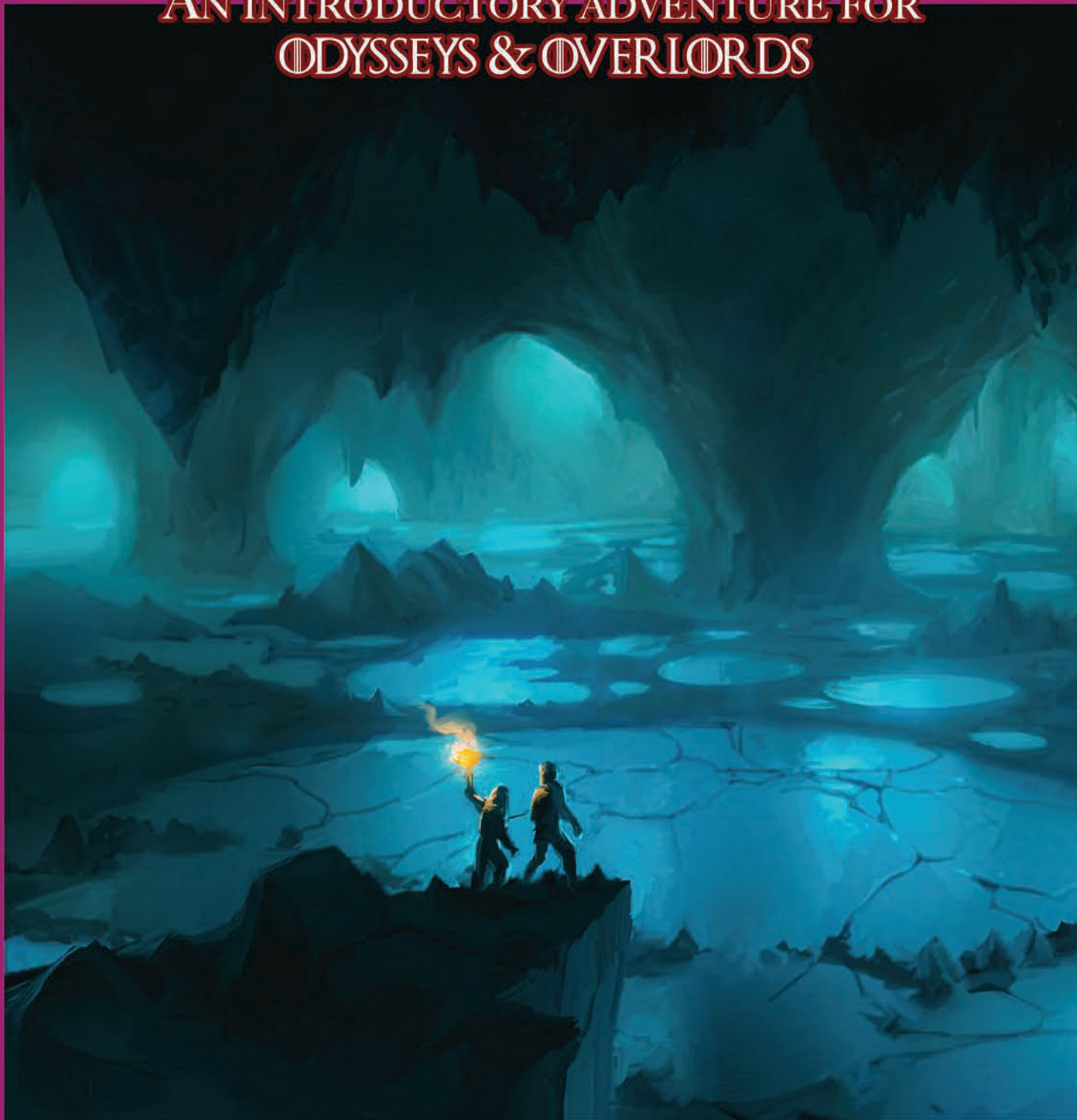


Designed for use
with the **Basic Fantasy**
Role-Playing Game

CAVERN OF THE CROMAGS



AN INTRODUCTORY ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

CAVERN OF THE CROMAGS

**AN INTRODUCTORY ADVENTURE
FOR ODYSSEYS & OVERLORDS**

SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

WRITTEN & DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

**COVER ART: 'FANTASY LANDSCAPES .1' - PUBLISHED BY DUNGEON SECRETS, FOR:
DRIVETHRURPG ILLUSTRATIONS BY: BRUNO BALIXA (JUUMPEI@GMAIL.COM)**

INTERIOR ARTWORK:

SOME ARTWORK BARTEK BLASZCZEC

SOME ARTWORK JACOB E. BLACKMON

SOME ARTWORK BY DENIS MCCARTHY

SOME ARTWORK BY PATRICK E. PULLEN

SOME ARTWORK JOSH SOPER

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

CARTOGRAPHY BY DYSON LOGOS

Cavern of the Cromags contains Open Game Content in accordance with the Open Game License v1.0a. (Hereafter referred to as OGL) The text of the OGL can be found on pages 11-12 of this book.

