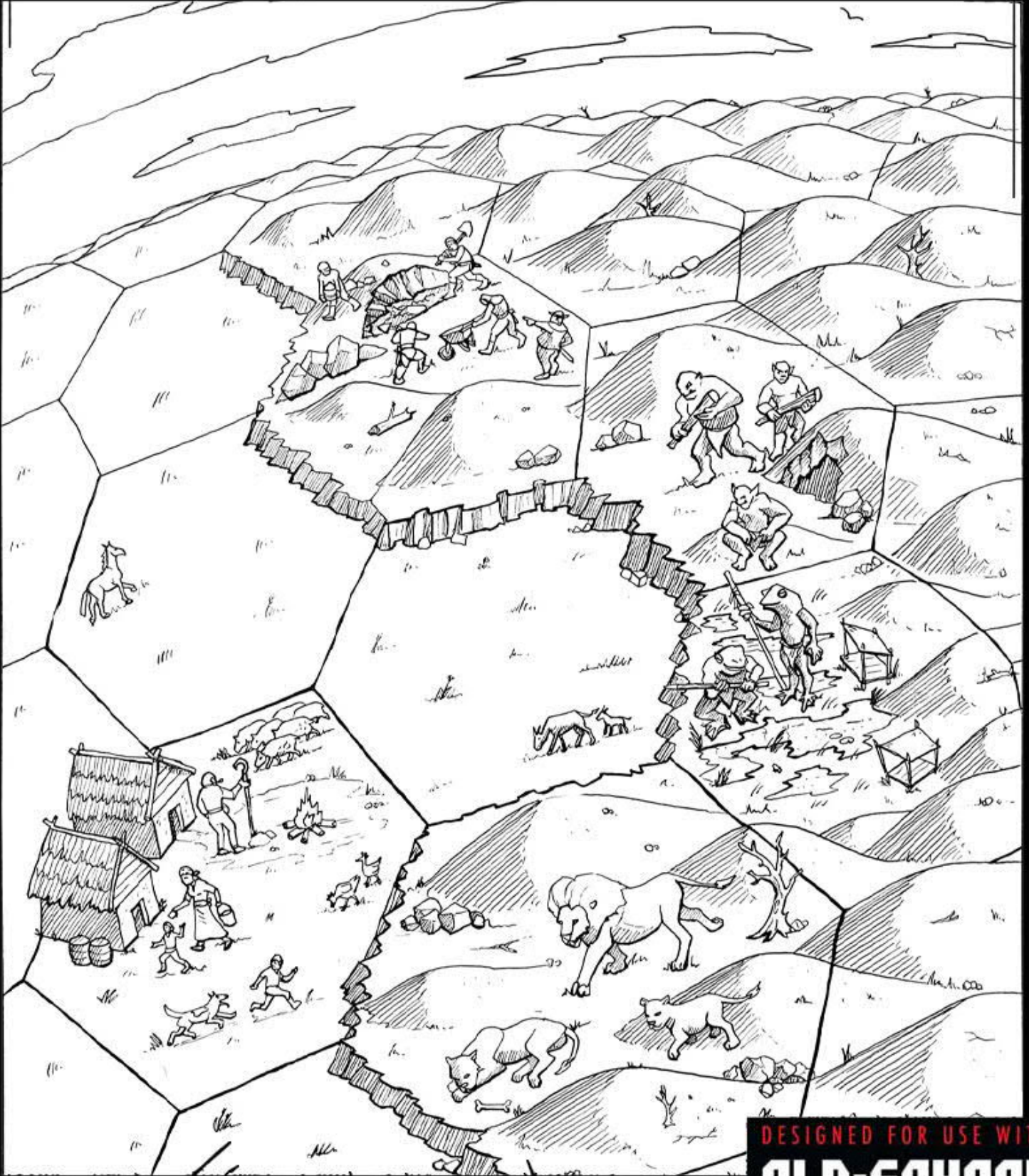


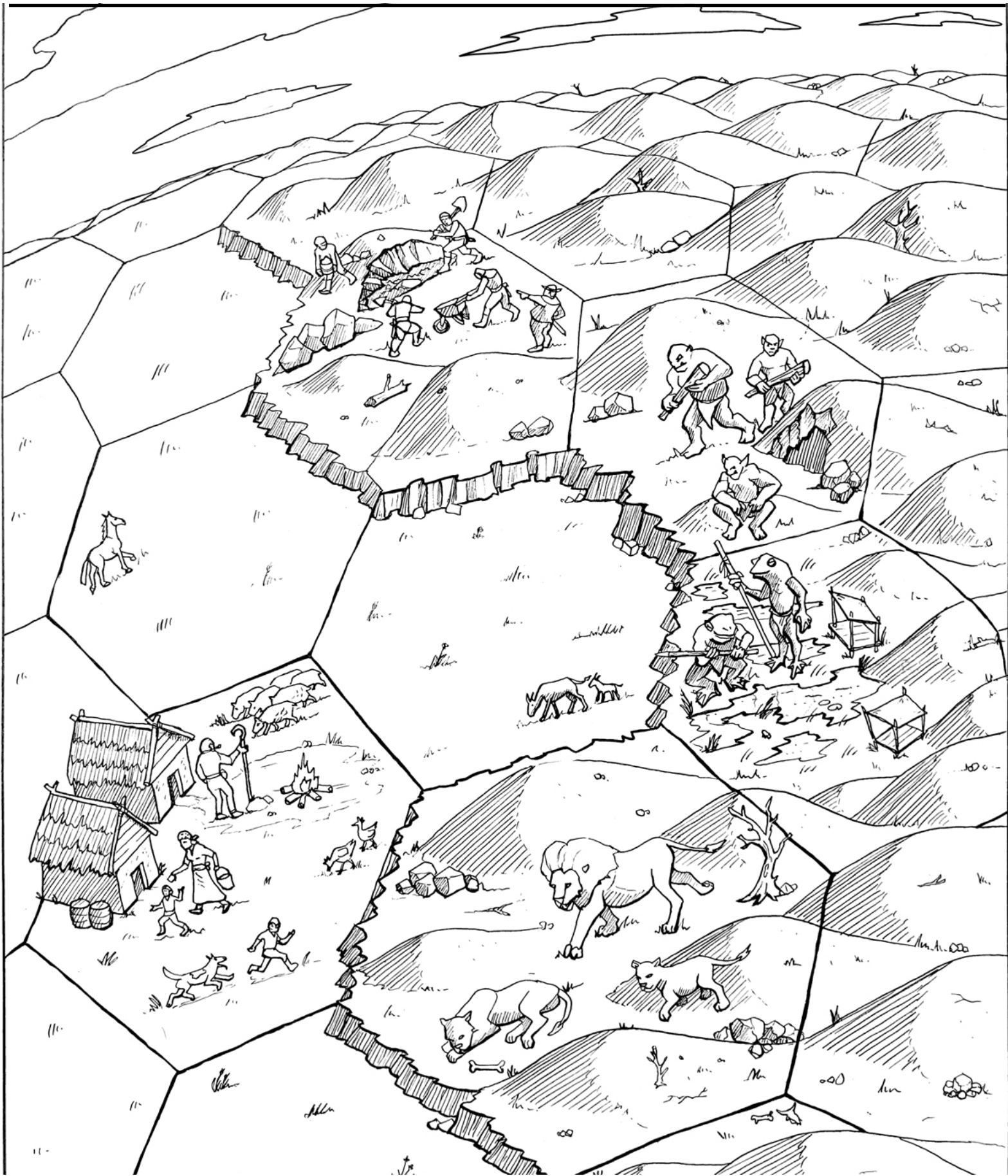
Hex 07.36

Slow Waters



Todd Leback

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



Hex 07.36 — Slow Waters

Hex 07.36

Slow Waters

Credits Designer: Todd Leback

Editing: Brian Johnson

Layout: BJ Hensley

Cartography: Todd Leback, Aaron Schmidt

Cover Art: Jen Drummond (jendart.com)

Cave Map: by Aaron Schmidt (<https://aarondayyanschmidt.wixsite.com/website>)

Maps created using Hexographer.

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Introduction to Populated Hexes

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

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

Maps & Scale

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

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

Hexcrawling Rules

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

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

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

Absalom

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

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

Cycles are marked in the beginning by the Apex and ascent

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

Campaign Setting

The following assumptions are made in this setting:

