Hex 18.23
The Trails of Cabulech

Todd Leback
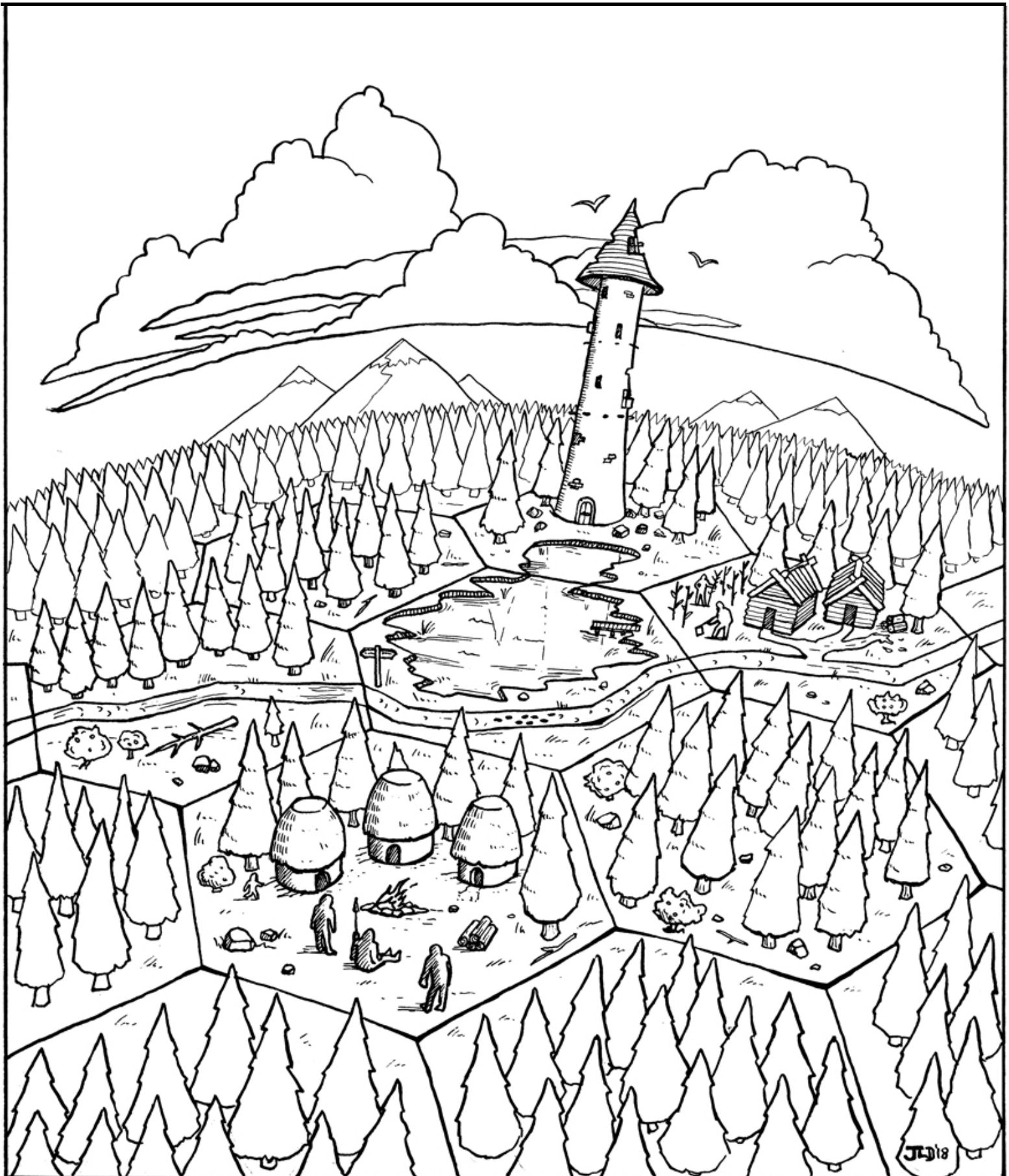
Hex 18.23 — The Trails of Cabulech

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Populated Hexes

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Introduction to Populated Hexes

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

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

Maps & Scale

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

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

Hexcrawling Rules

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

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.

18.23 — The Trails of Cabulech

Resources: Vegetable, industrial (timber, 2); Animal, game (hides, 1); Mineral, mined (limestone deposit, 3)

There are three primary inhabitants of this hex: a village of gnolls dwelling in the northeast corner; a family of five rhagodessa to the south, in a series of caverns exposed by an ancient sinkhole; and a giant snail that has left trails of glistening, hardened slime criss-crossing its territory.

The hex itself is lightly wooded, with a mix of oaks, chestnuts, walnuts and other old-growth deciduous trees. There are a number of small game animals that can be trapped for their hides.

The remains of an ancient road run at a diagonal through this hex, from the northeast face to the southwest face, starting in subhex 0703 and exiting in subhex 0206. The road is visible only as a strip largely clear of trees – save for a few small saplings here and there – and the occasional flagstone poking up through the leaf litter covering the ground. Traveling on this trail does not improve the party's movement rate.

0206. Bat, giant

A solitary giant bat lairs here, hanging upside down from the branch of an enormous pine tree overlooking the road. The tree provides decent cover, and the bat is spotted as if it were a secret door while in its lair (on a roll of 1 in 6 for most characters, 1-2 in 6 for elves, halflings, and other woodswise characters).

Bat, giant. AC 6 [13], HD 2 (6 hp), Att 1 x bite (1d4), THAC0 18 [+1], MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 1, TT None

➢ Unaffected by effects that impair, modify, or rely on sight. Magical silence blinds.

0407. Cave of the Hunters

Four rhagodessa dwell within a sinkhole that has formed in this hex. The sinkhole is some forty feet deep, the bottom opening up into a cave that the monstrous arachnids use as their lair. They emerge at night to hunt, preying upon the gnolls that dwell in subhex 0603 when possible, ranging to the north and east when not.

Scattered at the bottom of the sinkhole are 2000 silver coins, accumulated over years from prey the rhagodessa have dragged back to their lair. The coins are almost all submerged in the shallow pool of water that has collected at the base of the sinkhole. It takes one adventurer-hour to collect all the coins.

The sinkhole exposes a vein of limestone especially suited for building materials. It has a base value of 493 gp and a resource value of 2.

If encountered during the day, all four rhagodessas will be drowsing in the shadows of the shallow cave at the bottom of the sinkhole. If this lair is discovered at night 1d4 rhagodessas will be out hunting, returning in 1d6 hours.

Rhagodessa (4). AC 5 [14], HD 4+2 (11, 14, 22, 29 hp), Att 1 x sucker (grab), 1 x bite (2d8), THAC0 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 125, NA 1d4 (1d4), TT U

➢ When hit with a sucker, a target is grabbed and will be bitten automatically in the following round. Each subsequent round the grabbed target can attempt to roll less than or equal to their Strength on 3d6+2 to break free, or they can make an attack at a –2 penalty against the rhagodessa holding them.

➢ Rhagodessas can walk on walls and ceilings.

504. Glistening Trails

The forest floor in this subhex is largely leafless and free of fallen debris, criss-crossed by pearlescent tracks approximately three feet in width. These are the tracks of the giant snail that inhabits this area. Called

Cabulech by the gnolls who live to the north, the giant snail feeds mostly off the decaying vegetable matter that accumulates in woodlands, but is not above consuming animal life if the opportunity presents itself. Cabulech is beginning to expand its territory, as it has consumed most of the undergrowth in this area. In 2d6 days after the adventurers first enter this hex, the snail will move its primary location to subhex 0505.

The only treasure in this hex is Cabulech's shell and the slime residue left behind along its pathways, which can be harvested to use in alchemical concoctions. See the Appendix for more information on giant snails.

A maximum of 16 pounds of hardened snail slime can be collected from the ground in this subhex, taking 3d4 adventurer-hours per pound to collect. Any *strigi* (see Hex 17.24) encountered in this hex will likely be engaged in harvesting the slime for use in their alchemical concoctions.

