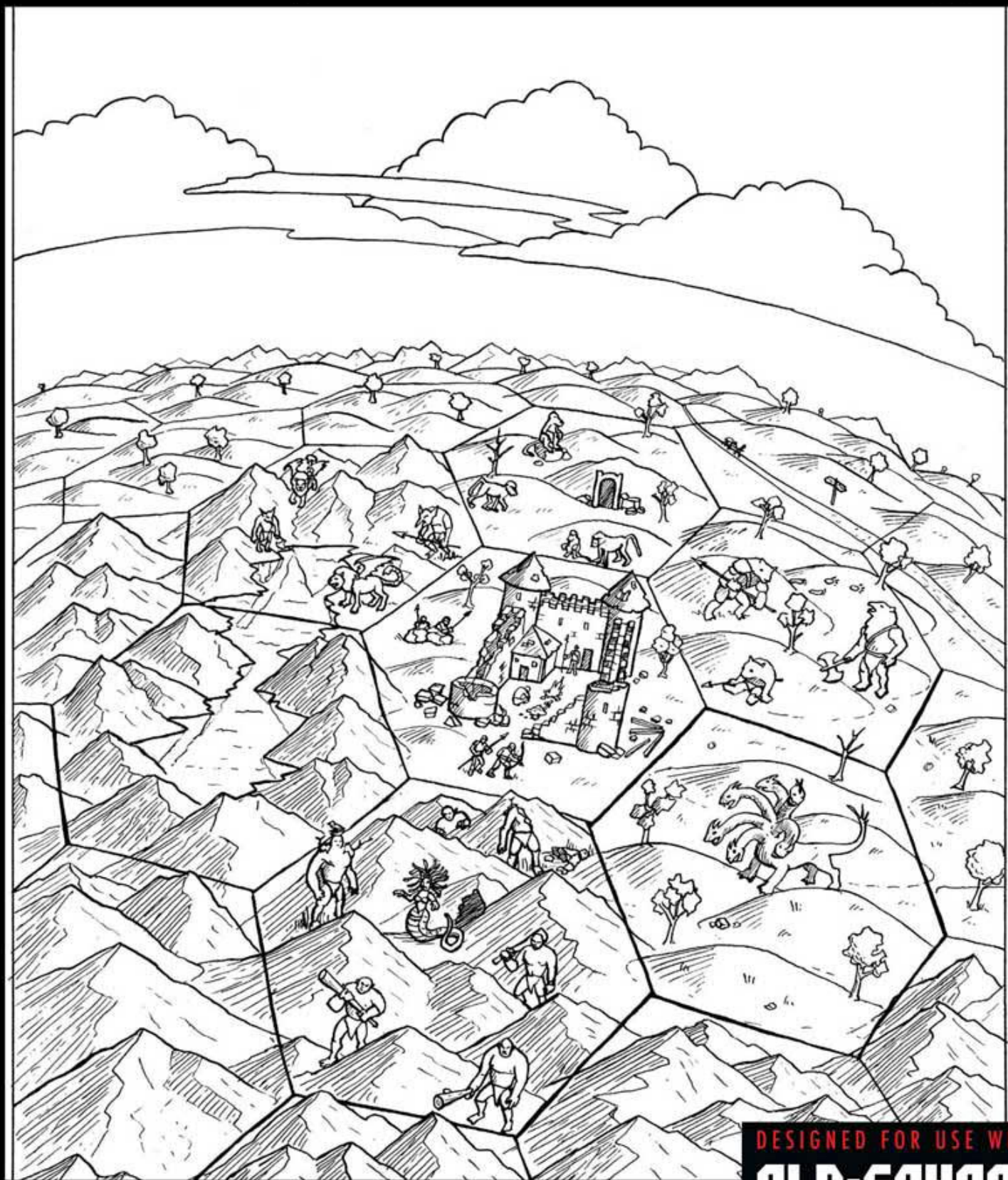


# Hex 17.24

## The Village of the Owl-Folk



Todd Leback

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



**Hex 17.24 – The Village of the Owl-Folk**

# Hex 17.24

## The Village of the Owl-Folk

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### Populated Hexes

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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](https://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.

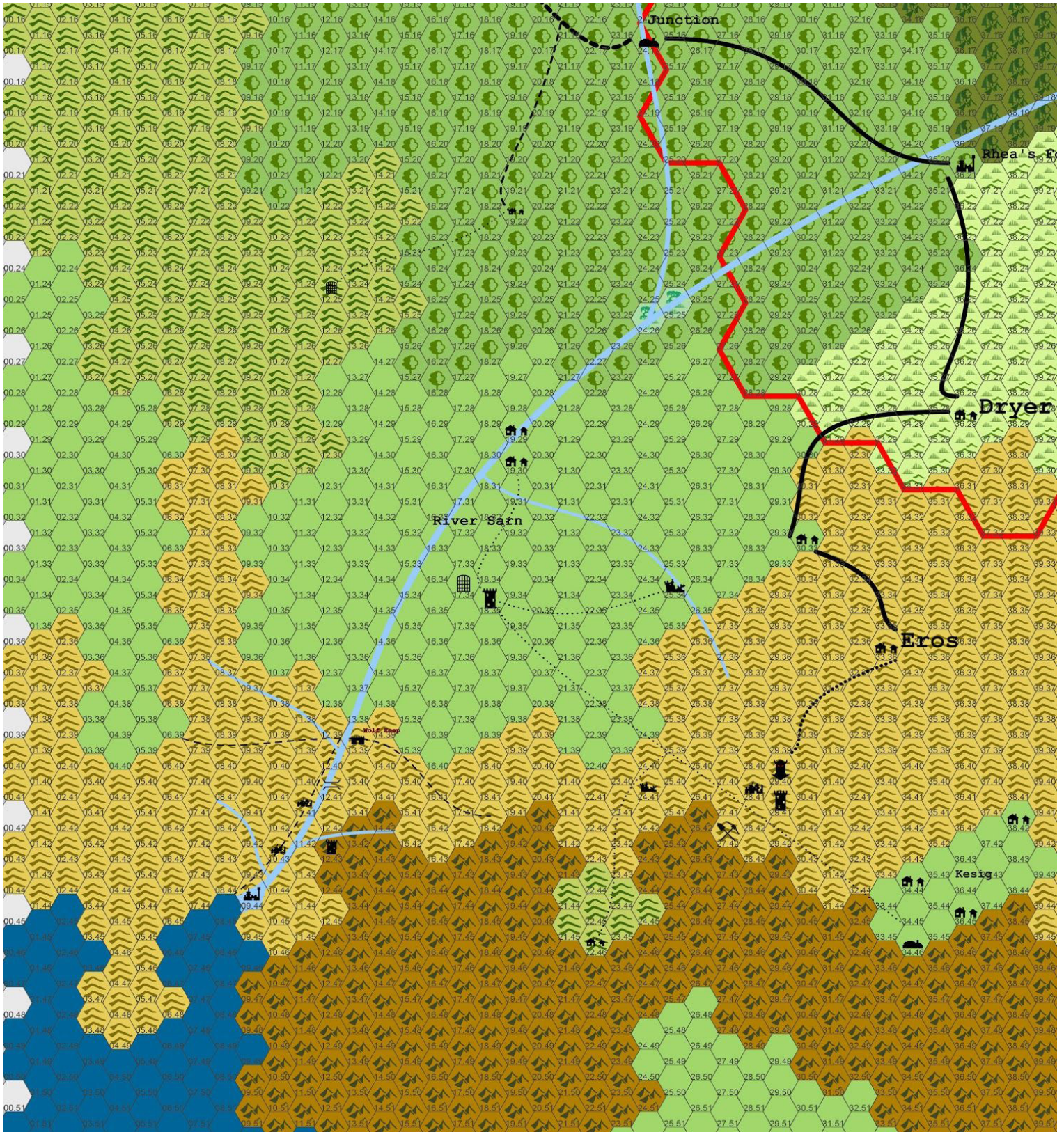
Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed 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

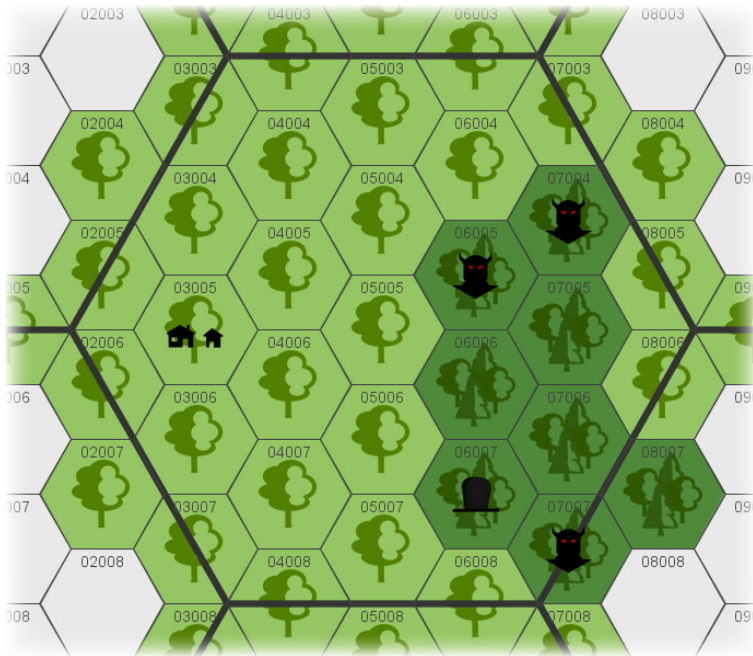
## This Release

Nestled in the hills of this subhex is a sandstone keep occupied by the Rawhide Gang, a vicious gang of brigands

that make a living raiding the few human settlements and caravans in the region. You can support more hexes and additional supplements at [patreon.com/Populatedhexes](https://patreon.com/Populatedhexes).



