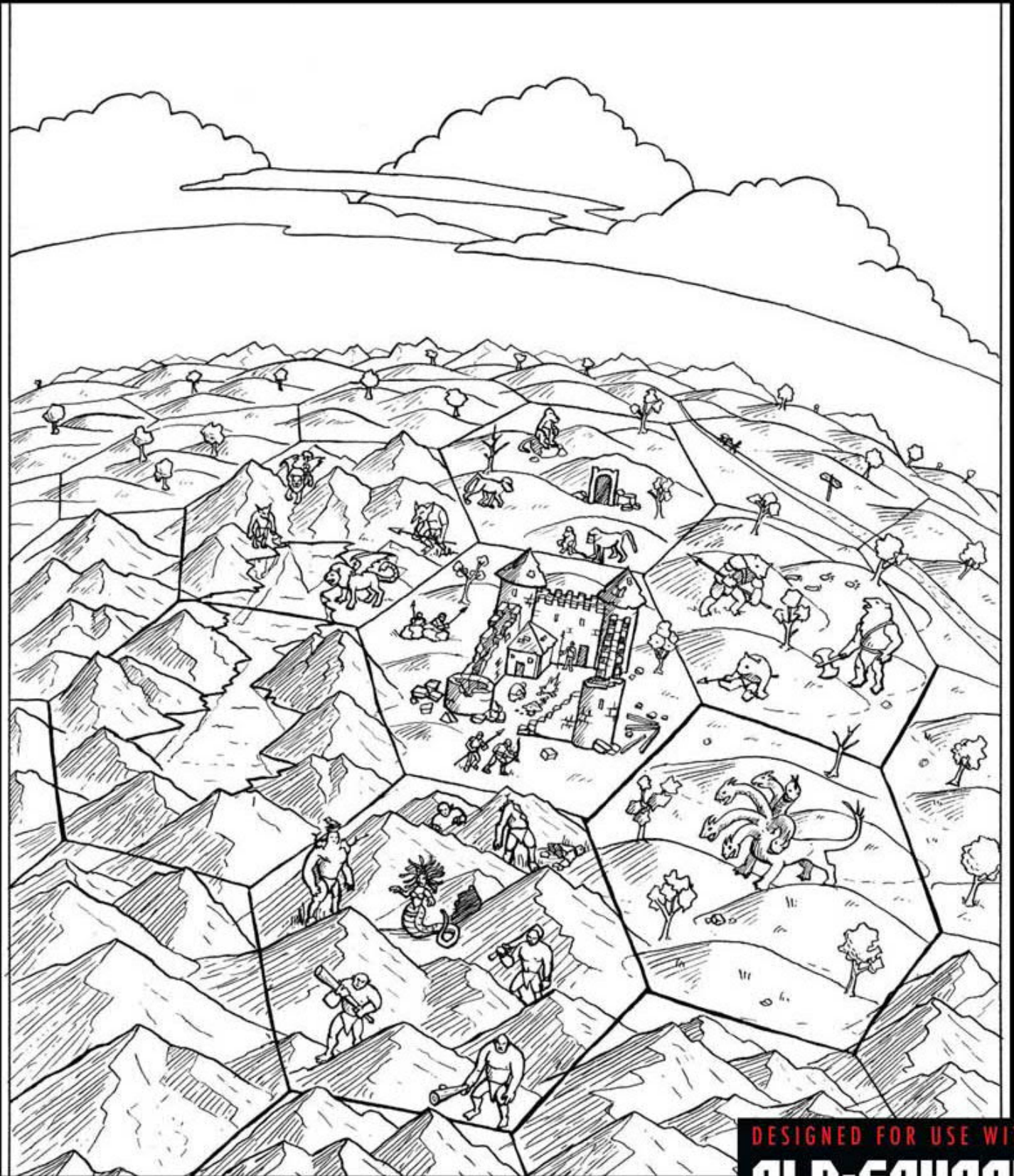


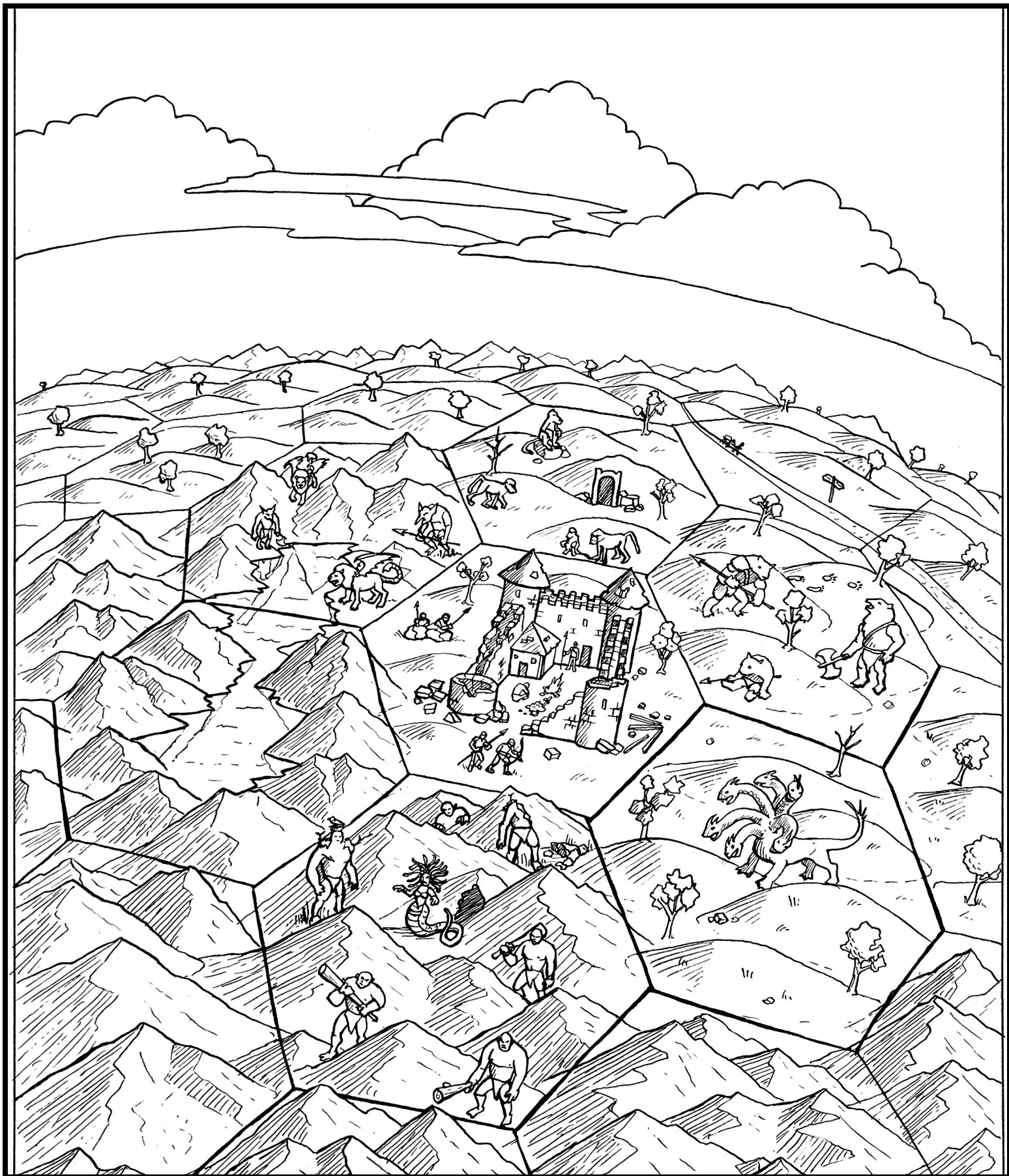
Hex 16.43

Cave of the Elder Gargoyle



Todd Leback

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



Hex 16.43 — Cave of the Elder Gargoyle

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Cave of the Elder Gargoyle

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Introduction to Populated Hexes

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

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

Maps & Scale

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

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

Hexcrawling Rules

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

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

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

Absalom

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

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

Cycles are marked in the beginning by the Apex and ascent

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

Campaign Setting

The following assumptions are made in this setting:

Starting Date

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

Humanocentric

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

Chaos Storms

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

The Gods

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

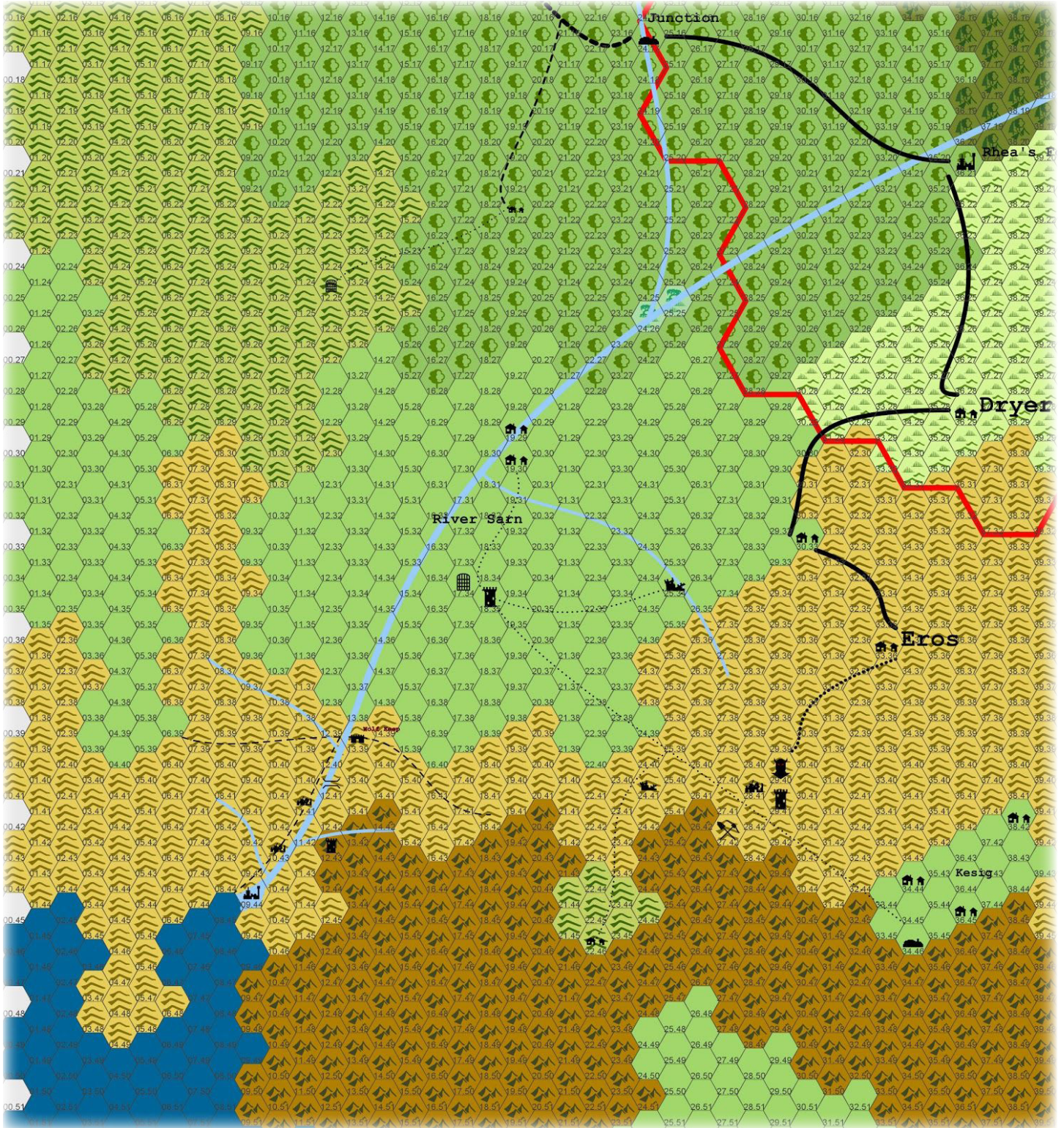
Using Populated Hexes

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

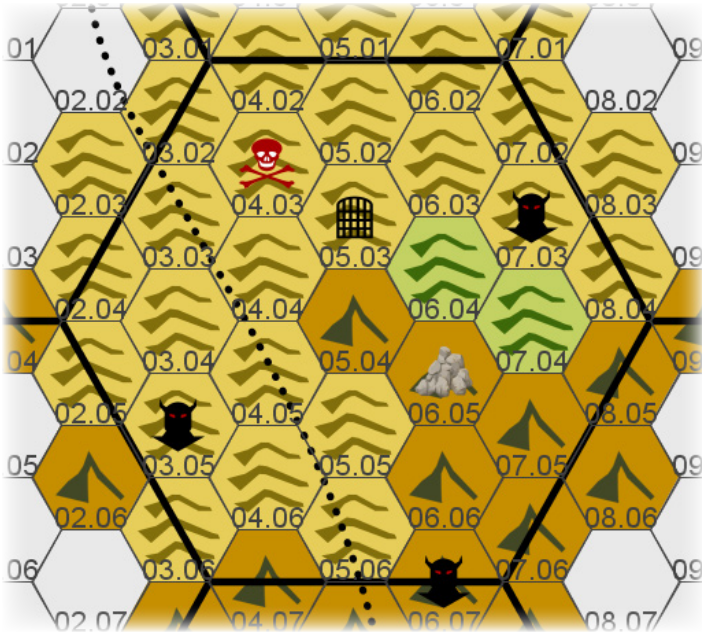
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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

Introduction to Populated Hexes



16.43 — Cave of the Elder Gargoyle



Resources: Mineral, quarried (5); Vegetable, agricultural (1); Vegetable, agricultural (4)

Bordering Hex 15.42 – the Keep of the Rawhide Gang

To the southeast, this hex sees a fair amount of bandit traffic as it is the safest and easiest route for them to reach the numerous ruins of the Ancient Ones. The path the bandits usually take is indicated with a dotted line on the map above.

This route has grown less safe as of late, however, due to the recent arrival of a quartet of wyverns that have established a lair in the mountains just to the east of the trail.

A spur of the Dhembezeur mountains juts from the southeast corner into the center of this hex. A rich vein of marble can be found in the mountains, and the hills tucked against their northern flank are green and fertile, unlike most of the foothills in this region; they were once planted with grain by the Men who formerly dwelt in this region. The grain grows wild now – the bandits of the Rawhide Gang find it easier to steal their bread than harvest and mill any wheat – and an old and lazy hydra grows fat preying upon the deer and boar that feed on the wild grains.