Cabulech, the giant snail. AC 4 [15], HD 9* (52 hp), Att 1 x spit (see damage below), THAC0 15 [+4], MV 10' (3'), SV D7 W8 P9 B9 S11 (F9), ML 9, AL Neutral, XP 160, NA unique , TT see the Appendix

➢ Cabulech has an AC of 0 [19] when withdrawn into its shell.

603. The Blistered Skin Gnolls

About two miles north of the ancient road that runs through this hex is an enormous, ancient circular berm of earth some four hundred yards in diameter. The berm is about eight feet tall and ten feet wide at the top. It is very old, built Cycles previous by some unknown engineer, likely for defensive purposes. The exterior of the berm is overgrown with brambles and brush, making it difficult to mount the summit on foot, while the top and interior have been cleared by the Blistered Skin gnoll tribe that dwell within.

The Blistered Skin gnoll village is made up of a single clan, numbering 20 gnolls in total, as follows:

➤ Gang 1 has 5 gnolls and a 1st-level champion.

➤ Gang 2 has 6 gnolls and a 1st-level champion.

➤ Gang 3 has 5 gnolls and a 1st-level champion.

➤ Gothsucshai, chieftain with 4 HD.

➤ The chieftain has four 2nd-level gnolls that serve as her bodyguard: Taka, Thadmoran, Draggud, and Moranru.

➤ Salmarend, 4th-level sorcerer.

➤ Two slaves.

Use the following stat blocks for unnamed gnolls:

Gnoll, normal. AC 5 [14], HD 2 (9 hp), Att 1 x weapon (2d4 or by weapon +1), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA 1d6 (3d6), TT D

➤ Each normal gnoll has 1d6 sp worth of treasure, or roll 1d12 on the following table.

Gnoll, champion. AC 5 [14], HD 2 (10 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA 1d6 (3d6), TT D

➤ If using the Alternate Rules, assume gnoll champions have the Toughness Knack unless otherwise desired. This is already accounted for in the stat block.

➤ Each champion has 1d12 sp worth of treasure, or roll 1d20 on the following table.

Roll	Result
1-5	nothing of value
6-8	1d6 sp
9	pouch of tobacco worth 1d4 gp
10	1d4 knucklebone dice, clearly weighted
11	a single gold earring, worth 1d6 gp
12	dried rat kept for a midnight snack
13-14	1d12 sp
15-16	small, pretty crystal worth 1d8 gp
17	silver dagger of human make
18	50' of rope
19	flask of oil
20	one dose of a random drug, obtained from the *strigi* in Hex 17.24

The Blistered Skin tribe is led by Gothsucshai, a powerful female who has ruled with an iron fist for the past ten years. Several younger gnolls, chiefly Taka, one of her bodyguards, have begun to make a play

Blistered Skin Gnoll Placement Table

NPC	1	2	3	4	5	6
Gang 1	Hunting in Hex 18.23				Outside*	Patrol**
Gang 2	Hunting in Hex 18.23				Outside*	Patrol**
Gang 3	Hunting in Hex 18.23				Outside*	Patrol**
Gothsucshai	Hex 18.23	Area 7			Outside*	Patrol**
Taka	Hex 18.23	Area 2			Outside*	Area 7
Thadmoran	Hex 18.23	Area 4			Outside*	Area 7
Moranru	Hex 18.23	Area 6			Outside*	Area 7
Draggud	Hex 18.23	Area 7			Outside*	Patrol**
Salmarend	Hex 17.24	Area 3				Hex 18.24

*Hunting outside Hex 18.23

*The gang will be patrolling the perimeter of the village (Areas 1 and 8).

for the leadership position. The chieftain is advised by Salmarend, a 4th-level gnoll sorcerer who secretly wishes to depose the chieftain and install Taka as an easily manipulated puppet.

Each time the adventurers enter this hex, roll on the placement table to determine where the named gnolls are. When rolling on the table start from the top and work down. No more than one gang at a time will be hunting within Hex 18.23, outside of Hex 18.23, or be on patrol. Additionally, roll to determine how many bodyguards are with Gothsucshai. Do not roll to place those bodyguards that are with the chieftain. Regardless of the results, there will always be at least one gang and one bodyguard remaining in the lair.

Note that it is possible for there to be no gnolls on patrol around the village. If this is the case, adjust the encounters in Areas 1 and 8 to account for it. The gnolls are not especially vigilant, in addition to being somewhat lazy.

Once all of the patrolling and hunting parties have been placed, the remaining gnolls will automatically be found in their indicated locations. Gnolls that are hunting in Hex 18.23 return to the lair in 1d8 hours. Gnolls hunting outside the hex return in 2d10 hours. Salmarend occasionally travels to Hex 17.24 to trade with the owl-folk, and Hex 18.24 to plot with the goblin tribe lairing there.

The interior structures of the village are crude and quickly built from wood. The gnolls have felled saplings and lashed them together with vines to create basic dwellings, waterproofed with hides. None of the structures have actual doors, relying instead on hide curtains.

Area 1. Entrance

The berm is broken by a 15' wide passage on the eastern side. The gnolls have fashioned a wooden gate from downed saplings, atop which they display the skulls of their conquered enemies. It takes an open doors check of 1-2 in 6 for creatures smaller than gnolls to open the gate.

There are typically two normal gnolls stationed here, drawn from the gang that is currently on patrol duty. The gnolls are not especially aware, or interested in guard duty, and can be surprised on a roll of 1-3 in 6.

Area 2. Gang One's Dwelling

The gnolls of the first gang dwell here. In addition to the normal gnolls and their champion, Taka sleeps here. She has begun the process of subtly (for a gnoll) subverting the gnoll gang into supporting her in an eventual bid against Gothsucshai's reign.

Taka, 2nd-level warrior. AC 5 [14], HD 3 (16 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique , TT D

- ➤ *If using the Alternate Rules, Taka has the Leader of the Pack Knack, giving all gnolls within 45' a +1 bonus to morale checks.*
- ➤ *She has a personal treasure of 45 gp and a* ring of controlling plants. *It is this ring that has enabled the gnolls to control the vampire roses they have planted in Area 8.*
- ➤ *Taka fights with two swords (see the gnoll warrior section in the Appendix).*

Area 3. Salmarend's Hut

The sorcerer of the Blistered Skin clan lives here by himself. The tent is fashioned from tanned deer skin, the curtain covering the doorway made of vertebrae strung on sinew.

Salmarend, 4th-level sorcerer. AC 5 [14], HD 5* (19 hp), Att 1 x weapon (1d8) or 1 x spell (by spell), THAC0 16 [+3], MV 90' (30'), SV D12 W13 P13 B15 S14 (M4), ML 8, AL Chaotic, XP 300, NA unique, TT unique

Salmarend has a potion of delusion *that he believes to be a potion of healing, a* ring of fire resistance, *and a* scroll of protection against undead *with which he has been trying to bribe the goblins in Hex 18.24.*

He can cast four 1st-level and two 2nd-level spells per day, and knows the following spells: charm person, detect magic, light, magic missile, invisibility, levitation *(2nd),* mirror image *(2nd),* web *(2nd).*

If using the Alternate Rules, Salmarend has the Metamagic Knack with two sorcerer points to spend per day.

Area 4. Gang Two's Quarters

These are the sleeping quarters for the second gang of gnolls. In addition to the normal gnolls and champion that lair here, Thadmoran, another of Gothsucshai's bodyguards, sleeps here as well.

Thadmoran, 2nd-level warrior. AC 3 [16], HD 3 (24 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique , TT D

- ➤ If using the Alternate Rules, Thadmoran has the Toughness Knack.
- ➤ He has a personal treasure of 20 gp and carries a shield +1 (included in AC).
- ➤ Thadmoran fights with a large, double-bladed axe.

Area 5. Slave Pen

The gnolls keep their slaves in this pen, made of tall wooden stakes with an open roof. The door to the pen is kept shut with a heavy wooden bar, requiring a Strength of 16 or higher to open. Neither of the slaves in the pen right now are currently strong enough to open in.

The slave pen currently holds two orcs from Hex 16.23; they had come here seeking an audience with Gothsucshai and were promptly captured and thrown in the slave pens, where they have been kept since, taken out only to perform chores the gnolls don't want to tackle (which, to be fair, consists of most chores). Salmarend noted that the orcs were *charmed* when captured, and is thus appropriately wary of the naga dwelling in Hex 16.23.

