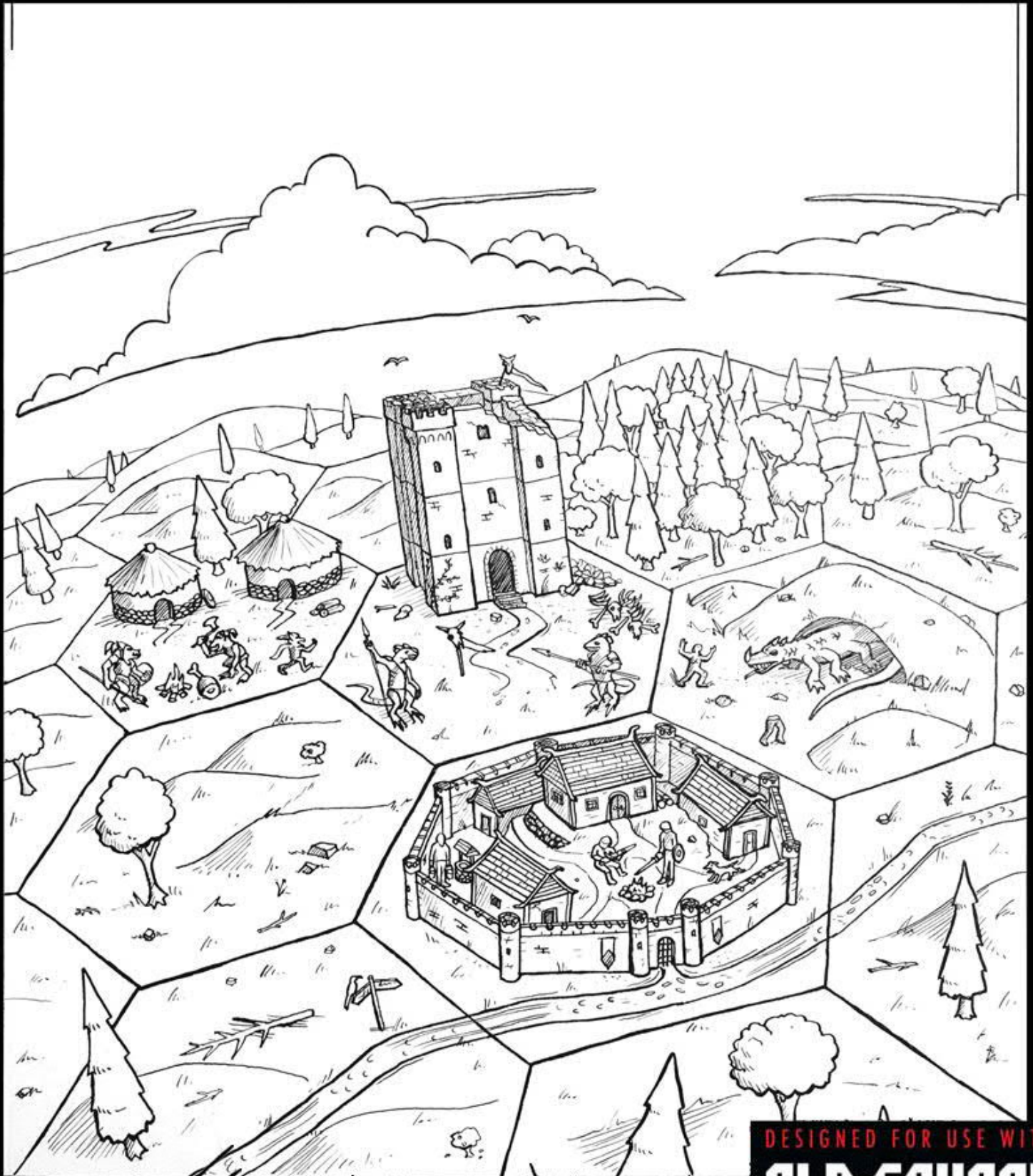


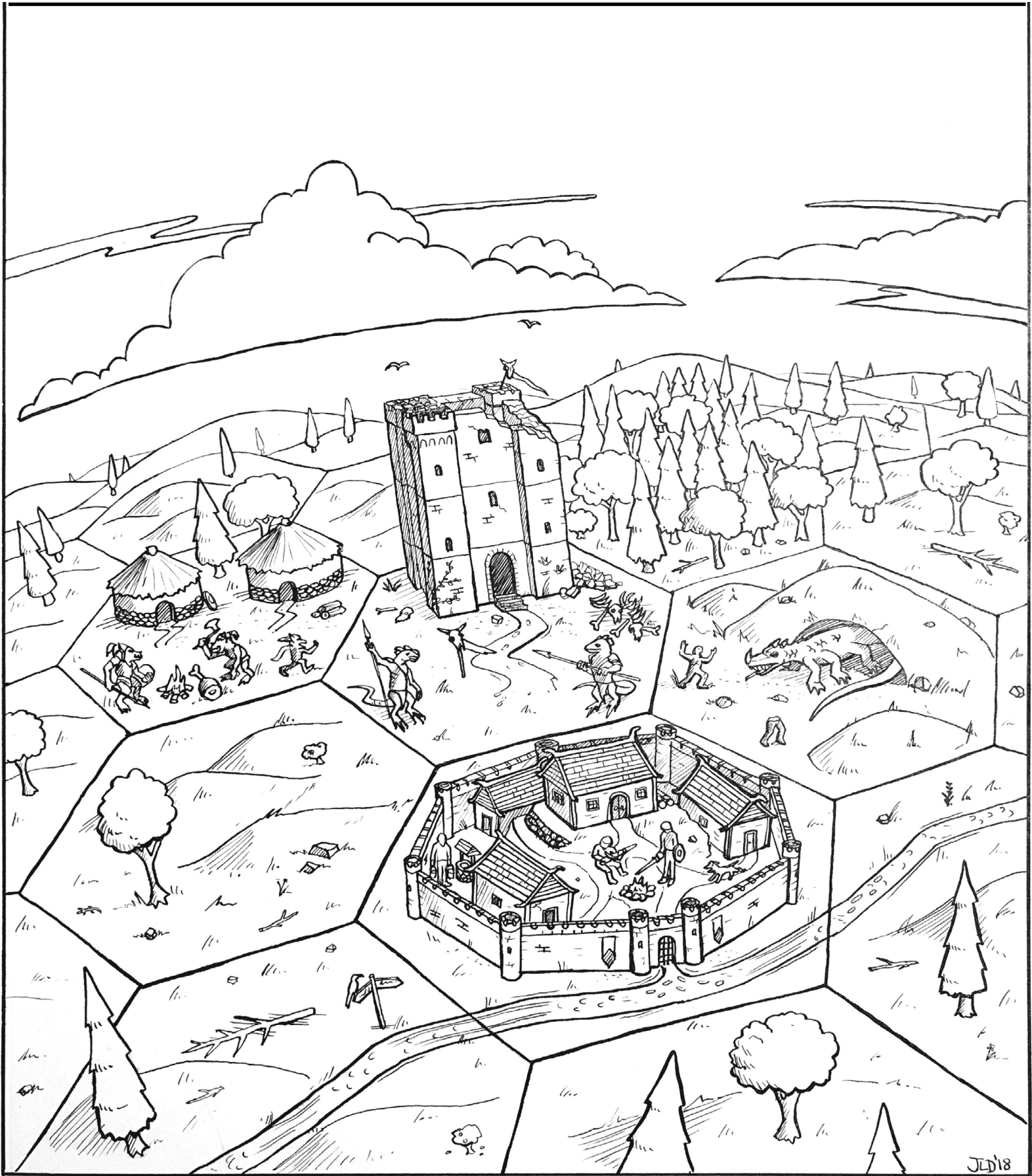
Hex 14.23

The Basilisk Knights



Todd Leback

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



Hex 14.23 – The Basilisk Knights

Hex 14.23

The Basilisk Knights

Credits Designer: Todd Leback

Editing: Brian Johnson

Layout: BJ Hensley

Cartography: Todd Leback, Aaron Schmidt

Cover Art: Jen Drummond (jendart.com)

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

Maps created using Hexographer.

Hexographer is © Inkwell Ideas (inkwellideas.com).

Populated Hexes

Support more hexcrawling by becoming a patron of Populated Hexes at: patreon.com/Populatedhexes

Table of Contents

Introduction to Populated Hexes	1	0705. Elsael's Tree.....	9
Hexcrawling Rules.....	1	Important NPCs of Liwil	9
Absalom.....	1	Random Encounter Tables	12
Campaign Setting.....	1	Appendix	12
Using Populated Hexes.....	1	Fighting Styles.....	12
Hex 14.23 – The Basilisk Knights	3	The Cult of the Basilisk.....	12
0405. Wild Horses.....	3	New Spells	13
0507. Liwil.....	3	New Creatures	15
1. The Keep.....	4	Dryad.....	15
2. The Stables.....	5	Half-Dryads.....	16
3. The Mining Camp.....	6	Grove Guardian.....	16
4. Drinking Shack.....	6	Alternate Rules.....	18
5. Anven's Tree.....	7	Advancing Animal Companions.....	18
6. The Ambassador's Manse.....	7	Knight.....	19
8. Alchemist.....	8	Code of Conduct.....	20
9. Dead-end Alley.....	8	Alternate Rules.....	20
10. The Knight and Stone Tavern.....	8	Old School Essentials OGL	23

©2020 Todd Leback. Some artwork © Dean Spencer, used with permission. All rights reserved. Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games.

This product is released under the terms of the Open Game License Version 1.0a, Copyright 2000, Wizards of the Coast, Inc. Please refer to the Open Gaming License included with this release for additional legal text and copyright information. Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

Not for resale. Permission granted to print or photocopy this document for personal use only.

Introduction to Populated Hexes

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

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

Maps & Scale

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

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

Hexcrawling Rules

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

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

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

Absalom

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

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

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

Campaign Setting

The following assumptions are made in this setting:

