

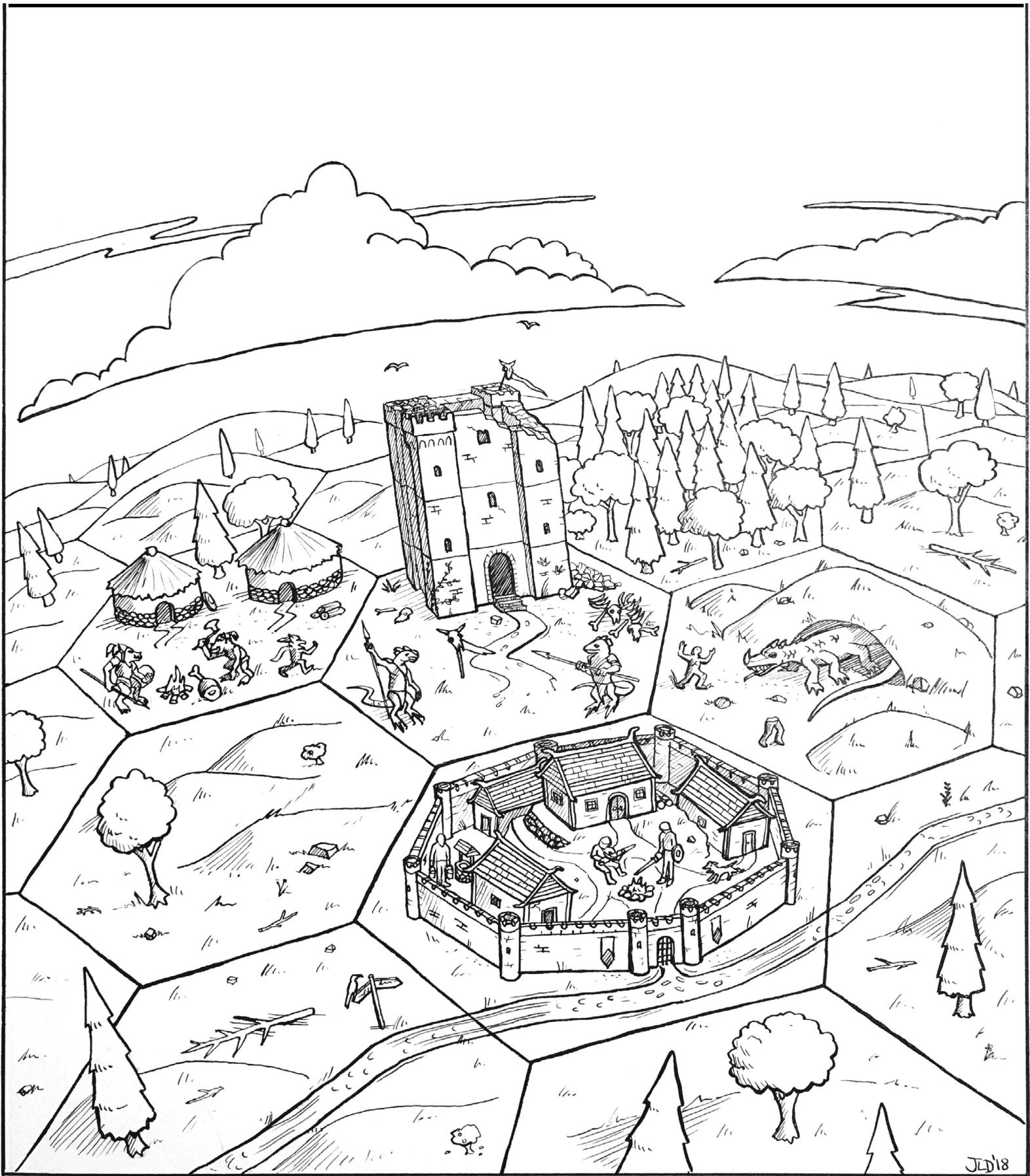
Hex 16.23

The Doom of Cthedrak



Todd Leback

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



Hex 16.23 – The Doom of Cthedrak

Hex 16.23

The Doom of Cthedrak

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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.

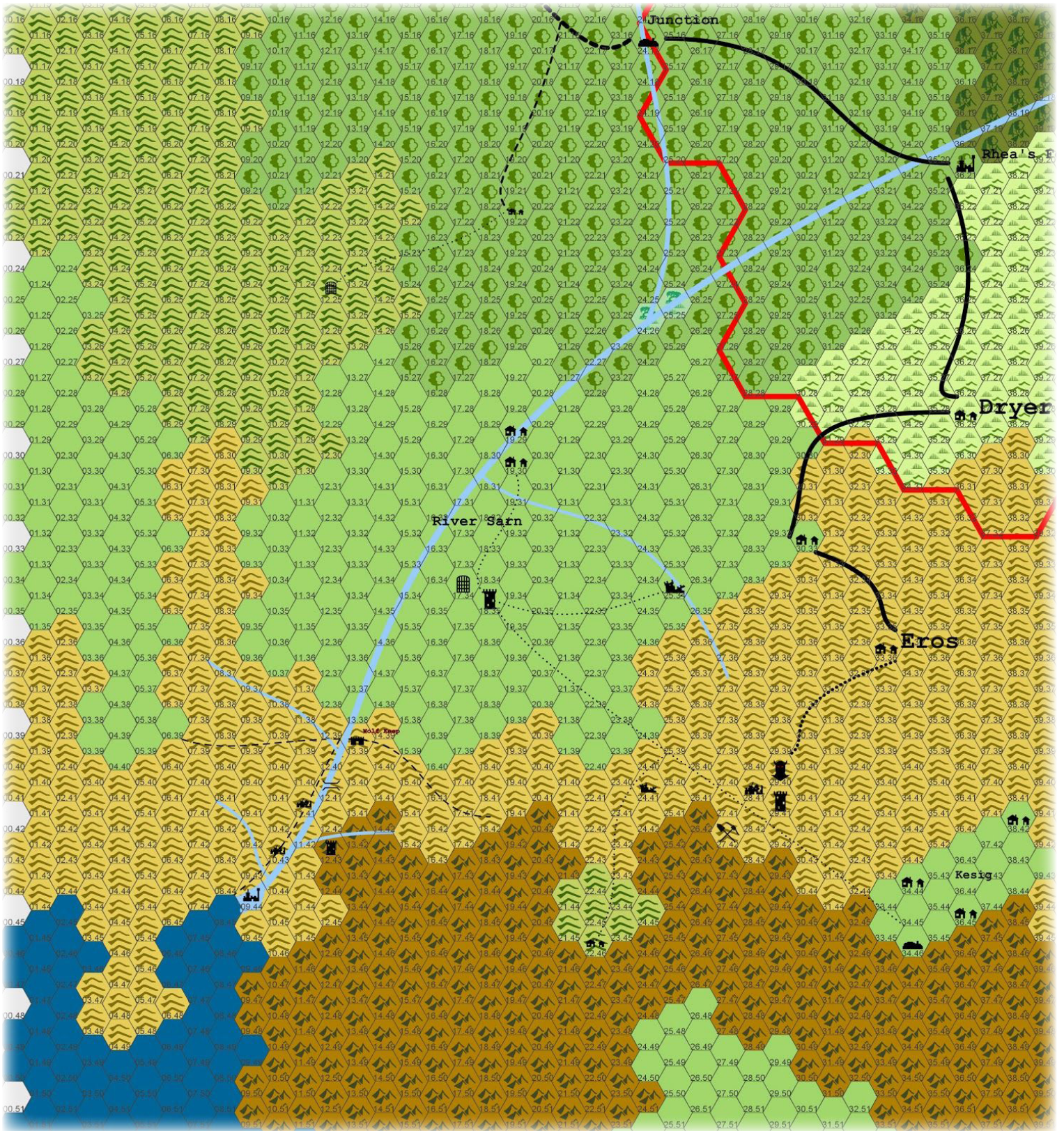
Using Populated Hexes

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..

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Resources: Vegetable, industrial (Timber, 3)

This is a transitional hex: bordered to the southeast by the Lake of Abominations (Hex 17.23), which is fed by a small river flowing from the Basilisk Hills that form the northwest border. A band of hilly, wooded terrain runs diagonally through the hex, before flattening out into more gently rolling woodlands that abut the Lake. A rough trail connects the outpost of the Festering Sore orcs in subhex 304 to the ruined temple in subhex 703.

The *strigi* dwelling to the south call the river the Kirkikit. It starts in the hills to the northwest of the hex, flowing gently through the valleys and arroyos of the Basilisk Hills. It is relatively narrow – no more than thirty feet at the widest and averaging around ten to fifteen feet – with several small waterfalls and small rapids. It ranges from several feet deep – at its widest – to around six or seven feet deep at its most narrow.

The river is home to catfish, carp and trout. Astute observers will note that the Kirkikit south of subhex 304 (where the orcs lair) has an unhealthy, oily sheen and the water has a slightly sour taste. Those drinking the polluted water or eating fish from the river have a 5% chance of contracting an intestinal disease that lasts for 2d4 days, imposing a –2 penalty to all rolls they make. Clearing the orc lair will remove the pollution after one month.

304. Festering Sore Orcs

The orcish village here is a recently established outpost of a much larger orcish tribe that lairs further west within the

Basilisk Hills. The outpost has been established with two-fold purpose: to achieve a foothold for an eventual attack on the Realms of Man, and to ask advice of the spirit naga that dwells in subhex 703 for the Warmaster of the Gangrenous Orcs (of which the Festering Sore tribe is but a small part. See Hex 13.21).

The village itself has been built into a narrow box canyon, some forty feet across, about six hundred feet long and thirty feet deep. The walls of the canyon are peppered with overhangs and shallow caves, and the orcs have built crude structures into these using rocks, boulders and scrub-brush. It is relatively well camouflaged from above and one must enter the box canyon to notice the dwellings. By the time someone enters it is likely too late, as the orcs keep a careful watch from a hidden cave at the mouth of the canyon.

The Festering Sore village comprises a single clan, with the following numbers:

1. 27 normal orcs, divided into five gangs
2. 5 first-level orc reavers
3. 4 second-level orc reavers (two bodyguards, two lieutenants)
4. Gromkash, fourth-level orc warlord
5. Drabad, second-level warlock

The fifth gang of orcs, a gangboss, and one lieutenant are not in permanent residence here, having been stationed in subhex 0703, and are discussed in that section.

Notable orcs will be given their own entries at the relevant locations, but otherwise the following stat blocks can be used.