# Hex 17.24 – The Village of the Owl-Folk



**Resources:** Vegetable (Timber, 4); Vegetable (Fungus, 3)

This hex comprises almost entirely light oak, chestnut, walnut and other deciduous trees. The trees are old, with plenty of space between them, forming a near continuous canopy that shades the ground and prevents most undergrowth from establishing itself, so travel through the woodland is easy. The one exception is about eight square miles in the eastern portion of the hex where the trees become much more densely packed, with conifers making up about half the species. Home to a brood of deadly giant black widow spiders, and a half-dozen wights lurking in a forgotten mausoleum a half-dozen wights in which, this is the northern tip of the haunted forest known as the Darkwood.

In the lightly forested section, sight lines range from 50 to 300 yards (5d6x10) and encounters occur at intervals of 20 to 80 yards (2d4x10). In the Darkwood, sight lines range from 20 to 80 yards (2d4x10) and encounters occur at intervals of 5 to 40 yards (5d8). The trees in the Darkwood are dense enough that targets more than 20 yards away gain partial cover (–2 penalty to attack rolls against them); those more than 50 yards away gain majority cover (–5 penalty to attack rolls against them); and missile attacks at a range greater than 100 yards are not possible. These penalties are in addition to those imposed by range increments for the weapon used.

*Ex. A character with a sling is trying to hit a target 90 yards away. The roll has a –1 penalty due to the range modifier, with an additional –5 penalty for cover).*

The Darkwood is a large, densely wooded forest that has been irrevocably tainted by Chaos. It is generally avoided by residents of the nearby hexes, except during the midday hours, when the owl-folk who dwell in subhex 0305 venture within to harvest the rare mushrooms that grow only within these cursed woods.

The Darkwood is one of those infrequent places in the world where the presence of evil is palpable, shaping the inhabitants and those who enter. In this case it is a relatively natural phenomenon; there is no specific cause for it, and no known way to remove it.

Lawful and Neutral characters who enter the Darkwood are affected in the following manner:

- They have an ever-present sense of moving shapes in their peripheral vision, hushed whispers behind them, and the feeling of ghostly fingers brushing the nape of their neck. This state of constant awareness is distracting, and as such they suffer a –1 penalty to avoid surprise. Chaotic characters suffer no such phantasmal delusions.
- Resting within the Darkwood is near impossible for non-Chaotic creatures. All Lawful and Neutral characters must make a Save v. Spells every time they attempt to sleep. Failure indicates a restless night, imposing penalties as though they had not rested (–1 to attack and damage rolls until they've rested a full day). Spellcasters cannot regain lost spells if the save is failed.
- The Darkwood is somewhat inimical to life. Whenever magical healing occurs within its borders roll twice, taking the worse result.
- A *protection from evil* spell will eliminate these penalties, but only as long as the spell lasts and only for those within its radius who have not broken the strictures of the spell (attacking, casting a spell upon or forcing the barrier against an evil creature).

In addition to the oppressive dangers of the Darkwood, the forest itself is heavily shaded; even during the middle of the afternoon it is as dark as dusk under its boughs, allowing creatures sensitive to sunlight to walk freely. It's also noticeably colder within the wood.

The terrain is difficult to navigate. The densely packed trees reduce movement to 2/3 normal. If using the exploration rules in Hexcrawl Basics the number of subhexes that can be explored per day is reduced by 1. It is also difficult to discern a trail or keep one's bearings here; tracking skill checks are made with a –2 penalty, and the chances of getting lost are doubled.

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## Hex 17.24 – The Village of the Owl-Folk

The three hexes (605, 704 and 707) that contain black widow lairs are even more difficult to traverse, due to the omnipresent strands of cobwebs draped throughout the hexes. The webs reduce overall movement to half normal and increase the chances of getting lost or delayed by a multiplier of three. Desiccated corpses of past victims dangle here and there, like enormous white fruit. The treasure of the spiders can be found, scattered throughout each hex, concealed within the cocoons of their victims.

The highest concentrations of velvet cap mushrooms in the Darkwood are in the three hexes inhabited by giant spiders; the other three hexes contain 1d4–1 pounds of mushrooms. If fully picked, a hex's mushrooms will regrow in a period of one month.

### 0305. The Village of the *Strigi*

There's a small village of *strigi*, or owl-folk, in this hex, nestled among and merging with the large, old-growth oaks and chestnuts. It is rather isolated – most of the trade with outsiders occurs to the west, following the road that runs through 17.23 to the human village of Liwil in Hex 14.23, although the *strigi* do have some trade with the gnolls of the Blistered Skin tribe in Hex 18.23.

The village has no blacksmiths, nor the ability to work with metal harder than bronze, but the owl-folk are expert leatherworkers, herbalists and healers. For trade purposes Highglade is considered a Class 1 market for all goods except herbs, alchemical products, and leather or hides, in which cases it is to be considered a Class 4 market. The inhabitants of the village live communally, using barter rather than coin, although Ranal, their chief, keeps a hoard of coins to use when outsiders visit.

### Highglade Demographics

The makeup of Highglade is as follows:

- 26 1st-level *strigi*
- 4 2nd-level *strigi*
- 2 3rd-level *strigi*
- 1 9th-level *strigi*
- 2 1st-level *strigi* seers
- 1 2nd-level seer
- 1 3rd-level seer
- 1 6th-level seer
- 4 giant gecko lizards

With the exception of unusual or unique NPCs the 1st-level owl-folk will all have the following stats:

**Strigi (1st-level)**, AC 9 [10], HD 1 (4 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D13 W14 P11 B16 S15, ML 8, AL Neutral, XP 10, NA 0 (1d8), TT A

Assume normal *strigi* encountered in Highglade are unarmed. Those encountered outside of Highglade (as part

of a patrol, for instance) will be armed with simple melee weapons doing 1d6 points of damage, in addition to slings (1-4 on d6) or short bows (5-6) and enough ammunition for ten shots.

The rest of the inhabitants have stat blocks in their location entries.

*Strigi* live communal and egalitarian lives. Because of their isolation, their belief in shared property, and their reluctance (or inability) to work metal, they do not generally use coins, instead bartering amongst themselves for goods or services, with various drugs being some of the most commonly exchanged commodities. Each *strigi* encountered in Highglade will be carrying 1d3–1 doses of drugs. Rolling a d6, on a result of 1-5 a dose will be a common (i.e. without mechanical benefit) substance such as black lotus, hallucinogenic mushroom, laughweed, etc., while a result of 6 indicates one of the rare drugs found in the index. Seers most often possess astral tea or dream-snuff, while *strigi* on patrol or leading exploration parties often possess one of the more utilitarian substances.

### 1. The Wind Retreat.

At the very top of the tallest tree in Highglade is a small building, used as a sanctuary and retreat for those *strigi* seeking the solitude needed to hear the secrets the winds whisper into the ears of those prepared to hear. The walls of the hut are thin, with large openings on all four sides to allow free passage of the blowing wind. There's a 1 in 6 chance that this hut will be occupied by a randomly determined *strigi* seer, deep in an oracular trance.

### 2. Ranal Rilli.

Ranal is the patriarch of Highglade, a 9th-level *strigi* who has been tasked by the Council of Seers with overseeing the temporal affairs of the village. He is young for one with such responsibilities, barely forty years old, but has spent much of his life ranging far and wide. In his youth he traveled as far as the town of Liwil (see Hex 14.23) and made treaty with them, although it is infrequent that trade has passed between the two communities.

**Ranal Rilli (9th-level *strigi*)**., AC 3 [16], HD 9 (44 hp), Att 1 x sword or shortbow (1d8+1 or 1d6), THAC0 14 [5], MV 90' (30'), SV D10 W11 P5 B12 S10, ML 9, AL Neutral, XP 900, NA unique, TT see below

Ranal wears a suit of leather armor crafted from the tanned carapace of a giant black widow spider, an inhabitant of the Darkwood that he slew in single combat in his youth. It is enchanted, possessing a +2 bonus, and granting the same bonus to saves against poison. He also wields a sword +1, passed down to him by his mother. Ranal keeps



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the community's wealth, used largely when trading with outsiders. He currently has 4,300 cp, 4,700 sp, 865 gp, and a large ruby worth 650 gp in a locked chest in his quarters.

If using the Alternate Rules, Ranal has the Toughness, Magic Initiate, and Swashbuckling Knacks (AC bonus is already included in the stat block).

### 3. Meeting Hall.

The closest thing to passing for an inn or tavern in Highglade, the meeting hall is perched near the top of one of the largest trees. It has a large common room on the main floor, with a number of smaller rooms and chambers spreading over the crown of the tree. Outsiders who are able to scale the heights of the trees and have earned the trust of the owl-folk are welcome to stay here rather than in location 19.

An owl-folk named Leeria Du runs the establishment, aided by her two children, Thanemar and Oredhal. Both children are approaching adulthood and itching to experience the world.

All three are normal 1st-level *strigi*.

### 4. The Jumbles.

Four families and their broods dwell in this scattershot arrangement of dwellings. Unless otherwise noted all are normal, 1st-level *strigi*. Children have 1d2 hp each and attack as Normal Men. Those with differing class levels will be statted out at the end of this entry.

1. Dalshal and Morilmal. These two women have adopted the two children of Dalshal's dead brother and have been raising them as their own. Their children are named Ril and Mishi, and are good-natured scamps. Dalshal is a 2nd-level seer while Morilmal is a normal owl-folk.
2. Hirgil and Zendar. A married *strigi* couple with one child, Deldis. Both are 2nd-level *strigi*.
3. Thresrond and Rohira, a married couple, live with Viusand (Rohira's father) and three children: Kraesleon, Kithmo, and Gakraes. Gakraes, an inquisitive 9-year-old, is extremely perceptive and is the only *strigi* to suspect that something is amiss with Ethduil (see area 11). Gakraes can be befriended with sweets or tales of derring-do and adventure.