Both orcs are weak and near death, each with only 1 hp (although note their normal hit points are given in the entry below). If freed, their immediate course of action will be to try to return to their mistress. Each orc will die from exposure and overwork 1d8+1 days after the adventurers first enter the hex. The gnolls capture 1d2–1 creatures per week. These creatures are added to the slave pen, and usually have a life expectancy of 2d4 weeks (depending on how hungry the gnolls get). Roll below to determine the species of any new captives.

1-2. Goblin from Hex 17.22

3-4. Orc from Hex 16.23

5. Owl-folk from Hex 17.24

6. Goblin from Hex 18.24

7. Adventurer from party passing through

8. Referee's choice

Area 6. Gang Three's Quarters

The gnolls of the third gang lair here. In addition to the normal gnolls and champion of the gang, Moranru, one of Gothsucshai's bodyguards, sleeps here as well.

Moranru, 2nd-level warrior. AC 5 [14], HD 3 (15 hp), Att 1 x weapon (1d8 +3), THAC0 16 [+3], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT D

- ➤ *If using the Alternate Rules, Moranru has the Hideous Cackle Knack.*
- ➤ *Moranru has a personal treasure of 10 gp and a flawed sapphire worth 37 gp. He also has a* sword +1 *(included in stat block).*

Area 7. Gothsucshai's Quarters

Gothsucshai sleeps here, along with Draggud, one of her bodyguards. The treasure of the gnoll clan is kept in here, hidden under a pile of hides the gnolls use to sleep on. There, in a hollow in the ground, can be found 3,785 gold coins.

Draggud, 2nd-level warrior. AC 5 [14], HD 3 (19 hp), Att 1 x weapon (1d8 +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT D

- ➤ *If using the Alternate Rules, Draggud has the Tenacious Knack.*
- ➤ *He has a personal treasure of 54 gp.*

Gothsucshai, chief and 3rd-level warrior. AC 5 [14], HD 4 (30 hp), Att 1 x weapon (1d8 +3), THAC0 16 [+3], MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 35, NA unique, TT D

- ➤ *If using the Alternate Rules, Gothsucshai has the Toughness Knack.*
- ➤ *Gothsucshai fights with two normal swords, using the two-weapon fighting style described in the Appendix.*
- ➤ *Gothsucshai has a personal treasure worth 103 gp in addition to the clan treasure.*

Area 8. The Perimeter

The perimeter of the village is a quarter-mile long earthen berm. The gnolls have encouraged the undergrowth to flourish here, and it is a tangled, nearly impassable wall of briars, brambles, stinging nettles, and poison ivy.

The gang that is currently charged with patrolling the perimeter will be stationed at the top of the berm (less the gnolls standing watch at the gate). The gnolls on patrol do not perform their job with any particular vigor or interest, and are often distracted, being surprised on a roll of 1-3 in 6.

The undergrowth surrounding the berm is thick and nearly impenetrable. It reduces movement by 1/2, and attempts to sneak through it are made at disadvantage (roll twice, taking the lower of the two rolls). Additionally, the

gnolls have cultivated a half dozen vampire rose bushes and planted them randomly throughout the undergrowth. Anyone trying to pass through has a 1 in 6 chance of encountering one of these blood-sucking plants.

Vampire rose. AC 7 [12], HD 4 (20 hp), Att 1 x thorn (1d8 blood drain), THAC0 16 [+3], MV 30' (10'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 75, NA 0 (1d8), TT Nil

> ➤ *On a successful hit, a vine wraps around the target and will automatically drain 1d8 hp per round.*

> ➤ *Targets that suffer damage must make a save versus spells or lose all willpower, not struggling or fighting against the drain. The save is made each round the victim takes damage.*

> ➤ *Once a victim has been slain the plant's white flowers turn red.*

The gnolls mostly avoid ranging south past the ancient road that bisects this hex, as they are aware of the Darkwoods and prefer to avoid it whenever possible — plus, several of their members were eaten by the giant catfish that lurk in the lake in **Hex 17.23**. They've also lost a gnoll to the hunting rhagodessas in subhex 407, and half a dozen to Cabulech over the past year.

Wandering Monsters

1. Gnolls (Named NPC, plus 1d6–1 normal gnolls).
2. Gnolls (1 gang hunting, determine randomly).
3. Cabulech.
4. *Strigi* band. At night, replace this result with 1d3 rhagodessas from subhex 407.
5. Goblins (3d6 plus one 2nd-level lieutenant, from Hex 17.22, on a diplomatic mission to the gnolls).
6. Orcs (3d4 plus one 2nd-level captain, from Hex 16.23, on a raiding mission against the gnolls).
7. Pegasus (1d2, from subhex 305. This encounter will not occur within one subhex of the gnoll village, and only occurs during the day). At night, replace this encounter with the giant bat from subhex 206.
8. Axebeak (2d4. These prehistoric birds have wandered southwest from Hex 19.22, outside the bounds of this mini-setting. If this encounter is rolled, but the birds are not eliminated, they have a 1-4 in 6 chance of lairing in a random subhex in this hex).

Axebeak. AC 6 [13], HD 3 (15 hp), Att 2 x claws (1d3) plus 1 x bite (2d4), THAC0 17 [+2], MV 180' (60'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Neutral, XP 35, NA 1d6 (2d4), TT D

> ➤ *Large, flightless bird.*

Appendix

Magical Item Creation

Most spellcasters possess the ability to create magical items, and this section presents a system for determining how long it takes to create a magical item and what the chances of success are. Hex 17.23, *The Lake of Abominations*, has a guide for determining the pricing of magical items.

The length of time it takes to create a magical item is based upon the level of the spellcaster. The amount of work a spellcaster can produce per week is based upon their Cost of Living (see p. 16 of Hex 16.24) and clarified on the table below. A 1st-level magic-user, therefore, produces 4 gp worth of work per week.

Table 1.1 Base Chance of Success and Production/week

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

*Cannot be an assistant.

Creating a magical item requires a primary creator, who must be a high enough level to craft the magic item in question. The primary creator can have assistants, who either must be able to cast the same kind of spells as those used to enchant the item, or, in the case of potions,

have the alchemist skill (see Hex 17.23). Note that in some instances both arcane and divine casters, such as a magic-user and a cleric, can collaborate to create an item. 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 magical item 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 × .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 a powerful magical item in the span of a day, or even a week. As a general rule, charms and fetishes take a minimum of one day for every 100 gp in value; potions and scrolls take a minimum of one week for every 500 gp in value; and charged or permanent items take one week for every 5,000 gp in value. The discrepancy between actual working time and minimum production time may be justified within the narrative of gameplay in whatever way players and Referees wish — for instance, the time not spent actively crafting an item may be occupied with research, testing, managing assistants, and haggling with brokers over exotic components.

The spellcaster must devote a number of consecutive days per week to crafting a single item, as follows. The minimum amount of time that can be spent on an item is one day, so any excess production is lost. Keep in mind that the labor required to create a magical item (in terms of the creator's gp output) is one half the overall value of the item: a 1st-level spell scroll costs 500 gp, of which 250 gp is materials and 250 gp is labor.

Production-time Examples

A 13th-level magic-user can produce 5,000 gp worth of work per week. However, if they want to create a 2nd-level spell scroll, costing 1,000 gp in total (500 gp in labor, or 1/10 their weekly output), they can't actually scribe the spell in that amount of time; a scroll with a 2nd-level spell takes two weeks minimum to scribe (1 week per 500 gp in value). Assuming a 7-day week, our

13th-level magic-user can produce about 700 gp worth of work per day. Spellcasters can only work on a single item each day, regardless of any left-over production. Rounding down, it takes them one day each week over a period of two weeks to scribe the scroll.

If the same magic-user was scribing a scroll with a 6th-level spell, costing 3,000 gp, it would take six weeks. Half of that amount, or 1,500 gp, is labor. Again, our magic-user is spending six days over the overall creation time, one day each week.

