were uncovered in the excavation of their lair.

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When the colony is discovered **1d6** of the ants will be away from the lair, each returning in **1d12** turns. There will always be **1d3** ants within **90'** of the colony entrance; these ants are keeping guard, repairing damage to the hill, etc. Use the following table to determine where all of the ants are located; the entries are arranged in order of importance. Once the whereabouts of 14 ants have been accounted for there is no need to continue rolling; all other locations are empty. If this location is entered on multiple occasions, roll each time to determine the locations of its residents.

The third column is for the Referee to record the numbers of giant ants in each location.

The colony consists of a number of tunnels, each about **5'** in diameter, and eight rooms, each with ceilings about **7'** in height and of various sizes. In the tunnels human-sized characters must crouch, reducing their movement by half and imposing a **-2** penalty on all attack rolls. Due to the low ceilings and relatively small size of the nest no missile weapons (excluding crossbows and small thrown weapons) can be used.

Driver Ant Location Table

Area	Roll	Number Present
8	2	
Hunting	1d6	
Entrance	1d3	
7	1d3-1	
4	1d2-1	
5	1d2-1	
6	1d2-1	
2	1d2-1	
3	1d2-1	
1	1d2-1	

1. Waste chamber

The lowest of the chambers, egg-casings, ant droppings, bones from meals, and other debris are dragged in here. A search of this chamber uncovers **93** gold coins amidst the waste.

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2-3. Larders

Stocked mostly with food brought in from outside the colony, these two chambers contain various plant and animal parts. A search of chamber #2 uncovers a small brass vial that belonged to a hapless victim of the ants' hunger. It contains a *potion of giant strength*. There is nothing of interest in chamber #3. There will be **1d2-1** ants in any given larder.

4-6. Fungus chambers

The ants cultivate a variety of large mushrooms and strange slime molds in these chambers. Each fungus chamber contains **1d2-1** ants tending their crops.

7. Nursery

Fertilized eggs are stored in this chamber. There will be **1d3-1** ants in here, tending to the eggs. When first encountered there will be 5d4 eggs in this chamber; **1d2** ants will hatch every week, starting when the adventurers first enter this hex.

8. Queen's chambers

The enormous queen occupies this room, laying **1d2-1** eggs per week, which are then taken to the nursery by the normal ants. There will always be two normal ants with the queen.

Ants, driver(14). AC 3 [16], HD 4* (18 hp), Att 1 x bite (2d6), THACO 16 [+3], MV 180' (60'), SV D12 W13 P14 B15 S16 (F2), ML 7 (12 in melee), AL Neutral, XP 125, NA 2d4 (4d6), TT U (see below)

- ▶ Once driver ants enter melee their morale is treated as 12, even pursuing foes through flame.
- ▶ 1-2 in 6 chance of 1d10 × 1,000 gp worth of gold nuggets in their lair.

Driver ant queen (1). AC 3 [16], HD 8+2* (46 hp), Att 1 x bite (3d6), THACO 12 [+7], MV 90' (30'), SV D8 W9 P10 B10 S12 (F8), ML 7 (12 in melee), AL Neutral, XP 1200, NA 1 (1), TT U (see below)

- ▶ Morale of 12 in the nest.
- ▶ When under attack the queen can send out a pheromonal signal that summons 1d6 driver ants (assuming any still live) within 360 feet. Summoned ants arrive in 1d4 rounds.

0505. The Dire Wolf and her Pack

In the side of a steep slope can be found a deep cave

consisting of a single cavern. Access is limited to a passage only four feet in height and twenty feet long; once inside it opens into a large chamber some fifty feet across and twenty high.

Twelve normal wolves, led by a grizzled dire wolf, lair within this cave. Under the dire wolf's leadership the pack has prospered, hunting the deer in hex 15.22 and other small game.

In the spring and summer, the wolf pack will grow by 2d4 pups.

Wolves, normal (12). AC 7 [12], HD 2+2 (11 hp), Att 1 x bite (1d6), THACO 17 [+2], MV 180' (60'), SV D12 W13 P14 B15 S16 (1), ML 6 (see below), AL Neutral, XP 25, NA 2d6 (3d6), TT None

- ▶ Captured cubs may be trained like dogs. If using the skill system presented in Hex 17.23 apply a -5 penalty to the Animal Handling check.
- ▶ Packs of 4 or more wolves have a morale of 8 instead of 6. If this number is reduced by half or more the bonus is lost.

Wolf, dire (1). AC 6 [13], HD 4+1 (19 hp), Att 1 x bite (2d4), THACO 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 125, NA 1d4 (2d4), TT None



0507. Ladybug, Ladybug

Two giant empressbugs reside in this subhex. Always hungry, and eating anything that moves, the pair have hunted and eaten everything nearby that they've been able to catch. At some point (1d6 days after the adventurers first enter the hex) they will move on in a random direction. Empressbug stats are taken from p. 29 of *A Hamsterish Hoard of Monsters*.

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Empressbug (2). AC 4 [15], HD 3* (10, 13 hp), Att 1 x bite (1d10 + special), THACO 17 [+2], MV 120' (40') / 150' (50') flying, SV D12 W13 P14 B15 S16 (F2), ML 10, AL Neutral, XP 50, NA 1 (1d2), TT None

- ▶ If a bite inflicts 5+ points of damage the target is held in the creature's mandibles, taking an automatic 1d10 damage in subsequent rounds.
- ▶ Held targets must roll equal to or under their Strength on 4d6 in order to escape.

0607. Snakes!

A nest of seven pit vipers can be found in this hex, under a large, flat rock heated by the sun through the thin tree cover. They are non-aggressive unless attacked.

Pit viper (7). AC 6 [13], HD 2* (5, 8, 11, 13, 14, 15, 16 hp), Att 1 x bite (1d4 + poison), THACO 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d8 (1d8), TT None

- ▶ Infravision to 60'.
- ▶ Always goes first in initiative order.
- ▶ On a failed saving throw, poison causes death in 1d4 turns.

0704. Autrak's Lair

A young green dragon, only about 75 years of age, Autrak arrived in these parts just over a year ago and has set about making the forest his lair. The trees in this hex are thick, but there's little undergrowth due to the canopy of leaves that mostly blocks out the sun.

Autrak lairs in a burrow he dug at the base of a hill in the center of this subhex. There are two other exits, cunningly covered with branches and leaves to disguise them. Unfortunately, that also means that any intruders in the hex have a chance of stumbling over them and discovering his boltholes.

When this subhex is being explored there's a **1-2 in 6** chance that an adventurer "discovers" each disguised bolthole. If the adventurers accidentally stumble upon a bolthole instead, there's a **1 in 6** chance per individual that the thin layer of leaves and branches will give way, dropping the unfortunate soul into the tunnel, where they suffer **1d6** points of falling damage.

The exits are large enough for horses to fall into as well, so mounted individuals may find themselves *and* their mounts falling into the hole. There's a **1-2 in 6** chance that Autrak hears the disturbance if the individual is on foot, or **1-4 in 6** if a large animal, such as a horse, falls in.

The burrows of Autrak's lair are carved through earth and stone and are just large enough for the dragon to pass through, perhaps no more than six feet in diameter, for the dragon is serpentine in appearance and flexible, able to squeeze through small openings. The main tunnel runs for sixty feet down into the earth, twisting and turning, before opening into the dragon's main chamber, a circular room some forty feet in diameter with twenty-foot ceilings.

Leading out of the central chamber are two other tunnels – leading to the dragon's two boltholes – one of which runs for a quarter-mile before turning sharply upward, the other for a half-mile before doing the same. The two lead to different portions of this subhex; the first exits in the southern side, and the second to the northwest.

Autrak has encouraged creatures to dwell in these tunnels to provide a barrier between himself and potential intruders.