---

**Dalshal (2nd-level seer), AC 9 [10], HD 2 (8 hp), Att 1 x weapon (1d6 or by weapon) or spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P11 B16 S15, ML 8, AL Neutral, XP 20, NA unique, TT see below**

---

One of the leaders of the community, Dalshal is kind and considerate of others. She is likely to offer to tend to a wounded PC, and advocates for sheltering strangers.

Dalshal normally has *cure light wounds* memorized. If using the Alternate Rules at the back of this book she has

the Lay on Hands Knack. She has a *potion of healing* in her cupboard, reserved for times of need.

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**Hirgil and Zendar (2nd-level strigi), AC 7 [12], HD 2 (8, 5 hp), Att 1 x weapon (1d8 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Neutral, XP 20, NA unique, TT see below**

---

Both *strigi* are rangers, leading patrols into the woods around Highglade to intercept trouble or hunt for mushrooms in the Darkwood. Both are armed with shortbows and swords. If using the Alternate Rules both have the Toughness Knack (already used to calculate hp) and the Tracking skill.

---

**Thresrond (3rd-level strigi), AC 6 [13], HD 3 (14 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 8, AL Neutral, XP 35, NA unique, TT see below**

---

Thresrond is one of the bodyguards to Ranal Rilli. She has a *ring of wishes*, with one remaining, that she is saving for the most dire of circumstances. If using the Alternate Rules she has the Swashbuckling Knack (AC adjustment included above).

### 5. Borquen's Residence.

The senior seer of Highglade dwells here.

---

**Borquen (6th-level strigi seer), AC 9 [10], HD 6 (20 hp), Att 1 x weapon (1d6) or spell, THAC0 17 [+2], MV 120' (40'), SV D11 W12 P9 B14 S12, ML 8, AL Neutral, XP 500, NA unique, TT see below**

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If using the Alternate Rules, Borquen has the Diviner and Prodigy Knacks (already included in the following spell allotment). She can cast three 1st, three 2nd, and one 3rd-level spells, and typically prepares the following: augury, cure light wounds, predict weather, *barkskin*, *charm person*, *locate object*, *dispel magic*.

She possesses the following magical items (an asterisk indicates an item she carries on her person): *broom of flying*, *scrying bowl* (silver bowl that, when filled with water, functions as a crystal ball. Usable once per day), *potion of diminution*, *potion of healing\**, *scroll of protection from undead*, *spell scroll\** (contains *protection from poison*).

Borquen is the senior seer in Highglade, an older female *strigi* who has served the community for nearly five decades. She is wise, but gruff and untrusting of outsiders. Should the adventurers get on the wrong side of her they will soon find themselves shunned by many of the residents.

### 6. The Depthless House.

Three decades ago a *strigi* seer named Imorwen built a most peculiar dwelling; a house only seven feet deep. Upon completing the house she entered the front door and has

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not been seen since. Those who have opened the door since her passage behold the empty shell of a house, seven feet deep, fifteen wide, and twenty feet tall, lacking any features save for whitewashed plaster walls.

### 7. Lizard Lounge.

4 giant gecko lizards are stabled here, trained by the *strigi* for use as mounts. Their trainer, Tinumai, resides in Room 11, just below their complex. There will only be 1d2 geckos in their nest at any given time, as the others will be out on patrol.

There's a 1-2 in 6 chance that Tinumai is in the nest, caring for his charges. Also hanging in the nest are four sets (less the number of lizards out on patrol) of saddles and harnesses that allow the owl-folk to ride the lizards without falling off while they climb.

---

**Tinumai (2nd-level strigi)**, AC 7 [12], HD 2 (4 hp), Att 1 x weapon (1d6), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Neutral, XP 20, NA unique, TT see below

---

Tinumai lost his left leg from the knee down to a giant spider as a youth and as a result no longer goes out on patrol, but instead has been charged with caring for the community's giant lizard mounts. If using the Alternate Rules he has the Skillful Knack, with his additional skills dealing with the care and breeding of animals.

---

**Gecko, giant lizard (4)**, AC 5 [14], HD 3+1 (12, 13, 16, 17 hp), Att 1 x bite (1d8), THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7 (8 when ridden), AL Neutral, XP 50, NA 1d6 (1d10), TT U

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### 8. The Conflux.

The arboreal platforms and walkways between the trees meet here, in a wide, flat patio that often sees groups of *strigi* congregate for market or gossip. During the day 2d6 *strigi* can be found here; half that number at night.

### 9, 12, 15, 17. Communal Housing.

This tree has been hollowed out in such a manner that it remains alive, and the interior has been turned into communal housing for married *strigi* without their own dwellings.

---

**Eeskadril (1st-level seer)**, AC 9 [10], HD 2 (9 hp), Att 1 x weapon (1d8 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Chaotic, XP 20, NA unique, TT see below

---

Eeskadril dwells in the communal housing with his husband. Eeskadril is an older *strigi*, nearly 35, who came into his abilities as a seer later in life. He is somewhat bitter and jealous of the others, especially Halthos and Kiththi.

Ethduil (see area 11) is aware of this, and has begun to whisper honeyed words of poison into Eeskadril's ears.

If using the Alternate Rules, Eeskadril has the Diviner Knack.

---

**Saelior (2nd-level strigi)**, AC 7 [12], HD 2 (10 hp), Att 1 x weapon (1d8 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Chaotic, XP 20, NA unique, TT see below

---

Saelior lives in the communal housing with his wife and young son. He is the most woods-wise of the *strigi*, and can often be found leading patrols into the Darkwood and beyond.

If using the Alternate Rules, Saelior has the Magic Initiate Knack.

### 10. The Lift.

Bulky goods are brought up to the treetops via this geared pulley system, as are visitors who are unable to make the climb. It is typically unmanned unless in use, and both basket and counterweight are located several dozen feet off the ground.

### 11, 13, 16. Communal Housing.

This tree has been hollowed out in such a manner that it remains alive, and the interior has been turned into communal housing for the unmarried residents of the *strigi* village.

---

**Ethduil (2nd-level strigi)**, AC 7 [12], HD 2 (9 hp), Att 1 x weapon (1d8 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Chaotic, XP 20, NA unique, TT see below

---

Ethduil has been corrupted by the evil of the Darkwood, and now willingly serves the Master of Shadows (refer to the upcoming Darkwood supplement). He is careful to not raise the suspicions of his community. He still leads patrols into the Darkwood and performs all of his other duties, but seeks for a way to corrupt more of his companions.

If using the Alternate Rules he possesses the Magic Initiate Knack, but substitute the following spells: charm person for dancing lights, and glamour (from OSE Druid and Illusionist Spells) for predict weather. He also possesses a charm, given to him by his master: a glass marble, reddish in color, that allows the Master of Shadows to see through it when Ethduil holds it up to his own eye. Ethduil can expend its magic to automatically save on any one saving throw, but the *all-seeing eye* then crumbles into dust, its magic spent.

An elderly *strigi* named Viusdril also lives here. The oldest *strigi* in the village, his age and experience affords him the respect of the community. He rarely leaves his room; several of the youngest *strigi* have taken to bringing him his needed meals and emptying his chamber pot.

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Viusdril is also the last *strigi* (besides Ethduil) to have ventured deep within the Darkwood, and, at the bottom of a cedar chest, keeps a map that he made of all but the southernmost reaches of that foul forest. He has mostly forgotten about it, but if anyone were to inquire about the Darkwood in his presence it would likely (1-5 in 6 chance) stir his memories. The Darkwood map can be found at the end of this section. There are several locations of import noted, but no explanation is given, and Viusdril's memory is hazy on what they are.

Viusdril is a 1st-level *strigi* with 2 hp. Other than the map he has no other treasure.

---

**Edral (3rd-level *strigi*)**, AC 7 [12], HD 3 (16 hp), Att 1 *x* weapon (1d8+1 or by weapon), THAC0 19 [0], MV 90' (30'), SV D13 W14 P11 B16 S15, ML 9, AL Chaotic, XP 35, NA unique, TT see below

---

Edral is one of Ranal's bodyguards. If using the Alternate Rules she possesses the Toughness Knack. She is one of the strongest *strigi* in the community, gaining a +2 bonus to hit and damage with melee weapons (not reflected in stat block). She is also unique in being uninterested in altering her consciousness through drugs, an opinion that would earn her far more criticism were she not able to outfight most of the other villagers. She possesses the second key to area 23, as well as a *sword +1*.

---

**Halthos Gilla (3rd-level seer)**, AC 9 [10], HD 3 (8 hp), Att 1 *x* weapon (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P11 B16 S15, ML 9, AL Neutral, XP 35, NA unique, TT see below

---

The second most powerful seer in the community, Halthos is young for his station and has, of yet, not found a mate. He is also intensely curious and can often be found on patrol or with mushroom hunting parties. He typically prepares *speak with animals* and *animal friendship*.

If using the Alternate Rules he has the Prodigy Knack.

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**Kiththi Gilla (1st-level seer)**, AC 9 [10], HD 1 (2 hp), Att 1 *x* weapon (1d4), THAC0 19 [0], MV 120' (40'), SV D13 W14 P11 B16 S15, ML 9, AL Lawful, XP 20, NA unique, TT see below

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Halthos's sister, Kiththi shares the communal quarters with him. She is only a year younger than the more experienced seer, and shares her brother's curiosity. She is one of the *strigi* who could most likely be convinced to leave the community in exchange for a life of adventure.

If using the Alternate Rules she has the Animal Companion Knack, and a trained mouse named Vel that she has adopted and raised.