Something more expensive, like a *staff of power* (costing 85,000 gp) requires 17 weeks to make and requires 42,500 gp worth of labor, or 2,500 gp worth of work per week. The magic-user must devote four consecutive days per week (700 gp/day × 4 days = 2,500 gp), for a period of seventeen weeks, to create the staff. The other three days per week can be filled as desired.

If a 9th-level magic-user were to attempt to create a *staff of power* it would still require the 17 weeks and 42,500 gp to make it, but since the magic-user only produces 1,250 gp worth of work per week they would have two options:

> ➢ Bring in apprentices to help with the work.

> ➢ Spend the extra time needed to reach the gp value.

Realistically, they would likely have to do both in order to complete the process in a timely manner.

If magical item creation requires fewer than seven days per week the spellcaster has some options as to how to spend their free time.

> ➢ They can work on multiple magical items, as long as they do not require more than seven days of labor per week in total.

> ➢ They can perform spell research.

> ➢ They can adventure.

There are five broad categories of magic items: charms/fetishes, scrolls, potions, charged items, and permanent magical items. The magic items a spellcaster can create depend upon their level, as follows (note that this expands on the rules found in **OSE Core**).

> ➢ Cleric/magic-user/elf/drow/druid/illusionist: Fetishes at level 3, scrolls at level 5, potions at level 7, charged and permanent items at level 9.

> ➢ Bard/half-elf: Fetishes at level 5, scrolls at level 7, potions at level 9, charged and permanent items at level 11.

> ➢ Gnome: Charms at level 3, scrolls at level 5, potions at level 6, charged and permanent items at level 8.

> Paladin/ranger: Fetishes at level 11, scrolls at level 13, potions at level 14. Can create holy water as a cleric of a level equal to their own level –3.

Note that some of the Alternate rules presented in this series allow spellcasters to create items at an earlier level than those given above. In these cases, use the spellcaster's actual level to determine their chance of success, time to create, etc.

A spellcaster has a base chance of creating a magical item based upon their level, as seen on Table 1.1. However, every spellcaster, regardless of level or modifiers, will fail on a roll of 85-100. 13th- and 14th-level magic-users have a chance of success higher than this automatic failure rate only to mitigate negative modifiers. If the required work is not performed over consecutive weeks there is a decreased chance of success (see below). An assistant can continue the work if the primary spellcaster is absent with a lesser penalty to the roll (and with the added benefit of work continuing).

If the spellcaster successfully creates a magical item – other than scrolls – they also find themselves in possession of notes detailing the process. These can be used in the future to create more items. For charms, fetishes, and potions the notes are 1d4 pages per 500 gp in the item's value. For charged and permanent items there are 1d4 pages, plus 1 for every 5,000 gp in value. The notes have a value equal to 100 gp per page.

As noted above, a roll of 85-100 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 95-100 is a critical failure. The spellcaster thinks they were successful, but in reality have created a cursed item.

> If the roll fails by no more than five, and the roll is lower than an 85, the caster may attempt to create the item again, re-using 30-90% (2d4+1 × 10) of the original materials and with a 50% reduction in the time needed.

Examples: We will assume that each sample magic-user is Expert in Magical Engineering (granting a +6 bonus), has an Intelligence of 16 (granting a +2 bonus), has access to a workshop worth 5,000 gp and a library worth 5,000 gp (granting a total modifier of +4), for total positive modifiers equal to +12.

A 5th-level magic-user is attempting to scribe a 1st-level spell scroll. It has a total value of 500 gp and takes a

minimum of one week to make. The material and labor costs are 250 gp each. The magic-user produces 75 gp worth of work per week and has a base 50% chance of success. This is modified by their +12% positive modifier, –2 for the first-level spell. Their modified chance of success is 60%. On a roll of 61-65 they fail, but are able to re-use 30-90% of the material and attempt again, needing only 50% of the base time required.

A 9th-level magic-user is attempting to scribe the same 1st-level spell. The magic-user produces 1,250 gp worth of work a week, so only needs to spend two consecutive days on the scroll (1,250 / 7 = 178 gp of work per day, rounding down), although it actually takes a week to make without penalty. They have a base 70% chance of success, modified as in the example above, giving them a total 80% chance of success. Even if they fail, as long as they roll under an 85 they are able to start over, re-using much of the material and taking half the time.

A 13th-level magic-user is also attempting to scribe the same spell. They produce 714 gp worth of work per day, so only need one day to actually scribe the scroll, although again it takes the full week to do so without penalty. They have a base chance of 90% to succeed, and will only fail if they roll an 85-100. If the roll is between 85-90 they may start over at a discount in time and materials, as above.

The Ecology of the Giant Snail

Giant snail. AC 4 [15]*, HD 7-12, Att 1 x acid spit (1d4 per HD), THAC0 by HD, MV 30' (10'), SV as fighter 7-12, ML 9, AL Neutral, XP by HD, NA 1d4 (1d4), TT U + special

Giant snails spit a stream of acid to a range of 60'. All within the 5'-wide line of spit may save versus breath attacks to take half damage. The snail's first spit attack inflicts a number of d4s in damage equal to the snail's HD. For each additional time the snail spits in a day, reduce the damage by one die, to a minimum of 1d4.

If the snail fails a morale check, it withdraws into its shell, improving its AC to –1 [20]. When outside its shell the snail's blubbery body is resistant to damage, taking 1/2 damage from all physical attacks.

When outside its shell there's a 1-2 in 6 chance that ray, force, or line spells (such as *lightning bolt*, *magic missile*, *color spray*, etc.) are reflected back at the caster. This chance increases to 1-4 in 6 when the snail is within its shell.

Giant snails are extremely territorial, the smallest claiming an area of approximately half a square mile, the largest roaming areas of nearly 2.4 square miles (or two subhexes). The ground within a snail's territory will typically be clean and unnaturally smoothed by the

Modifiers to Chances of Success

Per point of prime requisite bonus (see note 1 below)	+1
Per rank of Magical Engineering	+2
Per rank of Alchemy or Herbalism (see 2)	+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)	-2 (or -5)/level
Creation process interrupted (see 6)	-5*
Each assistant used (see 7)	-1*
Speed up production	See 8

Notes:

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

2. If creating potions add +1 per rank of Alchemy and/or Herbalism. If creating other magical items add a +1 if the primary creator has Alchemy and a +1 if they have Herbalism, regardless of the number of ranks they have in the skills.

3. Extra time can only be added if the creator has extra time per week to devote. In the example above, the 13th-level magic-user is already spending four days per week creating a *staff of power*. For each additional day they spend, they gain a +3 bonus to the chance of success, up to a maximum of three days (or +9 to the chance). These extra days must be consecutive with the required time, and must be included in each week of the creation process. Failing to meet this requirement negates the bonus, but it does not apply a penalty.

4. If the spellcaster has an item on hand they want to replicate, or notes from a previously successful attempt, increase the chance of success by +3 and reduce the automatic chance of failure by 2. *Ex. A magic-user is looking to create a* sword +1 *and is using an existing magical sword as a template. Their chance of success is increased by 3 and their chance of automatic failure is decreased from 85-100 to 87-100. This bonus does not apply to the scribing of scrolls.*

Modifiers to Chances of Success

5. Total up the spell levels required to create the item and multiply by 2 to determine the total penalty (this penalty is increased to –5 per spell level for permanent magical items only).

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

   ➢ A spell scroll with a 6th-level spell would impose a –12% penalty.

   ➢ A spell scroll with three 3rd-level spells would impose a –18% penalty.

   ➢ The enchantment required to create a *sword +1* is equivalent to a 1st-level spell, so imposes a –5 penalty.

   ➢ A *staff of power* is enchanted with a total of 20 spell levels, so imposes a –40 penalty to the chance of success.

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 80-100. If both apply, it automatically fails on a roll of 75-100.

7. Each assistant used in the production of a magical item increases the chance of automatic failure by 1. This holds true regardless of how long they work on the project. *Ex. A spellcaster uses two assistants during the course of production. The chance of automatic failure is increased from 85-100 to 83-100.*

8. The spellcaster can attempt to perform the work in less time than would otherwise be required. For each:

   ➢ 50% reduction in time for charms/fetishes, scrolls, or potions;

   ➢ 25% reduction in time for charged or permanent items;

   apply a –10 penalty to the chance of success and increase the chance of automatic failure by 5. For instance, our 13th-level magic-user could attempt to:

   ➢ Scribe a scroll with a 1st-level spell over a four-day period, rather than a week (counts as one 50% reduction). Doing it in two days counts as an additional 50% reduction, and one day would be a third 50% reduction.