Area 1. Main Entrance

The main entrance to Autrak's lair is a 10'-diameter cave opening in the side of the hill. The tunnel beyond quickly narrows and runs in twists and turns for some two hundred feet. For most of its length it is only five feet in diameter, narrow enough that a party of adventurers must go single file, and human-sized adventurers have to crouch.

There's a base **1 in 6** chance that the adventurers encounter Autrak in these tunnels as he is leaving his lair to hunt.

Area 2. Main Chamber

The tunnel opens up into a large earthen room, perhaps forty feet in diameter, with an arching ceiling that peaks twenty feet above the center. If Autrak is awake he will typically be in here.

Autrak, young dragon. AC 2 [17], HD 5** (27 hp), Att 2 x claw (1d4), 1 x bite (2d6+1d4); or breath, THACO 15 [+4], MV 120' (40') / 30' (10') burrowing, SV D8 W9 P10 B10 S12 (F8), ML 9, AL Chaotic, XP 1,750, NA 1d4 (1d4), TT H

- ▶ Does not possess wings but has a burrow speed of 30' (10').
- ▶ Capable of speech; knows Draconic and Bestial.
- ▶ There's a 30% chance Autrak will be found asleep.
- ▶ Breath weapon is a cloud of chlorine gas, 25' long, 20' wide, 10' high. All caught in the area suffer 5d4 damage (Save versus Breath for half).

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- ▶ Can cast *entangle* twice per day. There are enough roots protruding through the walls and ceiling of this chamber for the spell to work underground.
- ▶ Can automatically succeed on a saving throw once per day.

Much more serpent than dragon, Autrak does have wings that are normally folded back against his body. He rules this section of the woods like a petty king, ever eager to expand his domain. The Gangrenous Orcs in Hex 13.21 have sent several emissaries to try to woo the dragon over to their side, but rather than listening he has just eaten the messengers.

Lair Action. When encountered within Area 2 or 3 he may, once every three rounds, trigger a small earthquake that dislodges rocks and debris from the ceiling. Two creatures within 10' of each other take **1d6** damage and must roll equal to or under their Dexterity on **4d6**. Those that do so take half damage and retain their footing. Those that fail take full damage and are knocked prone.

Area 3. Treasure Hoard

Autrak sleeps in this smaller chamber, atop the small hoard he has accumulated up until this point.

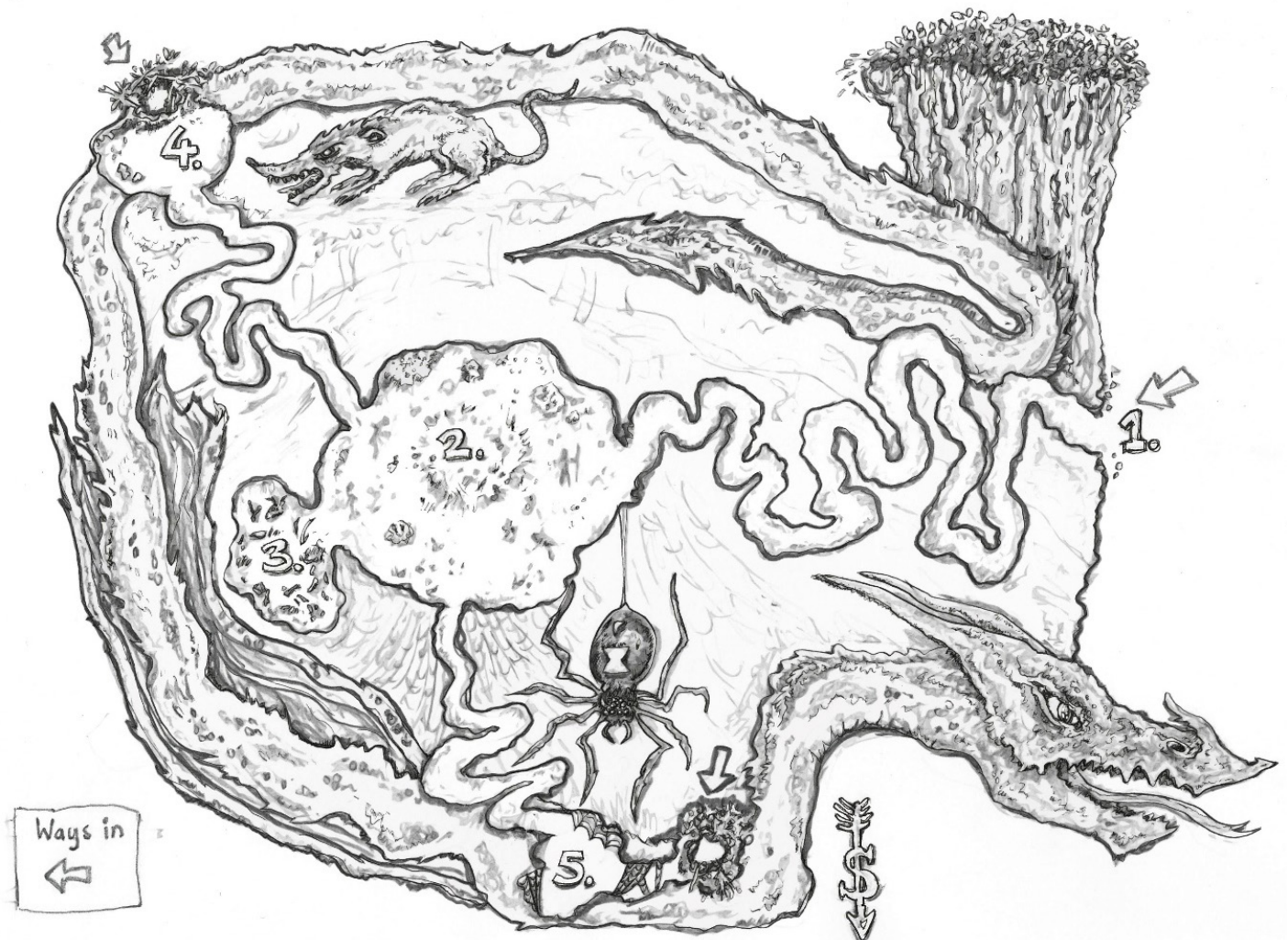
The treasure totals 20,000 cp, 96,000 sp, and 26 gems worth a total of 5,385 gp, including two matched diamonds worth 1,000 gp each.

Area 4

A family of giant shrews lair here, near the entrance to one of Autrak's secret boltholes.

Shrew, giant (3). AC 4 [15], HD 1 (2, 6, 7 hp), Att 2 x bite (1d6), THAC0 19 [0], MV 180' (60'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Neutral, XP 10, NA 1d4 (1d8), TT None

- ▶ Always win initiative during the first round they are able to act, gain +1 bonus during the second round.
- ▶ Targets with 3 or fewer HD must Save versus Death or flee in fear when attacked by a giant shrew.



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- Skilled climbers, they can jump up to 5’.
- Perceive their surroundings with echolocation within 60’. Unaffected by lack of light; if unable to hear (via *silence 15’ radius*, for instance), AC is reduced to 8 [11] and the giant shrew suffers a -4 penalty to attack rolls.

Area 5

A lone black widow spider lurks just inside the entrance to one of Autrak’s boltholes.

Spider, giant black widow (1). AC 6 [13], HD 3* (13 hp), Att 1 x bite (2d6 + poison), THAC0 17 [+2], MV 60’ (20’) / 120’ (40’) in webs, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 1d3 (1d3), TT U

- Poison causes death in 1 turn on a failed save.
- Creatures caught in their web become entangled and must break free, dependent on the victim’s Strength score: 2d4 turns for Strength <18, 18+ takes 4 rounds, and 2 rounds for giants. The webs can be burned in two rounds, doing 1d6 points of damage per round to all within the webbing.

0704 and 0705. Old-Growth Oak

These hexes are filled with old-growth white oak trees that have grown in the shade, with no lower limbs and fine, straight grain, making them suitable to be harvested for high-quality furniture.