Starting Date

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

Humanocentric

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

Chaos Storms

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

The Gods

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

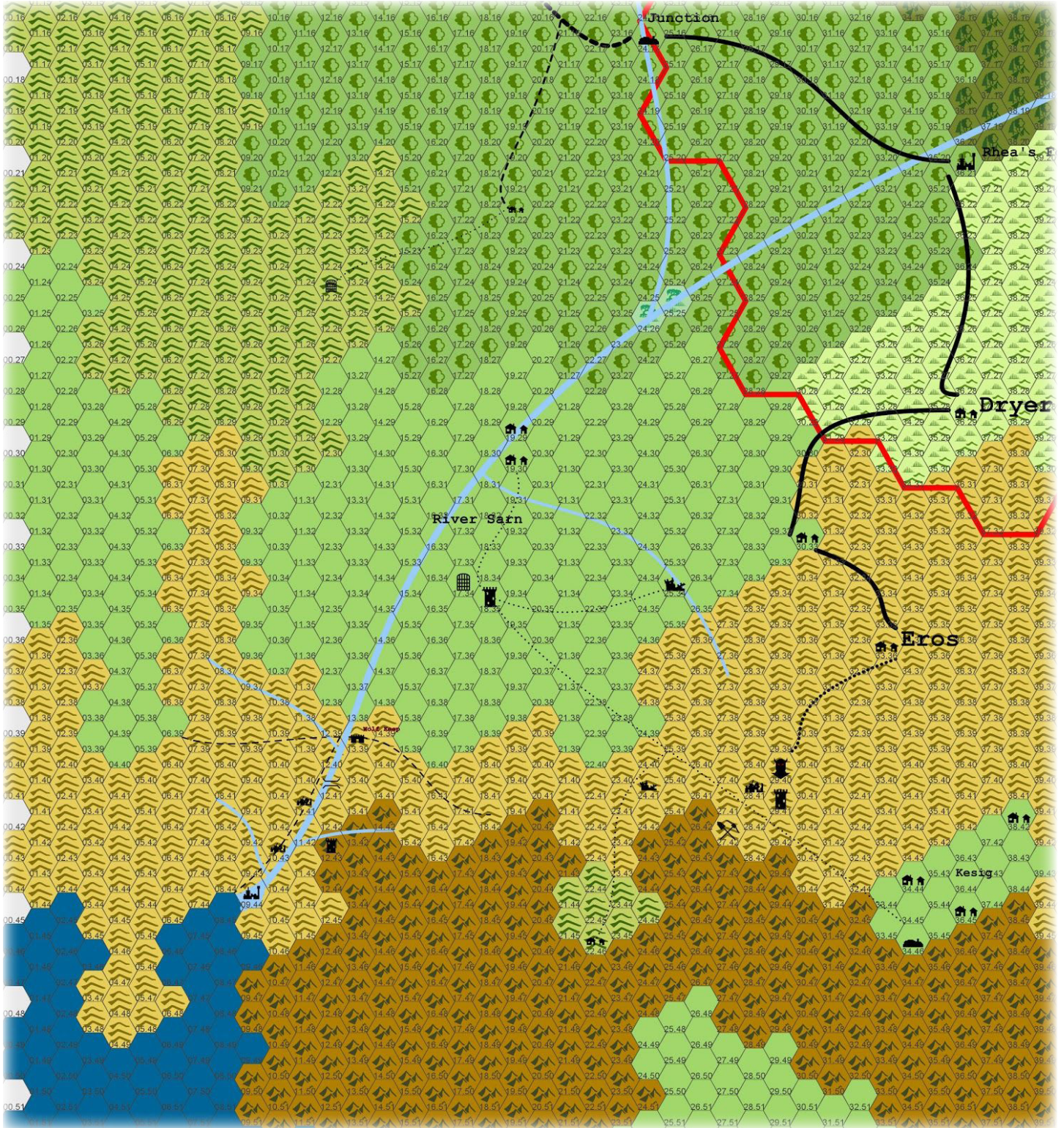
Using Populated Hexes

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

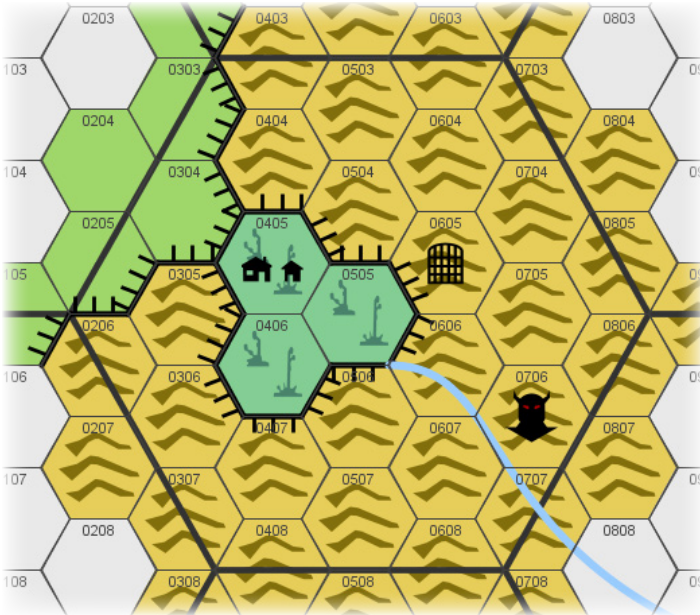
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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

Introduction to Populated Hexes



Hex 07.36 – Slow Waters



Resources: Animal, livestock (giant frogs, 2)

The river called *Amanzici*, or Slow Waters, by the deer-folk that migrate through these parts, a wide, slow river no deeper than a few feet and two score wide, has its headwaters in this hex, atop a marshy plateau inhabited by a village of savage batrachians called froglings. This languid river cuts through the barren landscape, lazily winding through dusty valleys until it feeds into the river Sarn, just below the settlement of Deepwater and the fortress of Wolf Keep that regulates trade north and south along the waters.

A sizable population of giant frogs is found throughout the marsh, carelessly tended by the frogling community.

0403. Crumbling Wall

The remains of a wall can be found in this subhex. Made of dry stacked stone, it runs for forty-six feet before collapsing on either end. It is roughly six feet in height, and looks as though it once provided a defensive barrier between two steep hills, controlling access to the valley. The construction is primitive, and it seems as though many of the stones used to build it are missing, no doubt scavenged for building materials over the years.

0405, 0406, 0505. The Marsh of the Batrachians

The land drops off abruptly to the west, forming an almost sheer cliff face nearly two hundred feet in height

that overlooks the plains below. Atop this plateau is a large, bowl-like marsh fed by a magical underground spring. To the north, south, and east the plateau blends into the barren hills, and the *Amanzici* river slowly winds its way down into the valleys beyond.

On average, the marshy water is between six inches and two feet deep, with some deeper pools and the occasional dry hummock thrust forth out of the water. Groves of cypress and willow trees dot the landscape, while cattail-lined canals of deeper water wind between them.

The water is dark and alkaline, and filled with a number of threats beyond the froglings. These creatures are part of the encounter table for the marshes, and their stats are below.

Travel in the marsh is difficult, reducing movement by 1/2.

Eel, giant electric. AC 9 [10], HD 2* (9 hp), Att 1 x bite (1d4), THAC0 18 [+1], Move 120' (40') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d3(1d3), TT None

- Once per turn an electric eel can discharge stored electrical current, with a maximum range of 15'. The attack does 3d8 damage to those within 5', 2d8 to those between 5' and 10' away, and 1d8 to those 10' to 15' away. A save versus paralysis reduces the damage taken by half.
- These creatures are approximately 9-10' long.

Frog, giant. AC 7 [14], HD 1-3 (5, 9, or 11 hp), Att 1 x bite (1d3/1d6/2d4), THAC0 19 [0]/18 [+1]/17 [+2], Move 30' (10') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13/25/50, NA 5d8 (5d8), TT None

- 1-HD giant frogs are 2' long and weigh 50 pounds, 2-HD frogs are 4' long and weigh 150 pounds, and 3-HD giant frogs are 6' long and weigh 250 pounds.
- When appearing as the result of a random encounter, the frogs will be with (1-4) 1 HD, (5-6) 2 HD, (7) 3 HD, or (8) 1d6×10% each, starting with 1 HD.
- In a marsh, they surprise on a roll of 1-4 in 6.
- Can leap 60' and attack in the same round.
- In lieu of a bite they can strike with their tongue, to a range equal to three times their body length. A successful attack means the victim is stuck to the tongue and may be drawn to the frog in the subsequent round, suffering automatic bite

Hex 07.36 – Slow Waters

damage on each following round, unless the tongue (AC 9) is hit for 2 or more damage. Targets twice the weight of the frog or more cannot be drawn towards the frog.

Frog, giant poisonous. AC 8 [11], HD 1* (5 hp), Att 1 x bite (1 + poison), THAC0 19 [0], Move 30' (10') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13, NA 0 (2d6), TT None

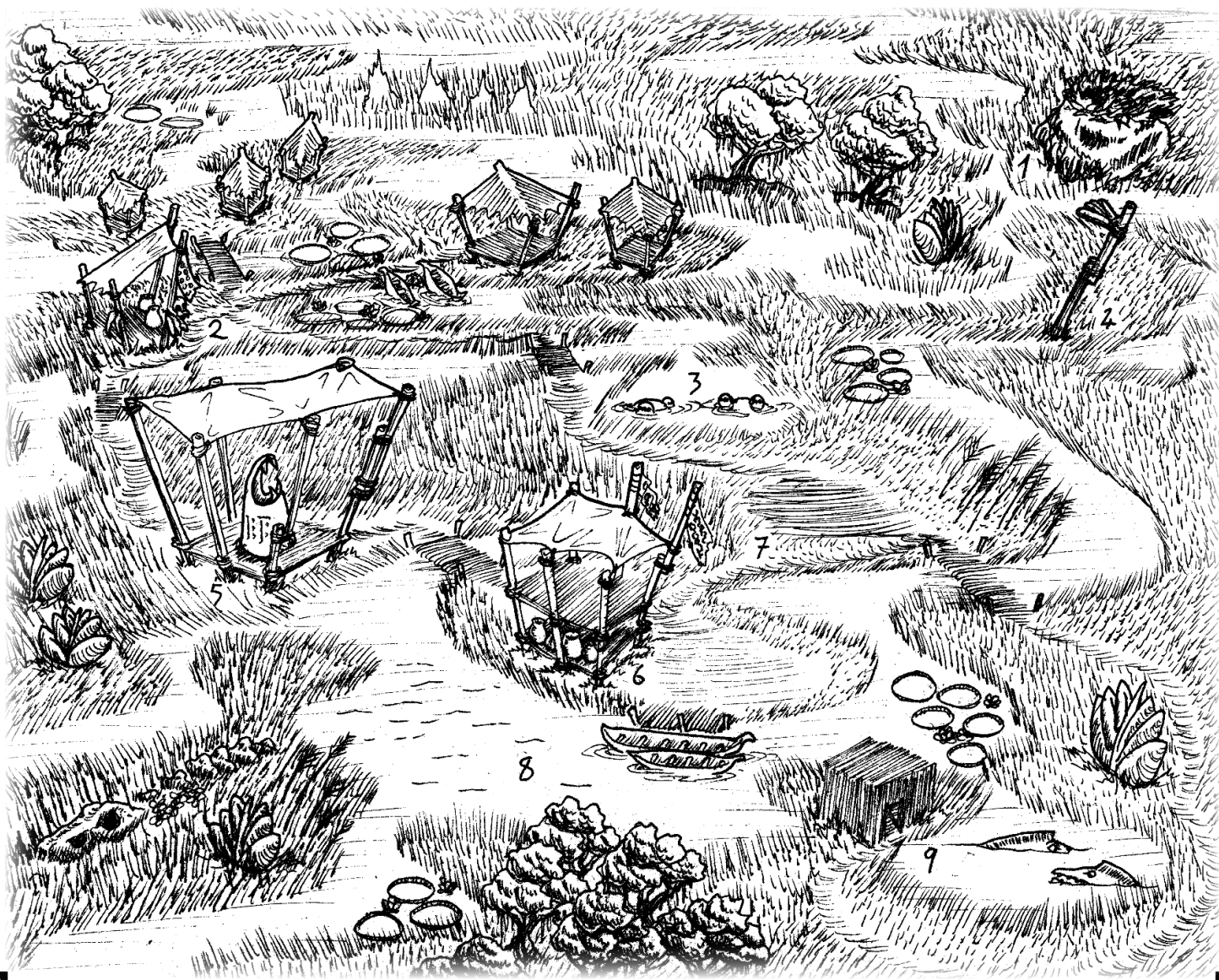
- 2' long, brightly colored frogs.
- Those bitten by a poisonous frog, or who come in skin-to-skin contact with one, must save versus poison with a +4 bonus or die in 1d4 turns.
- Froglings must also save against this poison, but if they are successful they enter a hallucinogenic trance for 1d6 hours.

Cottonmouth, giant. AC 6 [13], HD 2* (9 hp), Att 1 x bite (1d4 + poison), THAC0 18 [+1], Move 90' (130') on land and swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d8 (1d8), TT None

- Infravision to 60'.
- Surprise on a roll of 1-3 in 6 while in a marsh.
- Bite causes death in 1d4 turns on a failed save versus poison.

Insect Swarm. Doing no damage, but highly annoying, clouds of small biting insects hover above the water, swarming warm-blooded creatures and generally creating a nuisance, biting, flying up nostrils and into open mouths, etc.

When insect swarms are encountered, all individuals must make a save versus petrification. Those who save



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are unaffected; those who fail suffer a –2 penalty to attack rolls and skill checks for 1d6 turns.

Turtle, large snapping. AC 2 [17] (*head and flippers 6 [13]*), HD 6 (26 hp), Att 1 x bite (3d4), THAC0 14 [+5], Move 30' (10') / 120' (40') swimming, SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 275, NA 1d4 (1d4), TT None

- ▶ Surprise on a roll of 1-4 in 6 when submerged.
- ▶ Aggressive. Subtract –2 from reaction rolls.
- ▶ Shells are approximately 10' in diameter.

Piranha, giant fingerling. AC 7 [12], HD 1+1 (6 hp), Att 1 x bite (1d3), THAC0 19 [0], Move 120' (40') swimming, SV D13 W14 P15 B16 S17 (NM), ML 6, AL Neutral, XP 15, NA 0 (2d8), TT None

- ▶ Baby giant piranhas. Up to 10 may attack a single target in the water.
- ▶ When blood is in the water their morale becomes 11.