   ➢ Scribe a scroll with a 2nd-level spell over a period of one week (counts as one 50% reduction).

   ➢ Scribe a scroll with a 6th-level spell over a period of three weeks (counts as one 50% reduction).

   ➢ Create a *staff of power* over a period of 13 weeks (counts as one 25% reduction). Doing so in 10 weeks counts as a second 25%, in 8 weeks as a third 25%, etc.

   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; the 13th-level magic-user could speed up the creation of a *staff of power*, but a 9th-level magic-user cannot. Creation of any item requires the spellcaster to be of a high enough level to produce the desired effects.

shimmering secretions the snail leaves behind (with an acid content similar to their spit when fresh).

They are vulnerable to effects that cause desiccation, suffering maximum damage from such attacks, and will take 1d6 points of damage per round if hit with a pound or more of salt. The salt inflicts damage for a number of rounds equal to the number of pounds of salt +1d4.

1 in 6 giant snails are extremely intelligent (with an Intelligence of 12+1d6). Intelligent snails may (1-3 in 6 chance) possess other special qualities; see the table below to determine these.

Giant snails possess no man-made treasure, but their shells are extremely valuable to alchemists, magic-users, and highly specialized armorers. If captured intact the shell of a giant snail is worth 500 gp (plus an additional 100 gp per HD above 7) and weighs a base of 30 pounds (plus 10 pounds per HD over 7). It can be used as a principal to create magical armor or other items. Magical armor or shields created using giant snail shells have the additional ability to reflect spells cast upon the user on a roll of 1 in 6.

The slimy residue left behind by the snail's passage is also valuable, if time consuming to collect. Once it is dried (1d3 days) it may be scraped up and collected. For every giant snail lairing in an area, the adventurers will be able to collect 4d10 pounds of dried slime, taking a single adventurer 3d4 hours per pound to collect. This substance, called *abula*, is valuable to alchemists, and is worth a base of 20 gp per pound.

Intelligent Giant Snail Abilities

1d12	Ability
1-2	Can cast spells as a magic-user of level 1d6.
3-4	Can cast spells as a cleric of level 1d6.
5	Can communicate with living creatures within 2d6×10 feet via telepathy, ignoring language barriers.
6	The snail's shell is decorated with abstract, coruscating patterns. Anyone looking at the snail must Save v. Paralysis or be *held* in awe (as *hold person*) for 3d4 rounds.
4	The snail possesses a 25% chance to resist any spell cast upon it (in addition to its spell reflection ability). Resisted spells that could otherwise have been reflected are stored within the creature's shell, and may be cast by the snail at any point within twenty-four hours.

Intelligent Giant Snail Abilities

1d12	Ability
8	The snail is a preternatural font of knowledge. Once per week, if brought the proper offerings, it will answer four questions posed to it as if by the *commune* spell, communicating the answer via movements of its eye-stalks.
9	The giant snail can use telekinesis, as a *ring of telekinesis*, with the ability to manipulate small and intricate items.
10	The giant snail can use telekinesis, as a *ring of telekinesis*, with the ability to manipulate small and intricate items.
11	Supply your own ability here.
12	Roll twice on this table, taking both results. If a result is rolled twice, reroll.

Gnolls

This section presents two playable gnoll character classes. Standing around seven feet in height, these lanky humanoids most closely resemble bipedal hyenas with flatter snouts, opposable thumbs, and no tails. They are semi-nomadic, usually staying in one place for no more than four or five years, although occasionally they will settle in one location for longer. When they do, however, they will often roam quite far from their lair in order to raid other settlements for goods and slaves.

Gnolls in Absalom, a world where small gods exist anywhere there is someone to worship them, are atheist, worshiping no gods. As such, all gnolls are naturally resistant to divine magic. Any time a gnoll is targeted by a divine spell they may roll their saving throw versus spells twice, taking the better of the two results.

Gnoll Warrior

This is the basic gnoll class used to create champions, chieftains, and other gnolls of note. If normal, lesser gnolls are encountered, use the stat block found on p. 163 of **OSE Core**.

Requirements: Str 12, Con 9
Prime Requisites: Str, Con
Hit Dice: d8
Maximum Level: 9
Armor: Any (see below)
Weapons: Any
Languages: Bestial

Gnoll warriors have two prime requisites: Strength and

Constitution. If a gnoll's Strength is at least 13 and their Constitution 12 or higher they receive a 5% bonus to all XP earned. If the gnoll has a Strength of 16 or higher and a Constitution of 13 or higher the bonus increases to 10%.

Gnolls have good vision, and are able to see in dim light (such as outside at night, or underground with minimal illumination) as if it were daylight. They can wield any weapons, preferring long bows and two-handed weapons such as pole-arms, battle axes, etc. Gnolls possess little ability to work with metal or stone; any armor they wear is typically pieced together from that scavenged from the corpses of their victims. Armor made to fit a gnoll costs twice as much as normal armor to make. Any metal weapons they wield are likewise typically stolen.

All gnolls have the following racial characteristics. This includes regular gnolls without class levels.

➢ **Speed.** While they typically move with a slow gait, gnolls are capable of great bursts of speed. When motivated they can move at a rate of 150' (50') feet per round, and can keep up this movement rate for a length of time equal to 1 turn per Hit Die.

➢ **Carrying Capacity.** Gnolls can carry more than humans, and for longer periods of time. Double their encumbrance limits.

➢ **Two-weapon fighting.** Gnolls are large and strong enough that they can use two-handed weapons one-handed. They can fight with either a weapon and a shield or, if they choose, two weapons. When fighting with two weapons the second must be a one-handed weapon of normal size (dealing 1d8) or smaller. Only one attack is made, but if the attack hits, roll damage

for both weapons, taking the better of the two results. All damage and to-hit modifiers affecting a gnoll's attacks are applied to both weapons.

Ex. A 1st-level gnoll warrior is fighting with a two-handed sword (1d10) in one hand and a longsword (1d8) +1 in the other. If the attack hits, the gnoll rolls 1d10 and 1d8, adding +1 (from the magic sword) and +1 (from their natural damage bonus) to both rolls, taking the higher result.

➢ **Iron Constitution.** Gnolls, like their hyena ancestors, are scavengers by nature, and are less affected by poison and disease than other creatures. When making saving throws to avoid either hazard, they roll twice, taking the better of the two results.

Gnoll warriors inflict an extra +1 point of damage when attacking in melee or with thrown weapons. This damage bonus increases to +2 at 3rd level, +3 at 6th level, and +4 at 9th level.

In addition, beginning at 1st level gnolls have the ability to cleave through their foes. If they deliver the killing blow to an enemy with a melee or missile attack, they are allowed to attack another individual within range. If the subsequent blow slays that target as well, they may continue making attacks against successive foes, up to a maximum number of additional targets equal to their HD (a 2nd-level gnoll, therefore, can Cleave a maximum of 3 targets beyond the first).

At 4th level all gnolls have the option of striking off on their own to form their own pack. Over a period of three months they attract 5d4 normal gnolls, 2d4 1st-

Gnoll Warrior

| Level | XP | HD | THAC0 | Saving Throws | | | | | Bonus |
				D	W	P	B	S	
1	—	2d8	19 [0]	12	13	14	15	16	+1
2	2,350	3d8	18 [+1]	11	12	13	14	15	+1
3	4,700	4d8	17 [+2]	10	11	12	13	14	+2
4	9,400	5d8	16 [+3]	10	11	12	12	14	+2
5	19,000	6d8	15 [+4]	9	10	11	11	13	+2
6	38,000	7d8	14 [+5]	8	9	10	10	12	+3
7	76,000	8d8	14 [+5]	8	9	10	10	12	+3
8	152,000	9d8	13 [+6]	7	8	9	9	11	+3
9	304,000	10d8	12 [+7]	6	7	8	8	10	+4

*At the Referee's discretion gnoll NPCs can use the Monster attack progression

level gnolls, 1d4 2nd-level gnolls, and 1d3−1 3rd-level gnolls. If the gnoll is leaving an existing pack then half of those rolled leave with them and the rest will join at regular intervals over the next three months. If the gnoll was not part of an extant pack, all the new gnolls arrive periodically over the same time span.