Starting Date

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

Humanocentric

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

Chaos Storms

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

The Gods

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

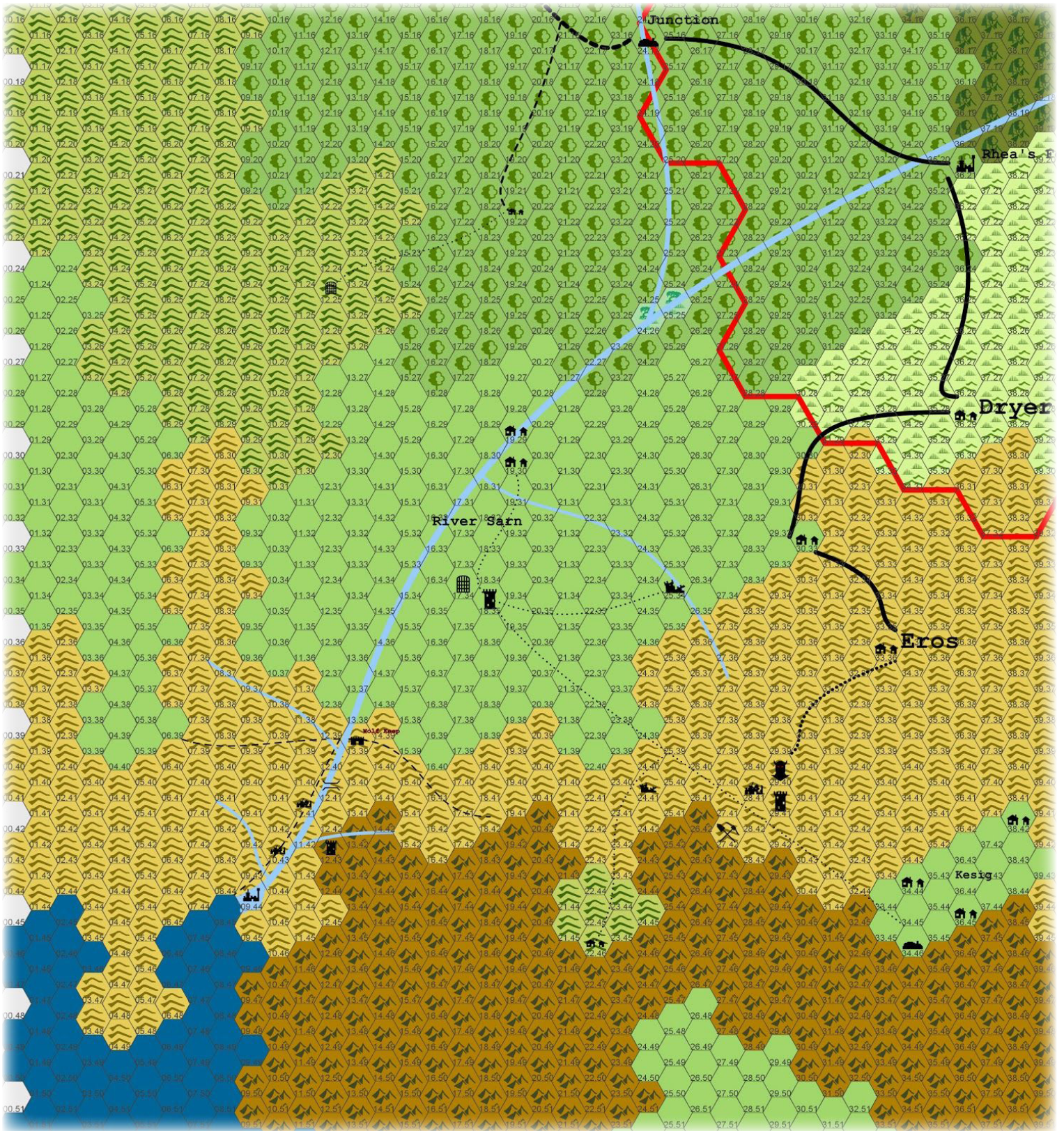
Using Populated Hexes

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

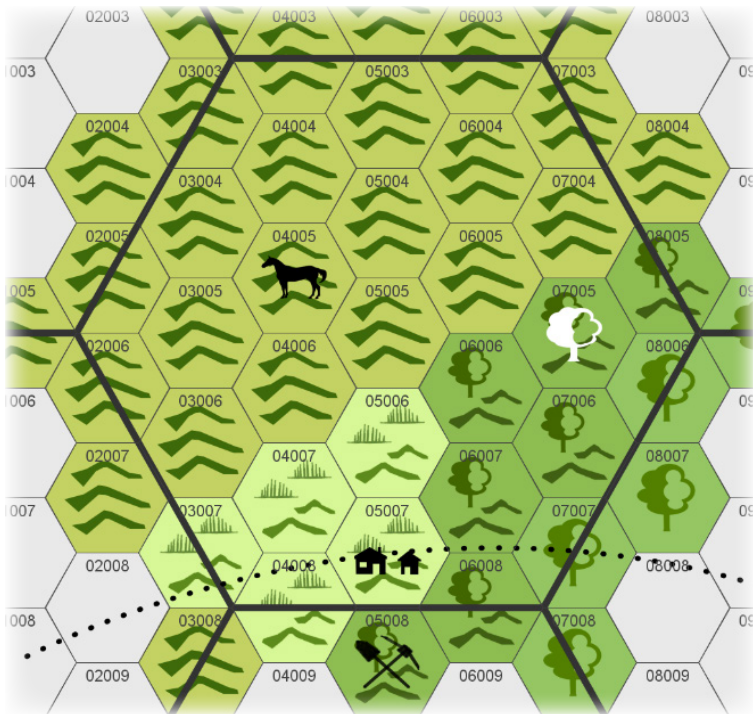
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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

Introduction to Populated Hexes



Hex 14.23 – The Basilisk Knights



Resources: Animal, livestock (2), Mineral, mined (4), Vegetable, industrial (2)

This hex is dominated by one of the few human settlements to be found in the Basilisk Hills. In the southeast section of the hex the hills are lightly wooded with oaks, chestnuts, and maples, transitioning towards the flatter forests of the east. The rest of the hex comprises the same rolling, fertile hills that make up the rest of this cluster.

The remnants of the old road run through the southern section of this hex, east to west. Like the portion that passes near the Lake of Abominations, it is old and in disrepair. However, the presence of the village of Liwil, home to the Basilisk Knights, and the sparse but steady traffic to the settlement of Dry Gulch, to the west, has kept the road in better condition than it otherwise would be. West of Liwil the road is still navigable by wagons, although it does not give a bonus to movement rates.

Although the order is much diminished, the Basilisk Knights regularly patrols these hills and the surrounding lands, keeping them relatively safe from beastmen incursions. The discovery of gold south of Liwil has drawn prospectors from Dry Gulch and beyond in the past several years, and the dwindling population of Liwil has begun to grow.

0405. Wild Horses

A herd of 70 hill ponies (see the write-up in area 2 of Liwil,

below) graze here. In the spring and summer their numbers swell by **1d4×10%** as foals are born. The Basilisk Knights draw their mounts from this herd and several others in the area. About once a year the Knights will drive excesses horses south to Dry Gulch to sell at market.

0507. Liwil

Population: 405 individuals (67 families)

Ruler: Baldcar Ma, Senior Knight of the Order

Market Class: 3

Trade Modifiers: Metals, precious (gold, -2), Animals (warhorses, -1), Tea or coffee (+2), Dye and pigments (+2), Weapons/tools (+2)

The land flattens out somewhat around Liwil for about seven square miles; still hilly but greener and more lush than the rest of the Basilisk Hills. Located atop a gentle rise is a small human settlement, called Liwil, ringed by an old wall of sunbaked bricks.

There are two gates in the wall; one in the southern section that leads to the old road, and one in the western wall that opens into a large, enclosed pasture. The pasture is surrounded by another brick wall ten feet in height and five thick; it has a diameter of around one thousand feet and is enclosed grazing land for the village's sheep and goats.

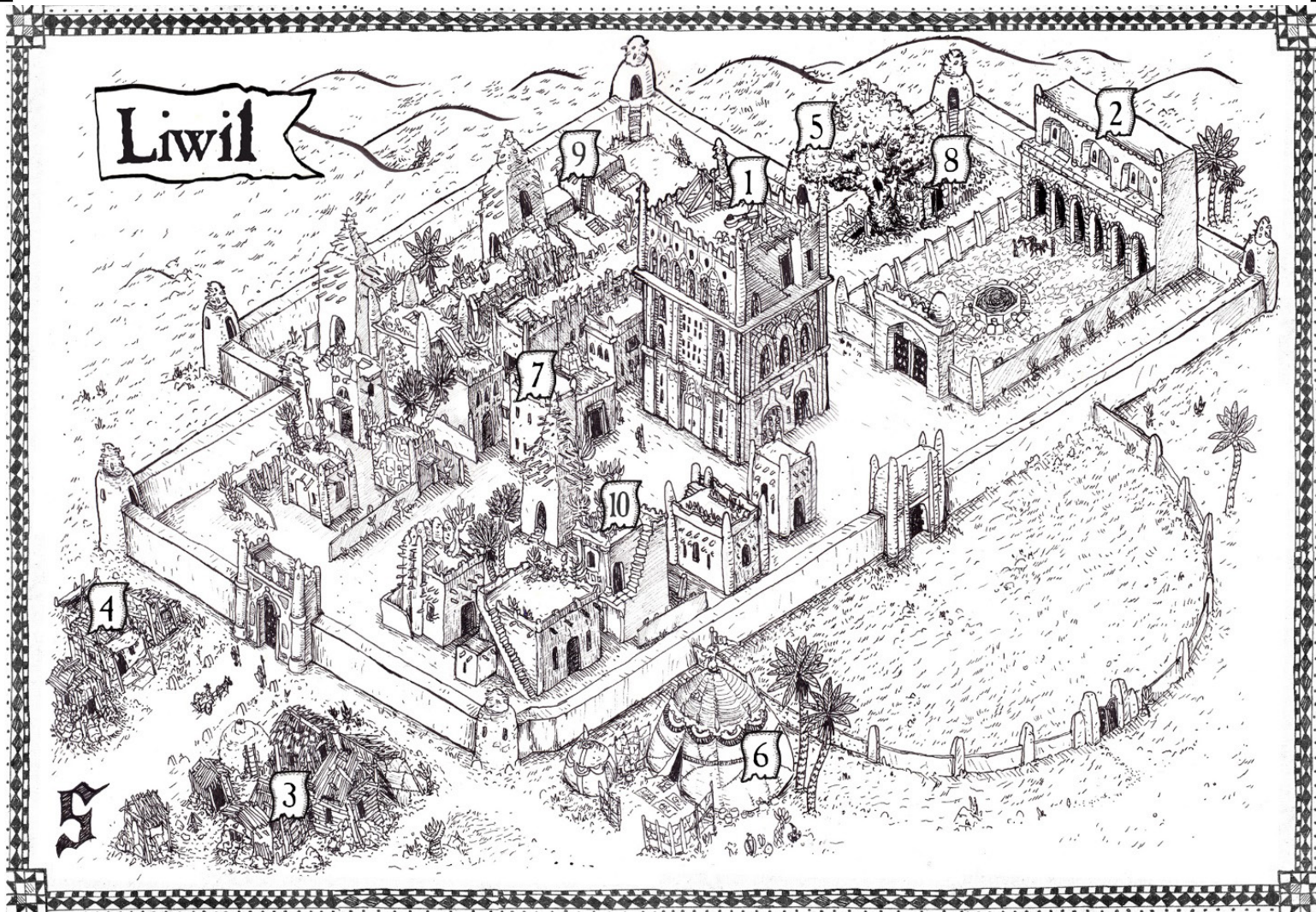
About half the land within the village is open garden space; the rest is taken up with dusty brick buildings, flat-roofed and topped with gardens.

The non-cultivated land within the village walls is a dusty maze of narrow alleys between these ancient dwellings. Roughly four hundred individuals live in Liwil, seventy-five of whom are knights, squires, or militia. In the center of the village is a three-story keep some sixty feet tall, home to the Order of the Basilisk Knights. Two catapults sit atop the crenellated roof of the keep.

Liwil was originally just the keep, home to the Order of the Basilisk Knights. The decline of the Skeldrene Dynasty that once ruled this part of the world led those dwelling in this part of the Basilisk Hills to seek the protection of the Knights, and before long a small village sprang up surrounding the keep.

The population of Liwil has dwindled in recent years, although the discovery of gold immediately to the south has led to an influx of population. Traders now visit Liwil about once a month. Most of the traders come from the west and southwest – from the prospecting town of Dry Gulch and beyond, on the other side of the Basilisk Hills – but a few caravans have

Hex 14.23 – The Basilisk Knights



navigated the trails to the north and east that lead to the ore-hungry princedoms of the Variegated Kingdom.

Caravans consist of **1d4** wagons, each with **1d4+3** guards mounted on mules and armed with crossbows, plus an additional **2d4** guards on foot. They bring finished goods – cloth and tools, glasswares, weapons, and sundries – from the markets to the south, and return with gold and iron ore, and pottery thrown by the villagers. If a caravan takes more than two months to arrive, supplies begin to run low and the prices of all equipment and finished goods in Liwil are increased by **1d6×10%** until the caravan arrives.

1. The Keep

Home to the Order of the Basilisk Knights, the exterior is decorated with the statues of those who have been petrified by basilisks while keeping order in these lands. The statues stand in niches carved into the exterior wall. The legends say that if the Order is ever threatened by external attack the statues of the former knights will animate and defend the keep.

The keep has the following population (named NPCs are stated below):

- 12 Knights
 - Baldcar Ma, Senior Knight. Level 9 knight (see Appendix for the knight class).
 - His daughter, Anven, Knight Captain. Level 6 grove guardian (see Appendix for the grove guardian class).
 - Linstan, Lettsil, and Fortin, Elder Knights. Level 4 knights.
 - Three level 3 knights.
 - Four level 2 knights.
- 15 squires
 - All level 1 knights.
- 20 men-at-arms. Use stats for mounted bowmen mercenaries.

Hex 14.23 – The Basilisk Knights

- 19 servants
 - Daald, seneschal, Normal Man.
 - Assorted cooks, grooms, maids, etc.
 - Wilton Brol, armorer.
- Priests of the Cult of the Basilisk
 - Nihes Mes, High Priest. Cleric 6.
 - Liard the Bold. Cleric 1.
 - 4 acolytes (0-level).
- Hewtim Frid, Advisor to the Senior Knight. 5th-level magic-user.
 - Sanmas the Salubrious. Apprentice. 1st-level magic-user.

Un-named knight NPCs use the following statistics. Unless otherwise stated, 1st-level knights do not gain Knacks. An optional knight class can be found in the back of this supplement; if not using that, substitute fighters.