0305. Mountain Lion

A single mountain lion lairs here, nursing wounds he suffered after tangling with, and barely escaping from, a wyvern from subhex 0607.

1d10 days after the adventurers first enter Hex 16.43 the

mountain lion will move to an adjacent hex, licking its wounds, to find new, less competitive hunting grounds.

Mountain Lion (1). AC 6 [13], HD 3+2 (16 hp normally, currently at 4), Att 2 x claw (1d3), 1 x bite (1d6), THACO 16 [+3], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 1d4 (1d4), TT U

The shallow cave in which the mountain lion lairs is empty of treasure.

0403. Wildfire

The first time the adventurers enter this subhex a wildfire breaks out. It burns for 1d6 hours before extinguishing itself; for every hour it burns, one quarter of the subhex is set ablaze; if the wildfire lasts for more than four hours it will begin to burn part of an adjacent hex before exhausting itself. If there has been rain within one week prior to the adventurers entering this subhex the hazard does not occur but will instead occur the next time the subhex is entered.

When the adventurers enter the subhex and the hazard triggers, assume the following:

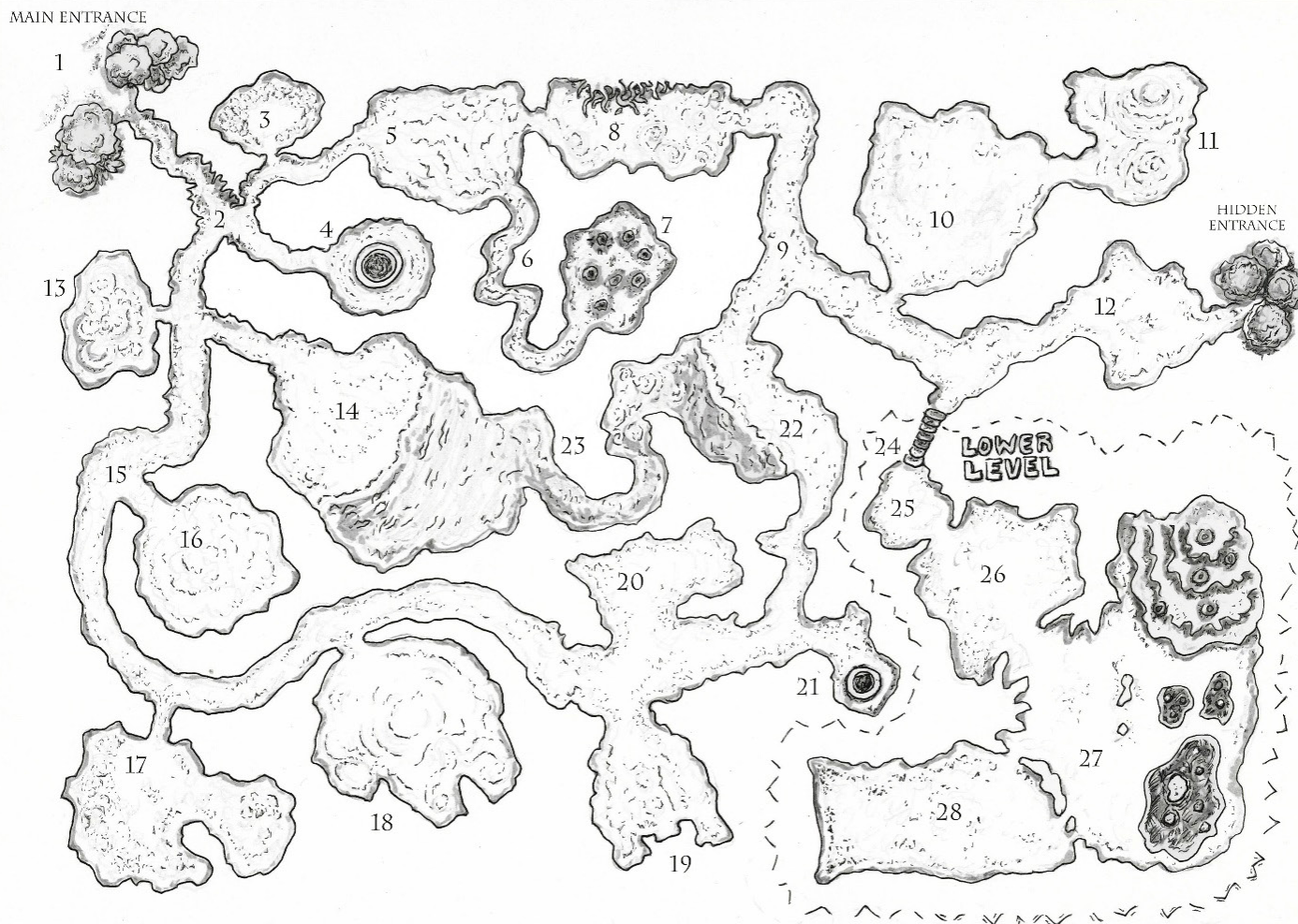
- The adventurers are roughly in the center of the subhex when the fire breaks out
- They get a chance to roll for surprise (standard chances). If they are surprised, they have 3d4 rounds to act; if they are not surprised they have 3d4 minutes.
- The wildfire moves at a base speed of 30' per round in each direction. However, for each turn it burns there is a 1 in 6 chance it surges, moving at 40' per round for the full turn.
- Roll 1d6 to determine the direction in which the wind is blowing. Double the fire's movement speed in that direction.

Anyone caught in the wildfire suffers 1d4 points of damage for 1d4 rounds before the brush in the area burns down.

0503. Gargoyle Caves

Nestled in the foothills in this subhex is a hidden cave complex inhabited by a family of gargoyles (as well as several other varieties of monsters). Thus far the complex has yet to be discovered by the brigands of the Rawhide Gang, but it is likely just a matter of time, as

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the arrival of the wyverns in subhex 0607 has forced the brigands to find another route into the mountains. 1d4+1 weeks after the adventurers first enter this hex – if both the wyverns and the Rawhide Gang are still active – the Rawhide Gang will begin to explore the cave complex. Any interaction between the brigands and the gargoyles can be determined by the Referee, but keep in mind that the two factions share similar interests.

Both entrances to the complex are hidden by undergrowth and difficult to discover, even on a thorough examination of the subhex. The chance to discover an entrance is given with each of the relevant area descriptions, but note that in order to actually discover an entrance the entire subhex must be searched (as per the rules presented in *Hexcrawl Basics*); it is not enough to simply travel through the subhex.

The cave is a living ecosystem, with active stalactites and stalagmites forming, moisture on the walls and ceiling, and the occasional drip falling upon the nose or forehead of an adventurer or hissing in the flame of a torch. It is not

all a natural cave, however. Areas 4 and 21 each bear signs of being inhabited by Man – or other intelligent creatures – at some time in the distant past. Unless otherwise stated, however, assume that the walls, ceiling, and floor are rough and slick. Corridors and passages range from 5' to 10' wide, and the ceilings in the corridors average about 8' in height. Specific chambers tend to have ceiling heights of 10-15'. These conditions apply the following:

- ▶ Missile fire and thrown javelins/spears have a -2 penalty applied to attack rolls in corridors due to the low ceilings.
- ▶ Running or performing other acts of acrobatics is difficult, due to the slick, uneven stone floor. Anytime an adventurer tries to run in the complex they must roll equal to or less than their Dexterity on 3d6. Failing the roll means they fall, suffering 1d3-1 points of damage and losing 20' of movement. Breakable objects carried (such as potions) may be at risk of breaking, depending upon how harsh the Referee is feeling.

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A scale is not given for the map. The intention is for each corridor to be between 20 and 120 feet in length, with chambers ranging in size from 15 or so feet in diameter (Area 3, for instance) to 90' in length (Area 27). The Referee may adjust these distances as desired, of course.

Areas 1, 2, 3, 5, 6, and 7

A clan of elder gargoyles dwells in this section of the complex. They arrived here nearly fifty years ago, traveling north from the *mecistop* ruins where they dwelled for centuries, driven by an instinctual urge to search out an alchemical substance known as 'crocodile tears' (see Appendix) so they can hatch their eggs. The clan settled in this complex and have been gradually exploring to the east in search of intact *mecistopic* ruins that may contain the substance they seek.

There are a total of eight gargoyles in the clan, led by Hugrun, an elder gargoyle with maximum hit points and exceptional (for a gargoyle) intelligence.

The gargoyles spend much of their time in torpor, lightly drowsing while small bands search the surrounding lands for what they seek. When the cave complex is first discovered there is a 1-3 in 6 chance that 1d2+1 gargoyles are out scouting and will return in 1d6 days.

When placing gargoyles, do so in the following order:

- ▶ 1-3 in 6 chance 1d2+1 gargoyles will be out scouting, returning in 1d6 days.
- ▶ 1-2 in 6 chance 1d2 gargoyles will be lurking around Area 1.
- ▶ 1-2 in 6 chance 1d2 gargoyles will be found in Area 3.
- ▶ 1-4 in 6 chance 1 gargoyle will be tending the eggs in Area 7.
- ▶ The remaining gargoyles will be found in Area 5.

Adjust these chances as needed, dependent upon circumstances. If the gargoyles' numbers have been whittled down by PC raids they will consolidate to protect any remaining eggs, using the narrow and winding passageway (Area 6) to try to stymie any further incursions.

Area 1. Entrance

Of the two entrances, this one is the most easily found. There is a base 1-4 in 6 chance this entrance can be found while exploring the subhex. If elves, halflings, or other woodswise characters (such as rangers or druids) are present, increase this chance to 1-4 in 6. If any gargoyles are encountered as part of a random encounter outside of

their lair there's a chance that any survivors can be tracked back to this entrance, although given the gargoyles' natural ability to fly this chance is very slim.

By sheer happenstance, the undergrowth concealing this entrance is thick with poison ivy. Adventurers have a base 1 in 6 chance to notice this, with woodswise characters (see above) having a 1-4 in 6 chance. Those adventurers that blunder through the undergrowth must make a saving throw versus poison, and those failing break out in itchy blisters in 1d2 days, suffering a -1 penalty on all rolls for 1d6 days until the rash subsides.

The gargoyles are confident in their concealed and remote location and rarely post guards. There is a 1 in 6 chance the first time this entrance is discovered that 1d2 gargoyles will be lounging in the undergrowth. If the adventurers come back after an initial delve - without slaying all the gargoyles - this chance increases to 1-4 in 6.

Area 2. Crossroads

About 20' past the entrance the corridor comes to a four-way intersection. It is the most traveled area of the complex; whenever the adventurers come upon the intersection there's a 1 in 6 chance of a random encounter (roll on encounter table). If this coincides with a normally rolled encounter check (on an even turn) make two checks; on an odd-numbered turn just one check is made. For each turn the adventurers linger here (if searching for traps, for instance) a check is made.

Area 3. Empty Chamber

This chamber is largely empty. There's a 1-2 in 6 chance that 1d2 gargoyles will be in here, waiting quietly in torpor.

Gargoyle. AC 5 [14], HD 4** (22 hp), Att 2 x claw (1d3), 1 x bite (1d6), 1 x horn (1d4), THACO 16 [+3], MV 90' (30') / 150' (50') flying, SV D8 W9 P10 B10 S12 (F8), ML 11, AL Chaotic, XP 175, NA 1d6 (2d4), TT C

- ▶ When still, or semi-sleeping, can be mistaken for statues.
- ▶ Can only be harmed by magic or magical weapons.
- ▶ Standard construct immunities.
- ▶ Elder gargoyles have 1d10 hp per HD and heal 1 hp every two days.

Area 4. Fountain

This is one of the few remnants of civilization to be found in this complex. It is a crudely-worked pool, the sides constructed of stacked and plastered stones. The inside

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of the fountain has about six inches of thick, sludgy water which, over the years, has partially calcified.

At the bottom of the fountain, encased in a crust of limestone, the adventurers can find a plain gold ring. The ring is magical and is the key to operating the portal found in Area 21. The ring will only be found if the fountain is emptied of water and visually searched (a gleam of gold is visible where the limestone is thin) or if magical means of locating treasure are used.

Area 5. Rookery

The majority of the gargoyles can be found here when not elsewhere. When in this chamber they will most often be in their state of torpor, indistinguishable from statues. If Hugrun is in the lair he will be found here.

Hugrun. AC 5 [14], HD 4** (28 hp), Att 2 x claw (1d3), 1 x bite (1d6), 1 x horn (1d4) THACO 16 [+3], MV 90' (30') SV D8 W9 P10 B10 S12 (F8), ML 11, AL Chaotic, XP 175, NA 1d6 (2d4), TT C

- When still, or semi-sleeping, can be mistaken for statues.
- Can only be harmed by magic or magical weapons.
- Standard construct immunities.
- Elder gargoyles have 1d10 hp per HD and heal 1 hp every two days.

The gargoyles have collected a small hoard of treasure in their search for more crocodile tears. The following can be found in a corner of this chamber, piled as an afterthought:

- 9,000 cp.
- 3,000 ep.
- One gem worth 10 gp, one worth 100 gp.

Hugrun knows that mortal Man values such treasure and is saving it in case the gargoyles need to bribe the brigands in Hex 15.42 for assistance.

Area 6. Winding Way

The tunnel leading to the hatchery is narrow and winding. It averages no wider than 3', and in two chokepoints narrows down to 2', forcing large adventurers to sidle through sideways. Combat with weapons imposes a -4 penalty to all attack rolls. The gargoyles are used to these conditions and suffer no such penalties.

Creatures of gnoll-size or larger are too big to fit down this corridor.

Area 7. Hatchery

This chamber is used to store the unhatched gargoyle eggs, of which there are now six, laid over the years and brought here. The gargoyles lack the catalyst needed to hatch the eggs (see Appendix for more information) and if they cannot find it the eggs will remain as they are: rough, rounded rocks, resembling the kinds of stones that may contain geodes. In fact, were the eggs to be broken, they would indeed contain geodes, each half with a value of 5d100 gp. Were their true nature to be ascertained, however, they could be sold for 2d4 × 1000 gp per egg.

A clue to the eggs' nature can be found on the floor of this chamber, lying amongst the intact eggs; the rocky crust of the last egg to hatch has been abandoned here. Careful examination reveals the crust has been broken in much the same fashion as a bird's egg is cracked by an emerging chick; the gargoyles had found just enough crocodile tears to hatch one of the eggs.

