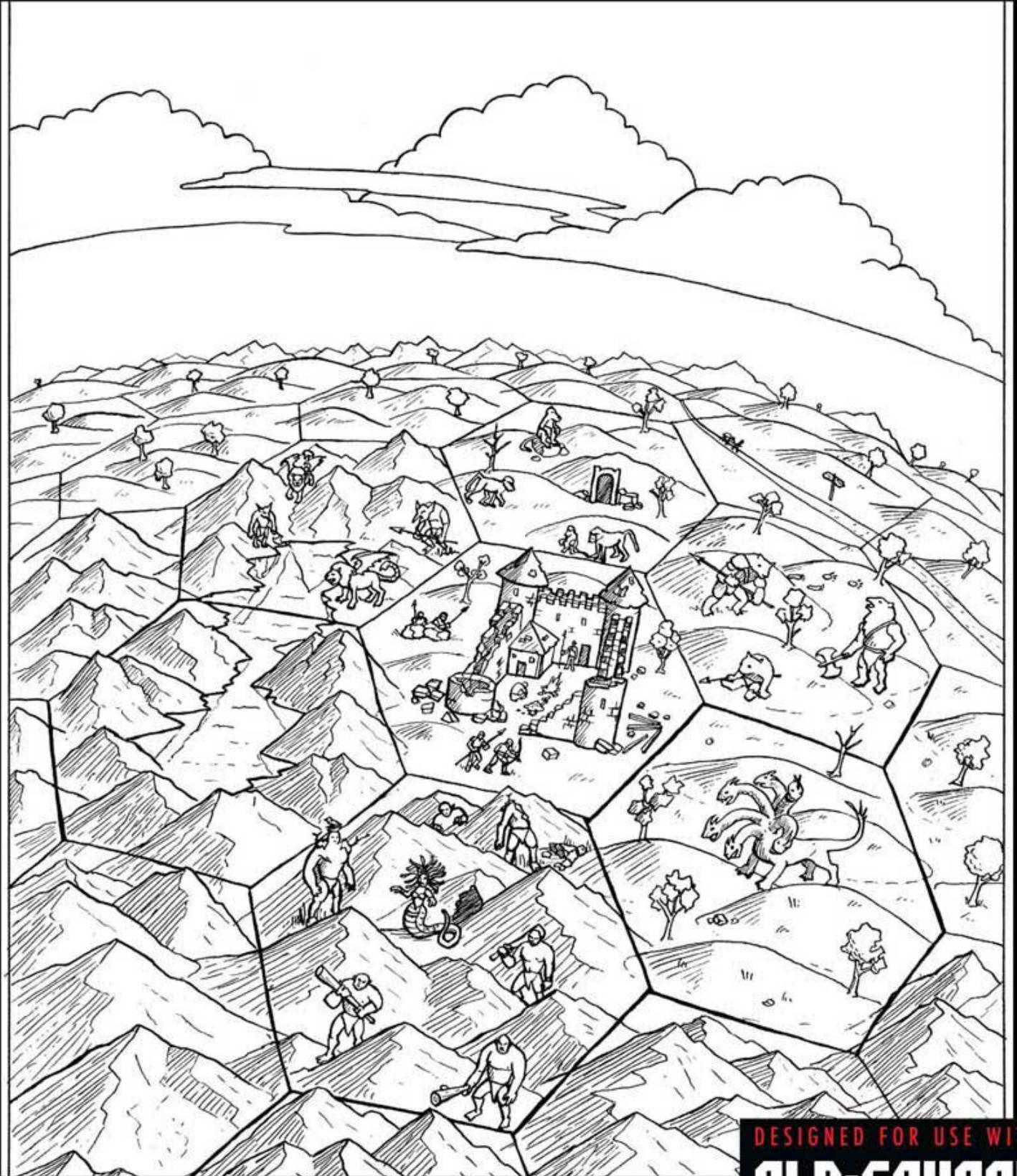


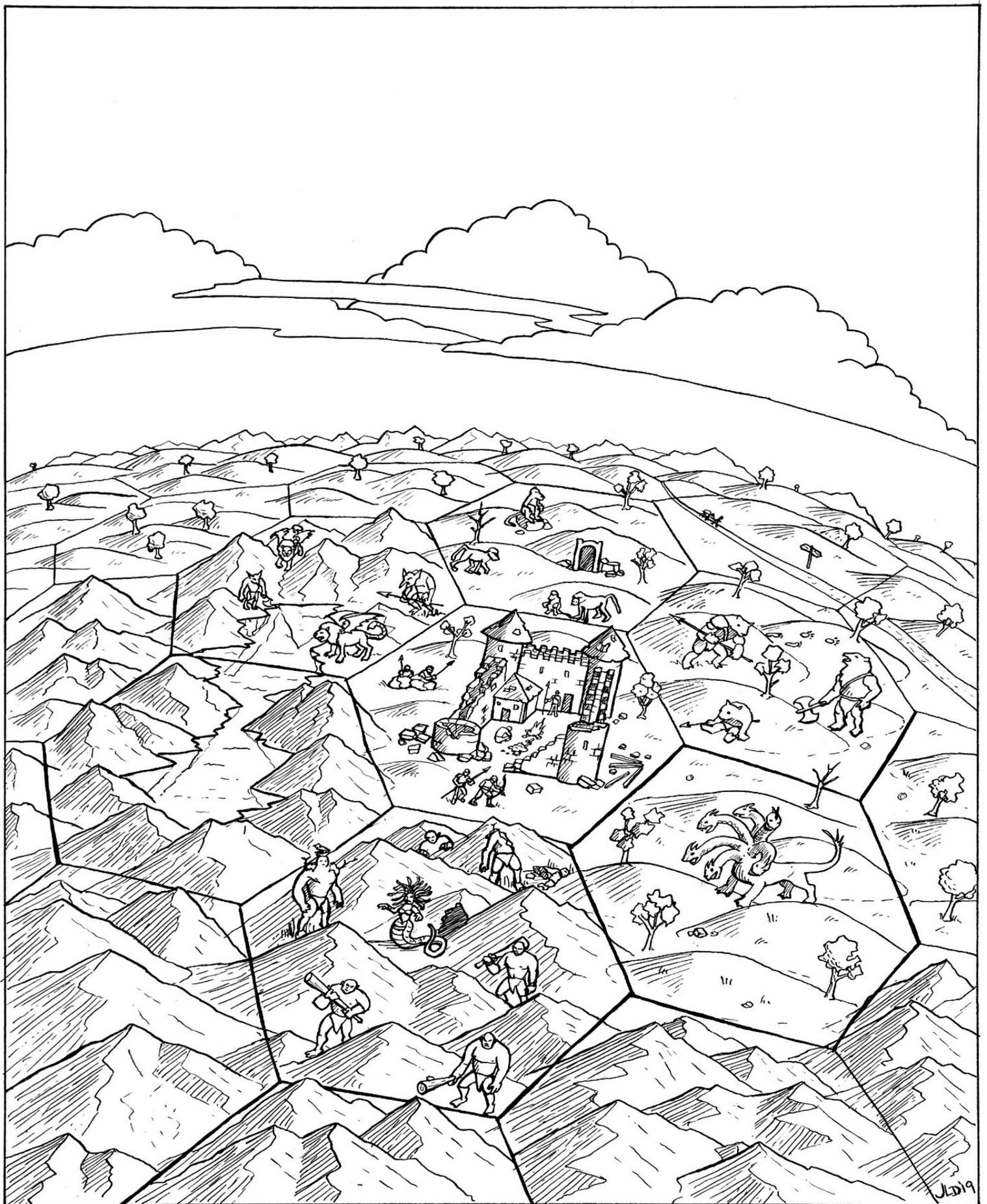
Hex 14.43

The Eyrie of the Eaglefolk



Todd Leback

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



Hex 14.43 – Eyrie of the Eaglefolk

Hex 14.43

The Eyrie of the Eaglefolk

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Introduction to Populated Hexes

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

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

Maps & Scale

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

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

Hexcrawling Rules

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

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

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

Absalom

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

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

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

Campaign Setting

The following assumptions are made in this setting:

