

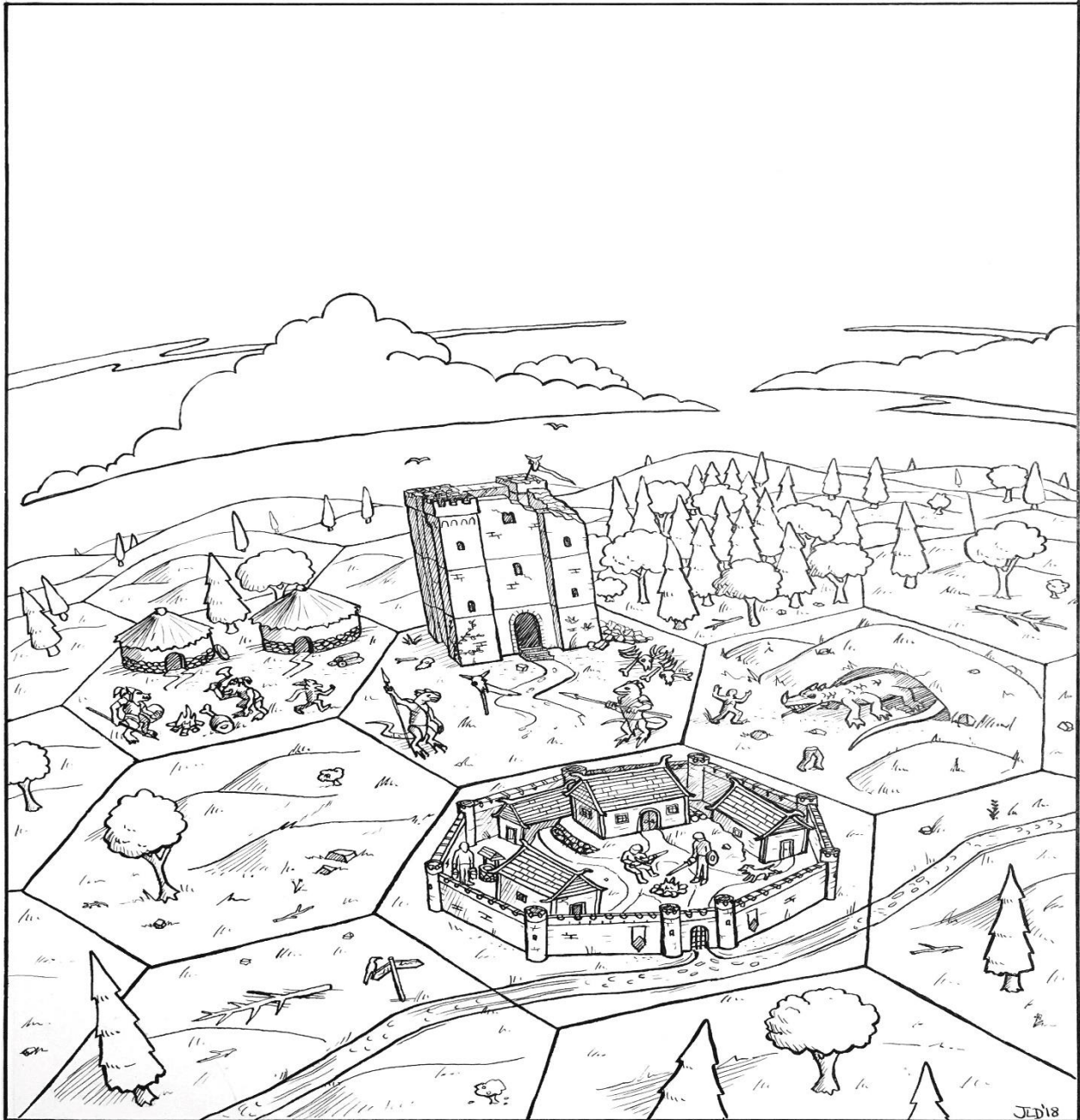
Hex 13.21

Village of the Gangrenous Orcs



Todd Leback

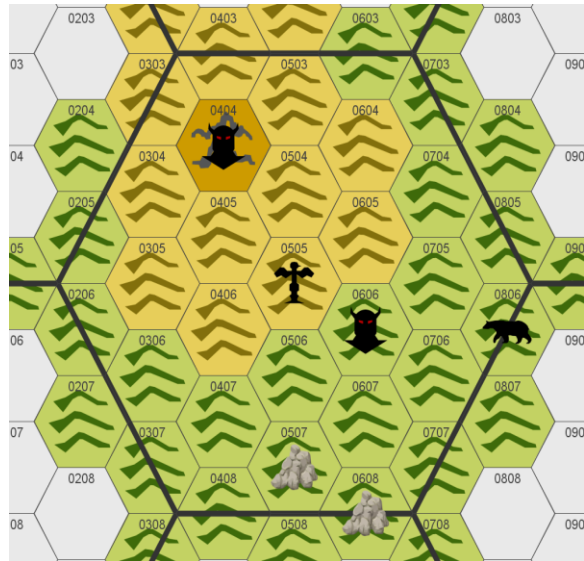
DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



Hex 13.21 – Village of the Gangrenous Orcs

Hex 13.21 – Village of the Gangrenous Orcs

Resources: Mineral, quarried (4), Mineral, quarried (1)



Hex 13.21 is dominated by the geography – and the inhabitants – in the northwestern corner of the hex. The Gangrenous Orc tribe has dwelt in this area for nearly a century, and over that time the surrounding grassy hills have become parched and barren, the lands poisoned and rendered nearly useless.

An enormous cave bear dwells in the east of the hex, and to the south are two deposits of the same pink granite that can be found in Hex 14.21.

0404. The Village of the Orcs. The Gangrenous Orc tribe has been carved into an overhanging sandstone cliff. Like almost everything that orcs do this was not their creation; when they arrived in this subhex in the middle of the previous Nadir they found a village of cliff-dwelling Men in this well-protected locale. It was not well protected enough, however, to prevent the wholesale slaughter of the inhabitants at the hands of the orcs.

Since then the tribe has made the redoubt their own and gradually poisoned the nearby lands.

Many of the buildings in which the orcs lair are crumbling, reinforced crudely, if at all.

Watches are set on the cliffs above the village, hidden on the spurs of rock called “The Spine” that runs parallel to the edge. Lookouts are also stationed in the village itself, chiefly in an upper chamber that houses half a dozen trained giant bats a select few orcs can ride into battle or on scouting missions.