Area 8

A massive system of roots grows through the northern wall of this chamber, a plant curtain spilling to the floor. A pack of normal rats dwells amongst the roots, using small tunnels through the soil to reach the surface.

Rats, normal (34). AC 9 [10], HD 1 hp, Att 1 x bite per pack (1d6 + disease), THACO 19 [0], MV 60' (20') / 30' (10') swimming, SV D14 W15 P16 B17 S18 (NH), ML 5, AL Neutral, XP 5, NA 5d10 (2d10), TT L

These rats comprise five packs: four with seven rats each and one with six rats.

- Afraid of fire; will automatically flee if attacked with it.
- Each bite has a 1 in 20 chance of infecting the target with a disease (save versus poison to avoid). There is a 1 in 4 chance the disease is deadly, killing the victim in 1d6 days; otherwise they are just sick and bedridden for 5d6 days.
- Each target being attacked must save versus death or fall prone, unable to attack until they stand back up again (half movement to stand up).

Area 9. Intersection

The corridor splits into three at this location. Some stones in the ceiling are loose, and if the adventurers spend a turn or more here (searching for traps or tracks, debating which way to go, etc.) a small cave-in occurs. The critical area can endanger a total of four human-

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sized characters (determine at random if not otherwise obvious); those potential targets must save versus death. Those failing take 2d4 points of damage; those succeeding take no damage.

The intersection is thereafter safe.

Area 10

This large chamber is empty (but see Area 11).

Area 11

The stone floor of this chamber is remarkably clean and free of mud. Careful examination reveals strange, spiraling ridges etched into the floor, created by the passage of the room's inhabitant: a gelatinous cube.

The cube will be found in (1-3) this chamber, (4-5) Area 10, or (6) out in the rest of the dungeon.

Gelatinous Cube. AC 8 [11], HD 4* (19 hp), Att 1 x touch (2d4 + paralysis), THACO 16 [+3], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 125, NA 1 (0), TT V

- Surprises on a roll of 1-4 in 6.
- Those hit by the cube must save versus paralysis or be paralyzed for 2d4 turns.
- Immune to electricity and cold.

Area 12

A second entrance to the cave system can be found here, well-obscured by brush and undergrowth. There is only a 1-2 in 6 chance this entrance is found during the exploration of the subhex.

The tunnel leading into the cave system is narrow and cramped, allowing only one adventurer at a time. After a short distance it opens up into a largish chamber, empty of inhabitants or even contents, although there is a blanket of dried leaves and smaller branches at the entrance; the gelatinous cube in Area 11 keeps most of the chamber clear.

Area 13

This smaller chamber appears empty. If the chamber is searched the adventurers may find (same chances as detecting a secret door) the treasure that is buried against one wall: a *dagger* +1.

Area 14

The western half of this chamber slopes down noticeably into a small lake of water. It gets no more than 3' deep, but is cold, dark, and ominous. Every so often a drip

of water from the ceiling falls into the pool, sending concentric ripples outwards that seem to continue far longer than they should.

A partially submerged tunnel leads to the east. There is, of course, something lurking within the water, and a treasure to be found in the tunnel connecting the two chambers (see Area 23 for a description of the lair of the water fiend as well as the water fiend itself.

The water fiend will wait until a potential victim wades close to the narrowing tunnel leading to Area 23 before attacking. If more than two individuals enter the water it will wait until the party enters the tunnel, then emerge behind the tunnel and attack a character in the rear.

Area 15. A Clue

The tunnel branches off here, leading to Area 16, as well as continuing on roughly south. If the adventurers pause to explore at this location they will notice, scratched into the soft rock on the western wall, a message written in the Common tongue: "Only the ring-wearer will return". This is a clue to the portal in Area 21. The scratches look to be old, partially limed over with calcium deposits, but are still legible.

If the adventurers are just passing by, and do not stop to search this location, assign them the standard chances of noticing a secret door to discover the writing.

Area 16. The Cold Cavern

This chamber is infested with a colony of brown mold (see *Advanced Monsters*, p. 5); 300 square feet of the walls are covered with it in here. The interior of this chamber is noticeably colder than the rest of the caverns. Due to the color of the mold, and the dampness of the walls, it is exceedingly difficult to spot. In order to do so one must get within 5' of the mold (suffering damage in the process), with a light source (which, if produced by a flame, causes the mold to multiply).

In the center of the room can be seen the cold remains of an ancient campfire, with several pieces of (surprisingly dry) charred wood arranged in a pyramid. Clustered around the fire circle, as if for warmth, are the remains of four humanoid creatures, now little more than bones held together by scraps of cloth. The gleam of gold can be seen here and there, peeking out through the remnants of their clothes.

These are the remains of four adventurers who decades prior had camped in this room, deeming it a safe haven, only to succumb to the brown mold once they lit a fire.

Note that as it currently stands a creature will only

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be affected by the brown mold if they come within 5' of the north, east, or south walls. The remains of the campfire are currently out of the range of the mold's heat-stealing aura.

Brown Mold (3). *AC no hit roll required, HD 2* (4, 7, 16), Att None, THAC0 18 [+1], MV 0' (0'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 25, NA 1d8 (1d4), TT None*

- ▶ There are three individual colonies of mold in here.
- ▶ Unharmed by all attacks except magical cold.
- ▶ Any creature within 5' of the mold suffers 1d8 points of damage per round.
- ▶ Fire within 5' causes the mold to grow rapidly: a burning torch will make it double in size, burning oil will cause it to quadruple, and a fireball will make it grow to eight times its present size. Multiplication takes one round.

If the remains of the adventurers are searched the party will find:

- ▶ 75 gp.
- ▶ A gold bracelet worth 130 gp.
- ▶ A silver dagger.

Area 17

This chamber is well and truly empty. The ceiling in here is low, no more than seven feet in height, and a trick of acoustics created by the smaller chamber in the southeast makes it sound as if footsteps are approaching from an undetermined direction. When the adventurers first enter this chamber have everyone roll to hear noises. If the result is a success inform the players they hear the clomping of iron-shod boots approaching, but they cannot tell from which direction.

Area 18

This oddly shaped chamber is empty of threats but not of items of interest. Lining the walls in the three "alcoves" opposite the entrance are ninety-six candle stubs, perched on ledges and in small nooks and niches. If all ninety-six candles are lit at the same time the light reflecting off the wet walls of the alcoves focuses on a single location on the northeast section of wall, about ten feet to the left of the entrance.

Were a curious adventurer to examine this area of the wall they would find a small section, no larger than three square feet, plastered over with sticks and mud

but otherwise totally hidden (not even detectable via a Detect Secret Doors roll). If the plaster is scraped away they will find a silver statuette of a falcon, Cycles old and worth 750 gold, secreted in the niche.

The candles themselves are of a variety of colors and diameters, but all have been lit at least once.

Area 19. Beware the Floor

A hungry, yet patient trapper lurks on the floor of this cavern, waiting for unsuspecting victims to stumble into its maw. Part of its gullet resembles a truncated stalagmite, located in the center of the room. If one looks hard enough one can see something sparkle atop it . . .

Trapper (1). *AC 3 [16], HD 12* (55 hp), Att 1 x trap (1d8), THAC0 10 [+9], MV 30' (10'), SV D15 W6 P7 B6 S9 (F12), ML 11, AL Neutral, XP 1900, NA 1 (0), TT G*

- ▶ The trapper surprises on a roll of 1-5 in 6.
- ▶ Trapped victims cannot move, automatically suffering 1d8 damage per round. The trapper can engulf up to three man-sized targets at a time. Engulfed victims can attack from within the trapper only if they were holding small weapons (dagger, shortsword, etc.) when they were engulfed.
- ▶ Trapped victims suffocate in 6 rounds.
- ▶ The trapper suffers half damage from cold and fire-based attacks.

Inside the trapper's gullet can be found the following treasure:

- ▶ 10 gems, each worth 1,000 gp. These gems are a natural product of the trapper's digestive system – much in the same way as an oyster produces pearls – and can be used as special components in the creation of magical items.

Area 20. Beware the Floor?

A truncated stalagmite can be seen in this chamber. Some former adventurer left their backpack on it. The pack is now rotted and useless, as are all its contents, with the exception of a copper flask containing a *potion of gaseous form*.

Area 21. Gateway to Adventure

A single low, round platform can be found in this chamber, 5' in diameter and covered in arcane sigils. A magic-user can spend a turn examining it. If they roll equal to or less than their Intelligence on 5d6 they can deduce that the platform functions as a teleporter, activated by some kind of magical device.

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This device is, in fact, the ring found at the bottom of the fountain in Area 4. When worn, the wearer is able to activate the platform, taking them and anything else upon the platform to The Dig (see end of this section). As is hinted by the writing in Area 15, however, only the wearer of the ring will be able to return to the teleporter from the Dig.

Area 22

The floor of this cavern slopes down to the west; water floods the western half of the chamber. Refer to Areas 14 and 23 for more information.

Area 23. Lair of the Water Fiend

A solitary water fiend lairs here, in the deepest part of the twisting tunnel connecting Areas 14 and 22.

Water Fiend. AC 4 [15], HD 3+3* (19 hp), Att 1 x strike (grab), THAC0 16 [+3], MV 120' (40') swimming, SV D9 W10 P11 B11 S13 (F6), ML 9, AL Chaotic, XP 75, NA 1d3 (1d3), TT 1

- Takes 2 rounds to form.
- Attacks by grabbing a target, which must then save versus paralysis to avoid being dragged underwater.
- Submerged victims suffer 1d4 points of damage per round and must save versus death to avoid being rendered unconscious. An unconscious victim dies in 3 rounds.
- Only takes 1 point of damage from sharp weapons (plus magical bonus damage, if any).
- Cold attacks paralyze for 1d3 rounds but cause no damage; fire-based attacks inflict half damage.
- If reduced to 0 hp it will reform in 2 rounds at full hp; the only way to permanently kill it is with a *dispel evil* or *purify food and water* spell.
- Cannot leave water.
- If there is a water elemental within 30' of it there's a 50% chance the water fiend is able to take control of the elemental.
- The water fiend's treasure is to be found in the U-bend of the tunnel, at the bottom of five feet of water (the deepest part of the flooded cavern). It consists of:
 - 1,000 pp.
 - 3 gems worth 50 gp each.
 - 3 gems worth 100 gp each.

Area 24. Stairs

A branch of the main tunnel system bends steeply downwards here, and at some point in the distant past some inhabitant of the cave system carved a crude set of stairs into the limestone. The stairs are now slick and smoothed with decades of water and mineral deposits.

Each person descending the stairs must roll equal to or less than their Dexterity on 3d6. Those failing fall, landing on their bums, taking 1d3 points of damage and twice that to their dignity.

Area 25. The Eyes Have It

The bottom of the stairs terminates in a small chamber. Leaning up against the western wall is the calcified skeleton of a human, clad in rusted and ruined chain mail. The skeleton has no treasure, but a search uncovers a glass eye that has fallen out of the socket and rolled back into the unfortunate's skull. The glass eye has a blue iris and radiates magic.

Were one to pluck out their own eye and insert the glass eye – or if an adventurer is already missing an eye and can just pop this one in – the individual would find that they can now fire missile weapons at targets at long range as if they were at medium range (see p. 120 of **OSE Core**). Once per day the wearer of the eye can also replace the result of a roll from one missile attack with a natural 20.

The act of removing one's own eye inflicts 1d6 points of damage, and the individual must roll equal to or less than their Constitution on 4d6 in order to endure the pain and go through with it. A failure indicates they still take the damage but are unable to pluck out their own eye. In the process, however, their vision is damaged, and they suffer a –1 penalty on all ranged attacks thereafter.

Area 26

This chamber is empty. The ceiling is twice the height of those on the upper level, soaring to nearly twenty feet above the floor, dotted with stalactites here and there.

A search of the room reveals the walls are covered in primitive paintings of ash and soot. Handprints, vignettes of hide-clad men and women hunting a variety of beasts, and fanciful illustrations of various monsters are the most common subjects.

One illustration, however, depicts a glowing cylinder plummeting through the sky and embedding itself in a mountain. This depicts the crashed timeship of the Ancient Ones, currently located in Hex 22.47.

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Area 27. Altar, and Death from Above

This large chamber features a ceiling that soars some forty feet above the floor. The threat in this chamber is from the colony of piercers clinging to the ceiling, hidden amongst the natural stalactites.

Every time an adventurer moves in the chamber, roll 1d6. On a result of 1-2 they pass underneath a piercer and are subject to its attack. For each one attacking roll 1d4 to determine its HD. Once all piercers with that number of HD have attacked, reroll all subsequent similar results.

Out of the nine piercers there are: three with 1 HD, two with 2 HD, three with 3 HD, and one with 4 HD. Their stat blocks are below.

Three pools of water of varying sizes dominate the southeastern portion of the room. All three pools radiate faint magic. When water from one pool is drunk by itself nothing occurs – the water is sweet, tangy, and mineral-rich. When mixed, however, with equal amounts of water from each pool, the following happens (roll 1d8):

d8	Result
1-5	Nothing. Huge disappointment.
6-7	A random potion is generated.
8	The mixture explodes, inflicting 2d6 points of damage upon the mixer and anyone within 10'. Those within 10' can save versus breath to take half damage; the mixer has no such luck.

The northern end of the cavern rises steeply in a series of 5'-tall terraced steps, cut crudely into the stone. The top (fourth) tier terminates in a roughly-carved throne.

A grinning skeletal figure sits atop the throne, surveying the cavern before it. The skeleton is inanimate and harmless; clutched across its lap is a *longsword* +3. The throne itself, however, is not harmless.

Any person that touches the tiered dais must make a saving throw versus spells. Those failing are overcome with a compulsion to mount the remaining terraces, ascend to the throne, knock the skeleton out of the way, and sit in its place. Living creatures that sit on the throne suffer an immediate loss of 1d4 levels (no save).

Piercer, 1 HD (3). AC 3 [16], HD 1 (2, 5, 5 hp), Att 1 x drop (1d6), THAC0 19 [0], MV 10' (3'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 10, NA 3d6 (0), TT None

Piercer, 2 HD (2). AC 3 [16], HD 2 (10, 12), Att 1 x drop (2d6), THAC0 18 [+1], MV 10' (3'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 20, NA 3d6 (0), TT None

Piercer, 3 HD (3). AC 3 [16], HD 3 (9, 14, 16), Att 1 x drop (3d6), THAC0 17 [+2], MV 10' (3'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 35, NA 3d6 (0), TT None

Piercer, 4 HD (1). AC 3 [16], HD 4 (23), Att 1 x drop (4d6), THAC0 16 [+3], MV 10' (3'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 75, NA 3d6 (0), TT None

None of the piercers are located over the pools of water in the southeastern portion of the room, nor are they above the raised section in the northern portion.

