

Hex 15.43

The Crypts of the Aimascurs

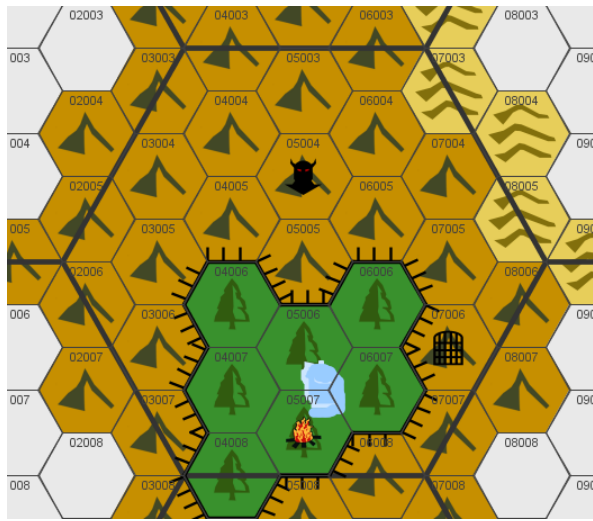


Todd Leback

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



Hex 15.43 – The Crypts of the Aimascurs



Resources: Livestock (2)

The southernmost hex of this cluster is mountainous; approximately 8.5 miles of the southern portion is a flattened plateau at roughly 8,000 feet, lightly wooded with pine, cedar, and spruce. A smallish lake occupies the center. Camped on the southern edge of the lake is a clan of hill giants and their dire wolf pets.

At the eastern base of the plateau, hidden in a lonely valley, is the burial complex of a king of old. The antechamber of the tomb has been emptied and plundered by the brigands in hex 15.42, but so far, they have been unable to penetrate deeper into the tombs.

Finally, a lone medusa dwells just to the north of the plateau's base. Granted oracular vision, the medusa serves as a seer to many of the residents of this area, albeit one who can exact a deadly toll on those seeking her wisdom.

0504. Seer and Statues. Lialbelgoth is a greater medusa (see entry, below), grown mellow and content by age. Her alignment has shifted to Neutral, and she sees herself as an arbiter and sage for those that dwell nearby, and as such will rarely attack unless angered or threatened.

The subhex she dwells in features four statues, those of intruders that have angered her. She has left them here as a warning to other visitors. The statues are of:

- A brigand from the Rawhide Gang to the north. This was a man named Kuap, a lieutenant to the chief before Mendra Sado (see Hex 15.42). Kuap bears a sword +2 (also stone) and a slightly bemused expression.
- A hill giant. When the hill giants moved into the plateau to the south Lialbelgoth had to convince them of her neutrality and desire to be left alone.
- Two orcs. A large village of orcs dwells to the south, and they just will not stop pestering Lialbelgoth with questions. She occasionally turns one of their envoys to stone out of sheer annoyance.

Her lair is a cavern just north of the plateau, with a sheltered entrance facing east. The cavern itself is small and consists of two rooms. The first are used by Lialbelgoth as her quarters and are sparsely furnished. The second chamber, at the rear of the cavern, functions as her oracular chambers. A cleft in the ground issues forth a soporific vapor; those breathing deep of its fumes fall into a prescient trance.

Lialbelgoth, greater medusa. AC 6 [13]. HD 8** (45), Att 1 x bite (1d4 + poison), 1 x constrict (1d4), THAC0 12 [7], MV 120' (40') SV D6 W7 P8 B8 S10, ML 9 AL Neutral (normally Chaotic) XP 1750, NA 1d3 (1d3), TT F + V

- Greater medusae have the lower body of an enormous serpent and an overall body length of 20-30 feet.
- Anyone looking directly at an undisguised greater medusa must save versus petrification or be turned to stone.
- Averting one's gaze negates the need for a save but imposes a -4 penalty to hit and the medusa gains a +2 bonus to attack.
- Creatures that are surprised automatically look at the medusa.

- The medusa can be looked at through a mirror without issue, and if she sees her reflection in the mirror she must save versus petrification or be turned to stone.
- The bites of her snake-hair are venomous; those bitten must save versus petrification or die in 1 turn. This save is made with a -1 penalty to the roll.
- Greater medusas gain a +2 bonus to all saving throws (reflected above).
- The greater medusa's blood is poisonous. Anyone within melee range that hits with an edged or piercing weapon must save versus breath weapons or suffer 1d4 points of caustic splash damage.
- The greater medusa can use her lower half to constrict a man-sized or smaller opponent. On a successful attack roll the target is constricted, their movement reduced to 0, and they take automatically take 1d4 points of damage per round. They can also not concentrate to cast spells. To escape they must roll their Strength or under on 4d6. Each person helping them escape subtracts 1d6 from the roll.
- Greater Medusae can use magical items as if they were both clerics and magic-users.

Lialbelgoth has a treasure consisting of the following, largely made up of gifts brought to her by those seeking her wisdom:

- 2054 gp
- A gold necklace worth 700 gp
- A platinum torc worth 1200 gp
- A finely wrought electrum tiara worth 1400 gp
- A *crystal ball*
- A *potion of treasure finding* and of *polymorph self*.

- A spell scroll containing the magic-user spells *fly* and *hallucinatory terrain*.
- A scroll of *protection from elementals*

If the adventurers approach Lialbelgoth seeking answers to their questions make a second reaction roll to determine the tribute she demands in return. If the initiative reaction roll was 11 or higher apply a +1 bonus to the roll; if 5 or lower apply a -1 penalty.

2 or lower. Will not help for any price.

3-5. 4d6 x 1000 gp or permanent magical item and 3d6 x 100 gp.

6-8. 4d6 x 100 gp or permanent magical item or 1d4 single use magical items (a scroll with two spells would count as two items).

9-11. 3d6 x 100 gp or a single-use magical item.

12+. 1d6 x 100 gp.

She will not outright demand a certain amount in payment; it should be up to the PCs to determine – through role-playing – what payment she seeks for her services.



0406, 0407, 0408, 0506, 0507, 0606, 0607. These subhexes form a flattened plateau, slightly lower than the surrounding mountains. The top is forested in pines and fir trees, and in the rough center is a small lake. A family of hill giants lives on the banks of the lake, in a rough hut made from felled trees and boughs.

The access to the plateau is difficult, reducing movement by a further 50%. Horses and similar animals will not be able to ascend, but mules, riding lizards, etc. can be led up the sides. If the plateau is ascended at night or during rough weather there's a base 1-2 in 6 chance that 1d4 individuals (pick those with the lowest Dexterity scores in order), slip and fall, taking 1d12 points of damage. The hill giants have no such difficulty.

The top of the plateau is an old-growth pine forest, with little undergrowth and trees spaced generously apart. Still, visibility ranges are reduced by 75%, encounters occur at a range of 6d10 yards, and missile ranges are reduced by 75% (with the exception of daggers and hand axes).

There's a small spring-fed lake roughly in the center of the plateau. It averages about ten feet deep, is a deep blue color, and is extremely cold. Numerous fish can be found in the lake, although fewer than there were before the giants moved in. 1d6 months after the adventurers first enter this hex the stock of fish will be exhausted. Once this occurs there's a 1-2 in 6 chance per month that the giants decide to move their camp elsewhere.

0507. Giant Camp. The giants have felled many of the trees in this subhex to fuel their campfire, eliminating the penalty to vision and missile range.

Their camp is on the edge of the lake, a collection of four rudely constructed huts of tree trunks and animal hides.

There are six hill giants living in the camp. One of them, Fopre, is a shaman of middling ability and the undisputed leader of the clan after her husband, Aaabe, was turned to stone by a medusa.

Whenever the adventurers climb the plateau there will be 1d6-1 hill giants and dire wolves (roll for each) absent from the camp, returning in 1d20 hours. The giants have five dire wolves they keep as pets and use for hunting, much as Men raise dogs for the same. They listen to Fopre above all others and despise Badrom. Badrom will never be encountered alone with a dire wolf.

In addition to Fopre the giants are named Badrom, Fanku, Fokon (the twin to Fanku), Kode and Ronka. Badrom is the runt, standing a mere 9' tall, and mercilessly tormented by his brothers for his small stature. He is also the cruelest, likely to take out his frustration on those smaller than him. This makes him the most likely to betray his kin; if encountered alone, or involved in an encounter where the adventurers seem to have the upper hand, make a morale check. If he fails, Badrom will surrender in exchange for help slaying his tormentors.

If the hill giants are encountered outside their camp (either on the plateau or off) roll 1d8 to determine which are encountered:

- 1-2 Fopre
- 3-4 Badrom
- 5 Fanku
- 6 Fokon
- 7 Kode
- 8 Ronka

Giant, hill (5). AC 4 [15], HD 8 (25, 33, 38, 42, 45), Att 1 x weapon (2d8), THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Chaotic, XP 650, NA 1d4 (2d4), TT E + 5,000 gp

- The giants are armed with enormous clubs fashioned from felled pine trees.

Fopre, hill giant shaman (1). AC 4 [15], HD 12* (53), Att 1 x weapon (1d8), THAC0 10 [+9], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Chaotic, XP 1,900, NA 1d4 (2d4), TT E + 5,000 gp

- Fopre casts spells as a 4th level druid. She typically has the following spells prepared:

1st. Animal Friendship, Entangle

2nd. Heat Metal, Obscuring Mist

Wolf, dire (5). AC 6 [13], HD 4+1 (12, 18, 19, 20), Att 1 x bite (2d4), THACO 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 125, NA 1d4 (2d4), TT None

- These dire wolves are more vicious than normal. If two or more wolves are attacking the same target all gain a +1 bonus to their attack and damage rolls against the target.
- If Fopre is present and alive their morale becomes 10.