The Gangrenous Orc village is comprised of five distinct clans, of which the Festering Sore Orcs in Hex 16.23 are the sixth:

1. The Nightflyers. 7 bands of orcs, the bat-riders are of this clan. They tend to be smaller and more agile than the other clans.
2. Gnashers. 8 bands of orcs, as well as two ogres.
3. Bloody Moon. 9 bands of orcs.
4. The Blinded. 6 bands. Clan is led by Tegar, a 3rd level shaman.
5. Gangrenous Toes. 4 bands. One ogre, the clan of Orkorokash, the shaman Burzbolba, and the witch doctor Draro. The nominal leader of the clan, who rules it in Orkorokash’s name, is Zugta, his chief wife. Though outnumbered by the others the Gangrenous Toes are larger than most, rumored to have some ogre-blood.

The various clans will be described below, as well as areas of interest on the map. The map provides an overview of the overall layout of the village. The orcs have, over the years, tunneled into the soft sandstone of the cliff face and created a maze of tunnels accessible from various points. Each building claimed by a clan contains a warren of corridors and chambers within.

Note that within the village complex itself the overhanging cliff roof provides enough shade so the orcs within suffer no penalties to vision from bright light.



Unless otherwise noted assume that **25%** of all orcs encountered will be armed with crude short bows (**1-2 in 6**) or spears (**3-6**) in addition to melee weapons. Note that except for the Nightflyers the damage bonus that Reavers get is only applied to melee attacks.

At any given point there will be a dozen orcs hidden above the cliff edge, squatting in shallow scrapes amongst the ridges of earth called “The Spine”. Two of the orcs will be 1st and 2nd level Reavers, the remaining will be normal orcs. If encountered during the day the Reavers, and five of the normal orcs, will be from the Gnasher clan and the remainder will be drawn from the other four clans. If encountered at night the Reavers and five of the normal orcs will be from the Bloody Moon clan and the rest drawn from the other four.

The orcs have a **1-3 in 6** chance of surprising anyone approaching through the Spines due to their camouflaged lookout posts. They are, however, spread out over about a mile distance above the lair. The 2nd level Reaver occupies a space in the center of the line while the 1st level Reaver anchors the southern edge. The other orcs are spread out approximately every 400 feet. All the orcs are equipped with metal shields and instructions to bang on them if danger is spotted. The Reavers have a **1-4 in 6** chance of doing so during the 1st round of combat in lieu of attacking; the normal orcs a **1-2 in 6** chance of doing so.

Note that during the day the two Reavers suffer no penalties from being in the sunlight; the remainder of the orcs on duty have no such benefits.

1. Entrance. The main entrance into the complex is up this shallow ramp, fronted by a palisade of sharpened wooden stakes. A squad of six orcs always stands guard here. The guards are drawn from all five clans but are captained by a 2nd level orc Reaver (see Hex 16.23) from the Gangrenous Toe clan.

There are two Reavers that alternate shifts, which change roughly every six hours, at dawn, midday, evening, and midnight. The orcs are not especially disciplined, however, and there is the standard chance of them being surprised during guard changes. At other times they are only surprised on a roll of **1 in 8**. On the downside, there will be twice as many orcs (including both Reavers), present during shift changes.

Orcs (5).AC 6 [13], HD 1 (4 hp each), Att 1 x weapon, (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 6 (8 with captain), AL Chaotic, XP 10, NA 2d4 (1d6x10), TT D

Orc Reaver Captain (1), AC 5 [14], HD 2 (11 hp), Att 1 x weapon (1d8+1), THAC0 17 [+2], MV 120' (60'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Chaotic, XP 25, NA 1 each, TT D

Each normal orc has **1d8-1** copper coins (**1-4**) or a small trinket worth **1d2** sp (**5-6**). This is true of all normal orcs encountered within the village.

The Reaver with the 1st and 3rd watch carries the following: 13 sp, a gold tooth worth 3 gp, and a long sword. The Reaver with the 2nd and 4th watch carries the following: 7 sp, a tiger's-eye worth 25 gp.

2. Lair of the Gnasher clan. The Gnasher clan occupies the nearest buildings near the entrance, and as such they have been tasked with the general watch duties; it is their responsibility to provide the leadership, and the bulk of the orcs, for the watch patrols that roam the hex.

The entrance to the Gnasher lair is in a secondary palisade that has been erected around the compound. The entrance to the lair itself is at the base of a tall, three story building at the back of the area. It is guarded as follows:

- The entrance through the palisade is guarded by a trio of normal orcs and a 2nd level Reaver.
- One of the 1st level Reavers is atop the tower, serving as a lookout.

Leveled orcs of the Gnasher clan are used to sunlight and suffer no penalties for being outside in the sun. All Reavers of this clan are treated as having the Daywalker Knack, which eliminates the standard orc penalty when in bright light. Normal orcs of the clan do not gain this benefit.

Orcs out of the lair are as follows:

- The clan is responsible for maintaining the watch on the edge of the cliff, above. Their numbers make up a full 50% of the orcs on duty there, and there will always be a 1st and 2nd level Reaver on duty to supervise the watch.
- During the day a group of 6 orcs plus one 1st level Reaver from the Gnasher clan are on patrol in Hex 13.21. This is noted on the wandering monster table.

The breakdown of the clan is as follows:

- 8 bands of orcs, each led by a 1st level Reaver. The bands have: 3, 4, 3, 2, 8, 2, 6, and 5 orcs, respectively. Assume each Reaver have 1d6 sp. The normal orcs have 5 hp each, the Reavers 7. Reavers also deal an extra +1 damage in combat.
- Seven 2nd level Reavers that serve as the chief's bodyguard. 2nd level Reavers have 13 hp each, deal an extra +1 damage (and use weapons that deal **1d8** hp), and raise the morale of all lower level orcs within sight by +1 (not cumulative with other Reavers).
- The chief of the Gnashers is Moggashrok, a 4th level Reaver.
- Two ogres, Dorga and Nazgor. Their stats are below.

Dorga and Nazgor, ogres. AC 6[14] HD 4+1 (14, 17 hp), Att 1 x club (1d10), THAC0 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Chaotic, XP 125, NA 1d6 (2d6), TT C+1,000 gp.

Dorga carries 500 gp in a sack on her belt and Nazgor 200 gp in his belt pouch. They serve the Gnasher's willingly, as Moggashrok makes sure they get more than their share of meat his hunting parties bring back. They are somewhat slothful and spend most of their days napping in the darkness of their lair (1-2), snoozing in the sun (3-4) or tormenting weaker orcs of other clans.