Starting Date

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

Humanocentric

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

Chaos Storms

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

The Gods

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

Using Populated Hexes

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

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

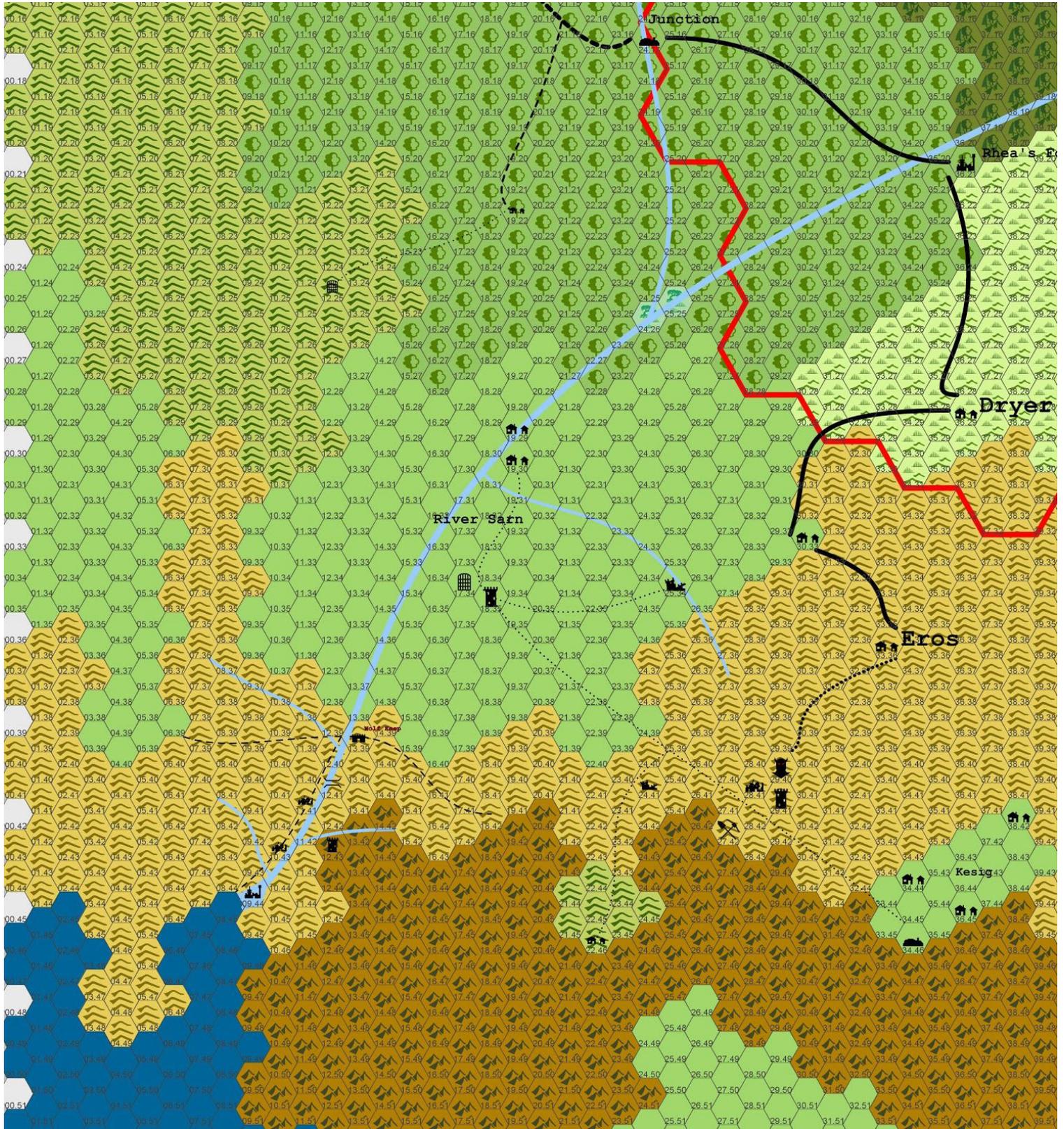
Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed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

Introduction to Populated Hexes

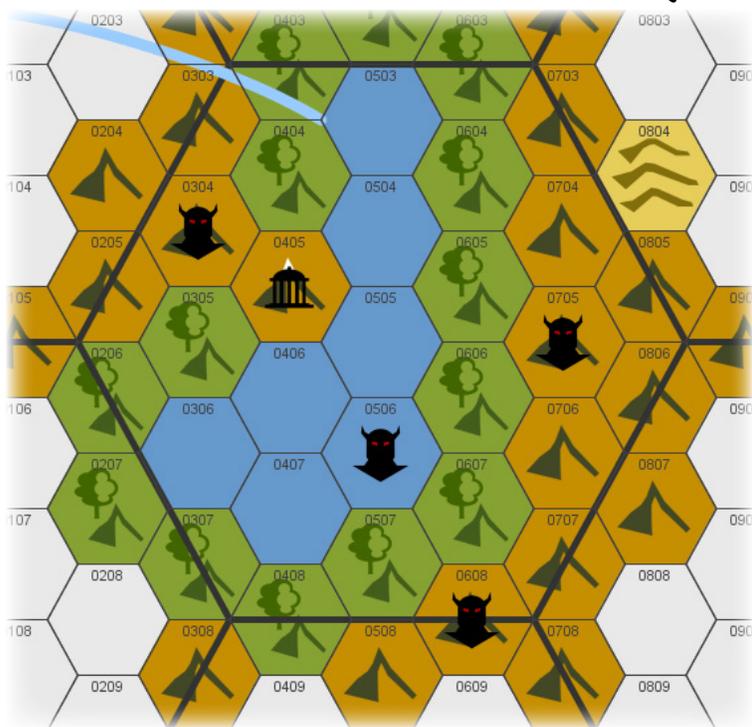
This Release

Nestled in the hills of this subhex is a sandstone keep occupied by the Rawhide Gang, a vicious gang of brigands

that make a living raiding the few human settlements and caravans in the region. You can support more hexes and additional supplements at patreon.com/Populatedhexes.



Hex 14.43 – Eyrie of the Eaglefolk



Resources: Animal, game (fish, 3); Mineral, quarried (granite, 3); Mineral, mined (gold, 4)

This hex lies to the southwest of the Redoubt of the Rawhide Gang. The barren hills rise quickly into jagged mountains. The mountains are lightly wooded with pines, which thicken toward the center of the hex, which is dominated by a large lake. This particular hex is at the northwest edge of the Dhembezeur Range, a forbidding cluster of peaks that borders the northeastern edge of the Silver Sea, running east to west. It was once home to the Ancient Ones, an alien race that inhabited this land at the beginning of recorded history, after the fall of the Crocodile Kings.

The lake is wider to the south, narrowing northwards. The crook of the lake is dominated by a single snowcapped peak. A river runs west from the northernmost point of the lake, flowing swiftly through the mountains until it reaches the Sarn, and then southward, toward the Silver Sea.

The trees that can be found here are unsuitable for harvesting, being either too difficult to reasonably log or twisted by wind. Gold can be found here, concentrated in the river, and the mountains are also a source of a high grade of granite that can be quarried for building material.

Movement in this hex is considered difficult. Assume that the borders between subhexes represent mountain passes. Traveling across these borders is done as if traveling in broken terrain (33% slower than normal movement), while travel within a subhex is 66% slower than normal

movement. Assume that unless otherwise stated lairs are located in the centers of hexes, and do not have navigable paths leading to them.

0304. Eyrie of the Giant Eagles

A pair of giant eagles nest here, high in the mountains. They can often be seen soaring over the lake in search of fish to snatch from the waters. They are on friendly terms with the *lophaeti* in subhex 0405 and serves as something of an early warning system for the monks.

The eagles' names are Gifuruth and Chelvidtheon. The tailfeathers of a giant eagle, if freely given, are worth 75 gp and can be used as special components for magical item creation. If the item in question relates to flight, increase the value of each feather to 375 gp. Each giant eagle has **1d4-1** tailfeathers they can gift, but they rarely do so.

Eagles, giant (2), AC 7[12], HD 4 (15, 18 hp), Att 2 x claws (1d6/1d6) 1 x bite (2d6), THAC0 16[+3] MV 30' (10') / (480' (120')) flying, SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 75, NA 1d6 (1d20) TT A (no coins), L

If a giant eagle is able to move its entire movement rate in a straight line during a round, they may dive, dealing 2d6 points of damage with each claw, but not gaining a bite attack. If a claw attack hits, whether on a normal or dive attack, the eagle may opt to fly away with their target, carrying up to 200 pounds and moving half their normal speed. On a roll of 1-4 there are **1d4** young in the nest, on a 5 **1d4** eggs and on a 6 nothing. Eggs hatch in **1d8** weeks. Fledglings attack as giant hawks (p. 167, OSE Core) but with 1+3 HD.