Orc (normal). AC 6 [13], HD 1 (4 hp), Att 1 x *weapon* (1d6 or by *weapon*), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 6 (8 with leader), AL Chaotic, XP 10, NA 2d4 (1d6 x 10), TT D

- –1 penalty to attack in full daylight.
- Use spears, swords, axes, clubs. Only leaders use mechanical weapons (crossbows, etc.). 1 in 4 orcs will be armed with (1-3) slings, (4-5) short bows, or (6) throwing spears.
- Normal orcs have personal treasure equal to 1d12–1 cp.

Orc Raiders (1st level). AC 6 [13], HD 1 (6 hp), Att 1 x *weapon* (1d6+1 or by *weapon*. Bonus damage melee only), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Chaotic, XP 10, NA special, TT D

- These orc raiders have personal treasure equal to 2d6 sp.

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- If using the Alternate Rules it is assumed that 1st-level reavers have the Toughness Knack unless otherwise stated.

Orc Reavers (2nd level). AC 6 [13], HD 2 (12 hp), Att 1 x weapon (1d6+1 or by weapon. Bonus damage melee only), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA special, TT D

- These orc reavers have treasure equal to 2d20 sp.
- If using the Alternate Rules it is assumed that 2nd-level reavers have the Toughness Knack unless otherwise stated.

The Festering Sore orcs are wary of the gnolls in Hex 18.23, having had several members of the tribe captured as slaves and/or food. They are making tentative inquiries into an alliance with the goblins in Hex 17.22; the other reason the orcs are here, in addition to dealing with the Doom of Cthedrak, is to find allies that will support the spread of their nascent domain. The goblins are perfect allies, or so the orcs believe, as they can be easily bullied by the larger and stronger orcs.

When the lair is first discovered by adventurers roll below to determine what orcs are present. Additionally, roll 1d4 to determine which gang is watching the entrance to the canyon. The watch schedule switches on a nightly basis, at nightfall. Assume for the sake of simplicity that they rotate through in numerical order, once the first watch has been established. *Ex. The Referee rolls 1d4 when the adventurers first arrive at the lair and the result is a 3. Gang 3 is on watch duty. The following night is Gang 4's turn, then Gang 1, etc.*

If it has been determined that a gang is not in the lair, and their turn comes up in the rotation, the gang that is currently on duty has to pull an extra shift. Gangs on extra shifts have

a -1 penalty to being surprised for each consecutive day they serve. They will be relieved after 1d4 days of extra shifts.

Orcs that are hunting or in subhex 0703 will return in 1d8 hours. Those in Hex 13.21 will return in 1d6 days. Orcs that visit the Dome have a 1 in 12 chance of returning to the canyon *charmed* by the naga; she does not want to risk her underhanded dealings being discovered.

When Gromkash is outside the lair he will be accompanied by his two bodyguards and a gang of orcs. When Orklurz is outside the lair he will be accompanied by a gang of orcs. One of the two will always be in the lair. Note that the locations of the named orcs supersede those of the gangs; if Gromkash is hunting with gang 4 there is no need to roll to determine where gang 4 is.

1. Orklurz and Hargthos's Quarters

As Gromkash's chief lieutenants, Orklurz and Hargthos share chambers adjacent to their chief's. Hargthos spends his time at the Dome, so Orklurz has the chambers to himself. When Orklurz is in his chambers there is a 1-4 in 6 chance that 1d6 orcs and 1d3-1 bodyguards are present, playing games of chance and weighing whether to bring others into his confidence.

Orklurz (2nd-level Reaver). AC 5 [14], HD 2 (14 hp), Att 1 x weapon (1d8+1), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Chaotic, XP 20, NA special, TT D

Orklurz possesses twenty-five sp, six gp, and a colorful glass eye worth ten gp he took from the eyesocket of a dead man. If using the Alternate Rules, Orklurz has the Brutal Strike Knack, allowing him to score a critical hit on a roll of 19 or 20.

Orc Location Table (roll 1d6 per row)

Name	1	2	3	4	5	6
Gromkash	Area 1	Area 2			Hunting	Hex 13.21
Orklurz	Area 1	Area 2	Area 4	Area 5	Hunting	Subhex 0703
Hargthos	Area 1	Subhex 0703				
Drabad	Area 6			Area 2	Hunting	Hex 13.21
Bodyguards*	With Gromkash				Area 1	Hunting
Gang 1	Area 4		Guard duty	Area 1	Area 2	Hunting
Gang 2	Area 4		Guard duty	Area 1	Area 2	Hunting
Gang 3	Area 5		Guard duty	Area 1	Area 2	Hunting
Gang 4	Area 5		Guard duty	Area 1	Area 2	Hunting

*There are two bodyguards. Roll to determine the location of each individually

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A slight orc, Orklurz is covered in scars, the reminders of a hundred fights that he has won over his lifetime. He serves as Gromkash's right hand, and the captain of the warlord's bodyguard. Orklurz is fanatically loyal to Gromkash, and clever, for an orc. He is the only one that suspects Hargthos may be turning against his warlord, and believes, correctly, that the naga has worked her magics on the weak-willed orc, but is unwilling to broach the subject to Gromkash as of yet. If Orklurz encounters the adventurers outside of the village he will gauge their strengths as a potential way to remove the naga from the picture; roll twice for his initial reaction and take the better of the two results. He will try to be subtle in his questions, though, as he knows the naga has charmed servants elsewhere.

2. Gromkash's Quarters

Gromkash has been the warlord of the Festering Sore tribe for five years, after slaying his father in personal combat and assuming command. He is a large, immensely strong orc, who has survived several killing blows by some miracle. Tales are spreading amongst the tribe that Gromkash cannot be slain as long as he wears his father's fingerbone around his neck. It remains to be seen if there are any within the tribe capable of challenging his authority. Certainly, the orcs that have been pressed into serving the spirit naga in subhex 703 have reason to grumble about his rule.

Gromkash (4th-level Reaver). AC 4 [15], HD 4 (25 hp), Att 1 x weapon (1d10+4), THAC0 14 [+5](includes STR bonus), MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 75, NA special, TT D

Gromkash has a personal treasure of 125 gp, 12 pp and a gem worth 50 gp hidden under a bearskin in his chambers. He carries a potion of healing with him at all times, and wears a fetish fashioned from the fingerbone of his father. When wearing the fetish, once per day he may chose to reroll a single roll, taking the better of the two results. If used twice in one day, the fetish will have its effect and then crumble to dust. Only Gromkash can use the fingerbone. Gromkash's weapon of choice is a massive two-handed sword, and he wears a set of banded mail taken from a defeated enemy.

If using the Alternate Rules presented in the Appendix, Gromkash is Skilled in Endurance and may use the Force Back and Overrun combat maneuvers. He also possesses the Tenacious Knack.

3. The Defile

The entrance to the canyon is narrow, only about ten feet wide, and the orcs have placed boulders in such a fashion as

to prevent their enemies from charging straight in, creating a winding path that allows those on guard duty to drop rocks on them from above.

One gang is on duty at any given time, led by a 2nd-level reaver gangboss. The orcs on duty are equipped with (1-3) slings, (4-5) short bows, or (6) throwing spears. They each have three small rocks they can throw at trespassers below, each rock inflicting 1d6 points of damage. Because of their vantage point above the path the rocks have an effective range of 75'.

Adventurers firing up at the orcs on guard have a -3 penalty to attack rolls due to the angle and cover provided by the sides of the canyon.

4. Sleeping Quarters

Gangs 1 and 2 lair in this area.

- Gang 1. Four orcs, one gangboss (1st-level reaver)
- Gang 2. Six orcs, one gangboss (1st-level reaver)

During the day there's a 1-4 in 6 chance that orcs in this area will be asleep. At night they will be awake, but not especially alert, relying on the canyon guards to detect any intruders. Orcs in their quarters suffer a -1 penalty to being surprised.

Orcs in this area all have standard treasure.

5. Sleeping Quarters

Gangs 3 and 4 lair in this area.

- Gang 3. Five orcs, one gangboss (1st-level reaver)
- Gang 4. Six orcs, one gangboss (1st-level reaver)

During the day there's a 1-4 in 6 chance that orcs in this area will be asleep. At night they will be awake, but not especially alert, relying on the canyon guards to detect any intruders. Orcs in their quarters suffer a -1 penalty to being surprised.

All of the orcs have standard treasure, except for the leader of gang #4, who has a dagger +1.

6. Drabad's Lair

The clan's warlock, Drabad, lairs in this area, secluded from the rest of the clan. He is mostly given a wide berth by his kin, as they fear his magic and otherworldly influence.

Drabad (2nd-level Orcish Warlock). AC 7 [12], HD 2* (13 hp), Att 1 x weapon (1d8+2), THAC0 17 [+2](includes STR bonus), MV 120' (40'), SV D13 W14 P13 B16 S15 (M4), ML 8, AL Chaotic, XP 25, NA special, TT D

Drabad can cast one 1st-level spell per day. His eldritch blast does

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1d6 points of damage and recharges on a roll of 1 in 6. He may also use one invocation per day and knows *Vigor* and *Slowing Blast*. If using the Alternate Rules, he has the *Extra Spell Knack*, allowing him to cast a second 1st-level spell per day.

Drabad has 39 sp, 21 gp, and an obsidian statue depicting a disturbingly blasphemous, multi-tentacled creature that is his patron: *Shogglatch of the Sixteenth Arms*.

Treasure of the Festering Sore Clan

The orcs had brought a significant treasure with them from the west, but most of it was gifted to The Doom of Cthedrak at their first meeting. They retain 4000 silver coins kept in three leather sacks. Mixed in with the silver are two gems: one worth 10 gp, the other 100 gp. The tribal treasure is to be found in the quarters of their chief, Gromkash.

407. Death From Below

A nest of giant hornets can be found in this subhex, some hundred yards away from the edge of the Lake of Abominations. It is an easily missed hole in ground, spotted only on a roll of 1-3 in 6. Unfortunately, the hornets are extremely aware of their territory, and are automatically alerted whenever any non-flying creature larger than a dog comes within 25 yards of their underground nest. They are also very irritable; apply a -2 penalty to the reaction roll as soon as the adventurers stumble within range of their nest.

When a potential threat or victim comes within range the hornets emerge from their nest, 1d4+1 per round until they, or the intruders, are all killed.