Moggashrok, orc chieftain. AC 4[15], HD 4 (28), Att 1 x battleaxe (1d8+3), THAC0 15 [+4]*, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 75, NA unique*

**includes bonus from exceptional Strength. Like the other Gnasher orcs Moggashrok does is not adversely affected by sunlight. When around other orcs of his clan they gain a +2 bonus to morale; orcs of other clans get a +1 bonus to morale. Twice per day Moggashrok can reroll a damage roll, taking the better of the two results. He is strong enough that he merely takes a -1 penalty to initiative with his battleaxe, instead of automatically attacking last.*

If using the Alternate Rules Moggashrok has the Toughness Knack.

The treasure of the Gnasher clan is kept in Moggashrok's personal quarters and is as follows: 2,546 sp, 1,450 gp.

3. Haunted! On the outskirts of the community is a small dwelling in surprisingly better repair than the others. It is, in fact, inhabited by a poltergeist (**OSRIC**, p. 248), and has been since before the orcs arrived. They are terrified of the building and avoid it at all costs.

The poltergeist, nor its abilities, cannot leave the structure itself, which is a simple adobe hut about twenty feet to a side, with a low roof. There are plenty of stones, chunks of adobe, and other debris inside the hut for the poltergeist to make use of.

Poltergeist (1), AC 9[10], HD 1d4 hp (3 hp), Att special, THAC0 15 [+4], MV 60' (20'), SV D14 W15

P16 B17 S18 (NM), ML 11, AL Chaotic, XP 100, NA 1d8, TT None

Poltergeists are invisible, imposing a -4 penalty to hit on attacks against them. They can only be damaged by silver or magical weapons. Holy water sprinkled on the ground will keep them, and their powers, at bay, until drying, but will not harm them. They turn as 3 HD monsters; if turned successfully by an 8th level or lower cleric they will disapperate for a number of days equal to the cleric level; only clerics of 9th level or higher can permanently destroy a poltergeist through turning.

Once per round the poltergeist may attack by telekinetically hurling loose, small objects at a target, attacking as a 5 HD monster. If hit these objects do no damage but force the target to save v spells or flee at top speed for 2d12 rounds. Opponents that successfully save are immune to this specific poltergeist's fear effects.

Once per turn a poltergeist may also manifest a slick of ectoplasm on a surface. This roiling, slippery material drawn from the Ethereal Plane covers a 10 x 10 area and lasts for 1d6 rounds. All of those within the area or entering must roll under their Dexterity on 1d20 or fall prone, taking 1d4-1 points of damage from the fall.

4. The Arena. This circular enclosure was once the lair of the Festering Sore clan, but since they have been sent south to the Dome of the Library (see Hex 16.23) is has been converted into a gladiatorial arena, much to the delight of pretty much all the orcs. Orkorokash has decided that he much prefers the Arena to the Festering Sore orcs.

Combats are held in the Arena at least once a week, with orcs lining the flat wall encircling the interior. The losers are often kept alive and fed to the Devouring Maw in Area 7 as a sacrifice.

When the adventurers first arrive at this location there will be a combat scheduled in **1d6-1** days, with a result on **0** indicating the combat is occurring the night they arrive. On such a night almost the entirety of the warhorde is present, guards on the perimeter of the village are halved, and adventures have double the normal chance of success to approach without being noticed.

The interior of the Arena is flat and roughly circular, with a diameter of eighty feet. The thick walls that circle the perimeter have rooms within, rooms that have been converted into cells for the holding of captives destined for death by combat. At any given time, there will be **1d8-1** prisoners held within. Roll below to determine which prisoners can be found within.

- 1-2. A normal orc, condemned to fight in the Arena.
3. A normal goblin, captured on a raid.
4. A normal troglodyte from Hex 14.22.
5. A Basilisk Knight from Hex 14.23. The Knight is 1st (1-3), 2nd (4-5), or 3rd (6).
6. An ogre (1-4) or a troll (5-6).
7. An owlbear (1-4) or a mountain lion (5-6).
8. A bear: black bear (1-4) or grizzly bear (5-6).
9. A carcass crawler (1-4) or a tuatara lizard (5-6).
10. A basilisk (1-3), a cockatrice (4-5), or manticores (6) with clipped wings.

5. The Blinded. The Blinded Orc clan dwells in this location, down deep and twisting underground tunnels carved through the rock itself. Unlike orcs from the other clans, who rely on at least a trace amount of light, the Blinded clan tunnels are bereft of any form of illumination.

Blinded Orcs suffer a -2 penalty to all rolls when in direct light, and -1 penalty when in dim light (including that cast by the full moon). They can see in the dark to a range of 120', though.

The Blinded Orc clan is comprised as follows:

- 6 bands of orcs, each led by a 1st level Reaver. The bands have: 5, 4, 8, 3, 5, and 5 orcs, respectively. Assume each Reaver has 1d6 sp. The normal orcs have 5 hp each, the Reavers 7. Reavers also deal an extra +1 damage in combat.
- Four 2nd level Reavers that serve as the chief's bodyguard. 2nd level Reavers have 13 hp each, deal an extra +1 damage (and use weapons that deal 1d8 hp), and raise the morale of all lower level orcs within sight by +1 (not cumulative with

other Reavers). Once per day each bodyguard can cast *darkness* as per a 1st level cleric. This spell can be used to either counter a *light* spell or blind a single target; not to create a globe of darkness. Doing so causes the Reaver 1 hp of damage.

- The chief of the Blinded is not a Reaver, but is instead led by Tegar, a 3rd level shaman. Tegar is an elderly, wizened orc, missing one eye and three fingers on her left hand, all sacrifices to her deity, a chthonic, shadowy being that dwells deep within the tunnels below the lair of the Blinded. This being is Lhutep, the Burrower Beneath.
- Tegar has control of five skeletons permanently through her use of profane surges (see Appendix). The skeletons can be found wandering throughout the tunnels of the Blinded Lair, with orders to attack intruders on sight.

Tegar, orc shaman. AC 6[13], HD 3 (12), Att 1 x staff (1d6+1), THAC0 18 [+1], MV 120' (40'), SV D10 W11 P13 B15 S14 (C3), ML 9, AL Chaotic, XP 70, NA unique*

Tegar typically has the following spells memorized: Cause Fear (1), Darkness (1), Silence, 15' radius (2). Once per day Tegar can curse a target (as bestow curse) a target within 60'. This curse does not cost a spell slot and can be done in addition to another action (attack, move, or spell) within the round. The target of the curse is blinded permanently (until removed, as per the spell).

Tegar has the Undead Mastery Knack.