The giants have accumulated quite a treasure trove over their years of traveling through the mountains, as follows:

- 8,467 sp
- 5,378 gp
- 2 gems worth 50 gp, 2 gems worth 500 gp
- A bundle of six enchanted arrows, each with a +1 modifier. The giants have been using these as toothpicks.
- A *potion of undead control*.
- An intelligent sword, Sea's Fury, that is described in the Appendix.
- A treasure map leading to a hoard of 16,000 gp, further into the Dhembezeur Range. The treasure map can be found in the Appendix. It once belonged to the brigands in hex 15.42. The brigands will (1-3) pay 2d4 x 100 gp for its return, or (4-6) say they will pay that amount but attempt to double-cross the adventurers.

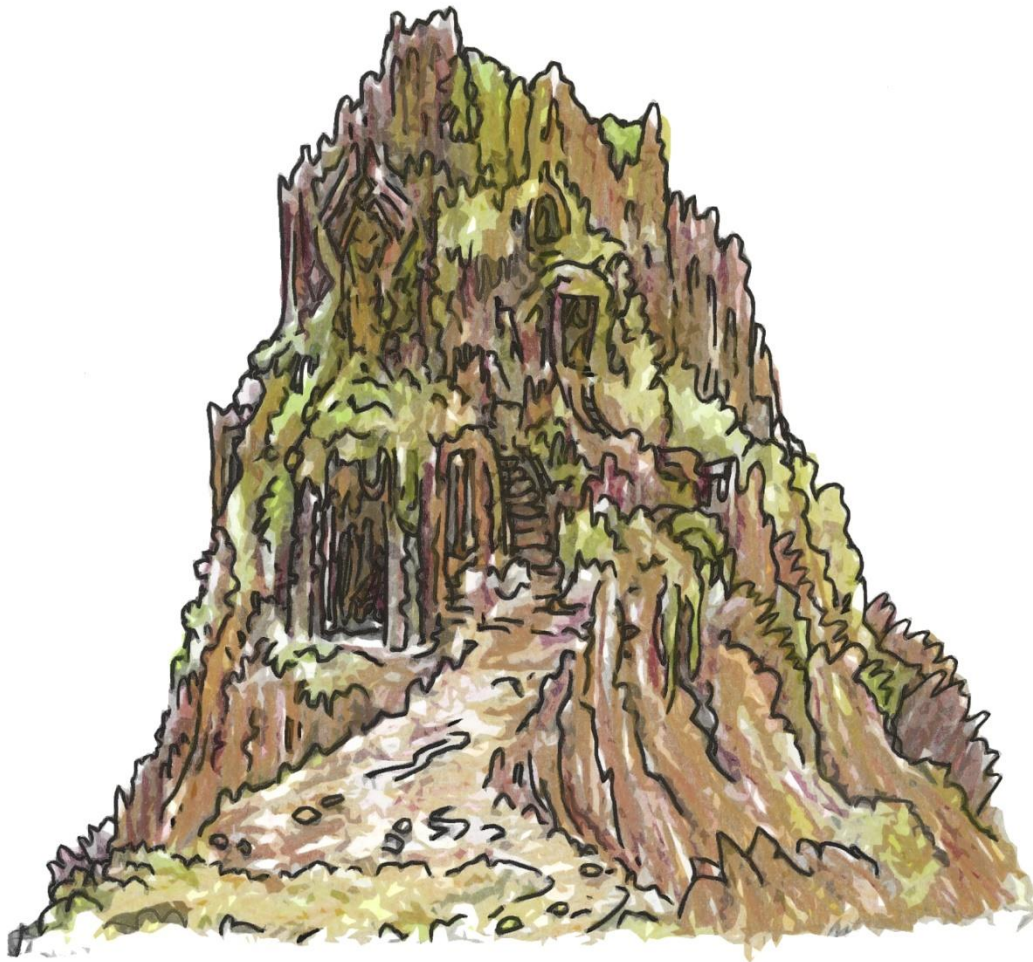


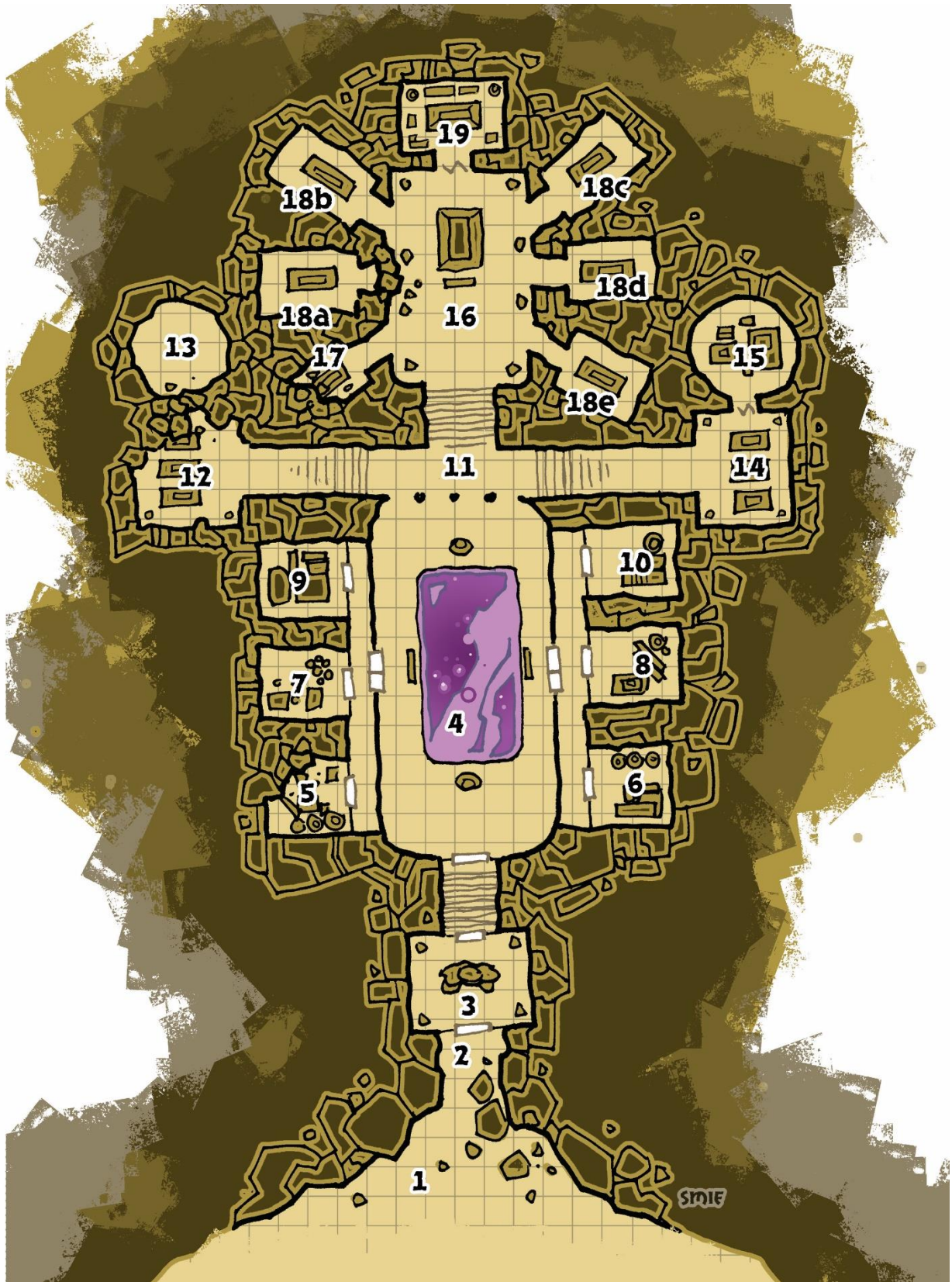
0706. The Haunted Halls of the Aimascurs.

Centuries previous, during the Eleventh and Twelfth Cycles, an Empire of Men ruled the southern reaches of Absalom, living in cities on the broad grasslands and fertile hills to the north of the Dhembezeur Mountains. This domain was known as Timshan and stretched in a band east to west. The capital of the Timshan Empire was Jacaar, located in Hex 28.41, some seventy-five miles to the west.

The nobles of Jacaar used the Dhembezeur Mountains to bury their dead, carving elaborate

crypts into the cliffs and sheer granite rock faces. The Haunted Halls of the Aimascurs is one such burial complex, built at the end of the Eleventh Cycle at the height of the Timshan Empire's dominance. The Aimascur family was a minor – but wealthy – branch of the royal family, and their tomb reflects this wealth. The Timshan empire was matriarchal, with the family line being traced through the females.





Each square on the map represents five feet. Unless otherwise stated the exterior walls are carved from granite, showing tooling marks. Interior walls are brick, covered in white plaster that is now grimy with dust and mold. The floor is laid bluestone pavers, irregular in shape and size, with grouted joints. The ceiling height is 10'.

The only chamber in the complex designed to be lit is Area 4, which has torch holders – still containing partially burnt torches (treat as having 15 minutes of burn time left) – arranged at 15' intervals around the perimeter of the room.

Random monster checks are not made until the adventurers enter Area 4 and occur on a roll of 1 in 6 every two turns. Once combat occurs anywhere within the main part of the complex (excluding 6-10) increase the encounter chance to 1-2 in 6. Roll for encounters every two turns *or* at the end of each combat that occurs.

The complex is dedicated to Hezbebe, a god of wealth and death, and several statues and shrines to Hezbebe can be found throughout the complex. Hezbebe is an older god, and its worship has shrunk to almost nothing since the fall of the Timshan Empire, much reducing the god's power and influence. Statues of Hezbebe are carved in the likeness of a portly middle-aged man in robes, carrying scales in one hand and a dogwood branch in the other (the dogwood tree was a symbol of rebirth in Timshan).