### 14. The Hall of Seers.

Occupying the entire base of a third tree is a sacred space used only by the community's seers for ritual or religious ceremonies. The doors, carved with obscure arcane symbols, are kept locked at all times, and can only be opened with a spell such as *knock*, or by a seer.

The interior is in pitch darkness, and by tradition no light is allowed within; the door is only opened on nights of the new moon, when the owl-folk's sacred ceremonies occur. Once inside, one of the seers drinks the sap from the living tree, entering a trance that allows them to scry as with a crystal ball, but into the past and future as well as the present.

This ceremony is exhausting; the seer who enters the trance must roll at or below their Constitution score using 4d6 or have that score permanently reduced by 1.

### 18. Stables.

Within the tree opposite the visitors' quarters is another chamber at ground level, this one reserved for the mounts of various guests. It has stalls for six horses. There is access from the stables to the communal chambers above, though the trapdoor between them can be shut and locked, isolating the two.

### 19. Visitors' Quarters.

**Non-*strigi* who visit the village are invited to stay within this chamber, at the very base of one of the trees.**

It requires no climbing to reach, and is isolated from the other dwellings within the tree. There is space for 8 human-sized creatures to sleep comfortably within the room, and double that should they cram in. When the village is first encountered there's a 1-2 in 6 chance that 1d4 individuals are currently staying here.

The remainder of the *strigi* village is underground, accessed via a number of hatches set into the ground. The underground chambers are carved out around the root systems of the massive trees above, and are used by the owl-folk to both care for the trees as well as for other purposes. Unless otherwise stated none of the hatches or doors here are kept locked. As a whole the *strigi* do not use the underground chambers that often, so it is rare to encounter individuals down here unless otherwise noted.

### 20. Chamber of Steam.

Fissures in the rock here let steam from an underground hot spring into this chamber, creating a sauna-like space that is the most frequented of these underground rooms. There will typically be 1d4-1 *strigi* in this chamber at any time, relaxing in the heat, either in the middle of or coming down from a drug-induced euphoric state.

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### 21, 22. Root Cellars.

These two chambers are largely used for food and herb storage.

### 23. Oubliette.

Deep in the earth, further down than the root network of the massive trees extends, is a room with walls of brick, reinforced by wooden posts and rafters. The door is one of only two in the whole community that are locked – Ranal and Edral both have keys – and the chamber is used as a dungeon to contain those who have broken the laws of the community, which is a rare occurrence. When the adventurers first encounter the village there is a 1 in 6 chance it will contain a prisoner.

### 605. Lair of Kobadd, the Seven-Legged.

This hex is home to an enormous black widow spider with seven legs, the eighth lost decades ago to an adventurer who nonetheless succumbed to her poison. Kobadd is unusually large and tough for a giant spider, with twice normal HD and a lower AC. She is so old that leaf mold has collected in the crevices of her carapace, and growing on her shell are two pounds of velvet cap mushrooms. The *strigi* have no doubt these mushrooms must be more potent than any they have sampled before and would pay extremely well to procure them. Otherwise, there are a total of 9 pounds to harvest from this subhex. All nine pounds will be found if the entire subhex is explored.

The following treasure can be found with a thorough examination of the hex: 4,000 gp, an agate worth 25 gp, a bloodstone worth 50 gp and a topaz worth 500 gp. In addition, assuming Kobadd is slain without the use of fire or area-affecting spells such as *fireball* or *lightning bolt*, the adventurers can harvest two pounds of velvet cap mushrooms from the back of her shell.

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**Kobadd the Seven-legged, AC 4, HD 6\* (31 hp), Att 1 x bite (2d8 + poison), THAC0 14 [+5], MV 60' (20')/120' (40') in webs, SV D9 W10 P11 B11 S13, ML 8, AL Chaotic, XP 600, NA Unique, TT Unique**

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Kobadd's venom has intensified with age. Those bitten make their save with a -2 penalty, and if they fail they die in 1 round. Even those who save successfully take an extra 1d4 damage. Three times per day Kobadd can move at twice her normal rate, scuttling at surprising speed. She uses this ability to either close quickly with her prey or to beat a hasty retreat should she be outnumbered. She can chose to automatically succeed on a saving throw once per day.

Kobadd's carapace can be used as a principal for magical item creation, as per p. 11 of Hex 17.23.

### 607. House of the Undying.

Located approximately in the center of this subhex, surrounded by dying oak and hemlock trees, is a mausoleum roughly fifteen feet wide and thirty feet long. It's built from laid and mortared stone, with a steep slate roof. The door to the mausoleum is rusted iron and is unlocked. Lurking within are six wights. The tree-cover here is less than in the rest of the Darkwood, since many of the trees are dying, and as such the wights only emerge at night. There are no velvet cap mushrooms growing in this subhex.

The entire subhex is tainted with an even more malevolent evil than that which permeates the rest of the hex; it is this which caused the dead within the tomb to rise as wights. Within the subhex clerics turn undead as though they were two levels lower than their actual level. Any intelligent beings that die within its borders have a 35% chance of rising after 1d6 days as zombies, unless they are slain by the wights, in which case they become wights themselves.

The wights were once members of a minor noble family of the Skeldrene Dynasty that once ruled the hills to the west (see the Basilisk Hill hexes); they have a large trove of treasure: 4000 silver coins, 3000 electrum coins, a zircon worth 75 gp, two jades worth 100 gp, 2 opals worth 750 gp, three pieces of bronze jewelry worth 30, 100, and 110 gp, two potions (both of delusion as they've spoiled from their long exposure to evil energy, but which register to cursory inspection as potions of healing and human control), a scroll of ward against lycanthropy, and a ring of protection +1 and medallion of ESP (both worn by the wight with the most hp). The coins are all embossed with the profile of a griffon on one face and a crown with three points on the other.

The *strigi* never venture within this subhex.

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**Wights (6), AC 5 [14], HD 3\* (9, 10, 13, 14, 14, 21 hp), Att 1 x touch (energy drain), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 12, AL Chaotic, XP 50, NA 1d6 (1d8), TT B**

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The wight with 21 hp wears the medallion of ESP and ring of protection.

### 704. The Three Sisters.

Three giant black widows dwell in this hex, called *The Sisters* by the *strigi* who harvest the velvet caps. The three hunt in a pack; one of them will attack from the front to distract their prey while the other two approach from the sides or above.

There is no treasure to be found amongst the corpses of the dead in this subhex, but because of the three adult spiders there are more velvet caps than would otherwise be expected; adventurers can find a total of 16 pounds.

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**The Three Sisters**, AC 6 [13], HD 3\*\* (11 hp each), , Att 1 x bite (2d6 + poison), THAC0 17 [+2], MV 60' (20')/ 120' (40') in webs, SV D12 W13 P14 B15 S16 (2), ML 8, AL Chaotic, XP 50, NA 1d3 (1d3), TT U

If two or more of the Sisters are attacking a single target they each get a +2 bonus to hit.

### 707. The Brood.

A mated pair of giant black widow spiders dwelt in this hex until recently, when they both perished in a trap set by the *strigi*, leaving their adolescent offspring to fend for themselves. There are eleven black widow spiders, each possessing 1+2 HD.

The Brood have begun to cannibalize one another, and every month after the adventurers first enter the hex their numbers will dwindle by another 1d4. This will continue for three months, at which point any remaining spiders will have reached adulthood. 1d3 will remain in this subhex, while the rest will move to other subhexes within the Darkwood.

The brood are not nearly as cunning or coordinated as adult spiders; upon entering the hex the adventurers will encounter 1d6 every three turns until they're all encountered. Their poison is still weak, and those bitten suffer 2d4 hp damage and Save v. Poison with a +2 bonus.

On the edge of the hex, right at the border of subhex 0706, the adventurers will find two enormous trees that have been felled and lie across each other; the trees have been purposefully cut and underneath them are the desiccated corpses of the two parent spiders.

A search of the subhex will reveal a total of 2 pounds of velvet caps; two bloodstones, a tourmaline, and a star ruby (worth 50, 50, 100 and 750 gp); and a *short sword* +1 with the name *Bigir* engraved on the flat of the blade.

**The Brood**, AC 7 [12], HD 1+2 (3, 3, 5, 5, 6, 8, 8, 8, 9, 10, 10 hp), Att 1 x bite (2d4 damage + poison), THAC0 18 [+1], MV 60' (20')/120' (40') in webs, SV D12 W13 P14 B15 S16, ML 7, AL Chaotic, XP 19, NA 1d3 (1d3), TT U

## Random Encounter Table

### The Darkwood

1. The Brood (1d6)
2. The Three Sisters (1-4 in 6 chance of encountering all three, otherwise it will be 1d2)
3. Kobadd Seven-legged
4. Wights (1d6)
5. Strigi (5), gathering mushrooms (see C, below)
6. Skeletons (2d4), pile of bones that animate and attack

as the adventurers approach

7. The Brood (2d6-1)
8. Zombies (1d6)

### Everywhere Else

1. Strigi (1d6) hunting party (see A, below)
2. Strigi (5) patrol (see B, below)
3. Strigi seer, collecting rare herbs (see C, below)
4. Goblins (3d4) from hex 18.24
5. Pegasus (1d2) from hex 17.23
6. Giant hawks (1d2) from hex 17.23

**A.** A hunting party will be 1st-level *strigi*, with a 1-3 in 6 chance of being accompanied by a 2nd-level *strigi* (determine which one randomly), 4-5 chance of a 3rd-level *strigi*, and on a 6 Randal himself. If accompanied by a higher-level *strigi* there's a 1-3 in 6 chance they will also have a riding gecko with them.