She carries a potion of cure light wounds with her at all time, and bears a staff of withering, carved from an enormous bone that was recovered from the depths of the earth. Tegar cares nothing for treasure; scattered throughout the complex can be found the accumulated treasure of her people: 6,000 gp and 3 gems worth 100, 500, and 50 gp each.

6. Gangrenous Toes. The most powerful clan of the village, from which Orkorokash the mighty hails, the orcs of the Gangrenous Toes dwell in this building, and the subterranean tunnels they have dug underneath.

All orcs in this clan have +1 hit points and deal an additional +1 point of damage in melee.

The clan is comprised of the following:

- 4 bands of orcs, each led by a 1st level Reaver. The bands have: 5, 4, 8, and 5 orcs, respectively. Assume each Reaver has 1d8 sp. The normal orcs have 6 hp each, the Reavers 8. Reavers also deal an extra +1 damage in combat (for a total of +2).
- Zugta, the sub-chief, and Orkorokash's wife.
- Three 2nd level Reavers that serve as Zugta's bodyguard. 2nd level Reavers have 15 hp each, deal an extra +2 damage (and use weapons that deal 1d8 hp), and raise the morale of all lower level orcs within sight by +1 (not cumulative with other Reavers)
- Burzbolba, a 4th level shaman of Shagothlagln.
- Draro, 2nd level witch doctor and advisor to Orkorokash.
- Five 2nd level Reavers as personal bodyguard to Orkorokash. 2nd level Reavers have 15 hp each, deal an extra +2 damage (and use weapons that deal 1d8 hp), and raise the morale of all lower level orcs within sight by +1 (not cumulative with other Reavers)
- Three 3rd level Reavers – Murzskum, Gaba, and Zughurtz – that serve Orkorokash as overseers.
- One 4th level Reaver, Gimbgor, that serves as Orkorokash's lieutenant.
- Orkorokash, 6th level Reaver and warlord of the village.

The previous year Burzbolba received a vision from Shagothlagln directing the Gangrenous Orc clan to send emissaries to a mysterious snake

woman that dwells in the east. The Festering Sore clan was dispatched, bearing offerings of gifts. Ostensibly the orcs seek advantage in their conflict with Man, specifically the Basilisk Knights to the south and other human settlements scattered throughout the Hills.

The true purpose of the oracular dreams was to seek a means to free the Devouring Maw from the metaphysical shackles binding it to the gate; the naga known as the Doom of Cthedrak was seen in a prescient trance as being on the verge of locating the knowledge to do so. Only Burzbolba and Drabad, the witch doctor of the Festering Sore clan, have any inkling as to the true reasons behind the visions, and even then, they have glimpsed partial truths.

Burzbolba, orc shaman. AC 6[13], HD 4+1 (14), Att 1 x short sword 1d6+2, THAC0 18 [+1], MV 120' (40'), SV D10 W11 P13 B15 S13 (C4), ML 9, AL Chaotic, XP 110, NA unique

Burzbolba is a young, brash shaman devoted to the Devouring Maw, the Gangrenous Toes, and Orkorokash, in that order. His arms and torso are covered in ritual scarification, and he is missing an ear, three fingers on his left hand, and one on his right.

If using the Alternate Rules Burzbolba has the Prophecy Knack. He normally has prepared: Cure Wounds (1st), Cause Fear (1st), Augury (2nd), Unholy Chant (2nd).

Burzbolba has 16 gp, 54 sp, a silver ring worth 35 gp, a potion of control plants, and a ring of telekinesis.

Draro, witch doctor. AC 6[13], HD 2+1 (9 hp), Att 1 x staff (1d6) or spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU2), ML 8, AL Chaotic, XP 25

Draro is wily and currently questioning her allegiance to Orkorokash. She believes that Zugta would make a better Chief of the village and is attempting to subtly influence affairs to bring that about.

If using the Alternate Rules from Hex 16.23 Draro has the Bloodcaster Knack. She has access to the following spells (and typically memorizes those starred): Burning Hands, Jarring Hand, Manipulate Fire*. Draro has a pearl worth 250 gold that is her favorite possession in the whole world. She often sucks on it*

and will more oft than not pop it in her mouth for safe keeping.

Gaba, Murzskum, and Zughurtz, 3rd level Reavers. AC 5 [14], HD 3+1 (17, 18, 20 hp), Att 1 x weapon (1d8+2), THAC0 17[+2], MV 120' (40'), SVD11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35

Gaba, Murzskum and Zughurtz are the Chief's hench-orcs. They have been placed in broad control of running the village itself and are rarely encountered (1-2 in 6 chance) without 1d6 normal orcs and a Reaver from the Gangrenous clan. Regardless if they're encountered alone or with an entourage there's a 1-3 in 6 chance they're bossing around 1d4 bands from other clans.

Gaba wields a sword, Murzskum a battle-axe, and Zughurtz a polearm (adjust damage accordingly). Gaba's blade is magical, but is cursed, with a -1 enchantment. When encountered each will have 1d100 sp and 1d20 gp.

Treat them as having the Toughness Knack.

Gimbgor, 4th level Reaver lieutenant. AC 4 [15], HD 4+1 (25 hp), Att 1 x weapon (1d8+4), THAC0 15[+4], MV 120' (40'), SV D9 W10 P11 B12 S13 (F4), ML 8, AL Chaotic, XP 125.

Standing at Orkorokash's right hand, Gimbgor is his chief's enforcer; the massive orc can be seen stalking through the village, conducting surprise inspections of the various clans' defenses, and serving as judge and executioner. Occasionally he will enter battle in the Arena against prized targets.

Gimbgor wields a battle-axe +1 (bonuses included in the stat block) that lets him make a second attack in a round, once per day. If using the Alternate Rules from Hex 16.23 he has the Toughness and Tenacious Knack (once per day, when first reduced to 0 hp, Gimbgor regains 1d4 hp automatically). He wears a ring of protection +1 taken from a dead Knight and has a treasure of 700 gold and three topazes, each worth 15 gp, hidden in his quarters.

Orkorokash, 6th level orc Reaver. AC 4[15]. HD 6+1 (45 hp), Att 1 x weapon (1d10+4), THAC0 13 [+6], MV 120' (40'), SV D9 W 10 P11 B11 S13 (F6), ML 9, AL Chaotic, XP 350

Orkorokash rules the Gangrenous orcs, and the village, with an iron grip. He ascended to chieftom three years previous upon the death of his mother and

intends to keep the position for as long as possible. He has intentions of ruling the entire northern section of the Basilisk Hills, but in order to do that must first destroy the pesky Basilisk Knights, who have proven to be a most worthy adversary. Orkorokash hopes that the addition of the Nightflyers will help even the odds, although he is yet untrusting of the smaller, strange orcs.

