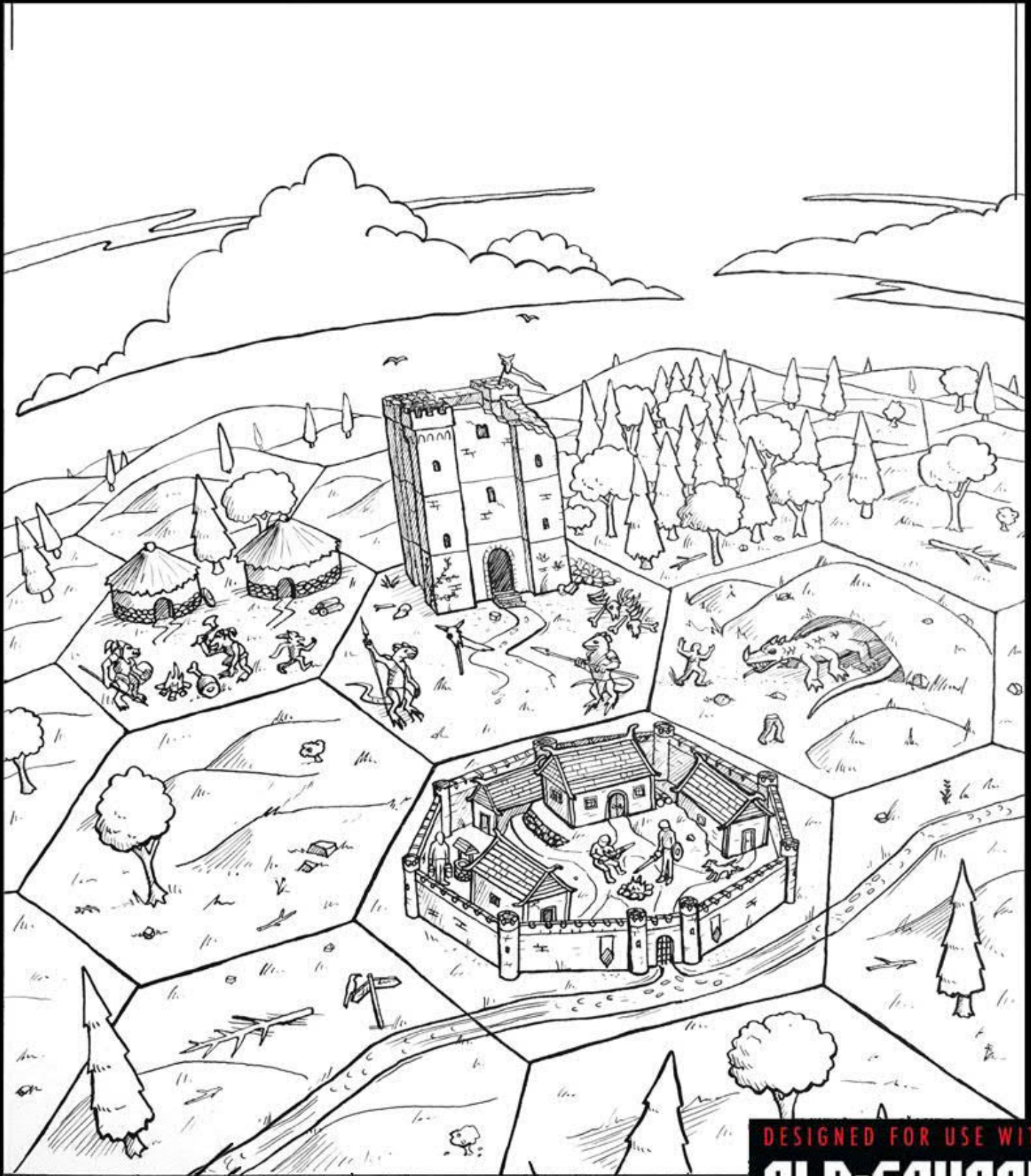


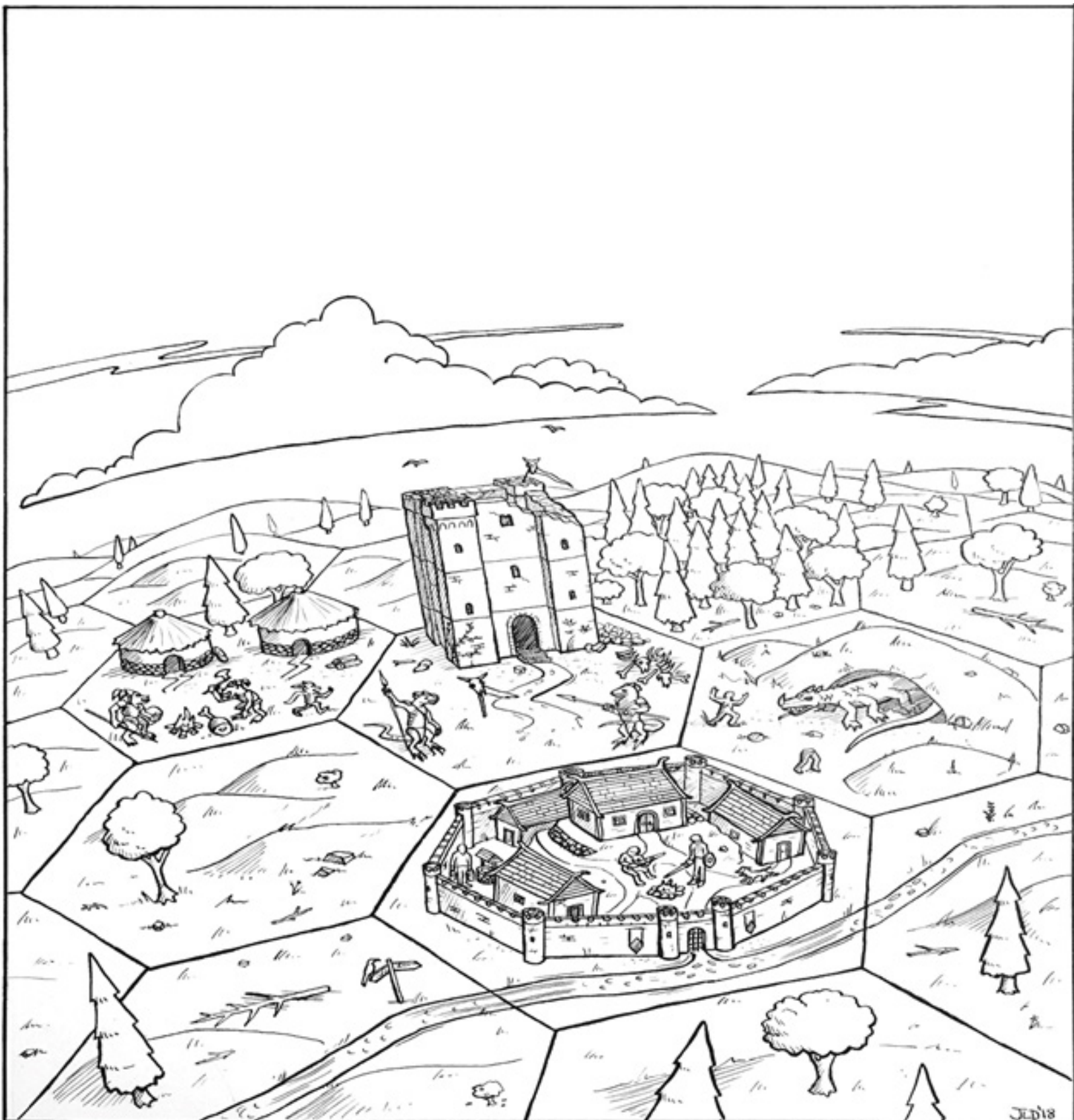
# Hex 13.22

## The Plateau of Sighs



Todd Leback

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



**Hex 13.22 — The Plateau of Sighs**

# Hex 13.22

## The Plateau of Sighs

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**Credits Designer:** Todd Leback

**Editing:** Brian Johnson

**Layout:** BJ Hensley

**Cartography:** Todd Leback, Aaron Schmidt

**Cover Art:** Jen Drummond (jendart.com)

**Map of the Temple of Lhusanar:** Dan Smith

**Interior Art:** Chad Dickhaut

**Standing Stone Art:** Jagoda Zirebiec

Maps created using Hexographer.

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### Populated Hexes

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# Introduction to Populated Hexes

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

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

## Maps & Scale

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

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

## Hexcrawling Rules

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

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

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

## Absalom

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

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

Cycles are marked in the beginning by the Apex and ascent

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

## Campaign Setting

The following assumptions are made in this setting:

### Starting Date

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

### Humanocentric

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

### Chaos Storms

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

### The Gods

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

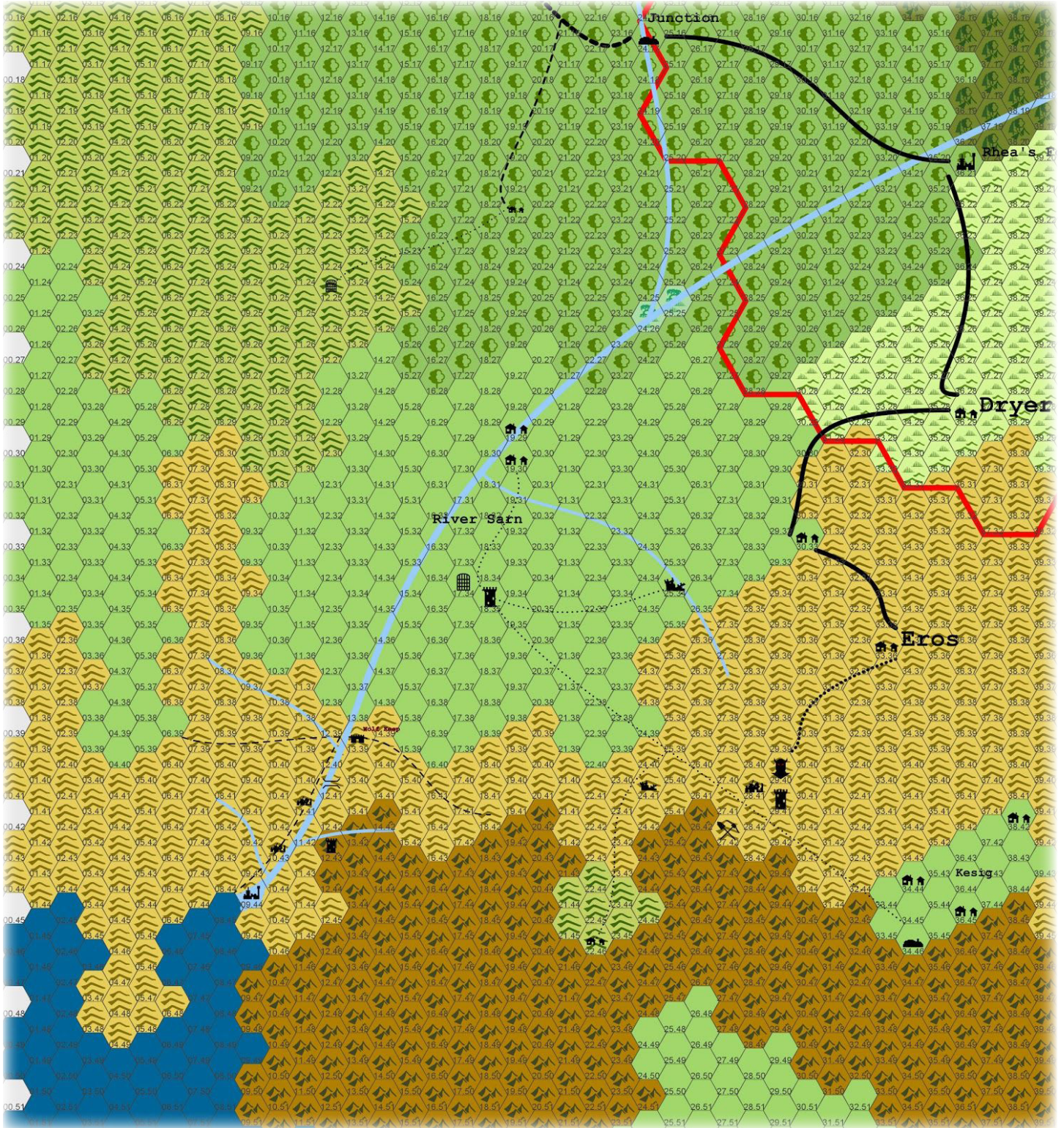
## Using Populated Hexes

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

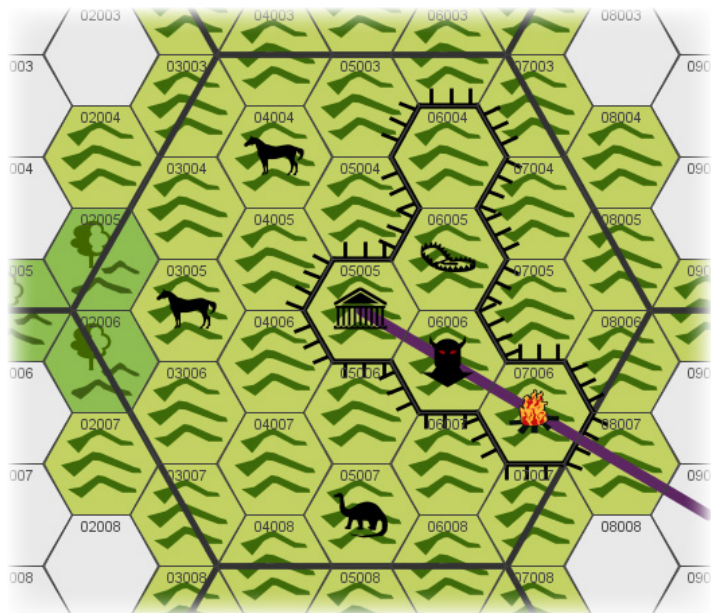
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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