0405. The Frogling Village.

The frogling village is sprawled haphazardly in this hex. It consists of two clans of froglings and their leaders, as follows:

- ▶ The Waterstrider clan is composed of four gangs of froglings.
 - The first gang has 7 froglings and is led by a 1st-level warrior.
 - The second gang has 9 froglings and is led by a 1st-level warrior.
 - The third gang has 12 froglings and is led by a 1st-level warrior.
 - The fourth gang has 10 froglings and is led by a 1st-level warrior.
 - Three 2nd level warriors serve as The's bodyguards.
 - The clan is led by The's, a 3rd-level warrior.
- ▶ The Bogstinker clan is composed of two gangs of froglings.
 - The first gang has 11 froglings and is led by a 1st-level warrior.
 - The second gang has 9 froglings and is led by a 1st-level warrior.
 - The clan is led by Aissy, a 3rd-level warrior.

- One 2nd-level frogling warrior serves as Aissy's bodyguard.
- ▶ Lasys, a 2nd-level frogling shaman.
- ▶ Sosxtho, chieftain of the village and a 4th-level frogling warrior.
 - Two 2nd-level warriors act as Sosxtho's bodyguards.
- ▶ Two giant frogs trained by Lasys.

When Sosxtho is encountered outside of the swamp he will be accompanied by: 1 2nd-level warrior, 1d4+3 normal froglings, and 1 1st-level warrior.

The normal froglings use the following stat block.

Frogling, normal. AC 6 [13], HD 1–1 (4 hp), Att 1 x weapon (by weapon), THAC0 19 [0], Move 90' (30') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Chaotic, XP 10, NA 2d6 (3d10), TT R (C)

- ▶ Use primitive weapons and occasionally wooden shields. Limited to weapons that deal 1d4 or 1d6 points of damage.
- ▶ Once per combat they can leap up to 30' horizontally, either gaining a +1 to attack and doing double damage on that attack, or automatically disengaging from combat without needing to declare this intention in advance.
- ▶ Froglings surprise on a roll of 1-3 in 6.
- ▶ Normal froglings are equipped with clubs (1d4) and slings (1d4) with 3d6 rough stone bullets.

The 1st-level warriors use the following stat block.

Frogling, gangboss. AC 6 [13], HD 1 (5 hp), Att 1 x weapon (by weapon+1), THAC0 18 [+1], Move 90' (30') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Chaotic, XP 15, NA 1 per gang (1 per gang), TT R (C)

- ▶ As normal frogling, but 1st-level warriors inflict an extra +1 point of damage with melee attacks (included above).
- ▶ Frogling warriors are equipped with stout clubs studded with stone (1d6), and slings (1d4) with 4d6 stone bullets apiece.

Neither normal froglings nor gangbosses will carry traditional treasure in the form of coins, commerce being largely meaningless to them. To determine what of value each frogling has, roll on the following table, adding +4 to the roll for gangbosses:

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Roll	Inside
1-6	Nothing
7	A smooth pebble, worth 1d10 sp.
8	An animal's tooth, worth 1d12 sp.
9	A flint knife, worth 2d6 sp.
10	A hunk of dried jerky from an unidentifiable source.
11	An interesting seed pod that rattles when shaken.
12	A handful of rare herbs worth 1d4 gp.
13	A shield wrought from a scale of a giant turtle's shell.
14	A nice quartz, worth 1d6 gp.
15	The horn or tusk of a large animal, worth 1d6 gp.
16	A piece of bone jewelry, worth 1d8 gp.

Otherwise, stat blocks for named NPCs will be given in the relevant encounter locations.

Frogings are active both during the day and at night. At any time there will be 1d2 frogling patrols roaming the swamps, tasked with both hunting and keeping a wary eye out for enemies. If there are two patrols, the second will leave the swamp, following the river to the eastern border of the hex. A patrol normally consists of 1d4+1 normal frogings in addition to a first-level gangboss.

There is no scale given on the village map; the Referee is encouraged to devise their own as needed. It is suggested that the distance between encounter locations be between 50 and 100 yards; the nature of the swamp forces the village to be more spread out than would be typical. Because of the myriad water channels that divide hummocks of dry land, and the trees, shrubs, and rushes that grow abundantly, both sight and hearing are limited. Therefore, even though it is above ground the village should be treated more like a dungeon in terms of sightlines, wandering monster checks, surprise rolls, etc.

Whenever Hex 07.36 is entered, roll on the NPC Location Table to determine where each named NPC is.

NPC Location Table

NPC	1	2	3	4	5	6
Sosxtho	Area 2			Area 5	Area 1	Hunting*
Lasys	Area 5				Area 3	Hunting*
Thes	Area 2			Area 5	Hunting*	
Aissy	Area 2			Area 5	Hunting*	

*(1-3) hunting in swamp, (4-6) hunting elsewhere in Hex 07.36, (708) hunting in adjacent hex

Area 1. Watchpost

A small hillock, thickly covered by rushes, is located just outside the village on the eastern edge. As this is the most likely enemy approach there are always 1d4 frogings, plus one gangboss, stationed here, hidden in the vegetation.

The frogings have located their watchpost just behind a patch of quicksand. If enemies approach, the frogings will pelt them with sling stones from the shelter of the undergrowth, hoping to draw them forward onto the boggy ground. There is a -2 penalty to attack the hidden frogings with ranged weapons.

Adventurers have a 1 in 6 chance of spotting the quicksand (woodswise characters such as druids, halflings, and rangers have a 1-2 in 6 chance). Those that do not spot it fall in. The pit is roughly 20' in diameter. The frogings are able to enter and leave the quicksand without difficulty.

For every round spent trying to free themselves from the quicksand, characters may attempt to roll less than or equal to their Dexterity on 3d6 (if wearing metal armor roll 4d6). Success indicates they are able leave the pit. Three total failures indicate they have slipped under the surface of the quicksand and begin to drown. Attacking, or performing an action other than trying to escape, increases the number of d6s rolled on successive escape attempts by 1. For every individual who has not fallen into the quicksand and is attempting to aid those who have, reduce the number of d6s by 1.

Area 2. Dwellings and Hatchery

A number of rude huts are scattered here, half in and half out of the water. These are the primary dwellings of the frogings.

During the day there will be 2d8 frogings here, asleep or resting. During the night there will be 3d10 frogings here doing likewise.

The frogings' hatchpool (see Appendix) is here as well, and is always guarded by 1d4+1 frogings and a single

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first-level warrior. There will be 2d10–2 immature froglings in the pool. Immature froglings reach maturity in 3 months.

The froglings are communal in nature and all sleep together with little regard for station or influence. Indeed, they do not have designated dwellings, sleeping in whatever structure they are nearest to when it is time to rest.

Sosxtho, frogling chieftain. AC 5 [14], HD 4 (20 hp), Att 1 x weapon (1d6 +1), THAC0 17 [+2], Move 90' (30') / 60' (20') swimming, SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT see below

If using the Alternate Rules, Sosxtho has the Improved Critical Knack, inflicting a critical hit on a roll of 19 or 20, and the Backstab Knack, allowing him to backstab as a thief of the same level.

Thes, frogling clan chief. AC 5 [14], HD3 (16 hp), Att 1 x weapon (1d6+1), THAC0 18 [+1], Move 90' (30') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (C2), ML 8, AL Chaotic, XP 20, NA unique, TT see below

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

Aissy, frogling clan chief. AC 5 [14], HD 3 (15 hp), Att 1 x weapon (1d6+1), THAC0 18 [+1], Move 90' (30') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA unique, TT see below

If using the Alternate Rules Aissy has the Brutal Attack Knack, rerolling all damage results of 1.

The clan's treasure is also found here, in the largest structure. It is kept in a haphazard fashion, as the froglings don't have a concept of personal wealth, but do enjoy occasionally looking at shiny coins.

- 2005 cp
- 3014 sp
- 1400 gp

Area 3. Frogpond

The two giant frogs kept as pets by the froglings lair here, in a deep pool surrounded by marsh grass.

Frog, giant. AC 7 [14], HD 1-3 (5, 9, or 11 hp), Att 1 x bite (1d3/1d6/2d4), THAC0 19 [0]/18 [+1]/17 [+2], Move 30' (10') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13/25/50, NA 5d8(5d8), TT None

Refer to p. for a full write-up of giant frogs.

There's a 1-2 in 6 chance that there are 1d4 froglings here, playing with the giant frogs as Men might play with dogs.

Area 4. Tentpole

During the previous Cycle, before the froglings moved in, the marsh was inhabited by a clan of swamp ogres. Thrust into a dry patch of land is the last remnant of their existence here, a crazily leaning, lashed-together pole that once supported the ogres' tent.

Were one to dig at the base of this pole, one would find the ogres' buried treasure, long forgotten. The sack that once held it is long decayed, the coins loose and mixed in the sandy soil.

There are a total of 4,393 gold coins buried here. It takes a total of 12 hours' labor to dig up and sift through the dirt to find all the gold.

The froglings occasionally use this place as a high vantage point to observe the swamp. There's a standard 1 in 6 chance there will be a frogling perched atop the tentpole, able to see the entirety of the swamp (with a 1-3 in 6 chance of seeing a party moving through the swamp). If there are known intruders in the swamp or village, one of the 1st-level warriors will immediately climb the pole to observe and direct troops. This takes 1d4 minutes, and the frogling will have the above chances to spot intruders (increase the chances for large parties, and decrease for small parties or if the adventurers are being stealthy).

Area 5. Shrine to Tsathoggua

Lasys, the frogling shaman, maintains a shrine to Tsathoggua at this location, a statue of the bloated frog god carved from a dark, greasy rock that is continually slick with moisture.

The shrine radiates an evil aura that is palpable to Neutral and Lawful clerics within thirty feet. These clerics find it more difficult to call upon their patrons within this range, as well. In order to cast a divine spell while within the baleful presence of Tsathoggua's statue the cleric must roll less than or equal to their Wisdom score; Neutral clerics roll 3d6, Lawful clerics 4d6. Both get to subtract the level of the spell they're casting from the roll. If the roll fails the spell is lost, the divine energy swallowed by the statue.

When a spell is absorbed by the statue, it begins to radiate a *bless* spell that affects all followers of Tsathoggua within a 30' radius. This effect lasts for a number of rounds equal to the spell levels absorbed by the statue.

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Ex. A Lawful cleric casts a 2nd-level spell within range of the statue and fails the roll. The spell fails and the statue begins to radiate a bless spell, affecting all froglings within 30'. It begins at the start of the next round and lasts for two rounds.

There will be 1d4–1 froglings here, worshiping their glabrous god and leaving bloody sacrifices for the statue.

Every new moon (in Absalom, this occurs on the last day of every month) the froglings hold a village-wide worship ceremony that lasts all night. During this time the entire village gathers before the statue for an orgy of blood, violence, and mating. Any captive humanoids are sacrificed on this night. During the ceremony there will be only be 1d8–1 froglings on patrol within the village. Use the Ceremonial Night encounter table. Wandering monster checks within the village are also only made every hour, and an encounter only occurs on a roll of 1 in 8.

Lasys lairs here, in a small chamber behind the statue.

Lasys, frogling shaman. AC 5 [14], HD 2* (7 hp), Att 1 x weapon or spell (1d6 or by spell), THAC0 19 [0], Move 90' (30') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (C2), ML 8, AL Chaotic, XP 25, NA unique, TT see below

- ▶ *Lasys can cast two 1st-level spells per day, and typically prepares cause fear and Tsathoggua's guidance.*
- ▶ If using the Alternate Rules, he has the Expanded Spell List Knack, adding animal friendship to the list of spells he can prepare.