If using the Alternate Rules from Hex 16.23 Orkorokash has the Toughness and Rage Knacks.

Orkorokash wields a +2 two-handed sword and wears chain mail enchanted with a +1 bonus. His hoard is somewhat depleted as of late, as much of it went as a tribute to the Doom of Cthedrak in Hex 16.23. He currently has 2,367 gold and a delicate platinum tiara worth 1,200 gp.

Zugta, 4th level Reaver and sub-chief. AC 4 [15], HD 4+1 (24 hp), Att 1 x weapon (1d8+2), THAC0 15 [+4], MV 120' (40') SV D10 W 11 P12 B12 F13 (F4), ML 8, AL Chaotic, XP 125

Zugta is Orkorokash's first and primary wife, and a power in her own right. She rules the Gangrenous Toes in Orkorokash's name and has his full trust and confidence. As orcs go this isn't necessarily that much, to be fair, but they will not willingly cross the other without the opportunity for serious gain.

If using the Optional rules she has the Toughness and Brutal Strike Knacks. Zugta fights with a sword and shield, reflected in her statistics and has a treasure of 1500 sp, 500 gp, and a single diamond, the prize of her hoard, worth 1,200 gp.

7. The Maw. The Maw was once the main entrance into this complex, Cycles prior, but during the previous Nadir a Chaos storm warped it, granting it sentience. The Maw is no longer an entrance to the cliffside village but is instead the mouth of a bizarre extradimensional being. The orcs call it Shagothlagln, the Devourer, and worship it as a deity.

From the inside it appears to be a normal opening; the land outside of the village appears to be completely normal and undisturbed. There's a **1 in 6** chance (**1-2 in 6**, for creatures like elves with sharp vision) that they notice a strange, yellowish distortion that seems to shimmer and then vanish.

From the outside it looks like a large, arched opening, leading not into the village but instead down a rocky, strangely organic passageway. The orcs have adorned the frame with skulls and bones of their dead.

If one were to observe the frame of the opening from a side, it would become apparent that the tunnel visible from the outside cannot be seen; the frame itself is about a five-foot thick arch of stone.

The Maw emits a powerful hallucinatory odor. Those within 5' of the opening must save v poison. Those failing are drawn towards the opening and down inside, where they will eventually fall into the Devourer's acid-filled stomach and be slowly digested. It takes a turn to navigate the twists and turns of Shagothlagin gullet; those unaffected initially by the poison must make additional saves every minute to avoid the compulsion.

8. Bloody Moon. The Bloody Moon clan is the most numerous of the five. They are also held in the lowest esteem amongst the various clans; its members are the ones "volunteered" for lengthy patrols, assigned to dangerous or demeaning tasks, and are otherwise bullied by the other orcs of the clans. Even the newly arrived Nightflyers are treated with more respect.

They are also the most likely to rebel against Orkorokash and the Gangrenous Toes, should the opportunity present itself.

The Bloody Moon clan consists of the following:

- 9 bands of normal orcs, as follows: 5, 4, 4, 5, 5, 7, 3, 4. Each band is led by a first level Reaver with 7 hp and inflicting +1 to melee damage. Normal orcs have 1d6 cp each, Reavers have 1d6 sp.
- 6 2nd level Reavers that form their chief's bodyguard. Each Reaver has 13 hp and possess 1d4 gp.
- Burte, 5th level orc Reaver chief.

Burte, 5th level Reaver. AC 4 [15], HD 5 (33 hp), Att 1 x weapon (1d8+2), THAC0 15[+4], MV 120' (40'), SV D10 W11 P12 B12 S14 (F5), ML 8, AL Chaotic, XP 175.

Burte has a tenuous hold on the Bloody Moon clan. She inherited the position upon the death of her mother – at Burte's hands – but has thus far proven to be an ineffective leader. Many in the clan blame her for the downfall of the Bloody Moon social standing in the village. Unknown to her, one of her bodyguards is in the employ of Orkorokash and another has been bought by Tegar.

If using the Alternate Rules from Hex 16.23 Burte has the Toughness and Brutal strike Knacks

The Bloody Moon clan has amassed a fair amount of treasure; they have a total of 6,000 silver, 5,000 copper, and Burte wears an amulet of Protection against Scrying, although she is unaware that it is magical. Rather, she just like the way it looks.

9. Polluted Well. In ancient days, when this place was once inhabited by Man, this was the source of pure, clean drinking water for the entire village. Since the arrival of the orcs the well has become tainted and foul, although the orcs drink from it with no complaint. An oily slick has accumulated on the surface and a foul odor hangs in the air above the water.

Any non-orc drinking from the pool must make a Save v Poison or fall violently ill **1d6** turns after drinking, with the effects like centipede poison but lasting **2d12** hours. On a save the unfortunate individual manages to keep their meal down, but they suffer a -1 penalty to all rolls for 1d6 hours as their belly roils and turns.

10. Nightflyers. This smaller clan of orcs was brought into the horde two years previous. While they are regarded with suspicion and disdain by most of the other orcs, given their small, almost goblin-like stature, Orkorokash has welcomed them and their giant bat mounts. They have taken up lairing in a previously abandoned upper section of the cliff dwellings.

It is accessible only via a series of rope ladders fashioned to the back wall of the cliff; the previous inhabitants maintained a shrine to their

god of choice, one of wind and air. From the high place their priests would make offerings and offer prayers to Nemftha, the Duke of the South Winds. Since the passing of the original inhabitants Nemftha has been much reduced, little more than a gentle susurrus, a faint whisper carried upon a breeze on a hot day. Regardless, some of the Nightflyers have begun to have dreams of deliverance from their current situation, and more than a few are considering the possibility. What Nemftha could offer them, as broken and fragile as it the spirit is, is not known.

The Nightflyer clan consists of the following:

- 7 bands of orcs. The orcs of this clan are small and slight, with -1 hp. They inflict normal damage in melee but prefer ranged weapons. The bands are made up of 3, 4, 6, 5, 5, 5, and 3 orcs, each led by a 1st level Reaver. Each 1st level Reaver has 6 hp and gains an extra +1 to hit and damage with ranged weapons. Reavers have 1d4 sp each.
- 5 2nd level Reavers that serve as the chief's bodyguard and the elite flyers. Each Reaver has 11 hp. These orcs each possess 1d4 gp.
- Tulmog, the chief, a 4th level Reaver
- 8 giant bats that have been trained as mounts.