# Introduction to Populated Hexes



# 13.22 — The Plateau of Sighs



**Resources:** Vegetable (Industrial, 1); Animal (Game, 3)

Several years past, a three-horned dinosaur – a relic of a forgotten time – wandered into this region and established a nest in the shadow of a natural promontory roughly in the center of the hex. Besides hosting the range of an ancient triceratops, the western portion of the hex is also home to several herds of wild antelope.

Much of the eastern part of the hex is taken up by a plateau of nearly 6 square miles, rising a good two hundred feet above the surrounding hill country.

The plateau (and, in particular, subhex 0505) is the terminus for a ley line that runs to the southeast. At one time a second ley line intersected with it, forming a nexus in subhex 0505, and it was from this nexus that ancient druids drew the power to open a gate to the Elemental Plane and the realm of an earth elemental whom the cult worshiped.

This undertaking would ultimately prove to be the sect's undoing. A gate to an elemental realm so saturated in earth magic exposed the plateau to petrifying energies. All it took was a minor Chaos storm towards the end of the Fourteenth Cycle to cause a spike in this energy, instantly petrifying all living creatures atop the plateau.

Over the course of the last two Cycles the second ley line has shifted to the north and west, reducing the amount of magical energy available, making the gate unreliable and moderating the effects of the petrifying curse.

Ley lines are described in the Appendix.

## 0305. Antelope

A herd of antelope grazes in this subhex, numbering 24 total. If encountered in the spring or summer there will be an additional 12 young. If encountered in the late summer to early fall the males will have begun to rut and will be aggressive. Apply a -1 penalty to reaction rolls if encountered during this time, and adult males (1/4 of the overall population) will inflict an extra point of damage when attacking due to their more aggressive nature. These are small, wiry antelope, three to four feet tall at the shoulder.

**Antelope (24).** AC 7 [12], HD 1 (4 hp), Att 1 x butt (1d4), THAC0 19 [0], MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 5, AL Neutral, XP 10, NA 0 (3d10), TT None

If killed, each of these antelope will provide 1d20+20 pounds of meat; young will provide 1d10+15 pounds.

## 0404. Antelope

As subhex 0305, except there are only 11 antelope, with an additional 5 young if encountered in the spring or summer.

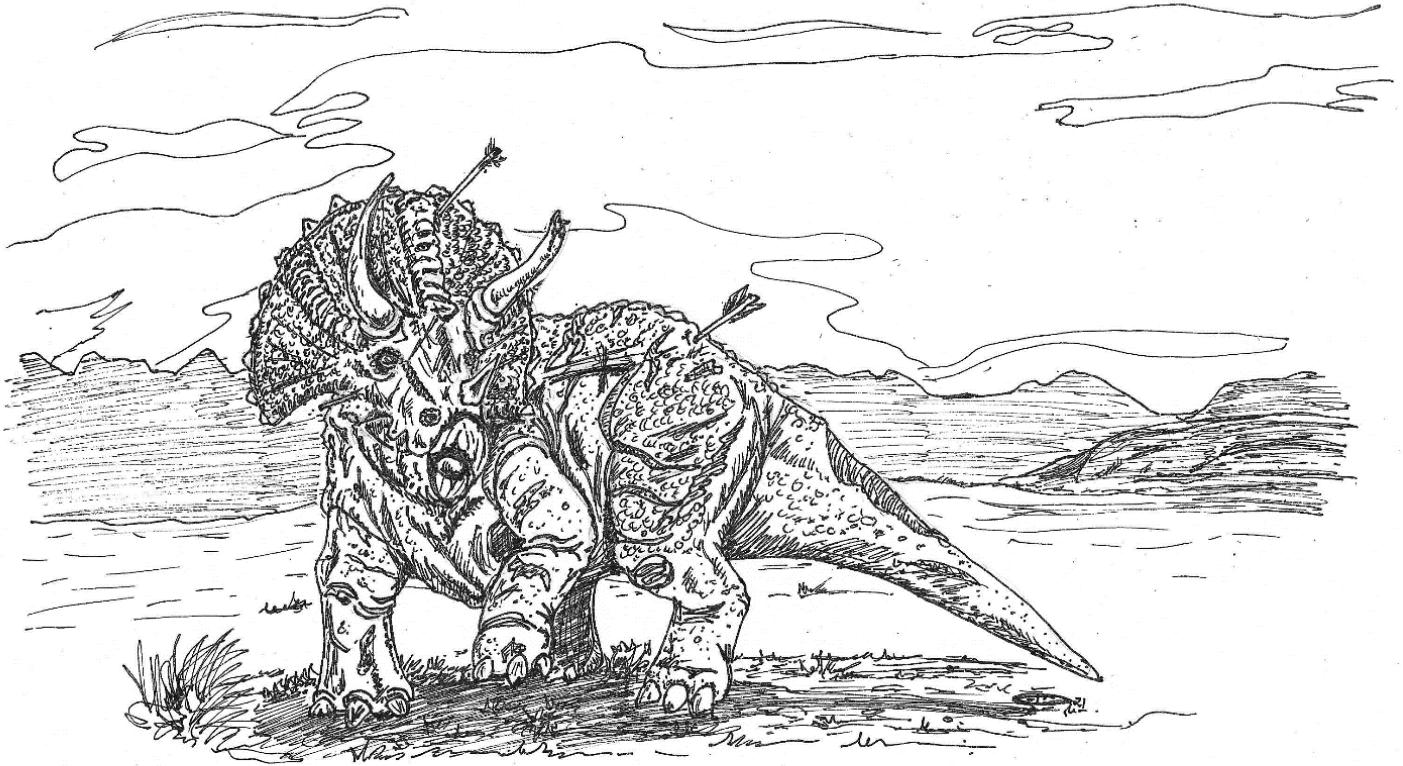
**Antelope (11).** AC 7 [12], HD 1 (4 hp), Att 1 x butt (1d4), THAC0 19 [0], MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 5, AL Neutral, XP 10, NA 0 (3d10), TT None

## 0507. Thusdisderri's Range

An old female triceratops, her birthing years long behind her, moved northwards to this hex several years ago. With her hide scarred from battles long past she roams the nearby lands, safe from most predators. Thusdisderri – as the orcs in Hex 13.23 call her – has established her nest in a hollow in this subhex. There's a 1-2 in 6 chance every time the adventurers enter this subhex that Thusdisderri will be in her nest. If not, she will be encountered somewhere else in the western portion of this hex, returning to her nest in 3d10 hours. Those skilled in woodcraft will notice almost instantly that a large herbivorous beast makes this subhex its home.

**Triceratops (1).** AC 2 [17], HD 11 (44 hp), Att 1 x gore (3d6) or 1 x trample (3d6), THAC0 11 [+8], MV 90' (30'), SV D9 W10 P11 B11 S13 (F6), ML 8, AL Neutral, XP 1,100, NA 0 (1d4), TT None

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- Thusdisderri is aggressive, applying a -2 penalty to reaction rolls when encountered.
- If allowed to charge in a straight line for at least one round, Thusdisderri may make a charge attack as follows: all creatures within her path that are ogre-size or smaller are affected by her trample attack (see below; roll to hit each target). If she ends her charge adjacent to a target she can make a gore attack against that target, inflicting double damage on a successful hit.
- In melee there's a 1-3 in 4 chance per round Thusdisderri will trample an adjacent opponent rather than gore. She gains a +4 bonus to hit human-sized or smaller targets when trampling.

Thusdisderri's hide is too scarred and battered to be useful as a magical principal, but it can be harvested for special components or tanned to make masterwork leather armor. In either case the materials are equal to her XP value in gold.

### The Plateau of Sighs

(Subhexes 0505, 0604, 0605, 0606, 0706)

For several Cycles a sect of druids maintained a shrine

atop the plateau, dedicated to the earth elemental Lhusanar, until a miscast spell exposed the shrine, the druids within and, finally, the entirety of the plateau to petrifying energy emanating from the Elemental Plane.

It is now a cursed place, even though the gate has lain dormant for decades. Living creatures that make their way to the top of the plateau find themselves slowly petrifying; what was once a rapid process has been slowed down considerably since the second ley line no longer provides energy to the gate.

There is no easy means of ascending the plateau. A wooden staircase built into the steep southern face once provided the only easy access, but it has long since rotted. It takes one hour to ascend with ropes and climbing gear, provided at least one party member can make the ascent without (such as a thief, or someone capable of flight). Short of magic, there is no way for normal mounts to ascend.

For every 12 consecutive hours spent on top of the plateau all living creatures make a Save v. Petrification. Failure indicates that they have slowly begun to petrify, their flesh, sinews, and bone turning to stone. Living creatures that are slain or die upon the plateau turn to stone in 1d4 days. Each time this saving throw is failed the character loses 1d4 points of Dexterity. Other effects are as follows:

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- ▶ **First failed saving throw.** Dexterity loss. Victim's natural AC improves by 1.
- ▶ **Second failed saving throw.** Dexterity loss. Character's base movement is reduced by 50%, and natural AC improves by an additional 1.
- ▶ **Third failed saving throw.** Dexterity loss. Movement is reduced to 10'. Victim's natural AC is improved by an additional 1.

Characters reduced to 0 Dexterity by this process are completely petrified. Note that it is possible for victims to be turned to stone after only two – or potentially even one – failed saving throws, depending on their Dexterity scores.

It is recommended the Referee request that each PC make the appropriate saving throw at the end of each twelve-hour period but not inform the player what the saving throw is for, and apply any penalties behind the screen.