The gnolls do not require payment, but the new chieftain must not show any weakness, and must provide their new followers with plentiful slaves and spoils. If the gnoll chieftain is defeated in battle or fails to provide for those under their command, make a morale check at the beginning of each month. If the roll fails, 1d4×10% of the pack will leave. The morale check is made each month until the chieftain is able to lead the pack to victory against a foe.

Alternate Rules

If using the alternate character customization rules introduced in Hex 17.24, gnoll warriors begin play with one skill, plus bonus skills due to high intelligence, gaining an additional skill at levels 3, 5, 7, and 9.

Additionally, 1st-level gnoll warriors begin play with one Knack taken from the following list. They gain an additional Knack at levels 4 and 8.

Bloodthirsty. If the gnoll damages a target with a melee attack they gain a +1 bonus to attack and damage rolls made against the same target until the fight ends, one of the two dies, or the gnoll can no longer attack the target in melee.

Brutal Critical. The gnoll scores an automatic hit on a roll of 19 or 20. If doubling damage on a critical hit (instead of inflicting maximum damage) reroll ones, taking the second result even if it is also a 1.

Harrier. Usually movement occurs prior to attacking. A gnoll with the Harrier Knack can move, attack, and then move again, provided they have enough movement left for the round. They may also move between Cleave attacks, again provided they have movement left. Any opponent with whom the gnoll is engaged in melee may attack prior to the gnoll's movement, if the opponent has not yet done so, but this does not grant opponents an extra attack against the gnoll.

Hideous Cackle. The gnoll, in lieu of attacking, may let loose a hideous, cackling laugh that forces any enemy within 30' to make a morale check. PCs make a Save v. Petrification. Those that fail suffer a −1 to all attack and damage rolls for 1d4 rounds.

Feral Awareness. The character gains a +1 bonus to avoid being surprised, and to initiative checks.

Leader of the Pack. Gnolls within 45' of the character gain a +1 bonus to all morale checks they make.

Pack Tactics. If the gnoll is engaged in melee with a target that one or more additional gnolls are also engaged with, the gnoll with this Knack gains a bonus to their attack rolls equal to the number of additional gnolls engaged.

Ex. Rudgrim, a gnoll with this Knack, is attacking Sir Rupert. There are two other gnolls also attacking the poor knight. Rudgrim gains a +2 bonus to all attack rolls made against Rupert. The other two gnolls gain no such benefit. If Rupert slays one of the other gnolls this bonus is reduced to +1.

Self-improvement, Primary. The gnoll warrior can increase either their Strength, Constitution, or Dexterity by 2, or two of these by 1 each. This Knack can only be selected at levels 4 and 8. If allowed in the campaign, gnollish characters can have Strength and Constitution scores of 19.

Self-improvement, Secondary. The gnoll warrior can increase either their Intelligence, Wisdom, or Dexterity by 2, or two of these by 1 each. This Knack can only be selected at level 8. An improved secondary score cannot exceed 18.

Skilled. The gnoll knows an additional three skills.

Tenacious. Once per day, when reduced to 0 hp, the gnoll immediately regains 1d4 hp.

Toughness. The character has 1d10 hit points per Hit Die instead of 1d8.

The gnoll warrior is created using the rules in *Classing up the Joint*, as follows:

- Attack as fighter +2
- Save as fighter +1
- d8 HD, plus 1 HD at level one +6
- Weapon use (4) +2
- Armor use (4) +2
- Advantage against divine spells, poison, and disease +1.5
- Early domain benefits (level 4) +1.25
- Low-light vision +.25
- Two prime requisites −.25
- Level limited to level 9 −4
- Total modifier: 11.75
- XP to reach 2nd level: 2,350

Gnoll Sorcerer

Level	XP	HD	THAC0	Saving Throws					Spells Per Day				
				D	W	P	B	S	1st	2nd	3rd	4th	5th
1	0	2d6	19 [0]	13	14	13	16	15	2	—	—	—	—
2	4,850	3d6	18 [+1]	13	14	13	16	14	3	—	—	—	—
3	9,700	4d6	17 [+2]	12	13	12	15	14	3	1	—	—	—
4	19,400	5d6	16 [+3]	12	13	12	15	13	4	2	—	—	—
5	39,000	6d6	15 [+4]	11	12	11	14	12	4	2	1	—	—
6	78,000	7d6	14 [+5]	11	12	11	14	12	4	3	2	—	—
7	156,000	8d6	14 [+5]	10	11	10	13	11	5	3	2	1	—
8	310,000	9d6	13 [+6]	10	11	10	13	10	5	4	2	2	—
9	620,000	10d6	12 [+7]	9	10	9	12	9	5	4	3	2	1

Gnoll Sorcerer

Gnoll sorcerers are arcane, spontaneous spellcasters. While they cast spells from the magic-user list they do not need to memorize or study spells, instead possessing the innate ability to use magic. While they can cast more spells per day than a normal magic-user, they draw from only a limited number of spells known.

Requirements: Str 9, Con 9, Cha 12
Prime Requisites: Cha, Con
Hit Dice: d6
Maximum Level: 9
Armor: Leather only, no shields
Weapons: Any, but cannot cast spells if using two-handed weapons.
Languages: Bestial

Gnoll sorcerers have two prime requisites: Charisma and Constitution. If the sorcerer has at least a 13 in both scores they gain a +5% bonus to XP. If their Charisma is at least 16 the bonus increases to +10%.

Gnoll sorcerers share the same racial characteristics as normal gnolls, as follows:

- ➤ **Speed.** While they typically move with a slow gait gnolls are capable of great bursts of speed. When motivated they can move at a rate of 150' (50') feet per round, and can keep up this movement rate for a length of time equal to 1 turn per Hit Dice.

- ➤ **Carrying Capacity.** Gnolls can carry more than humans, and for longer periods of time. Double their encumbrance limits.

- ➤ **Two-weapon fighting.** Gnolls are large and strong enough that they can use two-handed weapons one-handed. They can fight with either a weapon and a shield or, if they chose, two weapons. When fighting with two weapons the second must be a one-handed weapon of normal size (dealing 1d8) or smaller. Only one attack is made, but if the attack hits, roll damage for both weapons, taking the better of the two results. All to-hit and damage modifiers affecting a gnoll's attacks are applied to both weapons.

- ➤ **Iron Constitution.** Gnolls, like their hyena ancestors, are scavengers by nature, and are less affected by poison and disease than other creatures. When making saving throws to avoid either hazard, they roll twice, taking the better of the two results.

Gnoll sorcerers save as magic-users and attack as fighters, based upon their Hit Dice rather than their level. However, when casting spells they use their level to determine any variable results.

Ex. A 5th-level gnoll sorcerer saves as a 6th-level magic-user and attacks as a 6th-level fighter. However, if they were to cast fireball, *the spell would do 5d6 points of damage.*

A gnoll sorcerer can Cleave with melee or missile attacks (see the gnoll warrior class, above) a number of times per round equal to half their Hit Dice.

Gnoll sorcerers know a number of spells equal to their class level, plus the highest spell-level they can cast, plus their Constitution modifier. A first-level gnoll sorcerer with a Con of 14 (+1 bonus) will therefore know three spells; at fourth level they will know seven spells.

At each level the caster has the ability to "learn" a new spell of a level equal to or lower than the maximum

level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided the sorcerer has an available spell slot of the required level.

Every time a sorcerer reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, for any one spell the sorcerer can cast. Once this is done the sorcerer "forgets" how to cast the original spell.

Ex. Gregar is a 5th-level gnoll sorcerer with a Constitution of 14 (+1 bonus). Gregar knows nine spells in total. Upon reaching 6th level Gregar gains the ability to cast one new spell, and can switch out one spell they know for another they do not.

Gnoll sorcerers draw their spells from the magic-user spell list.