Area 28

This chamber is currently empty; the roof in here is much lower than in Area 27, and two natural stone columns provide a partial dividing wall. The piercers cannot enter this chamber, and it provides a safe haven from the death from above.

The Dig

Cycles before, when the Timshan Dynasty ruled this part of the world, this cave system was discovered by a powerful magic-user who realized that a certain chamber bled terribly close to the Shadowlands, that the boundary between the two realms was paper thin.

This unknown mage built a teleporter that functions as a Gate between the worlds. Upon activating the Gate, they discovered themselves in a narrow canyon formed from puffy, cloud-like rocks that look almost as if they were blown from soap-bubbles but are as hard as granite. A perpetual twilight sky can be seen above the lip of the canyon edge.

Those arriving at the Dig find themselves seemingly in the middle of an archaeological excavation; although no living human has visited this place in centuries the tools and tent seem to be, if not pristine, then at least in decent condition. No rain falls here, no wind blows down the canyon corridors, and this location is at the very outskirts of the Shadowlands, where time and space do not act the way that Mortal Man expects.

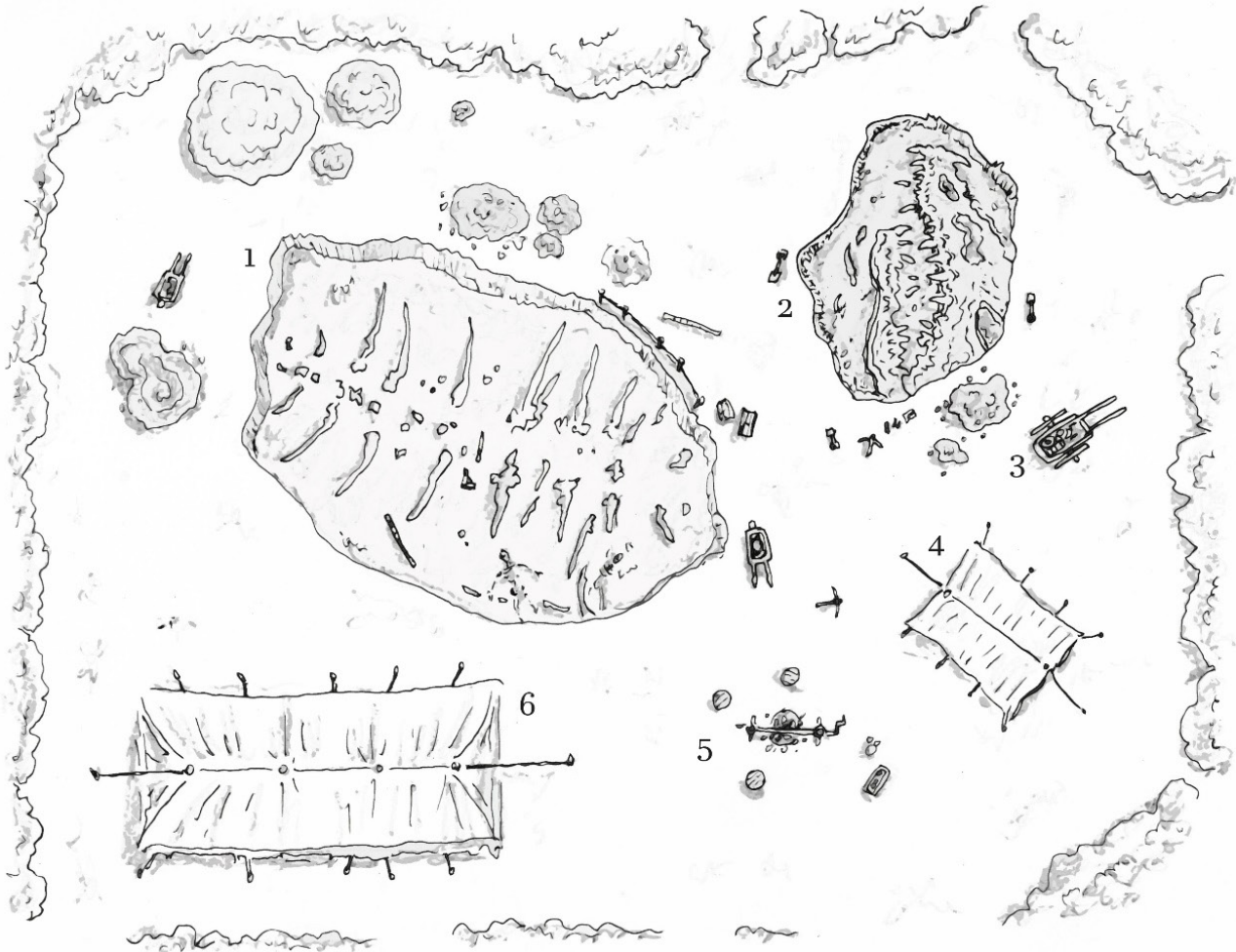
1. The Body

A pit has been dug here, approximately forty feet from end to end, half that in width, and five feet deep, revealing the spine and ribs of some enormous creature, stained by centuries of exposure to the soil. The bones are not fossilized.

2. The Head

A score of feet away another, smaller pit has been dug, exposing the partial skull of an enormous, dragon-like creature. Should the bones be fully excavated, a process

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that will take $1d6 \times 1000$ person-hours to accomplish, the entire skeleton would be worth tens of thousands of gold, assuming it could be transported to a suitable market.

The bones could also be used as magical components. For every 150 person-hours spent digging roll 1d6:

d6	Result
1-3	Nothing.
4-5	Bones worth $1d20 \times 250$ gp for special components.
6	Bones worth $1d6 \times 1000$ gp for a principal.

3. Tools

A number of functioning wheelbarrows and surprisingly well-maintained tools can be found scattered about the site, enough to equip five individuals.

4. Arrival Tent

A stone circle, similar to that discovered in the cave system, is found underneath a canvas tent. When the

adventurers first arrive in this location – assuming they travel via the Gate – they arrive here. However, the unfortunate adventurers will find that only the one wearing the triggering ring can return via the Gate, along with up to 100 pounds of carried gear.

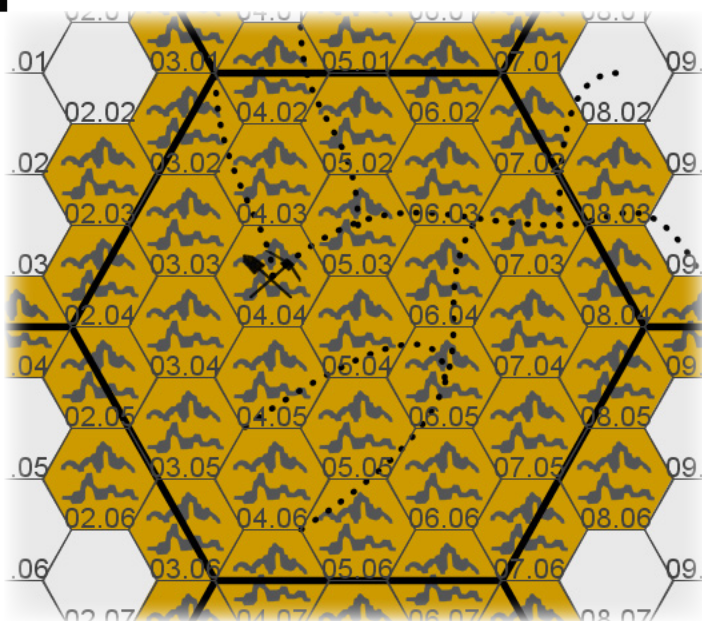
5. Fire Circle

The remains of a campfire – complete with wooden spit and log seats – are located here. The ash is long cooled; it is clear a fire has not been lit here in years. If one were to scavenge enough wood for a fire – a hard enough task in the Shadowlands – one would notice that the reflection of the flames dancing on the walls of the cavern cavort in a manner seemingly disconnected from the fire itself, as if the shadows were alive.

6. Sleeping Tent

A larger canvas tent has been erected here, containing six cots and blankets, all neatly made, spread tightly enough to bounce coins off the mattresses.

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The whole camp carries the air of a project whose workers have stepped away for but a brief moment and are expected to return at any time. The canyon in which the dig occurs is safe, but if the adventurers leave its confines – down one of several narrow passes – they expose themselves to the threats of the Shadowlands. The six-mile hex in which the Dig is located can be seen below, as can many of the labyrinthine defiles that cross the landscape, creating a maze of canyons.

0604 and 0704

These two hexes contain the now-wild remnants of an ancient civilization; fields of wheat have been left to grow untended in this area. The abundant grain growing here attracts all manner of birds and grazing beasts.

The Resource Values of these two hexes are included above at the beginning of this book.

0605. Marble Deposit

An as-yet undiscovered vein of fine marble can be found in this subhex. It can only be discovered via surveying (see p. 3 of *Filling in the Blanks*). The marble vein has a Resource Value of 5 and a base value of 895 gp. The marble is of such high quality that for every 1000 gp mined there is a 1 in 6 chance that quantity will be suitable for use as a principal to be enchanted (see Appendix for rules on creating constructs), valued at five times the gp value for enchantment purposes.

0607. Wyverns

Four wyverns have taken to lairing here, atop a peak

that affords a view of the foothills below. It is difficult to access the peak without the aid of magic or ropes and a competent climber; if the latter course is taken those making the ascent will be exposed to potential attacks from the wyverns currently in the nest.

The roost is located nearly two hundred feet up an almost vertical cliff face. It will take a full hour for a party to ascend via climbing, assuming a thief or similar character is able to go up first and set ropes. If climbing without ropes, make four checks – one for every fifty feet ascended – using either Climb Walls (if a thief) or Strength (for all other characters). If making a Strength check the character must roll equal to or less than their Strength on 3d6 in order to succeed. On a failure the climber falls the distance already ascended plus $(1d6-1) \times 10$ additional feet as they slide down the slope. Falling damage is 1d6 per ten feet.

Example. A character is climbing without ropes and fails their second check. They automatically fall 100', plus an additional $(1d6-1) \times 10$ feet.

If characters are climbing with the aid of ropes the Strength check is made using 2d6 instead of 3d6, falls are limited to $1d4 \times 10$ feet total, and anyone failing takes only half falling damage.

Because of their nest's commanding view, the wyverns are only surprised on a roll of 1 in 8 if the adventurers are approaching along the path indicated on the map. If approached from the north – a more difficult route – they are surprised with the standard chance.

There will always be at least one wyvern in the roost at any time. During the day 1d3 will be out hunting, returning in 1d6 hours. At night 1d3-1 will be out hunting, returning in 1d6 turns.

Wyverns (4). AC 3 [16], HD 7* (15, 24, 30, 36 hp), Att 1 x bite (2d8), 1 x sting (1d6 + poison), THACO 13 [+6], MV 90' (30') / 240' (80') flying, SVD10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 850, NA 1d2 (1d6), TTE

- Wyvern poison causes death in 1d4 rounds on a failed saving throw.

No treasure is to be found in their nest. However, the largest wyvern (the one with 36 hp) has a gem worth 1,500 gp in its stomach.

0703. Hydra

A six-headed hydra dwells in this hex, old, fat, and lazy from dining upon the easy prey that come to graze upon the nearby fallow wheat fields. It has established a lair in

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a bowl-shaped valley in the hills, filled with the bones of prey that it has dragged back to its nest to devour at its leisure.

This hydra, being an unusually old and lazy version of its kind, has mastered the art of waiting in ambush for prey, helped by its dun-colored hide. If encountered as a random encounter outside of its lair the hydra surprises on a roll of 1-4 in 6.

Hydra (1). AC 5 [14], HD 6 (48 hp), Att 6 x bite (1d10), THACO 14 [+5], MV 120' (40'), SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 275, NA 1 (1), TT B

- For every 8 hp of damage the hydra takes, one head is disabled (cannot attack).
- This particular hydra can automatically succeed on a single saving throw of its choice once per day.
- Due to its long, snake-like necks the hydra can attack targets within 20' of itself.

The following treasure can be found within the hydra's lair, strewn out across the ground, intermixed with a bewildering array of bones:

- 1,000 cp.
- 3,000 ep.
- 2,000 gp.
- 2 gems worth 10 gp apiece.
- 1 gem worth 50 gp.
- 2 gems worth 100 gp apiece.

Wandering Monster Table

1. Brigands from Hex 15.42 (1d2 gangs).
2. Wyverns from subhex 0607 (1d3).
3. Hydra from subhex 0703. Daytime only. At night replace with elder gargoyles.
4. Elder gargoyles from subhex 0503 (1d4).
5. Mountain lion from subhex 0305.
6. Hill giants from Hex 15.43 (1d4).

Appendix

Gargoyles in Absalom

The first gargoyles in Absalom were created as a servitor race by the *mecistop*, or Crocodile Kings, that ruled most of the land when Men were still uncivilized savages, little more than cattle for their reptilian masters. These, the elder gargoyles (as found in subhex 0503) have identical

statistics to the gargoyles found on p. 161 of **OSE Core**, with several notable exceptions.

Although elder gargoyles are constructs, they are capable of reproduction, laying stony, geode-like eggs. Gargoyles have no gender, and any of them are capable of laying an egg, although it is a rare occurrence. Once an egg has been laid it will not hatch until exposed to the substance known as crocodile tears, or *lubuwaya*, an extremely rare alchemical substance, the secret of which faded from memory along with the *mecistop*. Without an application of *lubuwaya* the gargoyle eggs will not hatch but remain dormant for years, if not entire Cycles.

For every four gargoyles encountered there will be 1d3-1 eggs.

Elder gargoyles possess the ability to heal naturally, an extremely unusual trait for constructs to possess. An elder gargoyle regains 1d2-1 hp per day (this can be averaged out to 1 hp per day).

Finally, elder gargoyles use 1d10 for their Hit Dice, rather than 1d8.

In Absalom, elder gargoyles are chiefly found around the locations where the *mecistop* once ruled; with their creators dead, there is no one to give them orders, but they remain nearby largely out of a sense of familiarity and an instinctual hope that more *lubuwaya* can be found to allow the continuation of the species.