Creatures with ties to the Elemental Plane of Earth – or non-living creatures – are unaffected by this petrification curse. The effects of the curse can be removed by a *remove curse* spell cast by a cleric of 11th level or higher, unless the victim has been entirely turned to stone, in

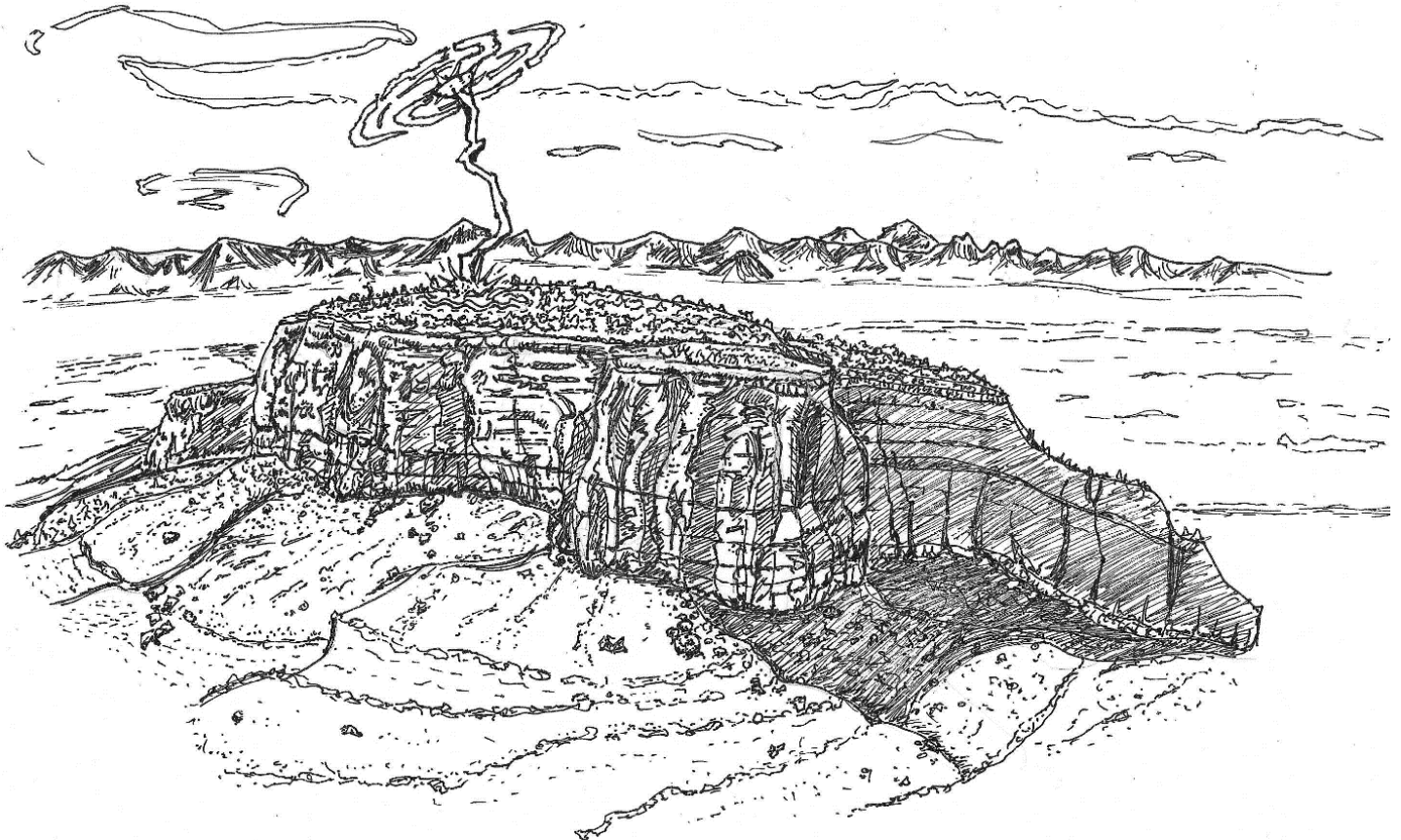
which case they must be un-stoned (via *stone to flesh* or other means) first.

The top of the plateau is relatively flat, with knee-high grass and the occasional copse of trees. At a closer look, however, all the foliage has been petrified. Here and there can be seen a glimpse of green, as seeds dropped by birds or blown by the wind find purchase, but they, too, are slowly turned to stone as the effects of the curse take hold.

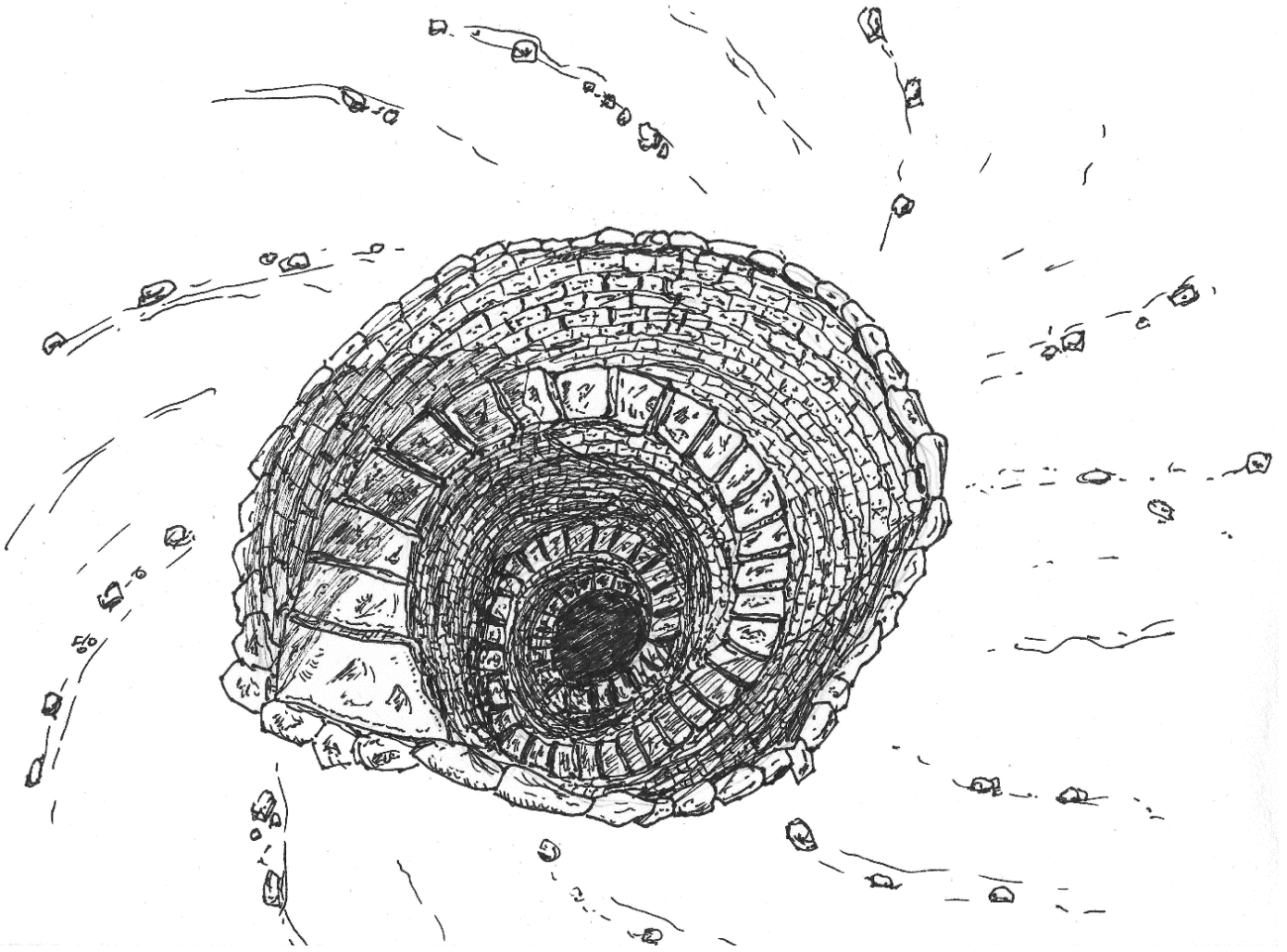
Animals, frozen in time by the petrifying curse, dot the landscape, turned into perfect statues without realizing what was happening to them. It is eerily quite on top of the plateau, the only sound the gentle sighing of wind blowing through the stone grass and branches.

### 0505. The Temple of Lhusanar

The ancient druidic sect built an enormous well-shaft, lined with tens of thousands of carefully laid adobe bricks. Stone stairs, spiraling around the interior of the shaft, descend some one hundred feet. The bottom is well-drained, with little water collecting from rainfall. The entrance to the temple complex is found there, leading deep into the earth under the plateau.







### The Temple of Lhusanar

Access to the temple is described above; down a steep shaft that leads straight into the heart of the bedrock, lined by spiraling stone stairs carved from the living rock itself.

The temple is a ley engine (see p.), designed and built by the ancient druids with a singular purpose: to facilitate the opening of a gate to the realm of Lhusanar, a powerful earth elemental that they worshiped as a god.

#### 1. The Entrance to the Temple

Roughly one hundred feet down into the earth, the bedrock floor of the shaft is inscribed with a series of bewildering lines, arcs, and sacred geomantic shapes. On the northeastern wall is an arched opening leading further under the plateau. It is obviously worked, though it exhibits no tool marks, having been excavated by magical means. A close examination reveals the carvings on the floor are directed towards the tunnel entrance to the southeast. A *detect magic* spell reveals the presence of faint magical energy flowing towards

the tunnel. This is the ley line that terminates in Area 5.2. **Stone Guardians.** The statues of two robed humans stand in the courtyard, facing the open well-shaft. Their features have been all but erased due to exposure to the elements. The two individuals were once novices of the druidic order who were not present at the ceremony and were caught outside when the petrification aura was released. Should they be subjected to a *stone to flesh* spell they will be dead and have no treasure.

#### 3. Spider statue

The tunnel runs into the darkness. The carvings on the floor continue into the interior. Sixty feet down the corridor the statue of a giant black widow spider can be found; this massive arachnid attempted to lair in the tunnel several years ago and ended up falling victim of the petrification magic. It has no treasure; should anyone cast *stone to flesh* upon it they would be rewarded with the corpse of a dead black widow spider.

After the spider statue the corridor continues for another 30'.

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### 4. Antechamber

A cavern 30' wide, 30' deep, and 30' tall. The entirety of the floor in here is covered with geomantic carvings, swooping and spiraling towards an enormous pair of stone doors set into the wall opposite the tunnel exit.

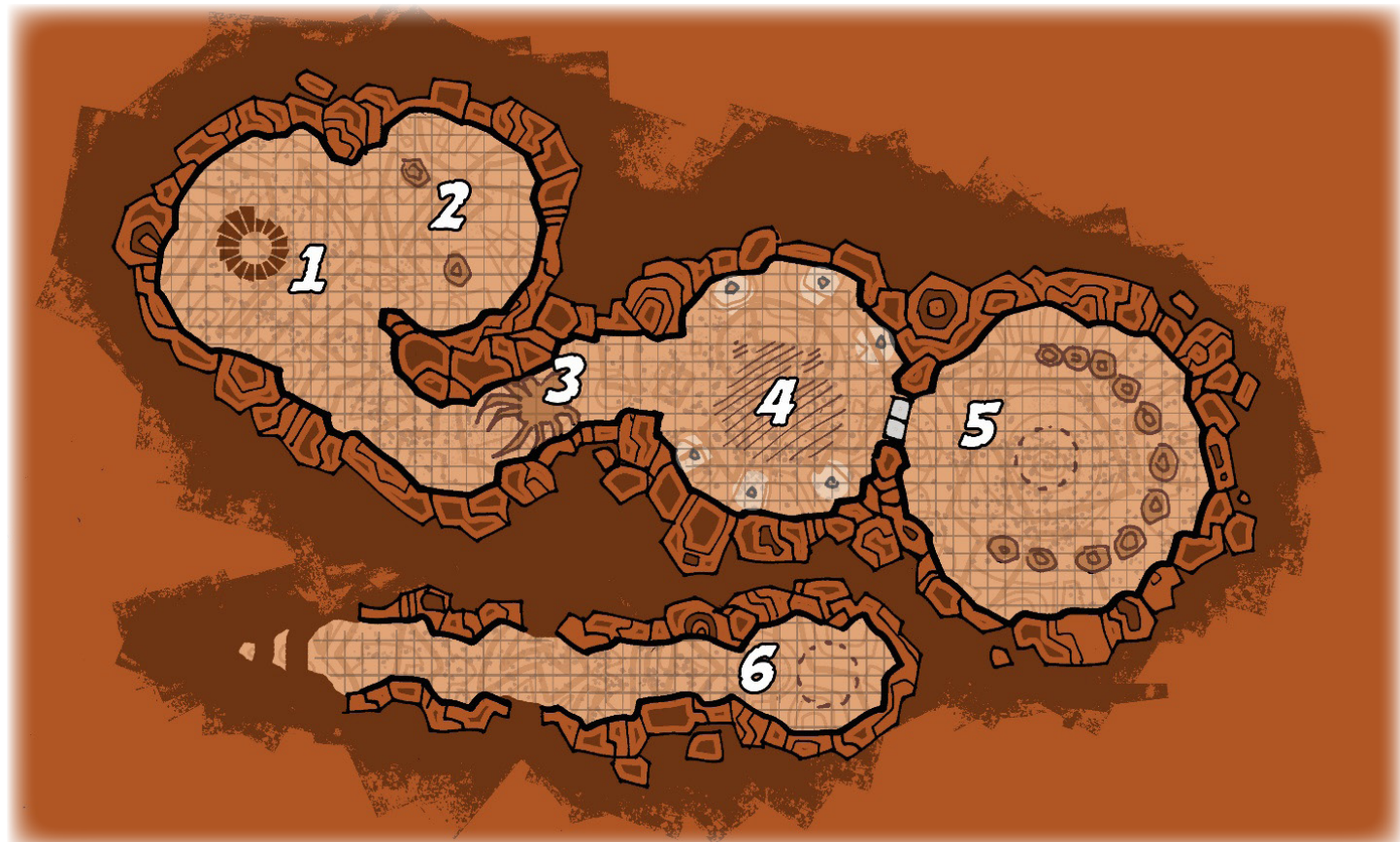
Six torch brackets are set into the walls at equal intervals; the walls and ceiling in here are covered with carvings similar to those on the floor. This was the antechamber to the temple proper, where adepts gathered before entering.