The eagles' nest, fashioned from pine branches, is difficult to reach without a thief or magic. If the nest is searched the adventurers will find:

- 9 gems, worth 10 (x2), 50, 100 (x4), and 500 (x2) gp
- Sword +1, produces light on command in 30' radius
- Hand axe +1; Sling +1
- The treasure is left over from Men that have sought to slay the eagles. Aware of their worth, the eagles may be convinced to part with one or more of the items if given reason.

0405. The Eyrie of the Eaglefolk

This monastery, perched atop a peak overlooking the lake, houses nearly two dozen eagle-folk, or *lophaeti*. The eagle-folk are aware of the brigands to the northeast, but the two groups have little contact, separated as they are by both geography and philosophy. The *lophaeti* may seem cruel

Hex 14.43 – Eyrie of the Eaglefolk

and uncaring, but this is the attitude of an apex predator toward its prey, and they are quite a Lawful order.

The monastery is an offshoot of a larger *lophaeti* community in the mountains to the south, found in Hex 12.47. Trade and travel between the two is minimal, with a caravan arriving from the larger community about once every two months, bringing with them supplies and the occasional novitiate.

The small group of *lophaeti* is overseen by Vermigor Skell, a 9th-level *qartal* and abbot of the order. In addition to teaching the particular brand of martial skills the monastery is known for, the monks worship Blien'Quol, a faceless, formless wind god that dwells in the peaks of the Dhembezeur Range, always hungry, always distant, and always alone.

1. The Long and Winding Path

The trail to the eyrie begins at the lake, where it meets another foot-trail that skirts the water's edge and eventually heads south, to the larger *lophaeti* colony. Those not of the Order of the Lonely Wind find the ascent difficult; it is steep, the footing poor, and climbers find themselves buffeted by rogue wind gusts, whelmed by vertigo, or afflicted by shortness of breath. Anyone ascending the Path who is not of the Order, or not accompanied by one of the Order, must make three checks, all on 3d6, rolling under or equal to the appropriate Ability score:

- ▶ The Test of the Tempest: Those rolling over their Dexterity are knocked prone, taking 1d6 points of damage, and must Save v. Wands or be blown off the path, falling and instead taking 10d6 points of damage.
- ▶ The Test of the Will: The character must roll equal to or under their Wisdom score. Those failing are paralyzed with fear for one turn, and they must make a Save v. Paralysis. Those failing the save refuse to go any further and can only retreat to the relative safety of the edge of the lake.
- ▶ The Test of the Breath: The climb is also arduous, and those that attempt it must roll under or equal to their Constitution on 3d6. Those that fail are considered exhausted, suffering a penalty of -1 to all attack and damage rolls until they rest for 8 hours. Those that fail must also Save v. Death or take 6d6 points of damage from asphyxiation.

Those wishing to reach the monastery cannot avoid the Path, as Blien'Quol's influence is such that no flying creature can surmount the peak without permission from the headmaster; those that attempt to do so find themselves flying into an increasingly stiff wind until they are flung from the skies.

If all three Tests are passed it takes one hour to climb the Long and Winding Path. Each test failed – assuming the character is alive and wishes to proceed – adds one hour to the time required to ascend.

The spells that guard this path are easily fooled, however. The Tests can be bypassed by clever adventurers wearing the robes of the Order, whether real or illusory, or by the presence of even an unwilling monk.

2. Gatekeeper's Cave.

An open cave mouth marks the end of the Long and Winding Path, in which dwells Tsarka Hask, the Gatekeeper of the Order. She has been tasked with greeting visitors and determining their merit; whether they can be sent onward, to the monastery proper, or denied entrance and sent back down the path.

When non-monks approach the cave, they are greeted by Tsarka, who requests they answer three questions tailored to each visitor before being allowed to progress further. Even other *lophaeti* are required to answer the questions; those that do not provide satisfactory answers are sent back down the hill, unable to progress any further.

If denied visitors try to force their way past, Tsarka will attempt to delay them if possible, ringing a gong that can be heard up and down the mountain to alert the other monks.

Tsarka Hask, Gatekeeper (Q7), AC 6[13], HD 7 (32 hp), Att 1 x staff (1d6+1), THAC0 13[+6], MV 120' (40'), SV D18 W9 P10 B10 S12 (Q7), ML 10, AL Lawful, XP 450, NA Unique, TT none

If using the Optional Rules, Tsarka has the Alertness, Mysticism, and Step of the Wind Knacks. Tsarka fights with a magical staff carved from mesquite. If she rolls a natural 20 against a target, they must Save v. Spells or be slowed, as the spell, for 1d4+1 rounds.

3. The Cloister

The main dwellings of the monastery are just above the Gatekeeper's Cave, along a narrow path that winds along the side of the mountain. The cloister consists of nearly a dozen stone chambers carved into the rock of the mountain, all in the distinctive circular shape the *lophaeti* favor. The openings feature neither doors nor windows, but are instead open to the elements, and the interiors of the rooms are painted a pale blue that mimics the color of the surrounding skies.

Twenty monks dwell here, led by the abbot Vermigor Skell. The breakdown of the members is as follows:

- ▶ 4 servants. Treat as 0-level *lophaeti* (see below). These are novices who failed their Test but decided to remain. The servants help with the running and maintenance of the monastery.
- ▶ 6 novices. Treat as 0-level *lophaeti*, with no Knacks, and not gaining the bonus damage on surprise attacks, but otherwise possessing the normal *lophaeti* racial abilities. A typical novice will be initiated in 1-12 months. Roll

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1d20. On a result of **1-12**, that is the number of months before they pass the Test; on a result of **13-17** they will fail the Test but remain in the monastery as help; on an **18-19** they fail the Test and return home in disgrace; and on a **20** they are killed during the Test.

- 4 initiates, the lay monks of the Order. These are all 1st-level *qartals*.
- Monks that have advanced beyond 1st level are called *aquila*. There are three of them, one each at level 2, 3, and 4.
- Sub-abbots. Mayayah and Manmed, both 5th-level *qartals*, share joint responsibilities and are second in command after Vermigor. When summoned to fight by their kin it is usually one of these two that leads the mission.
- Abbot. Vermigor Skell, 9th-level *qartal*.

Servants (4, L0), AC 9[10], HD 1-1 (1, 1, 4, 5 hp), Att 1 x staff (1d6), THAC0 20[-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NM), ML 8, AL Lawful, XP 5, NA Unique, TT none

The servants fight with staves, like the novices, but are given weapons only in the direst of circumstances.

Novices (6, L0), AC 9[10], HD 1-1 (1, 1, 2, 3, 4, 5 hp), Att 1 x staff (1d6), THAC0 20[-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NM), ML 9, AL Lawful, XP 5, NA Unique, TT none

Initiates (4, Q1), AC 8[11], HD 1 (3, 4, 5, 6 hp), Att 1 x staff (1d6) or 1 x longbow (1d6), THAC0 19[+0], MV 120' (40'), SV D12 W13 P14 B15 S16 (Q1), ML 9, AL Lawful, XP 10, NA Unique, TT none

The four initiates are the youngest ordained members of the Order. They fight with staves and longbows and have all of the abilities of 1st-level *qartals*. If using the Optional Rules presented in the Appendix assume the initiates all have the Toughness Knack and add 2 to their hp totals.

Aquila (Q2/3/4), AC 8[11] (first monk)/7[12] (2nd and 3rd monks), HD 2/3/4 (9/17/15 hp), Att 1 x staff (1d6+1) or 1 x longbow (1d6), THAC0 19[+0]/18[+1]/17[+2], MV 120' (40), SV As Level, ML 10, AL Lawful, XP 15, NA Unique, TT none

The 2nd-level monk is armed with a masterwork quarterstaff that inflicts an extra +1 damage but is not magical, the 3rd-level monk carries a longbow +1, and the 4th-level monk carries a bow and five arrows, fletched with feathers from the giant eagles nesting in the same hex, that have double the normal range and inflict an extra +1 point of damage.

Sub-abbot (2, Q5), AC 7[12], HD 5 (17, 26 hp), Att 1 (see below), THAC0 16[+3], MV 120' (40'), SV D10 W11 P12 B12 S14 (Q5), ML 10, AL Lawful, XP 5, NA Unique, TT none

If using the Optional Rules, Mayayah has the Mysticism and Patient Defense Knacks (not reflected in the stats) and Manmed has the Evasion and Oracle Knacks.