Indeed, adventurers and explorers do find caches of crocodile tears in long-lost *mecistopic* burial chambers, experimental laboratories, and well-protected redoubts. Those finding this rare substance may likely be able to sway elder gargoyles into their service in exchange.

These days, new gargoyles are only created by spellcasters capable of creating constructs. They use the standard statistics found in **OSE Core**.

Both elder and normal gargoyles are rather unique among constructs in two main ways: they possess a low level of intelligence (and are quite cunning) and they are Chaotic in nature. Gargoyles are capable of speech, usually speaking the language of their creators. Their speech is often broken and imperfect, as if speaking to a young child.

Unlike other constructs, which usually obey whoever wields a controlling device (see below), gargoyles imprint themselves upon their creator, or, in the case of elder gargoyles, an individual present at the moment of their hatching. This is the reason the ancient Crocodile Kings made the hatching of elder gargoyle eggs dependent upon *lubuwaya*, so each could control the moment of a new servant's hatching.

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When first hatched, a youngling elder gargoyle has 1 HD and only a single claw attack doing 1 point of damage. They grow quickly, gaining 1 HD a week (and an additional attack at the same time) until attaining 4 HD and full maturity.

Neither variety of gargoyle needs to eat, drink, or breathe, nor do they age, and are capable of entering states of dormancy where they drowse, semi-aware of their surroundings, until the presence of an intruder awakes them from their semi-slumber.

When a gargoyle's master dies or becomes permanently absent the gargoyle becomes feral unless already commanded (by their original master) to serve another (note that gargoyles created through clerical magic can be bound to serve a temple or cult, and not a specific individual), but even then this is a risky proposition. Being creatures of Chaos, gargoyles are just as likely as not to choose to obey a new master. The gargoyles make a reaction roll, modified by the new master's Charisma, to determine whether they serve or not. If not, it is likely they descend upon their would-be master, rending the unfortunate limb from limb.

1 in 6 elder gargoyles are more intelligent than normal, as capable of speech and planning as a normal human. This chance is reduced to 1 in 12 for normal gargoyles. These more intelligent gargoyles – if in service to another – will serve as valuable lieutenants, overseers, or messengers, while intelligent feral gargoyles most often become leaders of their clan or gang. It seems as though these more intelligent creatures occur randomly and cannot be deliberately created.

Creating Constructs

Unlike undead, which are animated using the spirits of the dead, constructs are a class of animated creatures given a semblance of life by bound elemental spirits. Earth elementals are the most commonly bound, with fire elementals being the second most common.

There are four main categories of constructs: clockworks, golems, living statues, and a broad class that encompasses all those that remain, the servitors. This section gives a brief overview of three of the four types, their abilities and purposes, as well as rules for creating constructs. Clockworks will be discussed in a future supplement.

Constructs – gargoyles, golems, living statues, caryatid columns, etc. – are created as if they were magical items, with several notable exceptions which will be explained below. See Hex 18.23 for more information on creating magical items.

Like magical items, there is a total cost to enchant a construct, based upon the Hit Dice of the construct to be created, and penalties to the chance of success, determined by the abilities the construct has. Also, like magical items, constructs cannot be created by just any spellcaster; they must be of an appropriate level:

- ▶ Homunculus (*OSE Advanced Fantasy: Monsters*). 5th level.
- ▶ Living statue. 7th level.
- ▶ Gargoyle; caryatid column (*OSE Advanced Fantasy: Monsters*). 9th level.
- ▶ Golem (1-5 HD). 10th level.
- ▶ Golem (6-10 HD). 11th level.
- ▶ Golem (11-15 HD). 12th level.
- ▶ Golem (16-20 HD) 13th level.

Note that in instances where a spellcasting class cannot reach a high enough level to create a construct (such as an elf attempting to enchant a golem with 6 or more HD) they may make the attempt, provided they:

- ▶ Have reached the highest level permissible to the class.
- ▶ Roll using the chance of success of their current level (a 10th-level elf would use the chance of success of a 10th-level character).

Most constructs have a base cost to construct equal to 2,000 gp per HD; golems have a base cost of 3,000 gp per HD. The differences between the three types discussed in this book are as follows:

Golems

Golems are immune to non-magical attacks and weapons. This quality is included in their cost, and does not add to the base price of the golem unless its defenses go above and beyond the norm (such as being only damaged by a specific type of magical weapon, as a clay golem, or requiring a specific level of enchantment to be damaged). They can have as many special qualities as desired (see p.). Golems may have any number of Hit Dice, up to 20.

Of all the constructs, golems tend to be the least intelligent but the most dangerous. Treat them as having an Intelligence of 4. Golems are not capable of independent thought, even though they have an Intelligence score; use this number to gauge roughly how a golem will respond in various situations (for example, while under attack, or if they are chasing a foe). Golems save as fighters.

In addition to the spells that constructs are normally immune to, golems are unaffected by illusions

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(however, they can be damaged by illusionist spells, such as *chromatic orb* or *shadow monsters*), phantasms, or effects that rely on physical senses (golems cannot be blinded by a *darkness* spell, nor affected by *colour spray*).

Golems are typically controlled by means of a magical device that is created at the same time the golem is created and worn by the controller. This device can take the form of a ring, torc, rod, or other similar item. As a general rule the controller must be within visual range of the golem and able to issue an audible command. The cost and time to create this controlling device is included in the overall time and cost required to create the golem.

Golems out of range of their controller – or those lacking a controller – will carry out their last command until it becomes physically impossible to do so. A golem performing a task will ignore everything else unless something stands between them and the accomplishment of their goal. Once their task is complete the golem stops what they are doing and will not act unless given another order, not even defending themselves unless they have been ordered to do so.

Living Statues

Living statues are the most intelligent of all constructs, with an Intelligence score of roughly 7. They are capable of independent thought, but not speech. Living statues obey the verbal commands of their maker; when they have completed their tasks, living statues will typically seek to do what they believe their creator wants them to do. When their creator dies, living statues become independent creatures, capable of acting on their own without direction. However, it is possible for strong-willed, powerful creatures to control a creator-less living statue, provided the proper threats and/or inducements are made.

Living statues can have a maximum of 5 HD and no more than one special quality. Living statues have the standard immunities to spells as golems, with the following exceptions:

- ▶ Living statues take normal damage from non-magical weapons (but this can be altered with a special quality).
- ▶ Living statues are not affected by the “person” version of spells but they can be affected by the “monster” version: they will not be affected by *charm person*, but *charm monster* will affect them.
- ▶ Living statues are affected by illusions normally.
- ▶ Living statues have senses equivalent to those of a human; they can be blinded, deafened, etc.

Servitors

Servitor constructs are built to fulfill a specific purpose. This is usually to be the guardian of a specific place or individual. They are of limited intelligence, typically smarter than a golem but less intelligent than a living statue, and tend to be both territorial and fiercely protective of their ward.

Servitor constructs include caryatid columns, gargoyles, and homunculi. They can have a maximum of 5 HD and an Intelligence no higher than 5; they cannot speak, normally, but can understand speech and verbal commands.

Servitor constructs will obey commands from their creator or the individuals they are tasked to serve: a gargoyle may be created to guard a temple, for instance, and will obey the commands of the temple priests. Typically, once the thing they have been created to serve no longer exists – the temple falls and the priesthood is wiped out, for instance – the servitors will remain where they are – or in the immediate vicinity – and carry out some semblance of their original tasks, but with a degree of autonomy.

Others, bound to a specific individual – such as homunculi – cease to exist once the individual dies.

Servitor constructs are a broad group that share the same traits as living statues, with the exception that they may have up to two special qualities. Additionally, they are not affected by charm spells, although *hold monster* spells can still affect them.

If imbued with the proper special qualities, servitor and living statue constructs can serve as assistants to their creators in further magical item production, increasing the master’s total output. These constructs are considered to have a gp output equivalent to an assistant of a level equal to the construct’s HD total; they are less intelligent but are able to work without ceasing. While constructs are able to work constantly, they also increase the automatic chance of failure. For each construct assistant working on a project the chance of automatic failure is increased by 2.

Example. A spellcaster has a single servitor assistant with 5 HD. The servitor is able to contribute 67 gp worth of work per week, but in doing so increases the range of automatic failure from 86-100 to 84-100.

Creating a construct requires a primary creator, who must be a high enough level to craft the construct in question. The primary creator can have assistants, who must be able to cast the same kind of spells as those used to enchant the construct – a fighter cannot serve as an assistant. Note that in some instances both arcane

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and divine casters, such as a magic-user and a cleric, can collaborate to create a construct. In these cases, designate the most appropriate character as the primary creator; the contributing spellcasters are considered the assistants. Only in these collaborative cases is it possible for two spellcasters of equivalent levels to work together (see below).

The maximum number of assistants that can help with construct creation is equal to the main creator's HD. For example, a 5th-level magic-user can have no more than 5 assistants. An assistant must be at least one level lower than the main creator. Assistants contribute to the weekly gp output at a rate equal to the primary creator's output $\times 0.9$ (rounding up); so, a 1st-level magic-user's assistant produces 3 gp worth of work per week. A 4th-level caster's assistant produces 36 gp worth of work per week. Typically, assistants are drawn from either the spellcaster's retainers or the students that come to study with the magic-user when they establish their domain-level dwelling.

However, simply because high-level spellcasters have high work outputs does not mean they can create constructs in the span of a day, or even a week. As a general rule, constructs require a minimum of one week for every 2,500 gp in value.

Spellcasters do not have to devote their entire week to creating a construct, but they must spend at least three consecutive days per week working on the construct to avoid penalties to the creation attempt. If the caster

Table 1: Base Chance of Success & Production/Week

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

* Cannot be an assistant

is spending less than a full week working on the construct, divide their total output by 7 to determine their daily productivity.

Example. A 13th-level magic-user produces 5,000 gp worth of work per week, or approximately 715 gp per day.

Like magical items, half the total cost of a construct is considered to be labor and the other half materials. Note that any additional costs incurred in building the vessel (see below) are included in the materials cost, not the labor cost.

Example. If a construct costs 6,000 gp to build, half of that (3,000 gp) is in labor and the other half (3,000 gp) is in materials.

All constructs have similar base traits, as follows:

- As unliving creatures they do not need to eat or breathe and are immune to poisons and disease.
- They are blocked by spells such as *protection from evil*.
- They do not heal naturally or with spells such as *cure light wounds*. Damage inflicted upon a construct must be repaired in a laboratory or with special spells created specifically for that purpose.

The chance to successfully enchant a construct is based upon the spellcaster's level, as seen on Table 1.

Example. A spellcaster must be a minimum of 7th level to construct a living statue. They've got a base 60% chance of success to do so. A 7th-level spellcaster can also produce 300 gp worth of work per week. Since a crystal living statue requires roughly 3,000 gp worth of labor, it will take 10 weeks for a single 7th-level magic-user to create one.

A 7th-level magic-user (300 gp per week) assisted by two 3rd-level magic-users (14 gp per week each) can produce 328 gp worth of work per week. It still takes a full ten weeks (rounding up) to craft a living crystal statue.

The enchanting attempt is successful if the spellcaster rolls equal to or lower than their target number (determined by caster level). This roll is subject to modifiers (see below) applied to the target number. In addition, if the result is a natural 86-100 the attempt automatically fails. A result of 96-100 results in a backfire (see section on p.). This roll should be made in secret by the Referee, so the spellcaster will never know for sure if their attempt was entirely successful. A natural roll of 1-5 is considered a critical success, endowing the construct with a random additional ability or power. Some suggestions for this are:

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- ▶ Maximum hit points per Hit Die.
- ▶ Increased quality (more damage per attack, an additional attack per round, faster movement, etc.).
- ▶ Additional special quality.

Note that 13th- and 14th-level spellcasters have a chance of success higher than the 86-100 range for automatic failure. These high-level spellcasters still fail on a roll of 86-100; the higher chance is simply used as a base to subtract modifiers from.

Example. A 14th-level spellcaster has a base 95% chance of success and is trying to create a bronze golem, with a -28 modifier to the target number. This reduces their base chance of success to 67%. If they were trying to create a crystal living statue, with a -4 modifier, they would still fail on a roll of 86-100.

Enchanting a construct first requires a vessel to be crafted. The vessel must be worth 3/4 of the total material cost. If the spellcaster also crafts the vessel, a -3 bonus is applied to the roll to enchant the construct. If using the skill system presented in Hex 17.23 the vessel must either be:

- ▶ Crafted by someone who is an Expert in the relevant craft.
- ▶ Crafted by someone who is Proficient or Skilled in the Relevant craft and scored a critical success on their crafting roll.

If the vessel was crafted by someone who does not meet one of the above requirements it can still be used for the purposes of enchantment, but the range of automatic failure and backfire effects are doubled. In other words, the attempt automatically fails if a 71-100 is rolled, and if the result is a 91-100 the attempt backfires.

Example. Since the crystal living statue has a material cost of 3,263 gp the vessel to be enchanted must have a material cost of 2,445 gp. The remaining 817 gp of material cost is assumed to be in consumable components, alchemical reagents, etc.

Note that homunculi are treated slightly differently, as they are animated using the blood of their creator. The blood makes up 25% of the base material cost (for this purpose, assume 1 hp of blood is worth 25 gp).

Example. With 2 HD the base cost to craft a homunculus is 5,000 gp, of which half (2,500) is the material cost. Of that material cost, 25% is the blood of the caster, or 625 gp worth. Therefore, during the process of creating a homunculus the magic-user must bleed 25 hp worth of blood. This expense can be spread out over the entire process of creating the homunculus.*

When creating the vessel for a construct a minimum of 50% of the overall vessel cost must be in the principal, with the remainder in special components. Refer to Hex 17.23 for a discussion on the difference between a principal and a special component.

The principal must be related to the nature of the vessel – the principal for a living crystal statue might be a large and flawless quartz crystal, while that for a wood golem might be the trunk of a treant, or a dryad's tree – while special components often relate to any special powers or abilities the construct possesses.

Example. To create a crystal living statue the vessel must be worth approximately 2,250 gp. The principal must be a minimum of 50% of this amount, or 1,125 gp. The rest of the cost is in special components.

The principal can be worth *more* than the 50% minimum. If this is the case, a +1 bonus is applied to the chance of success for every 10% above the minimum, to a maximum of +4 to the target number (at least 10% of the material cost must be non-principal).