Subhex 0704 has a Resource Step of 3 and a base value of 219 gp. Subhex 0705 has a Resource Step of 3 and a base value of 598 gp. There’s a **1 in 20** chance per 1000 gp harvested that a tree yields lumber of a high enough quality to be used as special components in magical items (worth **1d6 × 250** gp) and a further **1 in 20** chance per 2000 gp harvested that it is of such quality that it can be used as a magical principal with a value of **3d6 × 500** gp.

Example: Gawl the Greedy clear-cuts both subhexes. Subhex 0704 has a 1 in 20 chance of yielding a principal and two 1 in 20 chances of a special component. Subhex 0705 has two 1 in 20 chances of a principal and five 1 in 20 chances of a special component.

Rolling 10 times he gets: 3, 19, 19, 13, 8, 17, 10, 13, 2, 1. The final roll yields wood worthy of being used as a special component worth (rolling 1d6 x 250) 250 gp.

Wandering Monster Table: Hex 15.22

Hill Subhexes

1. Basilisk (1d4)
2. Bulette (replace with Basilisk Knight Patrol from Hex 14.23 1d4 weeks after the bulette leaves)
3. Flies, giant carnivorous (1d6), from subhex 0703
4. Deer (1d20) from subhex 0305
5. Prospectors (1d6) from Hex 14.23
6. Troglodyte hunting party (1d6 plus *despoiler*) from Hex 14.22
7. Ants, giant (1d3) from Hex 16.22
8. Wolves (1d6) from Hex 16.22

Forested Subhexes

1. Bulette from subhex 0404
2. Flies, giant carnivorous (1d6) from subhex 0703
3. Orc Hunting party (1d6 + reaver) from hex 16.23
4. Basilisk (1d4) from subhex 0606
5. 1d4+2 Owlfolk from Hex 17.24
6. 6Deer (1d20) from subhex 0305
7. Autrak, dragon, from Hex 16.22
8. Wolves (1d8) from Hex 16.22

Wandering Monster Table: Hex 16.22

1. Wolves (2d4)
2. Wolves (1d8 + dire wolf)
3. Autrak
4. Autrak
5. Empressbug (1d2)
6. Ant, giant (1d4)
7. Ant, giant (1d3)
8. Orc hunting party (2d4 + reaver) from Hex 16.23

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Appendix

Dragons in Absalom

Among the rarest and most deadly creatures found on Absalom, dragons do not fit neatly into categories defined by scale color and breath type, although there are broad generalizations that can be made based upon such characteristics. Dragon encounters – even with the youngest of their kind – should be memorable and unique experiences that test the mettle of even the most hardened adventurer. This section discusses dragons, their place in Absalom, and techniques for creating unique dragons that will be sure to challenge your players.

The dragon entry in *Old School Essentials* starts on p. 152 of **OSE Core**. These dragons are defined broadly by the following characteristics:

- ▶ **Breath Weapon.** Each true dragon possesses a breath weapon that can be used a limited number of times per day. **OSE Core** presents three different shapes of breath weapons: cloud, cone, and line. A dragon's breath does damage equal to their current hit point total.
- ▶ **Energy immunity.** Dragons are immune to breath weapons similar to their own and lesser forms of

the same energy, as well as automatically saving against more powerful attacks of the same energy.

- ▶ Language and spells. Not all dragons can speak, but those that can are able to cast spells.
- ▶ Dragons can sometimes be encountered while sleeping and can often be subdued, rather than slain.
- ▶ The given stat blocks are for a standard adult dragon; younger (less powerful) or older (more powerful) dragons may also be encountered.

The material presented here takes the above information and expands upon it, as well as adding new characteristics.

Dragons are encountered by type primarily based upon terrain and climate. Once the broad type of dragon to be encountered is determined, the age of the dragon is rolled for. This is the most important characteristic, as it determines almost everything else – the dragon's Hit Dice, its chance to speak and cast spells, the puissance of its breath weapon, and any special abilities it may have.

When a dragon is encountered, roll on the Age Categories and Special Qualities table to determine the dragon's age category and the special qualities it possesses, if any. Note that it is somewhat rare to encounter hatchling dragons on their own and much more common to encounter them with at least one adult.

Dragon Age Categories and Special Qualities

Age	HD	Special Qualities	Chance to Encounter (1d100)
Hatchling	-5	1 in 6 chance of one	1-5
Young	-3-4*	1d2-2	6-20
Juvenile	-1-2*	1d2	21-40
Adult	Standard	1d2, 1-2 in 6 chance of a third	41-84
Old	+1-2*	1d3+1	85-94
Very Old	+3-4*	1d4+1	95-99
Ancient	+5 or more**	1d4+2, 1-2 in 6 chance of another	100

*50% chance of either.

** (1-3) +5 HD, (4-5) +6 HD, (6) +7 HD

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When multiple dragons are encountered (as a result of a roll on the Number Appearing entry) roll below to determine the group makeup:

Roll	Result
1-2	All encountered are different age categories.
3-4	All encountered are the same age category.
5-7	One is adult or older and the rest are (1-3) hatchling, (4-5) young, or (6) juvenile.
8-10	Two are adult or older, a mated pair, and the rest will be (1-3) hatchlings, (4-5) young, or (6) juveniles.

Only adult, old, and very old dragons are capable of giving birth. If dragons of any other age categories are encountered they will not be encountered with hatchlings. There's a 1 in 6 chance that an adult dragon(s) encountered will have 1d3 dragon eggs in their lair, that have yet to hatch. This chance decreases to 1 in 8 for old dragons and 1 in 12 for very old dragons. Ancient dragons no longer procreate.

Dragon eggs take a long time to mature; they will hatch 1d12-1 months after being found. Dragon eggs sell for a base price equal to the XP of an adult dragon. Treat them as mercantile goods (Monster category from the *Domain Building* book) for purposes of determining demand and ease of sale.

In Absalom, dragons are long-lived enough that their lifetimes can potentially span multiple Cycles, and as such are seen as valuable sources of information about the past, albeit somewhat untrustworthy and fickle ones that may decide to eat the questioner as easily as answer their questions.

Below are the basic age ranges for each category:

- Hatchling: 0-2 years
- Young: 2-20 years
- Juvenile: 20-50 years
- Adult: 50-200 years
- Old: 200-500 years
- Very Old: 500-1000 years
- Ancient: 1000+ years old

Rather than place dragons into categories based upon scale color, this supplement divides them based upon climate and terrain, and the following sections are based upon that.

Breath Weapons

This section discusses a dragon's breath weapon attack.

Each dragon has the ability to use this attack three times per day. Unless otherwise stated, or if it would be tactically unwise, a dragon will always lead with their breath weapon.

Each dragon type has a specific breath weapon that is most often encountered, a less common version, and a rare version. These are rolled for using 1d10: (1-6) common, (7-9) uncommon, (10) rare. These versions vary by dragon type and are detailed in their entries below.

Rather than apply damage based upon hit point total this section assumes that a dragon's breath does a range of damage based upon their Hit Dice. Dragons do not roll to hit with their breath weapon; anyone within the area of effect is entitled to a Save versus Breath, with success resulting in the creature taking half damage.

The three basic shapes have different qualities that affect the breath weapon, as follows:

Cloud. The dragon's breath is a billowing cloud. It cannot be blocked or hidden from, and will fill a volume of space, moving around corners and through openings. Breath weapons with a cloud shape inflict 1d4 points of damage for each Hit Die a dragon has. An adult dragon's cloud fills a volume equal to 50' long × 40' wide × 20' high. For each age category above or below adult increase or reduce the measurements by 25%.