The orcs that have been trained to ride giant bats are as follows:

- Six of the normal orcs.
- Five of the seven 1st level band Reavers
- All four of the 2nd level Reavers
- Tulmog

The bats fly at night, in flights of three. One flight patrols the south, the other the north, leaving two bats back at the Aerie. They typically range no further than six miles from the village, although they could certainly fly further if needed. Each flight consists of a 2nd level Reaver and two 1st level Reavers. Normal orcs, or Tulmog, for that matter, only fly if needed.

Tulmog, 4th level Reaver. AC 5 [14], HD 4 (22) hp), Att 1 x shortbow (1d6+2) or sword (1d8), THAC0 16 [+3](14 [+5] with missile weapons), MV 120' (40') SV D10 W 11 P12 B12 F13 (F4), ML 8, AL Chaotic, XP 125.

Tulmog possesses 900 sp, 400 gp, and a ring of feather fall.

Bat, giant (8). AC 6 [13], HD 2 (9 hp each), Att 1 x bite (1d4), THAC0 18 [+1], MV 30' (10')/180' (60') flying, AL Neutral, XP 20, NA 1d10 (1d10), TT None

When carrying an orc, the bats fly at 150' (50'). A 2nd level Reaver named Lukkash is the bat trainer. He and a trainee orc sleep in the bat pens and are responsible for the well-being of their charges. Lukkash likes to think he simply has a way with animals, but it is actually the ring of animal training (see Appendix) he uses to keep the bats in line that does the most good.

0505. Stirge Warren. The hills in this subhex are pockmarked with tiny, maze-like tunnels, a complex that covers nearly a mile. The tunnels average a foot in diameter, and are too small for the orcs to enter, the network too vast and interconnected for the stirges that dwell within to be smoked or otherwise driven out.

Anytime the adventurers enter this subhex they will be attacked by **1d10** stirges. This will occur each time the subhex is entered *or* the adventurers spend one hour within the subhex.

For every hour spent exploring the subhex the adventurers will turn up the equivalent of TT L, found on the long-desiccated corpses of the stirge victims – mostly orcs, but plenty of others, including the humans that once dwelt in the cliff dwelling where the orcs now reside.

If one were to shrink oneself down to a size small enough to enter the tunnels the brave explorers would find the network contains the remains of an ancient, micronian civilization of some sort of humanoid – albeit incredibly small – civilization. The tunnels connect a score or so of small caverns, into which have been built now-crumbling, miniature buildings. It will take at least a month in game to explore the ruins in full, during which time the adventurers risk attack by

rats, insects, moles, and other subterranean creatures that begin to gradually move back into the complex once the stirges are taken care of.

Each week spent exploring yields TT E, but all the treasure will, of course, be miniaturized and will have a gp value of **1d10x10%** of actual (assume full value is realized by selling to a collector of oddities).

Stirges (96) AC 7 [12], HD 1 (4 hp), Att 1 x beak (1d3+ blood sucking), THACO 19 [0], Move 30' (10')/180' (60') flying, SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 13, NA 1d10 (3d12) TTL*

0507. Pink Granite Deposit. Like the deposit found in subhex 14.21, this deposit of granite has base value of 2 (2,795 gp).

0608. Pink Granite Deposit. Like the deposit found in subhex 14.21, this deposit of granite has base value of 4 (9,200 gp).

0806. Gerre's Lair. A massive cave bear, with maximum hit points, dwells in a cave in this subhex. Called *Gerre*, or "Earthshaker", by the orcs, she is largely left to her own devices. Burzbolba, the shaman of the Gangrenous Orcs, will occasionally leave sacrifices here for the cave bear's pleasure. These sacrifices are usually bound, but very much alive, prisoners of the orcs. Failing suitable prisoners, orcs that have fallen from the favor of Orkorokash will do.

The interior of the cave is littered with fur, leaves, and the bones of Gerre's prey. Buried in the detritus at the back of the cave is a single, flawless ruby worth 2,000 gp.

Gerre, cave bear (1). AC 5 [14], HD 7 (56 hp), Att 2 x claw (1d8), 1 x bite (2d6), THACO 13 [+6], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 450, NA 1d2 (1d2), TT V

Wandering Encounter Table

Hex 13.21

Encounters with orcs in Hex 13.21 will be with the Bloody Moon (1-4), the Gnashers (5-7), the Gangrenous Toes (8-9), the Nightflyers (10-11), or the Blinded (12).

1. Nightflyer Patrol (reroll during the day)
2. Orc Hunting Band (1d6 orcs + 1st level Reaver)
3. Orc Hunting Party (1d4+1 bands, plus 1st level Reavers, plus 2nd level Reaver).
4. Orc war party. Determine clan at random, war party will consist of half of all clan orcs, plus chief.
5. Gerre
6. Stirge (1d8)
7. Basilisk (1d2)
8. Troglodyte ambassador from Hex 14.22

Within the Village

1. Orc patrol (**1d6** orcs, plus 1st level Reaver).
2. Dorga (**1-2**), Nazgor (**3-4**) or both (**5-6**)
3. Prisoner escaped from the Arena.
4. 2nd level Reaver plus **1d6-1** normal orc entourage from randomly determined clan.
5. Chief of randomly determined clan, plus **1d4** bodyguards, plus **1d6** lickspittle normal orcs.
6. Orkorokash plus entourage (1-2) or Gimbgor. There's a **1-3 in 6** chance Gimbgor is by himself.

Appendix

Ring of Animal Training

The wearer of this ring is treated as being Expert in Animal Handling. Once per week they can use it to cast *charm animal* (as per *charm mammal*, LL AEC, p. 41, except that it only works on normal animals).

Orc Shaman

Requirements: Wis 9, Con 13

Prime Requisite: Wis

Hit Dice: 1d6

Maximum Level: 5th

Allowed Armor: Any

Allowed Weapons: Any

The orcish shaman oversees their clan's spiritual well-being; specifically, propitiating the fell deities and cruel gods that orcs typically worship. Shamans are treated with a mixture of respect and wariness by ordinary orcs; those higher placed members of their clan oft-times turn to their shaman for guidance or advice, as they tend to be wiser and more considered than the orcish race.

The shaman is not a pariah the way the orcish witch doctor tends to be; they can occasionally rise to become clan leader and can be seen in the front lines of battle, exhorting their worshippers into a greater bloodlust.

Where the gods of Man are mostly detached from their worshippers – they know they have them and may occasionally interact with them – the gods of the orcs have intensely personal relationships with their chosen. So personal, in fact, that the view is of the shaman being their possession. Casting magic, or using other powers, runs the risk of requiring a sacrifice in kind.