Once the vessel is prepared it is enchanted, over a period of weeks or even months. The spellcaster is able to take breaks in the process, but for each full month that passes without work being done to the enchantment – even if by assistants – a -5 penalty is assessed to the target number.

If these rules are being used to create a unique kind of construct some additional information is needed to fully define the creation. Use the following rules to fill out the construct's stat block and determine the overall cost of the creation.

Building a Construct

Constructs use the same kind of stat block as all monsters. The following provides guidelines for creating a construct, both for purposes of introducing new monsters and for determining how much it costs to construct one.

Armor Class

For the most parts constructs are mindless creatures and will not actively defend themselves in combat, so their AC may not be as low as their HD suggests. However, since they are made from (typically) hard substances, the AC of a golem rarely exceeds 7 [12]. Additionally, many golems rely on special defenses (such as an iron living statue's ability to absorb metal weapons) that are conditional upon them being hit by attacks.

Use Table 2 to determine what a golem's AC should be at a given number of Hit Dice. For every point below this

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total add 25 gp to the base cost; for every point above subtract 25 gp.

Table 2: Construct Armor Classes

HD	Armor Class
1	7 [12]
2	6 [13]
3	6 [13]
4	5 [14]
5	5 [14]
6	4 [15]
7	4 [15]
8	3 [16]
9	3 [16]
10-14	2 [17]
15-19	1 [18]
20+	0 [19]

Living statues are considered to have +2 HD for purposes of determining their AC.

Example. A living crystal statue, with 3 HD, is considered to have 5 HD for purposes of determining its AC. Since crystal living statues have an AC of 4 [13], it is only a one-degree step to reach that AC, adding only 25 gp to the base cost to enchant. Iron living statues, with 4 HD and an AC of 2 [17], requires a three-degree step, adding 75 gp to the base cost.

Hit Dice

A construct's Hit Dice are the measure used to determine the baseline of all its other abilities. When creating a new construct, the Hit Dice should be determined based upon the perceived niche it fills.

For every "+" in the construct's HD, add 25 gp to the base cost.

Example. A wood golem, with 2+2 HD, adds +50 to its base cost to account for those two extra hp.

Attacks/Damage

Determine the number of attacks the construct will have and refer to table 3 to determine the baseline damage. The table provides average damage based on the number of attacks the construct has.

Constructs that possess ranged attacks use the ranged attack column to determine damage for their Hit Dice. If they also possess melee attacks, adjust the melee attack damage down by one row.

Example. A golem with 1 HD has a melee attack and

a ranged attack. The ranged attack damage is 1d4. A normal melee attack for a 1-HD construct is 1d8, but it is adjusted down one row (in this case from 1d8 to 1d6).

In instances where adjusting the row downward produces the same damage result, keep that total.

Example. A construct with 6 HD has a ranged attack doing 1d8 hp and inflicts a base of 2d8 damage in melee. Adjusting the melee damage down one row still leaves it doing 2d8 damage. If the construct had 5 HD and a ranged attack, the melee damage inflicted would be 2d6.

Constructs with ranged attacks add 50 gp to the base cost. Ranged attacks include magical or special attacks that have a range.

Constructs with more than one attack per round add 25 gp per attack beyond one to the base cost.

Example. A construct can either make two melee attacks or a single ranged attack. The ranged attack adds 50 gp, the additional melee attack 25 gp, for a total modifier of +75 gp to the base cost.

A construct's attack can do more or less damage than its Hit Dice would indicate. Treat these as row shifts: each row shift adds (or subtracts) 25 gp to the base cost. Additionally, if the damage increases relative to HD, subtract 1 from the table's success target number; if it decreases relative to HD, add a +1 modifier to the target number. Only apply the difficulty modifier once.

Example. A construct is created with 4 HD that attacks twice per round for 1d10 points of damage. This is a shift of one row, adding 25 gp to the base cost and applying a -1 penalty to the TN.

Movement

Constructs tend to have only a single – walking – movement rate, although this is not always the case; gargoyles can fly as well, for example. Assume the base walking movement for a construct is 90' (30'), with only a single type of movement. For each step the movement rate is increased add 15 gp to the base cost (or subtract, if decreased).

For each additional mode of movement, add to the base cost as seen on the Table 4. Additionally, each additional mode of movement subtracts -1 from the success target number.

Example. Gargoyles have a base movement of 90' (30') and a flying speed of 150' (50'). The flying speed adds 500 gp to the base cost and a -1 modifier to the TN.

Saving Throws

Most constructs – living statues, caryatid columns,

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Table 3: Golem Attack Damage

HD	1 attack	2 attacks*	3 attacks*	4 attacks*	Ranged**	Special***	Average
1	1d8	1d3	—	—	1d4	1d2	4.5
2	1d8	1d4	1d3	—	1d4	1d3	5
3	1d10	1d6	1d3	—	1d6	1d4	6
4	2d6	1d8	1d4	1d3	1d6	1d6	7
5	2d8	1d10	1d4	1d3	1d8	1d8	9
6	2d8	1d10	1d6	1d4	1d8	1d10	10
7	2d10	1d12	1d6	1d4	1d10	2d6	11
8	3d8	2d6	1d8	1d6	1d10	2d8	13
9	3d8	2d6	1d8	1d6	1d12	2d10	14
10	3d10	2d8	1d10	1d8	2d6	3d8	17
+1 HD	Increase average damage done per round by 1.5 hp.						

* If the construct possesses two or more different attacks that inflict different damage reduce both sets by one step: a creature with 1 HD could have two identical attacks that deal 1d3 damage each or two different attacks doing 1d6/1d2. Reduce again if the creature has three dissimilar attacks: A creature with 2 HD could have three identical attacks that each do 1d3 damage; or one that does 1d3 and two that do 1d2, or three different attacks that each do 1d2 points of damage.

** If the monster possesses a ranged attack reduce their melee attack by one step. If a 1-HD monster has both a melee and ranged attack, its melee attacks do 1d6 damage.

***Special attack damage includes the poisoned sting of a homunculus and any attack that forces the target to make a saving throw to avoid taking additional damage. Note that the type of special attack a construct possesses is determined separately as a special quality.

etc. – save as fighters of a level equal to their Hit Dice. Golems save as fighters of a level equal to half their Hit Dice, but are immune to non-magical damage. Gargoyles and homunculi save at much higher levels than normal: twice their Hit Dice for gargoyles, and as 9th-level magic-users for homunculi. Use these values as guidelines when developing new constructs. If deviating from these standards, adjudicate cost and difficulty accordingly: a golem with a normal saving throw progression, for example, might add 500 gp to the base cost and assign a difficulty modifier of –3 to the success target number.

Special Qualities

Constructs can be imbued with special qualities, both

defensive and offensive in nature. Some of the more common qualities are listed below, taken from existing constructs. Special qualities typically have a gold cost, but this cost is added to the total cost of the construct, not the base cost, unless otherwise stated. They will also typically add to the difficulty modifier.

Otherwise, special qualities can be accounted for by treating them as spells. If duplicating an existing spell that has either a permanent effect, or can be used once per round, the following modifiers can be used:

- The special quality adds to the total cost of the construct at a rate equal to 1000 gp × the spell level.
- The special quality imposes a difficulty modifier equal to the level of the spell.

Table 4: Construct Base Movement Rates and Cost Adjustments

Type	30' (10')	60' (20')	90' (30')	120' (40')	150' (50')	180' (60')	+30'
Flight	+25	+50	+100	+250	+500	+750	+1000
Swimming	+10	+20	+40	+50	+60	+100	+150
Burrowing	+5	+15	+30	+40	+50	+75	+100
Climbing*	+10	+20	+40	+50	+60	+100	+150

*Either walls and ceiling, or web.

Base movement rates for a specific type of movement have their gp adjustment in bold. Only use these if it is the construct's sole mode of movement.

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Example. The construct is under the permanent influence of a detect invisible spell. As a 2nd-level spell, it adds 2000 gp to the overall cost and a -2 penalty to the success target number.

If the effect is temporary, or can be used a maximum number of times per day, the following are applied:

- The special quality adds 500 gp per spell level to the overall cost of the construct to grant a use of once per day.
- For each additional use per day add 100 gp per spell level to the overall cost.
- The special quality imposes a difficulty modifier equal to one-half the spell level, rounded up.

Example. A construct is imbued with the ability to cast darkness three times per day. As a 1st-level spell, it adds 700 gp to the overall cost (initial cost of 500 gp, plus 100 twice for a total of three uses per day) and subtracts 1 from the success target number.

In order to imbue a construct with a special quality that mimics a spell, the creator – or an assistant – needs to be able to cast the spell in question.

Example. A 9th-level cleric wants to create a living statue that can cast lightning bolt. Since they cannot cast lightning bolt they must have an assistant that is a magic-user (or is able to cast magic-user spells), is at least 5th level (or the minimum level required to cast 3rd-level magic-user spells), and actually knows the spell lightning bolt.

Living statues can possess a maximum of one special quality, servitors two, and golems are unlimited as to special qualities. Note that each spell with which a construct is imbued is considered a separate special quality.

Area of Effect. The golem possesses an ability that can affect an area rather than a specific target. Calculate the cost of the ability as normal, then multiply the cost $\times 2$ for every 10' diameter affected.

Example One. Stone golems radiate an aura equivalent to the slow spell in a 10' radius around themselves. This is equivalent to the 3rd-level slow spell, so it would add 3,000 gp to the overall cost of the construct and -3 to the success target number. Additionally, it affects a 10' radius, so the cost is multiplied $\times 2$ twice, for a total of 12,000 gp added to the overall cost.

Example Two. Iron golems can breathe poison in a 10' cube once per encounter. This is roughly equivalent to the 5th-level cloudkill spell (it is more potent, but with a smaller area), so assume it adds 5,000 gp to the overall cost and -5 to the success target number. However, it can only be used once per day, so the additional cost is reduced

to 500 gp $\times 5$, or 2,500 gp, and it adds a -3 modifier to the target number.

Damage Reduction. This comes in three different degrees:

- 1/2 damage from normal weapons (caryatid column). +500 gp to base price, -2 success target number.
- No damage from normal weapons (gargoyle, all golems). +1000 gp to base price, -3 success target number.
- Only takes damage from one type of magical weapon (clay golem). +1750 gp to base price, -5 success target number.

Destroy Weapon. Physical weapons striking the construct have a chance of being destroyed. This comes in two degrees:

- Affects non-magical weapons only, causing them to become stuck until the construct is destroyed. Adds 2,500 gp to overall cost, -1 success target number.
- All weapons have a chance of being destroyed. Base chance is 25% per blow, with a 5% reduction for each "plus" a magical weapon has. Adds 5,000 gp to overall cost, -2 success target number.

Elemental Resistance. Immune to one type of elemental energy (fire, lightning, etc.). Adds 5000 gp to base price, -2 success target number.

Poison. The construct generates a poison. These are bloodstream poisons (refer to p. 47 of *Advanced Fantasy: Genre Rules*). Adds 750 gp multiplied by the poison type (so, a Type 4 poison adds a total of 3,000 gp) to the overall cost. Regardless of type this quality adjusts the success target number by -1.

Regeneration. Some constructs heal damage when subjected to certain attack forms: flesh golems heal damage if subjected to electrical attacks, and iron golems do so if subjected to fire-based attacks. There are two degrees to this quality:

- Each die of damage heals 1 hp instead. Adds 500 gp to the base cost and -2 to the success target number.
- Each point of damage rolled instead heals 1 hp. Adds 750 gp to the base cost and -4 to the success target number.

This quality can only be applied to damage from one type of source.

Retributive Damage. Damaging the construct has the

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potential to inflict damage upon those within a certain distance of it. This retributive damage is equal to the ranged damage that a construct of equivalent HD could inflict. This special quality has a cost of 1,000 gp that is added to the overall cost of creation, and is assumed to only affect the melee attacker that damages the construct with a specific type of weapon (edged, in the case of bronze golems), allowing a saving throw to avoid all damage. The retributive damage must be of a type consistent with the construct's nature. This subtracts 1 from the success target number.

Additional modifiers can be applied, as follows:

- Saving throw for half damage: +250 gp.
- Affects all within melee range: +1,000 gp.
- Occurs whenever construct takes physical damage of any type: +1,000 gp, -1 success target number.
- Occurs whenever construct takes any damage: +5,000 gp, -3 success target number.
- Affects all within a certain radius: +2,000 gp/10', up to a maximum of 30' radius. Subtracts 1 from the success target number per 10'.

Example. Terius the Terrible wants to build a construct that inflicts retributive damage upon all creatures within 10' whenever it suffers damage from any source. This adds a total of 8,000 gp to the overall cost of the construct and -5 to the success target number.

- +5,000 gp, -3 target number for occurring whenever the construct takes any damage.
- +2,000 gp, -1 target number for affecting all creatures within 10'.

Skill. The construct possesses a skill. This can be a general skill (such as those presented in Hex 17.23) or a class-specific skill (such as a thief skill). Servitor constructs with skills can be used as laboratory assistants. As a general rule the skill is added at a level equivalent to the caster's HD.

This adds 250 gp to the overall cost of the construct per skill rank (if using skills) or for every three levels of a class skill, rounding up.

Example. A construct that can Move Silently as a 6th-level thief has 500 gp added to the overall price.

Additional special qualities can be designed as needed, but first check to see if there is a spell that already fits the quality's effect.

Some constructs have disadvantages (notably the wood golem). For each disadvantage subtract an appropriate amount from the cost of construction. However,

disadvantages do not add to the chance of success on the enchantment roll.

Making the Enchantment Roll

The modifiers for the enchantment rolls are given on Table 5.

Table 5: Modifiers to Chances of Success

Per point of prime requisite bonus (see note 1 below)	+1
Per rank of Magical Engineering	+2
Has the Alchemy skill	+1
Alchemical lab worth 1,000+ gp	+1
Workshop worth 5,000+ gp	+3
Library worth up to 2,500 gp	--
Per additional 2,500 gp in library value	+1
No library	-5
Additional day/week spent on creation (see 3)	+3/day
Spellcaster has a sample or notes detailing successful creation (see 4)	+3
Total spell levels involved in creation	(See 5)
Creation process interrupted (see 6)	-5
Each assistant used (see 7)	-1
Speed up production	(see 8)
per HD of construct	(see 9)

Notes.