Cone. The dragon's breath weapon forms a cone, starting out 2' wide at the dragon's mouth and ending with a width of 30'. The exact length of a cone is determined by the type of dragon (see specific entries, below). Cones can be partially blocked by obstacles and will not turn corners; adventurers that have full cover (hiding behind a low wall, for instance) make their saving throws against the dragon's breath with advantage (roll twice, take the better result). Cone breath weapons inflict 1d6 points of damage per Hit Die of the dragon.

Line. This type of breath weapon is a 5'-wide line of energy, its length varying by type (see below). It inflicts 1d8 points of damage per Hit Die of the dragon. Lines do not go around corners, and creatures with partial cover granted by solid, non-living objects (such as a wall or tree) save with advantage (roll twice taking the best result); those with full cover are not affected – assuming the cover they are using can withstand the intensity of the energy. A line will be stopped by a creature of giant-size or larger, but will otherwise extend for the entire length of effect, affecting everyone within its path equally.

Unless otherwise stated, a dragon's breath weapon is far more potent than mundane energy, on par with that summoned by magic, if not greater. It can deal structural

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damage to non-living materials (such as vessels or castle walls), and mundane objects (such as jewelry, or glass, or wooden buildings) will be quickly destroyed by dragon's breath, regardless of the energy type.

Physical Characteristics and Attacks

Most, but not all, dragons have wings and are capable of flight. Those that do have wings have a fly speed given in their stat block.

A dragon's hide thickens with age, becoming more difficult to pierce. Conversely, younger dragons have more vulnerable hides. Use the following to determine the dragon's AC adjustment:

- Hatchling: -2 penalty to AC
- Young/Juvenile: -1 penalty to AC
- Adult: As given in stat block.
- Old/Very Old: +1 bonus to AC
- Ancient: +2 bonus to AC

In addition to their fearsome breath weapon dragons are capable of potent physical attacks as well, although typically a dragon cannot attack physically in the same round in which they either cast spells or use their breath weapon. The standard attack routine for most dragons consists of two claw attacks and a bite. Refer to the table below for base melee attack damage.

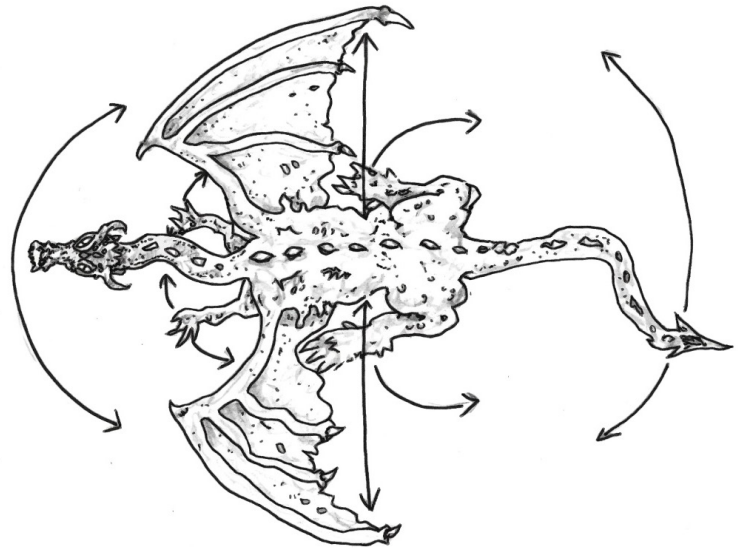
Rather than basing physical attack damage on the type of dragon, this range is based on the age of the dragon. Individual dragon types may have a modifier to damage, presented in their individual stat block.

Dragon Physical Attack Damage

Age	Claw	Bite
Hatchling	1d2	2d4
Young	1d4	2d6
Juvenile	1d6	2d8
Adult	1d8	2d8
Old	2d6	2d10
Very Old	2d8	3d10
Ancient	3d6	4d10

Additional attacks may be available as the result of special abilities and are described below. Note that these attacks are somewhat limited by the age of the dragon, as indicated by the following chart.

Dragons, even the very young, are large creatures. This means that a number of human-sized creatures can surround and attack a dragon on the ground; at the



same time, the dragon is able to use its natural attacks to target creatures based upon their location.

As a general rule of thumb two man-sized creatures per Hit Die can attack a land-bound dragon. Therefore, a dragon with 8 HD can be attacked by up to 16 individuals. Keep in mind that dragons are highly intelligent, and will rarely put themselves in circumstances where they can be so surrounded and attacked.

Winged dragons can only bite targets directly in front of them; those without wings can bite targets directly in front of them as well as to their sides. Refer to the dragon attack illustration to determine the range of various attacks.

The following attack forms are special. At each age increment above adult the dragon will gain the ability to use an additional attack form. Generally, these attacks are in addition to the ones the dragon already has. For example, an adult dragon can use a claw/claw/bite routine. An old dragon can use a claw/claw/bite attack, plus an additional attack form chosen from the ones below. In other cases when the dragon gains an additional attack form (such as when rolled on the Special Qualities table), those special attacks are used in place of, not in addition to, the dragon's normal attacks. It is usually a one-to-one swap: in lieu of a claw attack the dragon may perform a tail sweep, for instance.

Crush. The dragon attempts to use its bulk to crush nearby opponents. Crush attacks inflict the same damage as bite attacks, but can be used to attack multiple targets, and whether the dragon is flying or not (a dragon's bulk is just as deadly on the ground as it is from the air). The dragon does not make an attack roll; all targets within range must Save versus Death. Failure indicates they suffer full damage; those succeeding take no damage. However, creatures within the range

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of a crushing attack can choose to remain a target, automatically failing their saving throw, but gaining a +4 bonus to a subsequent attack against the dragon and inflicting double damage if it hits.

Victims hit by a crush attack must roll equal to or less than their Dexterity on 3d6 in order to remain standing. Those failing fall prone and must spend half their movement to stand back up.

Swoop. A flying dragon can swoop down upon a target, plummeting from great heights to make use of their bulk and momentum. A swoop attack requires the dragon be able to dive a distance equal to their movement speed within a round. They may either attack with both claws or a single bite attack, making the attack with advantage (roll twice, take the best result). Any attacks that hit inflict double damage.

If the dragon is attacking with its claws it may attack two separate targets during a swoop, provided they are within range. Regardless of the attack type a roll of 18+ indicates the target is grasped by the attack and can be carried away.

Tail, constrict. Dragons without wings can, instead of a wing buffet, attempt to grapple and constrict an opponent with their tail. An attack roll is made, and on a successful hit the target takes damage – determined by the dragon's age – and is grappled by the dragon's tail, suffering automatic damage as per a hit each subsequent round. In order to break free the constricted character must roll equal to or under their Strength on a number of d6s equal to: 3d6 for young and juvenile dragons, 4d6 for adult and old dragons, or 5d6 for very old and ancient dragons. They can take no other actions while attempting to break free.

While constricted the individual can attempt to make an attack with a –4 penalty to the attack roll, but cannot cast spells. Once a target is constricted the dragon can continue to take actions as normal, but cannot attempt to constrict further targets.

Tail, swipe. In lieu of a claw attack the dragon may use its great tail to attack any opponents behind it by sweeping it from left to right. This has the same area of effect as a cone, with the tail being roughly the same length as the dragon's body. All creatures within range of the tail swipe must make a Save versus Breath. Those failing take damage as appropriate to the dragon's age category and are knocked prone. Creatures that are knocked prone must spend half their movement the following round to stand up.

Wing Buffet. If the dragon has wings it may make a wing buffet attack against opponents on either side of it, to a

range determined by the dragon's age category. This attack is in lieu of a claw attack. All creatures within range suffer damage determined by the dragon's age and must Save versus Paralysis to avoid being stunned for one round. Stunned creatures make all attacks and saving throws at disadvantage (roll twice, take the worse result).

Speech, Sleep, and MagicThe chance that each type of dragon has the ability to speak is given in the relevant stat block. Dragons capable of speech can speak 1d6 languages, with their primary language being Draconic. Additional languages spoken can be determined at random. Increase the chance of speech by 10% for each age category above adult and decrease it by 5% for each age category below.