The people of this era mummified their dead, burying them in stone sarcophagi. Canopic jars containing the organs of the deceased were placed in the same chamber. Intact canopic jars have value as alchemical agents and contain the following organs:

- Brain. Worth 300 gp per jar, used to create potions of *esp* and *control human*.
- Intestines and stomach. Worth 150 gp, used to create potions of *gaseous form*.
- Heart. Worth 450 gp per jar, used to create potions of *heroism* and *invulnerability*.

- Kidneys and Liver. Worth 500 gp per jar, used to create potions of *longevity*.

Each canopic jar weighs 100 cn and is rather fragile. If it is dropped, or the person carrying it suffers more than 10 points of damage from a single blow, it has a 1-4 in 6 chance on being destroyed.

Once Area 4 is entered roll on the table below to determine the state of all the creatures within the complex (Note: wise Referees may prefer to roll these chances in advance). If the adventurers return to the tomb multiple times roll each time they enter, adding a cumulative 1 to each roll. Note that the table below abstracts the chances that each creature will be able to sense the intrusion of the living.

Ex: The adventurers enter the complex for the first time and the status of each mummy is established. They only clear a few rooms before deciding to leave, and when they return a few days later the Referee rolls again, adding +1 to each roll. If they were to leave and then return a third time the Referee would roll again, adding +2 to each roll.

Cynliwal and Sokenard commissioned the construction of this crypt complex and were the first to be interred within. Their children --- Andasha, Elivid, a warrior, Heorophie, a magic-user, and Ferdnihol, the only boy and a warrior like his sister – grew older, and three of them faced the prospect of death without fear. Andasha, the eldest, did not. She saw her death fast approaching and, in an attempt to stave off the inevitable, made bargains with fell powers, rejecting her patron Hezbebe in exchange for immortality, of a sort.

Before her death she had constructed a secret temple within the complex dedicated to Thothbri, her new patron, and put in motion certain spells that, when she finally died and was interred within the complex, returned her to a semblance of life as a major mummy. However, the remaining influence of Hezbebe has left her

trapped inside the crypt, unable to pass through the Halls of Bereavement.

1. Entrance. The cliff-face here funnels inwards towards the door into the tomb, with overhanging rock some thirty feet up off the ground. The cliff ceiling here is unstable and prone to fracturing. Loud noises (such as certain spells, combat, or shouting) will (1-3) result in nothing, (4-5) trigger a minor rockfall, or (6) trigger a major rockfall. Roll once per round one of the above happens.

The rockfall affects everyone within the cone created by the rock walls, and they must all save versus wands. Minor rockfalls inflict 1d6 hp and major rockfalls inflict 3d6 hp of damage to everyone failing a save. In the event of a major rockfall everyone who successfully saves suffers 1d6 points of damage. If three major rockfalls occur the entrance will be blocked by fallen debris and will require 60 man-hours to clear.

A dead brigand, reduced to nothing more than a skeleton in chain armor, can be found under a larger rock by the entrance, crushed over a year previous by a rockfall. Hidden under the rock is the brigand's coinpurse, containing 12 gp and a garnet worth 15 gp. The boulder will need to be levered out of the way with a combined Strength of 30.

2. Entrance. Set into the back wall is a door of stout oak, veneered in beaten tin. It is unlocked, untrapped, and can be opened easily. Above the door is an inscription in Common that reads:

“Herein lies the bones of the Aimascurs. Woe be upon those who would disturb their rest.”

The door will swing shut 1d4 rounds with a crash (potentially causing another rockfall) after it is opened (and not being held open), but can easily be opened again, and it can certainly be held open by either spiking it or rolling a fallen stone in front of it.

3. Antechamber. The antechamber to the tombs is dominated by a statue in the center of the room, with four smaller statues arranged in the corners. The statues all depict people and share some

characteristics: As was common of the Timshan people both have hair in ringlets; the men have large beards with the same curls. They are dressed in robes, and both statues are painted bright colors. The central statues are slightly larger than life-size (by about 25%) the perimeter statues are slightly smaller (by about 25%)

- The main statue is that of a man and woman standing next to each other, holding hands. Both appear to be older, perhaps in their sixties or seventies. These are Cynliwal and Sokenard, founders of the Aimascur line. Cynliwal (the woman) has her right arm raised, pointing at the entrance, and is clasping Sokenard's right hand in her left. Sokenard's left hand is also raised, pointing in the same direction as his wife's.
- The southwest statue is of a middle-aged woman in robes and holding a set of scales. This depicts Andasha, the eldest daughter of the two founders.
- The southeast statue depicts a middle-aged man, clad in plate armor, holding a warhammer. This is Ferdnihol, the second of the line.
- The northeast statue is of a middle-aged woman in skirt, breastplate, and greaves and holding a sword. This is Elivid, the second daughter.
- The northwest statue shows a younger woman, perhaps thirty, again in robes, holding a book. This is Heorphie, the youngest daughter of Cynliwal and Sokenard.

The central statue is inanimate; the four perimeter statues will animate one turn after living creatures enter the chamber and attack as crystal living statues unless deactivated. The perimeter statues may be deactivated by lowering Cynliwal's arm so it is pointing at the floor. The central statue can also be slid out of the way (to the east) by lowering Sokenard's arm, which allows it to slide along a hidden rail in the floor.

The corpses of two brigands, largely skeletal, are sprawled on the floor in front of the central statues. Their skulls have been staved in, as if by heavy blows (the fists of the guardian statues); if the adventurers examine the guardian statues before they animate blood will be found on the fists of three of them (all except the northwest statue).

A search of the room reveals that each statue has a nameplate labeling them with the names given above. If the four living statues return to their respective corners after being damaged in battle (without being destroyed) they will be magically healed twenty-four hours later.

Another door, again made of oak and veneered in tin, is set into the north wall. It is locked and can either be opened by a successful Open Locks attempt (with a -10 penalty due to the complexity of the lock), with an open doors attempt made at a -1 penalty, or magic (such as *knock*). The brigands have not gotten past this initial chamber.

Children of the Aimascurs (4). AC 4 [15], HD 3 (18 each), Att 2 x blow (1d6), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 12, AL Neutral, XP 35, NA 1d6 (1d6), TT None

- Unaffected by *sleep*, *charm*, or similar mind-affecting spells.
- When making saving throws against spells roll twice, taking the better of the two results.

Past the first door a flight of stairs leads upwards, terminating in another, similar door. The door is locked and not trapped, although the top stair is. If Sokenard's arm is left in the raised position the first person to step on the upper tread will be targeted by two spears that shoot from either wall. The spears attack as 6th level fighters and inflict 1d8 points of damage on a successful attack.

4. The Halls of Bereavement. This is by far the largest chamber in the complex, with whitewashed walls lining the perimeter and an arched ceiling that soars thirty feet above the

pool. This room was used by the family's priests in preparing the dead for burial.

The room is dominated by a large, shallow pool in the center of room, approximately 5' in depth. It is currently empty, revealing a basin lined in green glass tiles. At either end of the pool stands a statue of Hezbebe; at the southern end he is portrayed as young, thin, and with empty hands, and at the northern end he is middle-aged, portly, and bearing the scale and dogwood branch that are his symbols. Hezbebe's influence protects this chamber from the incursions of the undead that lurk within this complex; they cannot pass the double doors leading east or west, nor can they pass the triple columns on the northern end.

Both statues have stone bowls at their feet. The southern bowl contains 52 ancient silver coins and the northern bowl 52 gold coins. The pool is filled by placing two silver coins in the southern bowl and drained by placing two gold coins in the northern bowl. Each action takes one turn. While in the pool the water has preservative properties; a dead creature placed in the pool will not decay or decompose while within the water. A corpse left in the pool for one week will be prepared for mummification and ready to be wrapped and interred.

In the center of the east and west walls a set of double doors lead into respective lesser crypts, the burial place of the lesser family members. The north end is bounded by three columns that opens up into a larger space.

Though Hezbebe's influence has largely waned from this place, a curse still remains upon the coins placed in offerings in the bowls, as followed:

- If a silver coin is removed each person bearing a coin must save versus spells. Those failing suffer the Curse of the Thieves; every day they find they have been robbed of 1d6 gp worth of coins, trinkets, and other small items of value, even if no thief is around (such as in the middle of a wilderness). Even if the

cursed coin is lost the curse is not lifted; it requires a *remove curse* spell cast by an 8th level or higher cleric to remove the curse.

- If a gold coin is removed each person bearing a coin must save versus spells. Those failing suffer the Curse of Ineffectiveness, suffering a -25% penalty to all XP gained from treasure. The curse remains even if they no longer possess the coin, and it can only be removed by a *remove curse* spell cast by a cleric of 11th level or higher.

Note that both curses apply regardless of how the coin is obtained; if one is used to purchase something after leaving the complex the merchant who takes the coin as payment must also save to avoid the curse.

Removing coins from either bowl also has a chance of dispelling the aura of protection on this area, allowing the undead in the complex to enter. If coins are taken from a bowl, there is a 1-3 in 6 chance the aura is permanently dispelled. Roll twice if coins are taken from each bowl. Lawful characters will notice the sudden absence of the aura – and the subsequent encroachment of Chaos – as a sudden churning of the stomach.

Areas 5, 7, and 9. These three areas are to the west of the Pool of Bereavement. The double doors leading to this area are locked and can be picked or open via magic. A central corridor, only 5' wide, runs north to south, providing access to the three burial chambers within.

Area 5. The door to this chamber is locked but untrapped. An inscription above the door reads “Markan Aimascur Fel” in the Common tongue. The northwestern wall of this chamber has collapsed, burying the sarcophagus and damaging the canopic jars containing the heart and brains.

This is the burial chamber of Markan Aimascur, a minor scion of the family. It takes 20 man-hours to uncover the sarcophagus. The corpse within is severely damaged and does not animate. It is

wearing a gold necklace worth 125 gp and holding a rusty sword.

Area 6. This chamber was never used. The door is unlocked and untrapped; the sarcophagus and jars within empty.