1. Only one prime requisite can be applied, and the score modifier is applied to the chance of success. Clerics use Wisdom, magic-users Intelligence. If the class has two or more prime requisites that could apply, chose the one that best fits the construct being created.
2. If the primary creator has the Alchemy skill add 1 to the success target number.

If the spellcaster also has an alchemical lab valued at 1,000+ gp add 1 to the success target number.

3. Extra time can only be added if the creator has extra time per week to devote.

Example. A 14th-level magic-user (labor output of 6,000 gp per week (or 850 gp per day) is constructing a crystal living statue, with a cost of 6,525 gp (requiring 3263 gp labor). While they theoretically have the ability to create the construct in four days, the enchantment takes one week for every 2,500 gp in value (rounding up). The enchanting of a crystal living statue, therefore, takes three weeks (21 days) total, but only four days of actual work on the mage's part. They've got 17 days to

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do other things, as long as they spend at least one day each week working on the construct.

4. If the spellcaster has a construct they want to replicate, or notes from a previously successful attempt, add +3 to the chance of success and reduce the automatic chance of failure by 2.

Example. A magic-user is looking to create a gargoyle and is using notes found in an ancient tomb that detail the construction process. Their chance of success is increased by 3 and their chance of automatic failure is decreased from 86-100 to 89-100.

5. If the construct is imbued with spells as a special quality, apply the total of spell levels as a penalty. If the spells are usable a limited number of times per day, apply only half the spell level.

Example. A golem is enchanted with one special quality that is always active equivalent to a 3rd-level spell and one special quality that can be used twice per day that is equivalent to a 5th-level spell. The total penalty to the chance of success is -6.

6. If the requirement for consecutive days or weeks of work is not met, the base chance of failure is increased by 5. This penalty can be applied twice; once for missing a consecutive day(s) of the work that needs to happen each week, and once if there is a week in which no work is done. If only one circumstance applies, the attempt automatically fails on a roll of 81-100. If both apply, it automatically fails on a roll of 76-100.

7. Each assistant used in the production of a construct increases the chance of automatic failure by 1. This holds true regardless of how long they work on the project.

Example. A spellcaster uses two assistants during the course of production. The chance of automatic failure is increased from 86-100 to 84-100.

8. The spellcaster can attempt to perform the work in less time than would otherwise be required. For each 25% reduction in time apply a -10 penalty to the chance of success and increase the chance of automatic failure by 5.

In order to speed up the creation time, the spellcaster must still devote the requisite gp-value worth of work, so it can only be done when the caster has excess production capacity; a 13th-level magic-user could speed up the creation of a *staff of power*, but a 9th-level magic-user could not.

9. The chance of successfully creating a construct is reduced by the Hit Dice of the construct, as follows:

- ▶ Living statues apply a penalty equal to their HD +1.

- ▶ Servitor constructs apply a penalty equal to their HD +3.

- ▶ Golems apply a penalty equal to their HD +5.

If the spellcaster successfully creates a construct they will also find themselves in possession of notes detailing the process. These can be used in the future to create more constructs of the same kind (see Note 4, above). The notes generated take up 1+1d4 pages per Hit Die of the construct and have a value equal to 100 gp per page.

As noted above, a roll of 86-100 is an automatic failure. The following rules can also be applied, at the Referee's discretion:

- ▶ A roll of 1-5 is a critical success. The item is endowed with an unintended beneficial quality.
- ▶ A roll of 96-100 is a critical failure. The result may either be a spectacular failure (i.e. an explosion or similar) or a subtle one (the caster thinks they have succeeded, but their creation is endowed with murderous intent!).
- ▶ If the roll fails by no more than five, and the roll is lower than an 86, the caster may attempt to create the item again, re-using 30-90% ($[2d4+1] \times 10$) of the original materials and with a 50% reduction in the time needed.

Backfires

Backfires are catastrophic failures that occur on a roll of 96-100. They are not always immediately apparent; perhaps a construct is created with a terrible flaw that will only come to light at moments of great import or stress. Or maybe the construct simply explodes in a fireball of destruction.

When a backfire occurs (see above) first roll 1d6. On a roll of 1-4, roll on the Obvious Backfire Table; on a roll of 5-6 roll on the Subtle Backfire Table. When rolling on either table add the following modifiers:

- ▶ Servitor constructs add +5.
- ▶ Golems with 1-10 HD add +10.
- ▶ Golems with 11 or more HD add +15.
- ▶ Attempts to create homunculi can fail, but never backfire.
- ▶ If the construct is being created by a cleric using at least 1 gp worth of divine energy, subtract 5 from the roll.

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Obvious Backfire Results

d100	Result
1-15	Attempt fails, destroying 1d6×1000 gp worth of laboratory equipment.
16-30	Attempt fails dangerously. The primary creator suffers 3d6 points of damage, but may save versus breath for half.
31-45	Attempt fails, destroying 1d12×1000 gp worth of laboratory equipment.
46-55	Attempt fails. The primary creator suffers 6d6 points of damage and all within 20' suffer 3d6. All may save versus breath for half damage.
56-65	Attempt fails. The resulting magical surge drains 1 level from the primary creator (no save).
66-75	Attempt fails. The elemental spirit, instead of being bound into the construct, is free and will immediately attack the primary creator and any allies nearby for 1d6 rounds before returning to the Elemental Chaos. The elemental has a number of HD equal to half the construct's HD (rounding up). The elemental will be an earth elemental except in the case of bronze golems and rock living statues, or the extremely rare case that another type of elemental is otherwise utilized.
76-85	Attempt fails in an explosion causing 9d6 points of damage to all within a 60' radius, potentially including structural damage and all the hijinks ensuing from that.
86-90	Attempt fails. The resulting backlash drains 1d4 levels from the primary creator (no save) and 1 level from all living creatures within 20'.
91-95	Attempt fails. Instead of the construct being animated by an elemental spirit the soul of a nearby individual is sucked into the vessel; the victim loses any class abilities, and all but a few shreds of intelligence and personality. The target is (1-4) the primary caster or (5-6) another individual within 30'. The target's body collapses, alive but unresponsive. Certain magics may be able to free the soul.
96-100	Attempt fails. The creator is slain, with no saving throw.

Subtle Backfire Results

d100	Result
1-15	Construct is vulnerable to non-magical attacks. If it can already be damaged by non-magical attacks it suffers maximum damage on a successful hit; otherwise it can simply be damaged by non-magical attacks.
16-30	The notes created during the process are flawed. Using them – or the construct itself – as a blueprint for future attempts doubles both the range of automatic failure and backfires.
31-45	Construct has only 1d6 hp per HD.
46-55	Construct is vulnerable to an energy type, automatically failing saving throws against that type. If the construct is supposed to be resistant to the energy type (such as a clay golem being immune to fire and cold) assume that it is affected normally (i.e. gets a saving throw).
56-65	Construct misinterprets commands in a minor fashion, without causing direct injury to the controller or other living creatures.
66-75	Construct has 1d4 hp per HD.
76-85	Construct is vulnerable to a type of magic (arcane or divine), automatically failing saving throws against the specific type of magic.
86-90	Construct misinterprets commands in ways that can be comical and/or disastrous, but not directly harmful to the controller.
91-95	Construct vulnerable to everything. Takes maximum damage from all sources of damage.
96-100	Construct is filled with murderous intent and will attempt to kill its controller. The elemental spirit controlling it will (1-3) attack immediately upon animating or (4-6) bide its time, waiting for the most opportune moment.

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Sample Costs

Caryatid Column

- 5 HD, base cost of 2,000 gp per HD. -8 to success target number.
- 1 attack inflicts damage as a 2-HD construct. -75 gp to base cost, and a +1 bonus to success target number.
- AC is one step better than normal. +25 gp to base cost.
- Damage reduction. 1/2 damage from non-magical weapons. +500 gp to base cost, -2 penalty to success target number.
- Shatter Weapons. Adds 2,500 gp to overall cost, -1 penalty to success target number.
- Total base cost is 2,450 gp × 5, for a total of 12,250, plus 2,500 gp, for an overall cost of 14,750 gp. -10 total penalty to success target number.

Gargoyle

- 4 HD, base cost of 2,000 gp per HD. -7 to success target number.
- 4 total attacks. +75 gp to base cost.
- Inflicts damage as 5-HD monster, adding 250 gp to the overall cost and a penalty of -1 to the success target number.
- Can fly at 150' (50'). Adds 500 gp to the base cost, -1 penalty to success target number.
- Immune to non-magical attacks. Adds 1000 gp to base cost and a -3 penalty to the success target number.
- Total base cost is 3,825 gp, for an overall cost of 15,300 gp and a total -11 penalty to the success target number.

Golem, amber

- 10 HD, base price of 3,000 gp per HD. -15 to success target number.
- 3 total attacks, averaging 18 damage. +50 gp to base for the extra two attacks.
- Penalized AC 7 degrees. -175 gp to base cost.
- Movement of 180' (60'). +45 gp to base cost.
- Permanent detect invisible. +2,000 gp, -2 to success target number.
- Can track without error. +1000 gp to overall cost.
- Total base cost is 2,920 gp, for an overall cost of 29,200, plus 2,000 gp for spell-like ability and

1,000 gp for tracking, for a total of 32,200 gp. -17 touccess target number.

Golem, bone

- 8 HD, with a base cost of 3,000 gp per HD. -13 to success target number.
- AC one step better than normal, +25 gp base cost.
- Four attacks averaging 14 hp. Adds 75 gp to base, -1 to success target number.
- Energy immunity (3). +1500 gp, -6 to success target number.
- Total base cost of 4,600 gp, for a total cost of 36,800 gp. -20 to success target number.

Golem, bronze

- 20 HD with a base cost of 3,000 gp per HD. -25 to success target number.
- 1 attack, dealing an average of 22 damage. Ten step reduction, subtracting 250 gp from base price.
- Retributive damage. +500 gp base. Less than normal damage. -1 to success target number.
- Immune to fire. +500 gp base cost, -2 to success target number.
- Base cost of 3,750 gp, for total cost of 75,000 gp, -28 to success target number.

Golem, clay

- 11 HD with a base cost of 3,000 gp per HD. -16 to success target number.
- 7 steps reduced AC. -175 gp base cost.
- 1 attack, dealing an average of 16.5 hp. No adjustment.
- Energy immunity to both fire and cold. +1,000 gp base cost. -4 to success target number.
- Curse. Equivalent to a permanent 6th-level spell. 6,000 gp to overall cost, -6 to success target number.
- Base cost of 42,075 gp, plus 6,000 gp, for a total of 48,075 gp. -26 to success target number.

Golem, flesh

- 9 HD with a base of 3,000 gp per HD. -14 to success target number.
- Two attacks dealing an average of 18 damage. Inflicts damage as a 10-HD construct. -1 to success target number. +25 gp for additional attack.
- Really poor AC. -200 gp base cost.
- Immune to fire, cold, and electricity. +1,500 gp base cost, -6 to success target number.

Hex 16.43 - Cave of the Elder Gargoyle

- Healed by electricity. +500 gp base cost, -2 to success target number.
- Base cost of 4,850 gp, total cost of 43,650 gp. -23 to success target number.

Golem, iron

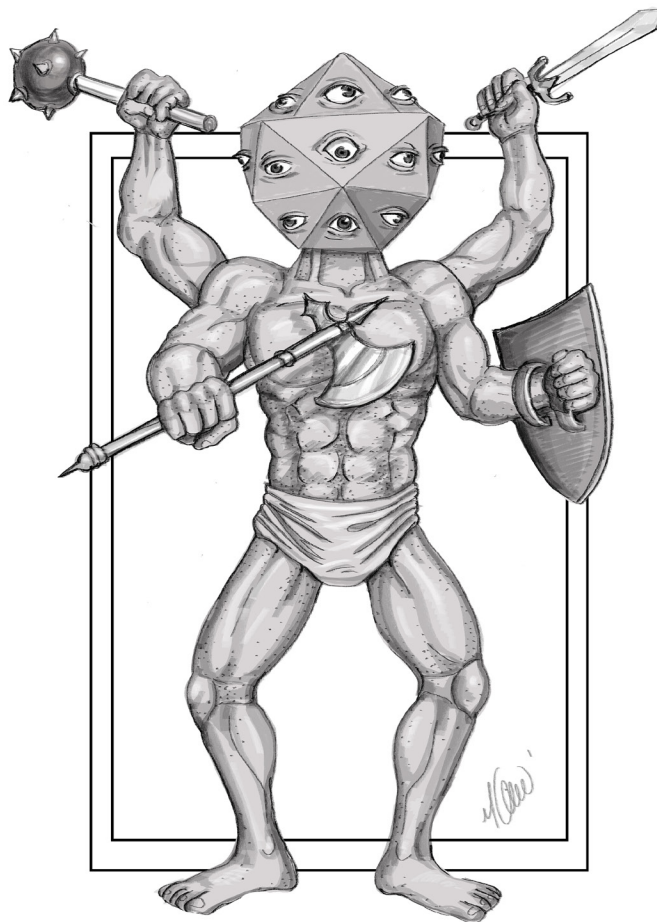
- 18 HD, with a base of 3,000 gp per HD. -23 to success target number.
- 1 attack dealing an average of 22 damage. 3 steps below average. -25 gp base price.
- Below average AC by 1 step. -25 gp base price.
- Immune to fire and cold. +1000 gp to base price, -4 to success target number.
- Poison breath once per encounter. +2,500 gp overall cost, -3 to success target number.
- Regeneration. Fire-based attacks heal 1 hp per hp of damage. +750 gp base cost, -4 to success target number.
- Base cost of 4,700 gp, for a total of 84,600 gp, plus 2,500 gp, for an overall cost of 87,100 gp. -34 to success target number.

Golem, stone

- 14 HD, with a base price of 3,000 gp per HD. -19 to success target number.
- 1 attack dealing an average of 13.5 hp. Below average by 6 steps, for a modifier of -150 gp to base price.
- Below average AC by 4 steps. -100 gp modifier to base price.
- Slow aura. +12,000 gp overall cost, -3 to success target number.
- Immune to cold, fire, and electricity. +1500 gp base price, -6 to success target number.
- Base price of 59,500 gp, +12,000 gp for slow aura, for overall cost of 71,500 gp. -28 to success target number.

Golem, wood

- 2+2 HD, with a base cost of 3,000 gp per HD. -7 to success target number.
- +2 hp. +50 gp to base cost.
- Initiative penalty. -500 gp to overall cost.
- Vulnerable to fire. -500 gp to base cost.
- Base cost of 2,550, for an overall cost of 5,100 gp, -500 gp for initiative penalty. Final cost of 4,600 gp, -7 to success target number.