Cavern of the Cromags, the **ODYSSEYS & OVERLORDS** game setting, all artwork and design elements, specific layout and trade dress, Chandra, Ragnar, Abyss-Kissed, Spellscorched, and specific genera and class descriptions apart from game system & rules information, are hereby defined as Product Identity in accordance with the OGL and are Copyright ©2019 Aegis Studios.

All charts, systems, and rules modifications are hereby designated as Open Game Content in accordance with the OGL.

ODYSSEYS & OVERLORDS Player's Guide Copyright© 2019 [Aegis Studios](http://www.aegisstudios.com). All Rights Reserved.

More work from Travis Legge at

Dungeon Masters Guild: <https://www.dmsguild.com/browse.php?author=Travis%20Legge>

Storytellers Vault: <https://www.storytellersvault.com/browse.php?author=Travis%20Legge>

ODYSSEYS & OVERLORDS was created through the support of my Patrons, whom I would like to thank:

arcadia666, Alejandro Rodriguez, Andy Foster, Ben, Mx. Corey Frang, Chris Walz, Collegium Arcanum, Denis J Mc Carthy, Hiten Dave, Howard Jabroni, Jen Douglas, Kobayashi, Lewis L Harris II, Larry Scharnweber, Matt, Rhel, Richard Watkins, Ryan Davis, Sarah Stewart, Sean Holman & Thomas L. Vaultonburg

You can support my work and get exclusive Behind the Scenes access, info & discounts at <http://patreon.com/travislegge>

ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!

INTRODUCTION

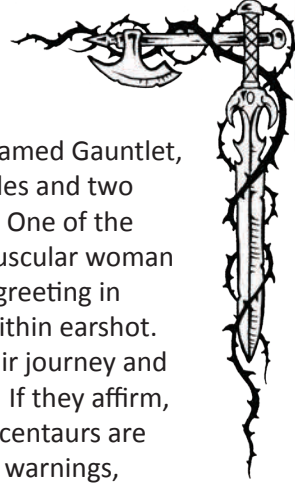
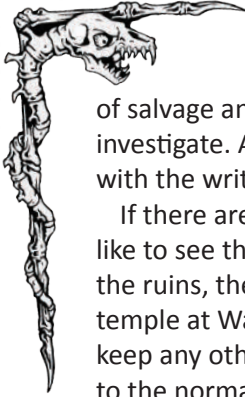
This is an adventure for use with the **Odysseys & Overlords Role-Playing Game**. The information within is intended for Game Master use only! If you are a player, you run the risk of spoiling the story for yourself as well as making life harder for your Game Master by reading this book. If you are planning to be a Game Master, welcome! This tale has been prepared for you to introduce your party to the world of **Odysseys & Overlords**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** as well as a copy of the **Odysseys & Overlords Player's Guide**. Familiarizing yourself with both books is highly recommended, and you should read the text of this adventure in its entirety before you run it.

BACKSTORY

Donella Baker, a Spellscorched Cleric of Chandra operating out of the village of Warrior's Respite has heard rumors that a group of Cromags has been spotted near the ruins of a collapsed temple of Husque, God of Death, about a day's walk inside the Untamed Gauntlet. After doing a bit of research, Donella suspects that there may have been a potentially dangerous magic item known as a **Horn of Doom** (see the **Odysseys & Overlords Game Master's Guide** p. 58 for details) housed in the temple. In the interest of safety, she has issued the party a writ



DONELLA BAKER



of salvage and requested that they go to the ruins and investigate. A rough map leading to the location is included with the writ.

If there are Cromags living in the ruins, Donella would like to see them run out. If there is a **Horn of Doom** in the ruins, the party is to retrieve it and return it to the temple at Warrior's Respite. The party is welcome to keep any other magical items or coin they find, subject to the normal tithe required for a writ of salvage (see the **Odysseys & Overlords Game Master's Guide** p. 59 for details.)

THE JOURNEY THERE

It is simple enough for the Game Master to state that the party's journey from Warrior's Respite was uneventful and dive right into the dungeon crawl. This may be the preferred approach if scheduling is tight and play time is limited. However, if there is sufficient time, and the Game Master would like to paint a more complete picture of the world, it is recommended to run Encounter: Centaur Patrol after the party leaves the village. If the Game Master would also like to include random encounters between Encounter: Centaur Patrol and arriving at the temple ruins, they may do so using the guidelines presented in the **Odysseys & Overlords Game Master's Guide** p. 59-60. The area between Warrior's Respite and the temple ruins is considered grassland and random encounters should be rolled on that table.

ENCOUNTER: CENTAUR PATROL

As the party nears the border to the Untamed Gauntlet, four centaurs approach. There are two males and two females, all four are armed with polearms. One of the females, a red haired, pale-skinned and muscular woman named Brie hails the party with a friendly greeting in the common tongue as soon as they are within earshot. Brie asks the party about the nature of their journey and whether or not they hold a writ of salvage. If they affirm, Brie will ask to take a look at the writ. The centaurs are friendly unless provoked and can offer any warnings, advice, or information that the Game Master wishes to convey to the players.