Area 7. This chamber was used as a storeroom for embalming materials. The door is unlocked and untrapped, and contains the following:

- 7 empty canopic jars, worth 4d10 gp apiece to collectors.
- 60 yards of winding fabric used to wrap the dead, worth 1d4 gp per yard. The fabric is a dirty tan and somewhat rough to the touch. Weighs 450 cn.
- Mummification tools. A set of the sacred tools used to carry out the mummification ritual. Worth 125 gp to a collector. Weighs 125 cn.
- 10 ceramic jars of rare spices and alchemical compounds worth a 1d6-1x50 gp each.
- One of the above jars also contains a set of six iron keys that can be used to open the doors leading to Areas 5-10.

Area 8. The door to this chamber is locked but untrapped. An inscription upon the door reads “Damar Aimascur” in the Common tongue. This crypt contains a sarcophagus in which Damar Aimascur, a cousin of the main line, is interred.

Three of the canopic jars are empty, the contents turned to dust by age and improper storage. The one containing the intestines is still intact.

Damar has animated as a lesser mummy. Refer to the table at the beginning of this section to determine what Damar is doing whenever the complex is entered.

Mummies, lesser. AC 5 [14], HD 3 (15 hp), Att 1 x blow (1d8), THAC0 17 [+2]/16 [+3], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Chaotic, XP 50, NA 1d8 (1d8), TT D

- One canopic jar, containing preserved intestines, worth 150 gp.

- An iron key, in the sarcophagus, that opens the chest (below) without setting off the dart trap.
- A stone chest, at the foot of the sarcophagus, containing 1012 gp. The chest is locked and trapped with a poison dart that attacks as a 4 HD monster. If it hits the target must save v poison with a +2 bonus due to the age of poison or suffer 4d4 points of damage.

Area 9. An inscription upon this door reads in Common: “The Fallen for Glory”. The door is unlocked and untrapped. In the room are five rusted iron caskets arranged in the center of the room. The caskets contain the jumbled remains of thirty-one individuals, the bodies of those retainers to the Aimascur families that were slain in the line of duty: mercenaries, bodyguards, assassins, and so forth. The spouses of the Aimascur children were also added to this mass grave by Andasha soon after they were buried.

Lining the walls of the rooms are racks of weapons and shields: swords, spears, axes, and so forth. None of the weapons are in good condition, having succumbed to age and moisture. There is nothing else of value in the chamber, and the skeletons do not animate. At least, not at first.

The skeletal remains of the retainers will animate once the adventurers enter Area 16, called to unlife to once again protect the Aimascurs. They will not, however, animate if the remains have been sprinkled with holy water or a *bless* spell is cast on the caskets by a cleric of 6th or higher level.

They function as standard skeletons, and possessing such a limited unlife, are not stymied by the barrier that the Chamber of Bereavement presents to the greater undead.

Skeletons (31). AC 7 [12], HD 1 (4 hp), Att 1 x weapon (1d6), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None

Area 10. The writing above this door reads “Garlou and Pemascur”. The door is

locked and trapped. If opened without the key or disarming a block of stone falls from the ceiling. The person directly in front of the door must Save vs. wands or suffer 2d6 points of damage from the from the ceiling.

Pemascur Aimascur, the grand niece of Cynliwal, and her husband Garlou are interred in this chamber. The embalming procedure failed, and both corpses have rotted away, leaving nothing but inanimate bones and moldy bandages. The contents of the canopic jars have likewise spoiled. There is no treasure to be found in this room.

Area 11. Just beyond the three columns demarcating the boundary between the divinely shielded bereavement pool and the rest of the complex the adventurers will note a sickly, oppressive feeling, a churning of the stomach and an apparent dimming of torchlight. This is the ancient – and corrupted – part of the complex, containing the burial vaults of the original family members. Assuming the protective aura in Area 4 has not been lifted by the light-fingered adventurers, wandering encounters should be rolled for starting here, as described in the introduction.

From here, the adventurers can see stairs to the east and west that descend down (towards areas 12-15), and stairs to the north that ascend towards the main burial chamber.

Area 12. This chamber is open to the corridor and contains three stone sarcophagi, the one on the far right partially buried by a ceiling collapse. The chamber otherwise appears to be empty.

The sarcophagi are labeled, from left to right: “Ferdter”, “Jaan”, and “Ridan”, and contain the remains of the children of Censre Aimascur (see Area 17), all of whom have re-animated as lesser mummies. The remains of Ferdter and Jaan are able to leave their sarcophagus, but Ridan has been trapped within his due to the ceiling collapse.

The canopic jars of each are contained in hidden compartments at the bottom of each sarcophagi and can be found on a roll of 1-3 in 6 (1-4 in 6 for

elves or thieves). Once one is found it is easy to find the other, although the interior of the coffins must be specifically searched in order to find them. Each coffin contains the four canopic jars described in the introduction, but each has a 1 in 6 chance of being spoiled.

It takes 16 man-hours to uncover Ridan's sarcophagus.

Mummies, lesser (3). AC 5 [14], HD 3 (8, 16, 20 hp), Att 1 x blow (1d8), THAC0 17 [+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Chaotic, XP 50, NA 1d8 (1d8), TT D

- Ridan has the Toughness quality.

There is no treasure contained in this room.

Area 13. The secret door that leads to this circular chamber can only be discovered once the rubble is cleared (see Area 12, above), with the standard chance of discovery. The interior is empty, the floor covered in dust. It was planned to be used for another crypt but Jacaar fell before it could be used.

Area 14. This chamber is a mirror image of Area 12, except the sarcophagi are labeled: "Royni", "Chellry", and "Madonri", from left to right. Royni and Chellry were the daughters of Elivid Aimascur (see Area 18b), and Madroni, the son of Ferdnihol Aimascur Fel (see Area 18e).

The remains of Royni and Chellry have reanimated as lesser mummies, while the remains of Madroni were ruined by poor preparation, and instead of reanimating have liquified into a black pudding.

The black pudding can easily leave its sarcophagus through the crack between the lid and body, and if the adventurers move to open another sarcophagus first the pudding will emerge in 1d3 rounds and attack.

A secret door, leading to Area 15, can be found in the northern wall of this chamber. It can be found with the normal chances but is trapped. If opened without disarming the trap a 5 x 5 trap door immediately in front of the door opens. A single

character immediately in front of the door must Save v Wands or fall 40' down the shaft, suffering 4d6 points of damage. If they are able to roll their Dexterity or lower on 5d6 they are able to stop themselves before hitting the bottom.

Mummies, lesser (2). AC 5 [14], HD 3 (7, 12 hp), Att 1 x blow (1d8), THAC0 17 [+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Chaotic, XP 50, NA 1d8 (1d8), TT D

- Chellry has the Indomitable trait and turns as a 5 HD creature.

Black pudding (1). AC 6 [13], HD 10* (53 hp), Att 1 x touch (3d8), THAC0 11 [+8], MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Neutral, XP 1,600, NA 1 (0), TT None

- Only harmed by fire-based attacks.
- Non-fire attacks cause the pudding to split, creating a 2 HD pudding that does 1d8 damage.
- Dissolves wood or metal in one turn.
- Can move across walls and ceilings.
- Can squeeze through small holes and cracks.

The canopic jars in the first two sarcophagi are intact, as per Area 12, but the ones in the final one (containing the black pudding) have been ruined. Additionally, the following treasure can be found in the first two sarcophagi:

- A total of 1,434 gp: 722 in the first and 712 in the second.

Area 15. This hidden chamber contains the remains of Brirah Hen, the lover of Cynliwal Aimascur. Her corpse has risen as a 4 HD lesser mummy. She is unable to leave the secret room

Mummies, lesser (1). AC 5 [14], HD 4* (17 hp), Att 1 x blow (1d8), THAC0 16 [+3], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Chaotic, XP 125, NA 1d8 (1d8), TT D

- She wears a necklace worth 1,850 that was gifted to her by Cynliwal. If the necklace is presented to Cynliwal (as a holy symbol would do) make a new

reaction roll, adding 1 to the result. If presented to her in conjunction with turning roll twice to determine success, taking the better of the two results.

Area 16. At the top of a short flight of stairs leading up is a central chamber leading to the burial chambers of the main Aimascur line. In the center of this chamber is a large stone sarcophagus containing the remains of Cynliwal and Sokenard, now both standard mummies.

Mummies (2). AC 3 [16], HD 5+1* (24, 30 hp), Att 1 x touch (1d12 + disease), THAC0 14 [+5], MV 60' (20'), SV D10 W11 P12 B12 S14 (F5), ML 12, AL Chaotic, XP 400, NA 1d4 (1d12), TT D

The following treasure can be found within their sarcophagi:

- 8 canopic jars, as detailed earlier. Each is worth 1d6x10% more than normal, given their status as the progenitors of the line, but there's a 1-2 in 6 chance per jar that the contents have spoiled.
- 3,634 gp.

Area 17. A lone sarcophagus sits in the center of this small chamber, the lid partially covered by rocks. Engraved on the foot is the name "Censre Aimascur"; the remains within are of the daughter of Andasha Aimascur (see Area 18c).

It takes 2 man-hours to uncover the sarcophagus (minimum of 2 turns overall). The wall and ceiling in this section of the complex is unstable, and there's a flat 1 in 6 chance the excavation triggers a rockfall from the ceiling. All within the chamber must Save versus wands to avoid taking 2d6 points of damage from the falling rocks. This also increases the amount of time needed to excavate the sarcophagus by 1d8 hours, but another rockfall will not be triggered.

Censre has been reanimated as a standard mummy but has thus far been unable to leave her sarcophagus. The process of removing the rocks will certainly wake her, and she will be prepared

to spring forth as soon as the sarcophagus has been uncovered.