Mayayah fights with a longsword +1 doing 1d8+2 points of damage, while Manmed fights with twin masterwork hand axes, each doing an additional non-magical +1 point of damage.

Vermigor Skell, Abbot (Q9), AC 4[15], HD 4 (43 hp), Att 1 staff (1d6+3) or longbow (1d6), THAC0 13[+6], MV 120' (40'), SV D7 W8 P9 B9 S11 (Q9), ML 10, AL Lawful, XP 75, NA Unique, TT none

If using the Optional Rules, Vermigor has the Evasion, Patient Defense, and Step of the Wind Knacks. He wields a +2 staff that can be used once per round to force an opponent to reroll an attack.

The individual monks possess no treasure, aside from their weapons, but the monastery has accumulated a fair amount of wealth that it uses on occasion to purchase needed supplies. The treasure is kept under a large flat stone in Skell's quarters, heavy enough that it requires a combined Strength of 40 to move.

The treasure of the monks consists of 41 nuggets of gold found when they were excavating for the monastery; each nugget weighs one pound and is worth twenty gp. They additionally have a half dozen giant eagle feathers that have been gifted to them over the years by the mated pair in subhex 0304.

4. The Perilous Bridge

A rope bridge with wooden planks spans a deep chasm dividing the lower and upper sections of the monastery. In the event the monastery is ever attacked the monks can, if they are being overrun, retreat across the bridge and cut the ropes supporting it.

5. Heaven's Gate

At the end of the Perilous Bridge is the Heaven's Gate, beyond which only members of the Order may pass. A column of carved quartz stands on either side of the path; the one on the right is rose quartz, the one on the left milky quartz. The abbot can, by touching the milky quartz, cast *control winds* (as a 9th-level druid, p. 42 LL AEC), and by touching the rose quartz cast *call lightning* (as a 9th-level druid, p. 10 OSE AFDIS). In order to maintain either effect the abbot must remain in contact with the crystal the entire time; the effect cannot be prolonged past its normal duration (9 turns for *call lightning*, for example).

Once per year, if the abbot touches the rose quartz and the Gatekeeper the milky quartz, they may perform an hour-long ritual that allows the summoning of an aerial servant (as

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if cast by a 9th-level cleric, p. 40 LL AEC). Doing so is risky, however; both must Save v. Death at the end of the hour. On a successful save each takes **2d6** points of electrical damage, and on a failed save each takes **5d6** points of electrical damage. If either one dies from this damage the ritual fails.

6. The Ledge to Perfection

A spur of rock has been carved to resemble an eagle's head, nearly ten feet in length, protruding out over the cloister some two hundred feet below. Novices are required to leap off the promontory and float to the courtyard below after completing their initiation in the Challenger's Courtyard (see Area 7).

7. Challenger's Courtyard

Near the peak of the mountain, a flat spot has been terraced into the stone. It is here that the monks face off against one another when a challenge is made; the majority of the time it is when a younger, lower-ranked monk seeks to displace an elder. The combats are usually to first blood, or unconsciousness, not death, but on the rare occasion when a monk is accused of committing a crime, they have the right to a trial by combat. In these cases, should the defendant lose, their arms and legs are bound, and they are tossed off the mountain, falling to their death.

The Courtyard is also used to initiate new members into the order in bouts of ritualized combat, first with other novices, then against an elder monk.

Ritual combats, for whatever purpose, are always held at dawn, regardless of the weather.

8. Cell of Solitude

Looking down upon the Courtyard is a hut of stacked flat rocks. Novices about to be initiated spend a night here in meditation prior to engaging in mock combat, and elders needing to meditate on important questions use it as well. There's a **1-4 in 6** chance the Cell is occupied. If so, on a roll of **1-2** it is occupied by a novice, **3-4** by a challenger seeking to rise in the ranks, **5** by an elder monk who has been challenged, or **6** by an elder monk seeking solitude.

9. Final Stairs

A curved staircase hugs the side of the mountain, leading the way to a cave just under the peak. Once the bones of the dead that have been left at the peak are picked clean of all flesh by carrion birds they are interred here, in shallow niches carved into the walls. The walls are pierced by an assortment of carved holes that lead to the outside, cunningly designed so that the wind passing through sounds musical notes, a cacophony of sound and wind that swirls around the remains of the dead monks.

10. Monk's Rest

At the very top of the mountain is a smallish flat area, from which the calcified ribs of an enormous ancient bird jut from the stone like grasping fingers. It is here, amidst the ribs of a roc that died here millennia before, that members of the order are laid to rest upon their death, exposed to the elements and given over to Blien'Quol.

The Lake at the Top of the World

The center of this hex is dominated by a deep, cold, clear lake. It is fed by a permanent portal to the plane of elemental water, and inhabited by an undine, a water spirit.

Most of the lake averages 500 feet in depth, although subhex 0506, where the portal is located, is nearly twice that, at approximately 900 feet deep.

The lake is home to a number of mundane fish and aquatic wildlife; abundantly so, in fact. Trout mostly, and char, and turtles and frogs and eels. Every once in awhile something will slip through the planar gate, and strange, aquatic creatures can be found swimming in the deeps, surfacing occasionally to feed on surface dwellers.

Otherwise, the only permanent inhabitant of the lake is Yugmglw, the undine. If the result of a wandering monster check in the lake is any other elemental creature, they will only be found for a period of **1d6** days before returning to their home plane. See the Appendix for sample stats of elemental creatures that may be found in the lake.

0506. The Lair of Yugmglw

At the very bottom of the lake, 900 feet beneath the surface, dwells a rare creature from the plane of Water: an undine. Yugmglw is a young undine, as such things go, and angered a powerful marid prince with tasteless practical jokes nearly three centuries ago. The prince exiled Yugmglw to this remote corner of the Mortal World and tasked it with guarding a portal to the plane of Water.

The portal, around which Yugmglw has constructed its lair, is located at the deepest part of the lake, at depths where surface light is barely present, the temperature of the water is near freezing, and the pressures too great for Man to survive without magical protection. Yugmglw's lair is carved from the natural granite at the lake's bottom, swept clean of mud and debris by the constant flow of water that emerges from the plane of Water.

If the adventurers were able to travel to these depths, they would encounter a labyrinth of corridors and chambers at the very bottom of the lake, at the heart of which can be found a swirling vortex of water leading to another plane. The undine is found here only on a roll of **1-2 in 6**, preferring to spend most of its time swimming through the waters of

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the lake or conversing with the *lophaeti* monks that come to the water's edge to fish.

Yugmgwlw has no treasure. The undine is curious and capricious, given to practical jokes and pranks, and often unable to understand the danger its actions pose to mortals. It delights, for instance, in overturning boats that may ply the surface of its lake or drenching those upon the shore with large and sudden waves. For those that are able to please or amuse the undine it can prove to be a valuable source of knowledge and esoterica. Additionally, Yugmgwlw is capable of creating pressurized bubbles of air that can be used to transport mortals to its lair, and the portal beyond. Several of the *lophaeti* have made the trip and treated with the elementals and marids that make the plane of Water their home.

Yugmgwlw, curious undine, AC 4 [15], HD 8*** (33 hp), Att 1 x fist (2d8) or 1 x coil (1d10), THAC0 12[+7], MV 90' (30') / 240' (80') swimming, SV D5 W6 P7 B6 S9 (F12), ML 9, AL Chaotic, XP 2,300, NA 1(1), TT Nil

0608. Capragorgons

Dwelling in this subhex are a group of three strange creatures distantly related to both goats and gorgons. The capragorgons are about the size of ponies, with dull iron scales. Like goats, they are surefooted, ill-tempered, and will eat nearly anything. Possessed of a rudimentary intelligence, this trio delight in breathing upon helpless creatures, then headbutting their petrified victims into passes and ravines, where the bodies shatter into countless pieces.

The lair of these fell creatures is located halfway up a near-vertical cliff face, some 200 feet off the ground, and accessible only via a thief's climbing ability, stoutly secured ropes, or magic. The capragorgons have no issues climbing the sheer wall and may do so at their normal movement rates.

Capragorgons (3), AC 2 [17], HD 6* (23, 25, 26 hp), Att 1 x headbutt (2d4) or 1 x breath (petrify), THAC0 14 (+5), MV 120' (40'), SV D9 W10 P11 B11 S13 (F6), ML 9, AL Chaotic, XP 600, NA 0 (1d4), TT E

When not in melee a capragorgon may charge, running at least 20 yards and headbutting a target. If the attack hits, the target suffers double damage and must roll under their Dexterity on 3d6 or be knocked backwards a number of feet equal to the damage they took.