A certain amount of treasure can be found on the ground within a fifty-yard radius of their nest, scattered among the bones of those they slew that were too large to drag down into their lair (anything larger than a goblin, in this case). Every turn spent searching roll 1d12 and compare to the Search Table. Spending more than an hour searching won't find anything new:

Hornets, giant (17). AC 4 [15], HD 3** (14 hp), Att 1 x sting (1d6 + poison), THAC0 17 [+2], MV 60' (20')/210' (70') flying, SV D11 W12 P13 B14 S15 (F3), ML 11, AL Neutral (Asshole), XP 50, NA 2d8 (3d10), TT C

Giant hornets attack by stinging. Their stingers are coated with a mild toxin that, while not fatal, is extremely painful. Those stung by a giant hornet must Save v. Poison. If the save is failed the target is wracked with burning pain lasting 2d4 rounds, suffering a -2 to attack rolls and AC due to the extreme discomfort. This pain is so intense that spellcasters find it impossible to concentrate to cast spells. Once engaged with potential prey, giant hornets will continue to attack

Search Table

1d12 Roll	Result
1-2	Nothing
3	1d6 boar tusks, each worth 1d4 gp
4	3d6 gp
5	4d6 sp
6	1 gem worth 3d6×10 gp
7	1d4 gold teeth, each worth 2d4 gp
8	An iron helmet, wrought to resemble a dragon's maw, worthless except as a curiosity.
9-10	A random weapon; rusty, rotted, or otherwise useless.
11	A large key, of black iron, that opens a certain door in Hex 18.25 of the Darkwoods. If this result comes up more than once, subsequent results of 11 are considered "Nothing".
12	A scroll in a brass scroll-case containing the magic-user spell <i>knock</i> , written in Draconic. If this result comes up more than once, subsequent results of 12 are considered "Nothing".

until dead. There will always be 1d6-2 giant hornets away from their nest when the adventurers find it.

703. The Dome of the Library

The ruins of an ancient structure can be found in this subhex, a massive dome that tops out just shy of 50' above the ground. It is this structure, or rather the being that dwells within it, that has brought the band of Festering Sore orcs to the area.

A spirit naga (see Appendix) named The Doom of Cthedrak dwells within, served by those she has *charmed* and assisted by the emissaries from the Festering Sore orcs. The dome was originally a vehicle, crafted by beings from another dimension, that suffered a malfunction and ended up stranded here, buried half in the earth. Those that piloted it died in the accident, and over the centuries a variety of creatures have inhabited it.

At the very bottom of the dome, covered in tons of the melted slag which resulted from the reactor core overheating, is an artifact referred to by The Doom of Cthedrak as "The Library". She has been using her oracular abilities (see her write-up in the Appendix) to research The Library but the excavation has been stymied by bouts of insanity brought on by contact with extra-dimensional intelligences, as well as the difficulty of physically excavating so much debris.

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At this rate it will take several more years of excavation to dig through the slag and debris in order to uncover what lies hidden at the bottom: a probability drive, the very thing that allowed the ship's creators to travel through time and dimensions. A probability drive is a magical item of almost artifact-level complexity, and if recovered will require years to master the use of.

The interior surfaces of the dome are curved and arced, creating disorienting angles and intersections that are distracting to the human eye. While within the dome the characters are surprised on a roll of 1-3 in 6, as opposed to 1-2, due to the distracting geometry. Additionally, anyone examining the structure itself (for traps or secret doors, for instance) must roll under their Wisdom on 3d6 or be fascinated for a period of one turn, during which time they cannot speak or move as their mind struggles to understand the strange curves and arcs of the interior. Once a check has been failed in this manner the character does not need to make a check again until 24 hours have elapsed.

The exterior perimeter of the dome is littered with rubble from the interior excavations, some mounds piled seven or eight feet tall. If time is taken, it is possible to sneak up to the entrance using the rubble piles as cover. Doing so reduces the character's movement by half and imposes a 1 in 6 chance the *charmed* guards notice the intruders. Adventurers examining the piles of rubble note that they chiefly consist of some sort of dark, shiny stone chips and fragments. Where the rubble has been exposed to direct sunlight it appears almost wax-like, with a smooth, melted texture.

Area 1

The sole entrance to the dome is an enormous door, of beaten copper, set into the northern face. Though large enough for a hill giant to pass through without ducking, the pivot hinges upon which it is set are cunningly designed and expertly crafted, so as to still open almost effortlessly Cycles after their construction, silently and smoothly.

The door is typically open during all hours, to allow the work crews easy access to the outside for disposal of rubble. Two *charmed* orcs are typically on guard duty at the door. If given the chance they will shout for assistance but will not attack immediately – the Doom of Cthedrak receives enough emissaries from elsewhere that they know not to act too aggressively.

Orc (normal). AC 6 [13], HD 1 (4 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9 while serving the naga, AL Chaotic, XP 10, NA 2d4 (1d6 x 10), TT D

The inner chamber is, on the northern wall, bounded by the curved interior surface of the dome, which forms the wall and ceiling until it is interrupted some 35' in the air. The room is 50' front to back. Although the dome itself is approximately 5' thick, it is constructed of a strange, translucent green stone that allows filtered light to enter through the walls. If glancing at the exterior walls of the dome from the corner of one's eye it seems as though a number of snake-like shapes wriggle through the very stone itself, although a close examination reveals nothing of the sort.

The interior walls and floor of the dome are, in contrast to the outer shell, fashioned from a shiny black, stone-like material that is absent of seams or any indication of tooling. It closely resembles obsidian but is much softer. A strong person with a pick-axe could chip off several pounds of the stuff in a matter of minutes. A close examination reveals it is a substance similar to pitch. This substance is called *chaug*, and is described in the Appendix.

While not flammable, it is susceptible to heat. If a torch is held near to the substance for more than a minute the adventurers will note that it begins to "sweat" and sag ever so minutely. Hotter or more persistent flames will cause it to melt and run in rivulets. It was the intense heat of the vessel's reactor core that caused the lower levels to collapse into molten slag, burying the drive itself.

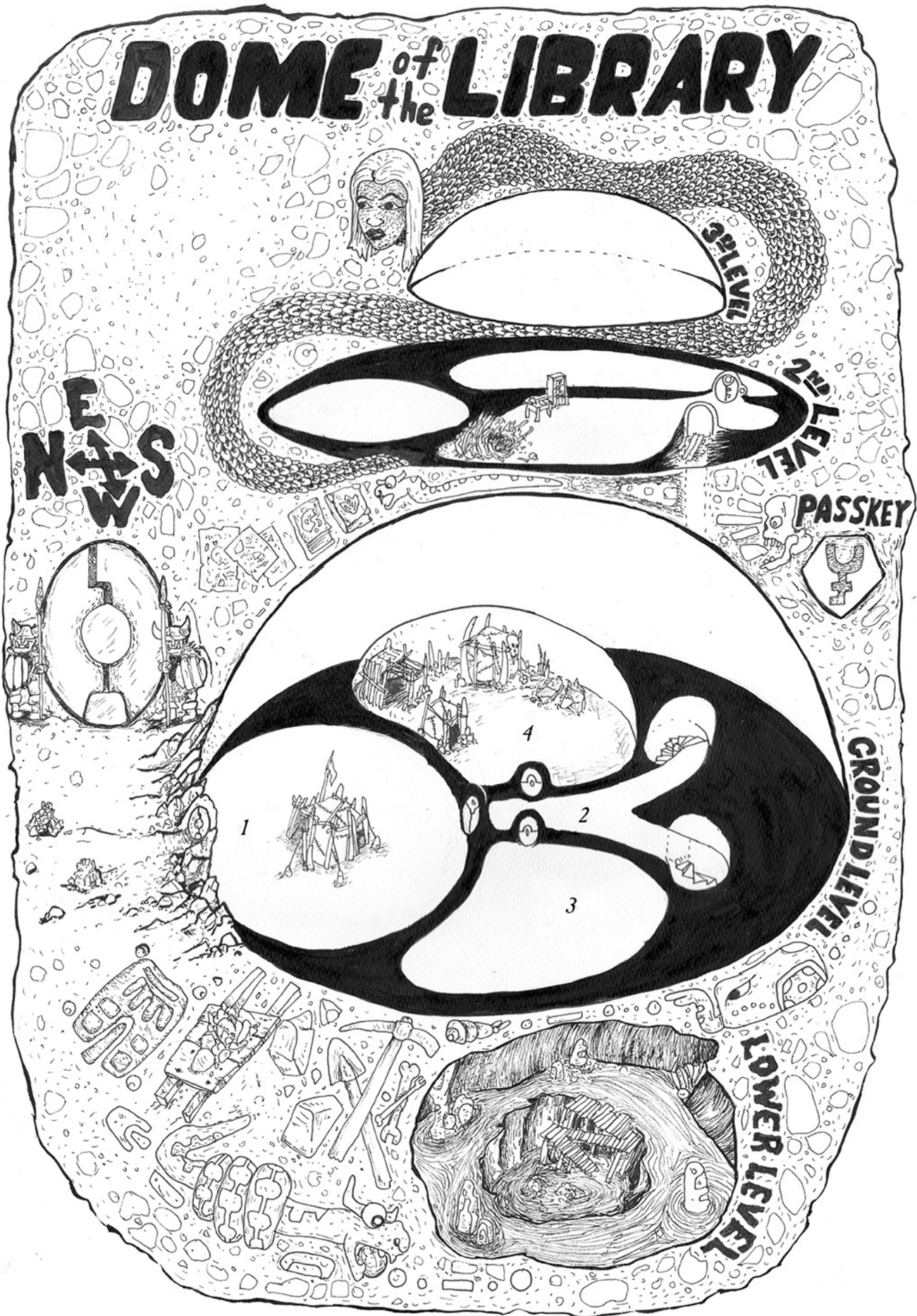
The orcs have set up a temporary shelter within the entrance hall; a rough framework of branches covered in animal hides – a dome within the dome, if you will, that provides additional shelter from the diffuse daylight that fills the room. The ambient light is not bright enough to actually impose the -1 penalty to the orcs' attacks, but they do find it annoying.

Nothing else of interest remains within the entry hall. The door opposite the main door is also of beaten copper, but much smaller. It, too, remains open for most of the time. There's enough traffic through this chamber that every turn the adventurers spend in here has a 1-2 in 6 chance of a wandering monster coming upon them.

Area 2

This corridor starts out ten feet wide, swooping gracefully out into a "Y" shape. At the end of each branch the walls double back in, forming open staircases; the one on the eastern wall descends down into darkness, the one on the western wall ascends up to the level above. The ceiling in the entrance hall is 20' tall.