Homunculus

- 2 HD, base cost of 2,000 gp per HD. -5 to success target number.
- 1 total attack, inflicting 1d3 damage.
- Can fly at 180' (60'). Adds 750 gp to base cost, -1 penalty to success target number.
- Poison. Assume equivalent to Type I. Adds 750 gp, -1 to success target number.
- Telepathic link. As *ESP*, the spell. 1,000 gp to overall cost, -1 to success target number.
- Limited range. -500 gp base price.
- Damage to creator if killed. -1000 gp base price.
- Overall cost of 5,000 gp to create, -8 to success target number.

Living Statue, crystal

- 3 HD. Base cost of 2,000 gp per HD. -4 to success target number.
- 2 attacks per round. +25 gp to base cost.
- AC improved by one degree. +150 gp to base cost.

Hex 16.43 - Cave of the Elder Gargoyle

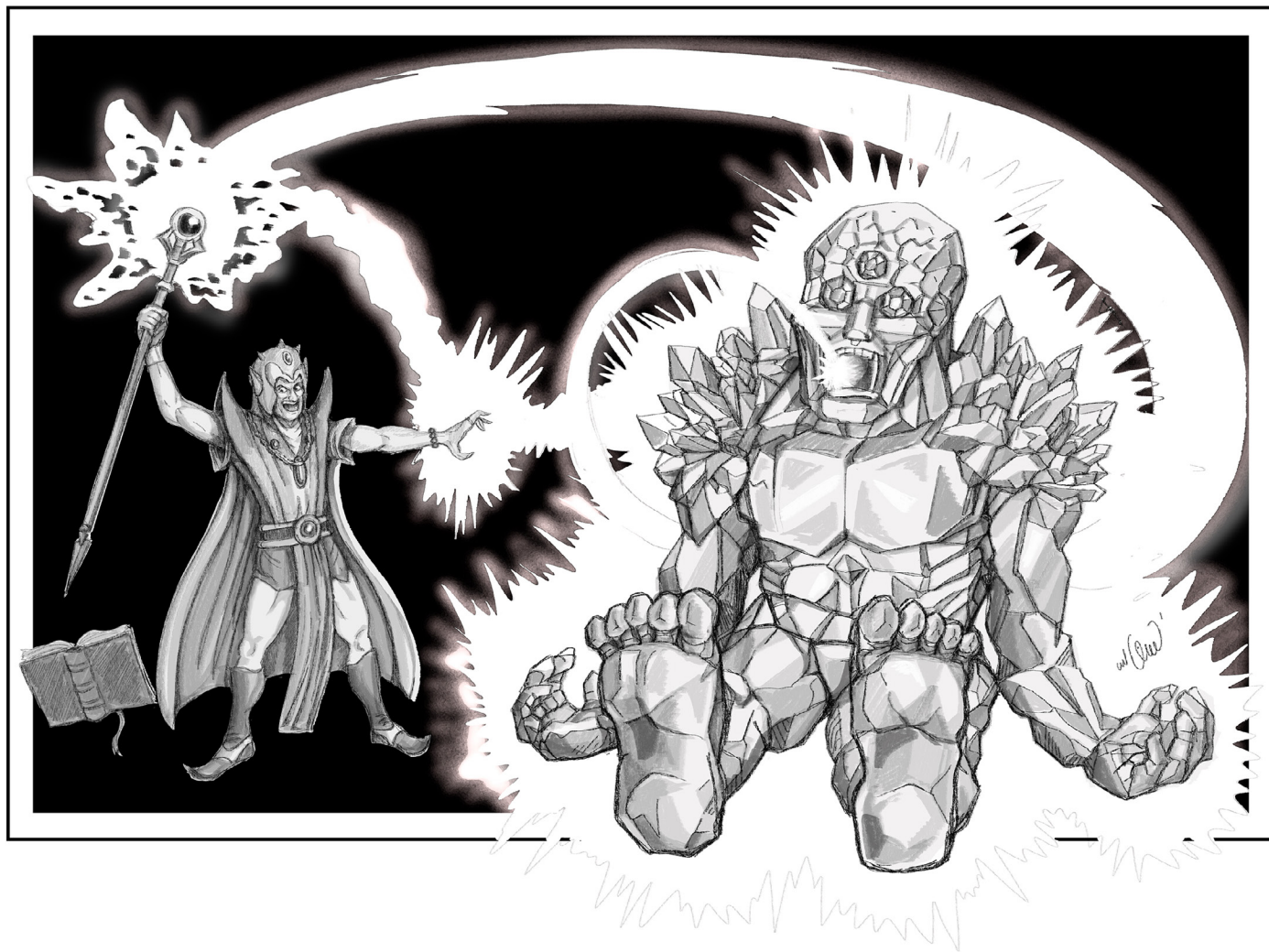
- ▶ Base cost of 2,175 gp \times 3, for a total cost of 6,525 gp. -4 penalty to success target number.

Living Statue, iron

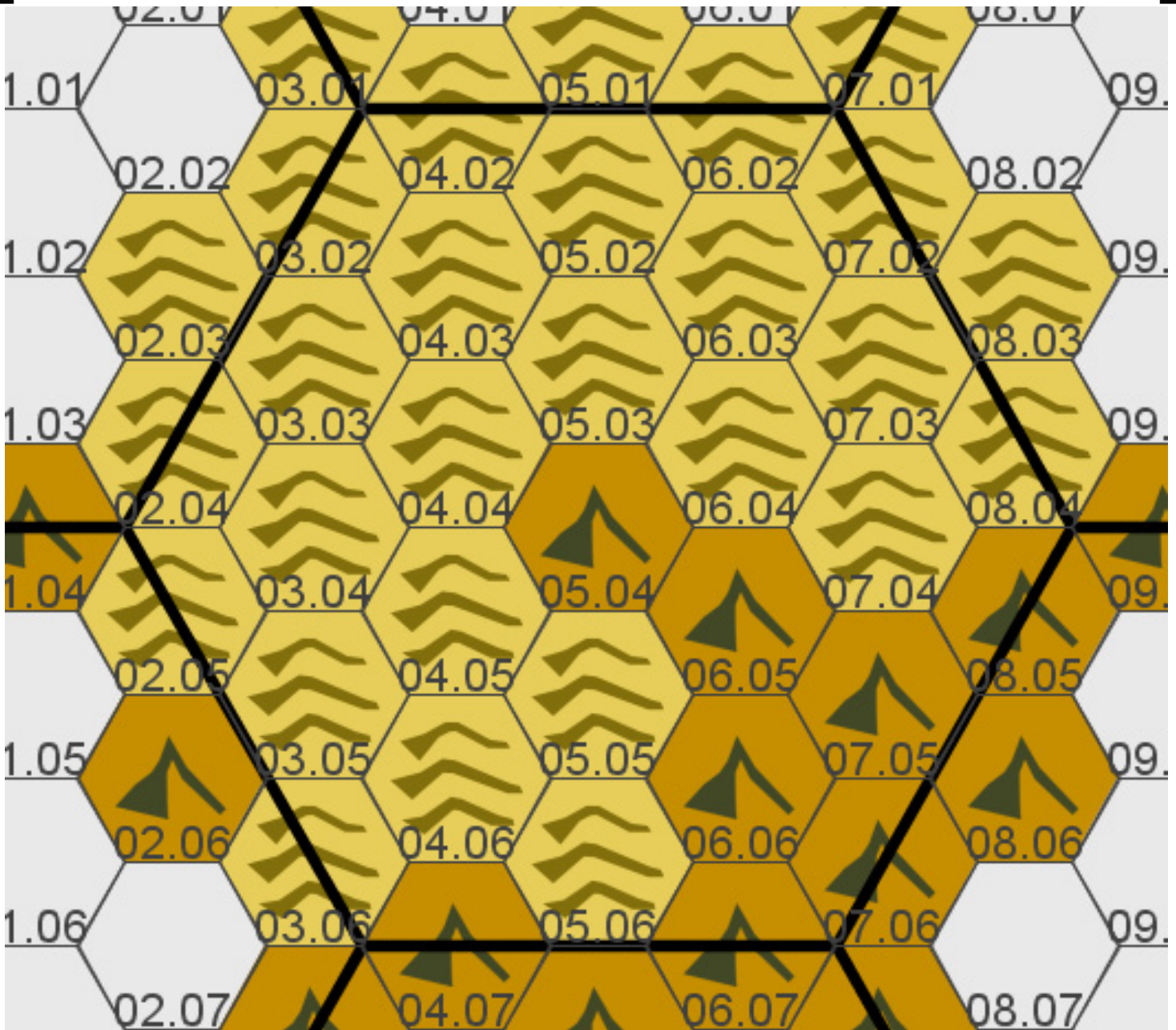
- ▶ 4 HD. Base cost of 2,000 gp per HD. -5 to success target number.
- ▶ 2 attacks per round. +25 gp to base cost.
- ▶ AC improved by 4 degrees. +600 gp to base cost.
- ▶ 1 special quality (absorb metals). Adds 1,000 gp to overall cost, -1 penalty to success target number.
- ▶ Base cost is 2,625 gp \times 4, for a total of 10,500 gp, plus 1,000 gp, for a final cost of 11,500 gp. -6 total penalty to success target number.

Living Statue, rock

- ▶ 5 HD, Base cost of 2,000 gp per HD. -6 penalty to success target number.
- ▶ 2 attacks per round. +25 gp to base cost.
- ▶ Each attack does damage as an 8-HD construct. Adds 450 gp to the base cost, in addition to a -1 penalty to the success target number.
- ▶ Base cost is 2,475 gp \times 5, for a total 12,375 gp. -7 penalty to success target number.



Hex 16.43 - Cave of the Elder Gargoyle

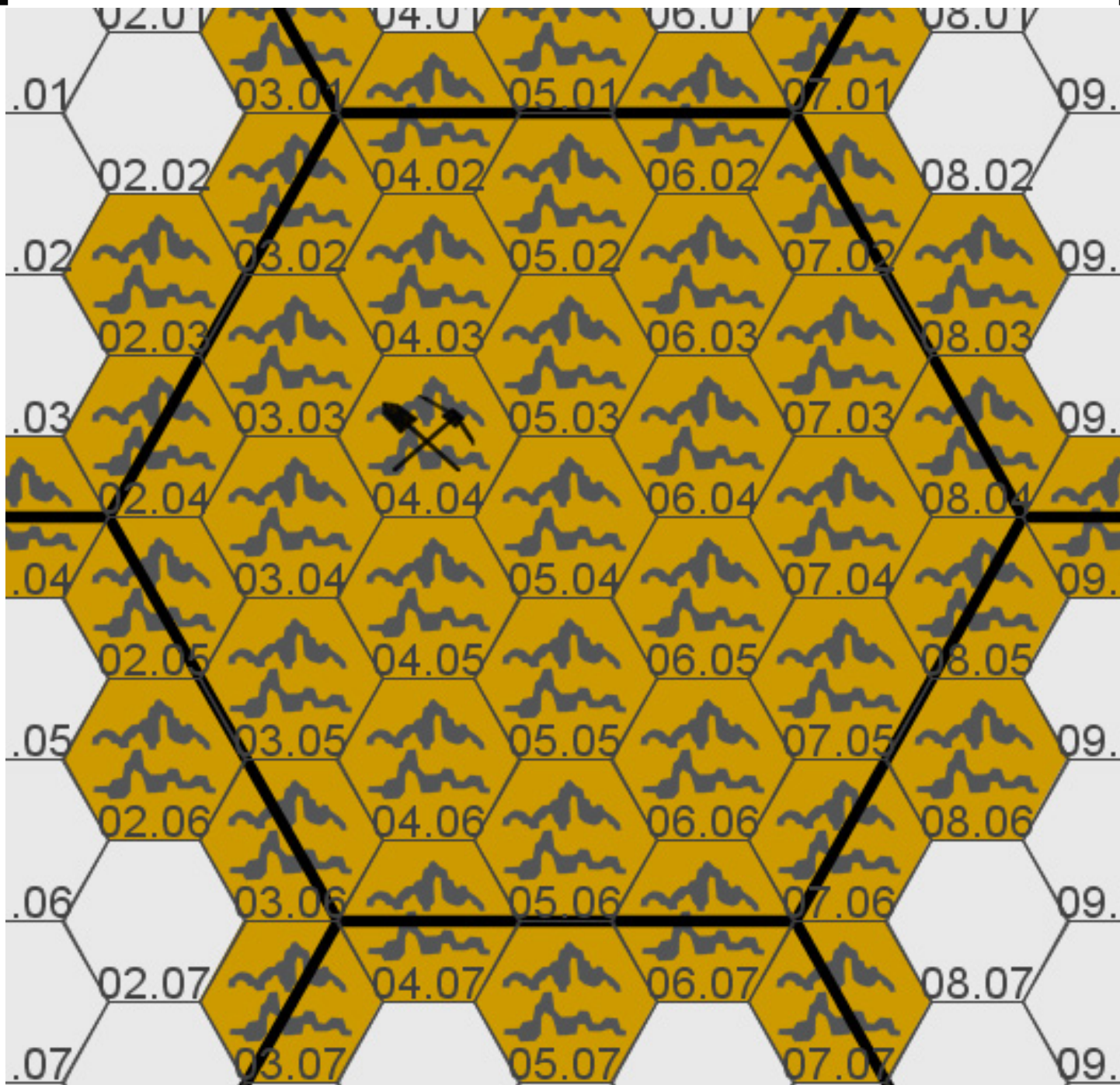


Hex 16.43

Large Hex = 6 miles, face to face

Small Hex = 1.2 miles, face to face

Hex 16.43 - Cave of the Elder Gargoyle



Hex in the Shadowlands

Large Hex = 6 miles, face to face

Small Hexes = 1.2 miles, face to face

Hex 16.43 - Cave of the Elder Gargoyle

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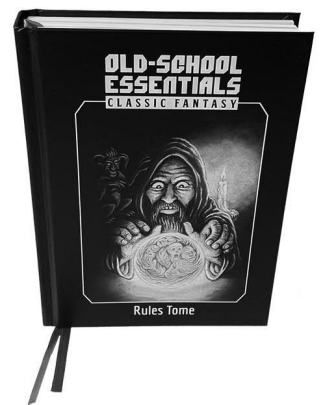
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