The capragorgon's breath is a 60' long, 10' wide cloud. All in the cloud are turned to stone unless they save against petrification. Capragorgons are unharmed by their own breath. There's a 1-2 in 6 chance per round they will use their breath weapon, which increases to 1-4 in 6 if reduced to fewer than half their hit points.

The capragorgons have no treasure.

0705. Centipede Nest

A fallen pine provides shelter to a nest of 17 giant centipedes. They are aggressive, attacking most anything that moves in search of food. Roll reaction twice, taking the lower of the two results. Because their lair is well hidden, they surprise on a roll of 1-3 in 6.

Centipede, giant (17), AC 9 [10], HD 1/2 (2 hp each), Att 1 x bite (1+poison), THAC0 19 (+0), MV 60' (20'), SV D14 W15 P16 B17 S18 (NM), ML 7, AL Neutral, XP 5, NA 2d4 (1d8), TT None

Those bitten that fail a Save v. Poison become violently ill for ten days, unable to act except to move at 1/2 speed. Luckily, the venom of this variety of centipede is slightly less virulent than some; targets get a +2 bonus to saving throws, but they also take 1 point of damage regardless of the result.

Wandering Monster Tables

East of the Lake

1. Brigands (1d4+4), hunting party, from Hex 15.42
2. Capragorgons (1d3), from subhex 0608
3. Giant eagles (1d2), from subhex 0304
4. *Lophaeti* (1d4 initiates plus *aquila*), from subhex 0405
5. Bear, grizzly, from Hex 15.42
6. Griffons (1d8), from Hex 15.42
7. Chimera (1d2) from Hex 14.42
8. Centipedes (2d4), from subhex 0705

West of the Lake

1. *Lophaeti* (1d4 initiates plus *aquila*), from subhex 0405
2. *Lophaeti* (1d4 initiates plus abbot), from subhex 0405
3. Giant eagles (1d2), from subhex 0304
4. Griffons (1d6) from Hex 15.42
5. Chimera (1d2) from Hex 14.42
6. Dwarves (1d6+1) from Hex 13.43
7. *Lophaeti* supply caravan (2d6 *lophaeti*, plus 3rd-level leader, plus 2d4 pack lizards)
8. Ogres (1d6) from Hex 14.42

On (or in) the Lake

1. *Lophaeti* fishing party in boat. 1d4 eagle-folk.
2. Yugmgwlw
3. Yugmgwlw
4. Elemental creature (see below)
5. Giant eagles (1d2), hunting, from subhex 0304.
6. Griffons (1d8), hunting, from Hex 15.42.

Appendix

Undine

Intelligent creatures native to the plane of Water, undines are Chaotic by nature but are good at heart and despise evil. They appear very similar to water elementals, but often take the form of translucent sea or river creatures that shimmer when exposed to light.

Once per turn an undine can coil rapidly through the water, doubling their swimming speed for 10 rounds. They are immune to poison, non-magical attacks, all 1st- and 2nd-level spells, and all fire-based attacks. They may use the following spell-like abilities as a 9th-level caster in lieu of an attack or move:

- *Detect invisible* (at will)
- *Detect magic* (3x per day)
- *Web*, appearing as crystalline shards of frozen water (3x per day)
- *Dispel magic* (3x per day)
- *Ice storm/wall* (3x per day)
- *Fire to Ice* (3x per day)

If the undine's "fist" attack hits, it may then choose to automatically coil around the target at the end of its turn. In each subsequent round the encircled victim takes 1d10 points of automatic crushing damage; cannot move, attack, or cast spells; and can escape by rolling under their Strength on 1d20+2. Undines may coil around creatures of giant size or smaller, and while doing so have their movement reduced by half.

While in water an undine is functionally invisible, only seen on a roll of 1 in 6, and then only if someone is visually searching the water. They regenerate 3 points of damage for every round they are in contact with the water. If not in contact with water they suffer 1 point of damage per round, but they may attempt to travel as far from water as they wish. They are also not affected by various protection spells that target elementals, nor can they be summoned by spells or items that target elementals.

Undine, AC 4 [15], HD 8***, Att 1 x fist (2d8) or 1 x coil (1d10), THAC0 12[+7] MV 90' (30') / 240' (80') swimming, SV D5 W6 P7 B6 S9 (F12), ML 9, AL Chaotic, XP 2,300, NA 1(1), TT Nil

Sample Elemental Creatures

On occasion creatures from the plane of Water slip through the gate and spend a few days in the Lake. There's a 1-5 in 6 chance they return to their home plane within 1d6 days of being encountered, either of their own volition or shepherded by Yugmgllw. If the result on the wandering monster table (above) indicates an elemental creature roll

1d12 and compare to the list below. Unless otherwise stated in their descriptions elemental creatures take half damage from non-magical weapons and attacks in addition to fire, both magical and non. They take full damage from weapons made from starmetal.

All creatures from the plane of Water encountered in the lake have body parts that can be harvested for use in magical spells and items.

1-2. Elemental, water (p.158 of OSE Core)

It will be a lesser on a roll of 1-5, an intermediate on a roll of 6-7, and a greater on a roll of 8.

3-4. Fish, giant (p.160 of OSE Core)

The creature will be infused with elemental energy and will have one elemental power (roll on the table below).

5. Crayfish, giant (use crab stats, p. 148 OSE Core)

The creature is infused with elemental energy and has one elemental power.

6. Termite, water (p. 200 OSE Core)

Infused with elemental energy, it has one elemental power.

7. Snake, sea (p. 190 OSE Core)

Infused with elemental energy, it has one elemental power.

8. Wyrd (p. 162, B&T 2nd Edition, Monsters II).

Wyrd, AC 4 [15], HD 3** (hp 14), Att 1 x bite (1d4+1d6 cold + constrict), THAC0 17[+2], MV 60' (20') swimming, SV D11 W12 P13 B14 S15 (F3), ML 9, AL Neutral, XP 65, NA 1d4 (1d4), TT Nil

Wyrd take no damage from cold-based or non-magical attacks. On a successful bite attack they can choose to constrict, doing an automatic 1d4+1d6 points of damage per round, but they are unable to make additional bite attacks while constricting. A constricted target can try each round to break free by rolling under their Strength on 3d6.

In lieu of a bite attack wyrd can spit a jet of water with a range of 120'. It does 3d6 points of damage on a hit and, on a natural 20, knocks the opponent prone. Once used this attack recharges on a roll of 5-6 on 1d6.

9. Eel, giant (p. 258, OSRIC)

1-2 electric eel, 3-6 weed eel. Infused with elemental energy, it has one elemental power.

Eel, electric, AC 9 [10], HD 2* (9 hp), Att 1 x bite (1d4) or electric shock, THAC0 18[+1], MV 120' (40') swimming, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 25, NA 0 (1d4), TT Nil

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Giant electric eels are largely peaceful. When in danger they first discharge a burst of electricity. All within 5' of the eel take 3d8 points of damage, those within 5-10 feet take 2d8, and those within 10-15 feet take 1d8. There is no saving throw. The eel's electric shock ability recharges on a roll of 6 on 1d6, made each round.

Eel, weed, AC 8 [11], HD 1-1*, Att 1 x bite (1), THAC0 19[+0], MV 150' (50') swimming, SV D14 W15 P16 B17 S18 (NM), ML 8, AL Neutral, XP 6, NA 0 (1d4), TT V

Small for giant eels, these creatures have mottled flesh that blends with seagrass and algae, surprising prey on a result of 1-3 in 6. Their bite inflicts a single point of damage, but those bitten must Save v. Poison. On a failure the target dies within 1d4 turns. Weed eels have a penchant for shiny things, and their lair – a central chamber accessed via small and winding tunnels – is often paved with coins, gems, and other trinkets scavenged from shipwrecks.

10. Turtle, giant snapping (p. 265, *OSRIC*)

Infused with elemental energy, it has one elemental power.

Turtle, giant snapping, AC 0 [19] shell, 5 [14] head and legs, HD 10 (45 hp), Att 1 x bite (6d4), THAC0 11[+8], MV 30' (10') / 120'(40') swimming, SV D10 W11 P12 B12 S14 (F5), ML 10, AL Neutral, XP 900, NA 0 (1d4), TT Nil

When in the water snapping turtles surprise on a roll of 1-3 in 6. Their long necks grant them the ability to attack opponents up to 10' away.