**B.** Better armed and equipped than hunting parties, patrols consist of four 1st-level *strigi* led by a 2nd-level *strigi*. The second-level *strigi* is always riding a giant gecko.

**C.** Seers, when they venture out to collect herbs, will do so either singly (if in the normal part of the hex) or with a patrol (see above) if in the Darkwood. When seers venture into the Darkwood the party will be accompanied by the normal contingent on a roll of 1-3, the normal contingent plus a 3rd-level *strigi* on a roll of 4-5, or a normal contingent plus a 3rd-level *strigi* and Randal on a roll of 6.

## Appendix

### New Goods

#### Velvet Capped Mushrooms.

Large mushrooms with inky purple caps and web-like gills that dangle down beneath the hood, velvet caps are usually found growing in or near the spoor of giant black widow spiders.

When harvested, the mushrooms last a mere day before rotting, so must either be treated alchemically or placed in a magical stasis to prevent degradation. A pound of velvet caps has a base price of 300 gp.

Velvet caps can be prepared two different ways, yielding astral tea and dream-snuff. Both methods require the same amount of raw ingredients, take the same amount of time to make, and produce the same quantities of substance. The other drugs are made using other exotic substances found elsewhere.

### Drugs

The following section details some of the drugs typically available in an owl-folk community. It only discusses those with a mechanical or game-play application. Also present in

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any community are a bewildering variety of hallucinogens, soporifics, and stimulants.

All of these substances are unique to owl-folk. They can be replicated by others, but at a base cost 2d4x10% greater than what is listed below.

In addition to the drugs possessed by individuals, an owl-folk community will communally possess 1d4–1 doses of each of the following for every seer of second level or higher in the village. Therefore, Highglade, with three seers of second level or higher, will have 3d4–3 doses of these drugs in addition to those that may be possessed by individuals.

### 1. Astral Tea.

This foul-smelling substance is mixed with boiling water, left to steep and then drunk, bringing on an inevitable bout of violent vomiting that leaves the drinker weak and dehydrated (treat as one day's exhaustion, lasting until drinker gets 8 hours sleep). The initial effects (i.e. the vomiting) last for approximately an hour. Once the initial sickness is over the imbiber must roll at or below their Wisdom on 4d6. If the roll is successful the drinker enters a trance in which they can mentally see distant locations as though using a *crystal ball*. The exact type of observation is rolled for each time the tea is consumed: 1-3 a normal *crystal ball*, 4-5 *crystal ball* with *clairaudience*, 6 *crystal ball* with *ESP*. The visions last for ten minutes before the character awakes.

A single dose of astral tea costs a base of 450 gp.

### 2. Difodol.

A tea distilled from various possibilities; the drinker gains the ability to see glimpses of the future at important junctures, and snare them for the user's own purposes. During the time they are under the effects of this drug the character can choose one roll to tamper with. The choice may be made after the initial roll is made, and can only be applied to an attack, saving throw, skill check, or damage roll. The result of the roll automatically becomes a natural 20.

However, the fates do not take kindly to being tampered with, and the character's next two rolls are made with disadvantage (rolling twice and taking the lower of the two rolls). This is done even if the drug has worn off. Difodol lasts for 2d4 hours and imparts upon the drinker a mild sense of euphoria. Difodol is more addictive than many drugs; the chance of addiction is increased by 1 (for addiction rules, see under The Strigi below).

A single dose of difodol costs 350 gp.

### 3. Dream-snuff.

The velvet caps are crushed up and mixed with certain substances to produce a fine powder that is then snorted just before sleep. The snuff itself does not induce sleep, but

if consumed prior to falling asleep the character rolls 3d6; if the result is equal to or less than their Wisdom score the consumer finds themselves in a place called the Dreamlands, a plane of existence that binds the four Realms – those of Mortals, Faery, Shadow, and the Dead – and is only accessible via dreamstate.

Those entering the Dreamlands do so in astral form; their bodies remain where they lie, barely alive to onlookers. The dream state lasts for as long as the character remains asleep; they may be woken by a sharp blow. Dream-snuff, while potent, is limited in the extent to which it can be used repeatedly. Every time a character successfully enters the Dreamlands with the snuff it becomes more difficult to do so the following time: add 1 to the 3d6 roll for each time it has been used successfully.

The Dreamlands will be explored in a future supplement.

A single dose of dream-snuff costs a base of 400 gp.

### 4. Draught of Heroes.

A foul, bitter tasting liquid that will stain the drinker's teeth red if taken too frequently, this potion grants the user 2d6 additional hit points that last for a period of 1d4 minutes. Unfortunately, any damage they take is subtracted first from their normal hit point allowance first. If an imbiber takes damage such that they are reduced to 0 once the temporary hit points are removed they die instantly.

A single draught of heroes costs a base of 500 gp.

### 5. Dullweed.

A rare weed that is alchemically treated and turned into plugs which are then chewed. The user's body and the sensations it experiences feel distant and removed. Mechanically, the user suffers 1 less point of damage per die rolled (e.g. someone on dullweed targeted by a 6-die *fireball* would take –6 damage from the total), but their reaction times are also slowed. They take a –1 penalty to initiative and surprise rolls. The benefits of this drug last for 2d6 turns, with the penalties lasting a total of 12 turns (regardless of how long the benefits last).

Dullweed and fairy dust do not interact well together. Roll twice on the drug interaction table, taking the lower of the two results.

A single dose of dullweed costs 400 gp.

### 6. Fairy Dust.

A light, iridescent powder that is snorted as snuff, fairy dust increases the speed of the user by one category for a period of 1d4 hours – a character with a movement rate of 120' (40') would have that increased to 150' (50'), for example. Curiously, this powder also imparts a resistance

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to petrification and paralysis, granting a +1 bonus to saves against such effects. However, if the result of such a saving throw made while under the influence of fairy dust is a natural 20 the user's Dexterity is permanently reduced by 1d4 (assuming they survive whatever triggered the saving throw).

Fairy dust costs a base of 375 gp per dose.

### 7. Mothachadh.

A liquid tasting of anise, one drink brings the imbiber into a state of hyper-awareness. They gain a +1 bonus to initiative rolls, have their chance of surprise reduced by 1 (if it is already a 1 in 6 chance they are surprised on a roll of 1 in 8), and gain a further +1 bonus to the following:

- AC
- Attack rolls
- Rolls made to locate secret or hidden objects (like traps, or secret doors)

The effects last for 1d4 turns; upon wearing off the user finds themselves dull of wit and sense, suffering a -2 to all rolls until they are able to get a full night's rest.

A single dose of mothachadh costs a base of 500 gp.

### 8. Sempiternal Snuff.

Inhaling a pinch of this peppery powder grants the user unnatural endurance; they may run or perform other physical activities for a period of time equal to 1d4+1 times normal. Additionally, the user is immune to effects that would normally fatigue them (such as from spells). The effects last no longer than 12 hours, and once they wear off the user suffers the following effects:

- A -2 penalty to attack, damage, and AC until they rest for a full day.
- They must roll at or below their Constitution score on 3d6. If they fail, their Constitution is reduced by 1 for a period of one month.

*Ex. Quinlith takes a pinch of snuff and rolls 1d4+1, for a total result of 3. While under the effects of the powder they can run continuously at their maximum rate for 90 rounds (see page 116 of OSE Core), move at their encounter movement rate for 180 rounds (see p. 120, OSE Core), or while exploring a dungeon need to rest only every 1 turn in 18 (as opposed to 1 turn in 6).*

A single dose of sempiternal snuff costs a base of 600 gp. It is heavily addictive, as well. Those taking sempiternal snuff have their chance of addiction increased by 1 per dose (see The Strigi, below).

### Drug Interactions

This section applies only to the uncommon drugs listed

above, not the more pedestrian narcotics one may find. Whenever two drugs are taken and their durations overlap, roll 2d6 and compare the result to the following table. For each additional drug interacting subtract 1d2 from the roll.

*Ex. In a moment of orgiastic excess Mobli takes a cocktail of four different drugs. His player rolls 2d6-2d2 to determine what effect, if any, such a dangerous experiment has.*

**1 or lower.** Imbiber must make a Save v. Poison at a -2 penalty or die. On a successful roll they are still sickened (as per centipede poison, p. 147 OSE Core) for 1d4 days. None of the drugs work.

**2.** Imbiber must Save v. Poison or die. On a successful roll they are still sickened (as above) for 3d6 hours. None of the drugs work.

**3-4.** Imbiber must Save v. Poison. On a failed roll they take 1d8 points of damage and they are sickened (as above) for 2d4 hours. On a successful roll they are sickened (as above) for 1d4 hours. In either case, none of the drugs work.

**5-9.** Imbiber must Save v. Poison. On a failed roll they take 1d6 points of damage, are sickened for 1d4 hours, and none of the drugs work. On a successful save one drug (determine randomly) works.

**10-11.** All drugs work.

**12.** All drugs work, and somehow trigger a potent synergy. On a roll of 1-3 the duration of one (random) drug is doubled, on a roll of 4-5 the durations of all drugs are doubled, and on a result of 6 the effects trigger a genetic change in the imbiber, raising one random ability score by 1, permanently.

## New Races

### The Strigi

Also called owl-folk, the *strigi* are slight by human standards, most of them standing under five feet tall. They are somewhat fragile, with semi-hollow bones, making them less strong on average than Man. The owl-folk have large eyes that enable them to see in anything but complete darkness, and are, in fact, largely nocturnal, although they can and often do remain active during the day, especially if they need to interact with other races.

The owl-folk are mystics, healers and sages, and are often consulted by those wishing to catch a glimpse of the future. They are also notorious for their near constant experimentation with mind-altering drugs.