Squires (K1). AC 2 [17], HD 1 (5 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Lawful, XP 10, NA 0 (1d8), TT 1d100 sp apiece

Level 2 knights (K2). AC 2 [17], HD 2 (10 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 10, AL Lawful, XP 20, NA 0 (1d4), TT 1d6 gp apiece

Level 3 knights (K3). AC 2 [17], HD 3 (15 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 18 [+1], MV 60' (20'), SV D11 W12 P13 B14 S15 (F3), ML 10, AL Lawful, XP 35, NA 0 (1d3), TT 3d6 gp apiece

The walls of the keep are of sandstone quarried from the nearby hills and are five feet thick. The roofs are slate. Atop the keep are two heavy catapults, each with a range of 250/325/400 yards. They each require a crew of 8 to fire and are mounted on swivels so they may be directed at a specific target outside the walls. If under siege, the catapults are usually loaded with burning pitch, rather than stones, to dissuade foot soldiers.

Heavy Catapult

Weight 15,000 cn (catapult plus 20 rounds of shot)

Cost 200 gp

Range 250/325/400 yards (min 175 yards)

Attack Rate 1 every 6 rounds with a crew of 8.

Damage 3d8

The three Elder Knights rotate patrols of Hex 14.23, with each taking the route once every three days. A patrol usually consists of an Elder Knight, one level 3 and one level 2 knight, three to five squires, and five mounted men-at-arms.

When the adventurers arrive at the keep roll to determine which Knight is out on patrol:

1-2 Fortin

3-4 Linstan

5-6 Lettsil

Patrols leave in the morning at daybreak and return at dusk. They remain within the boundaries of Hex 14.23 and will not pursue enemies beyond unless an immediate and clear danger exists.

The Temple of the Basilisk Knights is located in the Keep, as are the quarters of the order's magic-user. Named NPCs are described at the end of this chapter.

2. The Stables

The Knights use small but sure-footed horses found wild in the hills, capturing them as foals and training them to accept saddle and rider, and to bear the sounds and smell of war. As the number of knights has declined there are now more horses than knights and the Order has taken to selling the surplus in the markets to the south. Knight-trained mounts fetch large sums; if purchased outside of Liwil increase the price by **2d4×10%**.

The stablemaster is a woman named Jengifu San. She looks after the Knights' mounts, numbering roughly forty or so horses, and has an additional ten that she keeps as spares. She's willing to part with these at the standard cost for warhorses, although she can be persuaded to go lower on a successful reaction roll.

The horses are bred for war and combat but are smaller and more sure-of-foot than standard warhorses, less likely to break a leg on uneven ground or in a groundhog hole. The warhorses all have the following stats:

Basilisk Hill Pony. AC 7 [12], HD 2+2 (11 hp), Att 2 x hoof (1d4), THAC0 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 0 (0), TT None

The warhorses raised by the Basilisk Knights can carry 300 pounds at their normal movement and double that at half their move rate. When ridden by Knights on patrol they are equipped with all leather barding that grants an AC of 6 (instead of the 5 from standard barding), weighing 40 pounds. They are also hardy, requiring 75% of the normal feed required by a warhorse.

Hex 14.23 – The Basilisk Knights

There's a **1 in 20** chance that a warhorse purchased from San will be exceptional, with (roll 1d6) **1** 1d10 hit points per HD, **2** the ability to carry 350 pounds at normal speed and 700 at half speed, **3** a morale of 10, **4** a Move of 180' (60'), **5** the ability to inflict 1d4+1/1d4+1 points of extra damage with their hooves, or **6** roll twice. Exceptional horses cost an additional **2d4×5%** per trait.

3. The Mining Camp

With the discovery of gold in the hills to the south a small mining community has sprung up outside the southern gate. It's a collection of two dozen ramshackle huts, tents, and lean-tos, where the miners dwell for some measure of safety. Peopled by the desperate, by opportunists and grifters, it's almost as dangerous as the Hills themselves.

There are currently twenty-four adults and ten children in the mining camp. The children are divided among three couples; the rest of the adults are single men or women gambling on striking it rich. The children are unruly but are often put to work mining.

Each miner in the camp has **2d4–2** nuggets of gold, each worth **3d6** gp.

Switha the Swift (NM) is a 14-year-old girl and the de facto ruler of the children in the mining camp. She knows everyone in the camp and is on the payroll of Saramond Gri.

Nea Wald (F2) was one of the first miners to arrive, a grizzled veteran who spent two decades on a claim north of Dry Gulch before winding up in Liwil. He would be wealthy but for a habit of making poor decisions. Wald is a rich source of information about virtually any broad topic and has a **1-2 in 6** chance of actually being correct. Details and finer points escape him, though.

Nea Wald (F2). AC 9 [10], HD 2 (10 hp), Att 1 x pickaxe (1d4), THAC0 19 [+0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 10, NA unique, TT chance of gold (see above)

Cloe Lange (C1) worships Turthaza, a local hill spirit. While not able to cast spells, she is the camp's resident healer, skilled in herb-use. She maintains a shrine to Turthaza in the hills just south of Liwil.

Cloe Lange (C1). AC 9 [10], HD 1 (3 hp), Att 1 x staff (1d4–1), THAC0 19 [+0], MV 120' (40'), SV D11 W12 P14 B16 S15 (C1), ML 8, AL Neutral, XP 10, NA unique, TT chance of gold (see above)

Dod (A3). A large, apparently genial though slow-witted giant of a man, Dod is a cunning murderer. He arrived at the camp several months prior and has been laying low to

not attract attention to himself. The urge to kill has been rising recently, and he will only be able to suppress the desire for another **1d6** days after the adventurers arrive in Liwil, picking a target at random and braining them with a rock. He strikes again every **1d4** nights after the first attack, and there's a **1 in 6** chance his target survives. Whether or not they are able to identify their attacker is another matter!

Dod (A3). AC 9 [10], HD 3 (10 hp due to Con bonus), Att 1 x strangle (1d2+3) or rock (1d4+3), THAC0 16 [+3], MV 120' (30'), SV D13 W14 P13 B16 S15 (A1), ML 9, AL Chaotic, XP 50, NA unique, TT chance of gold, as above, plus 1d4 personal mementos taken from victims

Dod uses the assassin class from OSE Advanced Genre Rules. If the Referee does not have this book, substitute with thief. Dod gains the following applicable abilities:

- ▶ *Backstab as thief. If the attack succeeds, target Saves v. Death. On a failed save the target is killed. Otherwise the target takes normal backstab damage.*
- ▶ *Hear Noise 1-2 in 6, Climb Walls 89%, Hide in Shadows 20%, Move Silently 30%*

4. Drinking Shack

Located within the mining camp, the drinking shack serves cheap alcohol and victuals to the miners. The shack is owned by Cen Saard (NM 0), a one-eyed, one-legged scoundrel with a heart of gold. It's one of the more permanent buildings in the camp, with walls of wood and wattle and a roof that's been sealed with pitch.

The shack is divided into two rooms. Saard sleeps in the back with the booze and supplies, and the larger front section has a rudimentary counter, an ancient and decrepit cookstove, and several rickety tables and chairs.

In addition to alcohol and food, Saard sells basic supplies to the miners – lamp oil, shovels, picks, and so forth; nothing over 10gp in value. The prices are **10-30%** higher than what is available at the Smithy and Sundries in Liwil, but Saard is willing to extend credit to miners down on their luck.

Saard's son Con (F1) works with him, acting as security and a short order cook when needed.

Con Saard (F1). AC 8 [11], HD 1 (5 hp), Att 1 x club (1d4+1), THAC0 18 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 10, NA unique, TT 34 sp, gold nugget worth 11 gp

Con wears a leather apron that grants him an AC of 8, and there's always a stout ironwood club handy that he uses if he needs to "persuade" a drunk and rowdy miner.

Hex 14.23 – The Basilisk Knights

5. Anven's Tree

The Captain of the Knights is half-dryad, and her tree, an oak with spreading branches, is within the village walls. The tree is well cared for by the Knights and even in the heat of summer offers a cool and shady retreat.

Anven, her father Baldcar, the mage Hewtim Frid and his apprentice Sanmas are the only residents who know that much of Anven's strength is rooted in her tree, and that killing it would weaken her. A rumor has spread over the years that the tree brings Liwil luck. If Sanmas enters the service of Saramond Gris it would only be a matter of time before the wily thief learned this secret.

The child of a dryad and a knight, Anven has chosen the martial life of her father. Under Baldcar's tutelage she has excelled as a warrior and risen to the position of second in command of the Basilisk Knights. Anven is unhappy about the presence of the mining camp and is likely to seize upon any opportunity to close it down.

Conversely, she is pushing her father to accept the alliance offered by Wen-fan (see The Ambassador, below) against the nearby beast-men enclaves, but her father is reluctant to commit, seeing the Faery as dangerous as, if not more so than, orcs and troglodytes.

Anven rides a warhorse, but unlike her fellow knights wears leathers rather than plate or chain. She favors the short bow, fired while mounted, and has trained several knights to do the same. Anven belongs to the grove guardian half-dryad class found in the Appendix of this supplement.

Anven (GG6). AC 5 [14], HD 7 (30 hp), Att 1 x sword (1d8+1)/short bow (1d6+1), THAC0 15 [+4], MV 90' (30'), SV D8 W9 P9 B10 S10 (E6 plus ring of protection), ML 10, AL Lawful, XP 500, NA unique, TT see below

She has a ring of protection +1, a suit of leather armor +2 fashioned from the hide of the first basilisk she slew, a potion of heroism and a potion of invulnerability. All her personal wealth is donated to the Order, and she is able to draw from their treasuries as needed.

Anven casts druid spells and usually has the following spells memorized: entangle, faerie fire, obscuring mist. She has the following Knacks: Concentration, Fighting Style (ranged).

6. The Ambassador's Manse

The dryad Elsael (see subhex 0705) is a member of the Summer's End domain in Faery, and its leader, Countess Lorrindir of the Waning Days, has sent an ambassador to Liwil to establish diplomatic relations and strike an alliance between the two domains. The ambassador's manse is

located just outside the city walls, in a large, ornate yurt stitched from albino deer hides.

The ambassador is a rotund satyr named Wen-fan, attended by four pixies. Wen-fan deals mostly with Anven, and respects the half-dryad, but is frustrated that he has yet been unable to seal an alliance between the Lorrindir and the Basilisk Knights. This impasse is due largely to Baldcar Ma's reluctance to get involved in the affairs of the fair folk; he loves and trusts Elsael, but that is as far as he is willing to go.

Wen-fan (satyr). AC 5 [14], HD 5 (21 hp), Att 1 x short sword (1d6+2) or 1 x horn (2d4), THAC0 15 [+4], MV 180' (60'), SV D10 W11 P11 B12 S12 (E5), ML 7, AL Neutral, XP 175, NA 2d4 (2d4), TT F, N

Wen-fan bears a short blade of enchanted steel that has a +2 bonus to hit and damage and once per day may cast hold person upon a target that it hits. He also possesses a set of panpipes that can affect those within 60' with charm, sleep, or fear as desired if saves are failed. He is only surprised on a roll of 1 in 6 and can become invisible outdoors on a roll of 1-9 in 10. Like all faery folk Wen-fan suffers maximum damage from bronze weapons.

Pixies (4). AC 3 [16], HD 1* (2, 2, 7, 7 hp), Att 1 x dagger (1d4), THAC0 19 [0], MV 90' (30')/180' (60') flying, SV D12 W13 P13 B15 S15 (E1), ML 7, AL Neutral, XP 13, NA 2d4 (1d4x10), TT R+S

Like all faery folk the pixies suffer maximum damage from weapons made of bronze.

Wen-fan's yurt is sumptuously appointed, the ground covered in woven rugs, the walls hung in tapestries and finery. Most of his wealth is in decorations and art pieces. He is also a master chef, obsessed with the food of Mortal Man; set up outside his yurt is a massive and complicated wood-burning cookstove. The satyr can be found laboring at the stove in all kinds of weather, and welcomes guests, especially those who have the potential to be interesting. He does not view the majority of the inhabitants of Liwil as such.

The art and finery in Wen-fan's yurt is worth 9100 gp. In addition to his pipes and short blade he also possesses a beaten silver bowl that allows the satyr to contact the Waning Countess when the moon is waxing crescent.

7. Smithy and Sundries

The only smithy in Liwil is also one of the only places to buy supplies here. It is owned by the smith Dryctia Ba and his husband Chrising. Dryctia is dour and moody while Chrising is much more pleasant.