There is always a chance that a dragon is asleep when encountered in its lair. This chance remains static for adult and younger dragons but increases by 10% for each age category above adult.

Dragons cast their own form of magic instinctively, without the need for spellbooks, memorization, prayers, or anything else of the sort. Their magic should, in fact, be treated more like spell-like abilities than actual spells. It is possible, depending on results from the Special Qualities table, that a dragon could cast spells as one or more spellcasting classes (cleric, druid, etc.) in addition to using their spell-like abilities. In these cases their additional spell-casting abilities are governed by the rules for those classes (a dragon that can cast spells as a magic-user must memorize spells from a spellbook, for instance) while they may use their spell-like abilities normally.

The chance that a dragon can use draconic magic is based upon their age category, as follows. This chance is independent of the dragon's ability to speak; in fact, dragons can use their innate magic whether they can speak or not!

- Hatchlings: 1 in 8
- Young: 1-2 in 8
- Juvenile: 1-3 in 8
- Adult: 1-4 in 8
- Old: 1-5 in 8
- Very Old: 1-6 in 8
- Ancient: 1-7 in 8

If a dragon has spell-like abilities, roll below to determine the number of spells they can cast:

- Hatchlings: 1d2
- Young: 1d3
- Juvenile: 1d4

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- Adult: 1d6
- Old: 1d6+1
- Very Old: 1d6+2
- Ancient: 1d6+3

When rolling to generate the list of spell-like abilities a dragon possesses, the size of the die used is determined by the age of the dragon, as follows:

- Hatchlings: 1d4
- Young: 1d6
- Juvenile: 1d8
- Adult: 1d10
- Old: 1d12
- Very Old: 1d20
- Ancient: 1d20

The dragon spell list is as follows. Druidic spells are noted with an * and illusionist spells with an !. When relevant, the dragon's caster level is equal to their Hit Dice unless otherwise stated.

Innate Dragon Magic

Roll	Result
1	Animal Friendship*
2	Charm Person
3	Detect Magic
4	Entangle*
5	Light or darkness
6	Sleep
7	Speak with Animals*
8	Hypnotism !
9	Detect Invisible
10	Locate Object
11	Obscuring Mist *
12	Fascinate !
13	Clairvoyance
14	Dispel Magic
15	Summon Animals *
16	Spectral Force !
17	Suggestion !
18	Charm Monster
19	Emotion !
20	Polymorph Self

Each spell-like ability can be used (0-3) once per day, (4-5) twice per day, or (6+) three times per day. Hatchlings and young dragons subtract 1 from this d6 roll while very old and ancient dragons add 1 to the roll.

If the same spell-like ability is rolled more than once, it is up to the Referee to determine whether to reroll or keep the result, increasing the number of times per day the ability can be used.

Lair Actions

As dangerous as it is to encounter a dragon in the wild, it is even more deadly to encounter one in their lair. Dragons guard their lairs, and the immense hoards often contained within, with a bewildering array of defenses.

Additionally, the mere prolonged presence of a dragon in a given location magically shapes the surroundings and gives the dragon some measure of control over their home.

As an optional rule, a dragon can perform a lair action a number of times per encounter, dependent upon the dragon's age category. Young and juvenile dragons can use a lair action once every three rounds, adult and old dragons once every two rounds, and very old and ancient dragons once every round.

These lair actions can be used at any point during a round. Typically, young and juvenile dragons have one lair action to choose from, adult and old dragons have two to choose from, and very old and ancient dragons have three to choose from.

Lair actions, unless otherwise stated, last for one full round. In OSE the order of action can change from round to round, so a full round of action is assumed to include one full turn of actions for the adventurers and their cohorts. This is measured from when the lair action takes place to when all of the adventurers have had a chance to act. Therefore, it could occur within a single round or be spread across the span of two rounds, if it occurs towards the end of the first round.

Some examples of lair actions are as follows. When there is a variable (range, number affected, etc.) roll once for adult and old dragons; roll twice and take the lower result for young and juvenile dragons; and roll twice and take the higher result for very old and ancient dragons.

Difficult Terrain. The dragon can designate a zone equal to a (1-3) 15' radius, (4-5) 30' radius, or (6) 45' radius centered on a location within the lair as difficult terrain for one round. Movement rates are halved within this area.

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Energy Damage. The lair is suffused with elemental energy akin to the dragon's breath weapon. Anyone within (1-3) 30' of the dragon, (4-5) 60' of the dragon, or (6) 120' of the dragon takes damage of that energy type each round. The damage inflicted is equal to the damage inflicted by the dragon's claw attack and can be saved against for half damage. It is considered magical damage for purposes of resistance (such as that afforded by a *ring of fire resistance*).

Extra Action. The dragon or one of the dragon's allies gains an extra melee attack that can be used against an adjacent opponent.

Extra Movement. The dragon can move an additional distance equal to their normal movement within a round.

Healing Dampening. Necrotic energy suffuses the lair for a brief instant. Any healing spells or effects (such as drinking a *potion of healing*) are minimized. Roll twice to determine the damage healed, taking the lower of the two results.

Healing Surge. The dragon recovers an amount of hp equal to the damage they would inflict with a claw attack.

Lair Awareness. The dragon reaches out with its senses and becomes aware of the location and number of any hidden/invisible foes within (1-3) 60', (4-5) 120', or (6) the entire lair.

Obscuring Sight. The dragon evokes some phenomenon that obscures sight within the lair: mist or steam billows up, a wind blows through the lair, extinguishing non-magical light, etc.

Summon Ally. The dragon is able to summon an ally within the lair to come to its aid. The ally arrives at the end of the round.

Traps. This category encompasses everything from pit traps, to mechanical traps the dragon has commissioned be installed, to strategically placed columns of stone the dragon can knock over, to loose chunks of ceiling that fall down during combat. Briefly, a dragon's lair should be intimately familiar to the dragon – almost an extension of itself – and as a lair action the dragon has the ability to use the physical features of the lair to hinder intruders.

It is recommended that the damage inflicted by a trap be either:

- Equal to the dragon's claw damage, able to target three individuals for every two age categories, and allow a saving throw or Dexterity check to take half damage.
- Equal to the dragon's bite damage, able to target

one individual for every two age categories, and allow a saving throw or Dexterity check (as above).

- A combination of the above, perhaps with a lesser effect thrown in (such as making targets lose their footing, etc.)

Legendary Resistances.

As legendary creatures dragons are less affected by magic than other creatures. Young and juvenile dragons can automatically succeed on a single saving throw each day, adult and old dragons can automatically succeed on two saving throws per day, and very old and ancient dragons can do this three times per day.

Dragons and Alignment

Dragons can be of any alignment but hew most closely to Neutrality and Chaos. They will be (1-3) Chaotic, (4-5) Neutral, or (6) Lawful.

Dragons and Treasure

All dragons hoard treasure, regardless of type, age, or alignment. They have an almost preternatural awareness of their hoard and its contents. The treasure type for each age category is as follows:

- Hatchling. D
- Young. F
- Juvenile. G
- Adult. H
- Old. H + D
- Very Old. H + F
- Ancient. H + A

Dragons, as inherently magical creatures, can use magical items if physically possible (and the Referee allows). Rings can resize to fit claws, scrolls can be read, potions can be consumed, etc. Unless the dragon has spellcasting abilities as a character class they cannot use items allowed only to a specific class. However, as a general rule, assume that dragons incapable of speech do not possess the necessary intelligence to use magical items.

Special Qualities

1-4. Additional Breath. The dragon gains the ability to use a second type of breath weapon. It will be (1-3) one of the alternate forms for its dragon type, (4-5) an alternate form for another type of dragon, or (6) a new type determined by the Referee.