If the party attacks the centaurs, the centaurs will fight until the first one falls, at which point they retreat. If the centaurs defeat the party, the party wakes up at the temple in Warrior's Respite with severe headaches. They receive a strong lecture about etiquette from Donella before she heals them and sends them back on their mission.

CENTAUR QUICK STATS

(AC15 (13), HD 4, #At 2 hooves/1 weapon, Dam 1d6/1d6/1d6 or by weapon, Mv 50', Sv F4, MI 8)

Centaur 1 HP: 12

Centaur 2 HP: 28

Centaur 3 HP: 13

Centaur 4 HP: 22



BRIE THE CENTAUR

THE TEMPLE RUINS

After about a day's walk, the party arrives at the area indicated on the map to be the temple ruins. While the ruins themselves are easy enough to spot, there does not appear to be an easy way into the caverns below them. The building is absolutely destroyed and has long since been picked clean by looters. Searching the area reveals that the stairwell that once led to the temple basement is completely filled with rubble.

The temple sits on a hillside, which can be easily traversed. Below the temple ruins, there are a number of cracks in the hillside, some of which appear to be large enough to accommodate a humanoid. Once the party approaches these cracks, proceed to Room 1.

ROOMS

1. ENTRANCE.

After searching the hillside, the party discovers a pair of cracks in the hill which are large enough to accommodate a humanoid if they squeeze through. Characters wearing any armor other than leather or hide must succeed on a Dexterity Ability Roll to squeeze through the cracks. Failure on this roll results in the character becoming stuck. If a character becomes stuck in the cracks, they remain so until they are able to free themselves using the same rules for opening a stuck door (see the **Odysseys & Overlords Player's Guide** p. 41 for details.) Other characters on either side of the stuck character may offer aid, adding their Strength bonus (if any) to the success range. If a second attempt is made by any character to become unstuck, this draws the attention of the spider from room 2, who may then prepare an ambush, increasing its chance of surprising the party when they enter that room.

Once the characters have squeezed past the crack, they enter a chamber 80 feet wide and 20 feet deep, with a 15-foot ceiling. There are no light sources in the room. Across from the cracks, the walls of the chamber narrow into a hallway approximately 15 feet wide with a 20-foot ceiling. This leads to room 2.

2. SPIDER CAVE.

Webs run along the 20-foot ceiling of this dark room but do not descend low enough to threaten humanoids passing through. A giant black widow spider lurks in these webs, ready to drop onto any creature who enters the area. Upon entering the room, the party should check for surprise, and then determine initiative (see the **Odysseys & Overlords Player's Guide** p. 45-46 for details.) The party is attacked by the giant black widow, who targets surprised party members first.

There is no treasure in this room. Once the giant black widow is defeated, the party may move freely through the chamber. At the northwestern end of the chamber, the



hallway narrows to approximately 10 feet wide, leading into room 3.

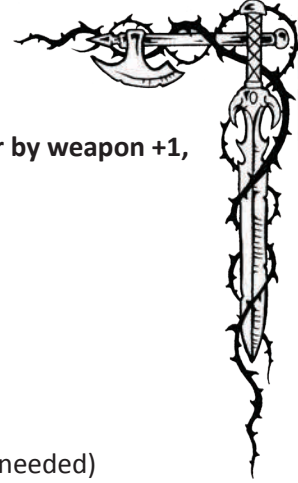
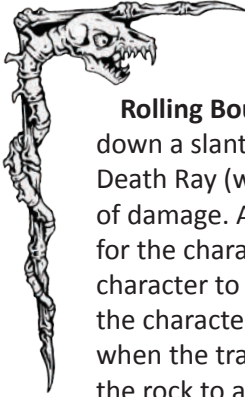
GIANT BLACK WIDOW QUICK STATS

(AC14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8)

Giant Black Widow HP: 15

3. THE FALSE ENTRANCE.

About 20 feet into this area, the chamber opens to a fork. A darkened tunnel leads to the north, while a second tunnel leads west. Faint light can be seen far down the western tunnel. If the party proceeds to the north, they enter room 4. If they continue west, they come to another tunnel leading north approximately 20 feet beyond the first tunnel. This tunnel is barely five feet wide. It is a tight fit, but nowhere near as tight as the cracks in room 1. Here the chamber widens out to a little over 20 feet wide. Beginning at the western edge of this tunnel, a series of three tripwires are placed across the floor every 10 feet, which may be spotted with a successful remove traps check, or a roll of 1 on 1d6 (see the **Odysseys & Overlords Game Master's Guide** p. 59 for details.) Each of these tripwires must be noticed separately. If any of these wires are tripped, they trigger a rolling boulder trap. After the trap is resolved, the boulder slams loudly against the eastern entrance to this room, alerting the inhabitants of room 5 to the presence of intruders.