The owl-folk are slender but typically of good health. They live slightly longer than Men; old *strigi* often attain 110

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*Strigi* live in small communities of between 10 and 60 (1d6x10) individuals, roughly half of whom are children. Their villages are most often located in isolated forests, wooded glades and other places far away from other civilization. Owl-folk villages are a combination of arboreal and terrestrial dwellings; villages that have been in existence for generations will have literally grown into the surrounding trees.

*Strigi* do not make a distinction between spiritual and recreational use of drugs; when encountered, 1d4x10% of the adult villagers will be in the midst of a narcotic trance. When dealing with stoned owl-folk roll 1d6 to determine the outward effects:

1. Comatose. The owl-folk is oblivious to their surroundings and immobile. This state will persist for 1d6 turns.

2. Hallucinating. The owl-folk is experiencing visions that only they can perceive. When rolling 1d20 (to attack or make a skill check) they roll twice, taking the worst of the two results. They are easily distracted and must roll at or below their Wisdom when attempting to cast a spell, engage in conversation, or any other task requiring concentration. The hallucinations last 1d12 turns.

3. Hyper-aware. The *strigi* is in a state of absolute awareness. They can reroll both surprise and initiative rolls, taking the better of the two results. This effect lasts for 1d4 turns.

4. Strength of Madness. The owl-folk draws upon hidden reserves of strength. Treat them as if they had a Strength score of: 1-3 13, 4-5 16, or 6 18. This effect lasts for 1d20 rounds and leaves the *strigi* exhausted for 1d8 hours.

5. Invulnerability. In their drug-induced state the *strigi* is resistant to damage, taking half damage from all physical forces. This state lasts 1d4 turns.

or 120 years of age. They speak the Common tongue or regional dialects. Their birthrate is slightly less than that of Man, as they mature somewhat more slowly; owl-folk youth aren't considered adults until their early twenties.

### *Strigi*

		Saving Throws						
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	13	14	11	16	15
2	1,660	2d6	19 [0]	13	14	11	16	15
3	3,320	3d6	19 [0]	13	14	11	16	15
4	6,640	4d6	18 [+1]	13	14	10	15	14
5	13,000	5d6	17 [+2]	12	13	9	14	13
6	26,000	6d6	17 [+2]	12	13	9	14	13
7	52,000	7d6	16 [+3]	12	13	9	14	12
8	104,000	8d6	15 [+4]	11	12	8	13	11
9	210,000	9d6	14 [+5]	10	11	7	12	10
10	330,000	+2	14 [+5]	10	11	7	12	10
11	450,000	+4	14 [+5]	10	11	7	12	10
12	570,000	+6	13 [+6]	9	10	6	11	9
13	690,000	+8	12 [+7]	8	9	5	10	8



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6. Aggressive (1-2), mellow (3-4), or fearless (5-6). If aggressive subtract 1d4 from reaction rolls, if mellow add 1d4, and if fearless they are treated as having a morale score of 11. This state lasts for 1d6 hours.

The *strigi* are technologically rather primitive, possessing only rudimentary metalworking skills. Most of their goods are of wood and leather, clay and copper, or bronze. In contrast, owl-folk villages are a source for all manner of herbal and alchemical substances, both raw and processed. Those which have some contact with Man speak Common; those who do not will most likely speak some dialect of Faery.

Two *strigi* classes are presented here: the basic owl-folk racial class and the *strigi* seer.

Both the normal *strigi* and the *strigi* seer run the risk of drug addiction. For NPCs this is abstracted out, but PCs should use the following rules (which can be applied to any characters).

Each time a character takes a drug there's a 1 in 20 chance of addiction. This roll is made per type of drug, so it is possible for a character to be addicted to more than one. Seers, because of their exposure to alchemical and herbal substances, are more prone to addiction, becoming dependent on a roll of 1-2 in 20.

Once a character has become addicted to a drug, they must take it once a day or suffer disadvantage (roll twice, taking the lower of the two numbers) on skill checks, attack rolls, and initiative/surprise checks (if rolling individual initiative/surprise). At the end of each day they go without the substance, roll 4d6. If the roll is equal to or less than their Constitution score they are able to shake the addiction and are no longer dependent on the substance. Otherwise, they suffer disadvantage on rolls until they are able to take the substance again.

### Strigi

**Requirements:** CON 9

**Prime Requisite:** DEX, CON

**Hit Dice:** 1d6

**Maximum Level:** 13

**Allowed Armor:** Leather armor, no shields

**Allowed Weapons:** Any

Owl-folk with Constitution and Dexterity scores of 13 or higher gain a 5% bonus to XP awards. If their Constitution is 16 or higher this bonus is increased to 10%. All *strigi* gain the following racial benefits.

- **Nightvision.** As long as there is even the faintest light source, the owl-folk can see in the dark as if it were daylight.

- **Alertness.** *Strigi* have an almost preternatural awareness of the world around them. They are only surprised on a roll of 1 in 6.
- **Keen Eyesight.** *Strigi* can spot secret doors as elves do, on a roll of 1-2 in 6.
- **Difficult to Spot.** Owl-folk are masters of hiding in a natural environment and can disappear into the undergrowth on a roll of 1-4 in 6. While indoors they can hide successfully in shadows on a roll of 1-2 in 6. Both assume the *strigi* remain still.
- **Resistant to Illusion.** Owl-folk, with their preternatural senses and their proclivity toward prophecy, are less inclined to believe illusions and phantasms than other races. When rolling to disbelieve illusions roll twice, taking the better of the two results.
- **Echoes of the Future.** Once per day the *strigi* can automatically succeed on one saving throw or attack roll.
- **Hardy.** *Strigi* gain a +2 bonus to saves against poison. This is already included in their saving throw chart.
- **Climb/Hear Noise.** *Strigi* can climb sheer surfaces and hear noises as a thief of the same level.

An owl-folk attacks and makes saving throws as a thief of the same level. *Strigi* can use any magical items that thieves can.

At 9th level a *strigi* character can found a wilderness stronghold, similar to that of an elf. A total of 3d4 *strigi* move in as settlers within 3d4 months of its founding, at no cost to the character, although they do expect the character to provide protection and care for the well-being of the community.

If an owl-folk character kills an opponent with a physical attack, they may attack another opponent within range in the same action. They can do this a number of times per turn equal to their HD, provided that each attack slays a foe.

### Strigi Class Build

The owl-folk class is built using the rules from *Classing Up the Joint* as follows:

- Attack as thief +0
- Save as thief -1
- 1d6 HD +.5
- +2 hp per level after 9th +1
- Weapon use (4) +2
- Armor use (2) +0
- Darkvision (as infravision, unlimited range but needs some light) +.75
- Alertness (as ranger's Awareness) +1
- Hiding (as halfling) +1
- Keen eyesight (as elf) +.5

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- Hardy (limited to one saving throw category) +.3
- Resistant to illusions (new category) +.5
- Climb (as thief) +.5
- Hear Noise (as thief) +.5
- Echoes of the Past (new category) +1
- Two prime requisites –.25
- Total modifier: 8.3

### Alternate Rules

*Strigi* characters begin play with one skill slot (see rules in *Hex 17.23 – The Lake of Abominations*), plus an additional slot per point of Intelligence modifier. They gain another slot at levels 3, 5, 7, 9, 11, and 13.

At 1st level the *strigi* may select one of the following Knacks, unless otherwise stated. They may select an additional Knack at levels 5, 9, and 13.

**Insightful.** Once per day the *strigi* can attempt to peer into the future to determine if a particular action they wish to take will bring weal or woe. They have a 1-4 in 6 chance of success but can only foresee consequences no more than two turns into the future. At 7th level they may do this twice per day, or do it once per day with a 1-5 in 6 chance of success (the character may choose which the first time they use the ability each day), and can view the ramifications of an action up to 6 turns into the future.

**Magic Initiate.** At 1st level a *strigi* with this Knack can cast one of the following spells once per day. They gain an additional spell per day at 4th, 7th, 10th, and 13th levels. They can cast any spells from the following list, in any combination, so long as it doesn't exceed the total number of spells that they may cast per day.

- *Dancing lights*\*
- *Featherfall* (see Spells, at the end of the Appendix)
- *Locate plant or animal*\*
- *Predict weather*\*
- *Barkskin*\* (counts as two uses of this Knack, so cannot be used until 4th level)
- *Speak with animals*\* (counts as two uses)
- *Slow poison*\* (counts as two uses)
- *Protection from poison* (self only, counts as three uses, so can't be used until 7th level)

\*from *OSE Druid and Illusionist Spells*

Unless otherwise stated the spells take an action to cast, and the character's caster level is considered equal to half their class level, rounding up (a 2nd-level *strigi* casts spells from this Knack as a 1st-level caster, a 3rd-level as a 2nd-level caster).

**Self-improvement, primary.** The character can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th, and 13th level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The character may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

**Skillful.** The character gains three additional skills.

**Sneak Attack.** The *strigi* may backstab as though they were a thief of the same level.

**Swashbuckling.** If the character is able to move at a rate of 90' or more they gain a +1 bonus to their Armor Class. This increases to +2 at 6th level and +3 at 12th level.

**Toughness.** The character has 1d8 hp per HD instead of 1d6. This can only be selected once.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.); the character gains a +1 bonus to hit and damage when using this weapon.

**Wilderness Scout.** The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a 1-3 in 6 chance per day of foraging enough food for 1d6 individuals while on the move. If they spend the entire day foraging for food without traveling, they have a 1-5 in 6 chance of finding enough food for 2d6 individuals.

### Strigi Seer

**Requirements:** DEX 9, WIS 9, CON 12

**Prime Requisite:** DEX, CON

**Hit Dice:** 1d6

**Maximum Level:** 13

**Allowed Armor:** None

**Allowed Weapons:** Limited (see below)

The *strigi* seers are the caretakers and spiritual leaders of the *strigi* communities. Each community is organized around a council of the eldest and most experienced seers, who provide guidance and advice to the others. The seers are spellcasters, with their own spell lists and progression, drawing from a mixture of arcane and divine spells.