He wears the tasliman of the Ancient Ones around his neck. The talisman is a bronze disc about the size of a man's hand. One side features an abstract map (roll less than or equal to Intelligence on 4d6 to glean the purpose, or study for one day) that depicts the plateau and indicates the location of the secret door leading to the Waterworks (see subhex 0605). On the reverse side is a ram's head, a clue to the operation of the devices in Area 3 of the Waterworks. The talisman radiates mild magic. Once per day the wielder can use it to add 1d4 to an attack roll or saving throw they make.

Lasys also carries a potion, the contents gathered and distilled from the constant sweat that forms on the statue of Tsathoggua. Drinking it grants the imbiber 1d4 temporary hit points, and +1 to damage, saving throws, and attack rolls for 1d6 rounds. It tastes foul, and non-Chaotic creatures must save versus poison once the effects wear off or be sickened for 1d4 turns, as per centipede poison. Lawful characters save with a –2 penalty.

Area 6. Stores

The froglings keep the majority of their provisions here, in a structure raised above the swamp to prevent damage from water. There will be 1d4–1 froglings here at a time, taking what is needed or leaving newly gathered/stolen goods here.

The following can be found in storage:

- ▶ 1d100 bricks of salt, each worth a base of 6 sp and weighing 50 cn.
- ▶ 1d12 casks of ale, of human make. Each is worth a base of 100 gp and weighs 800 cn.
- ▶ 1d4 casks of brandy, also of human make. Each is worth a base of 200 gp and weighs 800 cn.
- ▶ 1d20 bundles of tanned animal hides, harvested from local animals. Each bundle is worth 15 gp and weighs 400 cn.
- ▶ 1d20 barrels of preserved fish, caught in the marsh. The fish have a distinctive, marshy taste, and are unpleasant, but not poisonous, for most Men to eat. Each barrel is worth a base of 10 gp and weighs 800 cn.
- ▶ 1d6 other trade goods, drawn from the Common Trade Goods table on p. 38 of *Domain Building*. There will be 1d4 units of each trade good.

Area 7. Western Trail

A trail to the west leads to the edge of swamp and plateau. This begins a series of switchbacks that descend from the plateau to the grasslands below. The edge of the plateau is roughly 150' above the grasslands.

The froglings use this path to raid the human settlements to the west. There will typically be 1d4–1 frogling guards situated at the plateau's edge, peering down to the plains below, keeping an eye out for threats. They keep a dozen large rocks, each roughly the size of a man's head, that they can roll down upon anyone attempting to use the path without permission.

Anyone in the path of one of these rocks must save versus wands to avoid being hit. Those that fail suffer 2d6 points of damage. Due to the narrowness of the trail and the numerous switchbacks it is possible to hit more than one target at a time.

Area 8. Boats

Although the froglings are good swimmers, as comfortable in the water as out, they keep several small hide canoes here for use traveling in the village and swamps beyond. The hide canoes are sized for the

smaller froglings — halflings would fit nicely, while dwarves would find themselves somewhat cramped. The boats have a movement rate of 15' when paddled by a single frogling or 25' when paddled by two. They can hold a total of 1000 cn of weight (assume a single frogling weighs 300 cn) at the above speeds, or up to twice that at half speed.

Area 9. Fishpond

The froglings keep a pair of giant piranhas here in this deep pool, gated off from the rest of the swamp. Unbeknownst to the froglings, the fish have mated and their brood have found their way through the gate into the swamp at large.

The two adult piranhas are trained, kept satiated with the regular feeding of humanoid captives thrown into the pool, and will therefore avoid attacking the froglings, who will let them out of their cage if the village is attacked.

The fingerlings (baby piranhas) have no such compunction, however, and there is little doubt that within a week or two of the adventurers first arriving in this hex the fingerlings will begin to feast upon the froglings.

Were one to dive to the bottom of the fishpond, a good 15' under the water, and root around in the thick mud at the bottom, it is likely they would find a glass eye that a now-consumed captive of the froglings once wore. The glass eye is magical, and anyone putting it in an empty eye socket is able to better see what the world is really like. The wearer gains a +2 bonus to all saving throws made to see through illusions.

The structure next to the piranha cage serves as a slave pen for the froglings' captives. There will be 1d8 captives in the pens, living in muddy squalor and surviving on what scraps the froglings throw them in addition to brackish swamp water. In the first week of every month the slave pens will be empty, the inhabitants having been sacrificed to Tsathoggua.

Piranha, giant. AC 6 [13], HD 3+3 (17, 18 hp), Att 1 x bite (1d8), THAC0 16 [+3], Move 150' (50') swimming, SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 50, NA 0(2d4), TT None

- When a target is in the water it can be attacked by up to eight giant piranhas.
- When blood is in the water giant piranhas do not check morale.

Frogling Captive Chart

Roll	Result
1	Orc (from Zizdul, to the south).
2	Hobgoblin (from Zizdul, to the south).
3	Frogling that has broken the law of its tribe and is now being held as a sacrifice.
4	Human from Deepwater to the east.
5-6	Human from the western plains.
7	<i>Cerves</i> (deerfolk).
8	Goblin (from Zizdul, to the south).

0605. The Waterworks of the Ancients

This subhex contains two secrets: an abandoned complex of the Ancient Ones (see Hex 15.42) that is directly responsible for channeling water from deep underground to the surface, creating the marsh in the western portion of this hex.

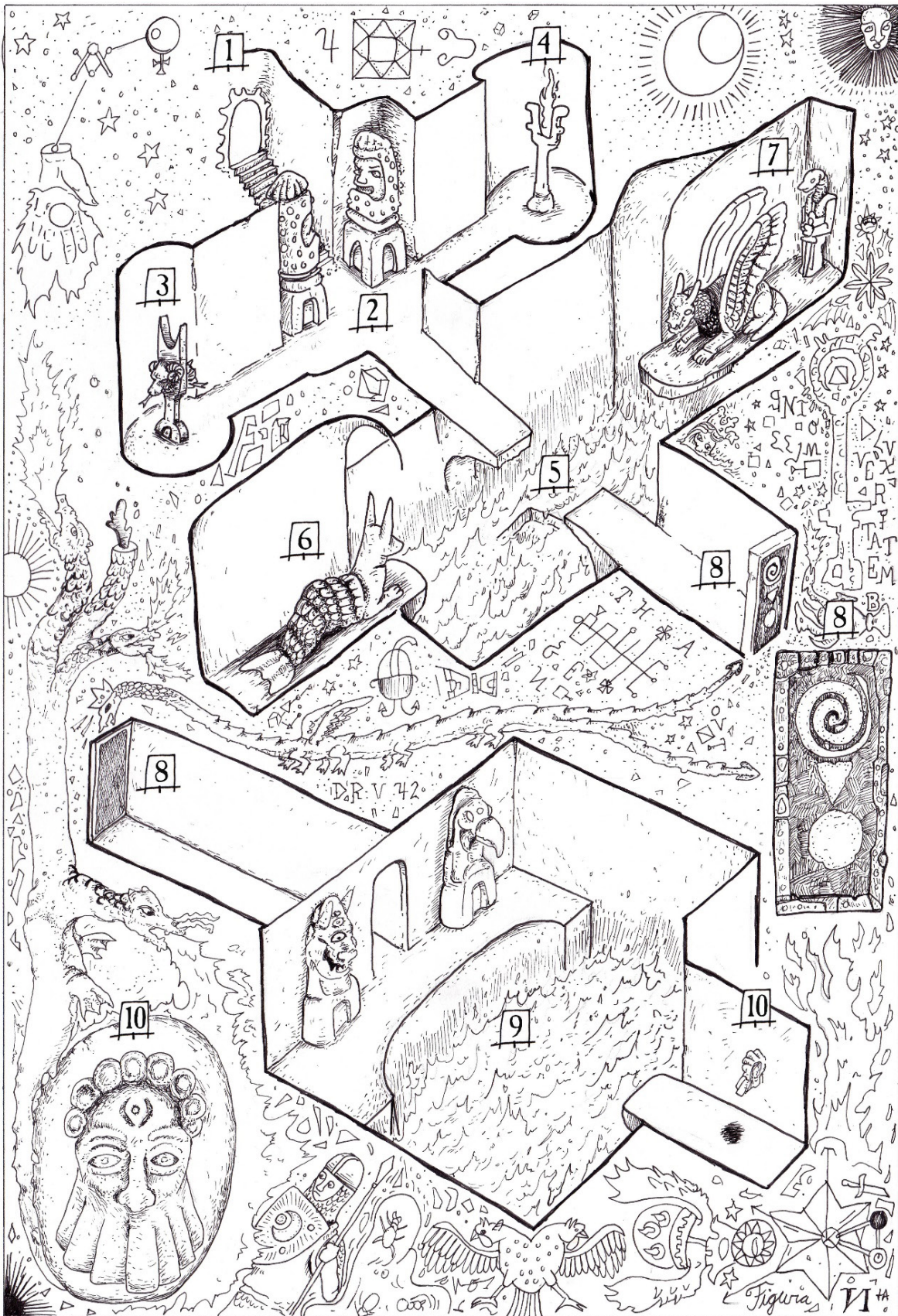
This is a higher-level dungeon, designed for PCs of level 7 or higher.

The Waterworks is a small dungeon, a complex established Cycles previous by the Ancient Ones, the explorers from beyond the stars who established a brief dominion over Absalom. This was one of their outposts, a station concealing an elaborate magitech mechanism with a dual purpose: drawing water up from deep below the earth in order to irrigate the fertile fields to the west of the hills, and refining from the mineral-rich water an alchemical substance called *praum*, which translates as “sweat of the gods”.

In the centuries since the departure of the Ancient Ones, the pumps have continued to run, although the ancient spillways and aqueducts that channeled water have collapsed into ruin, and the water has transformed the landscape into a small marsh before it spills over the hills to the west and flows to the Sarn, and then on to the Silver Sea.

The maintenance of the magitech is due in large part to an unusual and powerful enchantment placed over the complex; an unintended side effect of the machinery's operation makes time pass much more slowly within than without, only a few brief decades having passed within the complex since the Ancient Ones withdrew. For the Ancient Ones, who were less constrained by

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time than Mortal Man, it was not an effect that drew much notice.

Time within the Waterworks passes at a one round = one turn ratio: for every round the adventurers spend within, a full turn elapses outside. Or, in other words, for every 1 second spent inside, one minute passes in the outside world. This time dilation occurs for as long as the Waterworks remains operational.

The interior of the complex is of a whitish-grey, smooth stone-like substance that the Ancient Ones used in their building; there are no seams nor joins along the length of the walls, and interior corners are gently rounded. The lighting system within the complex still functions; there is a 5' × 5' square of darker material set seamlessly into the ceiling every 10'. Unless otherwise stated, the lights respond to movement, and turn on when something approaches within 20' of them. The light is dim — the Ancient Ones had better night vision than Man does — but provides enough illumination to see. Unless the adventurers have an alternate source of light, however, apply a –1 penalty to all attempts to find secret doors, and thieves suffer a –5 penalty to rolls involving sight (such as detecting traps).

1. Entrance

The entrance to the Waterworks is set into an almost-vertical cliff face, hidden by powerful illusion magic to resemble the surrounding rock. There's a standard chance to detect secret doors when passing within 10' of the cliff-face. Otherwise, the location of the Waterworks is indicated by the talisman that Lasys the frogling shaman wears around his neck.