Rolling Boulder Trap: A spherical or cylindrical rock rolls down a slanting corridor. Anyone in its path must save vs. Death Ray (with Dexterity bonus added) or take 2d6 points of damage. Alternately, if the corridor has no other place for the character to escape to (that is, no room for the character to step out of the path of the rock, in this case if the character is not next to one of the northbound tunnels when the trap is triggered), it may be necessary to outrun the rock to avoid the damage.

4. SAFE ENTRANCE.

This darkened tunnel is the entrance used by members of the Cromag shrewdness to avoid the boulder trap. If the party avoided the trap in area 3, they may simply proceed through this chamber, unchallenged.

If the trap was triggered, a number of Cromags equal to the number of members in the party rush into the room, ready to defend the lair. Like all Cromags in the cavern, these Cromags are armed with clubs. One of the Cromags carries a lit torch.

At the western end of the chamber, the cavern turns sharply to the south, opening back into area 3 at the base of the steps that lead to area 5. This far into area 3, no tripwires remain.



HANDAK THE GHOUL

CROMAG QUICK STATS

(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

Cromag 1 HP: 4

Cromag 2 HP: 13

Cromag 3 HP: 10

Cromag 4 HP: 16

Cromag 5 HP: 10

Cromag 6 HP: 10

Cromag 7 HP: 10

(Additional Cromags have 6 HP each, as needed)

5. WATCH POST.

This chamber is comparatively large, with a 30-foot high ceiling. At its widest point, the room is 30 feet wide, offering plenty of space to move about, or rest if needed. If the adventurers did not trigger the trap in area 5, they will find the Cromags who would have entered area 4 here. Though they are "standing watch," the Cromags are very lax, sitting in a circle around a campfire and playing a dice game. Check the Cromags for surprise.

Either way, this room offers a moment for the party to pause, take a breath, and collect themselves, once the Cromags are dispatched.

Though there is no treasure in this room in terms of coinage, one of the Cromags wears a **Ring of Control Animal**, which the shrewdness shares in order to safely enter and exit the cave without being attacked by the spider in room 2. There is also a set of 6 bone dice worth 1gp and 1d6+1 unlit torches near the fire.

To the south, the tunnel narrows heading toward area 6. The tunnel walls are irregular ranging from as much as 20 feet wide to as narrow as a 5-foot crevice.

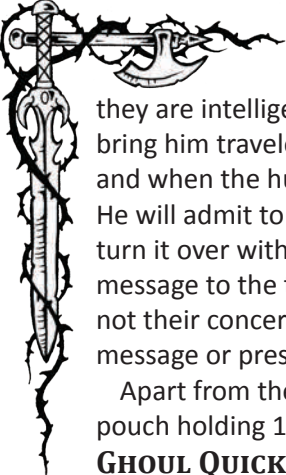
6. HANDAK'S LAIR.

A drop of 10 feet, with a primitive set of handholds carved into the south end of the drop off, leads to a large chamber. The room is filled with rotting furniture, broken relics, and a lone, intelligent wild-folk ghoul dressed in the robes of a cleric of Husque. Braziers burn in the corners every 20 feet next to the walls, lighting the area.

If the ghoul is not surprised, he introduces himself as Handak and offers to speak with the party.

If the party presses combat, Handak fights to the death, shouting the whole time. 10 Cromags will rush into the room from area 7. They begin arriving from within 1d4 rounds, entering the room at a rate of 3 per round.

If the adventurers choose to parlay, Handak explains that he has lived here since the collapse of the temple. When the Cromag shrewdness came to the ruins, he made an arrangement with them: If they would agree to keep him fed, he would let them live here and protect them with his magic. (Any Spellscorched, Magic-User, or Cleric who succeeds on an Intelligence Ability Roll will know that Ghouls cannot use magic, regardless of whether or not



they are intelligent.) Handak explains that the Cromags bring him travelers or other humanoids that they capture, and when the hunts are thin, he eats from the shrewdness. He will admit to having the **Horn of Doom**, but will not turn it over without a fight, telling the party to deliver the message to the temple of Chandra that the item is safe and not their concern. The party may leave in peace with the message or press the fight.

Apart from the **Horn of Doom**, Handak wears a belt pouch holding 10 gp and 21 sp.

GHOUl QUICK STATS (HANDAK)

(AC14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all + paralysis, Mv 30', Sv F2, MI 9)

Ghoul HP: 10

Cromags: Use HP values for the first 10 Cromags listed in Room 7, should the Cromags enter here.

7. CROMAG DEN.

This large area was once the main vestry of the temple, but now serves as the den of the Cromags. There are a number of primitive tents set up in somewhat random arrangement across the floor. Many of these tents are constructed from old tapestries, tablecloths, and other items found throughout the vestry. Light and warmth is provided by a dozen braziers scattered throughout the room.

There are three small chambers on the eastern end of the room that act as private quarters for the leadership of the shrewdness. Each of the rooms has a wooden door that had the lock broken off ages ago.

To the north are two more chambers, each also separated by a broken wooden door from the main hall.