They have Dexterity and Constitution as prime requisites, and in order to qualify for the class they must have a Dexterity of 9, a Wisdom of 9, and a Constitution of 12.

Seers gain a 5% bonus to XP if both Dex and Con are 13 or higher, and this bonus increases to 10% if they possess a Constitution of at least 16 and a Wisdom and Dexterity of at least 13.

*Strigi* cannot wear armor, and know how to wield no more

## Hex 17.24 – The Village of the Owl-Folk

### *Strigi Seer*

Saving Throws								
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	13	14	11	16	15
2	1,960	2d6	19 [0]	13	14	11	16	15
3	3,920	3d6	19 [0]	13	14	11	16	15
4	7,840	4d6	19 [0]	13	14	10	15	14
5	15,680	5d6	18 [+1]	12	13	9	14	13
6	31,000	6d6	17 [+2]	11	12	9	14	12
7	62,000	7d6	17 [+2]	11	13	9	14	12
8	125,000	8d6	17 [+2]	11	12	9	14	12
9	250,000	9d6	16 [+3]	10	12	8	13	11
10	400,000	+1	15 [+4]	9	11	7	12	10
11	550,000	+2	14 [+5]	8	9	6	11	8
12	700,000	+3	14 [+5]	8	9	6	11	8
13	850,000	+4	14 [+5]	8	9	6	11	8

than two weapons that must be chosen at first level. They are limited to weapons that inflict 1d6 points of damage or less.

They have the same basic racial abilities as normal owl-folk:

- **Nightvision.** As long as there is even the faintest light source, the owl-folk can see in the dark as if it were daylight.
- **Alertness.** *Strigi* have an almost preternatural awareness of the world around them. They are only surprised on a roll of 1 in 6.
- **Keen Eyesight.** *Strigi* can spot secret doors as elves do, on a roll of 1-2 in 6.
- **Difficult to Spot.** Owl-folk are masters of hiding in a natural environment and can disappear into the undergrowth on a roll of 1-4 in 6. While indoors they can hide successfully in shadows on a roll of 1-2 in 6. Both assume the *strigi* remain still.
- **Resistant to Illusion.** Owl-folk, with their preternatural senses and their proclivity toward prophecy, are less inclined to believe illusions and phantasms than other races. When rolling to disbelieve illusions roll twice, taking the better of the two results.
- **Echoes of the Future.** Once per day the *strigi* can automatically succeed on one saving throw or attack roll.
- **Hardy.** *Strigi* gain a +2 bonus to saves against poison. This is already included in their saving throw chart.
- **Climb/Hear Noise.** *Strigi* can climb sheer surfaces and hear noises as a thief of the same level.

Seers attack and make saving throws as magic-users of the same level. In addition to the standard *strigi* racial benefits seers possess the following abilities:

- **Precognition.** At the beginning of each day roll 1d20 and record the result. This result can be used to replace the result of one attack roll or saving throw made by the character or some other creature (including allies and enemies). At 7th level the seer may do this twice per day.
- **Spells.** *Strigi* seers cast spells as druids, drawing from a custom pool of spells including magic-user, clerical and druidic spells.
- **Potion Mastery.** Seers are masters of the alchemical arts. If using the skill rules presented in *Hex 17.23* they are automatically Proficient in Alchemy at 1st level. Additionally, they can begin to brew potions at level 4, and when doing so are treated as though two levels higher for purposes of determining success.

The *strigi* seer character class is built as follows (using the guidelines from *Classing up the Joint*):

- Attack as magic-user –1
- Save as magic-user –1
- 1d6 HD +.5
- +1 hp per level after 9th +0
- Weapon use (2) +0
- Armor use (1) –1
- Spellcasting (custom spell list, divine casting progression 50%) +6
- Darkvision (as infravision, unlimited range but needs some light) +.75

## Hex 17.24 – The Village of the Owl-Folk

- Alertness (as ranger's Awareness) +1
- Hiding (as halfling) +1
- Keen eyesight (as elf) +.5
- Hardy (limited to one saving throw category) +.3
- Resistant to illusions (new category) +.5
- Climb (as thief) +.5
- Hear Noise (as thief) +.5
- Echoes of the Past (new category) +1
- Precognition (new category) +1
- Potion Mastery (new category) +.5
- Ability Score requirements (3 total) -1
- Two prime requisites -.25
- Total modifier: 9.8

### Strigi Seer Spell List

Level	Spell Level				
	1st	2nd	3rd	4th	5th
1	--	--	--	--	--
2	1	--	--	--	--
3	1	--	--	--	--
4	2	--	--	--	--
5	2	1	--	--	--
6	2	2	1	--	--
7	2	2	1	1	--
8	3	2	2	1	1
9	3	3	2	1	1
10	4	3	2	2	2
11	4	4	3	2	2
12	5	4	4	3	3
13	5	5	4	3	3

The seer spell list is as follows. “\*” indicates a clerical spell, “#” a druidic spell, and “~” an illusionist spell. Druidic and illusionist spells are taken from the **OSE** supplement *Druid and Illusionist Spells*. New spells are indicated with a “\$” and are given later in this section.

**1st level:** *animal friendship*(#), *augury*(\$), *cure light wounds*\*, *detect magic*\*, *detect invisible*, *featherfall*(\$), *predict weather*(#), *preserve*(\$), *slow poison*(#), *speak with animals*(#)

**2nd level:** *barkskin*(#), *charm person*, *dancing lights*(~), *locate plant or animal*(#), *locate object*, *obscuring mist*(#), *snake charm*\*

**3rd level:** *clairvoyance*, *cure disease*\*, *dispel magic*, *divination*(\$), *growth of nature*(#), *hallucinatory terrain*(~), *protection from poison*(#), *tree shape*(#)

**4th level:** *call lightning*(#), *cure serious wounds*\*, *invisibility*, *protection from fire and lightning*(#), *speak with plants*(#), *summon animals*(#)

**5th level:** *commune*\*, *commune with nature*(#), *insect plague*\*, *looking glass*(~), *pass plant*(#), *polymorph self*, *true seeing*, *wizard eye*

### Alternate Rules

If playing the with alternate rules presented in *Hex 17.23* the *strigi* seer begins play Proficient in the Alchemy skill (see above), plus one additional skill. They gain an additional skill slot to spend at levels 5, 9, and 13.

At 1st level they may select one of the following Knacks, plus an additional Knack at levels 6 and 11.

**Animal Companion.** The seer can recruit animals as retainers. The rules for animal companion advancement are provided at the end of this section.

**Diviner.** The seer specializes in divination magic, gaining the following benefits:

- They may ask four questions, rather than three, each time *commune* is cast. Once a year they may ask seven questions, rather than six.
- Increase the range and duration of all detect and locate spells by 50%.
- The caster is treated as being two levels higher for purposes of casting *augury* and *divination*.

**Expanded Spell List.** Choose one of the following spells of each spell-level and add it to the seer's spell list:

First Level. *protection from evil*\*, *faerie fire*(#)

Second Level. *find traps*\*, *know alignment*\*

Third Level. *striking*\*, *ESP*

Fourth Level. *massmorph*(~), *rope trick*(~)

Fifth Level. *contact other plane*, *control weather*(#)

**Lay on Hands.** The seer may heal a number of points of damage per day equal to their Hit Dice x 2. These can be spread out amongst multiple targets, and divided as they see fit, but the seer must be able to physically touch the target in order to heal the damage. It takes an action to use this ability for each target touched.

**Prodigy.** The seer possesses unusual magical puissance. They may cast an additional 1st-level spell per day upon reaching level 2. At level 6 they can cast an additional 2nd-level spell, and at level 11 an additional 3rd-level spell. These are cumulative, so they may cast three additional spells (one each of levels 1, 2, and 3) at 11th level.

**Self-improvement, primary.** The character can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 6th and 11th level. An improved score cannot exceed 18.

## Hex 17.24 – The Village of the Owl-Folk

**Self-improvement, secondary.** The character may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 11th level. An improved score cannot exceed 18.

**Skillful.** The character gains three additional skills.

**Toughness.** The seer has 1d8 hp per level, instead of 1d6. This can only be selected once.

### New Spells

#### Augury (divine)

Level: 2 (1 for seers)

Duration: Instant

Range: Personal

The character performs an augury, inquiring whether a particular action will result in weal, woe, or a mixture. The spell can only foresee consequences no more than thirty minutes into the future and is not always accurate. Upon casting roll 1d20. The spell will reveal the true outcome of events on a roll of 9+ for 1st-level casters, with the chance improving by 1 for every 3 levels beyond 1st: 8+ at level 4, 7+ at level 7, 6+ at 10, and 5+ at level 13. The roll should be made in secret by the referee, who then determines what incorrect information, if any, is learned. A roll of 1 is always a failure.

#### Featherfall (arcane)

Level: 1

Duration: 6 rounds, plus one round per level

Range: 5'

This spell enables the target to float gently through the air toward the ground at the leisurely rate of 10' per round, suffering no damage when they land, assuming they are able to do so before the spell ends. The caster can affect up to one creature per level, provided all of the targets are within 5' of them.

The spell may be cast instantly regardless of the caster's initiative order and is not disrupted if they have been damaged or failed a saving throw earlier in the round (p. 121, *OSE Core*).

#### Preserve (divine/druidic)

Level: 1

Duration: 1 day per level

Range: Touch

This spell preserves dead organic matter, preventing it from rotting and decaying for the duration of the spell. It only halts the process and does not reverse it. Up to 1 pound of material per level of the caster can be affected.