A portion of the stone floor here has been weakened where a rock worm (p. 131, *Blood & Treasure 2e Monsters II*) that entered the material plane has been tunneling. The weak area is roughly in the center of the room, and anyone walking over it has a 1 in 6 chance of breaking through the thin crust of stone, taking 1d6 points of falling damage as they plummet 10', and an additional 1d6 points of damage from the rocks that accompany the fall. Falling through exposes a labyrinthine network of 4' diameter tunnels carved by the rock worm's passage.

There is a 1 in 6 chance the rock worm will be nearby and come to investigate when the adventurers first enter the room. If anyone falls through the floor, there is an additional 1-2 in 6 chance the rock worm arrives in 1d4+1 rounds to investigate the ruckus.

**Rock Worm (1).** AC 1 [18], HD 6 (26 hp), Att 1 x bite (special), THAC0 14 [+5], MV 120' (40') / 120' (40') burrowing, SV D9 W10 P11 B11 S13 (F6), ML 11, AL Neutral, XP 275, NA 1d4 (1d4), TT special

- 20' long and 2' in diameter, the worms are composed of semi-molten rock.
- They dislike metal but have a voracious appetite for gemstones. They can smell which characters are laden with one or the other.
- Each touch inflicts 1d6 points of damage as the target is slowly calcified. When reduced to half hp a target has their speed and Dex reduced by half; at 0 hp the target is turned to stone. If a target is not turned to stone all penalties wear off in 1d4 hours.
- Rock worms, if slain, shatter into stone fragments, revealing a geode-like interior.  $(1d20-1) \times 100$  gp worth of gemstones can be harvested from each creature. These stones can be used as special components for magical items and have their effective value trebled when used to create items related to elemental earth or petrification (such as a *wand of metal detection* or *eyes of petrification*, from *Advanced Fantasy: Treasures*).



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The stone doors are not locked but require a combined Strength of 40 to open. Druids can open the doors with little more than a touch.

### 4. The Chamber of Convocation

Eleven stone statues of men and women clad in robes are arranged in a semi-circle here. An inspection reveals they appear to be in the process of casting a spell, and several have been caught in a moment of surprise.

The same geomantic reliefs continue in here, swirling towards the opposite wall where they spin and writhe up, framing a set of double doors within a perfectly circular portal 10' in diameter. This leads to the chamber housing the gate to the Elemental Plane of Earth.

Three of the druids caught in the wave of petrification have been turned into earth wraiths (B&T *2e Monsters II*, p. 161). They hunger for human flesh, having been alone in this chamber for centuries. When anyone living moves towards the elemental gate, the wraiths will emerge from the statues to which they are bound – ghostly, twisted reflections of the druids they used to be, reeking of sulfur – and attack. They have a base 1-3 in 6 chance of surprise when emerging from their statues. The wraiths will typically wait until the entire party is within the room before emerging.

The statues within this room were all druids, and should they be targeted by a *stone to flesh* spell the following treasure will be found (the druids are all long deceased): the head druid, Ithas, carries on her person an *onyx wolf* (p. 96, *Advanced Labyrinth Lord*) named Gagar, and a polished tiger's-eye stone suspended on a leather strap that provides the effects of a *ring of protection* +2 and can be used to *speak with animals* (as per the spell) once per day. Her second-in-command, Ton-gifu, carries a *stone of commanding earth elementals*, and one of the acolytes wears a silver ring that allows her to turn into a badger once per week for seven hours.

**Earth Wraith (3).** AC 5 [14], HD 5 (15, 24, 25 hp), Att 1 x touch (1d4 + CON drain), THACO 15 [+4], MV 180' (60') flying, SV D10 W11 P12 B13 S14 (F5), ML 12, AL Chaotic, XP 175, NA 1d4 (1d4), TT None

- ▶ Earth wraiths can only be damaged by magical weapons or attacks.
- ▶ Living creatures within 20' of a wraith must succeed on a saving throw versus poison or be *sickened*, suffering a –2 to all saves and attacks until they leave the area of affect.
- ▶ Each hit from an earth wraith drains 1d6 points

of CON, which can only be restored by high-level clerical magic.

- ▶ Those drained to 0 CON become earth wraiths themselves, under the control of the one who slew them.
- ▶ Earth wraiths cannot stand the touch of sunlight and will flee whenever exposed to it.

### 5. Entrance to the Plane of Elemental Earth

Opening the double doors leads to a circular room. In the center of the floor is a large, 10' diameter circular disc of swirling tan and grey energy, surrounded by a semi-circle of enormous, faintly glowing quartz crystals. This room is a ley line nexus (see p.), the geomantic reliefs and carvings designed to focus and control the magical energy. The nebulous disc is the gate to Lhusanar's realm; the crystals are a ley battery providing the power to keep the gate open. See p. for specific details about these batteries.

The gate leads to the dwelling of the godling Lhusanar, a 20-HD earth elemental. It has been many years since anyone has ventured through the gate to offer praise to it, and the elemental has frankly forgotten that it once was worshiped as a deity.

#### Closing the Gate

The petrification effect is not a natural feature of this gate, nor of the Elemental Plane of Earth; it is rather the side effect of the miscast spell which opened the gate. Unfortunately, in order to remove the petrification effect the gate must be closed. It is possible for the gate to be reopened later without triggering the effect, assuming the ritual is completed successfully.

- ▶ A *wish* or *miracle* could be used to either close the gate (thereby canceling the petrification curse) or to leave the gate open but remove the effect.
- ▶ A *dispel magic* can potentially close the gate. For purposes of dispelling, treat the gate as if it were a spell cast by a 20th-level caster.
- ▶ Physically destroying the geomantic carvings that channel the ley energy will close the gate, thereby ending the effect. It takes 200 points of damage from blunt weapons (attacks against AC 2) to do this. The gate will close in 1d4 hours after the carvings have been destroyed. *Stone shape* can also be used to erase the carvings. Physically damaging the carvings causes one random encounter roll every thirty minutes, as the damage causes psychic vibrations to echo throughout the Plane of Earth.

The ritual may be ended. In order to do this a description of the ritual must be found (a tome describing the ritual

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may be found in Hex 13.25, outside the scope of this book) and enough able participants who can perform the ritual spell must be located.

### 6. Lhusanar's Realm

There is a moment of disorientation as one steps or lowers oneself into the gate; gravity within the Plane of Earth is at a 90-degree angle to the mortal world, and those entering for the first time must roll their Dexterity or less on 5d6 or find themselves sprawled on the floor of a new tunnel, the same swirling disc of energy now filling the space behind them.

The gate to Lhusanar's lair opens onto a tunnel that winds and twists through the rock of the elemental plane for a quarter mile. Its domain is constantly, but slowly, shifting due to the enormous geologic pressures of the plane. Roll 1d20 every time the adventurers traverse the tunnel (max of once per day) to determine whether anything of interest surfaces. Note that they will not automatically \*find\* the result, just that the shifting of the plane has exposed some new potential treasure or hazard. Dwarves have a 1-2 in 6 chance of noticing these anomalies; everyone else has a 1 in 6 chance.

d20	Result
1	<b>Lava spurt.</b> A jet of pressurized lava shoots from the rocky crust of the tunnel. 1d6-1 adventurers must save versus breath. Those failing take 6d6 points of damage.
2-3	<b>Crevasse.</b> A crevasse has opened up in the floor, impeding passage. It is (1-3) 1d100 feet deep, (4-5) 10d100 feet deep, or (6) has no bottom. It will be (1-3) 2d6 feet wide, (4-5) 3d8 feet wide, or (6) 4d10 feet wide.
4-5	<b>Rock Fall.</b> Rocks fall from the ceiling as the PCs pass under. 1d8-1 party members must make a saving throw versus death or suffer (1-3) 1d6, (4-5) 2d6, or (6) 3d6 points of damage.
6-8	<b>Nothing Happens.</b>
9-10	<b>New Passage.</b> A side tunnel branches off, running (1-3) 10d100 yards, (4-5) 1d4 miles, or (6) connecting to a vast network of tunnels.
11-12	<b>Encounter.</b> Roll on the table below.
13-15	<b>Nothing Happens.</b>
16-17	<b>Vein of ore.</b> Worth 1d10 × 1000 gp.
18-19	<b>Vein of rare ore.</b> Mithral, adamantium, or magical ore, worth 1d100 × 5000 gp.
20	<b>Ioun stone.</b> (see p. 25 of <i>Advanced Fantasy: Treasures</i> ), embedded in the tunnel walls.

It takes one turn per 100 gp in value to mine any materials. Roll for random encounters every hour spent mining; on a roll of 1-2 in 6 an encounter occurs (see encounter table at the end of this section). Residents of the Elemental Plane of Earth do not take kindly to mortals harvesting minerals without permission. Note that any resources not mined within the span of one day have a 1-2 in 6 chance of disappearing back into the rock the following day.

The tunnel eventually opens into an enormously large cavern, the ceiling arcing nearly one hundred feet above the ground, and it measures roughly two hundred feet wide by four hundred feet long. It appears to be a natural cavern, such as what might be found in the mortal world, of limestone, although there is no moisture present, nor are there any features that would have been formed by water. This was the audience chamber where the druids paid homage to Lhusanar. It is rarely used now.

There are no other exits from this cavern, as the residents of the Plane of Earth can easily pass through stone.

Roll on the tunnel events table (above) once per day whenever this chamber is entered. Due to the size it takes a full 24 adventurer-hours to explore the entire cavern.

Encounters are rolled for every hour the adventurers spend in the cavern; if they are actively mining, encounters occur on a roll of 1-2 in 6; if they are not mining, an encounter occurs on a roll of 1 in 8.

Roll 1d12 below to determine the creatures encountered within the Plane of Earth. In either the cavern or the tunnel, if the adventurers are encountered mining ore without permission apply a -2 penalty to all reaction rolls with encountered denizens. Stats for the various unique creatures follow the table.

d12	Result
1-3	1d4 Earth Elementals (8 HD each).
4-6	On a result of 1-4 there will be 1d6 Earth Elementals (8 HD each); on a result of 5-6 there will be 1d2 12-HD Earth Elementals.
7-8	1d6 Crysmals (Blood & Treasure 2nd edition Monsters, p. 34). These creatures are just passing through, and not subjects of Lhusanar.
9-10	1d6 Xorn (OSE Advanced Fantasy: Monsters, p. 47). These creatures are subjects of Lhusanar.

## Hex 13.22 - The Plateau of Sighs

d12	Result
11	Genie, shaitani (Blood & Treasure 2nd edition <i>Monsters</i> , p. 76). Unique creature. Lhusanar's vizier is a shaitan genie called Cthonoxu. There's a 1-3 in 6 chance Cthonoxu is attended by 1d4 8-HD earth elementals when encountered.
12	Lhusanar. The elemental Baron occasionally passes through this chamber. There's a 1-3 in 6 chance it will be accompanied by 1d4 8-HD earth elementals. On a 4 it will be accompanied by a single 12-HD earth elemental, on a 5 by Cthonoxu, and on a 6 it will be by itself.