Two doors, both of beaten copper, stand opposite one another ten feet past the entrance to the hallway. Both are closed. The floor in here is littered with small bits of stone



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and a layer of dust that filters up from down below. Anyone skilled at tracking can tell the majority of traffic comes from the lower levels and proceeds out the main door, towards the entrance hall; there is so much traffic that nothing definite can be made out. The stairs leading up have a curious track left in the dust, as if a carpet had been dragged down the center of the stairs. This is, of course, the trail left by the snake-like body of the Doom of Cthedrak.

Due to the amount of work going on, there's a 1-2 in 6 chance per turn of encountering a wandering monster, rather than every two turns. A successful *Hear Noise* check will allow one to hear the rhythmic sound of hammers and picks on stone coming from lower in the complex.

Area 3

The western room has been claimed for use by the non-orc servants. There are a number of dirty pallets and bedrolls strewn throughout the room. During the day there will be 1d6-3 individuals in here, and during the night there will be 1d6-1, determined at random from among the following:

Arlia (Strigi 1, see Hex 17.24) AC 9 [10], HD 1 (4 hp), Att 1 x staff (1d4), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 10 while charmed, AL Neutral, XP 10, NA unique, TT none

Ethrin (Strigi 2). AC 8 [11], HD 2 (5 hp), Att 1 x dagger (1d4), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9 while serving the naga, AL Neutral, XP 20, NA unique, TT none

Dolec Da (Fighter 3). AC 8 [11], HD 3 (19 hp), Att 1 x dagger (1d4+1), THAC0 18 [+1], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9 while serving the naga, AL Lawful, XP 35, NA unique, TT none

Fridhes the Frozen (Fighter 2). AC 7 [12], HD 1 (11 hp), Att 1 x club (1d4+2), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9 while serving the naga, AL Chaotic, XP 20, NA unique, TT none

Jogar the Nine-Fingered (Thief 4). AC 8 [11], HD 4 (10 hp), Att 1 x dagger (1d4), THAC0 18 [+1], MV 120' (40'), SV D13 W14 P12 B15 S14 (T4), ML 9 while serving the naga, AL Neutral, XP 75, NA unique, TT none

All of the non-orc servants are *charmed*. If any of them are freed from their charm, award the adventurers double their XP value and roll 1d10. On a roll of (1-3) they will thank the adventurers profusely and aid them in disposing of the orcs and naga, (4-5) they will offer them payment equal to

their XP × 5d20 in gp upon being returned to their home, (6-7) they will offer to serve the adventurers as a retainer, (8-9) they will offer the first two rewards, and (10) they will offer all three.

If not initially found in this room, non-orc servants will be found below, aiding in the excavations. They wear no armor and are only armed with simple weapons. The Doom of Cthedrak has found that the non-orcs make inferior servants, and, even though they are *charmed*, are kept under close watch by her orcish servitors. The humans are all that remain from an adventuring party that stumbled across the Dome several months previous.

Area 4

The gang of orcs that have been sent to serve The Doom of Cthedrak lair here. They have fashioned a large, tent-like structure for their sleeping quarters here, much as they did in the entry hall, in an attempt to block out the light that filters through the translucent substance of the dome. During the day 1d4 orcs will be found snoozing here in their shelter; during the night it is typically devoid of inhabitants, as the orcs take over the demolition from the other *charmed* servants, as well as standing guard at the entrance.

If the room is thoroughly searched the adventurers will find an unfamiliar gemstone, the size of a blueberry, hidden within a mass of filthy furs and bedding. One of the orcs found this treasure while excavating the lower levels and in an unusual display of defiance did not report it to the Doom of Cthedrak. It is an *ynsyth* stone (see Appendix).

A total of eight orcs lair in this chamber at one time or another. On a roll of 1-2 in 6 Hargthos, the orcish lieutenant, will be here, on a result of 3-4 Bladborg, the gangboss, will be present, and on a 5-6 it will just be normal orcs. If neither Hargthos nor Bladborg are present reduce the orcs' morale by 1.

Orc (normal). AC 6 [13], HD 1 (4 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9 while serving the naga, AL Chaotic, XP 10, NA 2d4 (1d6 x 10), TT D

Bladborg (Reaver 1). AC 6 [13], HD 1 (6 hp), Att 1 x longsword (1d8+1), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Chaotic, XP 10, NA special, TT D

If using the Alternate Rules, Bladborg has the Toughness Knack.

Hargthos (Reaver 2). AC 6 [13], HD 2 (14 hp), Att 1 x sword (1d8+1), THAC0 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Chaotic, XP 20, NA special, TT D

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Both Bladborg and Hargthos have been charmed by the naga, but Bladborg's loyalty to Gromkash is causing him to question the naga's command, and he has begun to fight against the charm. When he encounters the adventurers there's a 1-2 in 6 chance that he is able to shake himself out of his charmed state.

Stairs Down (in Area 2)

These stairs follow the curve of the inner wall, descending into darkness. There are only ten stone steps here; the rest have sheared away with the collapse of the lower levels. The slaves have built a ramshackle wooden ramp that extends the rest of the way, some twenty feet below the last stone tread.

Lower Level

The entirety of the lower level is a cavernous opening, with the ground floor suspended above (it is structurally sound, and in no danger of collapse). The floor of this level resembles cooled lava, an almost smooth surface of black pitch, punctuated here and there by ripples, waves, and other odd formations. The majority of the excavation is occurring in roughly the center of the room; the wooden ramp zigs and zags above the main dig, so that those laboring are not immediately visible from the ramp (and vice versa). It is a great shallow pit, some thirty feet in diameter and nearly fifteen feet deep in the center. There will be 1d4+1 slaves and 1d4 orcs working here at all times (basically, all those not standing guard or sleeping), with the slaves doing the bulk of the work while the orcs stand around, verbally abusing them when possible.

The Doom of Cthedrak has made it quite clear, however, that she expects all her servants to contribute to the task, and if she is present (1 in 6 chance) the orcs will be working feverishly with pick and shovel as well, in an effort to please their mistress.

Excavation is slow work, and the removal of debris is accomplished by two individuals wrestling a hod filled with debris up the ramp and stairs, then out the front door. A complement of four workers can excavate a full load's worth of debris every hour or so. This pace slows down at night somewhat. Every six turns, two slaves wrestle a load of debris up the ramp and out the front door.

Stairs Up (in Area 2)

The upward-curving stairs lead to the Doom of Cthedrak's personal quarters. There is a 1-4 in 6 chance that she is upstairs. If she is not upstairs she is either downstairs overseeing the excavation (on a result of 5) or outside,

hunting (on a result of 6). The stairs follow the curve of the interior wall, disappearing into the floor of the level above.

Upper Level

Much of the upper level, while still in good condition, is inaccessible for the time being. When the dimensional ship was in use the upper levels were reserved for the command center and the quarters of the officers aboard, and access to them was restricted to those who had a special passkey.

There are currently two impediments to gaining access to the upper levels, neither of which can be resolved quickly. First, power must be restored to the ship. This is actually the easier of the two requirements. The reactor is totally destroyed, in addition to being buried under tons of slag, but a temporary power source can be rigged. This process basically calls for the creation of a magical item.

Second, a passkey must be located. There were four in existence, three of which can be found on the other side of the airlock, on the corpses of the pilots who were killed when the dimensional ship crashed. The fourth card was being carried by the ship's first mate, who was on the main level when disaster struck. She was killed, but in the centuries since the ship crashed her body was looted – along with the rest of the accessible treasure. It can currently be found far to the south, in the ruins of the city of Jacaar, in the lair of the dragon Jadlierbron the All-Seeing. The Doom of Cthedrak has learned this through her divinations and has been toying with the idea of trying to *charm* some more powerful servants and sending them south in an attempt to retrieve it.

Only the single room currently accessible on the second floor is detailed herein.

The Doom of Cthedrak's Chamber (2nd Level)

The stairs pierce the ceiling of Area 2 and open into a room with curved walls similar to those below. The chamber is roughly thirty feet wide and fifty feet long, running south to north. Another large beaten copper door is directly adjacent to the head of the stairs. The surface of the door is traced with a maze of thin silver wire, spiraling and winding from the perimeter to form an irregular pentagon the size of a man's hand in the center of the door. When power is provided to the dome the wires glow with a faint blue light. Pressing the pentagonal pass-key to the outline on the door will cause it to unlock for a period of one minute, after which point it seals again.

The Doom of Cthedrak has claimed this chamber and can often be found here. Along the northern wall is a nest of branches, leaves and torn cloth for her to rest in when she

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infrequently sleeps, and a low desk containing her personal library (described in her entry below).

There are numerous bones strewn across the floor in the areas that see little traffic, the remains of the naga's meals. When her *charmed* servants become too weak to work she devours them and discards their bones haphazardly around her lair.

The Doom of Cthedrak (spirit naga). AC 4 [15], HD 10*** (56 hp), Att 1 x bite (1d3+ poison), 2 x spell (by spell), or 1 x bite and 1 x spell, THACO 11 [+8], MV 120' (40'), SV D6 W7 P8 B8 S10 (F10), ML 8, AL Chaotic, XP 3,000, NA unique, TT special

The Doom of Cthedrak is a potent combatant. She casts spells as a 4th-level cleric and a 5th-level magic-user, and can either cast two spells in one round (one clerical and one magic-user) or cast a spell and use a bite attack. In addition to the damage, those bitten must Save v. Poison or die. Those that meet her gaze must Save v. Paralysis or be *charmed*, indefinitely.

Additionally, she may take the following actions a number of times as noted.

- ▶ Twice per day she may choose to automatically succeed on a saving throw. This may be done at any time.
- ▶ She can control the pitch-like substance, the *chaug*, that forms the interior of the dome, doing one of the following.
 - ▶ Soften the *chaug* in a 20' radius, reducing the movement of all the creatures within by ½.
 - ▶ Soften the *chaug* under a single target, reducing their movement for the round to 0. The target can try to break free by rolling under their Strength on 4d6, but that takes their entire round.Each effect has a range of 60' and she can only use one per round; it lasts as long as she concentrates on maintaining it. Choosing a new target ends the existing effect.
- ▶ The bones of her victims litter the floor in her lair. Once per round, in lieu of casting one spell, she may animate the bones of 1d6 of them as skeletons. There are a total of 8 skeletons that can be animated in her lair.