11. Saviah (p. 70, *A Hamsterish Hoard of Monsters*).

Saviah, AC 4 [15], HD 6+6****, Att 2 x claws (2 x 1d6) or 1 x tailslap (2d6), THAC0 13[+6], MV 150' (50') / 210'(70') swimming, SV D9 W10 P11 B11 S13 (F6), ML 9, AL Neutral, XP 1,550, NA 1(1d2), TT V

Saviah are serpentine creatures of at least 20' in length, with upper bodies that blend humanoid and feline traits. Their heads are more lupine than feline, and their upper section is covered in icy white fur. They are highly intelligent, masters of intrigue and secrets, the information gatherers of the great marids that rule much of the plane of Water.

Saviah dislike physical combat but are capable of holding their own if needed. They prefer to start off combat by invoking a seaweb, a shimmering pattern in the water that charms those within 15' of it on a failed Save v. Spells. Once per day the saviah may lay a seabind upon a single target within 60'; on a failed save the target is affected by a geas.

Saviah cast spells as 4th-level clerics, can only be damaged

by magical weapons or attacks, and regenerate 2 hp for every round they're in contact with water or ice. They speak the burbling language of the water elementals and 1d6 other languages.

The saviah that is encountered in the Lake in Hex 14.43 is named Isththes and has been tasked by the marid that exiled Yugmgwlw with keeping an eye on the undine. Isththes has, in the meanwhile, become friends with several of the lophaeiti monks.

12. Custom

This can be either an aquatic creature or a terrestrial one adapted for life in the plane of Water. If an inherently non-magical creature, they will have inherited one (1-3), two (4-5) or three (6) elemental powers.

Custom Elemental Creatures

Elemental creatures based upon those from the mortal world often possess characteristics above and beyond their mortal kin. Roll below to determine powers for those hailing from the plane of Water.

1-2 Camouflage

The creature blends in nearly perfectly with its surroundings, surprising on a roll of 1-3 in 6 (1-3), 1-4 in 6 (4-5), or 1-5 in 6 (6).

3-4 Extra Damage

The creature's attacks are shifted upward by one die type; e.g., if they had attacks doing 1d4/1d4/1d6 they would now do 1d6/1d6/1d8.

5-6 Extra Hit Dice

The creature has 1d4 extra hit dice.

7-8 Enhanced Intelligence

The creature is smarter than the terrestrial version. If no intelligence score is given in the stat block assume they are more intelligent than their kin.

9-10 Enhanced Movement

While in the water the creature's movement score increases by 30' (10').

11-12 Damage Resistance

The creature can only be damaged by weapons that are magical or crafted from starmetal, or magical attacks. If this entry is rolled more than once select one of the following: earth, air, electricity, fire, lightning, acid, or sound. The creature takes ½ damage from the indicated attacks, or ¼ on a successful save. If they are already resistant to the energy type, they become immune to it instead.

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13-15 New Attack

The creature gains a new, water-themed attack that can be used in lieu of their other attacks. They can:

1-2. Spit water in a line **1d6x10** feet long, doing **2d6** points of damage to all in the path. Each creature hit by the water must roll under their Dexterity on **3d6** or be knocked back a number of feet equal to the damage they take.

3-4. The creature generates a wave of water that radiates out from them, traveling **1d6x10** feet. All boats or other craft within the area that are of equal or lesser size than the creature have a **1-2 in 6** chance of capsizing, while all creatures aboard the affected craft must roll at or below their Dexterity on **4d6** or be knocked overboard.

5. The creature can generate a strong current that pulls others toward it. Every creature within a cone **1d6x20** feet long must succeed on a Save v. Paralysis or be pulled **4d10** feet toward the creature.

6. The creature generates a mildly acidic slime that coats their skin. Any creature in the water within 10' of it takes **1d6** points of damage for every round they remain within that distance, in addition to the round after they leave the radius. This is a passive effect and is always considered “on”.

16. Spell-like Ability

The creature has one (1-3), two (4-5), or three (6) spell-like abilities, each of which can be used once (1-3), twice (4-5), or three times (6) per day (roll individually for each power to determine how many times it can be used). Spell-like abilities should be re-flavored to have a water theme where possible.

There's a **1-2 in 6** chance per spell-like ability that the creature can use it *in addition* to their other actions in a round, otherwise the spell-like ability is used in lieu of their attack actions. Only one spell-like ability can be used per round.

Spells are cast at the creature's HD or the minimum caster level to cast the spell, whichever is higher. If the creature is of low intelligence it will use these powers instinctively rather than strategically.

17. Magic Resistance

The creature has a spell resistance equal to **1d10x10%** to spells cast by mortals.

18-19. Additional Power

Roll two times, ignoring results of 18 or higher.

20. Additional Power

Roll three times, ignoring results of 18 or higher.

1-5	<i>Dancing Lights</i> (as illusionist)
6-10	<i>Entangle</i> (as druid; with kelp, seagrass, etc.)
11-15	<i>Faerie Fire</i> (as druid)
16-20	<i>Hypnotism</i> (as illusionist)
21-25	<i>Light/Darkness</i> (as cleric)
26-30	<i>Silence 15' Radius</i> (as cleric)
31-35	<i>Sleep</i> (as magic-user; pheromones released into water or enchanting song)
36-40	<i>Blur</i> (as illusionist)
41-45	<i>Invisibility</i> (as magic-user)
46-50	<i>Hypnotic Pattern</i> (as illusionist)
51-53	<i>Mirror Image</i> (as magic-user)
54-56	<i>Obscuring Mist</i> (as druid)
57-59	<i>Warp Wood</i> (as druid)
60-62	<i>Air Breathing</i> (reverse of druid spell <i>water breathing</i>)
63-65	<i>Haste</i> (as magic-user)
66-68	<i>Lightning Bolt</i> (as magic-user)
69-71	<i>Temperature Control</i> (as druid)
72-74	<i>Confusion</i> (as magic-user)
75-77	<i>Hallucinatory Terrain</i> (as magic-user)
78-80	<i>Polymorph Self</i> (as magic-user)
81-83	<i>Wall of Ice</i> (as magic-user)
84-86	<i>Lower Water</i> (as magic-user)
87-89	<i>Part Water</i> (as magic-user)
90-92	<i>Acid Fog</i> (as illusionist)
93-95	<i>Insect Plague</i> (aquatic pests are created, instead)
96-100	Other spell.

Lophaeti, the eagle-folk

The *lophaeti*, or eagle-folk, are a rare race of beastmen that dwell in isolated places: high mountains, lonely woods, riverine cliffs. They are loners, rarely congregating in groups larger than twenty.

They are both contemplative and cruel; eagle-folk settlements are places of meditation and learning but their inhabitants view the world as an eternal struggle of predator against prey, with themselves playing the role of predator. They do not toy with those they kill, but hunt without emotion or empathy.

Lophaeti are attentive parents to their young, but once the children are old enough to fend for themselves they are often sent out into the world on their own, unless there exists a place

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Lophaeti

Requirements: Dex 9, Wis 9

Prime Requisite: Dex and Wis

Hit Dice: 1d6

Maximum Level: 11

Armor: Leather or lighter, shields

Weapons: Any except for heavy two-handed weapons

Languages: Common

Due to their slight build, eagle-folk cannot use heavy two-handed weapons such as swords, polearms, or battleaxes. They are likewise limited to wearing armor no heavier than leather but can use shields. The fingers and toes of the *lophaeti* are curved and talon-like; they inflict **1d2** points of damage with unarmed attacks.

The eagle-folk have nearly hollow bones. They take maximum damage from bludgeoning attacks.

Eagle-folk characters with Dex and Wis of at least 13 gain a +5% bonus to XP. Those with a Dex of at least 16 and a Wis of at least 14 gain a +10% bonus to XP instead.

Lophaeti are keen-sighted; they suffer no penalties to attacking at long range (p. 120, *OSE Core*) with missile weapons, and can fire into melee without a penalty.

They have a **1 in 6** chance of detecting secret doors, hidden objects, or large traps (such as pit or net traps) simply by passing near them or a **1-2 in 6** chance if actively searching for them.

If attacking a surprised opponent eagle-folk do an extra **+1d6** points of damage during the surprise round on all attacks that hit. If a *lophaeti* kills a target with a melee or missile attack they may make another attack against a nearby target; they may do so up to a number of times per round equal to half their Hit Dice (rounded down), provided each attack hits and slays the target.