Once the veil of illusion is pierced the adventurers will note a set of stairs descending a short distance into the darkness. However, a wall of invisible force blocks the entrance to the dungeon. It can be breached in the following ways:

- ▶ A *knock* spell has a chance of lowering the barrier for one turn; the caster must roll less than or equal to their level on 1d20.
- ▶ *Dispel magic* will lower the wall of force for 1d4 hours before it snaps back into place.
- ▶ *Dimension door* or *teleport* spells will allow access, circumventing the wall.
- ▶ The wearer of Lasys's talisman can lower and raise the barrier at will.

2. The Watchers

At the bottom of the stairs a pair of stone statues bracket

the opening, facing each other. The faces are human, or at least human-like, with pronounced features: eyes set wider than is normal, almost under the temples; large noses; and mouths that, upon closer inspection, look to be lined with hundreds of small, sharp teeth. Additionally, each face appears to be set within some sort of knobby head-covering — or perhaps it is actually part of the head itself?

Regardless, these two statues are one of the few physical representations of what the Ancient Ones looked like still remaining on Absalom. Unfortunately, they are also part of the security protecting the Waterworks.

Wearing the talisman of the Ancient Ones provides protection to the wearer, but not to anyone else in the party. When anyone not wearing the talisman passes between the two, the statues' eyes glow a bright green and fire lines of disintegrating force targeting the trespasser. The statues are unharmed by the disintegration rays. Anyone caught in the rays — usually no more than two individuals, if the party is moving two-by-two — must save versus death. Failure indicates they take 10d6 points of damage; success reduces this damage by half. Those killed by the disintegration rays are reduced to a fine dust and cannot be resurrected short of a *wish* or similar magics. Stopping at the base of the stairs and searching will reveal the floor is covered with a layer of powder-like dust.

The trap is relatively easy to bypass; one can simply pass through the firing arc wearing the talisman, then pass it back to a companion. Or, spells such as *dimension door* or *teleport* can be used. The rays are triggered by the presence of living creatures, and will fire once for each non-warded individual that passes within range, regardless of the direction in which they are traveling.

Upon successfully passing through the disintegration rays the adventurers find themselves in a curious chamber. The floor continues before them, turning into a truncated bridge that stops about a third of the way across a pool of dancing flame. The corridor also continues to the right and the left, leading to circular chambers (3 and 4).

3. The Aspect of Absence.

In the center of a cylindrical chamber stands a curious object: a free-standing column or plinth. On one side — facing the entrance — can be found a stone likeness of a tiger's head, tongue extended. On the reverse side is a ram's head, tongue also extended, but in both cases the tongue is forked and snake-like. Above both, the top of the plinth has been carved into an empty semi-circle, a cradle waiting to be filled.

The ever-burning flame in Area 4 can be transferred to this empty cradle. When that occurs, the flames filling Area 5 abate, and both the pumping of water and the distillation of *praum* cease.

The flame can be transferred by rotating the plinth 180 degrees. In order to do this the ram's tongue, actually a lever, is moved up, unlocking the base. If the tiger's tongue, also a lever, is moved up instead, an electrical shock is delivered, doing 3d6 points of damage (save versus spells for half) to the one touching it.

Upon turning the plinth 180 degrees it again locks in place, and one round later a blue flame, burning seemingly without source or sustenance, appears in the empty cradle. To reverse the process the tiger's tongue must be moved; if the ram's tongue is moved it delivers a shock, as above.

4. The Ever-burning Flame

This passage leads to a similar curved room, in which stands another plinth, topped by a strange yoke-like opening in which burns an orange flame, seemingly without source or fuel. The plinth — and room — is devoid of markings.

The flame is absurdly hot and will inflict 6d6 points of damage (save versus death for half) to anyone foolish enough to touch it.

5. The Cleft Bridge

A bridge worked from the chamber's stone-like substance spans the channel of flame, missing a 10' section in the middle. The flames are unnaturally hot; those in the room suffer 1d6 points of fire damage per round. Those foolish enough to actually touch, or fall into, the flames suffer 6d6 points of damage per round (no save).

If the flames have been extinguished the adventurers find the channel is about twenty feet deep, the flames being on average about half that height. There are no inlets in the bottom of the channel to suggest what was producing the fire.

The break in the bridge can be easily crossed by a number of means; it can be jumped (roll less than or equal to Strength on 4d4), flown or teleported across, etc. Wood placed across it as a temporary bridge will only survive for 1d6 rounds before catching fire from the intense heat (assuming the flames are still lit). Turning the flames off by using the plinth in Area 3 will cause both ends of the bridge to extend, meeting in the middle and sealing the gap.

6. Ganorshang, The Filter

At the eastern end of this room, perched on a ledge overlooking the channel of flame, is a statue of a strange beast; one with the body of a cat and the tail of a lobster.

This statue is actually a magical construct, a golem, with the sole purpose of filtering the water pumped from the depths and distilling any residual *praum*. It is animate and capable of speech. Unlike Lusorth, its companion, Ganorshang is voluble and interested in talking to any that enter the facility.

Ganorshang cannot leave its perch. While the flames are active it is intelligent, capable of speaking and understanding any language. If the flames are extinguished it becomes slow, dim-witted, and easily affronted (-2 to reaction rolls), capable only of understanding *English*, the language of the Ancient Ones.

The construct has limited knowledge of the world outside the Waterworks, has no idea of the time dilation effect, and very little information about the Ancient Ones. It *is* extremely knowledgeable about water and the distillation process required to extract *praum*, but will not bring this topic up unless asked.

Although Ganorshang is immobile, it has potent defensive and offensive capabilities.

Ganorshang. AC 0 [19], HD 9+4*** (46 hp), Att *Special*, see below, THAC0 None, Move None, SV D7 W8 P9 B9 S11 (F9), ML 12, AL *Neutral*, XP 3000, NA *Unique*, TT *None*

- Ganorshang is immune to spells of 3rd level or lower cast upon it.
- As a construct it is immune to mind-affecting or altering spells (such as charm, illusion magic, etc.).
- Once per round Ganorshang can breathe a fireball that does 8d6 points of damage and fills Area 5.
- Once per turn it can also exhale a cloudkill spell.

7. Lusorth, the Drawer, and Madan, the Caretaker.

At the opposite end of the channel, perched atop an identical ledge, is another construct-statue: a sphinx-like creature with the skeletal head of a rabbit. This is Lusorth, the construct responsible for pumping water up from the depths of the earth. Standing behind Lusorth is Madan, a living statue tasked with the maintenance of the two constructs.

Like Ganorshang, Lusorth is incapable of movement, but possesses a potent attack and is difficult to harm. Madan is not capable of speech. Lusorth is, but is uninterested in conversing with anyone that is not an Ancient One.

Lusorth. AC 0 [19], HD 9+4*** (42 hp), Att 1 x bite (1d10 + petrification), THAC0 13 [+6], Move None, SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 950, NA Unique, TT F

- ▶ Lusorth is immune to spells of 4th level or lower cast upon it.
- ▶ As a construct it is immune to mind-affecting or altering spells (such as charm, illusion magic, etc.).
- ▶ Once per round Lusorth can shoot a 60' stream of water from its mouth in a straight line in front of it. All targets in the line of the stream must save versus breath or be pushed back 1d4×10 feet. If the water stream is used while the flame canal is active, or in the same round that Ganorshang uses its fireball, steam erupts, scalding all within Areas 5 and 7 for 3d6 points of damage.

Madan (rock living statue). AC 4 [15], HD 5** (23 hp), Att 2 x magma jet (2d6), THAC0 15 [+4], Move 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Neutral, XP 425, NA Unique, TT None

- ▶ Unaffected by sleep, charm, and illusions.

Madan is a living statue of the rock type. Once per round, as long as it is within 10' of a construct, Madan can heal it for 1d6+1 points of damage in lieu of taking an attack.

8. The Sigil of Passage

Across the broken bridge the passageway dead-ends at a wall carved with three symbols, as illustrated on the map. This is a teleporter door that can only be activated with the talisman found in the frogling camp. The talisman is circular and must be placed within the lower circular rune on the door. Doing so causes the triangle to glow with an orange light, and by rotating the upper spiral 90 degrees clockwise the teleporter activates, instantly transporting all who touch the triangle to Area 9.

Rotating the spiral counter-clockwise delivers an electrical shock that does 6d6 points of damage to anyone touching it, and 3d6 points of damage to all within 5' of them (save versus breath for half damage). The teleporter remains active in both directions until the spiral is turned back to its original position.

9. Channel of Fire

Another channel of flame divides this room, the same as in Area 5. The flames are unnaturally hot; those in the room suffer 1d6 points of fire damage per round. Those foolish enough to actually touch, or fall into, the flames suffer 6d6 points of damage per round (no save).

The two carved statues in the room are intelligent, capable of speech but incapable of movement or attacks. They can understand and speak any known language. The one to the right of the door is named Grimgru and the one to the left is named Gasgeir. The two bicker like an old married couple. Grimgru holds the key required to dispense the *prau*m in Area 10, and Gasgeir the power to extend the stone bridge that spans the canal, as well as extinguish its flames.

In order to do either, however, the two statues must be bribed. Gasgeir requires payment in the form of gems worth at least 500 gp. Grimgru simply requires that the adventurers deface Gasgeir by painting its face with rude words. If the latter is done first, the bribe required by Gasgeir increases to 5,000 gp.

The two statues will merrily tell the adventurers that they hold the keys to crossing the canal of flame and dispensing the substance (although they do not know what the substance *is*, only that the key Grimgru has will work).

The pair have no object permanence, and as soon as the adventurers leave the room the statues will forget who they are, what they did, etc. If Grimgru's key is removed from this level of the complex it will turn to dust, and Grimgru will tell the adventurers this.

The statues have an AC of -2, 100 hp each, and cannot be affected by spells of lower than 5th level. They possess no attacks and no other defensive abilities.

10. The Spigot

The corridor ends here, with an unusual carving of a man's face on the north wall. The refined *prau*m is dispensed from the figure's mouth.

Grimgru's key fits into the carving on the figure's forehead. One round after it is inserted, *prau*m will begin to pour from its mouth at a rate of 1d4 ounces per round. Over the years the distilling machinery has refined a total of 100 ounces of *prau*m. 1d2-1 ounces of *prau*m are refined per month (as time is measured within the complex). Because of the time slippage, this translates to 60 months in the outside world.

0607. Canal

An abandoned canal ties into the river in this subhex. It is clearly artificial — a straight cut into the surrounding soil, about three feet wide and four feet deep. The canal's mouth is choked with branches and debris, so that only a small trickle from the river gets through, and that evaporates quickly. The canal peters out after about seventy-five feet. It is impossible to tell if its builders

simply never got any further or if time and erosion have taken their toll.

0706. Basilisk Den

This hex is near the southern end of the range of uplands called the Basilisk Hills, and as such it is fitting that this subhex is home to a nest of basilisks. Four of the creatures can be found lairing here, in a shallow cave that overlooks the river.

Basilisk (4). AC 4 [15], HD 6+1* (17, 27, 28, 29 hp), Att 1 x bite (1d10 + petrification), THAC0 13 [+6], Move 60' (20'), SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 950, NA 1d6 (1d6), TT F

- ▶ Characters surprised by a basilisk automatically meet its gaze.
- ▶ Anything bitten by a basilisk turns to stone (save versus petrification to avoid).
- ▶ Anyone meeting the basilisk's gaze is turned to stone (save as above). This automatically occurs every round unless eyes are averted.
- ▶ Averting one's gaze imposes a -4 penalty to hit, and the basilisk gains a +2 bonus to attack. Mirrors can be used to view the basilisk, reducing the penalty to attack to -1. There's a 1-2 in 6 chance per round the basilisk sees its own reflection in the mirror and must save against petrification or be turned to stone.