To the southeast is a set of stairs leading up into where the temple once stood. The top of the stairway is filled with rubble and cannot be traversed.

Fourteen Cromags are in this room, going about their daily business when the party arrives. If these Cromags hear sounds of a fight from area 6, ten of them will arm themselves with clubs and run that direction. If intruders enter the room, the Cromags will also arm themselves and fight to defend their home.

Within the southernmost private chamber is a bag with 1000 gp in garnet gemstones.

The central private chamber has an unlocked treasure chest containing several semiprecious stones worth a total of 50 gp.

In the northernmost private chamber is a golden necklace with a large emerald pendant worth 50 gp.

CROMAG QUICK STATS

(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

Cromag 1 HP: 12

Cromag 2 HP: 10

Cromag 3 HP: 11

Cromag 4 HP: 11



TYPICAL CROMAG

Cromag 5 HP: 10

Cromag 6 HP: 6

Cromag 7 HP: 9

Cromag 8 HP: 11

Cromag 9 HP: 8

Cromag 10 HP: 15

Cromag 11 HP: 6

Cromag 12 HP: 15

Cromag 13 HP: 14

Cromag 14 HP: 8

8. LATRINE.

This room is the communal latrine for the Cromags. Several holes are dug in the ground, but the area smells absolutely offensive. Two braziers near the door provide minimal lighting but do very little to combat the horrific odors. There is no treasure here, but a secret door in the northeastern corner opens into area 9.

9. OUBLIETTE.

This room was an oubliette used to dispatch those who displeased the high priests of Husque when the temple was in operation. There are several corpses piled on the floor. On the top of the pile lies the long-dead corpse of a priest of Husque who must have offended the church leadership. Pinned to the corpse's rotten vestments is a Scarab of Protection with 6 charges remaining.

10. CHILDREN'S PLAY ROOM.

This is a play area for the shrewdness's younglings. Four adult Cromags watch over 12 children (noncombatants, 2 hp each). The adults will attempt to surrender in the hopes of saving the children but will fight to the death to defend them should they be attacked.

A secret door in the northwestern corner of this room leads into area 9.

CROMAG QUICK STATS

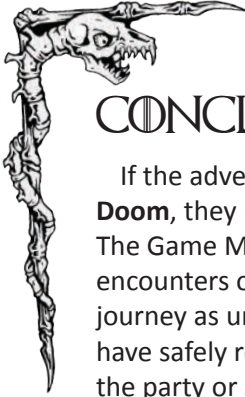
(AC12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +1, Mv 40', Sv F2, MI 7)

Cromag 1 HP: 4

Cromag 2 HP: 9

Cromag 3 HP: 14

Cromag 4 HP: 7



CONCLUSION

If the adventurers successfully retrieve the **Horn of Doom**, they may return to Donella to turn the item in. The Game Master may have the party check for random encounters on the return voyage or may simply narrate the journey as uneventful if time does not permit. Once they have safely returned to Warrior's Respite, calculate XP for the party or simply award a level increase if you are using Narrative Advancement (see the **Odysseys & Overlords Game Master's Guide** p. 11 for details.)

If the party chose to return without the horn, Donella is furious with them. She states that she will find other adventurers who are capable of following directions and promptly asks the party to leave her temple. The temple at Warrior's Respite voids the current Writ of salvage and will no longer issue Writs of Salvage to the adventurers, requiring them to find a different village to operate out of. On the bright side, the party still receives their XP, or level increase if you are using Narrative Advancement.

APPENDIX: MONSTERS

CENTAUR

| | |
|------------------------|--------------------------|
| Armor Class: | 15 (13) |
| Hit Dice: | 4 |
| No. of Attacks: | 2 hooves/1 weapon |
| Damage: | 1d6/1d6/1d6 or by weapon |
| Movement: | 50' Unarmored 60' (10') |
| No. Appearing: | Wild 2d10 |
| Save As: | Fighter: 4 |
| Morale: | 8 |
| Treasure Type: | A |
| XP: | 240 |

Centaur appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.

Centaur dominate the border region where the Untamed Gauntlet, Gianthome, and Chandra's Haven meet. The centaurs are incredibly protective of their territory and have successfully repelled any attempt by invaders to overwhelm their lands. Most centaur tribes have an uneasy truce with the Parliamentary Theocracy of Chandra's Haven, permitting travel to and from the Nation of the Goddess so long as the travelers do not disturb any of the creatures within the centaur protectorates. Travelers

who do not bear a Writ of salvage from Chandra's Haven are expected to pay a tax in trade goods, food, or livestock worth 5 gp per traveler. This tax may be paid with coin at double the cost. Those who bear a writ may travel through the region duty-free.

Centaur despise the people of Gianthome and will bring swift and brutal violence to any giant, or suspected servant thereof, who enters their territory.