5-8. Burrow. The dragon gains a burrow speed of (1-3) 10' per round, (4-5) 20' per round, or (6) 30' per round. If the dragon already has a burrow speed either roll again or increase the base movement speed by one degree.

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9-12. Extended Line. The distance the dragon's line breath weapon extends is increased by 25%. This result can be applied more than once, with each result being cumulative (if rolled twice the length of the breath attack is increased by 50%).

If the dragon does not possess a line breath attack, reroll or select another special quality that affects the relevant breath type (Lingering Cloud or Widened Cone).

13-16. Elemental Aura. The dragon is sheathed in elemental energy of a type identical to their breath weapon. Any living creatures within 10' (engaged in melee) of the dragon take 1d6 points of damage per round.

17-20. Extra Breath. The dragon can use its breath weapon an extra time per day. This special quality can occur more than once, with each selection granting an additional use.

21-24. Fear. The very sight of a dragon inspires fear in the observer. Those affected are considered frozen with fear while in the presence of the dragon. Creatures with two or fewer HD are automatically affected, unable to act or move, with no saving throw. Creatures with 2 to 5 HD must Save versus Paralysis to avoid being frozen with fear. Creatures with 5 to 8 HD save with a +2 bonus, and those with 9+ HD are unaffected. The range of dragon fear is 300 yards, and requires line of sight.

25-28. Foresight. Three times per day the dragon can make any die roll twice, taking the better of the two results.

29-32. Immunity. The dragon gains immunity to an additional form of energy, taking no damage from non-magical versions of this second type and automatically succeeding on saving throws against magical versions.

33-36. Invulnerable. The dragon can only be damaged by magical weapons.

37-40. Jeweled Hide. A portion of the dragon's hoard has become embedded in their hide, providing an extra layer of protection. The dragon's AC is improved by 1; at the same time reduce the value of the dragon's hoard by 10%. Assume that slaying the dragon by *most* methods results in the destruction of that percentage of treasure.

This result can be applied more than once.

41-44. Legendary Resistance. The dragon gains an additional use of their Legendary Resistance ability, allowing them to automatically succeed on any saving throw. If this result is rolled more than once it is cumulative, adding additional uses.

45-48. Lingering Cloud. The energy produced by the dragon's cloud breath weapon lingers in the air for an additional round. Any creatures within the area of

effect make a saving throw during the second round, automatically taking damage on a failed save and no damage on a successful save. This result can be applied more than once, with each result indicating the cloud lingers for an additional round. The extra damage inflicted is based upon age category, equal to the dragon's claw damage.

If the dragon's breath weapon does not take the form of a cloud reroll the result or select one of the results that applies to the other breath types (Extended Line or Widened Cone).

49-52. Potent Breath. The dragon's breath weapon functions as if the dragon has one extra Hit Die. This result is cumulative if rolled multiple times.

53-56. Razor Claws. The dragon's claw attacks inflict an additional +1 point of damage and its bite attack inflicts an additional +2 damage. If this result is rolled more than once the results are cumulative.

57-60. Rending Attack. The dragon's claw and bite attacks can shear through metal and stone. If directed against large, inanimate objects – such as seagoing vessels, castle walls, etc. – they do half their normal damage in structural damage. When attacking armored individuals a natural roll equal to or above a certain number (see table, below) ruins an item of armor or a shield the target is wearing; shields shatter, armor is twisted and ruined, etc. Magical armor or shields increase the number a dragon must roll by a value equal to the item's magical bonus. Additionally, only one piece of armor can be affected at a time – assume, unless otherwise noted, that shields are affected first.

Rending Attack

Age Category	Roll Needed
Hatchling	20
Young	20
Juvenile	19-20
Adult	18-20
Old	17-20
Very Old	16-20
Ancient	15-20

An ancient dragon with the Rending quality destroys armor and shields with a roll of 15+. If the dragon hits a target using a +2 shield the roll would need to be 17 or higher to destroy it.

As an alternate rule, the Referee may rule that rather than destroying a magical item, each attack that hits

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the target number or above removes a plus (+) from its magical bonus rather than destroying it outright.

61-64. Shapechange. The dragon can shift its form as per the *polymorph self* spell, with some exceptions. Roll 1d6 and compare it to the following:

1. The dragon is able to use this ability to transform into an unlimited number of forms. In this case the duration of the effect is as per the spell, using the dragon's HD as their caster level. They may do this (1-3) once per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day.

2-4. The dragon can shapechange into one other fixed form, which cannot be changed. The dragon may be able to shapechange into a raven, for instance. This ability can be used (1-3) 1d2 times per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day. In these cases the dragon may remain in the new form for (1-3) a duration equal to *polymorph self*, (4-5) until a set time, no more than 24 hours later (at the new day's dawn, for instance), or (6) an unlimited amount of time.

5-6. The dragon can shapechange into 1d4+1 fixed forms, which cannot be changed. The total number of times they may do so per day is (1-3) 1d4 times, (4-5) 2d6 times, or (6) an unlimited number of times per day. The duration for these changes is as above.

65-68. Special Attack. The dragon gains the ability to use one of the special physical attacks noted above. This special attack is used in the place of one of the dragon's normal attacks, although the dragon may choose which attack they are using each round.

69-72. Spellcasting. The dragon is able to cast spells as one of the human spellcasting classes: (1-3) magic-user, (4-6) cleric, (7) druid, or (8) illusionist. In order to cast spells the dragon must be able to speak; if they cannot, reroll.

To determine the dragon's caster level, roll using a die type determined by the dragon's age category:

- Hatchling: 1d2
- Young: 1d3
- Juvenile: 1d4
- Adult: 1d6
- Old: 1d8
- Very Old: 1d10
- Ancient: 1d12

The dragon casts spells as a spellcaster of the same level. Note that if the spellcasting type is cleric and the result is a "1" the dragon casts clerical spells as a 2nd-level

cleric; if the result is a "2" they also cast spells as a 2nd-level cleric.

Dragons with spellcasting levels do not gain any other class features – such as a cleric's ability to turn undead – although they do gain the ability to use magical items only usable by that class.

Dragons with spellcasting levels can create magical items as a spellcaster of the equivalent level.

73-76. Swim. The dragon gains a swim speed of (1-3) 30' per round, (4-5) 40' per round, or (6) 50' per round. If the dragon already has a swim speed either roll again or increase the speed by one degree.

77-80. Toughness. The dragon rolls 1d10 for hit points rather than 1d8. If this special quality is rolled again, 1d12 is used per Hit Dice. If this comes up as a result a third time, reroll.

81-84. Venom. The dragon delivers venom either through its (1-4) bite or (5-6) a stinger on its tail. If the result indicates a stinger on its tail the dragon gains a tail attack, inflicting the same damage as a claw attack but also injecting a target with poison. This tail attack is delivered in lieu of a claw attack.

The poison is Type (1-4) I, (5-7) II, (8-9) III, or (10) IV (see p. 47, *OSE Advanced Fantasy: Genre Rules*). If this result is rolled more than once, reroll.

84-88. Widened Cone. The terminal width of the dragon's cone breath attack is increased by 10'. This result can be applied more than once, with each result cumulative.

If the dragon's breath weapon is not a cone, either reroll or select one of the special qualities that applies: Extended Line or Lingering Cloud.

89-100. Custom. The Referee can use a custom special ability.

Types of Dragons

The stat blocks for the six most common types of dragons are given below. These are for the adult version of each type and can be adjusted as needed based on age.

Each dragon type given below has three different breath weapon forms, arranged by frequency of occurrence. Each dragon possesses one of the three, unless otherwise stated.

Forest Dragon. AC 1 [18], HD 8** (36 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d4); or breath, THACO 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 9, AL as above, XP 1,750, NA 1d4 (1d4), TT H

- Most forest dragons are wingless, the better to

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maneuver through thick woods, with scales of green or mottled brown.