Once per day the eagle-folk may cast *feather fall* upon themselves, as per the spell (described on p. 62 of *LL AEC*), but only affecting themselves.

Eagle-folk are extremely alert and only surprised on a roll of **1 in 6**. They are also extremely quiet and can move silently with a d20 roll of 14 or higher at first level, improving by 1 at every even level (13+ at 2nd level, 12+ at 4th level, etc.).

Upon reaching 7th level the *lophaeti* can found an eyrie, a community of **4d4** others of their kind. The eyrie must be built in an isolated, out of the way place. Once founded, other eagle-folk will hear of the new settlement – young ones being forced to leave their home eyries, or solitary *lophaeti* – and over the course of six months **3d4** normal eagle-folk and **1d4** *qartals* will come to join the community. Most will be level 1, but **1 in 6** in will be either 2nd level (**1-4 in 6**) or 3rd level (**5-6**).

for them in the community. When encountered near human settlements they often serve as assassins or mercenaries.

This section describes two eagle-folk classes: the average individual and the *qartal*, a monk-like warrior often tasked with the defense of the eagle-folk community.

Like many of the beastmen races, no *lophaeti* likes being indoors or in confined spaces. NPC eagle-folk must succeed on a morale check to even venture indoors without being able to see the sky; on a successful check they can do so, but suffer a –1 penalty to all rolls until they leave, and on a failed check they will not enter. If forced inside, the *lophaeti* enters a catatonic state that lasts for 1d6 hours or until they are taken outside.

Eagle-folk PCs may enter such spaces willingly but automatically suffer a –1 penalty to all rolls until they leave. Note that the penalty applies to all rolls, including initiative, chances to spot hidden objects, etc.

Lophaeti are on average the same height as Men but are not as heavy, due to a less dense bone structure. Both classes have a maximum Strength of 16. Likewise, due to their predatory nature, they find it difficult to relate to others – even other eagle-folk – and have a maximum Charisma score of 16.

Normal herbivores of all sorts are skittish around eaglefolk. Reaction rolls (if called for) are made with a –2 penalty, and any *Animal Handling* checks are made with a –5 penalty to the roll.

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<i>Lophaeti</i>			
Level	XP	HD	Attack
1	0	1d6	19 (+0)
2	1,500	2d6	19 (+0)
3	3,000	3d6	18 (+1)
4	6,000	4d6	17 (+2)
5	12,000	5d6	16 (+3)
6	25,000	6d6	15 (+4)
7	50,000	7d6	14 (+5)
8	100,000	8d6	14 (+5)
9	200,000	9d6	13 (+6)
10	300,000	9d6+2*	12 (+7)
11	400,000	9d6+4*	12 (+7)

*Do not add Con modifier to hp at these levels.

<i>Lophaeti Saving Throws</i>					
Level	D	W	P/P	B	R/S/S
1	12	13	14	15	16
2	12	13	14	15	16
3	11	12	13	14	15
4	10	11	12	13	14
5	10	11	12	12	14
6	9	10	11	11	13
7	8	9	10	10	12
8	8	9	10	10	12
9	7	8	9	9	11
10	6	7	8	8	10
11	6	7	8	7	10

Class Build. The eagle-folk class is built using the rules in the supplement *Classing up the Joint* as follows:

- Attack as fighter. +2
- Save as fighter. +1
- HD. 1d6 per level. +.5
- +2 per level after 9. +1
- Weapon (3). +1
- Armor (3). +1
- Natural attack damage. +.25
- Keen-sighted (no range penalties). +.5
- Backstab (limited). +1
- Spell-like ability 1/day (1st level). +.5
- Alertness. +1
- Move Silently. +.5
- Early Name Level bonus (found aerie at level 7) +.5
- Damage vulnerability to blunt weapons. -.5
- Two ability score requirements. -.5

- Two prime requisites. -.25
- Level restriction (two levels). -2
- Total Modifier of 7.5

Optional Rules

If using the optional rules presented throughout the *Populated Hexes* series the following can be applied to the *lophaeti* class:

Eagle-folk begin play with one skill (plus additional skills from high Intelligence) at level 1, and gain additional skills at levels 3, 5, 7, 9, and 11.

At 1st level they have one Knack from the following list, and may choose an additional Knack at levels 4, 7, and 10.

Alertness. The character gains a +1 bonus to initiative rolls. Can only be selected once.

Mysticism. In addition to casting *feather fall* the character can cast the following:

- *Jump*
- *Divine weather*
- *Pass without a trace*
- *Speak with animals* (birds only)
- *Levitate* (takes 2 uses of daily spellcasting ability)
- *Invisibility* (takes 3 uses of daily spellcasting ability).

At 1st level they may only cast one spell per day, total. They gain the ability to cast an additional spell per day at every odd level and can choose at the time of casting which one they will pick. The ability to cast these spells is innate, and requires no study, memorization, or material components, although the character must have their hands free and be able to speak. The character is treated as a caster of the same level as their HD for purposes of determining duration, range, etc.

Ex: At 5th level the character can cast three spells per day and may cast any of the above spells as desired. They can cast invisibility once, or levitate once and another spell that takes one use, or three spells that take one use, etc.

Guardian. The character can use three combat maneuvers.

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

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

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

Skillful. The character gains two additional skills.

Thievery. Select three of the following: Climb, Find/Remove

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Traps, Hear Noise, Read Languages, Pick Pockets, Hide in Shadows, Move Silently. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances.

Toughness. The character rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character rerolls their hit points at each level.

Wilderness Scout. The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a **1-3 in 6** chance per day of foraging enough food for **1d6** individuals while on the move. If they spend the entire day foraging for food without traveling, they have a **1-5 in 6** chance of finding enough food for **2d6** individuals.

Lophaeti Qartal

Requirements: Dex 12, Con 9, Wis 9

Prime Requisite: Dex and Wis

Hit Dice: 1d6

Maximum Level: 9

Armor: Leather or lighter, shields

Weapons: Any

Languages: Common

Due to their slight build eagle-folk are limited to wearing armor no heavier than leather, but can use shields. Their martial training allows them to use any weapons, though.

The eagle-folk have nearly hollow bones and suffer maximum damage from bludgeoning attacks.

Qartals with Dex and Con of at least 13 gain a +5% bonus to XP. If they have a Dex of at least 16 and Con of 14 or higher they gain a +10% bonus to XP instead. They must be of the Lawful alignment.

Qartals are keen-sighted; they suffer no penalties to attacking at long range (p. 120, *OSE Core*) with missile weapons, and can fire into a melee with no penalty.

They have a **1 in 6** chance of detecting secret doors, hidden objects, or large traps (such as pit or net traps) simply by passing near them or a **1-2 in 6** chance if actively searching for them.

Qartals are trained in both armed and unarmed combat; unarmed blows inflict 1d4 points of damage per strike.

If attacking a surprised opponent eagle-folk do an extra **+1d6** points of damage during the surprise round on all attacks that hit. This damage increases to **+2d6** at 6th level. If a *qartal* kills a target with a melee or missile attack they may make another attack against a nearby target; they may do so up to a number of times per round equal to their Hit Dice, provided each attack hits and slays the target.

Once per day the eagle-folk may cast *feather fall* upon

themselves, as per the spell (described on p. 62 of *LL AEC*), but only affecting themselves.

Eagle-folk are extremely alert and only surprised on a roll of **1 in 6**. They are also extremely quiet and can move silently with a d20 roll of 14 or higher at first level, improving by 1 at every even level (13+ at 2nd level, 12+ at 4th level, etc.).

If not wearing armor and possessing a base movement rate of 90' or better, the *qartal* gains a +1 bonus to their AC at level 1. This bonus increases by 1 at 3rd, 6th, and 9th levels.

Once per day the *qartal* can attack twice in one round, but they may only use their ability to make an additional attack after killing a target on one of those attacks, even if both slay separate targets. At 5th level they can attack twice in a round twice per day, and at 9th level they may do so thrice per day. They must be no more than lightly encumbered (i.e. with a movement rate of 90' or better) to use this ability.

Because of their self-discipline, *qartals* are difficult to control. They gain a +2 bonus to saving throws to avoid mind control and *fear* effects, including those brought about by claustrophobia.

Upon reaching 9th level the *qartal* can found a monastery. Like an eyrie, the monastery must be located in a remote part of the world. After founding it, the character will slowly begin to attract students interested in martial arts and contemplation. Over the period of one year, **2d4** normal *lophaeti* and **1d4** *qartals* will come to study at the monastery. Most will be 1st level, but **1 in 4** will be a higher level: **1-3** will be 2nd level, **4-5** will be 3rd, and **6** will be 4th.