CROMAG

| | |
|------------------------|----------------------------|
| Armor Class: | 12 |
| Hit Dice: | 2 |
| No. of Attacks: | 1 weapon |
| Damage: | 1d8 or weapon + 1 |
| Movement: | 40' |
| No. Appearing: | 1d10, Wild 10d4, Lair 10d4 |
| Save As: | Fighter: 2 |
| Morale: | 7 |
| Treasure Type: | C |
| XP: | 75 |

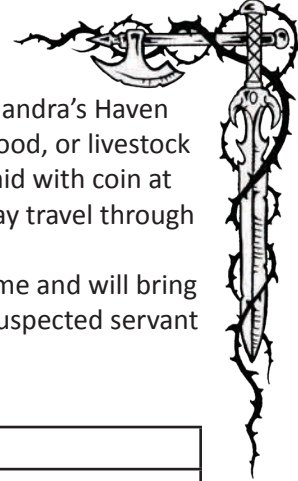
Cromag are a species closely related to humans; they are shorter and stockier, and much more heavily muscled. They tend to have abundant body hair and use primitive stone tools and weapons. Whether they are actually less intelligent than "normal" humans or not is a matter of debate, but it is true that they do not have the facility for language as other humanoid species.

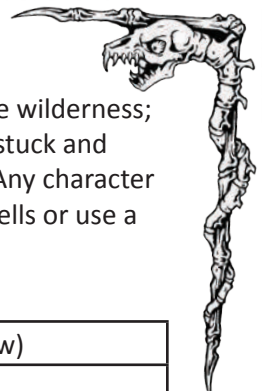
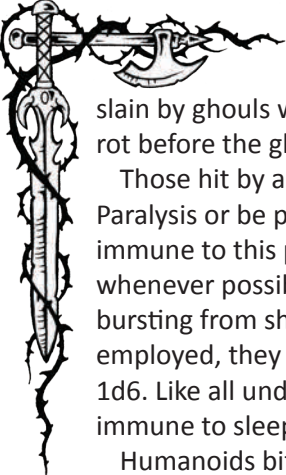
Cromags are most frequently encountered in the southern mountains of the Untamed Gauntlet. Some scribes believe that they worship or serve the giants of Gianthome, but this is mere speculation based on the fact that the giants seem to ignore Cromags, allowing them to live on their border without challenge or violence. This is a sharp contrast to the giants' response to other humanoid and goblinoid species who try and settle the southern mountains.

GHOUL

| | |
|------------------------|---------------------------------|
| Armor Class: | 14 |
| Hit Dice: | 2* |
| No. of Attacks: | 2 claws/1 bite |
| Damage: | 1d4/1d4/1d4, all plus paralysis |
| Movement: | 30' |
| No. Appearing: | 1d6, Wild 2d8, Lair 2d8 |
| Save As: | Fighter: 2 |
| Morale: | 9 |
| Treasure Type: | B |
| XP: | 100 |

Ghouls are undead monsters which eat the flesh of dead humanoids to survive. They are vile, disgusting carrion eaters, but are more than willing to kill for food. Those





slain by ghouls will generally be stored until they begin to rot before the ghouls will actually eat them.

Those hit by a ghouls bite or claw attack must save vs. Paralysis or be paralyzed for 2d8 turns. Spellscorched are immune to this paralysis. Ghouls try to attack with surprise whenever possible, striking from behind tombstones and bursting from shallow graves; when these methods are employed, they are able to surprise opponents on 1-3 on 1d6. Like all undead, they may be Turned by Clerics and are immune to sleep, charm and hold magics.

Humanoids bitten by ghouls may be infected with ghoulish fever. Each time a humanoid is bitten, there is a 5% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way must make an Intelligence Ability Roll (see the **Odysseys & Overlords Game Master's Guide** page 11) Failure on this check means that the newly risen ghoulish retains none of the knowledge or abilities they possessed in life. However, if the ghoulish succeeds, they retain the majority of their knowledge and memories, becoming an intelligent ghoulish. Though intelligent ghoulish use the same stat block as regular ghoulish, they can make informed decisions and are often tortured by their memories of life, wishing to return to their homes, families, companions, and loved ones. Whether or not the ghoulish retains their intelligence, they are not under the control of any other ghoulish. All ghoulish, intelligent or not, hunger for the flesh of the living.

SPIDER, GIANT BLACK WIDOW

| | |
|-----------------|-------------------------|
| Armor Class: | 14 |
| Hit Dice: | 3* |
| No. of Attacks: | 1 bite |
| Damage: | 2d6 + poison |
| Movement: | 20' Web 40' |
| No. Appearing: | 1d3, Wild 1d3, Lair 1d3 |
| Save As: | Fighter: 3 |
| Morale: | 8 |
| Treasure Type: | None |
| XP: | 175 |

The giant black widow spider is a much-enlarged version of the ordinary black widow; a full-grown male has a leg-span of 2 feet, while an adult female will be 3' or more across. Despite the size difference, both genders are statistically equal. Both genders are marked with an orange "hourglass" on the abdomen.