Mummy (Censre). AC 3 [16], HD 5+1* (28 hp), Att 1 x touch (1d12 + disease), THAC0 14 [+5], MV 60' (20'), SV D10 W11 P12 B12 S14 (F5), ML 12, AL Chaotic, XP 400, NA 1d4 (1d12), TT D

There is no treasure within the sarcophagus other than the four canopic jars hidden within the sarcophagus as with the other areas. These jars are worth the standard amount.

18a. The entrance to this chamber has been completely covered by a rockfall from the ceiling. It takes 30 man-hours to excavate, and there's a 1 in 6 chance that doing so triggers another rockfall. All within a 10' radius of the entrance must Save versus wands to avoid taking 2d6 points of damage from the falling rocks. This increases the time needed to excavate by 3d6 man-hours, but there will not be another rockfall in this area.

The sarcophagus in this room is labeled "Lahildi Aimascur". It is completely empty. There is no indication of who Lahildi may be, nor where there body is.

18b. The sarcophagus in this chamber is labeled "Elivid Aimascur" and contains the remains of the second daughter of the family line, who has reanimated as a standard mummy.

Mummy (Elivid). AC 3 [16], HD 5+1* (28 hp), Att 1 x touch (1d12 + disease), THAC0 14 [+5], MV 60' (20'), SV D10 W11 P12 B12 S14 (F5), ML 12, AL Chaotic, XP 400, NA 1d4 (1d12), TT D

- Elivid has the Regeneration quality, regaining 1 hp per round. If reduced to 9 she cannot regenerate.

The following treasure can be found in the sarcophagus:

- The four canopic jars are hidden in the bottom of the sarcophagus, as usual.
- *Potion of healing.*

- *Whipsaw*, a sword +1 that three times per day can attack a target up to 15' away. However, on a roll of 1 the wielder is hit, suffering damage as normal. There is no way to avoid taking this damage.

18c. The sarcophagus in this room contains the remains of Andasha Aimascur, the eldest daughter of the Aimascur line and the cause of the evil that has animated the rest of her kin. Andasha is rarely found in this room; instead, she can most often be found in Area 19.

Andasha is a 9th level cleric of Thothbri.

Andasha Aimascur, major mummy. AC 2 [17], HD 12+3*** (65 hp), Att 2 x blow (2 x 1d10), THAC0 10 [+9], MV 120' (40'), SV D4 W6 P8 B9 S8 (C12), ML 10, AL Chaotic, XP 3500, NA 1d4 (1d6), TT D+E

- She possesses the Agility Quality, increasing her movement rate to 120' (40')
- She is vulnerable to the water that fills the Pool of Bereavement. If splashed with a vial of the water, she suffers 1d8 points of damage and must Save versus Death or be shaken (-2 to attack and damage rolls) for 1 round.

She typically memorizes the following spells, although if she becomes aware of the adventurers delving into the crypts and has the chance to change her spell selection (such as if the adventurers retreat to rest or heal).

- 1st. Detect magic x 2, spider climb.
- 2nd. Blight, Resist Fire, Silence 15' radius
- 3rd. Continual darkness, curse, ESP
- 4th. Protection from Law, 10' radius, Sticks to snakes
- 5th. Insect Plague, Finger of Death

She keeps the following treasure in her sarcophagus, in addition to the standard canopic jars (worth 1d4x10% more than standard, but with same chance of being spoiled).

- 6,000 gp
- 5,000 sp

She is vain, even in death, and wears the following:

- A platinum torc worth 3,500 gp
- Three rings, worth 400, 500, and 900 gp
- A gold armband, studded with diamonds, worth 4,500 gp.

18d. The sarcophagus in this room is labeled "Heorophie Aimascur" and contains the remains of the youngest daughter of the family line. She was responsible for keeping the family's books and became suspicious of her older sister's activities and slide into evil when large sums of money were spent on modifying the crypts. Before she could alert anyone in authority Andasha had Heorophie poisoned and reanimated her corpse as a zombie that still retains its intelligence and memories of its previous existence.

The sarcophagus is lost, and Heorophie remains trapped inside, going more and more insane, only let out at brief intervals so Andasha can torment her youngest sister.

Insane but still intelligent, Heorophie knows the following about the complex and those within:

- None of the mummies can pass the three columns that mark the boundary between the crypts and the Chamber of Bereavement.
- Andasha fears the retribution of Hezbebe, the god she forsook in exchange for immortality.
- Ferdnihol and Andasha were working together, and the two of them are the most powerful of the mummies found in the complex and are seemingly able to compel the others to do their bidding.

Otherwise, she is treated as a regular zombie, though capable of speech and thought. Her insanity manifests as an inability to retain short-term memories for longer than five minutes.

Heorophie, insane zombie (11). AC 8 [11], HD 2 (9 hp), Att 1 x blow (1d8), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Chaotic, XP 20, NA 2d4 (4d10), TT None

- Always acts last in a round.
- Her sarcophagus has no canopic jars.

18e. The sarcophagus in this room is labelled Ferdnihol Aimascur. The only Aimascur son, Ferdnihol was a willing participant in Andasha's schemes, and has since returned to unlife as a major mummy.

Ferdnihol, major mummy. AC 2 [17], HD 8+3** (39 hp), Att 2 x blow (2 x 1d10), THAC0 12 [+7], MV 90' (30'), SV D8 W9 P10 B10 S12 (C12), ML 10, AL Chaotic, XP 1750, NA 1d4 (1d6), TT D+E

- Ferdnihol has the summon horde special ability and can summon a swarm of rats that exist throughout the complex, gnawing on the ancient bones contained within.

Rat swarm. AC 9 [10], HD 1hp, Att 1 x bite per pack (1d6 + disease), THAC0 19 [0], MV 60' (20')/30' (10') swimming, SV D14 W15 P16 B17 S18 (NH) ML 15, AL Neutral, XP 5, NA 5d10 (2d10), TT L

- When under Ferdnihol's command the rats are unafraid of fire.
- Each group of 5 rats attack as a pack, making a single attack roll against a target.
- If a target is hit by the pack's attack they must Save versus Death. On a failure they are knocked prone, unable to attack or cast spells until they can stand up again. They may attempt to roll their Dexterity or under on 3d6 each subsequent round to stand up.

The following treasure can be found in Ferdnihol's sarcophagus:

- The standard four canopic jars, hidden in the bottom
- 4,000 gp
- A shield +1, buried with him but largely ignored.

19. Shrine to Thothbri. The secret door here conceals the entrance to the shrine to Thothbri that Andasha has constructed. It is relatively easy to detect – Andasha has worn a path through the otherwise omni-present dust from her chamber to the shrine – and the adventurers will be able to find it and figure out how to open it on a roll of 1-4 in 6 (1-5 in 6 for elves or dwarves).

The shrine radiates a sense of palpable Chaos. A Lawful cleric with line of sight to the interior must Save versus Death or be nauseated for 1d4 turns, suffering a -2 penalty to attack and damage rolls. It is also the source of the negative energy that has caused the dead buried in this complex to rise as undead. To prevent this from occurring in the future the adventurers will need to cleanse the shrine of evil.

Cleansing the shrine requires they physically destroy the altar, a task that takes 1d4 hours without tools or 1d4+1 turns with a sledgehammer (it also triggers wandering monster checks for each turn it takes, assuming any are still animate within the crypt).

The chamber contains a large granite slab, used as a worktable. A niche in the north wall contains a statue of Thothbri – it is small, no larger than a man's head, and depicts a multi-legged beetle creature with human arms on either side of its head. The statue is carved from a slick, unknown stone that seems to be constantly slick with moisture.

Anyone handling the stone with bare hands must Save versus spells. On a failure the target begins to receive dreams sent by the god, urging them towards Chaos and promising great power in return for betraying their comrades. There's a 1 in 6 chance per day the affected character is randomly granted the power of ESP (as per the spell). When this power is granted it will always

be at moments that a nearby creature (another PC, an important NPC) will be thinking ill of the affected character or plotting against them.

Andasha's journals and be found on a small shelf in the room. These six books are bound in leather. The first two detail her life in Jacaar and obliquely document her slide towards Chaos. The last four have been written after her death and are filled with disjointed ramblings and piece-meal research, along with frustrated rantings about her inability to leave the complex.

The first two books are valued at 50 gp for the pair. Careful readers can glean information about Jacaar (1-4 no information, 5-7 one fact, 8-9 two facts, 10+ three facts). The reader can add their Intelligence modifier to the roll, and it will take $1d4+3$ days to read through both books. The facts learned could relate to navigating the now-ruined city of Jacaar, the location of a hidden chamber or small treasure, etc.

The last four books are valued at 400 gp for the set. The reader – it takes $4d6$ days to read all four books and actually understand them – learns about the existence of Thothbri, the machinations of it and its followers, and other related facts. If

used by a cleric of Thothbri they are considered to be a divine relic (see Hex 14.21) capable to storing 10 gp worth of divine energy. To such a cleric the books would be worth 2,500 gp.

Wandering Monster Tables

On the Plateau

1. Dire wolves (1d4)
2. Giants, hill (1d4)
3. Giants, hill (1d4) plus dire wolves (1d4)
4. 2d6 brigands from Hex 15.42, come to treat with the giants.
5. 2d4 eagle-folk, from Hex 14.43
6. Wyvern (1d2) from Hex 16.43

Rest of the Hex

1. 2d6 brigands from Hex 15.42, passing through deeper into the mountains.
2. 2d4 eagle-folk, from Hex 14.43.
3. 1d6 Hill giants, from the plateau, accompanied by dire wolves (as in description).
4. Lialbelgoth
5. 1d2 Wyverns from Hex 16.43
6. 1d3 Hippogriffs from Hex 16.43
7. Grizzly bear from Hex 15.42
8. 1d6 Griffons from Hex 15.42



Appendix

Sea's Fury, enchanted sword

Sea's Fury is an intelligent sword of Neutral alignment. It has an Intelligence and Ego of 12 and speaks the Common Tongue as well as Shanty, the pidgin tongue used by sailors on the Silver Sea. It has a bonus of +1/+3 versus regenerating creatures.