**8-HD earth elemental.** AC 2 [17], HD 8 (36 hp), Att 1 x blow (1d8), THACO 12 [+7], MV 60' (20'), SV D8 W9 P10 B10 S12 (F8), ML 10, AL Neutral, XP 1,200, NA 1 (1), TT None

**12-HD earth elemental.** AC 0 [19], HD 12 (54 hp), Att 1 x blow (2d8), THACO 10 [+9], MV 60' (20'), SV D5 W6 P7 B6 S9 (F12), ML 10, AL Neutral, XP 1,900, NA 1 (1), TT None

- Elementals are either 8' (8 HD) or 12' (12 HD) tall.
- Cannot cross water.
- Immune to non-magical attacks.
- When attacking creatures touching the ground they do an extra 1d8 damage per hit.

8-HD elementals have an Intelligence of 6; they're not especially bright and are the common subjects of Lhusanar's domain. 12-HD elementals have an Intelligence of 12 and serve Lhusanar directly as lieutenants and enforcers.

**Crysmal.** AC 0 [19], HD 6 (21 hp), Att 1 x sting (1d3), THACO 13 [+6], MV 90' (30') / 60' (20') burrowing, SV D10 W11 P12 B13 S14 (F6), ML 9, AL Neutral, XP 275, NA 1d6 (1d6), TT None

- Amalgamations of stone and crystal, crysmals resemble wolf-sized, vaguely insectile creatures. They possess little intelligence and are primarily concerned with reproduction.
- Immune to cold and fire and suffer half damage from electricity and non-bludgeoning weapons.
- When first illuminated by light the crystals embedded in their hides refract it in a chaotic fashion, forcing those within 60' to Save v. Paralysis or be subjected to *confusion* (as per the spell) for 2d4 rounds.

- Can understand Primal, the tongue of the elemental planes, but cannot speak.

**Xorn.** AC -2 [21], HD 7 (31 hp), Att 1 x bite (6d4), 3 x claw (1d3), THACO 13 [+6], MV 90' (30'), SV D8 W9 P10 B10 S12 (F7), ML 8, AL Neutral, XP 450, NA 1d4 (0), TT J, L x 5

- Xorns surprise on a roll of 1-5 in 6 when emerging from stone.
- Can move through stone at their full movement rate.
- Can smell metals up to 20' away.
- Will leave adventurers alone if fed 1d10 × 100 gp worth of precious metals. Otherwise, 90% likely to attack.
- Unharmed by cold and fire. Take half damage from electrical attacks.
- *Move earth* pushes a xorn 30' and stuns it for 1 round, *stone to flesh* or *transmute rock* reduces AC to 9 [10] for 1 round, *pass-wall* inflicts 1d10+10 damage.

**Cthonoxu (genie, shaitani).** AC 1 [18], HD 9\*\* (37 hp), Att 1 x slam (1d10 x 2) or 1 x scimitar (3d6+2), THACO 12 [+7], MV 60' (20') / 180' (60') burrowing, SV D7 W8 P9 B9 S11 (F9), ML 9, AL Chaotic, XP 2,300, NA unique, TT None

Cthonoxu stands 11' tall and has skin of beaten copper and silver, studded with gems. Once per day it may turn up to 10 pounds of metal into any other metal. In combat, if it bull-rushes an opponent into a stone wall or barrier and beats the to-hit number by 5 or more the target must Save v. Paralysis or be shunted into the stone as per *meld with stone*; the target is allowed a saving throw versus spells once per hour in order to escape. Cthonoxu is immune to electricity and can cast the following spells as a 9th-level caster:

- *Change self*, *detect good*, *gaseous form*, *invisibility*, *passwall*, *stone shape*, *stone tell* (LL AEC)\*, *wall of stone* (each once per day).
- *Meld into stone* (LL AEC)\*, *move earth*, *transmute rock to mud* (each thrice per day).
- When bound to the service of a mortal, Cthonoxu can grant a *limited wish* once per day. Note that in order for it to do this it must leave the service of Lhusanar.

Cthonoxu is conniving and lazy, always looking for a way to enrich itself, but will not do anything that might harm Lhusanar directly, as the genie is bound to the

## Hex 13.22 - The Plateau of Sighs

service of the great elemental. It cannot willingly lie to Lhusanar but will cheerfully spout falsehoods to any and all others, including the other subjects of the domain.

The genie carries a massive *scimitar* +2, too heavy to be wielded by anyone smaller than an ogre. Several of the gems encrusting its body are, in fact, *ioun stones*\*:

1. Pearly white spindle. Bearer regenerates 1 hp per round, up to a maximum of 100 hp per day.
2. Puce Cube. Can use ESP as per the spell for 1d4 rounds, scanning the surface thoughts of one person within 20' per round. Can be used once per day.
3. Black Rhomboid. Once per day the bearer may ignore damage (and any auxiliary effects, such as energy drain) from a single physical attack.
4. Emerald Green Rod. Once per week the bearer may force a target within 30' to be silent, unable to speak, for 1d3 rounds. A save v. wands at a -2 penalty will avoid the effect.

\*Stones taken from *Quann'Ra-tioll Moorchlyne's Most Excellent Compilation of all the Realms Known Ioun Stones*, compiled by Matthew Hargenrader.

**Lhusanar, elemental baron.** AC -4 [23], HD 20\*\* (108 hp), Att 1 x slam (4d10) or 1 x spell-like ability, THACO 6 [+13], MV 90' (30') / 60' (20') burrowing, SV D2 W2 P2 B2 S2 (F20), ML 10, AL Neutral, XP 4,300, NA unique, TT None

Lhusanar, a baron of elemental earth, appears on its home plane as a 30' tall column, a constantly shifting and erupting avalanche of earth and stone. The ancient druids would interpret the thunderous crashing and grinding of its body to make their oracular pronouncements and prophecies.

Lhusanar takes double damage from magical fire-based attacks, but minimal damage from air-based attacks. Its slam inflicts an extra 1d8 points of damage if the target is in contact with the ground. Lhusanar can only be affected by spells of 2nd level or greater, and magical items and weapons.

The very ground shakes and quakes in its presence. All creatures not native to the Plane of Earth must roll their Dexterity or lower on 3d6 every round they're within 30' of Lhusanar. Those failing are knocked prone. This is a constant effect and occurs even if the baron has merged with its surroundings. When within its domain it regenerates 3 hp per round and may also perform the following abilities at 15th level of ability.

- Like all elementals, Lhusanar can automatically merge with and travel through its own element. This may be done as part of its move during a round.
- Lhusanar can choose to automatically succeed on two saving throws per day. It can also automatically choose to be unaffected by spells that would ordinarily affect earth or stone (such as *transmute rock to mud*).
- It can cast *stone shape* and *passwall* at will.
- Once per day it may create an *earthquake*, as per the clerical spell.
- When it rolls a natural 20 on an attack the target must make a Save v. Petrification or be turned to stone. This power is effective against natives of the Plane of Earth, as well.
- Thrice per day it can create a *wall of stone*.
- At will it may animate a mass of stone and earth that functions as a lesser earth elemental. It may animate one per round, but can have no more than four such servitors at one time.

Lhusanar carries no treasure, but were it to be destroyed one would find 3d4×10 randomly determined gems within the remains of its body.

### 0605. The Blades that Cut

The petrified grass in this hex is especially sharp. Those passing through it wearing non-metallic armor must make a saving throw versus wands or suffer 1d6 points of slashing damage from the sharp stone grass for each hour spent within the hex.

### 0606. Lair of the Crystal Spiders

A group of seven adamarach (see *A Hamsterish Hoard of Monsters*, p. 4) that venture down off the plateau to hunt. Mostly they attack the antelope herds but will also hunt and bring down any humanoids passing through the hex.

The adamarach are dog-sized spiders composed of crystal, with dark eyes the color of obsidian.

**Adamarach (8).** AC 2 [17], HD 1 (4 hp), Att 1 x bite (1d3 + poison), THACO 19 [0], MV 120' (40') / 120' (40') climb, SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 15, NA 0 (3d10), TT None

- Those bitten must Save versus Poison. Living creatures that fail are paralyzed for 1d4 rounds.
- Adamarachs look like translucent, glittering

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crystalline statues with dark, obsidian eyes. They make a disturbing clattering sound as they rush towards their prey.

The adamarach can, automatically hit a paralyzed target the following round, inflicting 1d2 damage and implanting a crystalline egg. Removal requires either the intervention of a 9th-level or higher cleric casting *Cure Disease* or surgery. Surgery requires the subject to Save versus Death. If the person performing the procedure has the First Aid or Medicine skill (see *Hex 17.23*) and succeeds on a skill check the saving throw is made with Advantage.

A host with an implanted egg suffers a -2 penalty to their Constitution score but gain a 3-point bonus to their natural armor class. The adamarach's egg hatches in 1d2 weeks if left within the host, dealing 2d6 points of damage in the process. As long as the egg remains implanted within the host, the host registers as Chaotic to alignment-detecting spells and abilities.

### 0706. The Frozen Campsite

Two Cycles ago a band of adventurers ascended the

plateau to explore but fell victim to the petrifying curse. The party of five can be found in this subhex, frozen in the positions in which they turned to stone: three seated around a fire-circle, warming their hands by a now long-gone flame, a fourth relieving himself in the bushes, and the fifth standing guard, looking to the west with a hand shading her eyes.

One of the long-petrified adventurers – a woman, seated by the fire, in robes that were once velvet – was a powerful magic-user, Ul'so, who at the last moment recognized her doom and cast *magic jar*. Her soul is now trapped within a diamond worth 2000 gp contained within her petrified coin purse. Getting to the diamond requires casting *stone to flesh* upon Ul'so. *Detect magic* reveals a very faint magical aura in the region of her belt, which can only be seen during a careful examination.

Ul'so was a Neutral magic-user, but the decades of imprisonment within the magic jar have driven her insane. She longs for release and will attempt to possess the first potential target that comes within range. Her spellbook is trapped within the statue that once was her body. If successful in taking over the body of a curious adventurer she will seek to leave the plateau as quickly as possible.



## Hex 13.22 - The Plateau of Sighs

The five adventurers were:

- ▶ Ul'so, human 9th-level magic-user.
- ▶ Cuthsa Cone, human 10th-level fighter.
- ▶ Ferdcon the Flatulent, human 5th-level fighter, Cuthsa's squire and the one relieving himself in the bushes.
- ▶ Sylka Jorol, human 10th-level thief, the standing statue looking to the west.
- ▶ Masron Nas, human 7th-level cleric.

**Ul'so, 9th-level magic-user.** *Int 15, Wis 8, Cha 12. Spells still memorized:* charm person *x2*, protection from evil, arcane lock, ESP, invisibility, lightning bolt *x2*, confusion, dimension door.

If the statues were to be de-petrified, the following treasure would be found. All of the potions and scrolls are labeled as to their use, but they may not be entirely accurate. Items marked with an asterisk are from the *OSE Advanced Fantasy: Treasures* book.

Ul'so has a *potion of speed*, a *potion of growth*, a *gem of brightness\**, and a wand of stout hickory that, once per day, when used as a focus to cast a spell, allows her to reroll one variable effect (damage, duration, number of targets affected, etc.) and take the better of the two results. Her traveling spellbook contains the spells she has memorized plus 1d4 spells per level she can cast of the Referee's choosing.

Cuthsa bears a *potion of invisibility*, a *potion of heroism*, and a third potion labeled "fire resistance" that has spoiled over the centuries and now functions as a *potion of poison*. He wears *plate armor +1*, wields a *sword +2*, and wears a *phylactery of longevity*.

Ferdcon is clad in non-magical plate armor and wields a pair of handaxes, one of which is enchanted with a +1 dweomer.

Sylka has a *potion of delusion* labeled "control dragon", wears *leather armor +3*, carries a *short sword +1*, and tucked in her belt pouch is a packet containing a single dose of *dust of disappearance\**.

Masron wears non-magical plate armor and wields a masterwork warhammer (non-magical +1 bonus to damage, see Appendix). He wears a *ring of protection +2* and carries in his backpack a scroll with the clerical spell *raise dead* inscribed upon it.