The landscape around the lair is dotted with numerous realistic statues of humanoids and animals. Most of the humanoids are froglings, but one of them is a human warrior, its features worn and eroded by time. The warrior is carrying a decent amount of treasure, but in order to claim it the body must be freed from its rocky prison through magic.

The fighter is long dead, but upon her body can be found an item of singular interest: an exquisite ruby worth 10,000 gp. The rest of her gear is non-magical and ordinary.

Wandering Monster Tables

The Swamp

1. Eel, giant electric (1d2)
2. Frog, giant (3d4)
3. Frog, giant (4d6)
4. Frog, giant poisonous (1d4)
5. Cottonmouth, giant (1d4)
6. Snapping turtle, giant (1)
7. Piranha, giant fingerling (2d6)
- 8-12. Roll on Frogling Patrol Table

The Rest of the Hex

1. Roll on frogling patrol table
2. Roll on frogling patrol table
3. Basilisk (1d4)
4. Ogres (1d4) from Hex 7.35
5. Stirges (3d10)
6. Mounted human patrol (from Deepwater): 1 4th-level fighter, 1 2nd-level fighter, and 5 other cavalry.

Frogling Patrol Table

When frogling patrols are encountered off the plateau add 1d6 normal froglings to the number encountered.

- 1-2. Frogling patrol (1d6 + 1st-level warrior)
3. Frogling patrol (Thes + 1d6 froglings + 1st-level warrior)
4. Frogling patrol (Aissy + 1d6 froglings + 1st-level warrior)
5. Frogling patrol (Sosxtho + entourage + 1d6 normal froglings + 1st-level warrior)
6. Lasys + 1d6 froglings + 1st-level warrior

Appendix

Praum

Praum, also called *godswheat* or *godstears*, is a valuable alchemical substance. In its natural form praum appears as grape-sized nodules of silvery-white, chalky material. It is the waste product of certain Great Old Ones and demons, and when purified and refined it is actually a semi-solid liquid, mercury.

Praum is difficult to refine and requires an alchemical lab valued at no less than 2,000 gp. It takes one week to refine a pound of unrefined *praum*, which yields a total of one ounce of refined material. The Alchemical check to refine *praum* is made with a -3 penalty.

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It can be used for the following:

- ▶ As a special component in the creation of magical items. Each ounce of *prau*m has a value of 350 gp for this purpose. If used for divine spellcasting (see Hex 14.21) it has a value of 500 gp per ounce.
- ▶ If used in the creation of magical items, *prau*m reduces the automatic chance of failure from 1-15 to 1-12.
- ▶ An ounce of *prau*m is worth 1,000 gp of alchemical reagents.

Frogling Warrior

Requirements: None

Prime Requisite: STR

Hit Dice: d8

Maximum Level: 10

Allowed Armor: None, shields allowed

Allowed Weapons: Any (see below)

Froglings are batrachian humanoids that dwell in marshes, bogs, and swamps. They're small, around 3' to 3-1/2' feet in height but do grow in stature as the gain levels (roughly 4" per level).

At levels 1-3 they can only use weapons that do 1d4 or 1d6 points of damage. At levels 4-6 they may also use weapons that do 1d8 points of damage, and at levels 7+ they can use weapons that do 1d10 points of damage as well as long bows.

Froglings have tough skin and rarely wear armor, although they do occasionally use shields. They wield primarily primitive weapons (such as slings, spears, clubs, etc.).

This racial class can be used to represent exceptional members of the frogling race (champions, chieftains, etc.). When encountering normal froglings use their standard stat block.

Froglings have the following racial characteristics:

- ▶ Froglings have a hide that is well suited to skulking in shadows. As such, they surprise their foes on a roll of 1-3 in 6.
- ▶ In lieu of moving they can leap using their powerful legs. They can use this movement once per combat to leap 30', and can do the following:
 - They may attack as part of the leap, gaining a +1 to hit and doing double damage on a successful hit, as if charging.
 - They can disengage from melee combat without incurring a free attack by those they are engaged with.

- ▶ Froglings have a base land speed of 90'.
- ▶ They have a swim speed of 60' (they're powerful but slow swimmers) and can hold their breath for a full turn.
- ▶ Froglings have thick skin that grants them an AC of 6. This improves as they grow more powerful (see Advancement table).

1st-level warriors inflict an extra +1 damage with melee attacks. This increases as per the advancement table.

At 4th level frogling warriors can found their own villages. Doing so attracts 2d4 1st-level frogling warriors and 1d4 2nd-level frogling warriors that serve as the chieftain's bodyguards and enforcers, and 1d4×10 normal froglings. If followers are slain they can only be replaced via reproduction or attacking and taking over another frogling village, absorbing the survivors into their community.

Alternate Rules

If using the Alternate Rules froglings begin play with two skills, plus additional skills due to high Intelligence, and gain an additional skill at levels 3, 5, 7, and 9.

Frogling warriors begin play at 1st level with a single Knack and gain an additional Knack at levels 4, 7, and 10. They may choose from among the following:

Backstab. The frogling can backstab as a thief of the same level.

Brutal Attack. The frogling attacks with a savage fury. Reroll all "1s" for damage, taking the new roll (even if it is a 1).

Improved Critical. The frogling scores a critical hit on a roll of 19-20 rather than just a 20.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

Self-improvement, primary. The warrior 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 4th, 7th, and 10th level. An improved score cannot exceed 18.

Self-improvement, secondary. The warrior may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th or 10th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Skulk. The frogling can climb walls, hear noise, hide in shadows, and move silently as a thief of an equivalent level.

Frogling Warrior

Level	XP	HD	THAC0	Saving Throws					AC	DB*
				D	W	P	B	S		
1	0	1d8	19 [+0]	12	13	14	15	16	6 [13]	+1
2	1,950	2d8	19 [+0]	12	13	14	15	16	6 [13]	+1
3	3,900	3d8	18 [+1]	11	12	13	14	15	6 [13]	+1
4	7,800	4d8	17 [+2]	10	11	12	13	14	5 [14]	+2
5	15,600	5d8	16 [+3]	10	11	12	12	14	5 [14]	+2
6	31,000	6d8	15 [+4]	9	10	11	11	13	5 [14]	+2
7	62,000	7d8	14 [+5]	8	9	10	10	12	4 [15]	+3
8	125,000	8d8	14 [+5]	8	9	10	10	12	4 [15]	+3
9	250,000	9d8	13 [+6]	7	8	9	9	11	4 [15]	+3
10	370,000	9d8+2	12 [+7]	6	7	8	8	10	3 [16]	+4

Spring Attack. The frogling can use their spring attack ability an additional time per combat (for a total of two times). At 6th level they may use it a third time in a single combat.

Toughness. The frogling rolls 1d10 for their HD, rather than 1d8. This Knack can be selected a second time, giving the frogling 1d12 hp per Hit Die instead of 1d10.

Froglings are built as follows, using the rules in *Classing Up the Joint*:

- Fighter Attack. +2
- Fighter Save. +1
- HD 1d8. +1
- +2 per level. +1
- Any weapon. +2
- Damage dependent on level. -1
- Only shields. -.5
- AC improvement. +4
- Spring Attack. +.5
- Early name level. +2
- Hiding. +.5
- Reduced land speed. -.5
- Swimming. +.5
- Hold breath. +.25
- Level limit (10). -3
- Total modifier: 9.75
- XP to reach 2nd level: 1,950

Frogling Shaman

Requirements: None

Prime Requisite: STR, WIS

Hit Dice: d6

Maximum Level: 9

Allowed Armor: None, shields allowed

Allowed Weapons: Any

In a world where the gods are local, froglings are an exception. All frogling tribes venerate the loathsome Tsathoggua, a vast, frog-like being that resides in the Dreamlands. The frogling shamans are the link between Tsathoggua and the frogling community.

Like regular froglings, shamans get larger and their skin thickens as they grow in might, although at a slower rate. Likewise, the size of weapons they can use increases at a slower rate as well. They can use weapons that deal 1d4 or 1d6 points of damage at levels 1-5, and at level 6 and higher they can also use weapons that deal 1d8 points of damage.

Frogling shamans share the same racial traits as froglings:

- Froglings have a hide that is well suited to skulking in shadows. As such, they surprise their foes on a roll of 1-3 in 6.
- In lieu of moving they can leap using their powerful legs. They can use this movement once per combat to leap 30', and can do the following:
 - They may attack as part of the leap, gaining a +1 to hit and doing double damage on a successful hit, as if charging.
 - They can disengage from melee combat without incurring a free attack by those they are engaged with.

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- Froglings have a base land speed of 90’.
- They have a swim speed of 60’ (they’re powerful but slow swimmers) and can hold their breath for a full turn.
- Frogling shamans have thick skin that grants them an AC of 5. This improves as they grow more powerful (see Advancement Table).

Additionally, they have the following qualities:

- Shamans can cast spells as a cleric of the same level, drawing their spells from a unique spell list (see below). Their spell progression is advanced one level from that of the cleric, giving them one spell at 1st level.
- Unlike regular froglings shamans must immerse themselves completely in water daily for at least 30 minutes. Failure to do so causes 1 hp of damage per day, and the shaman cannot regain new spells until they have done so.

At 4th level shamans can found a temple to Tsathoggua. Doing so attracts 2d6 normal froglings that serve as cultists, 1d6 1st-level frogling warriors that serve as bodyguards, 1d4–1 2nd-level frogling shamans, and 1d4 giant frogs.

The frogling shaman spell list is as follows:

1st level. cause fear, create water[^], cure light wounds, detect magic, locate plant or animal[^], Tsathoggua’s guidance%.

2nd level. augury~, baleful gaze of the bloated one%, blight, hold person, snake charm, slow poison[^], speak with animal, warp wood[^].

3rd level. cause disease, curse, dispel magic, grasping muck%, growth of animal, hallucinatory terrain&, water breathing[^].

4th level. create water, divination~, lower water, neutralize poison, speak with plants, sticks to snakes, summon servitor%.

5th level. avatar of the frog god%, commune, conjure elemental (water only), dispel evil, finger of death, insect plague.

*Can also be cast in reverse.

[^] Taken from *Advanced Fantasy: Druid and Illusionist Spells*.

& Magic-user spell.

~ See Hex 17.24 for spell description.

% New spells, see below.

Alternate Rules

If using the Alternate Rules frogling shamans begin play with two skills at 1st level, plus additional skills from high Intelligence. They gain an additional skill at levels 3, 5, 7, and 9.

Shamans also start play at 1st level with one Knack, gaining an additional Knack at levels 5 and 9. They may choose from the following:

Additional Spell. At levels 1-3 the shaman can cast an additional 1st-level spell per day. At levels 4-6 they may cast an additional 1st- *or* 2nd-level spell per day. At levels 7-9 they may cast an additional 1st- *or* 2nd- *or* 3rd-level spell per day.

Backstab. The frogling can backstab as a thief of the same level.