Qartal				
Level	XP	HD	Attack	Damage
1	0	1d6	19 (+0)	+1d6
2	2,160	2d6	19 (+0)	+1d6
3	4,320	3d6	18 (+1)	+1d6
4	8,640	4d6	17 (+2)	+1d6
5	17,280	5d6	16 (+3)	+1d6
6	35,000	6d6	15 (+4)	+2d6
7	70,000	7d6	14 (+5)	+2d6
8	140,000	8d6	14 (+5)	+2d6
9	280,000	9d6	13 (+6)	+2d6
10	400,000	9d6+3	12 (+7)	+2d6

Qartal Saving Throws					
Level	D	W	P/P	B	R/S/S
1	12	13	14	15	16
2	12	13	14	15	16
3	11	12	13	14	15

Hex 14.43 – Eyrie of the Eaglefolk

4	10	11	12	13	14
5	10	11	12	12	14
6	9	10	11	11	13
7	8	9	10	10	12
8	8	9	10	10	12
9	7	8	9	9	11

Class Build. The *lophaeti qartal* is built using the rules in *Classing Up the Joint* as follows:

- Attack as fighter. +2
- Save as fighter. +1
- HD (1d6). +5
 - +3 hp per level +2
- Weapons (4). +2
- Armor (3). +1
- Keen-sighted. +.5
- Detect hidden (traps and secret doors). +1
- Natural weaponry. +.5
- Backstab. +1.25
- Spell-like ability (once per day, 1st level). +.5
- Alertness. +1
- AC bonus when unarmored. +1
- Flurry of blows. +1
- Hardy (limited category). +.3
- 3 ability score requirements. -1
- Prime requisites (2). -.25
- Damage vulnerability. -.5
- Level limit (3). -3
- Total Modifier. 10.8

Optional Rules

If using the optional rules presented throughout the *Populated Hexes* series the following can be applied to the *qartal* class:

Eagle-folk begin play with one skill (plus additional skills from high Intelligence) at level 1, and gain additional skills at levels 3, 5, 7, 9, and 11.

At 1st level they have one Knack from the following list and may choose an additional Knack at levels 4 and 7.

Alertness. The character gains a +1 bonus to initiative rolls. Can only be selected once.

Evasion. Once per day the character can reduce damage from one attack by half. The character can do this twice per day at 5th level.

Mysticism. In addition to casting *feather fall* the character can cast the following:

- *Jump*
- *Divine weather*
- *Pass without a trace*
- *Speak with animals* (birds only)
- *Levitate* (takes 2 uses of daily spellcasting ability)

- *Invisibility* (takes 3 uses of daily spellcasting ability)
- *Summon lesser elemental* (air only, takes 5 uses of daily spellcasting ability)

At 1st level they may only cast one spell per day, total. They gain the ability to cast an additional spell per day at every odd level and can choose at the time of casting which one they will pick. The ability to cast these spells is innate, and requires no study, memorization, or material components, although the character must have their hands free and be able to speak. The character is treated as a caster of the same level as their HD for purposes of determining duration, range, etc.

Ex: At 5th level the character can cast three spells per day and may cast any of the above spells as desired. They can cast invisibility once, or levitate once and another spell that takes one use, or three spells that take one use, etc.

Fighting Mastery. The character can use three combat maneuvers.

Oracle. Once per week the *qartal* can enter a trance for one hour, at the end of which they can cast *commune*.

Patient Defense. The character gains a +1 bonus to AC. Additionally, if they chose to not attack in a round, they gain an additional bonus of +2 to their AC.

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

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

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

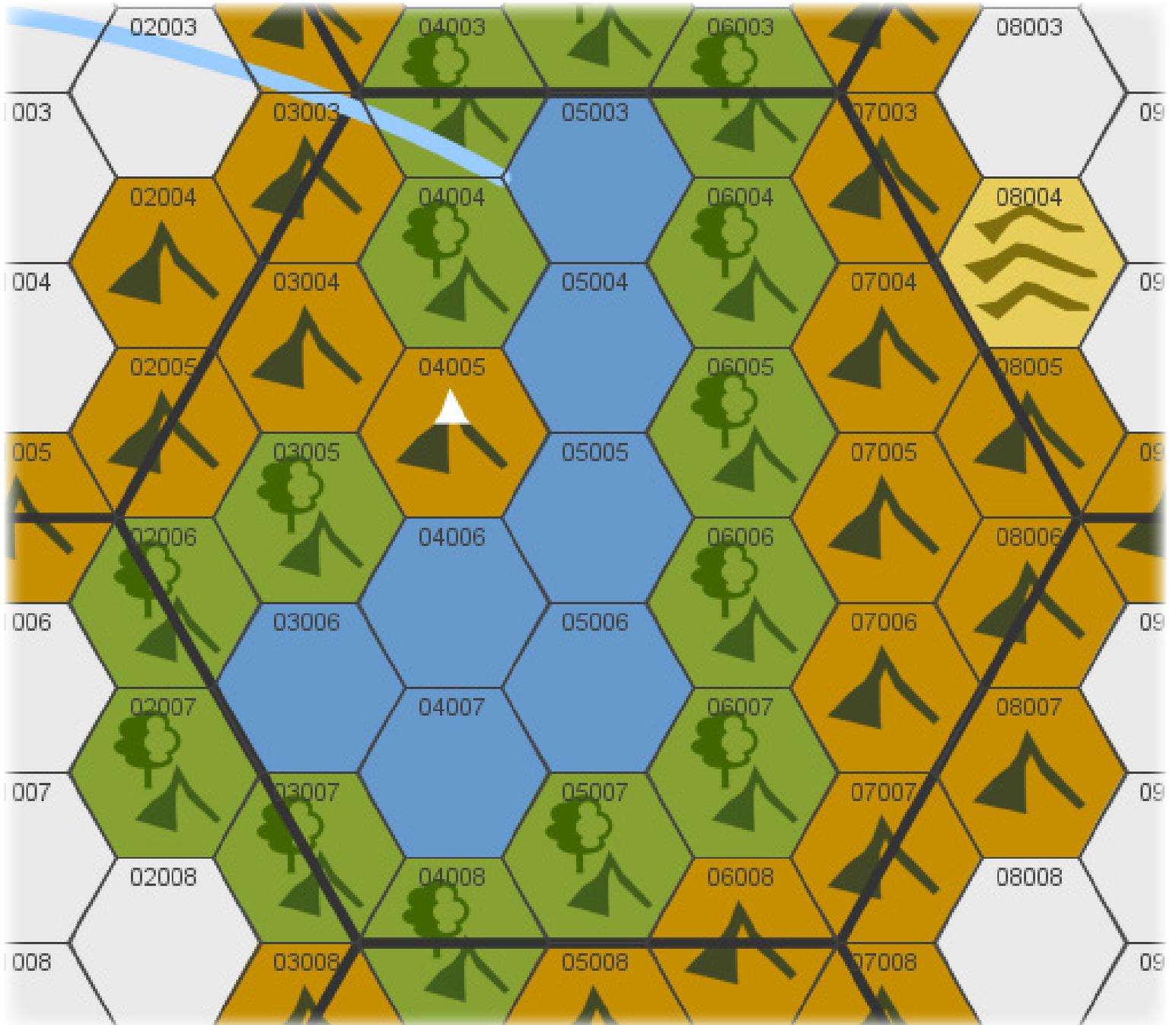
Skillful. The character gains two additional skills.

Step of the Wind. The *qartal* may move at double their movement rate for a number of rounds per day equal to their level times two. While using this Knack the character can walk on air for up to twenty feet at a time, enabling them to cross narrow chasms or leap from roof to roof.

Toughness. The *qartal* rolls 1d8 for their HD, rather than 1d6. This Knack can only be selected once, but it can be selected at any level, provided the character rerolls their hit points at each level.

Wilderness Scout. The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a 1-3 in 6 chance per day of foraging enough food for 1d6 individuals while on the move. If they spend the entire day foraging for food without traveling, they have a 1-5 in 6 chance of finding enough food for 2d6 individuals.

Hex 14.43 – Eyrie of the Eaglefolk



Large hex = 6 miles face to face
Small hexes = 1.2 miles, face to face
Cover art by Jen Drummond
Interior Map by Aaron Schmidt
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