Gnoll sorcerers can create fetishes at level 3, potions at levels 5, scrolls at level 7, and permanent magical items at level 9. Use their spellcaster level to modify their chance of success.

At 4th level the gnoll sorcerer begins to attract students interested in receiving instruction in the ways of sorcery. Over a period of three months 1d4 1st-level sorcerers and 1d8 normal gnolls come to study with the sorcerer. Realistically, this means the sorcerer will likely put the normal gnolls to work hunting, bullying other gnolls, or otherwise serving their master, while the real apprentices are grudgingly taught what the sorcerer knows in between running errands for them. Each normal gnoll has a 1 in 6 chance of leaving at the end of each month of service, and each sorcerer has a 1 in 10 chance of leaving at the same time. Normal gnolls are replaced over time at a rate of 1d3–1 per month and sorcerers at a rate of 1d2–1 per month.

Alternate Rules

A gnoll sorcerer begins play knowing one skill, in addition to bonus skills equal to their Intelligence modifier. They gain a new skill at levels 4 and 8.

The character begins play with one Knack, selected from the following list. They gain an additional Knack at levels 5 and 9.

Cantrip. The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5' radius or extinguish a fire no larger than a torch or lantern, clean or dry a 25 square foot area, produce small gusts of wind or indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one's basic appearance, etc. Generally, cantrips have a maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The character can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells can be cast with a range of up to 25 feet to do 1d4 points of damage, or up to 60 feet to do 1d2 points of damage. Both options require a successful attack roll, and the target does not get to make a save.

Concentration. The character has practiced casting spells during combat. If they suffer damage while casting a spell, they can attempt to roll less than or equal to their Constitution on 3d6 to continue casting the spell. Add 1d6 to the roll for every 10 points of damage the caster takes (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails, the spell is not cast but is also not lost.

Expanded Repertoire. The sorcerer increases the number of spells they know by three. This Knack can be selected multiple times.

Familiar. The sorcerer gains a familiar, an animal companion bonded magically to the character. When bonded to a familiar the sorcerer gains one additional Hit Die (a 1st-level gnoll sorcerer would have 3d6 hp) and increases their maximum Hit Dice to 10, as well as acquiring some special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Death Save. If the save fails the caster suffers damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent; the damage can be healed as normal. At the referee's option a sorcerer that survives the loss of a familiar can regain one after a period of time and the appropriate rituals.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster's own body is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

A familiar can be any small creature with no more than 2 HD. When the caster reaches levels 5 and 9 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 3 the two are capable of understanding each other; prior to

that, each is only aware when the other is experiencing strong emotions.

Metamagic. The caster gains a number of "sorcerer points" equal to half their caster level (rounding up) that can be used to do one or more of the following as a free action when casting a spell. The points regenerate after a full night's sleep.

> Careful Spell (1 point/target). Designate a number of targets within the spell's area of effect equal to the number of points spent. These creatures automatically succeed on any require saving throws.

> Distant Spell (1 point). Double the spell's range, or, if the range is touch, increase the range to 20'.

> Empowered Spell (1 point/die). Reroll a number of the spell's damage dice, taking the new results. Each die to be rerolled costs 1 point. This ability can be used after the original dice are rolled. The new results are used regardless of what they are. *Ex. Gregar casts* fireball, *doing 5d6 points of damage. Two of the rolls result in 1s, so he chooses to reroll those, spending two sorcerer points. The first roll is a 5 and the second a 1 again.*

> Extended Spell (2 points). Spells with a duration of longer than Instant have their duration doubled, to a maximum duration of 24 hours.

> Heightened Spell (3 points). The target of a heightened spell rolls any applicable saving throws twice, taking the lower of the two results.

> Quickened Spell (4 points). The character casts this spell quickly. They may cast an additional spell in the same round, provided the second spell is no higher than 2nd level.

> Subtle Spell (2 points). The spell can be cast without verbal or somatic components.

> Twinned Spell (variable). When casting a spell that affects a single individual and doesn't have a range of self, the sorcerer can affect an additional target within 5' of the original by spending one point per spell level. The additional target is affected by the spell as initially cast, with any variables remaining the same. Twinned spell cannot be used to modify spells that *can* affect more than one target (such as *magic missile* or *hold person*).

Self-improvement, primary. The sorcerer can increase their Constitution, Strength, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 5th and 9th level. If allowed in the campaign, gnollish characters can have Strength and Constitution scores of 19.

Self-improvement, secondary. The sorcerer may increase their Intelligence, Wisdom, or Dexterity by 2, or two of the above scores by 1 each. This may only be selected at 9th level. An improved secondary score cannot exceed 18.

Skilled. The character gains an additional three skills.

Shapechange. The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their own intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every consecutive day past the first spent in their chosen form the spellcaster must roll less than or equal to their Intelligence using 3d6, plus 1 per additional day. Failure indicates they're unable to change back to their original form. If the character remains in their alternate form for four days, for instance, they must roll less than or equal to their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 5 and 9. If selected more than once, a different form must be chosen.

Toughness. The sorcerer has 1d8 hit points per Hit Die instead of 1d6.

Gnoll sorcerers are built using the rules found in *Classing up the Joint*, as follows:

> Attack as fighter +2

> Save as magic-user –1

> d6 HD, plus 1 HD at level one +5.5

> Weapon use (4) +2

> Armor use (2) 0

> Arcane spellcasting, 125% progression +20

> Advantage against divine spells, poison, and disease +1.5

> Early domain benefits (level 4) +1.25

> Low-light vision +.25

> Limited spell selection –3

> Two prime requisites –.25

> Level limited to level 9 –4

> Total modifier: 24.25

> XP to reach 2nd level: 4,850

Gnoll Demographics

This section discusses gnollish demographics, using the entry for gnolls on p. 163 of **OSE Core**. The smallest group of gnolls is called a gang and consists of 1d6 normal gnolls. Each gang of gnolls is led by a 1st-level gnollish warrior. If using the Alternate Rules presented in this book, the Referee can assume that all classed gnolls (champions, bodyguards, etc.) have the Toughness Knack (having 1d10 instead of 1d8 hp per HD) instead of selecting Knacks for each gnoll.

A gnoll clan consists of 1d3 gangs. Multiple clans band together to form villages. A gnoll clan will be led by a gnoll warrior of level (1-4) 3 or (5-6) 4. The gnoll leader will have 1d4 2nd-level gnoll warriors that serve as bodyguards. Each clan has a 1-2 in 6 chance of including a sorcerer; roll on the table below to determine the sorcerer's level. Each clan also has a 1 in 10 chance of being led by a sorcerer, rather than a warrior of an equivalent level.

A gnoll pack consists of 2-5 clans. In addition to the clan sub-chiefs the pack is ruled by a (1-3) 4th-level warrior, (4-5) 5th-level warrior, or (6) 6th-level warrior. The pack chief will have 1d4+1 2nd-level warrior bodyguards, 1d4 3rd-level lieutenants, and an additional 1 in 6 chance of having a sorcerer that serves as an advisor, as well as the standard chances (see below) of having slaves and giant hyenas.

A gnoll tribe consists of 2-8 clans. In addition to the clan sub-chiefs the tribe is ruled by (1-3) a 5th-level warrior, (4-5) a 6th-level warrior, or (6) a 7th-level warrior. The tribe's chieftain will have 2d4 2nd-level warriors as bodyguards, 1d4+1 3rd-level enforcers, and 1d4 4th-level lieutenants. They have an additional 1-2 in 6 chance of having a sorcerer that acts as an advisor. The tribal chieftain will have 2d6 slaves and (1-2) no hyenas, (3-5) 3d6 hyenas, or (6) 2d6 giant hyenas.

A gnoll village consists of 4-10 clans and, in addition to the clan sub-chiefs, is ruled by a gnoll warrior of level (1-3) 6, (4-5) 7, or (6) 8. The village's chieftain will have 2d4+1 2nd-level warriors as bodyguards, 1d4+2 3rd-level enforcers, and 1d4+1 4th-level lieutenants. They have an additional 1-2 in 6 chance of having a sorcerer that acts as an advisor. If a sorcerer does serve the chieftain, roll twice to determine their level, taking the higher of the two results. The tribal chieftain will have 2d6+2 slaves and (1-2) no hyenas, (3-5) 3d6 hyenas, or (6) 2d6 giant hyenas.