The wielder of Sea's Fury can breathe water while it is carried on their person. When underwater they may use the blade without penalty, as if fighting on land. Once per week the sword can be used to *control weather*, as the 6th level magic-user spell, but only when the wielder is within six miles of an ocean or sea.

The Mists of Prescience

The mist emitting from the vent in hex 0504 grants oracular visions to those who breathe deep of its vapors. They are created by the breath of Chothargkrul, a demon slumbering in the Dreamlands. The cleft provides access to the Dreamlands – and to the cave in which Chothargkrul sleeps – if one were able to protect oneself against the soporific effects of the mist and clamber down through the vent, a climb that takes one turn and would require rope or a sure-footed thief.

In order to work a living creature must close themselves in the chamber within a few feet of the vent (the mist dissipates quickly and harmlessly much further away) and take several deep breaths.

The character will begin to feel drowsy and will fall asleep for 1d4 turns (no save). Upon falling asleep they must make a saving throw against spells. If the roll is failed nothing occurs; if it succeeds, they enter a trance-like state and may ask three questions, as the spell *commune* (p. 74 OSE core).

There is no limit to the number of times the mist can be used in this manner, but each successful use within a month's span increases the difficulty

of the attempt, applying a cumulative -1 penalty to the roll. This penalty applies regardless of who is using the mists and is not per person. The mists can only be used once per day.

Ex. A character uses the mists of prescience successfully and asks three questions. A day later the party realizes they have more questions to ask, so the character enters the trance again. This time the saving throw is made with a -1 penalty. They may try as many times as desired until successful, but subsequent attempts after the second attempt are then made at a -2 penalty until the end of the month.

If the result of a saving throw is negative Chothargkrul the psychic backlash of the attempt disturbs the sleep of the dreaming demon, causing it to shift in its slumber. The mist does not vent for a period of 1d100 days after such an event. There's an additional 1-2 in 6 chance when this occurs that the oracle draws the sleeping attention of Chothargkrul. If this occurs roll 1d6 and compare to the table below:

1. Chothargkrul shifts uneasily in its sleep, dreaming of a meddling mortal that dare disturb its slumber.
2. Chothargkrul lashes out randomly in its sleep. A glabrous tentacle emerges from the cleft, making an attack roll as an 8 HD at the nearest creature to it (most likely the oracle). If it hits the target suffers 1d8 points of damage, and on a natural 20 the target is encircled and drawn down into the cleft and the Dreamlands beyond, to serve as a night-time snack for the demon lord.
3. The demon cracks a single eye, peering through the dimensions at the one who has awakened it. The oracle must succeed on a save against spells. On a failed roll they suffer 4d6 points of damage from psychic trauma; on a successful save they take half that damage. On a failed save 2 points of that damage is lost permanently; on a successful save the permanent loss is 1 hp.
4. The target must make a saving throw versus spells. On a failed spell they are marked by the

demon lord as 1d4 tentacles burst from their chest, making it impossible to wear normal armor or clothing without expensive modifications. The target's Charisma score is reduced by 1d4 points.

The tentacles wave about slowly, like kelp suspended in water, and when the victim is asleep a single orange eye opens at the base, allowing the demon lord to see into the Mortal World, and perhaps manipulate objects with the tentacles.

5. A phantasmal killer (see p. 31 of OSE Advanced Druid and Illusionist spells) is summoned from the mists, attacking the oracle.

6. The target is must save versus spells with a -2 penalty. Failing indicates they are affected as per the dream quest spell (see p. 38 of OSE ADI) to fulfill some whim of Chothargkrul.

Chothargkrul is a demon lord, Chaos personified, and it is unknown as to how much it is able to influence the answers the oracle receives. For every question asked roll 1d6.

1-3. the answer is correct and in the form of "yes" or "no".

4. The answer is correct and in the form of a riddle or confusing answer.

5. The answer is not known. Chothargkrul is not omniscient. Make a note as to the subject of the question. Add +2 to all future 1d6 rolls made on the same topic.

6. An answer is given but it is incorrect. Roll 1d4 and compare to this table again to determine which form the answer takes.

Mummies in Absalom

Although it is rarely practiced in the current Cycle, mummification was a common way of interring the dead in the southern part of Absalom, along the civilizations that border the Silver Sea.

It was a practice first introduced by the Crocodile Kings that ruled this part of the world before recorded history, and the cultures of Men that

rose up thereafter continued the practice, albeit with less skill and success.

Mummies are either created intentionally (through a religious or magical ceremony) or accidentally. Mummies that are created accidentally include:

- Those that are prepared for burial via mummification, but the *animation* of the body is an unintended side-effect.
- Any dead that are mummified naturally – such as through exposure in an arid climate, frozen, or submerged in anaerobic conditions (such as a peat bog).
- Those created by the touch of powerful mummies (see the section on special qualities).

The mummies that are created in this manner can be divided into five distinct categories: least, lesser, standard, major, and greater. Standard mummies are those described on p. 177 of OSE Core. The five distinct categories are described below.

Mummies, least. AC 6 [13], HD 1+1*/2+2*/3+3* (5/11/16), Att 1 x blow (1d6), THAC0 18 [+1]/17 [+2]/16 [+3], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1-3), ML 12, AL Chaotic, XP 19/35/75, NA 1d6 (1d4), TT B

- Mummies created from the corpses of animals, preserved in death to serve as guardians or companions for others. Their HD is based on animal types: cats, small dogs, etc. will have 1 HD, wolves, normal bears, mountain lions, etc. will have 2 HD, and larger animals will have 3 HD.
- Standard undead immunity.
- Suffer minimum damage from non-magical weapons, normal damage from magical weapons and fire.
- Those hit by a least mummy's attack must Save versus Paralyzation or be slowed for one round, having their

movement reduced by half and automatically acting last in the round.

- Unintelligent undead; either obey commands given to it at creation or a current master (live or undead).
- Do not carry treasure but are often found guarding treasure.
- 1 in 20 least zombies have a special quality. Refer to the table, below, and subtract 60 from the roll.

Mummies, lesser. AC 5 [14], HD 3/4* (13/18 hp), Att 1 x blow (1d8), THAC0 17 [+2]/16 [+3], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Chaotic, XP 35/75, NA 1d8 (1d8), TT D

- Will be (1-4) 3 HD or (5-6) 4 HD, but both types save as a 4 HD monster.
- Typically created from the remains of servants or non-nobility, or as the result of a mummification ceremony gone wrong.
- Possessed of animal intelligence: do not use weapons or operate technology (turning a doorknob would be above them, for instance)
- Immune to non-magical weapons, suffer normal damage from magical weapons and fire.
- Touch of a lesser mummy must save versus Paralyzation or be frozen in place for one round, missing their next turn.
- Do not carry treasure but are often found guarding valuables.
- 1 in 10 lesser zombies have a special quality (roll on the table at the end of this section and subtract 30 from the roll).

Mummies, standard. AC 3 [16], HD 5+1* (23 hp), Att 1 x touch (1d12 + disease), THAC0 14 [+5], MV 60' (20'), SV D10 W11 P12 B12 S14 (F5), ML 12, AL Chaotic, XP 400, NA 1d4 (1d12), TT D

In addition to the standard abilities and characteristics given in OSE Core, standard mummies are considered to have the following:

- They retain a vestige of their previous intelligence and personality. Standard mummies have an equivalent Intelligence of 7 and are able to conceive of basic plans and tactics. Standard mummies cannot speak but can understand the languages they spoke in life. In an appeal is made to their previous nature make a second reaction roll to determine their actions.
- 1 in 4 standard mummies have a special quality (roll on table at the end of this section and subtract 15 from the roll.) and they have the same chance of possessing a weakness.

Mummies, major. AC 2 [17], HD 6+1**/7+2**/8+3** (28/33/39 hp), Att 2 x blow (2 x 1d10), THAC0 13 [+6]/12 [+7]/12 [+7], MV 90' (30'), SV D9/8 W10/9 P11/10 B11/10 S13/12 (F6-7/8), ML 10, AL Chaotic, XP 950/1250/1750, NA 1d4 (1d6), TT D+E

- Have (1-3) 6+1 HD, (4-5) 7+2 HD, or (6) 8+3 HD
- Possess all of their original intellect and class capabilities. If they were of lower level than their monster HD use the higher number.
- Still retain spell-casting capabilities if they once had them.
- Major mummies have (1) no special qualities, (2-5) one special quality, or (6) two special qualities, and (1-3) no weaknesses, (4-5) one weakness, or (6) two weaknesses.
- The paralyzing gaze of a major mummy lasts for 1d2-1 rounds after the effect is broken.
- The rot inflicted by their touch can only be removed by a cleric of 9th level or higher casting *remove disease*, or more powerful magic (such as a *limited wish* spell).
- Mummy rot contracted from a major mummy is eventually fatal, draining one point of Constitution ever two days until death. 1d10 days after death the target

rises from the dead as a lesser mummy. Lost Constitution returns at a rate of 1 per week of bedrest.

Mummies, greater. AC 1 [18], HD 8+1**/9+2**/10+3** (37/42/48 hp), Att 2 x blow (2 x 1d12), THACO 12 [+7]/11 [+8]/11 [+8], MV 90' (30'), SV D8/7/6 W9/8/7 P10/9/8 B10/9/8 S12/11/10 (F8/9/10), ML 10, AL Chaotic, XP 1750/2300/2300, NA 1 (1d4), TT B+D+E

- Have (1-3) 8+1, (4-5) 9+2, or (6) 10+3 HD
- Greater mummies have (1) one special quality, (2-3) two special qualities, (4-5) three special qualities, or (6) four special qualities, in addition to the same chance of weaknesses, above.
- The paralyzing gaze of a greater mummy lasts for 1d3 rounds after the effect is broken. Creatures with fewer than 3 HD are also affected as if by the *fear* spell (save v spells to avoid) once the paralysis wears off.
- The rot inflicted by their touch can only be removed by a cleric of 12th level or higher casting *remove disease*, or more powerful magic (such as a *limited wish* spell).
- Mummy rot contracted from a greater mummy is eventually fatal, draining one point of Constitution per day until death. 1d4 days after death the target rises from the dead as a (1-4) lesser mummy or (5-6) standard mummy. Lost Constitution does not return.