Curse of Tsathoggua. The foul, frog-like deity grants the shaman a spit ability. It has a range of 20’, requires the use of a spell slot, and requires a to-hit roll against the target, ignoring armor. The spell slot is expended, as if cast for the day. The target must make a saving throw

Frogling Shaman

Level	XP	HD	THAC0	Saving Throws					AC	Spells				
				D	W	P	B	S		1	2	3	4	5
1	0	1d8	19 [0]	11	12	14	16	15	5 [14]	1	—	—	—	—
2	1,950	2d8	19 [0]	11	12	14	16	15	5 [14]	2	—	—	—	—
3	3,900	3d8	19 [0]	11	12	14	16	14	5 [14]	2	1	—	—	—
4	7,800	4d8	18 [+1]	10	11	13	15	13	5 [14]	2	2	—	—	—
5	15,600	5d8	17 [+2]	9	10	12	14	12	5 [14]	2	2	1	1	—
6	31,000	6d8	17 [+2]	9	9	12	14	12	4 [15]	2	2	2	1	1
7	62,000	7d8	16 [+3]	8	9	11	13	11	4 [15]	3	3	2	2	1
8	125,000	8d8	15 [+4]	7	8	10	12	10	4 [15]	3	3	3	2	2
9	250,000	9d8	14 [+5]	6	7	9	11	9	4 [15]	4	4	3	3	2

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versus poison; regardless of the save the target suffers 1d4 points of damage as their skin breaks out in painful boils. On a failed save the target also suffers a –1 penalty to initiative in the subsequent round.

For each level above 1st of the spell slot expended the target suffers a –1 penalty to their saving throw and, if failed, an additional +1 damage and –1 initiative. *Ex. A frogling shaman expends a 3rd-level spell slot. The target makes the save with a –2 penalty and, if failed, they suffer 1d4+2 points of damage and a –3 penalty to initiative.*

Expanded Spell List. The shaman adds the following spells to their spell list:

1st level. animal friendship (*Druid and Illusionist Spells*).

2nd level. obscuring mist (D&I).

3rd level. tree shape (D&I).

4th level. summon animals (D&I).

5th level. pass plant (D&I).

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

Self-improvement, secondary. The shaman may increase their Intelligence, Dexterity, or Constitution by 2, or two of the above scores by 1 each. This may only be selected at 9th level. An improved score cannot exceed 18.

Shapechange. The shaman can change shape into one of the following creatures: any normal swamp animal (frog, fish, eel, etc.); eel, giant electric; frog, giant; frog, giant poisonous; crocodile (normal or giant only); freshwater termite. Shamans must have at least 1 HD more than the creature whose shape they are assuming. Therefore, a 1st-level shaman can only assume the form of a normal swamp animal, while a 7th-level shaman can assume the form of a giant crocodile.

It takes one full round to make the transformation. The shaman cannot cast spells or vocally communicate while in animal form. A 1st-level shaman can shapechange twice per day, with each change counting as one use (changing into an eel and then back into a frogling is two uses). There is no limit to the length of time a shaman can remain in a shape, but for each consecutive day spent in a single form (besides their natural form) there's a cumulative 1 in 6 chance the shaman is forever stuck in that form, unable to change back into their native shape.

When in animal form the shaman gains all of the statistics of the animal, including hit points and attack form. The shaman's true form suffers damage equal to half of what their current shape takes, and when damage exceeds their current shape's hit point total they are forced to regain their true form.

Ex. A 3rd-level shaman with 12 hp transforms into an electric eel with 10 hp. The shaman-eel takes 10 hp of damage, forcing it to revert back into a shaman who retains 5 points of that damage, leaving them at 7 hp.

Skillful. The character gains three additional skills.

Skulk. The frogling can climb walls, hear noise, hide in shadows, and move silently as a thief of an equivalent level.

Toughness. The frogling rolls 1d8 for their HD, rather than 1d6. This Knack can only be selected once.

The shaman is built in the following manner using the rules from *Classing Up the Joint*:

- Cleric Attack. 0
- Cleric Save. –.5
- HD 1d6. +.5
- Any weapon. +2
- Damage dependent on level. –1
- Only shields. –.5
- Divine casting (100% progression). +8
- AC improvement. +3
- Spring Attack. +.5
- Early name level. +2
- Hiding. +.5
- Reduced land speed. –.5
- Swimming. +.5
- Hold breath. +.25
- Need submersion in water. –.25
- Two prime requisites. –.25
- Level limit (9). –4
- Total modifier: 10.25
- XP to reach 2nd level: 2,050

New Spells

Avatar of the Frog God (Divine)

Level: 5

Duration: See below

Range: Touch

When this spell is cast the shaman touches a willing target, which begins a horrible transformation as a fragment of the essence of Tsathoggua inhabits the creature. This change is ultimately fatal to the target creature, and it will die — sloughing away to nothing — a number of

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rounds equal to the target's Hit Dice + 1d6 after the spell is cast. If cast upon a shaman of Tsathoggua, the avatar survives for a number of rounds equal to the target's HD + 6. The target gains the following benefits:

- Their AC becomes 0 and they gain 1d12 hp to their current total.
- Regenerate 1d4 hit points per round.
- Become immune to non-magical attacks.
- Can breathe underwater and swim at a speed of 120'.
- Can leap as a frogling. Every time this is used roll 1d4. The ability is regained on a roll of 1 and can be used again. The avatar can attempt to land on a target, doing 3d4 points of damage on a successful to-hit roll. They may also attack with their tentacles during the same round.
- The creature's arms turn into tentacles; it cannot wield weapons, but gains two natural attacks, each doing 1d8 points of damage per hit.
- In lieu of their other attacks the avatar can spit a stream of acidic bile with a range of 45'. Those within its path take 5d6 points of damage (save versus breath for half). Once used, this attack recharges on a roll of 1 in 6.
- Can choose to succeed on a single saving throw.
- Cannot be *charmed* or *held* with spells.

Baleful Gaze of the Bloated One (Divine)

Level: 2

Duration: 1d4+1 rounds

Range: 30'

A single target within range must succeed on a saving throw versus spells. If the target fails, subtract 1d4 from all attacks and saving throws they make during the duration of the spell, rolling 1d4 each time a 1d20 roll is made.

Grasping Muck (Divine)

Level: 3

Duration: 1 round per level

Range: 10' per level

The caster targets an area within range of the spell. For the duration of the spell an area with a radius of 30' centered on the target area becomes soft and sticky, like thick, syrupy mud. Those within the area must roll under their Strength score on 3d6 or be unable to move. Those that succeed can still move, but at half their normal rate. The caster and other designated allies are unaffected by the spell.

Summon Servitor (Divine)

Level: 4

Duration: See below

Range: 30'

The casting of this spell summons a servitor of Tsathoggua, an obese, flopping giant frog that emerges out of the water and muck. It will obey the shaman's commands for as long as the caster can maintain concentration. If concentration is disrupted the servitor will remain on this plane of existence for 1d6 more rounds, but will attack those within range indiscriminately, distinguishing not between friend and foe.

The servitor has the following statistics:

Servitor of Tsathoggua. AC 1 [18], HD 6+4 (33 hp), Att 1 x bite (3d4), THAC0 12 [+7], Move 30' (10') / 90' (30') swimming, SV D9 W10 P11 B11 S13 (F6), ML 12, AL Chaotic, XP 350, NA unique, TT None

- Servitors are immune to attacks from non-magical sources or weapons.
- Can leap 60' and attack in the same round, doing double damage on a successful attack.
- Those damaging the servitor with melee weapons take 1d6 points of damage per hit as their blows release a toxic fluid the servitor secretes.
- In lieu of a bite they can strike with their tongue, to a range of 30'. A successful attack means the victim is stuck to the tongue and may be drawn to the servitor in the subsequent round unless the tongue (AC 5) is hit for 6 or more damage. Targets drawn to the servitor are automatically swallowed, taking 1d8 points of damage per round from stomach bile. The inside of a servitor has AC 4.
- Servitors automatically take ½ damage from fire and electrical attacks (no damage on a save if allowed) and no damage from acid attacks.
- Holy water damages them as if they were undead.

Tsathoggua's guidance (Divine)

Level: 1

Duration: 1 minute

Range: Touch

The target of this spell can add 1d4 to any one attack roll or saving throw they make within the duration.

Frogling Demographics

Froglings live in villages, typically above ground, in marshes, swamps, and alongside the banks of wide, shallow rivers. They are primitive peoples, using simple tools and weapons, although they occasionally use items stolen or claimed from other races. Froglings rarely, if ever, use fire.

Theirs is an amphibious existence; most of their villages are constructed above water, in simple huts, but many of their dwellings contain pools of water, and the froglings themselves spend a good deal of time submerged.

Each village typically features a deep pool of still water that is used as a hatchery for the young, called *tetas*. The hatching pool is often well guarded by 2d4 froglings and a frogling warrior.

Froglings speak Swampspeak. Exceptional individuals will speak other languages, notably (1-2) Bestial, (3-4) Grog, and (5-6) Common. Each frogling with a class level will speak (1) all three, (2-3) two of the three, (4-6) one of the three, (7) another language, or (8-20) just Swampspeak.

Each frogling community is based around the cult of Tsathoggua, and the shamans of that squat, squamous deity are revered above all else in a clan. The chieftain of a clan or tribe may have temporal authority, but the real power in a frogling village lays with the head shaman. A frogling community without a shaman is aimless and bereft of true leadership, never lasting more than a few months before it collapses, destroyed by outsiders, abandonment, or internal conflict (the froglings often turn cannibalistic, eating their own). If a frogling community lacks a shaman reduce the morale of all individuals by 1.

Froglings are encountered in base groups of 2d6, called gangs. In addition to the 2d6 normal froglings, each gang has a 1st-level frogling warrior that leads them.

The smallest frogling village consists of a single clan of 1d4 gangs. When multiple clans are found refer to the text below, keeping in mind that the results are cumulative; a frogling village that is made up of four clans will be ruled by a king, but each clan within the village has its own chieftain, likely its own shaman, its own chance for trained giant frogs, etc. The king and its retinue number outside of the base clans, even though the king is likely a member of one of the clans.

A frogling clan is made up of 1d4 gangs, each of which is led by a 1st-level frogling warrior. Additionally, the clan will be overseen by a (1-4) 3rd-level warrior or (5-6) 4th-level warrior that serves as the clan's chieftain.

Each chieftain will be assisted by 1d4 2nd-level warriors that serve as bodyguards and enforcers.

Frogling villages of a single clan have a 1-5 in 6 chance of having a shaman (roll twice on the table below to determine level, using the lower of the two results). Additionally, there's a 1-2 in 6 chance they have 1d6 trained (1-3) giant frogs, (4-5) giant poisonous frogs, or (6) a careful blend of both.

A frogling village with 2-4 clans is run by a frogling king with (1-4) 4 HD or (5-6) 5 HD. The frogling king will be guarded by 1d6 2nd-level warriors and will have 1d2 (1-4) 2nd-level or (5-6) 3rd-level frogling warriors that serve as lieutenants (roll 1d6 to determine the level of each lieutenant). The king has a 1-4 in 6 chance of being directly assisted by a shaman, and a further 1-3 in 6 chance of having 1d6 trained giant frogs, as above.

Frogling Community Populations

1d20 Roll	Population
1-8	1 clan
9-13	1d4+1 clan
14-17	2d4 clans
18-19	2d4+2 clans
20	2d6+3 clans

Frogling villages with 5-7 clans are run by a frogling king of level (1-4) 5 or (5-6) 6. The frogling king will be guarded by 2d4 2nd-level froglings and 1d4 3rd-level froglings. The king will be served by 1d4 (1-4) 3rd-level or (5-6) 4th-level warriors (roll 1d6 for each) that serve as lieutenants. The king has a 1-4 in 6 chance of being directly assisted by a shaman, and a further 1-3 in 6 chance of having 1d8 trained giant frogs, as above.