Hex 14.23 – The Basilisk Knights

There's a **1-4 in 6** chance that Dryctia will be working the forges if the adventurers come in for supplies. If the party interacts with Dryctia (either for smithing needs or goods) apply a **-2** penalty to the reaction roll. If the reaction roll with Dryctia is Unfriendly he will raise prices of goods or services by **1d4×10%**. If it is Hostile he will refuse to sell to the PC.

The pair offer a much better selection for sale than what can be found in the miners' camp, but at Dryctia's insistence they will not extend credit to anyone. Dryctia is, however, a skilled smith, and can fabricate or repair most metal implements and equipment.

8. Alchemist

An owl-folk named Sylae Ras from the village in Hex 17.24 has established a small business in Liwil as an alchemist and herbalist. Ras has a decent quantity of herbs, tinctures and unguents in stock. Most of them are of little interest to adventurers, but she does have several items that may catch their attention.

1. **Anti-venom.** A foul-tasting tincture, if swallowed within two rounds of being poisoned the character may make a second Save versus Poison with a +2 bonus. 50 gp per dose. She has **1d4-1** doses in stock.
2. **Vigor.** The imbiber's hit point total is increased by 1d6. The bonus hit points disappear after one hour. Damage is subtracted from the character's natural total first, the bonus hp second, which means that a character could potentially die after an hour, if they've suffered enough damage to reduce their natural total to 0. The tonic fills the imbiber with a feeling of good health and exuberance. 250 gp per dose. She has **1d3-1** doses in stock.
3. **Wilskrag.** The imbiber is suffused with a sense of purpose and identity. They gain a +2 bonus to avoid *charm*, *fear*, and *sleep* effects. It lasts for one hour. After the tincture wears off the imbiber is somewhat dazed for an hour, suffering a **-1** penalty to initiative rolls. 75 gp per dose. She has **1d3-1** doses in stock.
4. **Stenchstop.** Ras was commissioned by the Knights to devise a solution that would render the user immune to troglodyte musk. The salve of her devising is moderately, but not always, effective. It is a thick white paste smeared under one's nose. Its effects last for an hour, and during that time those exposed to troglodyte musk – or other olfactory attacks – can make two saving throws, taking the better of the two results. This salve is in short supply, and she only has **1d4-2** doses of it at any one time. Each dose is a single application for one individual and costs 75 gp.

Hex 17.24 – *The Village of the Owl-folk*, has rules on alchemical drugs and potions.

9. Dead-end Alley

One of the narrow, twisting streets ends in a dead-end. A secret door leads down into a cramped basement, wherein dwells a man named Saramond Gri. Saramond is a thief and a spy, erstwhile head of a nascent thieves' guild in Liwil.

Gri hails from a village to the east called Hob but fled his hometown six months ago after betraying the master of the local thieves' guild, of which he was a member. He fled west to Dry Gulch, then north to Liwil, arriving in the village five months ago. He very quickly discovered his lair: a cramped basement sub-level that might at one time have been used as a storeroom for the keep but is now abandoned and apparently forgotten, accessible via a sliding wall in a dead-end alley.

Since arriving in Liwil he has been steadily building a network of spies and contacts, both to keep a watch out for any pursuers and to establish an operation of his own.

So far he has hired Switha the Swift, a girl from the mining camps, to feed him information of interest from there, two informants in the keep working for the Knights (a stable boy and scullery maid), an acolyte serving the church, and a couple of young toughs who dislike work but love coin – his first two true guild members. Any criminality has been limited to petty burglary and the gathering of rumors, since he is unwilling to draw attention to himself – either from authorities or his pursuers.

Saramond Gris (T4). AC 8 [11], HD 4 (8 hp), Att 1 x dagger (1d4), THAC0 18 [+1], MV 120' (40'), SV D13 W14 P12 B15 S14 (T), ML 7, AL Chaotic, XP 75, NA unique, TT see below

Saramond has a chest, trapped with a poison needle, containing the wealth he has remaining from what he stole in Hob. It contains: 10 pp, 200 gp, 400 sp, 500 cp, and two agates, each worth 25 gp.

10. The Knight and Stone Tavern

The only commercial place for drinks and food in Liwil, it is a largish two-story brick building by the south gates. A kitchen and dining area dominate the first floor, capable of holding thirty or so guests. The owner, Ris Ibet, her husband, and their three children live upstairs, as does the cook and several servers/scullery maids. There are, additionally, three small rooms that Ibet often lets out to the infrequent traveler at the cost of 1 gold per night; this price includes dinner. 1d4-1 of the rooms will be available at any one time.

Hex 14.23 – The Basilisk Knights

0705. Elsael's Tree

Atop a hill in this hex grows a magnificent oak. It is short but broad, with branches spreading out thirty or so feet from the trunk. The oak is home to a dryad, named Elsael. The tree and dryad both are nearing two hundred years of age, yet she looks no older than a maid of twenty-five.

Nearly fifty years ago a Basilisk Knight named Baldcar had a brief relationship with Elsael. Baldcar is now the Senior Knight, old and gray and past his prime, but he still returns to the oak monthly to sit in the shade and converse with the dryad. The two had a daughter, Anven, who is Captain of the Knights.

Since her romantic encounter with Baldcar Ma she has not taken another mate, remaining true to the knight.

Elsael is a resident of the Court of Summer's End, as one of the Free Folk, and her ties to the court have an effect on the weather within this subhex. Those entering the subhex notice an increase in temperature, the languid heat of an early September's day. Her tree remains with leaves – not the fresh growth of spring but the faded, sun-shrunk leaves of late summer – far into the winter, until the fall of the first snow. Even then snow rarely remains long within this subhex.

Elsael, dryad (1). AC 5 [14], HD 4** (17 hp), Att 1 x magic (charm), THAC0 18 [+1], MV 120' (40'), SV D10 W11 P11 B13 S12 (E4), ML 7, AL Neutral, XP 275, NA unique, TT see below

Elsael casts spells as a 2nd-level druid, typically being able to cast entangle, faerie fire, and heat metal. See the Appendix for the write-up of Absalom Dryads. Once per week she may cast dispel evil as the spell.

The following treasure can be found within a hollow of Elsael's tree: a necklace of pearls strung on a golden chain, worth 750 gp; three assorted rings, worth 45, 125, and 75 gp; and a gold armband worth 450 gp. All of these were gifts from Baldcar, given to Elsael over the years.

Important NPCs of Liwil

Baldcar Ma (K9). Son of the previous Senior Knight, Baldcar has witnessed the decline of his order, the inevitable encroachment of Chaos, and the shrinking of the Knights' domain. He views the new gold mines with some trepidation, but sees that they are bringing new people and trade to the region and thinks they could, if handled properly, lead to the regrowth of the Order.

His daughter Anven and former lover, the dryad Elsael, both counsel against allowing unregulated mining. Anven is in favor of striking an alliance with the Waning Countess but Elsael, knowing Faery-kind the way she does, is less sanguine about the prospect.

He is approaching 70 years old but still strong and spry. Baldcar's entire life has been dedicated to the Order of the Basilisk Knights and keeping the Hills free from danger, and the collapse of civilization has caused him great consternation. He would be a good sponsor and ally for a group of adventurers looking to clear the area of threats.

Baldcar Ma (K9). AC 0 [19], HD 9 (60hp), Att 1 x sword +1 (1d8+2), or 1 x crossbow (1d6), THAC0 12 [+7]/13[+6], MV 60' (20'), SV D7 W8 P9 B9 S11 (F9), ML 10, AL Lawful, XP 900, NA unique, TT see below
S 15, I 12, W 13, D 12, C 14, Ch 9

He has selected the sword and shield style of fighting (see Appendix). If using Knacks he has the following: Toughness, Force of Will, Improved Critical.

Baldcar wears unadorned chain +1 and carries a shield +2. He wields Lightning, a sword +1 that can bestow haste upon its wielder once per day. Baldcar's mount is a large hill pony with maximum hit points.

Ma has access to the Basilisk Knights' treasury, but takes from it only when absolutely needed. The treasury of the Basilisk Knights includes the following:

- ▶ 18,000 gp in mixed coinage
- ▶ 5160 gp in gems
- ▶ 3720 gp in jewelry, most of it formal court adornments from Liwil's heyday.
- ▶ 1920 gp in misc. treasure. Rugs, tapestries, silverware. Plus, there's a small library of mundane works (mostly journals and logbooks) kept by the Order for nearly three Cycles that would be worth several hundred gold to an historian.
- ▶ 1200 gp in trade goods. Largely the type of goods needed to maintain a fortress: food, lamp oil, spare weapons and tools, etc.

Fortin (K4). Fortin is Baldcar's younger brother and a seasoned and loyal knight in his own right. He is much younger – only now just approaching 50 – and serves as the Order's weapons master.

Fortin Ma (K4). AC 3 [16], HD 4 (19 hp), Att 1 x 2-handed sword (1d10+3), or 1 x crossbow (1d6), THAC0 15 [+4]/17[+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Lawful, XP 75, NA unique, TT see below
S 13, I 8, W 12, D 15, C 12, Ch 10

Fortin wears plate mail and wields Giantfang, a non-magical masterwork two-handed blade passed down through five generations of Knights. He carries a potion of healing and

Hex 14.23 – The Basilisk Knights

a potion of giant strength. He has 2000 gp in mixed coins, 1500 gp in gems, and a platinum wedding ring worth 500 gp.

He has selected the two-handed weapon *Fighting Style*, and if using the Alternate Rules has the following Knacks: *Combat Prowess x 2* (see Hex 17.22). He knows the following combat maneuvers: *Disarm, Force Back, Grapple, Knock-out, Trip, Stun*.

Hewtim Frid (MU5). An elderly, bespectacled mage with a long beard and bald head, Hewtim came to Liwil in his youth for research purposes and ended up staying. He was shortly thereafter appointed advisor to the Knights and has been comfortable in this position ever since. He has recently taken on a young local apprentice, Sanmas. Though he is surprisingly strong for his age and profession, Hewtim is plagued by ill health and is often sick.

Hewtim Frid (M5). AC 9 [10], HD 5 (6hp), Att 1 x staff (1d4+1) or spell, THAC0 17 [+2], MV 120' (40'), SV D13 W14 P13 B16 S15 (M5), ML 8, AL Neutral, XP 300, NA unique, TT see below
S 13, I 14, W 10, D 10, C 5, Ch 13

If using the Alternate Rules, Hewtim has the Additional Spell Knack, which allows him to cast an extra 1st- or 2nd-level spell per day. The level of the extra spell can be changed at the beginning of each day. The Alternate magic-user class will be discussed in a later supplement.

Hewtim typically memorizes: comprehend languages, unseen servant, magic missile (extra spell), detect evil, locate object, lightning bolt

Hewtim has 1230 gp and 8950 sp squirreled away in a chest in his chambers. He has a smallish library consisting of ten books. Three are mundane texts dealing with the latter phases of the Skeldrene Dynasty and the rule of one Zaphisdreal the Magnificent, one of the last Kings of the Basilisk Hills. The other seven are as follows:

- His traveling spellbook, containing the following spells: *comprehend languages, detect magic, magic missile, light, darkness globe**, *phantasmal force, lightning bolt*.
- *Chella's Codex*, a spellbook formerly belonging to Chella of Isor, containing: *allure**, *jump**, *ventriloquism, false trap**, *phantasmal force, pyrotechnics**, *suggestion^*, *gust of wind**.
- *The Scrolls of Anann Fen*, containing: *detect magic, magic missile, detect evil, lightning bolt, hallucinatory terrain*.
- *A Treatise of Light and Shadow*, a short tome exploring the interplay of light and darkness, containing the

following spells: *light, darkness globe**, *continual light*. Consulting this text adds 2% to the research chance of spells or magical items that involve the creation or manipulation of light.

- Unknown spellbook, written in Fey, containing: *mending**, *unseen servant**, *summon lesser servitor**, *dimension door*.
- *Melphogor's Journeys*. A somewhat dull travelogue of one Melphogor the Mighty during the Fourteenth Cycle. It contains, inexplicably, the spell *floating disc*.
- Unknown journal, recording the author's experiences in the Court of the Palescent Duke. Contains the spells *enlarge**, *read languages*, and *locate object*.

*Refer to the Appendix for spell description

^Advanced Fantasy: *Druid and Illusionist Spells*

Hewtim also has a wizard's laboratory worth 3,000 gp.