The venom of the giant black widow is strong, such that those bitten must save vs. Poison at a penalty of -2 or die. Giant black widow spiders spin strong, sticky, nearly invisible webs, usually across passageways or cave

entrances, or sometimes between trees in the wilderness; those who stumble into these webs become stuck and must roll to escape just as if opening a door. Any character stuck in such a web cannot effectively cast spells or use a weapon.

ZOMBIE

| | |
|-----------------|------------------|
| Armor Class: | 12 (see below) |
| Hit Dice: | 2 |
| No. of Attacks: | 1 weapon |
| Damage: | 1d8 or by weapon |
| Movement: | 20' |
| No. Appearing: | 2d4, Wild 4d6 |
| Save As: | Fighter: 2 |
| Morale: | 12 |
| Treasure Type: | None |
| XP: | 75 |

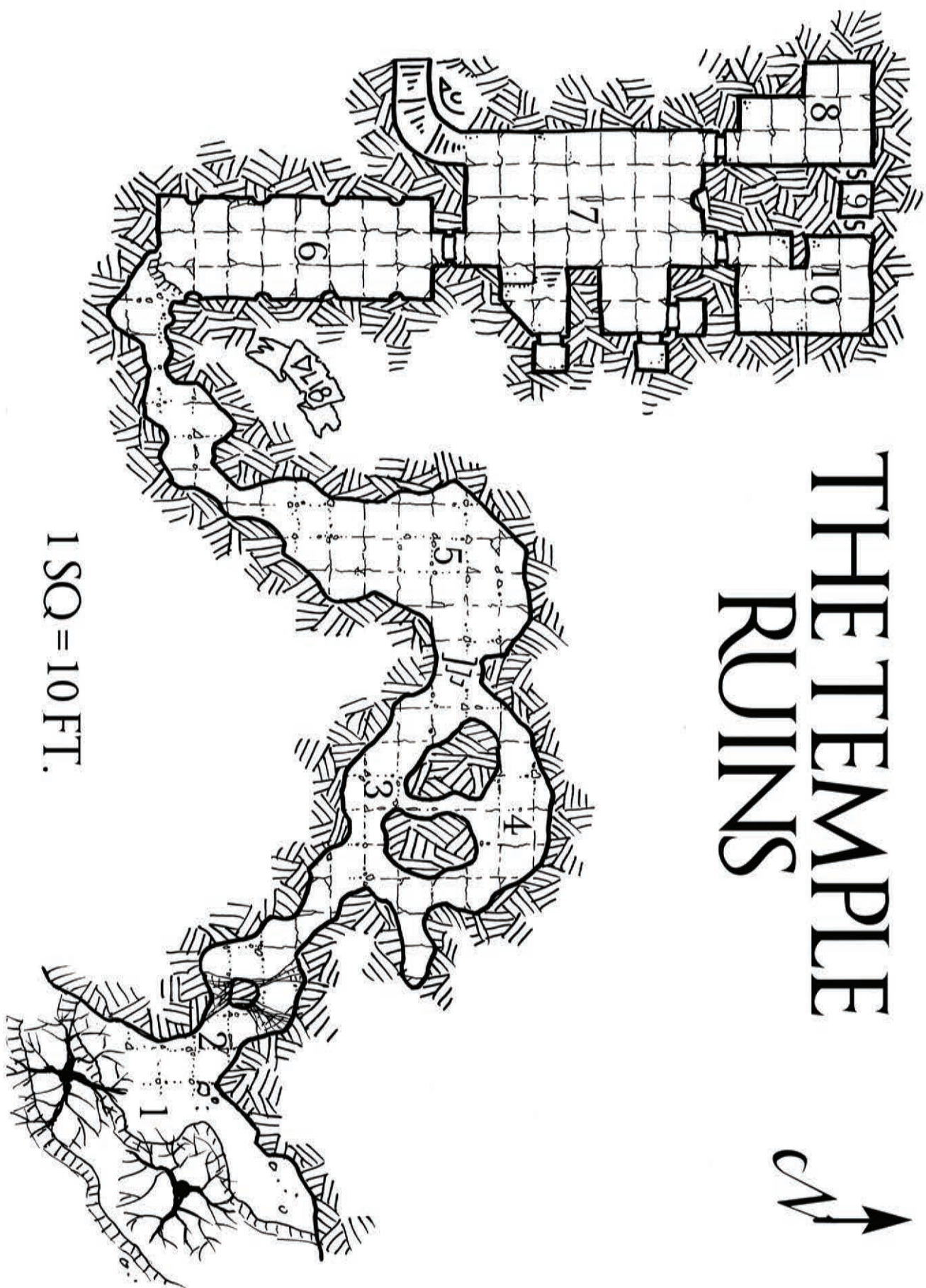
Zombies are the **undead** corpses of humanoid creatures. They are deathly slow, but they move silently, are very strong and must be literally hacked to pieces to "kill" them. They take only half damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). A zombie never has Initiative and always acts last in any given round. Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. As they are mindless, no form of mind reading is of any use against them. Zombies never fail morale checks, and thus always fight until destroyed.

If the party uses the **Horn of Doom** to animate the corpses of fallen Cromags, they rise as zombies.