All of the statues are weathered by age and exposure to the elements, their features softened and smoothed by time. Were they to be turned back to flesh and then revived, none of them – save for Ul'so – has any idea of the time that has passed. The party hails from a petty kingdom to the north that fell at the beginning of the previous Cycle.

Getting them off the plateau in statue form will prove to be a difficult task; each weighs over 1,000 pounds (10,000 cn), and were they to be dropped or roughly handled there is a chance of limbs snapping off.

### Random Encounter Table

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#### The Plateau of Sighs

The only creatures that can be encountered atop the plateau are the adamarach from subhex 0606. There is a 1 in 8 chance per day spent atop the plateau that 1d6 adamarachs are encountered.

#### The Lowlands

1. Thusdisderri.
2. Thusdisderri.
3. Adamarach (1d4+1).
4. Antelope herd (determine which subhex they're from).
5. Antelope herd (determine which subhex they're from).
6. Men. Patrol of knights from Hex 14.23 (1d4+4 1st-level fighters, mounted, led by a 4th-level fighter).
7. Basilisk (1d2), wandering in from surrounding hills.
8. Orc patrol from Hex 13.21 (1d6+3 orcs, plus one Reaver).



### Appendix

#### Masterwork Items

Masterwork items are non-magical items that are well crafted enough to provide some mechanical benefit to the user. They are also often required as the principal to be used in enchanting magical items; a magical item is always of masterwork construction, but masterwork items are not always magical.

Masterwork items can only be created by skilled artisans. If using the skill system presented in *Hex 17.23* the following rules apply:

- ▶ Unskilled individuals can only create masterwork items if their skill roll is 25 or higher.
- ▶ Proficient individuals can only create masterwork items on a result of 20 or higher.
- ▶ Skilled individuals can only create masterwork items on a result of 15 or higher.
- ▶ Expert individuals can automatically create masterwork items on any successful roll, assuming they have the proper time and materials.
- ▶ A roll of 1 is an auto-failure. 1d10×10% of the material used to create the item is ruined; the rest can be reused.

Masterwork items cannot be created using ordinary, everyday materials. The steel used to craft a masterwork sword must be alloyed with rare minerals or other metals – cold iron mined from Faery, starmetal from a fallen star, etc. The leather used to craft a masterwork suit of leather armor must come from a beast worthy of a principal (see *Hex 17.23*).

Some example benefits granted by masterwork items would be:

- ▶ +1 bonus to damage. All weapons.
- ▶ +1 bonus to attack. All weapons.
- ▶ +25% increase in range (thrown/missile weapons).
- ▶ +1 bonus to AC (armor).
- ▶ -25% reduction in encumbrance\* (armor and weapons).

\*Attacking with a masterwork weapon with this upgrade also grants a +1 bonus to individual initiative roll.

The first upgrade costs 500 gp, of which half is materials and the other half labor. For weapons and armor there is no need to add in the cost of the base item; a masterwork sword with one benefit would cost 500 gp, not 510 gp. A second upgrade, which must be different from the first,

would cost an additional 750 gp. Masterwork items can have no more than two upgrades.

*Example.* A masterwork sword that grants a +1 to both attack and damage would cost a total of 1,250 gp to craft.

The value of a masterwork item is used to determine its value as a principal for the purpose of creating a magical item.

#### Ley Lines

Conduits of invisible magical energy, ley lines run along the surface of the planet like unseen rivers. They subtly influence the natural world; if one were to examine the plant life growing in the path of a ley line the observer would note trees leaning perpendicular to its invisible flux, pine needles and leaves being drawn as if by a magnetic force towards the ley line. Animals, when crossing a ley line, can be seen to subtly shift direction ever so slightly, as when crossing a river one gets pushed downstream by the current.

All ley lines share the following characteristics:

- ▶ They exist between two points. The terminus points of a ley line are called the “loci”.
- ▶ Magical energy can concentrate in the world without connecting to another point. When this occurs the pool of energy that is created is called a “node”.
- ▶ When two or more lines cross they create a nexus of heightened magical energy.
- ▶ Ley lines are typically invisible, except under certain environmental conditions or intense magical concentration.
- ▶ The loci are bound to the earth, and the lines themselves do not extend more than a few hundred yards up into the air.
- ▶ Each line contains a given amount of magical energy. Nexi contain an amount of energy equal to the sum of the lines crossing at that point.

Each individual ley line has a Power Rating from 1-5, with “1” being the weakest and “5” being the strongest. Since a nexus has a Power Rating equal to the sum of the intersecting ley lines, each nexus will have a minimum PR of 2 and a maximum PR of 20. The Power Rating in a location without a ley line is considered to be 0.

#### Ley Line Mechanics

Every ley line has two loci that define the end points of the line. These loci are predominantly found in areas of natural upheaval or concentrated elemental forces, but

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not always. Ley lines do not share loci. In other words, each ley line has two distinct loci that are not used by another line.

Magical energy passes along a ley line in both directions, similar to how alternating current travels along a power line.

A ley line with a PR of 1 has a range of 1d100 miles and an average width of 2d10 feet. For every PR above 1 multiply the length by 10 and the width by 2. A line with a PR of 2, therefore, would have a range of 1d100 × 10 miles and a width of 2d10 × 2 feet. A line with a PR of 3 would have a length of 1d100 × 30 miles and a width of 1d10 × 4 feet. 1 in 6 ley lines have their dimensions (1) decreased by 3/4, (2-3) decreased by 1/4, (4-5) increased by a factor of 2, or (6) increased by a factor of 5.

Ley lines are typically invisible unless viewed through a *detect magic* or similar spell, or under the proper atmospheric conditions. Any line or nexus with a PR of 4 or less can only be seen through magical means, or by deducing its existence through its impact on the physical world. A line or nexus with a PR of 5-9 can be seen at night as a faint, glowing radiance. A nexus with a PR of 10-14 can be seen glowing brightly at night, and faintly during the day (1 in 6 chance in sunlight, 1-4 in 6 when overcast). A nexus with a PR of 15+ can be seen during the day under sunny conditions.

Whenever a character crosses a ley line or enters a nexus roll 1d20, adding the appropriate PR. If the character is

- an arcane caster add +3 to the roll,
- if an elf, add +4,
- if a druid, add +5.

If the roll is 20 or higher the character senses the presence of magical energy, although they might not know what it is if they are unfamiliar with ley lines!

The cumulative strength of a nexus is determined by adding together the PR of all the intersecting ley lines (though the maximum PR is still 20). A nexus formed by the intersection of one line that has a PR of 1 and a second line with a PR of 3 would have a total PR of 4.

A nexus will be formed of:

- 1-60. Two intersecting lines
- 61-90. Three intersecting lines
- 91-99. Four intersecting lines
- 100. 1d4+6 intersecting lines

Roll 1d20 to determine the strength of the ley line. If it is a node roll twice, taking the lower of the two results.

**Table 1**

d20	Result
1-9	PR of 1
10-14	PR of 2
15-17	PR of 3
18-19	PR of 4
20	PR of 5

### How Common are Ley Lines?

The book *Filling in the Blanks* provides one method for generating ley lines as a part of hex population. This method produces a relatively small number of lines. If the Referee is not using the supplement, or wishes to have a greater density of ley lines in their world, the following method can be used to generate and place ley lines.

Each hex that is generated has a chance of containing some form of ley line. This chance should range between 1 in 100 to 1-5 in 100, depending on the Referee's taste. If the result indicates a ley line, the hex will contain (1-3) a node, (4-5) a locus, or (6) a nexus.

If the hex contains a node the Referee:

- Determines the PR (Table 1).
- Rolls to determine if the node is in use (see Table 2, below).

If the hex contains a locus the Referee must determine:

- The strength of the ley line (see Table 1).
- The direction the line runs (see Figure 2).
- The length of the line.
- If the locus is in use (Table 2).

The existence of a locus in a hex requires there to be another locus at the other end of the ley line, so the Referee can also generate that hex (once the orientation and length of the line are established).

If the result is a nexus the Referee must:

- Determine the number of lines intersecting (see above).
- Determine the strength of each line (Table 1).
- Determine the orientation of each line (Figure 2).
- Determine the length of each line.
- Determine where along the length of each line it intersects with the nexus.
- Determine if the nexus is in use (Table 2).

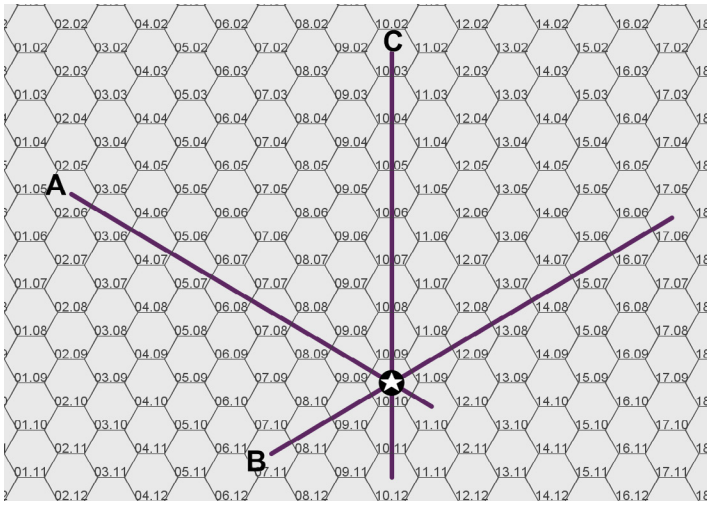
Figuring out the length of each ley line that feeds into a nexus is straightforward. Once the overall length is determined the referee can roll 1d10 per line to

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determine where along the line the nexus occurs, dividing the overall length of each line by the roll.

*Example. The Referee is generating a nexus where three ley lines converge. They have already determined that it converges in Hex 10.10. For ease of demonstration, each of the three lines is exactly ten hexes long.*

*The 1d10 roll for line A yields a 9, the roll for line B yields a 4, and the roll for line C yields an 8. The Referee decides that all measurements will be taken from the left side, running towards the right. Line A intersects the nexus at its 9th hex, line B at its 4th, and line C at its 8th.*



The orientation of a line can be determined by rolling 1d12 and comparing it to Figure 2. For simplicity's sake the assumption is made that each locus falls in the center of a hex, as shown below, although in reality this might not be the case (especially if using the subhex method of populating hexes described in *Filling in the Blanks*).

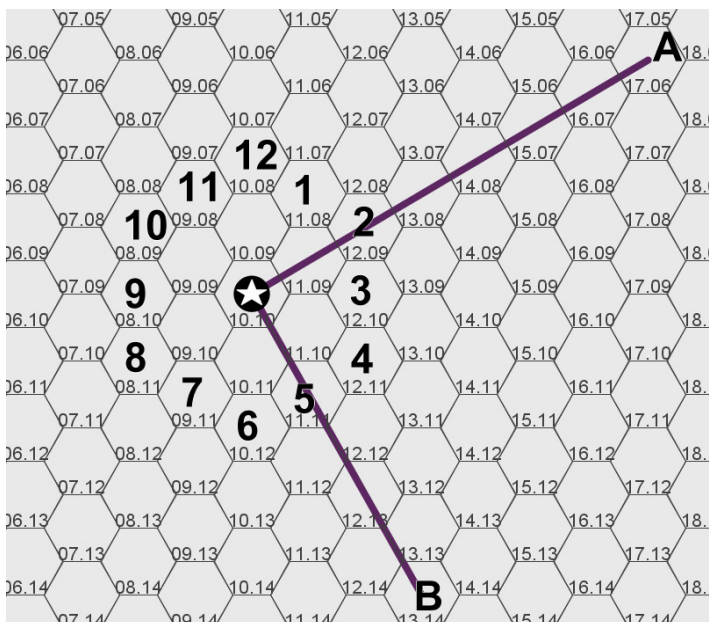


Figure 2

Ley lines are rare enough and possess enough latent power that it is unusual to find one that has not been developed – either currently or sometime in the past. Locations that are developed are those that have been artificially modified to harness and use the ley energy in some fashion, most often through the creation of a ley engine. Table 2 gives the chances that a particular locus or node has been developed. If the hex contains a node roll twice, taking the lower of the two results; a ley line locus is easier to find than a node, simply by discovering a line and tracing it back to one of its two sources. If the hex contains a nexus roll twice, taking the higher of the two results.