Lettsil (K4). The twin of Linstan, Lettsil is another Elder Knight. He is quite taken by the Faery-folk, and in love with the Waning Countess, though he has seen but a single painting of her shown to him by Wen-fan. He is trying – subtly – to convince Baldcar to accept the proposal of alliance with Summer's End.

Lettsil (K4). AC 0 [19], HD 4 (22 hp), Att 1 x sword (1d8+1), or 1 x crossbow (1d6), THAC0 15 [+4]/17 [+2], MV 60' (20'), SV D8 W9 P10 B11 S12 (F4), ML 9, AL Lawful, XP 75, NA unique, TT see below
S 13, I 9, W 7, D 13, C 14, Ch 9

Lettsil has the single weapon *Fighting Style* and has the following Knacks: *Toughness, Chosen Enemy (humanoids)*.

He has a potion of healing, a potion of levitation, and a ring of protection +2. He has 3000 gold in mixed coinage, 1000 gold in gems, 1500 gold in jewelry, and a fine tapestry hanging in his quarters worth 500 gp.

Liard the Bold (C1). An acolyte of the cult, Liard is notable for her quick wit and fearless attitude. She fears no one and nothing, and if offered the chance would gladly join an adventuring party.

Liard the Bold (C1). AC 2 [17], HD 1 (3 hp), Att 1 x warhammer (1d6), THAC0 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15 (C1), ML 8, AL Lawful, XP 15, NA unique, TT see below
S 12, I 17, W 12, D 10, C 11, Ch 15

Liard has little wealth of her own, and if she remains part of the church has access to weapons and armor.

Hex 14.23 – The Basilisk Knights

If using the Alternate rules Liard has the Divine Grace Knack, which enables her to reroll a single roll once per day at 1st level, twice per day at 6th level, and three times per day at 12th level. The expanded cleric class will be explained at a later date.

Linstan (K4). Lettsil's twin, Linstan is forthright and loud while his brother is softer spoken and less assertive. They are identical, and often confused for each other. Linstan finds this hilarious, and often attempts to lighten the mood with twin-switching shenanigans.

Linstan (K4). AC 1 [18], HD 4 (16 hp), Att 1 x sword (1d8+2), or 1 x crossbow (1d6), THAC0 15 [+4]/16[+3], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Lawful, XP 75, NA unique, TT see below
S 13, I 9, W 7, D 13, C 14, Ch 9

Linstan gains a +1 bonus to attack while wielding a single weapon.

He has 2500 gp in mixed coins, 1000 gold in gems, and 1500 gold in art objects. He is a collector of interesting artifacts of olden times.

If using the Alternate Rules he has the single weapon Fighting Style.

Nihes Mes (C6). Nihes Mes is the head priest in the Cult of the Basilisk, the official church of the Basilisk Knights. It venerates those knights that have fallen to petrification while patrolling around Liwil. Rather than de-stone them, the knights are brought to the Keep and placed in niches carved into the walls.

She has served the Knights for twenty years, since being brought into the Order as a young woman. Mes is 38 years old, with brown hair and eyes that twinkle with mischief. She is attended by Liard the Bold, a 1st-level cleric, and four acolytes, normal men and women who tend to the basic needs of the Church.

She suspects that nefarious influences may have entered the town – and views the miners' camp as a source of trouble – but has yet to locate the source of her anxiety.

Nihes Mes (C6). AC 0 [19], HD 6 (25 hp), Att 1 x sword (1d6-1), or 1 x crossbow (1d6), THAC0 18 [+1]/15[+4], MV 60' (20'), SV D9 W10 P12 B14 S12 (C6), ML 9, AL Lawful, XP 500, NA unique, TT see below
S 8, I 9, W 12, D 15, C 15, Ch 12

Nihes usually prays for cure light wounds, detect evil, delay poison, hold person, cure disease, and neutralize poison.

If using the Alternate Rules she has the Lay on Hands Knack, that enables her to heal 12 hp a day by touching a target (the hp can be divided up amongst multiple targets, as desired),

and Improved Turning, which lets her add +1 to the initial turning roll, and she can roll 2d6 twice, taking the best result, to determine the total HD of undead turned.

The Temple has the following treasure: 3,850 gp in coin (mixed denominations), 445 gp in gems, 412 gp in jewelry (for ceremonial purposes), and 793 gp in miscellaneous wealth: statuary, rare incense, vestments, etc. See the Appendix for more information on the Cult of the Basilisk.

The church also possesses the following magical items:

- ▶ Two potions of *extra-healing*.
- ▶ A scroll containing the following clerical spells: *protection from evil*, *spiritual weapon*.
- ▶ *Grimtooth*, a Lawful intelligent sword. It has an Intelligence of 8, an Ego of 11, and communicates via empathy. The blade vibrates when within 120' of a basilisk, and the bearer is immune to petrifying effects while wielding it. Its purpose is to slay basilisks, and the wielder gains +1d6 points of damage when striking creatures capable of petrification (basilisks, cockatrices, medusas, etc.). It is a sacred blade of the Church, inhabited by the spirit of the first Senior Knight. The blade is lent to the current Senior Knight during hunts.

Sanmas the Salubrious (MU1). Sanmas is Hewtim's apprentice, a young woman desperate to leave Liwil for the larger world. She sees learning magic as the quickest way to achieve her goal. Sanmas has been approached by Saramond Gris with an offer, asking only that she "keep an eye and an ear open and let me know if anything interesting happens". She is currently considering whether to agree to his request and will likely (1-4 in 6) agree to serve as his spy one week after the adventurers first reach Liwil, if only because the idea sounds exciting.

Sanmas the Salubrious (M1). AC 9 [10], HD 1 (4 hp), Att 1 x dagger (1d4) or spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (M1), ML 8, AL Neutral, XP 15, NA unique, TT see below
S 10, I 13, W 11, D 14, C 11, Ch 14

If using the Alternate Rules, Sanmas has the Lucky Knack, allowing her to reroll one roll per day at 1st level, twice per day at level 7, and three times per day at level 14.

Sanmas has a spellbook with *comprehend languages* and *magic missile*, the two spells that Hewtim has allowed her to copy from his books. Sanmas has 200 sp and 5 gp tucked away under her mattress, and a pair of fancy hoop earrings worth 10 gp.



Random Encounter Tables

Random Encounters in Hex 14.23

1. Basilisk (1-2), from Hex 15.22
2. Patrol (see text for composition)
3. Patrol (see text for composition)
4. Troglodyte raiding party from Hex 14.22
5. Orc raiding party from Hex 13.21
6. Wild horse herd (from subhex 0405)
7. Anven, solo patrol
8. Lettsil, solo patrol

Note that there's a 1-4 in 6 chance any random encounters are intercepted by the patrol of Knights.

Random Encounters in Liwil

1. City watch (1d3 guards, 0 level)
2. City watch (1d3 guards + 1st-level sergeant)
3. Elder knight on urgent errand
4. Saramond Gris, skulking about
5. Dod, wandering, searching for his first victim
6. Drunken villager accosts PCs

Appendix

Fighting Styles

Martial characters (dwarves, fighters, and halflings, plus classes like knight or ranger) start at 1st level practiced in a single fighting style, gaining a second at level 7 and a third at level 14. When fighting with their chosen styles all combat maneuvers (see *Hex 17.22*) they attempt gain a +2 bonus to succeed.

Non-martial characters (only clerics, thieves, and elves) gain access to a fighting style at level 4, and a second at level 12.

Dual weapon. The character fights with a weapon in each hand, with either both no larger than a short sword/scimitar, or one full sword-sized and the other dagger-sized. Only one weapon die is rolled – the largest of the two – although magical bonuses from both can be applied to the to-hit and damage rolls. If the attack hits, roll the damage die twice, taking the best result.

Single weapon. Trained in fighting with a single one-handed weapon, leaving their off-hand free, characters skilled in this fighting style gain a +1 bonus to attack.

Mounted. During a charge the mount can also attack, although its damage rolls are not doubled. Once per round the mounted character can absorb the damage from a single attack that their mount would otherwise take (reducing the rider's hp total instead).

Ranged. The character gains a +1 bonus to hit when using ranged attacks and may fire into melee with no penalty.

Sword and shield. Characters trained in this fighting style can use weapons other than a sword, as long as it is in conjunction with a shield. Once per round the character can gain an additional –1 bonus to AC against a single attack made either against them or an adjacent ally (within 5').

Two-handed. The character rolls initiative as normal when fighting with a two-handed weapon, albeit with a –1 penalty to the roll. If using group initiative, apply the penalty to the group roll to determine when the character acts.

Unarmed. The character's unarmed attacks do 1d3 points of damage plus Strength modifier instead of 1d2. They gain a +1 bonus to initiative, as well.

The Cult of the Basilisk

The Cult of the Basilisk is an order of knights established by King Bandedore at the beginning of the Fourteenth Cycle. At one point they had outposts scattered throughout the Basilisk Hills, but no more: only in Liwil do the Knights still exist.

They were tasked with protecting the hill-lands from enemies, most notable the basilisks that are commonly found there. A

Hex 14.23 – The Basilisk Knights

quasi-religious cult has sprung up since then, seeing the duty of the Knights as a sacred obligation, one that keeps the forces of Chaos from overwhelming what is left of civilization.

Petrified knights are venerated as martyrs and heroes and left as statues, brought back to the Knights' keep when possible and displayed as objects of reverence. There are currently 11 statues in Liwil. Through the use of powerful magic (see below), in times of need these statues can be animated, functioning as crystal living statues.

Clerics of the Cult of the Basilisk gain the following benefits:

- ▶ When targeted by petrification effects the cleric rolls twice, taking the better of the two results. Even if both fail the cleric does not immediately turn to stone, but does so at the beginning of their attacker's next turn, gaining one round in which to act.
- ▶ They may add the following spells to their spell list:
 1. *jarring hand**
 2. *stoneskin**
 3. *slow* (as the reverse of *haste* only)
 4. *transmute rock to mud*
 5. stone to flesh

New Spells

Allure (1st-level magic-user/illusionist)

Duration: 1 minute per level

Range: Self

The caster has an effective Charisma of 18 for the duration of this spell, affecting Charisma rolls and potential loyalty checks. Retainers hired by the caster while under the effects of this spell cannot exceed the maximum number allowed by their normal score, and their loyalty will return to normal at the end of the spell's duration.

Darkness Globe (1st-level magic-user/illusionist)

Duration: 1 minute per caster level

Range: 10' per level

The caster creates a zone of darkness with a radius of 15'. The darkness defeats all manner of sight, including infravision. The caster can see through their own zone of darkness.

Enlarge (1st-level magic-user)

Duration: 1 minute per level

Range: 5' per level

If cast on a living target they, and all of their carried equipment, double in size for the duration. The target

becomes effectively stronger, dealing an extra 1d4 points of damage per attack. Magical items enlarged scale as well; an enlarged potion would need to be drunk in full in order to gain the full effects (though un-enlarged items physically usable by the enlarged character function normally as well).

An object targeted by this spell will also double in size and become proportionally heavier.

The reverse of this spell is *reduce*, which causes the target to roughly halve in size. Living targets reduce their physical damage by 1d4.

In both versions the target is entitled to a saving throw if desired.

False Trap (2nd-level magic-user/1st-level illusionist)

Duration: 1 hour per level

Range: 10'

This spell creates the illusion that an object or location is trapped. If the phantasmal trap is "triggered", potential victims can Save v. Spells; if the roll is failed they take 1d4 points of psychic damage as they believe they have been injured. The trap has normal chances to be detected but cannot be disarmed by normal means.

Gust of Wind (3rd-level magic-user)

Duration: 1 round

Range: See below

The spell summons a blast of wind emanating from the target, 10' wide and 10' long, plus 10' long per caster level. Smaller than human-sized creatures must Save v. Death or be blown back 1d6×5 feet. Human- to ogre-sized creatures cannot advance, and larger creatures may move forward, but at half their normal speed.

The gust extinguishes all unprotected flames and will automatically disperse cloud-type effects (such as *stinking cloud*, *cloudkill*, etc.).

Jarring Hand (1st-level magic-user)

Duration: Instant

Range: 10' per level

The spell creates an invisible, instantaneous hand of force that can jar or push objects within range. The hand has an effective Strength of 3, cannot cause any damage, and cannot manipulate objects. It can push objects – weighing up to 1 pound per caster level – a total of 1 foot per level (a 5th-level caster could push a 5-pound object five feet) or distract targets. If used to distract, the target must Save v. Spells or suffer a penalty of -4 to their next attack roll. A distracted caster loses concentration on their spell.