- 1-2 in 6 forest dragons have wings and a fly speed of 180' (60').
- The bite of a forest dragon does an additional 1d4 points of damage regardless of age category.
- Adult dragons have a 30% chance of speech and a 30% chance of being found asleep.

There are three different types of breath weapon a forest dragon can have:

1-3. A cloud of chlorine gas, inflicting the standard amount of damage.

4-5. A cone of rot and decay. The damage inflicted is half normal (save for quarter damage). Wooden non-magical items within the cone rot and decay within one round; magical wooden objects can make a saving throw to avoid being destroyed. Plant-based or wooden creatures (such as a golem made of wood) suffer full damage as per the dragon's Hit Dice. The cone of an adult dragon is 90' long.

6. A line of green slime. The dragon's breath is a 120' line of corrosive spittle that functions as green slime (p. 166 **OSE Core**). It does no outright damage.

Ice Dragon. AC 3 [16], HD 6** (27 hp), Att 2 x claw (1d8), 1 x bite (2d8); or breath, THACO 14 [+5], MV 90' (30') / 240' (80') flying, SV D9 W10 P11 B11 S13 (F6), ML 8, AL as above, XP 725, NA 1d4 (1d4), TT H

- Ice dragons have scales of white or light gray or blue, the better to blend into snow and ice.
- 1-2 in 6 dragons have a swim speed of 90' (30').
- Adult dragons have a 20% chance of being capable of speech.
- Adults have a 40% chance of being found asleep in their lair.

There are three basic forms of breath weapon that an ice dragon can possess:

1-3. An 80' long cone of cold.

4-5. A 120' line of sleet. This inflicts half the standard damage (save for quarter damage), but anyone caught in the line is frozen in place for one round, unable to move or act. If the saving throw is successful they are merely slowed for 1 round, moving at half speed and automatically attacking last in the initiative order.

6. A cloud of glittering ice crystals. It inflicts half damage (quarter on a successful save). Additionally, everyone

within the cloud loses 1d6 points of Dexterity (half on a successful save) from the intense cold. Lost Dexterity returns at a rate of 1 point per day of complete bedrest.

Regardless of the form of the breath weapon, living creatures killed by an ice dragon's breath attacks become encased in ice; these dragons like to leave the frozen corpses of their victims arranged about their lair as macabre statuary/frozen treats.

Plains Dragon. AC 0 [19], HD 9** (40 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d6); or breath, THACO 12 [+7], MV 90' (30') / 240' (80') flying, SV D7 W8 P9 B9 S11 (F9), ML 9, AL as above, XP 2,300, NA 1d4 (1d4), TT H

Plains dragons prefer to lair in wide open terrain – steppes, plains, deserts – under the open sky.

- Their scales range from blue to light tan or even light green (for the wingless varieties).
- 1 in 6 plains dragons are wingless, losing their fly speed but gaining a burrowing speed of 60' (20').
- They inflict an extra +1d6 damage with their bite, regardless of age category.
- Adult plains dragons have a 40% chance of speech and a 20% chance of being found asleep.

Plains dragons will possess one of the following three breath weapons:

1-3. A 100' long line of lightning.

4-5. A 70' long cone of scouring wind. The cone inflicts half damage (save for quarter damage), but those failing their save are blinded by stinging dust and dirt for 1d4 rounds. Those making their save suffer a –2 penalty to AC and attack rolls for the same amount of time.

6. A cloud of charged particles. Those within it suffer half damage (save for quarter damage) and are affected as per the *faerie fire* spell for 1d4+1 rounds.

Mountain Dragon. AC –1 [20], HD 10** (45 hp), Att 2 x claw (1d8), 1 x bite (2d8+1d8); or breath, THACO 11 [+8], MV 90' (30') / 240' (80') flying, SV D6 W7 P8 B8 S10 (F10), ML 10, AL as above, XP 2300, NA 1d4 (1d4), TT H

- Typically have red or reddish-brown scales.
- 1 in 6 mountain dragons are wingless, preferring to live in caves and tunnels. These lose their flying speed but gain a burrow speed of 30' (10').
- Inflict an added 1d8 points of damage with a bite attack, regardless of age category.
- Adult mountain dragons have a 50% chance of speech and a 10% chance of being found asleep.

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Mountain dragons will have one of the following three breath weapons:

1-3. A cone of flame 90' long.

4-5. A line of concentrated heat 120' long. It inflicts normal damage upon living targets but double structural damage upon stone, wood, and metal.

6. A cloud of superheated sparks. Inflicts half damage (save for quarter damage), but everyone within the cloud is affected as per the *heat metal* spell.

Royal Dragon. AC -2 [21], HD 11** (49 hp), Att 2 x claw (1d6), 1 x bite (2d8+1d12); or breath, THACO 11 [+8], MV 90' (30') / 240' (80') flying, SV D6 W7 P8 B7 S10 (F11), ML 10, AL as above, XP 2,700, NA 1d4 (1d4), TT H

- Scales have a metallic sheen of gold, silver, or copper.
- The only dragon type that hews closer to Law: (1-3) Lawful, (4-5) Neutral, (6) Chaotic.
- Bite inflicts an extra +1d12 points of damage, regardless of age category.
- 100% chance of speech and dragon magic.
- 5% chance of sleeping when encountered in their lair.
- Has the innate ability to shapechange into a person or animal, any number of times per day, but is limited to 1d4 distinct forms.

Royal dragons possess two of the following breath weapons:

1-3. Select from any other dragon type.

4-5. A cone of radiant energy. It inflicts normal damage. Additionally, the cone turns undead (any that are not destroyed by the radiant energy) as a cleric of the same level as the dragon's Hit Dice.

6. A 90' line of *disintegration*, as per the spell.

Swamp Dragon. AC 2 [17], HD 7** (31 hp), Att 2 x claw (1d8), 1 x bite (2d8); or breath, THACO 13 [+6], MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (F7), ML 8, AL ss above, XP 1,250, NA 1d4 (1d4), TT H

- Has scales of black, muddy brown, or dark blue.
- 1-3 in 6 swamp dragons are wingless, instead possessing a swim speed of 120' (40').
- Adult swamp dragons have a 20% chance of being capable of speech and a 40% chance of being found sleeping in their lair.

Swamp dragons can use one of the following three

breath weapons:

1-3. A 60' long line of acid.

4-5. A 60' cone of caustic water. Everyone within range takes half damage (quarter on a successful save) when initially targeted and one quarter damage (save for none) during the following round. Note that the damage inflicted during the second round is enough to disrupt spellcasting.

6. A cloud identical to the *cloudkill* spell, with the following exception: reduce the HD for automatic death (<5 HD as per the spell) by one for each age category below adult and increase it by one for every age category above adult.

Water Dragon. AC 1 [18], HD 8** (36 hp), Att 1 x bite (3d8), 1 x tail constrict (1d10); or breath, THACO 12 [+7], MV 180' (60') swimming / 180' (60') gliding, SV D8 W9 P10 B10 S12 (F8), ML 9, AL as above, XP 1,750, NA 0 (1d4), TT H

- The bite of a water dragon inflicts an extra die of damage (already included in the above stat block).
- Can breathe and speak underwater.
- 20% chance of speaking and 30% chance of being asleep when encountered.
- Can leap out of water and glide for six rounds.