Table 2

d100	Result
1-25	Not used
26-60	Occupied
61-100	Developed

On a result of 1-25 the location has not been used, either currently or in the past, nor is a creature lairing at the location. On a result of 26-60 there is someone, or something, occupying the location, but they are not actively harnessing the ley energy. There is a 1-5 in 6 chance that whatever creature is lairing there has been affected by the concentrated magical energy in some way. On a result of 61-100 the location has been developed specifically to harness (or perhaps protect) the source of ley energy. Roll an additional 1d6 and compare to Table 3 (Wilderness, Borderlands, and Civilized hexes are explained in the book *Into the Wild*).

Table 3

Civ. Rating	1d6					
	1	2	3	4	5	6
Wilderness	Active			N/A		
Borderlands	Active				N/A	
Civilized	Active					N/A

If the result is “Active” there is some creature or entity that is actively lairing at the location and using – to one degree or another – the ley energy. On a result of “NA” the location is currently not being used for its intended purpose, even though there may be someone or something lairing within; the inhabitant likely doesn’t even recognize the significance of their lair!

### Nodes

The most basic upwelling of magical energy and the precursor to an actual ley line is the “node”. Unlike ley lines, which must travel over the surface of the earth, nodes can be

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found underground as well. 1-2 in 6 nodes, when generated, will be underground. Typically, seismic activities have a chance of both generating nodes and, in cases where a node already exists underground, forcing it to the surface.

An earthquake has a 1 in 10 chance of either producing a new node (1-2) or forcing an existing node to the surface (3-6). The books *Random Weather Generation* and *Into the Wild* have rules for randomly generating earthquakes.

Nodes have a radius within which they radiate magical energy. This radius is determined by the PR of the node (which is generated the same way as a ley line):

**Table 4**

PR 1	5d20 yards
PR 2	10d20 yards
PR 3	5d100 yards
PR 4	10d100 yards
PR 5	1d4 subhexes

The area within a node's radius is bathed in the magical energy generated by the node. Nodes also have a *potential range*, which is determined as for the range of a ley line of equivalent strength. This represents the maximum distance at which the node can join with another node to create a ley line.

Nodes are also inherently unstable. They seem to have a natural tendency to link with other nodes, producing a much more stable ley line, or otherwise eventually disappear, their magical potential grounded back into the earth. The following rules are likely beyond the scope of many campaigns but are included here for completion's sake.

Every year roll 3d6 for each node and compare it to Table 5:

**Table 5**

3d6	Result
3	The node disappears.
4-5	The node shifts 1d6 miles (or 1d6 subhexes) in a random direction.
6-7	The node decreases in PR by 1 (if the PR is already 1 it disappears).
8-12	Nothing happens.
14-15	The node increases in PR by 1 (if the PR is already 5 double its current radius and potential range).
16-18	It joins with another node to form a ley line. If there is no other node within range, one spontaneously forms within range.

### What Do They Do?

What are ley lines and nodes used for? In Absalom they are relatively rare and little known; magic-users and druids may be aware of their existence, but the ability to harness the magic they possess requires years of study and research. Mortals cannot directly draw on their power, except in rare circumstance, and elaborate structures or storage facilities are needed in order to contain and safely handle the collected energy.

Some creatures can directly draw upon the power of ley lines, while others are corrupted or altered by the concentration of arcane power. The fabric of reality often wears thin where lines originate or cross, opening portals to other planes and dimensions, creating strange landscapes where the laws of magic and physics are warped, or subtly altered creatures – awakened animals, sentient plants, or mundane beings manifesting magical abilities – can be found.

When humans are most successful harnessing the power of ley lines it is through large, artificial structures that focus, contain, and distill the energy into a usable form. This is similar to how temples concentrate the divine energy of worshipers (see *Hex 14.21*). The structures will be located at either a locus, nexus, or node and not along the length of a ley line. These structures are typically referred to as ley engines, and are most often the size of a house, if not larger. A circle of standing stones – such as Stonehenge – is an example of a rudimentary ley engine.

Every ley line produces a given amount of magical energy, or magic points (MP) that can be used as a substitute for gold, special components, or spells needed to produce magical items or effects.

Table 6 shows the equivalency for magic points.

**Table 6**

MP	Effect
1	5 gp in value of special components
1	25 gp in value of general components
5	One 1st-level spell
25	One 2nd-level spell
75	One 3rd-level spell
150	One 4th-level spell
300	One 5th-level spell
600	One 6th-level spell

If using ritual spells of a higher level than 6th each level has a multiplier of 2.5.

Therefore, a single MP generated by a ley line or node can

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be used to substitute 5 gp worth of special components, 25 gp worth of general components (refer to *Hex 17.23* for more information on material cost). 5 MP can be used to replicate the effects of a single 1st-level spell, 25 MP for a single 2nd-level spell, etc. Note that these costs represent the energy required for the user of the engine to cast a random spell of that level. Engines can be built to cast specific spells at a much lower cost.

If used to replicate the effects of higher-level spells, also referred to as *ritual spells* (6th+ for clerical magic, 7th+ for arcane spells) apply a 2.5× multiplier for each level above the normal range. Therefore, a 7th-level arcane spell would cost 1,500 MP (600 × 2.5) while an 8th-level arcane spell would cost 3,750 MP (600 × 2.5 × 2.5).

The Temple of Lhusanar, for instance, is a ley engine designed with one purpose, to cast the ritual 7th-level *gate* spell. As a divine ritual spell it has a base MP cost of 1,875 MP. However, because the Temple of Lhusanar was built with the purpose to cast a single, specific spell, the needed MP are reduced. Below are some guidelines to determine the MP costs for spells that are built into an engine.

First, roll to determine if the location has an affinity for a type of magic:

d100	Affinity
1-50	<b>No Affinity.</b>
51-60	<b>Healing or Death.</b> Affinity for either (1-3) healing or (4-6) necromantic magic.
61-70	<b>Life or Fabrication.</b> (1-4) Life governs the creation of new life forms or modifications to living beings (such as the creations of hybrids), while (5-6) Fabrication governs the creation of non-living items and objects (including constructs).
71-77	<b>Divination.</b> The location has an affinity for divination magic.
78-84	<b>Conjuration.</b> The location has an affinity for the (1-3) summoning, (4-5) binding, or (6) summoning and binding of extra-planar beings.
85-90	<b>Travel.</b> The location has a strong link to (1-3) a specific place on the same plane, (4-5) multiple places on the same plane, or (6) simply enhances all travel on the same plane. To determine the modifier (see below) on this result roll twice taking the higher result if the initial roll is a (1-3) and roll twice taking the lower result if the initial roll is a (6). <i>Example. When generating a ley node it is determined (rolling a 6) that it has a strong affinity for all intra-dimensional travel. When rolling 1d6 to determine the MP modifier the Referee rolls twice and takes the lower result.</i>

d100	Affinity
91-93	<b>Weather.</b> The location has an affinity for weather control and associated spells.
94-96	<b>Planar Travel.</b> The location has a strong link to (1-3) a specific place on a different plane, (4-5) a different plane, or (6) multiple planes. To determine the modifier (see below) on this result roll twice taking the higher result if the initial roll is a (1-3) and roll twice taking the lower result if the initial roll is a (6). <i>Example. When generating a ley node it is determined that it has a strong connection to a single location on another plane. When rolling 1d6 to determine the MP modifier the Referee rolls twice and takes the higher result.</i>
97-00	<b>Other.</b> Referee's choice.

A node can have any affinity. Two loci connected by a ley line must share the same affinity, but a nexus created by intersecting ley lines can have an affinity that differs from its “parent” lines.

Locations with an affinity have their MP cost reduced by 1d6 × 10% (this number is generated at the creation of the location and is not variable) when used for a purpose consonant with that specific affinity. If used for a different purpose the MP cost is increased by 1d4 × 10%. All fractional MP costs are rounded up.

*Example. A PC discovers a ley node that has an affinity for divination magic. The Referee has already determined that a ley engine built for divination purposes will have relevant MP costs reduced by 30%, but if it is used for other purposes all MP costs are increased by 20%.*

The MP cost for spells is calculated using an unaffiliated source as the base; if a spellcaster is using the undifferentiated energy produced by an engine to cast any kind of spell it costs 5 MP to cast a 1st-level spell, 25 MP to cast a 2nd-level spell, etc. If the engine is created on a ley source with a specific affinity, however, and that energy is used to cast a spell sharing that affinity, the overall cost of the spell is reduced by the percentage noted above, while spells that are not included in the affinity are increased as above.

*Example. The PC builds the divination engine and uses the energy generated to cast Commune, a 5th-level spell. Normally the spell would cost 300 MP, but because it is a divination spell it has its cost reduced by 30%, to 210 MP. Using the energy to cast a non-divination 5th-level spell, however, would cost an additional 20%, or 360 MP.*

To further reduce the MP cost of spells, an engine can

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be created with the ability to cast only a specific number and type of spells. This is similar to the creation of a magical item: the creator (or an assistant) must be able to cast the spell in question, and the level of the spell is added to the difficulty of the creation. However, the MP cost to cast the spell is cut in half.

Ritual spells can be woven into the creation of an engine as well, with the exception that no ritual spell can be cast entirely by the engine; one or more spellcasters must be involved in casting the spell whenever desired.

*Example. A ley engine is created with the sole purpose of casting control weather, a 6th-level magic-user spell. A -6 modifier is applied to the creation process, but the MP cost of casting control weather is cut in half, from 600 MP to 300 MP. If the source has an affinity for weather magic the affinity modifier would be applied first before being reduced by half. Because control weather is not a ritual spell the engine can be used to cast - or maintain - the spell with no input from outside casters.*

*If the engine were designed to cast a single 7th-level ritual spell the MP cost of the spell would be reduced by half, as above, but it would still require the participation of at least one spellcaster when casting the spell.*

*Hex 14.21 has rules for casting ritual spells. As noted, when using a ley engine to cast ritual spells the Power Rating of the source is added to the chance of success. Additionally, if the source has an affinity for the type of magic or spell being cast the chance of automatic failure is reduced by half the total Power Rating.*

*Example. A ley engine is created to aid in the casting of the ritual spell open faery road, a 7th-level magic-user spell. The engine is located at a nexus that has a combined Power Rating of 10 in addition to an affinity for planar travel. The chance of success to cast the spell is increased by 10% and the chance for automatic failure is reduced by 5%, from 86-100 to 91-100.*

Additionally, ritual spells cast using energy from a ley engine can be cast as if from a spell scroll, taking one round to cast the spell rather than the days normally required to cast ritual spells.

Spells that are incorporated into the creation of a ley engine can also be maintained for an extended period. This reduces the MP cost of extending the duration period by 50%, but subtracts a flat 2% from the chance of success for each spell being maintained in this way, regardless of total duration.

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Spells that have a duration of “concentration” are considered to have a base duration of one day.

*Example. In the example above a ley engine designed to cast the spell control weather could be designed to maintain the spell as well. Since control weather has a duration of “concentration” the default duration is 1 day. Once cast, using 300 MP, the effect lasts for one day. At a cost of increasing the difficulty roll by 2% the engine can be designed to maintain the spell. Doing so, once the initial 300 MP are spent, costs 150 MP per additional day.*

The number of Magic Points that a ley line produces is dependent on the line’s (or node’s) Power Rating, as shown on Table 7.

**Table 7**

PR	Magic Points/Day
PR 1	1
PR 2	3
PR 3	6
PR 4	12
PR 5	18

The figures in Table 7 are the amount of magical energy that can be produced by a node or ley line locus. The energy produced by a nexus is calculated by adding the MP produced by each line intersecting at the nexus and then multiplying the result by 1.5; nexi have the curious effect of amplifying the energy produced, which makes them all the more desired and sought after by those with the knowledge of ley energy.

A ley engine is required for most mortals to harness and use latent ley energy. This artificial focus has a base value of 25,000 gp per total PR, plus an additional 100 gp for each MP that can be stored by the engine. While an engine need not be built with storage capacity, most possess some means of storing generated energy.