Hex 14.23 – The Basilisk Knights

Mending (1st-level magic-user)

Duration: Permanent

Range: 30'

Casting this spell will repair a broken object; metal objects with but a single break, ceramic or wooden objects with multiple breaks, or cloth or leather objects entirely. It will not affect magical objects, but can be used to heal 1d4 points of damage per casting to constructs (golems, living statues, etc.). The object or area to be affected can be no larger than a few square feet. It may, for example, take multiple castings to repair a door splintered by a battering ram, assuming that all of the pieces can be recovered.

Pyrotechnics (3rd-level magic-user/druid)

Duration: See below

Range: 120' plus 10' per caster level

This spell can transform an existing fire in one of the following ways. Once the spell is ended the fire returns to normal. If the volume of flames being affected is smaller than a campfire the range of all effects is halved and saves are made with a +4 bonus to the rolls. This spell can be cast upon a fire of any size, but the largest volume of flames it can affect is 10'×10'×10'. For instance, if cast on a forest fire it would still only affect a section of fire equal to 10'×10'×10'.

- ▶ **Fireworks.** The fire is turned into an instantaneous burst of fiery aerial lights. If cast at night or in a darkened area all within 120' of the initial fire must Save v. Paralysis or be blinded for 1d4+1 rounds. Additionally, if the source was campfire-sized or larger those within 20' of it must Save v. Breath or take 1d6 points of damage.
- ▶ **Smoke Cloud.** The source erupts in a billow of thick, acrid smoke, forming a cloud that obscures all vision within and lasts for 1 round per caster level. A normal-sized campfire creates a cloud 40' in diameter; larger fires produce proportionally larger sizes.

Stoneskin (2nd-level cleric)

Duration: 1 turn per level

Range: Touch

The target of this spell gains a +1 bonus to AC and all saves except those against spells as their skin hardens and takes on the texture of stone.

Summon Lesser Servitor (2nd-level magic-user/illusionist)

Duration: See below

Range: 30'

With this spell the caster is able to draw upon shadow-stuff to temporarily create an artificial construct. The caster has 4 points with which to create a servitor:

Lesser servitors cannot speak, and possess minimal intelligence. They can understand their creator and will follow simple commands but will do so literally. They have the following characteristics:

- ▶ 1 HD
- ▶ Servitor has a number of hp equal to the roll shown + caster level
- ▶ Save as F1
- ▶ Morale 12
- ▶ Neutral alignment
- ▶ No special abilities or qualities

If the caster spends one minute casting the spell they gain another 1 point to invest in the construct. In Absalom, the Shadowlands are only accessible via the Mortal world, so if this spell is cast in Faery or the Dry Lands the servitor receives only half the base number of points. If cast in the Shadowlands the servitor gains +2 points.

If the caster chooses, they may create unique servitors. This gives them one more point to spend. However, if the unique servitor is destroyed it may not be summoned again for 1d4 days as its spirit reforms. A caster may have a number of unique servitors equal to half their HD.

Unseen Servant (1st-level magic-user)

Duration: 6 turns + 1 turn/level

Range: 5' (initial summoning distance)

The spell summons an invisible servant made of force that the cast-

Lesser Servitor Creation

Quality	Points Needed						
	0	1	2	3	4	5	6
HP*	1d4	1d6	1d8	1d10	1d12	2d8	2d10
AC	8	7	6	5	4	3	2
Damage	1d2	1d4	1d6	1d8	2 x 1d4	2 x 1d6	2 x 1d8
Move	30'	60'	90'	120'	150'	180'	210'
Duration	1 round	1 r/level	1 m/level	1 t/level	2 t/level	4 t/level	1 h/level

Hex 14.23 – The Basilisk Knights

er may direct to perform simple tasks. It can fetch, mend, clean, etc., and is capable of lifting 20 pounds or dragging 40. It cannot attack and can only open normal, unlocked doors and windows.

New Creatures

Dryad

Resembling female elves with delicate features, skin the color of bark, and hair the color of seasonally changing leaves, dryads are creatures of Faery bound to a specific tree. Multiple dryads are referred to as a grove. Dryads are common faeries, explained in detail on p. 22 of the *Pallid Fields* mini-hexcrawl.

Magically bound to their tree – and able to physically merge with it at will – dryads can only be permanently slain if their tree is killed or if their death occurs outside of their range (see below). A dryad that is killed within the range of their still-living tree will return to life seven days after their death.

If a dryad travels more than 240' away from their tree they lose 1 hp for every hour they are apart, dying upon reaching 0 hp. If a dryad dies more than 240' away from their tree the tree dies as well.

Dryads have an innate ability to cast *charm person* as per the spell. *Charmed* individuals may be drawn within their tree, where they are likely lost forever unless the dryad can be bargained with. In reality, those that enter a dryad's tree re-emerge in Faery, within the dryad's domain there.

Dryads gain 1 HD per 100 years of age; their lifespan is typically between 200 and 500 years. Upon reaching 3 HD they gain the ability to cast spells as a 1st-level druid (see *Advanced Genre Rules*, p. 16). Their spellcasting ability improves by one level per additional HD gained (a dryad with 7 HD casts spells as a 5th-level druid). For every 2 HD above 2, their AC improves by 1 and they may travel an additional 50' away from their tree.

Dryads share the following characteristics of all common faeries:

- Vulnerability to bronze. Attack and damage rolls made against dryads with bronze weapons are rolled twice, taking the better of both results.
- They gain a saving throw against sleep spells and if targeted by charm or illusion magics save twice, taking the better of the two results.
- Dryads are not bound by the truth requirements of their more powerful kin and may lie if desired.

A dryad's tree is actually a portal to Faery. In this realm the tree also exists, identical to that in the mortal world. Within Faery dryads have no restriction on travel; they may journey as far as desired from their tree with no ill effects. If a dryad

is in Faery when their tree is killed on the mortal plane, they may make a Save v. Death. Success means they are not slain, but instead lose 1 HD and cannot return to the mortal plane.

A mortal may use a dryad's tree unbidden to enter Faery, either using *passplant* (p. 46, LL AEC) or *passwall* (p. 72, LL AEC). They may also pass through if *charmed* or invited by the dryad. A dryad's treasure in the mortal realm is usually buried amongst the roots of her tree; in Faery they keep no items of metal but will instead have magical treasure or art objects of wood or stone (of a value equal to the gp value of the treasure rolled for). Roll once for the treasure they have in the mortal plane and once for the treasure they have in Faery.

Within Faery dryads are of the Free Folk, bound to no master or Faerie Lord, although some (15%) do enter the service of a Lord in exchange for payment or protection. Roughly 1 in 12 dryads are Chaotic in nature.

In the mortal plane, the land surrounding a dryad's tree is especially fecund and productive. This radius is equal to the maximum distance a dryad may travel from her tree. The following have a chance of existing within this range:

- Animals lairing within this radius have a **1 in 6** chance of being sentient, and a further **1 in 6** chance of being able to speak.
- There's a **1 in 8** chance **1d2** awakened trees dwell within this range. The trees are sentient and can speak **1d2** languages.
- There's a **1 in 12** chance that healing spells cast within the radius restore the maximum amount of hp.
- There's a **1 in 20** chance that a grove of dryads will have one grove guardian (see character class, below) dwelling with them.

For extra flavor, the species of a dryad's tree grants additional abilities, as follows:

Alder. Once per day may *dimension door* as per the spell.

Ash. The range the dryad may travel from her tree is increased to 1 mile. At every additional 2 HD the dryad may travel an additional ½ mile.

Baobab. **1d4+1** dryads will dwell within the same tree. Together, the dryads may cast *charm monster* once per day, imposing a -2 penalty to the save, in addition to their individual abilities to use *charm person*.

Birch. Once per day the dryad may cast *cure disease* (or *cause disease*, if Chaotic).

Cedar. Once per day the dryad may cast *dispel magic* with a caster level equal to her HD.

Cherry. The dryad can *detect lie* as per the clerical spell at will.

Ebony. Once per day the dryad may cast *neutralize poison*.

Hex 14.23 – The Basilisk Knights

Eucalyptus. Once per week the dryad may cast *remove or bestow curse* as desired. Those *cursed* are turned into a random small woodland creature.

Ironwood. AC improved by 1 and HD improved from 1d8 to 1d10.

Juniper. Once per week the dryad may summon an *insect swarm*.

Larch. Once per week the dryad may cast *commune*.

Maple. Once per week the dryad may cast *heal* (or *harm* if Chaotic).

Oak. Once per week the dryad may *dispel evil* as the cleric spell.

Palm. Once per day the dryad may cast *know alignment*.

Pine. Once per day the dryad may *create food and water* as a caster equal to their HD.

Red Gum. Once per day the dryad may create an illusion as per *phantasmal force*.

Rosewood. The dryad is capable of combat and will be armed with (roll 1d6) a short bow and arrows (1-3), a wooden spear (4-5), or a wooden club and shield (6).

Sycamore. The dryad can cast *manipulate fire* at will. This is usually used to extinguish flames.

Walnut. Once per day the dryad may turn invisible.

Willow. Once per day the dryad may cast *sleep*.

If a dryad's tree is killed it may be harvested for wood that can be used as special components for magical items. Each tree yields 3d4×100 gp worth of special components per 50 years of age. If the wood is used for the creation of an item related to the dryad's power (*charm person*, or one of the special abilities, above) double the gp value. If the tree is 150 years or older the wood may be used as a principal instead of special component.



Half-Dryads

Functionally similar to humans, half-dryads are the offspring of a dryad and a human. The following grove guardian class is unique to these half-fae.

Grove Guardian

Requirements: Strength 9, Charisma 13, Constitution 9

Prime Requisite: Strength, Wisdom

Hit Dice: 1d6

Maximum Level: 9

Dryads rarely give birth in the mortal world, but when they do their offspring may become grove guardians, the protectors of the forest and trees. They are warriors with fae heritage, not bound to a single location or tree like their mothers.

They are, however, born from a seed that grows into a tree; until about twenty-five years of age the grove guardian is essentially a dryad, able to enter both their tree and Faery. After reaching maturity the guardian leaves their tree permanently, unable to enter it or Faery on their own thereafter.

The grove guardian's tree is usually located near her mother's, although dryads have occasionally been known to bestow the seed to the father to plant elsewhere. Dryads typically have no more than one child in their lifetime, and many don't have any.

Grove guardians are long-lived and slow to mature. They become adults at about 30 and will live for another hundred and fifty years, to a maximum of 200.

Grove guardians may wield any weapons and use shields, but are restricted to non-metallic armor. If struck by a bronze weapon roll twice for damage, taking the higher roll (they do not suffer the full penalties of fae against bronze). They can use the same magical items that fighters can.

Grove guardians with both Strength and Wisdom scores above 13 receive a 5% bonus to XP. If one of those scores is also 16 or greater the bonus increases to 10%.

Most grove guardian are Neutral, although occasionally Chaotic guardians are encountered. Lawful grove guardians are exceedingly rare (although there are some, as Anven shows!).

Grove guardians have the following abilities at 1st level:

- Attack as fighters.
- Save as elves.
- Gain a +2 bonus to saves against illusions and charm magic.
- Are allowed a Save v. Spells to avoid being affected by *sleep*.

Hex 14.23 – The Basilisk Knights

Grove Guardian

Level	XP	HD	THAC0	Saving Throws					Druid Spells per Day		
				D	W	P	B	S	1	2	3
1	0	1d6	19 [0]	12	13	13	15	15	—	—	—
2	2,120	2d6	19 [0]	12	13	13	15	14	1	—	—
3	4,240	3d6	18 [+1]	11	12	12	14	13	1	—	—
4	8,480	4d6	17 [+2]	10	11	11	13	12	1	—	—
5	17,000	5d6	16 [+3]	10	11	11	12	12	2	—	—
6	34,000	6d6	15 [+4]	9	10	10	11	11	2	1	—
7	68,000	7d6	14 [+5]	8	9	9	10	10	2	2	—
8	136,000	8d6	14 [+5]	8	9	9	10	10	2	2	1
9	270,000	9d6	13 [+6]	7	8	9	9	9	3	2	1

*See 1st-level benefits, below.

- They are difficult to surprise in wilderness settings. They are only surprised on a roll of **1 in 6**.
- They surprise others on a roll of **1-3 in 6** while in the wilderness.
- They still retain a partial link to their tree. As long as their tree remains alive they have an extra Hit Die (2d6 at level 1). If the tree is killed they automatically lose the additional Hit Die permanently and must Save v. Death or take an additional HD worth of damage (not permanent).