#### Divination

Level: 4 (3 for seers)

Duration: Instant

Range: Personal

The caster asks to know about a place, and on a successful roll is granted general information about it:

- How powerful the creatures that dwell there are.
- How much treasure can be found there.
- A general layout of the area.
- The general alignment of those dwelling there.

Correct answers will be vague, but given in terms of the party's abilities. Incorrect answers will be as incorrect as the referee feels necessary.

The spell will succeed on a roll of 9+ on 1d20 for 1st-level casters, with the chance improving by 1 for every 3 levels beyond 1st: 8+ at level 4, 7+ at level 7, 6+ at 10, and 5+ at level 13.

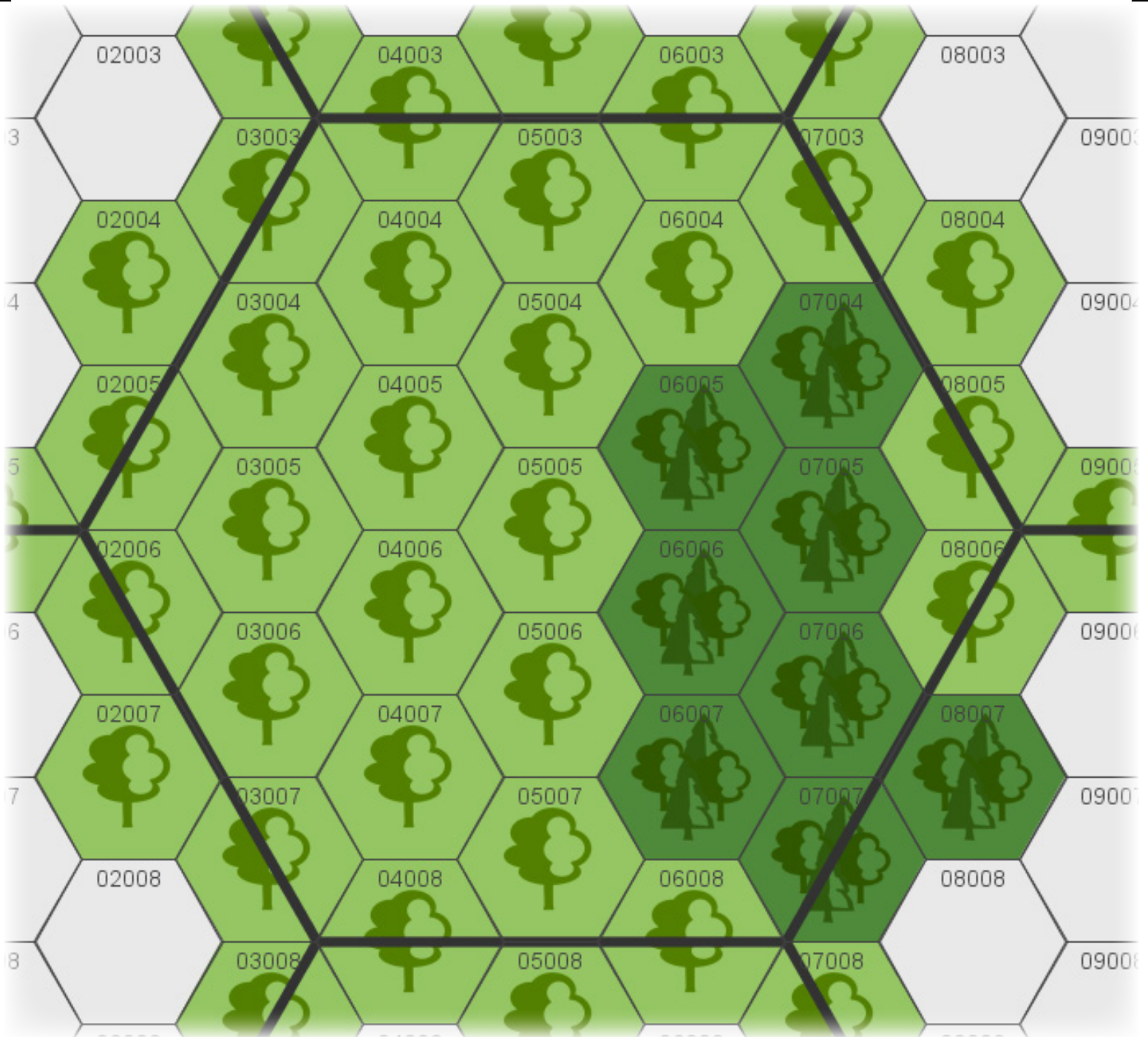
### Advancing Animal Companions

Certain classes gain animal companions instead of retainers. These creatures become more powerful and intelligent as play progresses, but at a slower rate than humanoid retainers. The following rules apply to animal companions:

- The animal must be a normal, non-magical animal with average animal intelligence. Giant animals, or those with magical abilities (such as blink dogs) are treated differently.
- Roll on the recruitment table as normal to determine if it accepts the PC.
- The animal cannot have more Hit Dice than the PC; a 5th-level character could not have a cave bear, with 7 HD, as an animal companion.
- The animal's morale is increased by 1.
- The animal gains 1 HD for every two levels the PC gains after entering service.
- The animal can understand basic commands given by its master and can communicate basic concepts (Intruder! Danger!).
- The animal requires a Cost of Living upkeep per month equal to a PC with half its Hit Dice. Refer to the rules in *Hex 16.24* for more information on Cost of Living.

Animal companions must be well treated in order to continue service with the adventurer. Mistreatment, or insistence that they perform dangerous tasks, will force morale checks each time it is applicable. A well-treated animal companion that fails a morale check will just retreat as per the rules, but one that has been mistreated by the character will flee, never to return.

# Hex 17.24 – The Village of the Owl-Folk

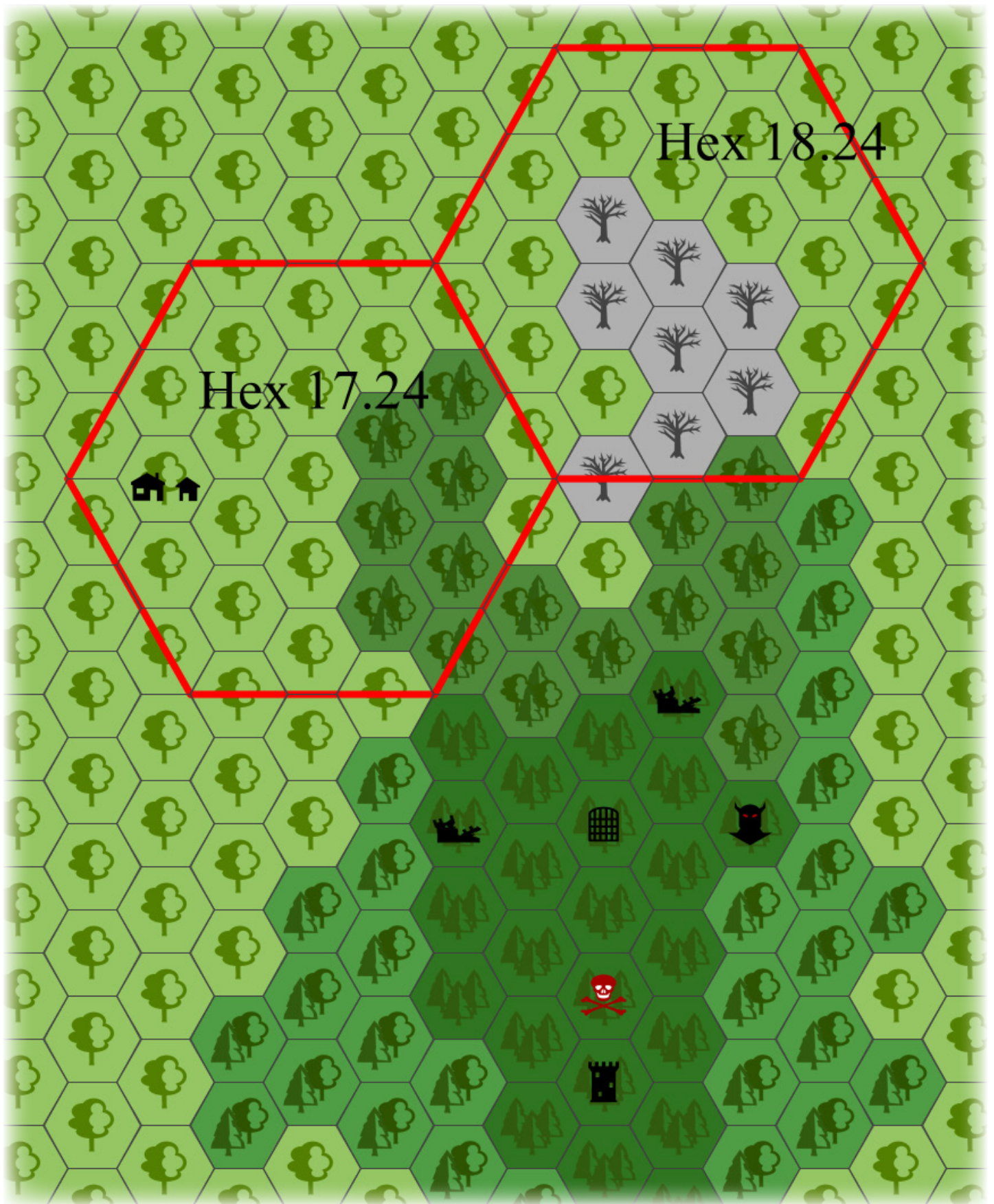


Large hex = 6 miles face to face

Smaller hexes = 1.2 miles, face to face

Village of the Owl-folk art by Aaron Schmidt

# Hex 17.24 – The Village of the Owl-Folk



1 hex = 1.2 miles, face to face  
Larger red hexes = 6 miles, face to face

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