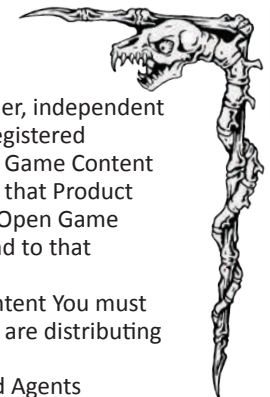
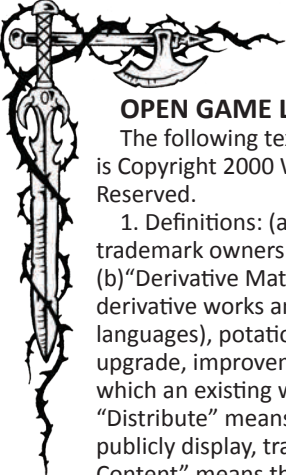


ZOMBIES

THE TEMPLE RUINS



1 SQ = 10 FT.



OPEN GAME LICENSE VERSION 1.0A

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

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

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

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open

Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Orcus from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Scarecrow from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Sword & Board A Basic Fantasy Companion Copyright © 2011 Dan Buterbaugh

Basic Fantasy Role-Playing Game Copyright © 2006-2016 Chris Gonnerman.

Equipment Packs: A Basic Fantasy Supplement Copyright © 2009 Shayne Power.

Armor and Shields: A Basic Fantasy Supplement Copyright © 2010 Jeff Johnson.

Magic-User Options: A Basic Fantasy Supplement Copyright © 2011 Tom Hoyt.

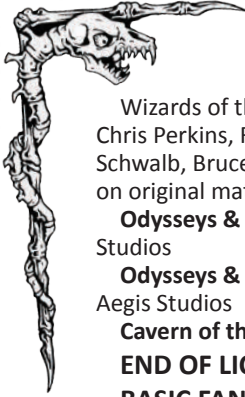
Necromancers: A Basic Fantasy Supplement Copyright © 2008-2010 R. Kevin Smoot.

The Basic Fantasy Field Guide Copyright © 2010-2016 Chris Gonnerman, R. Kevin Smoot, James Lemon, and Contributors.

Adventuring Copyright © 2015 Sean D. Spencer and contributors

Equipment Emporium: A Basic Fantasy Supplement Copyright © 2010-2018 Joe Ludlum, R. Kevin Smoot, and Alan Vetter

System Reference Document 5.1 Copyright 2016,



Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Odysseys & Overlords Player's Guide Copyright © 2019 Aegis Studios

Odysseys & Overlords Game Master's Guide Copyright © 2019 Aegis Studios

Cavern of the Cromags Copyright © 2019 Aegis Studios

END OF LICENSE

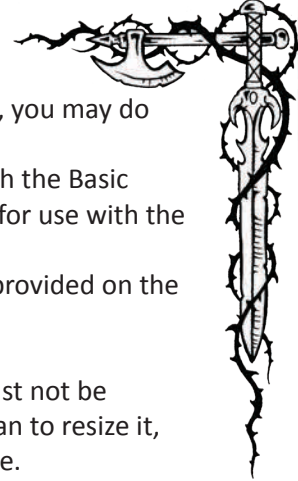
BASIC FANTASY ROLE-PLAYING GAME

PRODUCT IDENTITY LICENSE

Subject to the terms of the Open Game License, above, you may create derivative works based upon the Basic Fantasy RPG core rules (this document). However, the Open Game License protects the Product Identity (explained and detailed above) such that you must have permission from the copyright holder before you may use any of the listed Product Identity.

You may use certain items of the listed Product Identity under the following conditions:

1. You must comply fully with the Open Game License, version 1.0a, as described above; and
2. The work may not be obscene in nature; in general, any work containing subject matter that would qualify for an NC-17 movie rating in the United States, or an R rating due to explicit sexual content, is considered obscene for purposes of this license.



If you comply with the above conditions, you may do either or both of the following:

1. Include the text “Designed for use with the Basic Fantasy Role-Playing Game” or “Designed for use with the Basic Fantasy RPG”;

2. Use one or more of the official logos provided on the Basic Fantasy Role-Playing Game website:

<http://basicfantasy.org/logo.html>

A logo may be resized as needed but must not be distorted and may not be altered other than to resize it, except as specifically provided on that page.

If you wish to use other Product Identity from this work, you must request and receive explicit permission from the copyright holder.

In any of the above cases where the Basic Fantasy Role-Playing Game Product Identity is used in your work, you must also include the Basic Fantasy Role-Playing Game website address “**basicfantasy.org**” or “**www.basicfantasy.org**” in that work. You may place the website address adjacent to the logo and/or name, or you may include it on your title page, or place it in some other location where any reasonably observant person would expect to find it.

You may not under any circumstances describe your work as actually *being* the “Basic Fantasy Role-Playing Game” or some derivative thereof, nor may you identify it as being in any way an “official” publication of the Basic Fantasy Project without the express permission of the author of this work.