Ex. Morwenna the grove guardian is level 4, with 5 HD and 22 hit points. Her tree is killed, and she automatically is reduced to 4 HD, rerolling her hit points and getting a 16. Additionally, she must Save v. Death. She does so and fails, so she takes an additional 1d6 damage. This additional damage can be healed normally, but the lost HD is permanent.

At 2nd level the grove guardian gains the following abilities:

- Cast spells as a druid, drawing from the spell list below, with 25% progression. They don't gain any of the other druidic benefits.
- The grove guardian inflicts an additional +1 point of damage with either melee or missile attacks (pick one). This increases to +2 at 6th level. Alternatively at 6th level, they may apply the +1 bonus to damage to *both* missile and melee attacks.
- The grove guardian may attack a second adjacent opponent if they kill an enemy with their attack. They may attack an additional enemy per round for every two HD they have (one at level 1, two at level 3, etc.), provided that each attack slays their opponent.

Spells to be cast are chosen at the beginning of each day, after

a full night's uninterrupted sleep and an hour of meditation.

At 7th level the grove guardian's renown grows to the point that they attract followers. Rather than found a stronghold and domain, however, they dedicate themselves to protecting an area of wilderness and the animals that dwell within. They attract the following (roll three times):

Guardian Followers

- 1-4. 1d4 1st-level fighters (or rangers, if using them)
- 5-6. 1d3 1st-level druids*
- 7-8. 1d2 centaurs
9. 1d2 blink dogs
10. 1d4+1 pixies
11. 3d4 sprites
12. 1 giant owl (LL AEC)

*If elves are a class option there's a **1-4 in 6** chance this result yields **1d2** 1st-level elves instead of druids.

A grove guardian's followers expect no pay but do expect protection and respect. They will defend and maintain the guardian's territories but will not venture into dungeons, nor will they leave the territory except in unusual circumstances.

The followers take three months to arrive, with half arriving one month after the guardian achieves 7th level, a quarter at the end of the second, and the remaining quarter at the end of third month.

If a follower is killed they will be replaced (roll randomly to determine type, again) after a period of **1d3** months, unless the follower's death was the result of negligence or malice on the guardian's part.

Hex 14.23 – The Basilisk Knights

Alternate Rules

If playing with the alternate rules first presented in the *Lake of Abominations* Hex Cluster, the following apply to this class.

At first level the grove guardian knows one skill in addition to any bonus skills granted by high Intelligence.

Grove guardians gain a new skill at 4th, 7th, and 9th levels.

At 1st level the grove guardian may select one of the following Knacks from the list below, provided they meet the requisites for it. They may select an additional Knack at 5th and 9th level. Note that if a Knack states a character must be 5th level to select it, that Knack can be selected at 5th *or* 9th level, not just at 5th.

Additional Spell. The character can cast an additional spell per day. The character can decide if it is a 1st-, 2nd-, or 3rd-level spell, and may change their selection daily.

Alertness. The character gains a +1 bonus to initiative and is surprised in the wilderness only on a roll of 1 on 1d8 or in a dungeon on a roll of 1 on 1d6.

Animal Companion. The grove guardian can recruit animals as retainers. Rules for animal companions are below.

Combat Prowess. The character selects three combat maneuvers that she can use. See *Hex 17.22*.

Concentration. The character has practiced casting spells during combat. If they suffer damage while casting a spell they can make an attempt to roll equal to or less than their Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll for every 10 points of damage they take (4d6 for 11 points, 5d6 for 21 points, etc.).

Expanded Repertoire. The character adds the following spells to their spell list. Must be 5th level to select.

- First Level. *dancing lights, feather fall, spider climb.*
- Second Level. *magic missile, sleep, mirror image*
- Third Level. *fascinate, invisibility, whispering wind*

Fighting Style. Select one of the following: Dual weapon fighting, Ranged weapons, Two-handed weapons. The character has specialized in this form of combat. Refer to the Fighting Styles section of the Appendix.

Self-Improvement, primary. The character increases their Charisma, Strength or Wisdom score by 1. Must be 5th level to select.

Self-Improvement, secondary. The character increases her Constitution, Dexterity, or Intelligence by 1. Must be 9th level to select.

Skillful. The character gains three additional skill slots.

Toughness. The grove guardian has 1d8 hp per HD instead

of 1d6. If her tree is killed she loses 1d8 hp (in addition to the permanent HD loss).

Advancing Animal Companions

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

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

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

The grove guardian class is built using the rules from *Classing Up the Joint*.

- Attack as fighter. +2
- Save as elf. +1
- HD 1d6. +.5
- Weapons (4). +2
- Armor (3). +1
- Divine spellcaster 25% progression. +3
- Early name-level benefits. +.5
- Save bonuses. +.85
- Awareness. +1

Hex 14.23 – The Basilisk Knights

- +1 HD at 1st level. +4 (reduced because of tie to tree)
- Ability score requirements. –1
- Prime Requisites beyond 1. –.25
- Level restrictions. –4
- Total modifier of: 10.6
- XP to reach 2nd level: 2,120.00

Knights attack and make saving throws as fighters. First-level knights are called squires and do not earn the right to call themselves “knights” until reaching 2nd level.

At 1st level they have the following abilities:

- They may attack from horseback, including firing missile weapons (excluding longbows), with no penalty. If using the skill system presented in *Hex 17.23* the character is Skilled in Riding.
- The knight selects one form of combat: ranged, mounted, sword and shield, or two-handed. Refer to the Fighting Styles section of the Appendix for more information.
- The knight’s code of conduct provides them with moral strength. The knight gains a +2 bonus against fear and charm effects. NPC knights have their morale increased by 1.
- If a knight slays an opponent they may make an attack against another opponent within reach. They may continue to attack as long as each attack slays an opponent, up to a number of times per round equal to their Hit Dice (maximum of 9 extra attacks at level 9).

Knight

Requirements: Strength 9, Charisma 9

Prime Requisite: Strength

Hit Dice: 1d8

Maximum Level: 14

A fighter subclass, knights are notable in that they are trained in mounted combat and adhere to a code of conduct. Most often they belong to some sort of knightly order or are pledged to serve a liege lord, but it is certainly possible to encounter lone, or errant, knights.

Knights are trained in all kinds of armor and weapons. They may use shields in combat. Knights must be Lawful.

Characters with a Strength of 13 or better receive a 5% bonus to XP; those with a Strength of 16 or higher instead gain a 10% bonus.

At level 3, mercenary troops and NPCs under the knight’s command gain a +1 bonus to morale as long as the knight remains alive and able to function. This bonus also applies to retainers.

Knight

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,070	2d8	19 [0]	12	13	14	15	16
3	4,140	3d8	18 [+1]	11	12	13	14	15
4	8,280	4d8	17 [+2]	10	11	12	13	14
5	16,560	5d8	16 [+3]	10	11	12	12	14
6	33,000	6d8	15 [+4]	9	10	11	11	13
7	66,000	7d8	14 [+5]	8	9	10	10	12
8	132,000	8d8	14 [+5]	8	9	10	10	12
9	260,000	9d8	13 [+6]	7	8	9	9	11
10	380,000	9d8+2*	12 [+7]	6	7	8	8	10
11	500,000	9d8+4*	12 [+7]	6	7	8	7	10
12	620,000	9d8+6*	11 [+8]	5	6	7	6	9
13	740,000	9d8+8*	10 [+9]	4	5	6	5	8
14	860,000	9d8+10*	10 [+9]	4	5	6	5	8

*Modifiers from Con no longer apply.

Hex 14.23 – The Basilisk Knights

At level 4 the knight may issue a Challenge. She need not speak the language of the target, but the target must be within 120', of greater than animal intelligence, and able to see the knight. The knight spends a round calling out the target to do battle, after which the target must make a Save v. Petrification/Paralysis. If the target fails they must attack the knight above all other targets if they are so able.

At level 5 the knight acquires a squire, a 1st-level knight who serves the character in exchange for lessons in the knightly arts. The squire has heard of the knight's exploits and arrives 1d4 weeks after the knight reaches 5th level. This squire is treated as a retainer and counts toward the maximum number as determined by the knight's Charisma. The knight is expected to cover all of the squire's costs and expenses. When the squire reaches 3rd level the higher-level knight can either release them or extend an offer to serve. Make a reaction roll modified by the knight's Charisma. If the result is "Unfriendly" or "Hostile" the squire leaves the knight's service. The knight may then recruit another 1st-level knight to serve as her squire.

At 9th level the knight may found a new training ground for her order, or, if she serves a liege lord, can expect a land grant no smaller than one 6-mile hex and a noble title (of baron or equivalent). In either case, the knight attracts **1d4** knights of levels 2-5 (**1d4+1**), **2d4** squires (1st-level knights), and **3d4** Normal Men seeking training as knights. The knights will serve the character in exchange for room and board (see *Hex 16.24* for suggested costs of living per level) but no direct pay.

Additionally, the knight will attract **1d6x10** mercenaries. Every ten mercenaries will be of the same type. They will expect to be paid as normal, but as long as they are commanded by the character will have a morale 1 higher than normal.

Code of Conduct

All knightly orders follow rigid codes of conduct that vary from order to order. As champions of Law they are mostly sworn to uphold the common weal, to protect the weak, stand against Chaos, and so forth. Each order should have its own set of vows that a knight makes upon reaching 2nd level, when they are no longer considered squires. Even knight errants, belonging to no order, have personal codes of conduct to which they adhere.

If a knight willingly breaks the code and does not make amends, they are usually put on trial, drummed out of their order if found guilty, and their name is roundly besmirched. They do not lose any of their knightly abilities, but they can no longer rely on their order for support, supplies, healing, and so forth.

All the knight's retainers and followers must make an immediate loyalty check. A result of "Unfriendly" or "Hostile" indicates they leave the knight's service; those that do so with a "Hostile" result spread news of the knight's downfall far and wide, to the extent that the knight suffers a -2 penalty to all reaction rolls in the vicinity until they redeem themselves or flee to a place where their former order is unknown.

Most knightly orders require their knights (2nd level and higher) to tithe 25% of their income to the order.

Alternate Rules

If using the alternate rules first presented in the *Lake of Abominations* Hex Cluster the following applies to the knight.

The character begins play with a single skill at level one, plus one additional skill for each point of Intelligence modifier. She may choose an additional skill at levels 3, 5, 7, 9, 11, and 13.

Knacks are special abilities that characters get to select at given levels. A character may select a Knack from the list so long as they meet the given requirements. Knacks may be selected more than once unless otherwise stated.

Knights gain one Knack at 1st level and have an additional selection at levels 4, 7, 10, and 13.

Chosen Enemy. The knight is a sworn enemy of some type of monster: aberration, dragonkind, faery, giants, humanoid, monsters (basilisks, manticores, etc.), extraplanar, or undead. They gain a +1 to hit and damage and also a +1 bonus to any applicable saving throws when fighting their chosen enemy. They may re-assign their chosen enemy whenever they are eligible for a new Knack.

Combat Prowess. The character selects three combat maneuvers that she can use. See *Hex 17.22*.

Defender. The knight may choose to fight defensively. Doing so forfeits their attacks for the round, but they gain an AC bonus of 2. This bonus is increased to 3 at 9th level and 4 at 14th. This Knack can only be selected once.

Force of Will. A knight with this Knack can function despite suffering debilitating injuries. If reduced to 0 hp the character will be able to remain standing for a number of rounds equal to their HD, *or* until they are reduced to a number of negative hp equal to their HD (whichever comes first), at which point they collapse, dead. This Knack can only be selected once.

Heirloom. The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses a non-magical +1 bonus either to hit or

Hex 14.23 – The Basilisk Knights

damage. If armor, it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once at level 4, 7, 10, or 13.

Lord of the Land. The knight proves to be an exceptional leader. If using the *Domain Building* supplement the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the knight may govern by themselves is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack must be selected at level 7, 10, or 13.

Rally the Troops. By calling out in the midst of battle the knight may rally all those fighting under their banner – no more than they can effectively lead – and do one of the following. It takes a full round for them to do this. This ability affects all allies within 30' of the knight.

1. Reroll a failed morale check.
2. Grant all the troops an additional +1 to hit and damage for the next six rounds.
3. Cause all allies within range to regain 1d4+1 hit points.