At 1st level all orcish shamans gain the ability to make a sacrifice in an attempt to trigger a *profane surge*. This sacrifice may be personal – the permanent sacrifice of the shaman's health – or impersonal – the sacrifice of another sentient being.

Because the sacrifices so often are of the self, higher level orcish shamans are rarely whole; the victims of self-mutilation they are covered by scars, missing digits or even limbs, and otherwise mutilated.

- When the shaman sacrifices 1 hp roll **1d6**. If the total is equal to or less than the shaman's level, they are able to trigger a *profane surge*. Subtract 1 from the roll for every additional hp sacrificed. This loss is permanent.
- If the shaman slays a willing sentient creature as a sacrifice roll **1d8**. If the result is equal to or less than the shaman's level a *profane surge* is triggered. Subtract 1 from the roll if the creature has 4 or more HD.
- If the shaman slays an unwilling sentient creature as a sacrifice – and this counts for creatures the shaman engages with in battle – roll **1d12**. If the result is less than or equal to the shaman's level a *profane surge* is triggered.

The shaman may choose one of the following effects for each surge:

- For the span of one minute the shaman makes all roll twice, choosing the most beneficial of the two rolls.
- The shaman can cast an additional 1st level spell of their choice. They must cast this spell within one turn of the surge.
- The shaman's AC is improved by 2 and they do an additional +1d4 point of damage in melee combat. This lasts for one turn.
- The shaman regains **1d4+1** hp. If any exceed the orc's maximum total, they become temporary hit points, lasting for 1 turn. Their next turn in combat they may either make two attacks or move at twice their normal rate.
- The morale of all orcs within 30' that can see the shaman is increased by 1. All orcs within range inflict an extra +1 point of

damage during this time. This lasts for one hour.

- An undead that is controlled by the shaman (see below) remains controlled permanently, until destroyed.

Sacrifices may also be required for other abilities that shaman can use. In these cases, the sacrifice automatically succeeds. If the shaman is reduced to 0 hp as the result of a personal sacrifice they are instantly and irrevocably transformed into an avatar of their blasphemous deity. Refer to the end of this section for a description of avatars.

Orcish shamans may wield any weapons and can use any armor. If they slay a foe with a physical attack, they may make another attack against a nearby enemy, up to a total number of times equal to the shaman's Hit Dice.

Shamans turn undead as clerics, except that on a result of "D" they may charm the undead instead of destroying them. An undead thus affected will obey the commands of the shaman – and regard them as a friend, if intelligent – for a number of days equal to the shaman's level.

Additionally, at 1st level the shaman gains the ability to cast spells, as shown on the table. These spells are drawn from a limited list. Casting spells is risky for a shaman, however. Every time they cast a spell there is a chance per level of the spell that their deity demands a sacrifice. This is expressed as a loss of 1 hp, regardless of spell level. The loss is not permanent: it is regained as normal damage. When a spell is cast roll **1d20**. If the result is equal to or lower than the spell level their god demands the sacrifice (1 for 1st level spells, 2 for 2nd level, etc.).

At 2nd level the shaman deals a +1 bonus to melee damage.

At 3rd level the shaman can create fetishes (see Hex 17.22). At 5th level they may create *potions of poison*. Additionally, at 5th level the shaman may attempt to cast higher level spells as part of their *profane surge*. The chance of success is reduced by 1 (4th level) or 2 (5th level).

Ex. A 5th level orc shaman wants to cast a 5th level spell. They will succeed on a roll of 1-3 in 6 (base 1-5 in 6 chance, -2 for the 5th level spell) if sacrificing their own hp, a roll of 1-3 in 8 if sacrificing a willing victim, and a roll of 1-3 in 12 if sacrificing an unwilling victim.

Higher level spells cast this way are not memorized; the shaman makes the sacrifice, requesting a specific spell from their sponsor at the time of the sacrifice. If the roll is successful, the spell is cast at that time.

The spell list of the shaman is limited and is as follows. Spells from LL AEC are noted as LL. Those marked with an asterisk can be cast in reverse. Those marked with an "#" can only be cast in reverse.

First Level: *Cure Light Wounds**, *Detect Good*, *Detect Magic*, *Light**, *Protection from Evil*, *Remove Fear#*.

Second Level: *Augury (LL)*, *Bless**, *Hold Person*, *(un)holy Chant (LL)*, *Silence 15' radius*, *Speak with Animal*.

Third Level: *Animate Dead (LL)*, *Cure Blindness# (LL)*, *Cure Disease#*, *Prayer (LL)*, *Remove Curse#*, *Speak with Dead (LL)*

Orc Shaman											
				Saving Throws					Spells per Day		
Level	HD	XP	THAC0	D	W	P	B	S	1 st	2 nd	3 rd
1	1d6	0	19 [0]	11	12	14	16	15	1	--	--
2	2d6	2000	19 [0]	11	12	14	16	15	2	--	--
3	3d6	4000	18 [+1]	10	11	13	15	14	2	1	--
4	4d6	8000	18 [+1]	10	11	13	15	13	2	2	--
5	5d6	16000	17 [+2]	9	10	12	14	12	3	2	1

Fourth Level: *Cure Serious Wounds, Dispel Magic (LL), Divination (LL), Striking.*

Fifth Level: *Commune, Insect Plague, Quest, Raise Dead*

Alternate Rules

If using the Alternate rules presented in this series orc shamans gain the following:

They start play with two skills, plus bonus skills due to Intelligence, and they gain an additional skill at 3rd and 5th levels.

They begin play with a single Knack, chosen from the following list, and gain a second Knack at 4th level. Unless otherwise stated they may pick any of the following Knacks.

Arcane Lore. At each level the shaman can add a single spell from either the magic-user or illusionist spell lists. This spell is added at one level higher than the equivalent arcane level. A shaman adding *magic missile* does so as a level two spell. Therefore, at 5th level, the shaman can have five arcane spells added to their list of levels. These spells can also be added to levels above 3rd.

Blood Investiture. The shaman can sacrifice to create magical items that could otherwise only be created by a 9th level cleric. The sacrifices must be spent as follows, and can be combined to total the overall value of the item:

- Personal sacrifice of 1 hp. 25,000 gp
- Sacrifice of willing sentient creature. 10,000 gp.
- Sacrifice of unwilling sentient creature. 1,000 gp, plus 500 gp for each HD above one.

Expanded Repertoire. At each level the shaman adds two spells to those they can cast from either the cleric or the druid spell list. The shaman casts it at the same level as it would be cast at the other level. If the same spell is present on both lists, but at different levels, use the lower of the two levels.