When a result of “mummy” occurs on a random encounter table roll 1d20 to determine the type of mummy that is encountered, as follows:

- 1-15** Least Mummy
- 16-50** Lesser Mummy
- 51-90** Standard Mummy
- 91-99** Major Mummy
- 100** Greater Mummy

Mummy Special Qualities. Roll 1d100 and compare it to the results below. If the same result comes up twice refer to the text. If it occurs a third time roll again.

In the cases where an additional die is rolled to determine abilities (such as in the case of spell-like abilities) least mummies roll 1d4, lesser 1d6, standard 1d8, major 1d10, and greater 1d12.

10 and lower. Durable. Have 1d10 hp per HD instead of 1d8. If this result is rolled twice increase the hp to 1d12.

11-20. Stoneskin. The mummy’s flesh is as hard as stone. Decrease its AC by 1. If this result is rolled a second time decrease its AC by an additional 1. There’s a 1-2 in 6 chance per selection that mummies with this ability are no longer vulnerable to fire, suffering no damage from non-magical flames.

21-30. Indomitable. The mummy turns as it has 1 additional Hit Dice. If this result is rolled twice treat it as if it has 2 additional Hit Dice.

31-40. Agile. The mummy moves as if alive, instead of with the ponderous steps of the dead. Increase its movement rate by one category. If this result is rolled a second time increase it a second category (from 60’ to 120’).

41-50. Virulent. Those exposed to the mummy’s touch make their save with a -2 penalty. If this is rolled a second time increase the penalty to -4.

51-55. Cloud of rot. The mummy had an aura of rot surrounding it to a range of 5’. When an opponent enters melee range, they must make a saving throw against the rot, and continue to do so for every round spent in range. If this is rolled a second time increase the range to 15’.

56-60. Undead Control. The mummy can control other undead as if a Chaotic cleric of a level equal to their HD.

61-65. Spell-like ability. The mummy has (1-5) 1 SLA, (6-9) 2 SLA, (10-11) 3 SLA, or (12) 4 SLA.

It can use each ability (roll for each it has) (1-5) once per day, (6-9) twice per day, (10-11) three times per day, or (12) at will. The spell-like abilities are drawn from the table, below. Only one spell-like ability can be used per round, but it can be used in conjunction with other actions (such as attacks or movement).

Where applicable, mummies use their spell-like abilities as if they were spell-casters of a level equal to the Hit Dice, even if they would be a lower level than would be needed to cast the spell.

Ex. A mummy with 3 HD can cast fireball. Its fireball inflicts 3d6 points of damage, instead of the standard base 5d6 points of damage.

66-70. Regeneration. The mummy regenerates (1-5) 1 hp per round, (6-9) 2 hp per round, (10-11) 3 hp per round, or (12) 4 hp per round. This power potentially can bring it back to existence even if its body is destroyed. If reduced to 0 hp the mummy is (1-9) permanently destroyed, (10-11) begins regenerating 1d4 hours after being destroyed, but only if their body is not completely destroyed, or (12) will regenerate normally (as above) and will take 1d8 weeks to reform if their body is completely destroyed.

71-75. Summon Horde. The mummy can summon a horde of animals as if they were a vampire (see p. 199), although thematically appropriate animals may be substituted, and the mummy can only summon one type of animal (if this result is rolled twice they may summon two types).

76-80. Mist-form. When reduced to 0 hp the mummy turns into a gaseous cloud, as a vampire, giving them the ability to flee. Mummies in mist form retreat back to their crypts. In the darkness of their burial chamber they regenerate 1 hp per day until fully healed. Mummies in mist-form can per permanently slain by destroying the canopic jars holding their organs, followed by the casting of a *bless* spell on their crypt cast by a cleric of at least 9th level.

81-85. Magical resistance. When targeted by a spell or spell-like effect that allows a saving

throw the mummy rolls twice, taking the better of the two results. If this result is rolled twice the mummy can roll three

86-90. Spellcasting. The mummy has the spellcasting abilities of (1-4) a cleric, (5-8) a magic-user, (9-11) an illusionist, or (12) a custom class. They cast spells as a spellcaster of levels (1-5) 1d4, (6-9) 1d6+1, (10-11) 1d8+1, or (12) 1d10+4. If the spellcaster's level exceeds that of the mummy's HD increase its Hit Dice by 1 for every two levels of spell-casting ability.

91-94. Curse. The mummy can lay a curse upon its enemies. The target suffers a -2 penalty to a saving throw if they possess an item belonging to the mummy, and a further -2 penalty if they are currently affected by mummy rot. The curse may have one of the following affects:

1. Curse of transformation. The target must save versus spells or be turned into an insect, rodent, or other small, inoffensive creature.
2. Curse of insanity. If the fail saves the target suffers the effects of the feblemind spell.
3. Curse of ill-fortune. Whenever the target makes a saving throw roll twice, taking the lower of the two results.
4. Curse of aging. The target ages 30-60 (1d4+2 x 10) years on a failed save and 3-6 years on a successful save.
5. Curse of Death. The character loses 1 hp per day until they die. The damage lost cannot be regained unless the curse is removed.
6. Curse of Vulnerability. The target suffers maximum damage from all (1-2) melee attacks, (3-4) missile attacks, (5) spells, or (6) two of the above.

Curses are permanent until removed, which requires the casting of a *limited wish*, *wish*, or a *remove curse* cast by a cleric of 11th level or higher. The mummy may curse one individual within sight per round. Each mummy knows only one of the above curses.

95-96. Undead Creation. The mummy's touch

per day, (10-11) three times per day, or (12) four

Mummy Spell-like Abilities		
1d100	Spell	Notes
1-5	<i>charm person</i>	As magic-user spell
6-10	<i>glamour</i>	As illusionist spell
11-15	<i>sleep</i>	As magic-user spell
16-20	<i>darkness</i>	As cleric spell, 1 in 6 chance of being light, instead.
21-25	<i>cause fear</i>	As reverse of cleric spell remove fear
26-30	<i>wall of fog</i>	As illusionist spell
31-34	<i>blight</i>	As reverse of cleric spell bless
35-38	<i>blindness/deafness</i>	As illusionist spell, mummy can do one version, 50% chance of each
39-42	<i>blur</i>	As illusionist spell
43-46	<i>detect invisible</i>	As magic-user spell
47-50	<i>esp</i>	As magic-user spell
51-54	<i>invisibility</i>	As magic-user spell
55-58	<i>levitate</i>	As magic-user spell
59-62	<i>resist fire</i>	As cleric spell
63-66	<i>speak w/animals</i>	As cleric spell
67-70	<i>web</i>	As magic-user spell
71-74	<i>curse</i>	As reverse of cleric spell remove curse
75-76	<i>dispel magic</i>	As magic-user spell
77-78	<i>fireball</i>	As magic-user spell
79-80	<i>fly</i>	As magic-user spell
81-82	<i>lightning bolt</i>	As magic-user spell
83-84	<i>spectral force</i>	As illusionist spell
85-86	<i>suggestion</i>	As illusionist spell, must be able to speak
87-88	<i>wraithform</i>	As illusionist spell
89-90	<i>confusion</i>	As magic-user spell
91-92	<i>dimension door</i>	As magic-user spell
93-94	<i>polymorph</i>	1-4 others, 5-8 self, 9-10 can do either, as MU
95	<i>animate dead</i>	lesser and least mummies count as HD x 1.5
96	<i>cloudkill</i>	As magic-user spell
97	<i>insect plague</i>	As cleric spell
98	<i>finger of death</i>	As cleric spell
99	<i>death spell</i>	As magic-user spell
100		New effect

can create undead. A living creature that dies while suffering from mummy rot rises from the dead in 1d8 days (unless blessed by a cleric, sprinkled with holy water, burned, or subjected to a *remove curse* spell) as a least (if an animal) or lesser mummy under their creator's control. The mummy can control no more HD of mummies than their HD times 3. If the mummy also has the Undead Control ability increase the multiplier to 5.

97-98. Shapechange. The mummy can shapechange into a normal animal, as per the spell *polymorph self*, but into a fixed form or forms. The mummy can take (1-5) one form, (6-9) two forms, (10-11) three forms, or (12) four forms. They may do so (1-5) once per day, (6-9) twice

times per day. The forms the mummy can change into should be thematically appropriate. There's a 1-2 in 6 chance that a mummy can change into the form of a human or demi-human, rather than just an animal. This form will often resemble their once living form.

99-100. Legendary Resistance. Once per day the mummy can choose to automatically succeed on a saving throw. If this is rolled a second time, they may do this twice per day.

Weaknesses

Regardless of how powerful they may be, many mummies have weaknesses that can be exploited by cunning characters. Some examples of weaknesses

are as follows.

1. Material. This is a vulnerability to a specific type of mundane material, such as silver, cold iron, bronze, etc., or non-metals such as the wood from an ash tree, burning sage, etc. Material weaknesses can be either *damaging* or *warding*.

Damaging mundane materials cause 1d6 points of damage to the mummy (a silver sword would do the same damage as the smoke from burning sage, for instance). If the material is magical – an enchanted silver sword – it does maximum damage with each hit.

Warding materials prevent the mummy from coming within 10' of the object or material. Those protected can still be affected by the

mummy's gaze or any special abilities it might possess.