The knight may do this once per day. It can only be selected at level 7 or higher.

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

Self-improvement, primary. The knight can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The knight may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Shield the Weak. Once per day the character may elect to receive an attack targeting an ally within 5'. The character must decide prior to the attack roll being made. If this Knack is selected more than once the knight may use it an additional time per day. At level 7 it may be extended to allies within 10'.

If the attack roll misses the knight's AC the attack misses, if it hits the knight's AC the knight is hit by the attack.

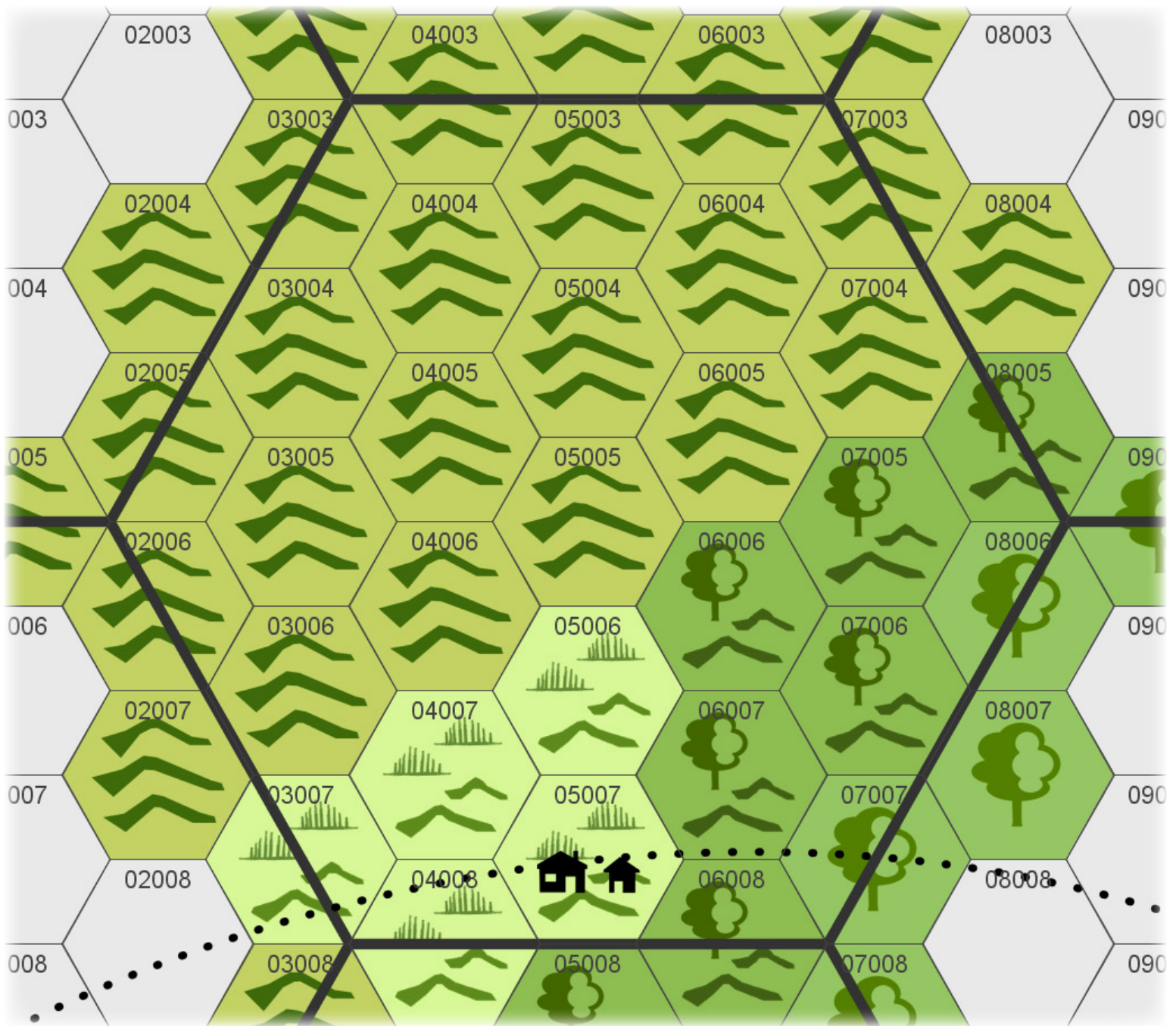
Skillful. The character gains three additional skills.

Toughness. The knight rolls 1d10 for her HD, rather than 1d8. This Knack can only be selected once, but it can be selected at any level, provided the character rerolls their hit points for each level.

The knight class is built using the rules from *Classing Up the Joint* as follows:

- Attack as fighter. +2
- Save as fighter. +1
- 1d8 hp per HD. +1
- +2 hp at level 10+. +1
- Weapons (4). +2
- Armor (4). +2
- Attack from horseback. +.5
- Moral Strength. +.6
- Morale bonus to troops. +.75
- Challenge. +.75
- Squire. +.75
- Ability score requirements. -.5
- Alignment restrictions. -.75
- Code of conduct. -.75
- Total modifier: 10.35
- XP to reach 2nd level: 2,070

Hex 14.23 – The Basilisk Knights



Large hex equals 6 miles, face to face.

Smaller hexes equal 1.2 miles, face to face

Cover art by Jenna Drummond (jendart.com)

Basilisk and map of Liwil by Aaron Schmidt

Dryad image taken from public domain images

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.

- 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.
- 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.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 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.
- 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.
- 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.
- 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.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 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.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 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.
- 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.
- 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.
- 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.
- COPYRIGHT NOTICE
Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook,

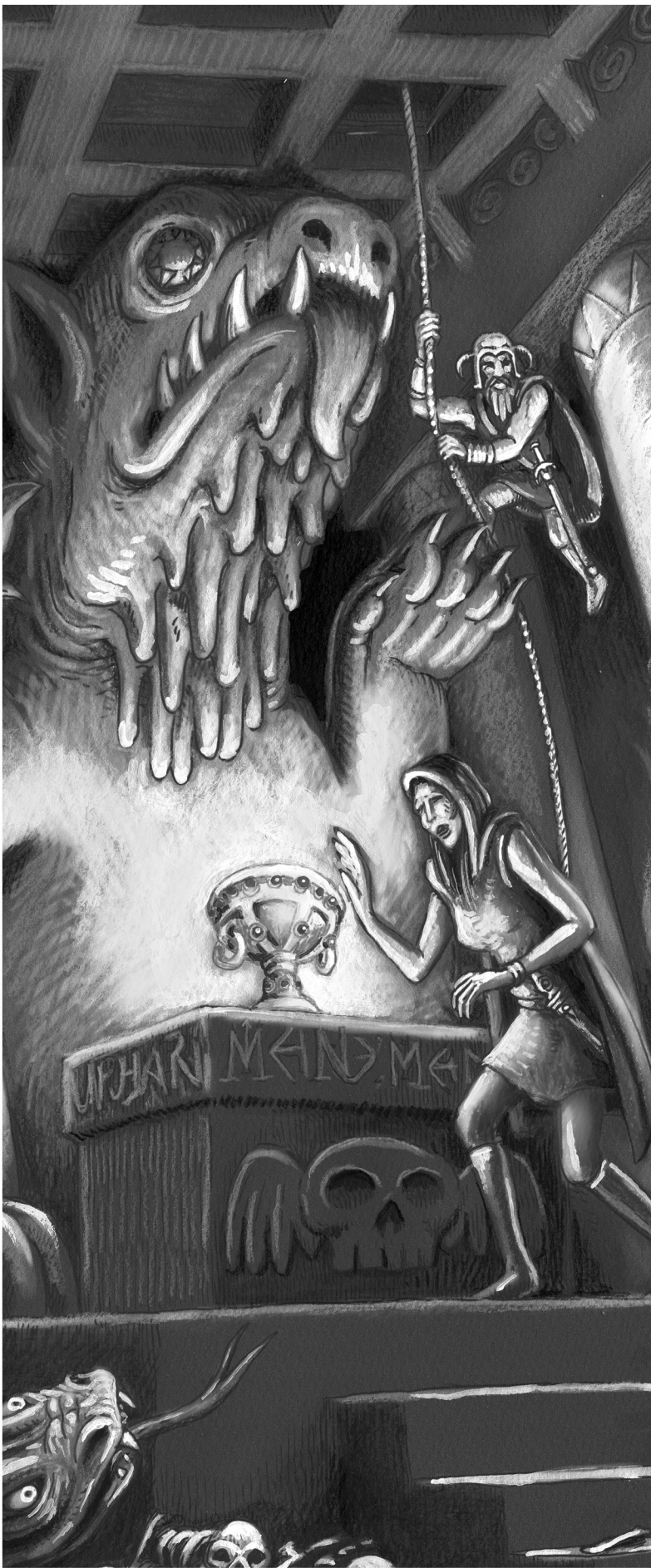
Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
System Reference Document © 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Modern System Reference Document © 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, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.
Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games.
Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman.
New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.
OSRIC™ © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.
Swords & Wizardry Core Rules, © 2008, Matthew J. Finch. Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.
Darwin's World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.
Mutant Future™ © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.
Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.
First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.
First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas.
Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.
Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Jekti from A Hamsterish Hoard of Monsters, Copyright 2012, Author Erin "taichara" Bisson
Labyrinth Lord™ © 2007–2009, Daniel Proctor. Author Daniel Proctor.
B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.
B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.
B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.
B/X Essentials: Monsters © 2018 Gavin Norman. Author Gavin Norman.
B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Classic Fantasy: Genre Rules © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman. Author Gavin Norman.
Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman. Author Gavin Norman.
Monstrosities, © 2012, Frog God Games LLC; Authors Andrew Trent ("the Venomous Pao"), Trent Foster, Salvatore Macri ("Skathros"), Scott Wylie Roberts ("Myrstyr"), Sean Stone ("Stonegiant"), Sean Wills ("Geordie Racer"), Cameron DuBeers, Matt Hoover ("Random"), Mike Davison, Russell Cone ("Grim"), Mudguard, Old Crawler, Michael Shorten ("Chgowiz"), Mark Ahmed, Scott Casper ("Scotcenkainen"), The Lizard of Oz, James Maliszewski, Michael Kotschi, J.D. Jarvis, John Turcotte, Guy Fullerton, Michael Coté, Thomas Clark, Tanner Adams, and Matt Finch ("Mythmere").
Domain Building, ©2019 Todd Leback. Author Todd Leback
Hexcrawl Basics ©2019 Todd Leback. Author Todd Leback
Classing up the Joint
Wealth by NPC Level ©2019 Todd Leback. Author Todd Leback
Random Weather Generation ©2019 Todd Leback. Author Todd Leback
A Guide to Thieves Guilds ©2020 Todd Leback. Author Todd Leback
Forest of Plenty – Hex 16.24 ©2020 Todd Leback. Author Todd Leback
Hex 14.43 – Eyrie of the Eaglefolk ©2020 Todd Leback. Author Todd Leback
Hex 17.24 – Village of the Owlfolk ©2020 Todd Leback. Author Todd Leback
Keep of the Rawhide Gang – Hex 15.42 ©2020 Todd Leback. Author Todd Leback
The Lake of Abominations – Hex 17.23 ©2019 Todd Leback. Author Todd Leback
The Pallid Fields, a mini hexcrawl in Faery ©2020 Todd Leback. Author Todd Leback

DESIGNATION OF PRODUCT IDENTITY

The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

DESIGNATION OF OPEN GAME CONTENT

The Open content in this book includes the monster names (with the exception of proper names for Nonplayer Characters), monster descriptions, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.



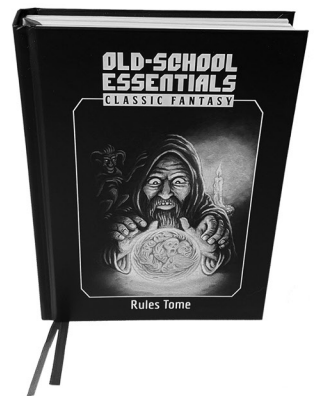
OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

The Basic/Expert rules you know and love, presented in a deluxe new format.

Optimised for quick and easy use at the table.

Available as a boxed set or all-in-one tome.



ADVANCED FANTASY

Expand your horizons with the Advanced Fantasy supplements, bringing the flavour and options of the Advanced 1st Edition into your B/X games.

Carefully adapted for 100% B/X compatibility.

Advanced Monsters and Treasures coming 2020!