Frogling villages with 8-10 clans are ruled by a frogling king of level (1-4) 7 or (5-6) 8. The frogling king will be guarded by 2d6 2nd-level froglings and 1d6 3rd-level froglings. The king will be served by 1d6 (1-4) 3rd-level or (5-6) 4th-level warriors (roll 1d6 for each) that serve as lieutenants. The king has a 1-5 in 6 chance of being directly assisted by a shaman, and a further 1-3 in 6 chance of having 1d10 trained giant frogs, as above. When determining the level of the shaman roll twice on the table below, taking the higher of the two results.

The largest frogling communities are those of 11 or more clans, and are ruled by mighty frogling kings of 9th level. The frogling king will be guarded by 2d8 2nd-level and 1d8 3rd-level frogling warriors. The king will be served by 1d8 (1-3) 3rd-level, (4-5) 4th-level, or (6) 5th-level warriors (roll 1d6 for each) that serve as lieutenants.

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The king has a 1-7 in 8 chance of being directly assisted by a shaman, and a further 1-3 in 6 chance of having 2d6 trained giant frogs, as above. When determining the level of the shaman roll three times on the table below, taking the best of the three results.

Shaman Level

1d100 Roll	Level
1-30	1
31-50	2
51-65	3
66-80	4
81-89	5
90-94	6
95-97	7
98-99	8
100	9

Froglings make slaves of other races, captives of raids and battles with more civilized folk. These slaves are often forced to work under harsh conditions, with little food, rest, or potable water. Unfortunately, a quick death is often too much to ask for, as slaves that are nearing the end of their usefulness are either eaten by the villagers or sacrificed to their dread god.

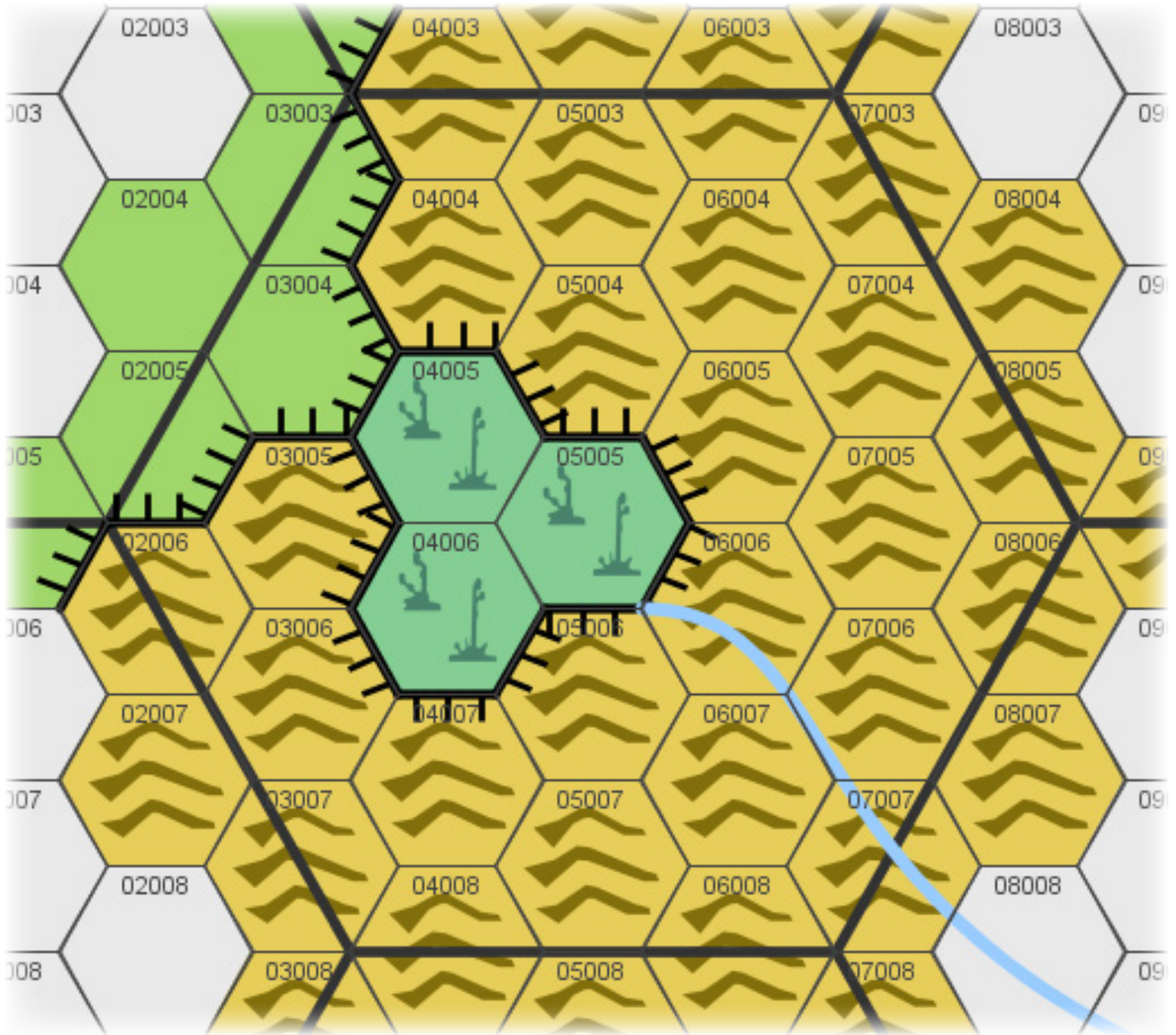
Each clan has a 1-2 in 6 chance of having 1d12 prisoners of a variety of races that would be found within three hexes of the frogling village.

Example Village. The example frogling village is made up of 5 clans, broken down as follows:

- Clan 1:
 - Gang 1: Five normal froglings, one 1st-level warrior.
 - 3rd-level chieftain with three 2nd-level bodyguards.
 - 1st-level shaman.
 - 3 giant frogs.
- Clan 2:
 - Gang 1: 10 normal froglings, one 1st-level warrior.
 - Gang 2: 5 normal froglings, one 1st-level warrior.
 - Gang 3: 9 normal froglings, one 1st-level warrior.
 - Gang 4: 6 normal froglings, one 1st-level warrior.
 - 3rd level chieftain with four 2nd-level bodyguards.

- 2nd-level shaman.
- Clan 3: 4 gangs
 - Gang 1: 3 normal froglings, one 1st-level warrior.
 - Gang 2: 6 normal froglings, one 1st-level warrior.
 - Gang 3: 8 normal froglings, one 1st-level warrior.
 - Gang 4: 12 normal froglings, one 1st-level warrior.
 - 4th-level chieftain with three 2nd-level bodyguards.
 - 1st-level shaman.
- Clan 4: 3 gangs
 - Gang 1: 4 normal froglings, one 1st-level warrior.
 - Gang 2: 8 normal froglings, one 1st-level warrior.
 - Gang 3: 5 normal froglings, one 1st-level warrior.
 - 3rd-level chieftain with one 2nd-level bodyguard.
 - 1st level shaman.
- Clan 5: 3 gangs
 - Gang 1: 10 normal froglings, one 1st-level warrior.
 - Gang 2: 9 normal froglings, one 1st-level warrior.
 - Gang 3: 11 normal froglings, one 1st-level warrior.
 - 4th-level chieftain with two 2nd-level bodyguards.
 - 2nd-level shaman.
- Clan king (5th-level warrior), with seven 2nd-level warrior and one 3rd-level warrior bodyguards, three 3rd-level lieutenants, a 4th-level shaman, and 3 giant frogs.

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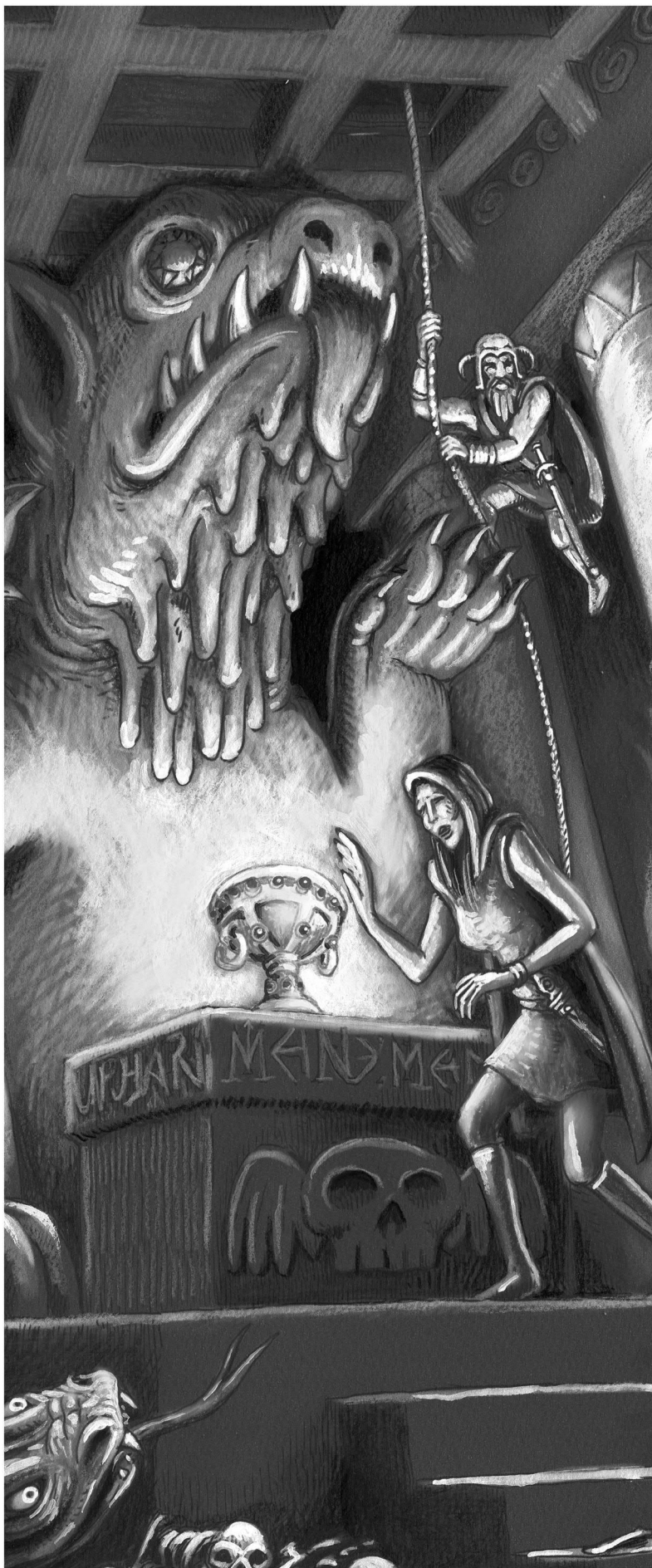
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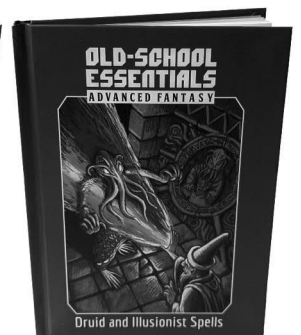
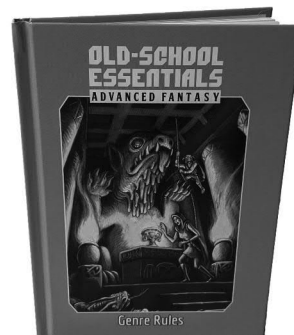


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