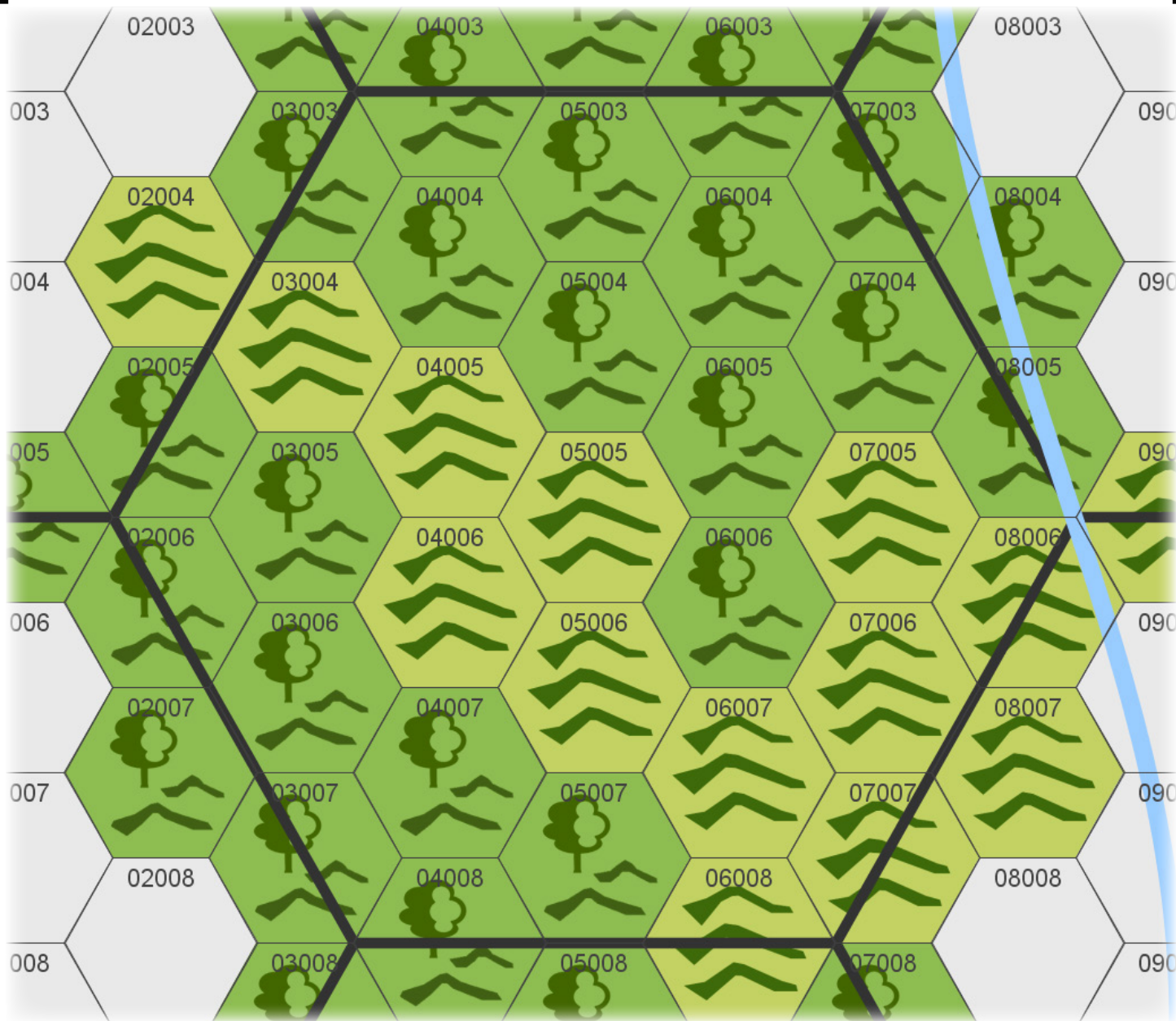
Water dragons can have one of three different breath weapons:

1-3. Poison spittle, with a range of 100', that expands into a cloud with a 20' diameter (similar to a *fireball* spell). All within the cloud must make a Save versus Breath or die.

4-5. A cloud of steam. All within take heat damage.

6. A cone of desiccating salt, 60' long. All within take half damage (save for quarter damage), but plants and water-based creatures (such as water elementals, oozes, giant snails or slugs, etc.) take full damage.

Hex 15.22 - The Toppled King

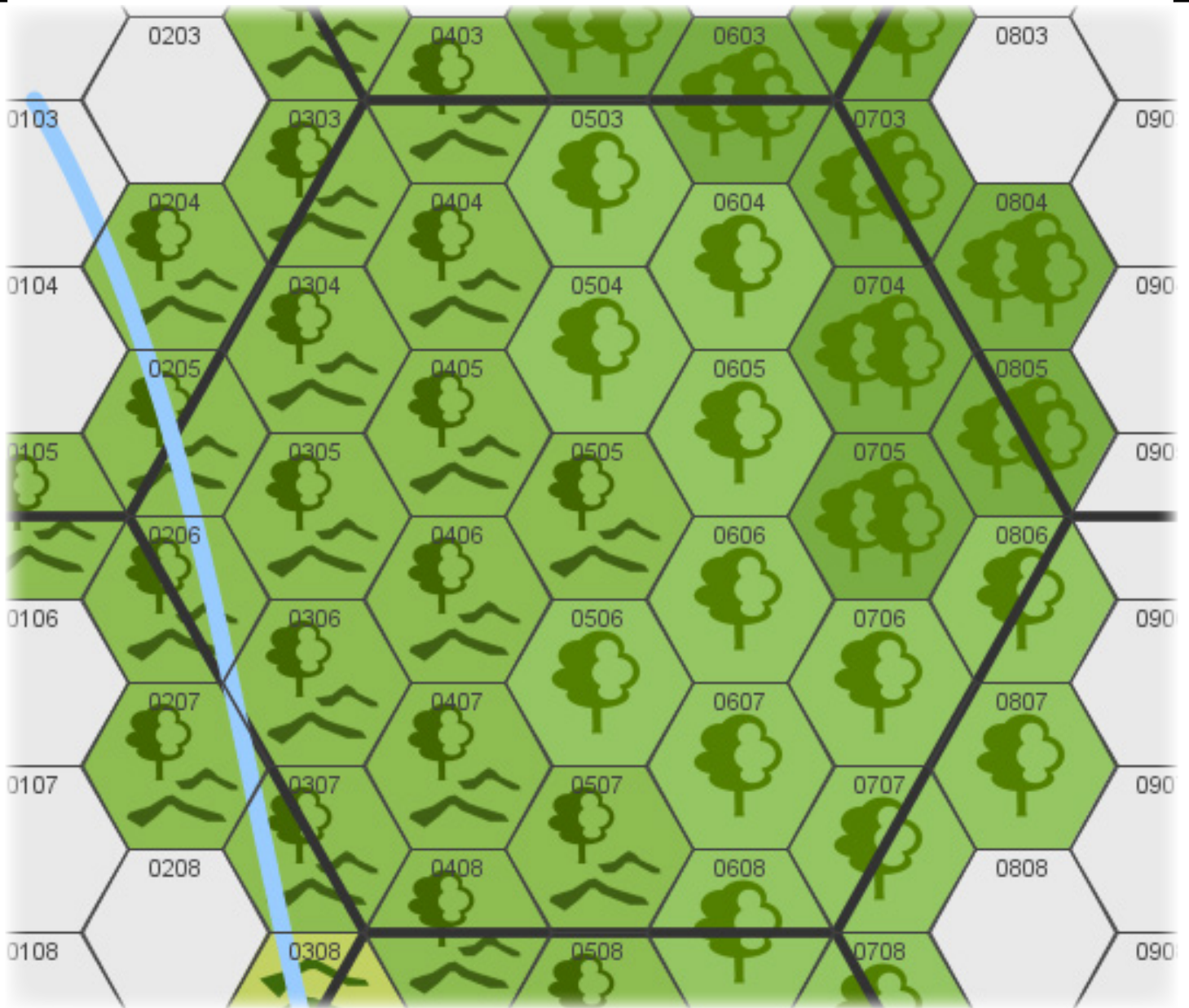


Hex 15.22

Large hex = 6 miles, face to face

1 subhex = 1.2 miles, face to face

Hex 15.22 - The Toppled King



Hex 16.22

Large hex = 6 miles, face to face

1 subhex = 1.2 miles, face to face

Hex 15.22 - The Toppled King

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