An ancient spirit naga, over three Cycles old, The Doom of Cthedrak arrived at the dome – known to her as the Dome of the Rakazara – some five years previous, having learned

of it through her readings of cryptic texts. She moved in and immediately began to *charm* any humanoids that wandered near her new lair, quickly pressing them into service to begin clearing the lower depths in search of the Library.

Cthedrak is some twenty feet long, jet black, with the head of a human woman. Her head is strikingly beautiful, with ebony skin and shockingly white hair.

She worships Ystlacesth, a minor snake demon, and casts clerical spells as a 4th-level cleric with access to the following spells.

First level: *command*, *cure light wounds*, *detect magic*, *light*, *fear*.

Second level: *augury*, *delay poison*, *hold person*, *silence 15' radius*, *snake charm*.

The Doom of Cthedrak typically has *detect magic*, *fear*, and *silence 15' radius* memorized at any given time.

She is a more powerful arcane spellcaster, casting as a 5th-level magic-user. Her spellbooks are described below. Assume she has memorized the following spells on a given day:

First level: *comprehend languages*, *sleep*, *unseen servant*.

Second level: *ESP*, *invisibility*, *web*

Third level: *protection from normal missiles*

The Doom of Cthedrak also possesses an oracular ability. Once per month, at the time of the new moon, she may cast the *contact higher plane* spell (treat Cthedrak as having an Intelligence of 18). Use of this ability has driven her insane. There's a 1 in 6 chance every time she uses her mental abilities to control the *chaug* as a lair action that she is affected as per the *confusion* spell for a period of 1d4 rounds.

In her lair on the second floor of the Dome can be found the following treasure: 7,500 sp, 2,000 ep, 6,000 gp, 3 gems (worth 25, 50 and 75 gp), and four scrolls (one with a 3rd-level M-U spell, one with three 2nd-level M-U spells, one with a 6th-level M-U spell, and one with three 1st-level cleric spells, chosen at the Referee's discretion). The gear belonging to the non-orc slaves (as well as that belonging to her previous slaves) can be found here as well. It is all standard adventuring gear, but there can also be found a *sword +1*, three *arrows +2*, and a magical ring which, once per day, grants its wearer a Strength of 18 for 1d6 rounds.

The Doom of Cthedrak possesses five spellbooks taken from magic-users of little ability or note. Between those five spellbooks she has access to all of the 1st- and 2nd-level spells contained in the OSE core rulebook. Additionally, she possesses the following spellbooks of greater utility and power

1. A tome bound in basilisk hide, containing the following spells: *burning hands**, *charm person*, *magic aura**, *spider climb*, *ventriloquism*, *arcane lock*, *locate*

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*object, mirror image, phantasmal force, dispel magic, tiny hut**.

2. A collection of silver discs, beaten to the thickness of a blade of grass, inscribed with the following spells: *auditory illusion, magic mouth, rope trick, knock, locate object, blink* (detailed in Hex 18.24), *infravision, dispel magic, protection from normal missiles, ice storm**, *enchant arms**.
3. A treatise on the transmutative arts. If used to research new transmutation spells the possessor reduces the base chance of failure by 3%. It also contains the following spells: *strength**, *polymorph self, stone to flesh*.
4. A book bound in rich, red leather, smooth and supple to the touch. The book is protected by a curse; those who attempt to read it without first casting *protection from evil* upon themselves must Save v. Spells or be subject to a disease similar to Mummy's Rot. The book contains the following spells: *animate dead* and *magic jar*. The book imparts a +5% bonus to any attempt to create undead creatures (adjudicated by the Referee to fit the method in question).
5. A sheaf of ten large leaves, magically preserved, upon which have been scribed the following spells: *fly, lightning bolt, charm monster*.

*new spells detailed in the Appendix

The Doom of Cthedrak also has a dozen or so other tomes, of various mundane yet esoteric topics. This collection of non-magical writings is worth some three thousand gold coins to a collector of books or a sage.

Encounter Tables

1. Hornet, giant (1d6)
2. Orc patrol (1d4+3, plus one 1st-level reaver)
3. Orc warband (3d4+9, plus three 1st-level reavers and one 2nd-level reaver)
4. Orc patrol (1d4+3, plus one 1st-level reaver, plus Drabad)
5. Pegasus (1d2, from Hex 17.23)
6. Boar (1d4, from hex 16.24)
7. Basilisk (1d2, from Hex 15.22)
8. Stirges (2d4, from Hex 17.23)

Appendix

Ynsyth Stones

Formed from a fragment of possibility from another

dimension, if smashed – which can easily be accomplished with a hammer, the edge of a shield, or the metal haft of a weapon – this tiny pebble unleashes that possibility, taking all those within thirty feet of it back in time by ten seconds (one round) and giving them the chance to redo or change a previous action. Those outside of the 30' radius don't notice anything that would indicate this has occurred, except the briefest instant where those within seem to flicker in and out of existence; for them the flow of events seems to proceed coherently, with all memory of the past ten seconds agreeing with the final actions taken by those within the radius. There is no saving throw to avoid the effect.

When the stone is crushed all living beings within the radius – undead, constructs, and other non-living creatures such as demons are not affected – are transported back in time to the beginning of the previous round, with full knowledge of everything that transpired previously. If anyone was slain in the intervening time period they are returned to life. All rolls are re-rolled, starting with initiative, and actions are declared again. Those sent back in time may choose to declare actions other than what they originally took, due to their foreknowledge of what has already transpired!

Note that if the stone is used while any non-living creature is within its area of effect, those creatures will not appear in the past. If it is used, for instance, and two skeletons are caught within the radius along with the party, the adventurers will blink back into the past, to find the skeletons no longer exist for that one round. Obviously, if this is the case, any damage inflicted during the original round by the undead never occurs, and the adventurers cannot target the undead during the new round. Creatures within the radius unaffected by the stone re-appear at the beginning of the subsequent round, from the perspective of those affected.

Ynsyth stones are worth roughly 5,000 gp apiece.

Chaug

Made from distilled and concentrated dream-stuff, *chaug* is a physical substance that has the unique property of responding to mental commands. Those who have trained themselves can slowly shape *chaug* into virtually any form. Learning how to control the substance requires about a month of practice and either the ability to cast spells or an Intelligence of 16 or higher.

The process is slow, but *chaug* responds precisely to its shaper's mental commands. In the dimension the ship's creators hail from it serves both utilitarian and decorative purposes. If the properties of *chaug* were to be discovered it could be marketed at 150 gp a pound; the ship contains many tons of the stuff.

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Spirit Naga

AC 4 [15], **HD** 9-12*** (56 hp), **Att** 1 x bite (1d3+ poison), 2 x spell (by spell), or 1 x bite and 1 x spell, **THACO** by HD, **MV** 120' (40'), **SV** Save as Fighter by Hit Dice, **ML** 8, **AL** Chaotic, **XP** by Hit Dice, **NA** 1d3 (0), **TT** B, O

Spirit nagas are about 15' long, with black scaled bodies and human heads. They are very intelligent, cruel, and Chaotic to the core. They attack with a poisonous bite, have a gaze that, if met, functions as a *charm person* spell except with an indefinite duration, and can cast spells as clerics and magic-users.

They become more powerful by age; 9 HD nagas cast spells as 3rd-level clerics and 4th-level magic-users. At each additional HD they gain a level of spellcasting ability in each class. Because of their magical nature they are able to cast a spell of each – cleric and magic-user – once per round.

In Absalom, spirit nagas are creatures born in the Dreamlands that make their passage into the mortal world upon their hatching, where they must fend for themselves until maturity. Naga neonates have 3 HD, cannot cast spells and do not have a charm gaze, but have an AC of 0. Over approximately 50 years they grow and mature until achieving 9 HD and their baseline abilities. Spirit nagas gain an additional HD after approximately every hundred years spent in the mortal world.

Female nagas, when their eggs are fertilized, seek passage back into the Dreamlands to lay their eggs and remain there until they hatch, at which point they escort their young back to the mortal world and leave them to survive on their own. Female nagas usually hatch a brood of 1d6 young.

New Spells

Burning Hands (1st-level, arcane)

Duration: Instant

Range: 10'

A 120-degree arc of flame shoots from the caster's fingers, burning all within the range of the spell. Those within the arc take 1 point of damage per caster level, with no save allowed.

Enchant Arms (4th-level, arcane)

Duration: 1 minute per level

Range: Touch

Upon completion of this spell one melee weapon or three missiles are endowed with a magical enchantment determined by caster level as follows: +1 at 7th-8th, +2 at 9th-10th, +3 at 11th-12th, and +4 at 13th-14th. The weapon functions as a magical weapon with the corresponding bonus to hit and damage. Melee weapons retain their

modifier for the duration; missiles lose their modifier upon striking a target. Weapons that already possess a magical enchantment are not affected by this spell.

Ice Storm (4th-level, arcane)

Duration: 1 round

Range: 10' per level

Casting this spell summons a storm of hail with a diameter of 40'. All creatures within take 3d10 points of damage with no save allowed. The caster may choose, instead, to have it form a sleet storm with a diameter of 80'. Movement within this area is reduced by half, and even then all creatures within the area have a 1-3 in 6 chance of slipping and falling, taking 1d6 points of damage when doing so.

Magic Aura (1st-level, arcane)

Duration: Permanent

Range: Touch

This spell endows an object with a magical *dweomer*, but otherwise does nothing else. Examination with a *detect magic* spell will suggest the item is magical.

Strength (2nd-level, arcane)

Duration: 1 minute per level

Range: Touch

The target of this spell has an effective Strength of 18 for the duration. If the target already has a Strength of 18 it has no effect.

Tiny Hut (3rd-level, arcane)

Duration: One hour per level

Range: 0

This spell creates an immovable, opaque sphere of force 10' in diameter with half its volume below the ground. Up to six creatures, in addition to the caster, can enter the dome, during which time they are immune to all external effects; nor can spells or items pass through the walls of the hut from the inside. Although the wall is opaque from the outside it can be made transparent from the inside by will of the caster. The caster can also change the lighting within the dome from non-existent to dim.

If the caster leaves the dome it vanishes, the spell ending. If the dome is targeted by a damage-dealing area effect – such as a lightning bolt or dragon's breath – or massive damage from a single source (such as a boulder thrown by a giant) it has a number of hit points equal to the caster's level × 5. If the dome takes more damage than it has hit points it vanishes, but those inside take no damage. Attacks from other sources cannot harm the dome.