Favored Champion. The shaman has been favored by their blasphemous deity with the ability to cast additional spells per day. They may cast an additional spell per day. When performing the obscene rituals to request spells the shaman must specify which level spell is being added. The shaman can only cast additional spells of levels available to them.

Prophecy. The shaman can use *Commune* once per week. Doing so requires a sacrifice, as per a profane surge.

Self-Improvement. The shaman can increase their Constitution, Wisdom, or Strength by two, or two of the above by one each.

Skilled. The shaman gains another two skills.

Skilled Crafter. When crafting magical items, the shaman is treated as being two levels higher than their actual level for purposes of determining success.

Toughness. The orc shaman has 1d8 hit points per HD instead of 1d6.

Undead Mastery. The shaman turns and controls undead as if they were two levels higher and may control double the number of undead as they would otherwise allow.

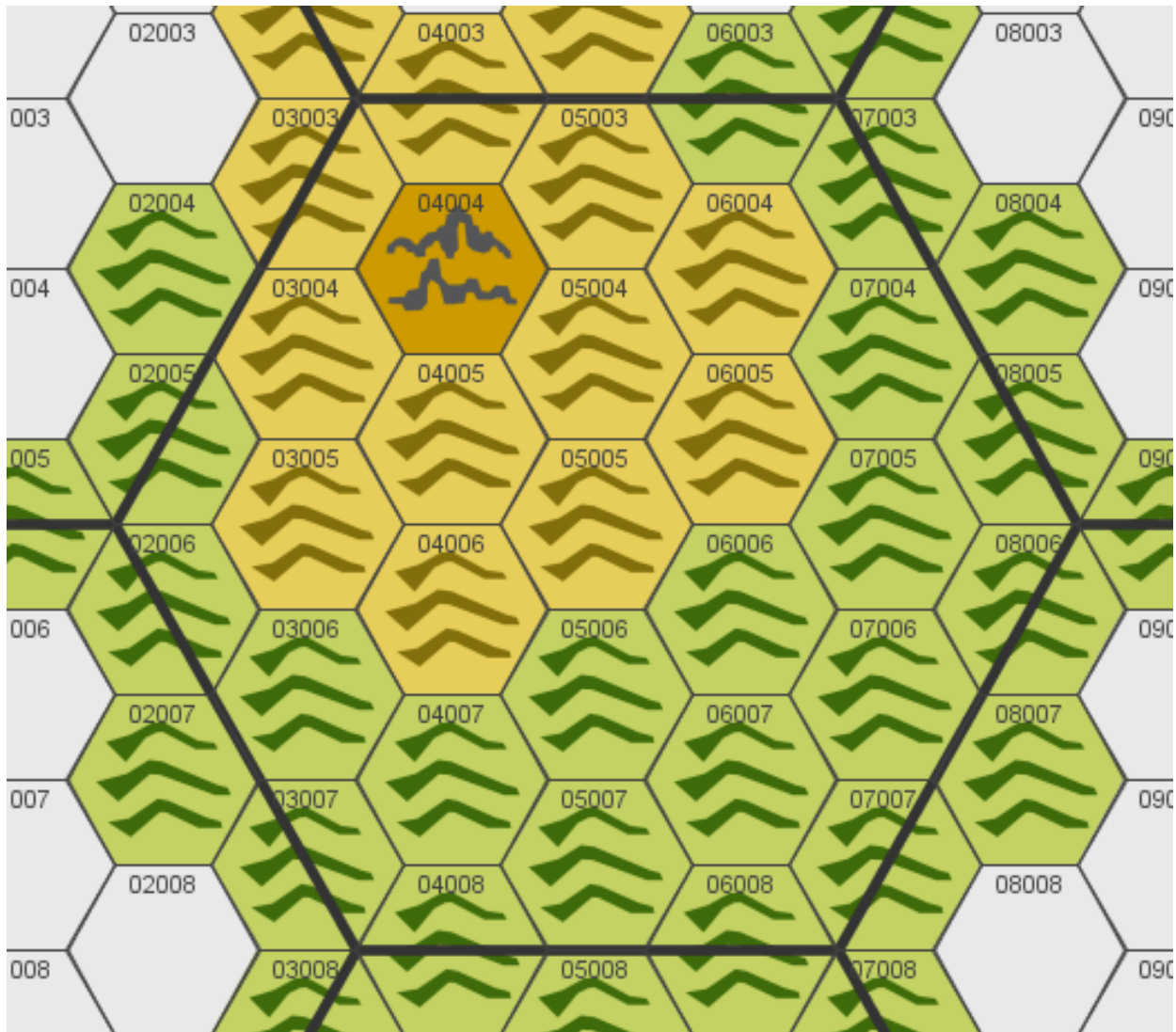
Blasphemous Avatars

A shaman that succumbs to personal sacrifices, as most shamans eventually are, after years of service, are transformed in death into avatars of death and destruction, their bodies consumed by profane energy.

An Avatar takes on characteristics of the deity that shaman serves, but all share the following characteristics:

- The Avatar is mindless, attacking all it sees.
- The Avatar has Hit Dice equal to the shaman's level plus 1d4.
- Their AC is equal to 7-1d6.
- They have 1d10 hit points per Hit Dice.

- The Avatar has 1d3 physical attacks per round. If one attack per round it does 1d10 (1-4 in 6) or 1d12 (5-6) damage, if two it does 1d6 (1-4 in 6) or 1d8 (5-6) damage, and if three it does 1d4 (1-4 in 6) or 1d6 (5-6).
- There's a 1-4 in 6 chance the Avatar possesses a special attack (1-2 in 6), a special defense (3-4 in 6) or both (5-6 in 6). Both special attacks and special defenses should be consistent with the shaman's deity.
- The Avatar registers with a *detect evil* spell and can be blocked by *protection from evil*.



Large hex is 6 miles, face to face

Smaller hexes are 1.2 miles, face to face

Cover Art by Jen Drummond (jendart.com)

Orc Lair by Aaron Schmidt

Old School Essentials OGL

Designation of Open Game Content: Any page with a license statement linking to this page is open content.

Designation of Product Identity: The names of contributors are product identity.

Notice: When providing stats for existing adventures, the proper names, plot elements, locations, and so on are usually declared to be product identity or simply not licensed at all. In these cases, [fair use](#) is being claimed. Consequently, the license cannot cover these elements.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
1. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
1. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 2. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

3. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

1. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Old School Essentials copyright 2019 by Gavin Norman.