Therefore, building an engine on a ley line with a PR of 2 has a base cost of 50,000 gp. If the engine has a storage capacity of 100 MP the overall cost would be 60,000 gp. Engines that are built on ley nexi have their total cost increased by a factor of 1.25, although the base cost to build on a nexus is still determined by the total PR of the intersecting lines, not the actual MP produced by the nexus.

*Example. A nexus is formed from the intersection of three lines: one with a PR of 1, one with a PR of 2, and one with a PR of 4. The nexus generates a total of 24 MP per day. An engine built of the nexus would use the combined PR of the nexus, 7, to calculate its base cost before multiplying by 1.25.*

The cost of building an engine is handled the same way as building a stronghold; these are massive structures: caverns carved with arcane geomantic sigils, enormous menhirs arranged in significant occult shapes, webs of spun quartz spanning great canyons, and so forth.

Like any construction project, half the cost of construction is in labor and half in material. The actual engine itself can be constructed as a normal stronghold or building, except that both an engineer and spell-casting individual must be present to oversee the construction process. The cost to construct energy storage is divided similarly, but half the overall material cost must go towards quartz crystals, all of which must be of exceptional size and quality.

**Table 8 — Base Chance of Success, and Production/Week**

Caster Level	GP Output	Assistant's Output	Chance of Success
1	4	3	10
2	8	7	20
3	16	14	30
4	40	36	40
5	75	67	50
6	150	135	55
7	300	270	60
8	625	562	65
9	1,250	1,125	70
10	2,000	1,800	75
11	3,000	2,700	80
12	4,000	3,600	85
13	5,000	4,500	90
14	6,000	*	95

\* Cannot be an assistant

If using the abstract construction rules found on p. 134 of OSE Core, the delicate nature of ley engines reduces the labor output from 500 gp per day to 250 gp per day. If using the more granular rules presented in *Into the Wild*, the daily labor output is reduced by half.

A 1d100 roll is made by the overseeing spellcaster for every month of construction. A roll of 86-100 is considered an automatic failure. If that roll is between 86-95 the only consequence is that  $(1d4+1) \times 10\%$  of the month’s labor and material costs are wasted and must be redone. If the roll is 96 or higher a mishap occurs (see Table 9).

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The project is overseen by a spellcaster, and that spellcaster's chance of success is determined by Table 8. Both the building engineer (as detailed on p. 130 of OSE Core) and the overseeing spellcaster must be present while work is being performed. If either is missing, a penalty is applied to that month's chance of success (see Table 9). Work on the engine must be carried out for at least nine continuous months out of each year (unless the entire project takes less time than that), and for each month in which work does not occur a cumulative -1 penalty is applied to the \*next\* month's chance of success (see Table 9).

The spellcaster's gp output per week can be applied to the labor total and is assumed to consist of various esoteric mathematics, spells to ease the flow of ley energy, the consultation of the stars and planar conjunctions, etc. However, no more than 25% of the overall labor cost of the project can be supplied by spellcasters; the rest must be in actual labor. Note also that the labor value of the engineer is not used in the calculation to build the engine.

*Example. A ley engine costs 80,000 gp to construct, of which 40,000 gp must be in labor. Of that, 10,000 gp can be supplied by spellcasters, while the rest must be supplied by actual manual labor. The spellcasting work is spread out over the entire course of the project, as well. If it takes 10 months to build, the spellcasters can only devote 1,000 gp per month into the project.*

Modifiers to the supervising spellcaster's roll are given on Table 9.

**Table 9 — Modifiers to Chances of Success**

Per point of prime requisite bonus (see note 1)	+1
Per rank of Magical Engineering	+2
Per rank of Engineering	+1
Alchemical lab onsite worth 1,000+ gp	+1
Library onsite worth up to 2,500 gp	--
Per additional 2,500 gp in library value	+1
No library	-5
Overseeing spellcaster is not present	-2/day
Engineer is not present	-1/day
Creation process interrupted (see note 2)	-5*
Each assistant used (see note 3)	-1*
Spells woven into the engine	-1/level
Per spell to be maintained	-2
PR of the node/locus/nexus	-PR

### Table 9 Notes.

1. Only one prime requisite can be applied, and the score modifier is applied to the chance of success. Clerics use Wisdom, magic-users Intelligence. If the class has two or more prime requisites that could apply, chose the one that best fits the item being created.
2. If the requirement for consecutive time intervals spent working on the project is not met apply a -1 penalty to the following month's roll.
3. Each assistant used on the project increases the chance of automatic failure by 1, but only for the month(s) in which they are working on the project.

*Example. The overseeing magic-user brings in three of their apprentices to help with the construction of the engine for two weeks. During the month that the work occurs the range of automatic failure is increased from 86-100 to 83-100.*

### Mishaps

On a roll of 96-100 a *mishap* occurs during the month's construction. Sometimes the effect of the mishap is obvious; other times it is subtle, and not noticed until the engine is activated - perhaps not even then!

When a result indicates a mishap, roll 1d100 and compare it to the table below to determine what happens.

### Mishap Table

d100	Mishap
1-10	$(1d4+3) \times 10\%$ of the labor and material that went into that month's output is wasted.
11-20	Existing work is damaged from magical backlash, doing $1d6 \times 1000$ gp worth of damage to the existing structure.
21-30	The structure has some minor flaws built into it. The next monthly 1d100 roll is made with Disadvantage, rolling twice and taking the greater of the two results.
31-40	Custom effect.
41-50	The range for automatic failure for the next monthly 1d100 roll is increased by 1d12.
51-60	$2d4 \times 10\%$ of the labor and material that went into that month's output is wasted.
61-70	Weird magical energies leech into the surrounding land. The exact effects are up to the Referee, but should be roughly equivalent to a <i>curse</i> , affecting everything within a (1-3) 5d10 yard radius, (4-5) 10d100 yard radius, or (6) 1d4 mile radius.



## Hex 13.22 - The Plateau of Sighs

### Mishap Table

d100	Mishap
71-75	Existing work is damaged from magical backlash, doing $3d6 \times 1000$ gp worth of damage to the existing structure.
76-80	The structure has some minor flaws built into it. The next 1d4 monthly 1d100 rolls are made with Disadvantage, rolling twice and taking the greater of the two results.
81-85	The range for automatic failure for the next 1d4 monthly 1d100 rolls is increased by 1d12.
86-90	All of the labor and material that went into that month's output is wasted.
91-94	A significant flaw is built into the design. If the engine is used to cast a ritual spell the chance of automatic failure is increased by 1d10% and the range for a mishap is increased by 1d6%. Otherwise, every time the engine is used to cast any spell there's a chance equal to the spell's level on 1d20 that it will fail, consuming the required energy but fizzling upon casting.
95-97	The engine explodes, doing (1-3) $3d6$ , (4-5) $6d6$ , or (6) $9d6$ points of magical damage to all creatures within (1-3) $4d10$ yards, (4-5) $10d10$ yards, or (6) $10d100$ yards of the structure. The engine is totally ruined.
98-99	As above, but the explosion does not occur until the first time that magical energy is used by the engine.
100	A magical backlash occurs, destroying the source of ley energy. If a node, it is completely destroyed; if a ley locus, there's a 1-3 in 6 chance the partner locus is also destroyed; and if a nexus, there's a 1 in 6 chance for each connected locus to be destroyed.

### The Lhusanar Temple Nexus

A natural sinkhole atop a plateau was carefully excavated, and inscribed with precisely carved geomantic runes to harness the energy of a pair of ley lines that converged on that spot.

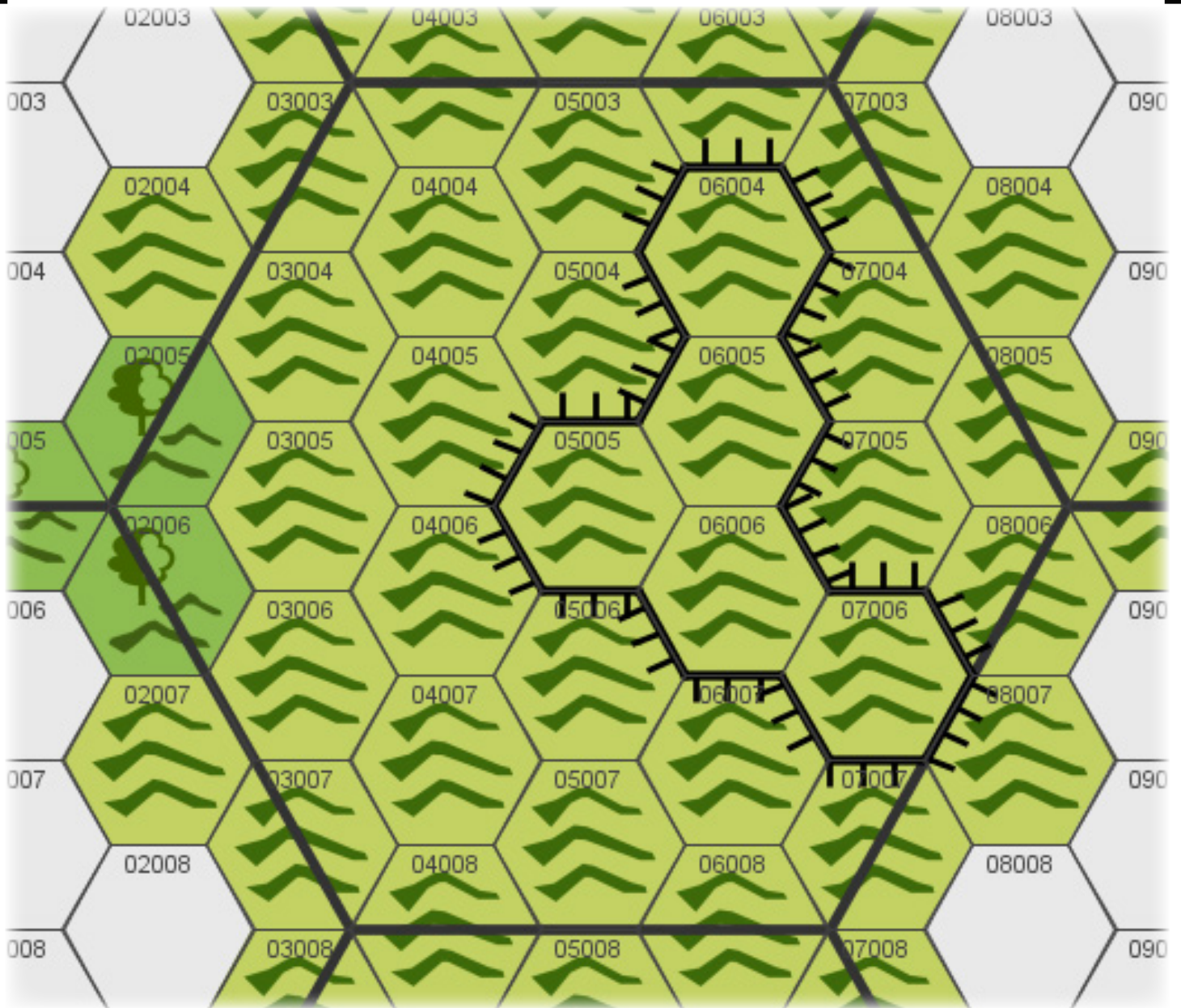
The nexus has a combined MP production of 9 MP per day and a storage capacity of 1,000 MP, which makes the total value of the complex 250,000 gp.

Since it has been built one of the ley lines has shifted, leaving only the single locus feeding the engine and producing a mere 3 MP per day.

The ley engine was built for the specific purpose of casting *gate*, with a base MP cost of 1,875 MP. However, the locus upon which it is built has an affinity for the realm of Lhusanar, reducing the base cost by 50% to 938 MP. Since it is designed to cast a single spell the cost is reduced by a further 50%, to 469 MP.

Using the engine to cast *gate* to reach Lhusanar's realm costs 469 MP per use and requires the casting of a ritual spell as described in *Hex 14.21*. The chance to successfully cast the spell here is increased by 9% and the chance of automatic failure is reduced by 5%, from 86-100 to 91-100.

## Hex 13.22 - The Plateau of Sighs



**Large hex = 6 miles, face to face**

**1 subhex = 1.2 miles, face to face**

# Hex 13.22 - The Plateau of Sighs

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