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Orc Reaver

The orc reaver is the class from which orcish brutes, bodyguards, and chieftains are typically drawn. Orcs are a warlike and Chaotic race, a little larger on average than Man, with pig-like faces and, covered with black, coarse hair, skin of red, violet or brown. Because the life of an orc is most often nasty, brutish and short they develop some abilities sooner than other races do.

Requirements: None

Prime Requisite: Strength

Hit Dice: 1d8

Maximum Level: 11

Armor: Any, including shields

Weapons: Any

Languages: Bestial

Orcs are primitive, war-like creatures, constantly fighting and enslaving both other races and their own. They fight with any weapons, preferring melee over ranged, and typically wear a slapdash arrangement of scavenged and salvaged armor. They are not craftsmen by any stretch of the imagination, although exceptional orcs do exist in this regard.

If the reaver has a Strength of 13 or better they gain a 5% bonus to earned XP. If they have a Strength of at least 16, this bonus increases to 10%.

Reavers use the Monster attack matrix and save as fighters.

Orcs all possess the following racial characteristics:

- Sensitivity to sunlight. When in sunlight, or exposed to sudden bright light, orcs suffer a -1 penalty to all rolls.
- Orcs have infravision to 90'. Note that while in their underground lairs orcs most often rely on some sort of dim, ambient lighting in their living areas – phosphorescent fungi, crude candles, etc.
- All orcs speak Bestial, a crude humanoid tongue spoken by orcs, ogres, gnolls and several other races. Orcs gain bonus languages for every point of Intelligence modifier. They typically can select from: Common, Giant, Goblin, Grog (language of primitive races) and Undertongue.

At 1st level orc reavers have the ability to make a second attack against a nearby target if they deal the killing blow to another. They may do this a maximum number of times per round equal to their Hit Dice, provided each attack kills their target, and move a maximum of 5' between blows, provided they have not moved prior to attacking. Therefore, an orc with 6 HD could attack a maximum of seven targets (one initial, plus an additional one per HD), provided that they slay their target with each attack.

At 1st level an orc gains a +1 bonus to damage rolls with melee weapons due to their ferocity. This damage bonus increases to +2 at 4th level, +3 at 7th level and +4 at 10th level. This is in addition to any Strength modifiers they may have.

Orc Reaver

Level	XP	HD	THAC0	Saving Throws					Damage*
				D	W	P	B	S	
1	0	1d8	19 [0]	12	13	14	15	16	+1
2	2,360	2d8	18 [+1]	12	13	14	15	16	+1
3	4,720	3d8	17 [+2]	11	12	13	14	15	+1
4	9,440	4d8	16 [+3]	10	11	12	13	14	+2
5	19,000	5d8	15 [+4]	10	11	12	12	14	+2
6	38,000	6d8	14 [+5]	9	10	11	11	13	+2
7	76,000	7d8	13 [+6]	8	9	10	10	12	+3
8	152,000	8d8	12 [+7]	8	9	10	10	12	+3
9	300,000	9d8	12 [+7]	7	8	9	9	11	+3
10	420,000	9d8+3**	11 [+8]	6	7	8	8	10	+4
11	540,000	9d8+6**	11 [+8]	6	7	8	7	10	+4

*Applies to melee attacks only.

**Modifiers from CON no longer apply.

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When an orc of 2nd level or higher is with a group of orcs, the other orcs gain a bonus of +1 to their morale scores. At 4th level an orc is powerful enough to lead their own tribe.

Upon reaching 4th level the reaver gains 2d4 followers, orc reavers of level 1 (1-4) or 2 (5-6). These followers will form the core of the reaver's bodyguard. The followers are to be treated as retainers (p. 126, OSE core), and apply towards the maximum allowed by the orc's Charisma score. If more followers are attracted than would be allowed by the orc's Charisma, they are brought on as hirelings as opposed to retainers (and thus will not be as loyal). The followers will not require pay but will require a share of any loot, and expect their boss to lead them on raids at least once every two months. If the reaver is ever forced to retreat from battle or is defeated and flees, her followers immediately make another hiring roll (OSE core, p. 127). A result of "offer refused" means the individual follower leaves the reaver in disgust; a result of "ill will" means the reaver's name is slandered in orcish communities, and they suffer a -2 penalty to all future hiring rolls until they are able to prove themselves in battle again.

The orc's first follower appears 1d4 weeks after the reaver reaches 4th level, with additional followers appearing at a rate of 1d2 each week afterwards. The reaver does not need to make a hiring roll for this initial round of followers, as it is assumed the newcomers are desirous of entering the orc's employ.

Additionally, at this time a reaver may found a **lair**. Upon founding a lair they will, over a period of months, attract 4d4x2 orcs that will form the basis of a new clan. 1d6 orcs will appear every week until the total number has been reached. Founding a lair requires locating a suitable location, clearing it of threats, and establishing control of the immediate vicinity.

Alternate Rules

At 1st level reavers start with one skill and gain bonus skills due to high Intelligence. The reaver gains an additional skill at 4th, 7th, and 10th level.

At 1st level the reaver may select one of the following Knacks. They gain additional Knacks at levels 5 and 9. Unless otherwise stated a Knack can be chosen at any of these levels and multiple times.

Brutal Strike. The reaver scores a critical hit on a roll of 19 or 20. If this Knack is selected a second time their critical hit range is increased to 18-20. Brutal Strike can only be selected at level 5 and 9.

Cunning Warrior. The orc gains knowledge of three combat maneuvers (see *Hex 17.22*). They must select melee maneuvers.

Daywalker. The reaver has become accustomed to daylight and may walk under the sun without penalty.

Frenzied Strike. Once per day the orc may make two attacks in a round, but the following round suffers a penalty of 2 to AC. At 6th level they may do this twice per day, and at 11th level three times per day. If both attacks kill a target they may only follow-through (as per the reaver 1st-level class ability) on the first.

Resilient. The Reaver gains a +1 bonus to all saving throws.

Self-Improvement, primary. The reaver can improve their Strength, Constitution, or Dexterity. They may improve one score by 2 or two scores by 1. This Knack can only be selected at level 5 and 9.

Self-Improvement, secondary. The reaver can improve their Intelligence, Wisdom, or Charisma. They may improve one score by 2 or two scores by 1. This Knack can only be selected at level 9.

Skilled. The reaver gains three additional skills.

Tenacious. Once per day, when reduced to 0 hp, the reaver automatically regains 1d4 hp plus their HD.

Toughness. The reaver rolls 1d10 for their hit dice as opposed to 1d8. If this Knack is selected a second time they use 1d12 for their HD instead of 1d10.

Orc reavers are built using the rules from *Classing Up the Joint* as follows:

- Attack as Monster. +4
- Save as fighter. +1
- 1d8 HD. +1
- +3 hp/level. +2
- Any Weapon. +2
- Any Armor. +2
- Morale bonus, delayed one level. +3
- Early name-level bonus (4th level). +1.5
- Infra-vision. +.75
- Light sensitivity. -.75
- Level limitation (2 levels). -2
- Total modifiers: 11.8
- XP to reach 2nd level: 2,360

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Orcish Warlock

Requirements: None

Prime Requisite: Strength, Charisma

Hit Dice: 1d6

Maximum Level: 9

Armor: Leather, no shields

Weapons: Any

Though limited in power and not as strong or hardy as regular orcs, warlocks still share many of the characteristics of their kin, chiefly a love for reckless battle and bloodshed. They tend to be smarter than other orcs and often serve as advisors to those in power.

Warlocks draw their power from their patrons, mysterious beings of great strength that may or may not be gods. Regardless of whether they are or not, warlocks can siphon off some of this energy and use it for their own ends.

Warlocks with Strength and Charisma scores of 13 or higher gain a 5% bonus to XP; those with Charisma of 16 or higher and Strength of 14 or higher increase this bonus to 10%.

- ▶ Sensitivity to sunlight. When in sunlight, or exposed to sudden bright light, orcs suffer a –1 penalty to all rolls.
- ▶ Orcs have infravision to 90'. Note that while in their underground lairs orcs most often rely on some sort of dim, ambient lighting in their living areas – phosphorescent fungi, crude candles, etc.
- ▶ All orcs speak Bestial, a crude humanoid tongue spoken by orcs, ogres, gnolls and several other races. Orcs gain bonus languages for every point of Intelligence modifier. They typically can select from: Common, Giant, Goblin, Grog (language of primitive races) and Undertongue.

Orc warlocks attack as fighters and save as magic-users. They have the following class abilities:

- ▶ Eldritch blast. Ranged magical attack. See below for a description of this ability.
- ▶ Arcane spellcasting. Warlocks cast spells as spontaneous arcane casters, without the need to prepare spells in advance. They draw spells from a small list, and use the arcane 50% progression table.
- ▶ Invocations. Warlocks may use a limited number of invocations per day.
- ▶ Orcish warlocks can use any weapons and wear leather armor but cannot use shields.
- ▶ At 5th level the warlock can create scrolls and potions and at 7th they may craft magical items, both as a magic-user.

- ▶ Warlocks may use magical items usable by fighters and magic-users.

At 4th level warlocks begin to attract followers. At each level, beginning at 4th, there's a 1-3 in 6 chance that a 1st-level warlock will come to study under the character. The orcish warlock can attract no more novices at any one time than 3 + Charisma modifier, although novices may be recruited as retainers separately, in which case they do not count towards that number. Additionally, upon reaching 4th level 1d8 normal orcs, 1d6 1st-level reavers, and 1d4 2nd-level reavers will have heard tell of the warlock's puissance and will come to serve the character.

When creating NPC orcish warlocks, assume that at 4th level a warlock has 5 normal orcs, 4 first-level reavers, and 2 second-level reavers serving them. For every odd level past 4th they will have a 1st-level warlock in their entourage, as well. The warlock's enclave will usually be slightly removed from the main orcish community.

Eldritch Blast

Warlocks can focus and fire the energy they siphon as a magical ray, but it requires time to recharge the needed power. Every time an eldritch blast is used, roll 1d6 in each subsequent round; the blast recharges and can be used again if the indicated range is rolled. *Ex. A 1st-level warlock uses an eldritch blast. They may use it again once they roll a 1 on 1d6. Upon reaching 3rd level the blast recharges on a roll of 1-2.* Eldritch blasts function as follows:

- ▶ Range of 60'.
- ▶ Requires an attack roll to hit and can be used in lieu of a physical attack or spell.
- ▶ Inflicts 1d6 points of damage on the target with no saving throw. This damage increases as indicated on the table.
- ▶ Considered to be a magical weapon when determining what targets are affected.