A gnoll warhorde consists of 5-20 clans and, in addition to the clan sub-chiefs, is ruled by a gnoll warrior of level 9. The warchief will have 3d4 2nd-level warriors as bodyguards, 2d4+1 3rd-level enforcers, and 2d4 4th-level lieutenants. They have an additional 1-3 in 6 chance of having a sorcerer that acts as an advisor. If a sorcerer does serve the chieftain, roll three times to determine their level, taking the highest of the three results. The warchief will have 4d4 slaves and (1) no hyenas, (2-4) 3d6 hyenas, or (5-6) 2d6 giant hyenas.

Gnoll Sorcerer Level Table

1d100	Sorcerer Level
1-30	1st level
31-50	2nd level
51-65	3rd level
66-77	4th level
78-85	5th level
86-90	6th level
91-95	7th level
96-98	8th level
99-100	9th level

Gnolls are slave-takers, and any given gnoll clan will have 1d3–1 slaves for every ten gnolls (1-10 gnolls have 1d3–1 slaves, 11-20 have 2d3–2, etc.). The gnolls do not discriminate amongst races when it comes to their slaves, even taking gnolls from other clans. Any so unfortunate as to be captured are used for labor and, eventually, meals.

Each clan will also have (1-3) no hyenas, (4-5) 2d6 normal hyenas, or (6) 1d4 giant hyenas.

Hyena. AC 7 [12], HD 3 (14 hp), Att 1 x bite (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 2d6 (2d6), TT None

Hyena, giant. AC 7 [12], HD 5 (23 hp), Att 1 x bite (3d4), THAC0 15 [+4], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Neutral, XP 175, NA 2d4 (2d4), TT None

Giant hyenas can be ridden as mounts by gnoll-sized or smaller creatures.

Roll 1d20 on the table below to determine the number of clans present in a given random encounter:

Gnoll Settlement

1d20	Size
1-10	1 Clan
11-14	1d4+1 clans (pack)
15-17	2d4 clans (tribe)
18-19	2d4+2 clans (village)
20	5d4 (warhorde)

Groupings of more than one clan are inherently unstable, due to the fractious and Chaotic nature of the gnollish race. The fewer clans that band together, the longer an alliance will last, especially if led by a particularly strong individual. If a subchief of any component clan is killed there's a 1 in 6 chance the village splinters, falling apart over a period of 1d8 days as the clans feud and bicker. In these instances each component clan loses 1d4–1 × 10% of their number due to inter-clan warfare. If the village chieftain is slain, the chance of collapse increases to 1-3 in 6, with each component clan suffering a 1d6×10% drop in numbers.

Every so often an immensely powerful leader emerges, uniting a horde of gnolls larger than those typically seen. The horde ravages across the countryside for as long as its warlord is able to hold it together. Luckily for the realms of Men, these hordes rarely last even a year, at which point the warhorde inevitably splinters and the various clans go their individual ways. Regardless of any other factors, a gnollish warhorde can usually only stay intact for 2d4 months after forming.

There's a 1-4 in 6 chance that any gnoll clan is nomadic and a 1-2 in 6 chance that a gnoll village will be nomadic. A nomadic clan or village of gnolls settles in one place for 2d6 months, ranging relatively far (2d4 hexes) to find food, before moving on to establish a new temporary campsite. When it is time to move they will relocate 2d6 hexes away from their old settlement.

Even the more permanent gnoll settlements rarely remain for more than twenty years or so, relocating roughly once every generation.

Gnolls typically speak Bestial, the language of Chaotic humanoids. Additionally, each gnoll with at least one class level has a 1 in 6 chance to speak one of the following languages: Common, Giant, Swampspeak, or Trog. This chance is increased by 1 for every odd level above 1st the gnoll possesses (maximum chance of 1-5 in 6) and decreased by 1 for each additional language the gnoll already speaks.

Ex. A 7th-level gnoll has a 1-4 in 6 chance of speaking one of the above languages. If it is determined they can speak an additional language, they have a 1-3 in 6 chance of speaking a second additional language.
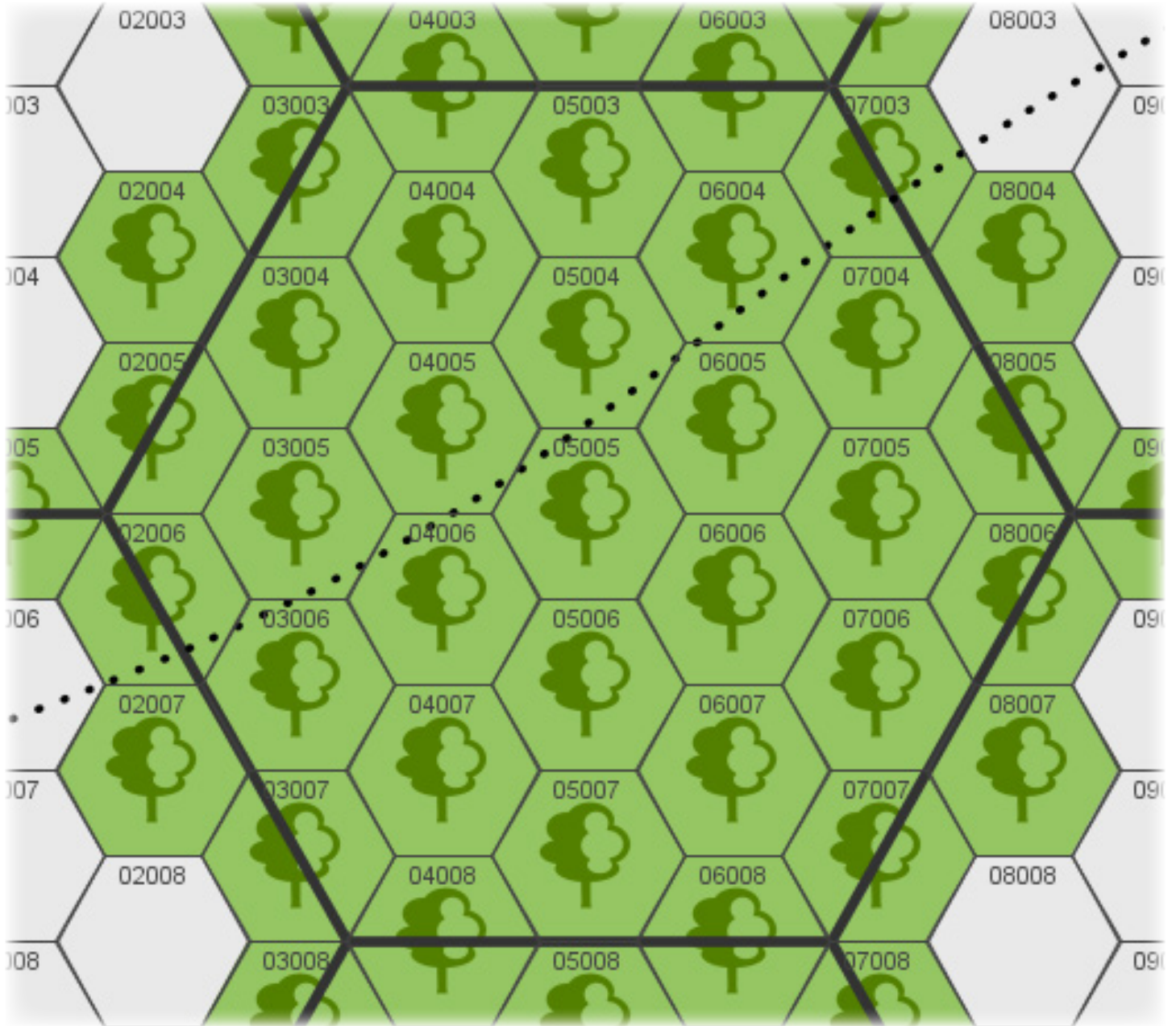
Large hex = 6 miles, face to face

1 subhex = 1.2 miles, face to face

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