2. Phylactery. The mummy's spirit resides within the canopic jars containing its remains. As long as the jars remain intact the mummy cannot be permanently slain, but for each jar that is destroyed the mummy suffers 1d8 points of damage, and once all the containers are destroyed the mummy can be killed without fear of regeneration.

3. Memento. Items from the mummy's past can sometimes hold influence over a mummy's abilities. These are typically items of great significance to the mummy; a blade once wielded by a great enemy, or a locket containing the hair of a former lover, can be used to destroy the mummy. Treat each item differently; the mummy may be more vulnerable to a weapon that had once defeated them in mortal life, while a memento of their personal life might distract or disorient the mummy when visible.

4. Darkness/Light. The mummy is vulnerable in (1-5) light or (6) darkness. Apply a -1 penalty to initiative, and a -1d4 penalty (roll when determining weaknesses) to attack and damage rolls when within these conditions. The light must be (1-3) full sunlight, (4-5) filtered sunlight or magical light, or (6) torch/candlelight.

5. Element. The mummy is vulnerable to one form of elemental damage. (1-3) fire, (4) water, (5) earth, or (6) air. When making saving throws against spells or effects involving these elements roll twice taking the lower result.

6. Limited range. The mummy is bound to a specific area and cannot travel further than 3d6 x 10 feet from the area, although their spells or spell-like effects can travel beyond the range.

States of Existence.

Unlike many other forms of undead, mummies do not spend the eternity of undeath in a vigilant state. Mummies are found in one of two states: *torpor* or *activity*. Mummies that are in a state of torpor are still – usually confined to their

sarcophagus or place of burial – and appear inanimate, although they still radiate as undead, evil, etc. It takes 1d4 rounds for a mummy in a state of torpor to awake once they are alerted to the presence of an intruder. Mummies that are in a state of activity are fully aware – even though they may actually be unmoving – and respond normally to intrusion, potentially gaining surprise and rolling initiative as normal.

Because of their relationship to their burial place – and often the objects they are buried with – mummies develop a sense of awareness that alerts them to the presence of intruders. Typically, that range is determined as follows:

- Least and Lesser mummies have a range of 2d4x10 feet. If the mummies are specifically created as guardians double this range.
- Standard mummies have a range of 2d6x10 feet.
- Major mummies have a range of 3d6x10 feet.
- Greater mummies have a range of 4d10x10 feet.

This awareness extends through walls, doors, etc. and detects the presence of life within range, although it cannot extend beyond the boundaries of their burial complex.

Mummies in a state of torpor require 1d4 rounds to emerge from this state once the presence of life is detected *or* living creatures come within visible range (whichever comes first). Mummies that are active automatically become aware of the presence of intruders once they are within range, and by concentrating for one round and succeeding on a saving throw against spells can pinpoint the intruders' exact distance and location.

Thothbri

A chthonic god primarily worshipped in the Dhembezeur Mountains; it has few followers today – primarily by the beast-men that dwell in the area – but several Cycles previous was an

influential force in the region. Its followers played a large part in the decline and fall of Jaccar and the Timshan Dynasty.

Thothbri appears as an enormous beetle with a grey and blue mottled shell and two human arms on either side of its head. Despite its bulk and appearance, it is a cunning, intelligent deity, and expects its followers to excel at subterfuge and planning.

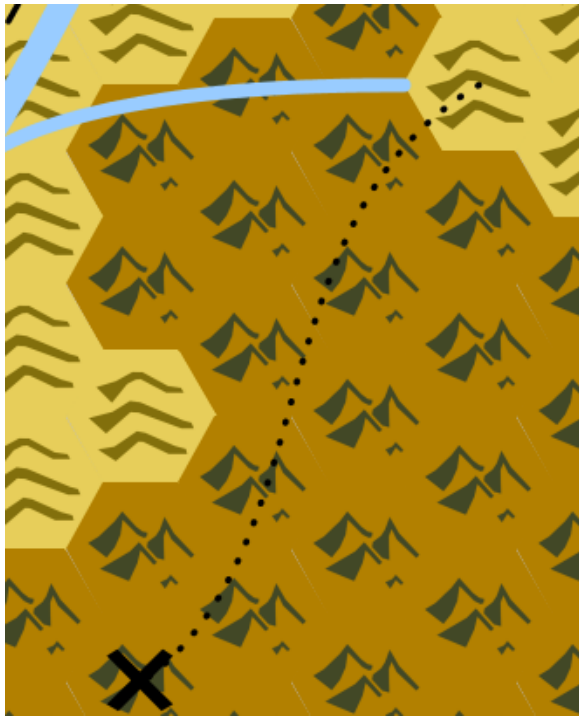
Clerics of Thothbri add the following spells to the list of those they can pray for:

- 1st. Spiderclimb (see Hex 14.22)
- 2nd. Sleep (as magic-user spell)
- 3rd. ESP (as magic-user spell)
- 4th. Clairvoyance (as magic-user spell)
- 5th. Suggestion (as illusionist spell)

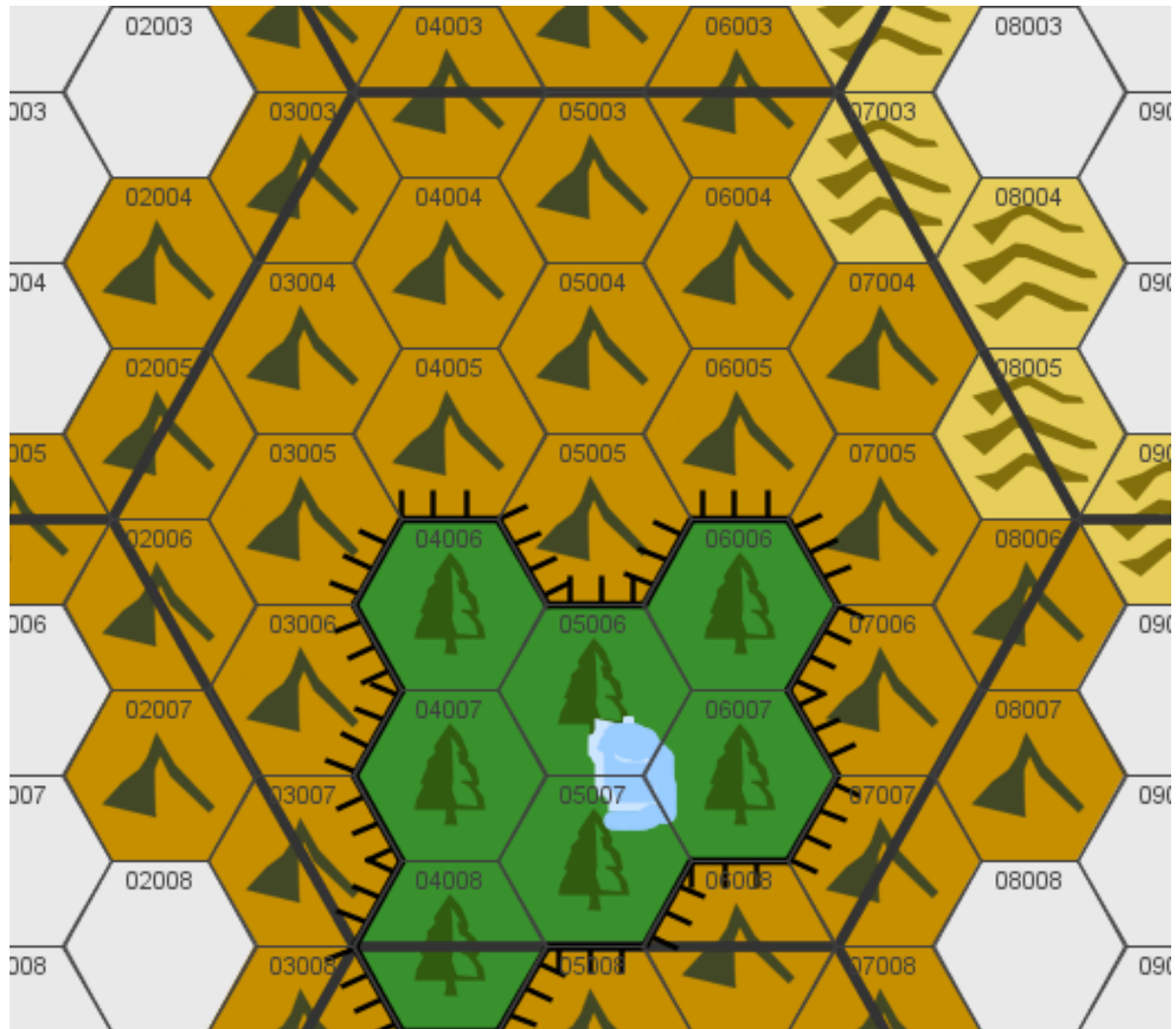
Clerics of Thothbri can choose one of the following abilities thief abilities and perform them as if they were a thief of the same level: Climb Sheer Surfaces, Hear Noise, Hide in Shadows, or Move Silently.



DM's Treasure Map. 1 hex = 6 miles



Player's Treasure Map



Large hex = 6 miles, face to face
Small hexes = 1.2 miles, face to face
Cover art by Jenna Drummond
Interior art by Adrian Barber
Map of the crypts by Dan Smith

OPEN GAME LICENSE Version 1.0a

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

1. Definitions:

- (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License

This License applies to any Open Game Content that contains a notice

indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. 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.

8. Identification

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License

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

10. Copy of this License

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

11. Use of Contributor Credits

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

12. Inability to Comply

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

13. Termination

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

14. Reformation

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

15. COPYRIGHT NOTICE

Open Game License v 1.0 © 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.

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.

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.

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 (“Myrystyr”), 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 (“Scottenkainen”), The Lizard of Oz, James Malizsewski, 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

END OF LICENSE

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.