A warlock can increase the chance of recharge by spending hp. Each hp spent improves the chance by 1. The hp must be spent before rolling the recharge die, but the increased chance persists until it is recharged. *Ex. A 1st-level warlock uses eldritch blast. Normally it would recharge on a roll of 1 in 6, but they want to improve those chances, so spend 2 hp to improve the odds to 1-3 in 6. The first roll is a 4, so it does not recharge. The following round the roll is a 3, so it does. At this point the recharge chance resets itself back to 1 in 6.*

Orcish Warlock

Level	XP	HD	THAC0	Saving Throws					Spells		Damage/ Recharge (1d6)	Invocations per Day
				D	W	P	B	S	1 st	2 nd		
1	0	1d8	19 [0]	13	14	13	16	15	1	—	1d6/1	1/1
2	4,200	2d8	19 [0]	13	14	13	16	15	1	—	1d6/1	2/1
3	8,400	3d8	18 [+1]	13	14	13	16	14	1	—	1d6/1-2	2/2
4	16,800	4d8	17 [+2]	13	14	13	16	13	2	—	1d8/1-2	3/2
5	33,600	5d8	16 [+3]	12	13	12	15	12	2	—	1d8/1-3	3/3
6	67,000	6d8	15 [+4]	11	12	11	14	12	2	1	1d8/1-3	4/3
7	134,000	7d8	14 [+5]	11	12	11	14	12	2	1	1d10/1-4	4/4
8	268,000	8d8	14 [+5]	11	12	11	14	11	2	2	1d10/1-4	5/4
9	536,000	9d8	13 [+6]	10	11	10	13	10	2	2	1d10/1-5	5/5

*Invocations known/usable per day. A 4th-level warlock knows three invocations and can use two per day.

Spellcasting

Warlocks can cast arcane spells drawn from the list below. They do not need to prepare their spells in advance, but may cast any spell from the list, provided they have the spell slots to do so. They may cast spells in leather armor but need at least one hand free in order to do so.

- First Level. *detect magic, light (darkness), phantasmal force**, *protection from evil, shield, sleep, wall of fog**.
- Second Level. *blur**, *detect invisible, ESP, faerie fire***, *invisibility, mirror image, web, whispering wind**.

*spell from illusionist spell list.

**spell from the druid spell list.

Invocations

Invocations are spell-like abilities the warlock can use. Unless otherwise stated in the description they are used as follows:

- Can be used as a free action during a round (i.e. the warlock can move and/or attack and use an invocation). Only one invocation can be used in a round.
- The warlock knows a given number of invocations that can, collectively, be used a given number of times per day. For instance, a second-level warlock knows two invocations and can use one or the other once per day.
- Uses are regained each morning after a full rest as per spells.
- Invocations that mimic spells still require a full round to cast, but unless otherwise stated can be used in conjunction with movement.
- The class table lists the number of invocations known and the number that can be used per day. Every time a

level is gained the warlock can exchange knowledge of one invocation for another. *Ex. At 1st level the warlock knows Eldritch Spear. Upon reaching 2nd level they select Eldritch Channeling as their second invocation and substitute Paralyzing Blast for Eldritch Spear.*

- Invocations that affect an eldritch blast are applied to only a single blast per use unless otherwise stated.
- When relevant, invocations are cast at a level equal to the warlock's class level.
- Invocations that mimic spells may be interrupted as per normal (p. 121, OSE core) but those that don't explicitly mimic spells are not interrupted.

Arcane Recovery. The warlock immediately regains a spent spell slot at a cost of 1d2–1 hp.

Beguile. The warlock casts *charm person*, as per the spell. If the warlock spends 1d4 hp the target suffers a –2 penalty to the roll.

Blossom of Fire. The warlock can cast *fireball*, as per the spell, but each use of this invocation costs 1d4 hp as fire courses through the warlock's veins. This invocation is only available at 4th level or higher.

Command the Dead. The warlock can, upon using this invocation, turn or command undead (dependent upon alignment) within range as if they were a cleric two levels lower than their actual level. This invocation can only be selected at level 3 or higher.

Dark One's Favor. The warlock can reroll a single attack roll or saving throw, taking the better of the two results. This invocation can only be used once per round, but it can be used in conjunction with another invocation.

Eldritch Cancellation. The warlock casts *dispel magic*, as per the spell. This invocation can only be used at level 4 or higher.

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Eldritch Channeling. The warlock can channel their eldritch blast through a melee attack. This causes the warlock 1d4 points of damage but adds the eldritch blast damage to the melee attack. The eldritch charge remains until a successful attack is made or one turn elapses, whichever comes first.

Eldritch Spear. The range of the warlock's eldritch blast is increased to 180' for 1d4 rounds. At 5th level the duration is increased to 1d6 rounds, and at 9th level it is increased to 1d8 rounds. This invocation can only be selected at level 2 or higher.

Elemental Resistance. Each time this invocation is used the warlock selects one form of damage: acid, cold, fire, lightning, or poison. For one turn they are unharmed by non-magical versions of this damage (does not apply to acid or lightning), gain a +2 bonus to saves against that damage type, and any damage suffered from that damage type is reduced by 1 per die (to a minimum of 1 hp per die).

Fear of the Beyond. The warlock casts *spook*, as per the illusionist spell, but with a range of 10' + 5' per level. If the warlock spends 1 hp the target has a -2 penalty to all saves made to resist the spell.

Glamour. The warlock veils themselves in illusion, casting *glamour* upon themselves. The spell lasts for one minute per level, but otherwise functions as the illusionist spell.

Misty Step. The warlock instantly teleports to another location within 10' per level. They may not teleport to a location occupied by a person or object, and they must be able to see the location. This invocation can only be selected at level 3 or higher.

Paralyzing Blast. The target of the warlock's eldritch blast must Save v. Paralysis or be *held*, as the spell, for one round in addition to any damage they take.

Penetrating Gaze. The warlock's eyes glow with lambent light, and for one turn they are able to detect invisible subjects and illusions.

Raise the Dead. The warlock casts *animate dead*, as the spell. This invocation can only be used at level 6 or higher.

Servitor of the Dark Places. The warlock casts *summon lesser servitor*, a spell that can be found in *Hex 14.23*. This invocation can only be selected at 2nd level or higher. Each use costs 1 hp.

Shroud of Many Forms. The warlock casts *polymorph self*, as the spell. This invocation can only be used at level 8 or higher.

Slowing Blast. The target of the warlock's eldritch blast must make a Save v. Spells or be slowed for 1d4 rounds. During this time their movement is halved and they act last in the initiative order.

Stoneskin. The warlock suffers half damage from all

physical attacks for a number of rounds equal to their level. During this time their movement is reduced by half as their skin hardens and becomes inflexible.

Twinned Blast. The warlock's eldritch blast separates into two distinct rays, targeting two creatures within 10 feet of each other within range. Individual attack rolls are made, and the damage die for each is reduced by one size: if a 5th-level warlock, whose eldritch blasts usually inflict 1d8 points of damage, uses this invocation, both blasts inflict 1d6 hp. Using this invocation costs the warlock 1 hp. This invocation can only be selected at level 4 or higher.

Watery Embrace. The warlock can cast *water breathing*, as the spell, targeting themselves. For every 1d4 hp they spend they can affect an additional target.

Wings. The warlock sprouts wings from their shoulders, granting them a fly speed of 180' (60'). The wings remain for a number of turns equal to their level. While flying the warlock can carry up to one hundred pounds at this rate, or two hundred pounds at 90' (30'). This invocation can only be gained at 5th level or higher.

Unnatural Speed. The warlock is affected as per the *haste* spell, targeting only themselves and lasting for 1d4 rounds. At 5th level the duration increases to 1d4+1 rounds, and at 9th level to 1d4+3 rounds. It costs 1d4 hp to use this invocation.

Vigor. The warlock may grant another creature 1d6+1 hp. It costs the warlock 1 hp to use this ability, and the hit points remain for 1 turn. Any damage the creature suffers is subtracted from their pool of temporary hp first. At 4th level the target gains 1d8+2 hp, and at 7th they gain 1d10+3.

Alternate Rules

At 1st level orc warlocks know a number of skills equal to one plus their Intelligence modifier. They gain an additional skill at level 4, 7, and 9.

If using Knacks, the orc begins play with one Knack at 1st level. They gain another Knack at 5th and 9th level.

Added Invocation. The warlock knows an additional invocation. This Knack can be selected multiple times, and each selected grants an additional invocation.

Expanded Repertoire. The warlock can add an additional three spells – of level 1 or 2 – to the list of spells they can cast. These spells are drawn from the magic-user or illusionist spell list. This Knack may be selected multiple times.

Extra Invocation. The warlock can use an additional invocation per day. This Knack can only be selected once.

Extra Spell. The warlock can cast one additional 1st-level spell per day. Upon reaching 6th level they may cast either an additional 1st- or an additional 2nd-level spell per day.

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The spell is chosen at time of casting. This Knack can only be selected once.

Familiar. The character gains a familiar, an animal companion bonded magically to the warlock. When bonded to a familiar the character gains one more Hit Die (a 1st-level warlock would have 2d6 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1 HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

Self-improvement, primary. The warlock adds 2 to a single ability score or 1 to two ability scores. Strength, Constitution, and Charisma can be modified in this way. This Knack can only be selected at level 5 and 9.

Self-improvement, secondary. The warlock adds 2 to a single ability score or 1 to two ability scores. Dexterity, Intelligence, and Wisdom can be modified in this way. This Knack can only be selected at level 9.

Skilled. The warlock gains three skills.

Toughness. The warlock uses 1d10 for their Hit Dice rather than 1d8. This Knack can only be selected once.

The orcish warlock is built as follows:

- Attack as fighter. +2
- Save as magic-user. -1
- 1d8 HD. +1
- Any Weapon. +2
- Restricted armor. 0
- 50% arcane progression. +7 (modified from +10)
- Invocations. +8
- Magic item use (fighter and magic-user). +1.5
- Eldritch blast. +2

- Early name-level bonus (4th level). +1.5
- Early magic-crafting. +1
- Infra-vision. +.75
- Light sensitivity. -.75
- Level limitation (4 levels). -4
- Total modifiers: 21
- XP to reach 2nd level: 4,200

Orc Demographics

This section discusses orcish demographics; the size and proportions of their communities, and the special creatures that may be found within. The basic orc is the one found on p. 182 of **OSE** core.

The smallest grouping of orcs is the gang, comprising 2d4 orcs. A group of between 10 and 60 orcs, or two to twelve gangs, is called a clan. Multiple clans join together to form a tribe.

A gang, as stated above, has 2-8 normal orcs and 1 1st-level reaver, the gangboss. The average clan comprises:

- 35 normal orcs, or roughly 7 gangs.
- 7 first-level reavers.
- 5 second-level reavers that serve as bodyguards to the chief.
- 3 third-level reavers that serve as subchiefs, each commanding 2 or 3 gangs.
- A fourth-level chief.

Each clan has a 25% chance of having a shaman and a 5% chance of having a warlock. Roll below to determine what level the spellcaster will be. The orcish shaman class can be found in *Hex 31.21*, but can otherwise just be run as a cleric with a 9th level maximum limit.

Shaman		Warlock	
Roll	Level	Roll	Level
1-30	1	1-35	1
31-50	2	36-60	2
51-65	3	61-75	3
66-77	4	76-85	4
78-85	5	86-90	5
86-90	6	91-94	6
91-95	7	95-97	7
96-98	8	98-99	8
99-100	9	100	9

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For every twenty normal orcs present in a clan there is a 1 in 6 chance of there being an ogre and a 1 in 10 chance of there being a troll. These larger, more powerful humanoids answer directly to the chieftain and serve as elite shock troops and guards in exchange for a share of treasure, spoils and prisoners (such creatures will possess their own treasure). There is a 1-2 in 6 chance that an orcish clan will have 2d4 prisoners of a variety of races (including other orcs). Such prisoners serve as slave labor and potential food sources. Oftentimes orcs will attempt to ransom off prisoners of potential value.

The following rules describe how to populate an orcish community. When populating a community larger than a single clan, roll for each clan to determine how many HD the chieftain has, whether they have spellcasters, etc., and then roll to determine details for the tribal chieftain independently of the clans. When an orcish settlement is encountered roll 1d20 to determine the size:

1d20	Settlement Size
1-8	1 Clan
9-13	1d4 Clans (Tribe)
14-17	2d4 Clans (Village)
18-19	2d4 Clans+2 (Ravening)
20	2d6+3 Clans (Warhorde)

An orcish clan is led by a chieftain of level 4 (1-4) or 5 (5-6). The chieftain has 2d4 2nd-level reavers as bodyguards and one 3rd-level reaver for every ten normal orcs. These 3rd-level reavers act as sub-chiefs that control the various gangs and advise the chieftain in important matters. A clan has the normal chances of having spellcasters, ogres, and trolls.

An orcish tribe is led by an orc warlord of level 5 (1-4) or 6 (5-6). Each clan that is part of the tribe will have their own chieftain, her bodyguards, and the standard chance to count spellcasters, prisoners and humanoids amongst their number. The warlord has the standard 2d4 2nd-level bodyguards serving them, as well as 1d4 3rd-level orcs. There's a further 1-4 in 6 chance the warlord has a chief lieutenant of level 4 that serves at her right hand.

An orcish village is led by an orc warlord of level 6 (1-4) or 7 (5-6). The warlord will be served by 3d4 orc reavers of level 2, 2d4 orc Reavers of level 3, 2d4 Reavers of level 4 and has a 1-2 in 6 chance of being served by a reaver of level 5. Roll twice to determine the chance of having spellcasters serving the warlord directly, taking the lower of the two results.

An orcish ravening is led by a chieftain of level 7 (1-4) or 8 (5-6). The warlord will be served by 4d4 orc reavers of level 2, 3d4 orc reavers of level 3, 2d4 orc reavers of level 4, 1d4 orc reavers of level 5, and there is a 1-2 in 6 chance she is

also attended by a reaver of level 6. Roll twice to determine the chance of having spellcasters serving the chieftain, taking the lower result. When determining the level of any spellcasters serving the chieftain roll twice, taking the higher of the two results.

An orcish warhorde is led by a mighty orc of level 9. Luckily, such groupings are rare and are inherently unstable due to the Chaotic nature of the orcish race. A warhorde will stay cohesive for 3d6 months, after which point it almost always falls apart, the various clans brought under the banner of the hordemaster going their own way.

The hordemaster will be served by 5d4 orc reavers of level 2, 4d4 orc reavers of level 3, 3d4 orc reavers of level 4, 2d4 orc reavers of level 5, and there is a 35% chance she is also attended by a reaver of level 7. In addition, the hordemaster is served by both a shaman and a warlock. Roll 1d100 thrice for each, taking the better of the three results to determine their levels.

Note that the large numbers of high-level orcs that serve the warlords of more powerful communities will not all be with the warlord. In most cases they will be distributed throughout the community, serving as the warlord's eyes, ears and fists. Many of them will also be out leading raiding parties, diplomatic missions to other tribes, and so forth.

Orcs are not crafters or creators; they salvage or steal what tools and weapons they need, using them until they break.

When encountered the average 1 HD orc will be accoutered as follows:

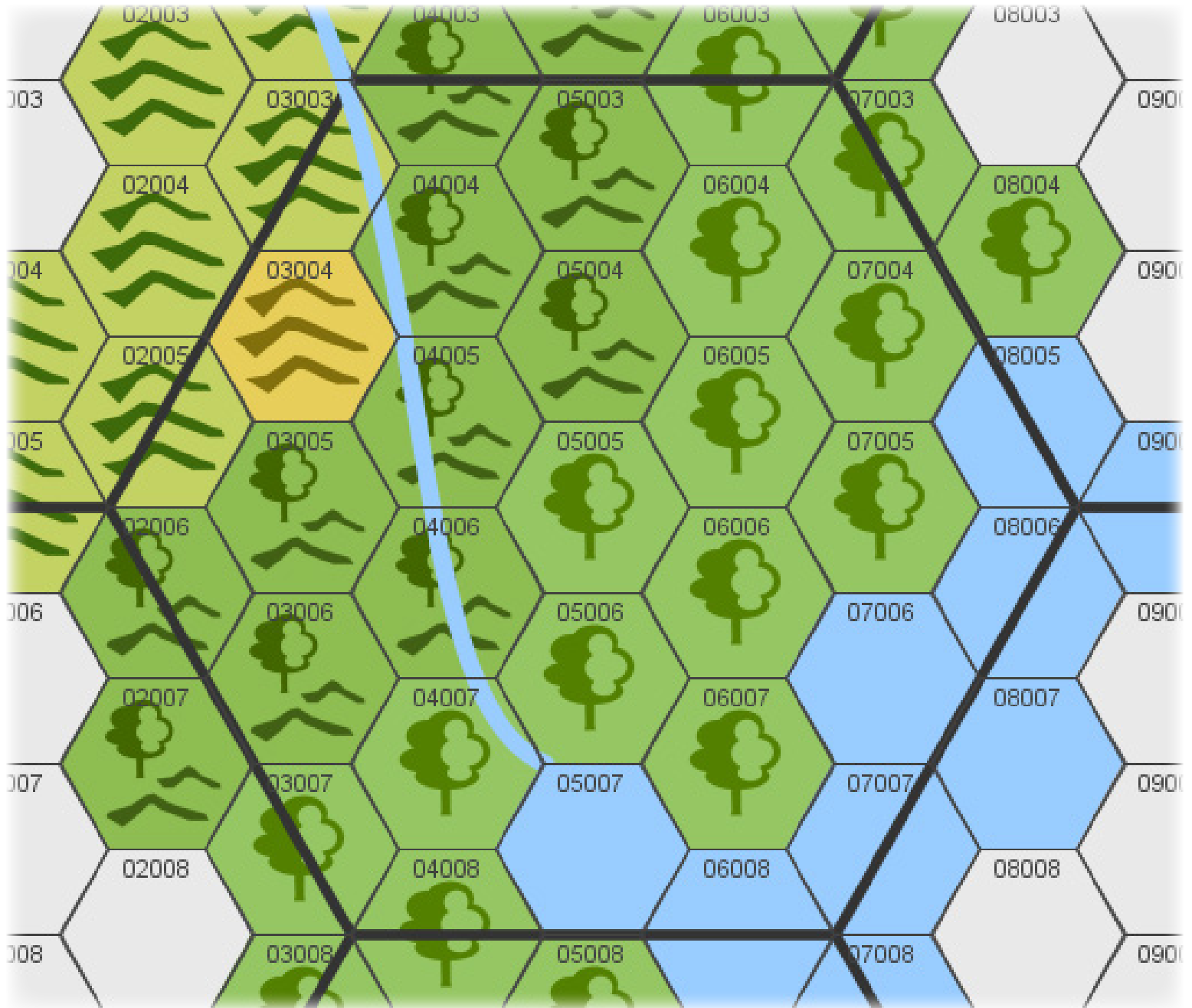
1d100	Accoutrement
1-50	Hand axe, flail, morningstar, pick (light), short sword, or spear. If they have a spear, there's a 1 in 6 chance they throw it before closing to melee.
51-75	Battle-axe, flail (heavy), pick (heavy), or sword.
76-85	Battle-axe, flail (heavy), pick (heavy), or sword.
86-95	Javelin (1d4), plus an additional weapon from result 1-50.
96-00	Short bow (1-4) or light crossbow (5-6), plus one additional weapon from result 1-50. On a natural 1 the light crossbow will break.

Or, to make life easy, four out of every six normal orcs encountered will be armed with melee weapons doing 1d6 damage, the fifth will be armed with a weapon doing 1d8 damage and the sixth with a missile weapon doing 1d6 damage.

Orcs standing guard in their lair have a 1-3 in 6 chance of being armed with missile weapons. To determine which weapons a reaver is using roll 1d100 twice and compare to the above table, taking the higher of the two results.

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Orcs typically speak the Bestial tongue. There's a flat 1 in 6 chance that a normal orc will speak Common. This chance is increased to 1-2 in 6 for orcs of 2 or 3 HD, and 1-3 in 6 for orcs with more than 3 HD or spellcasting orcs.



Large hex = 6 miles face to face

Smaller hexes = 1.2 miles face to face

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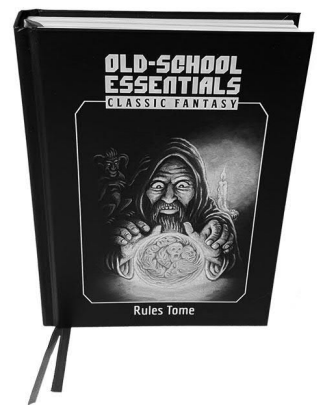
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