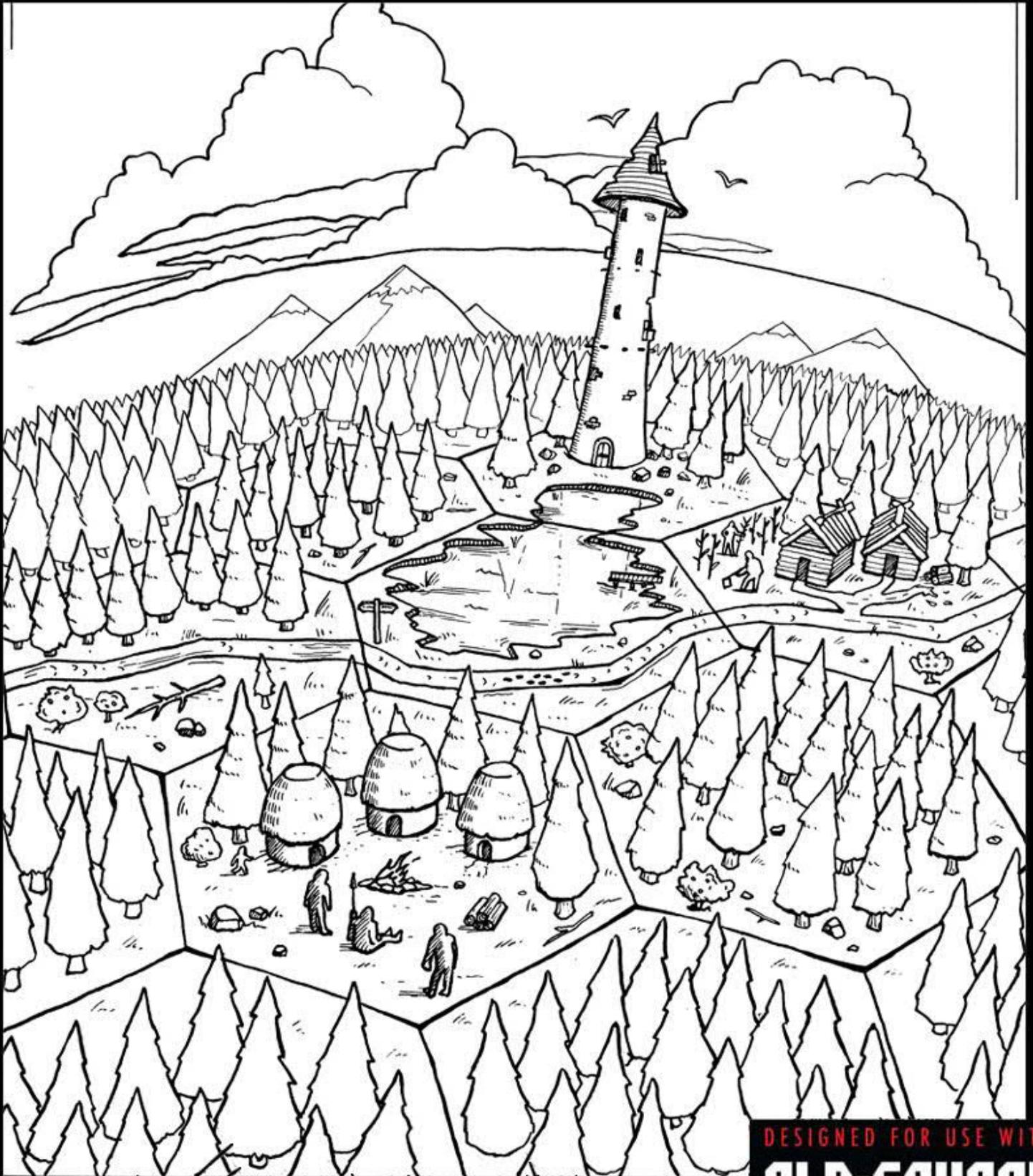


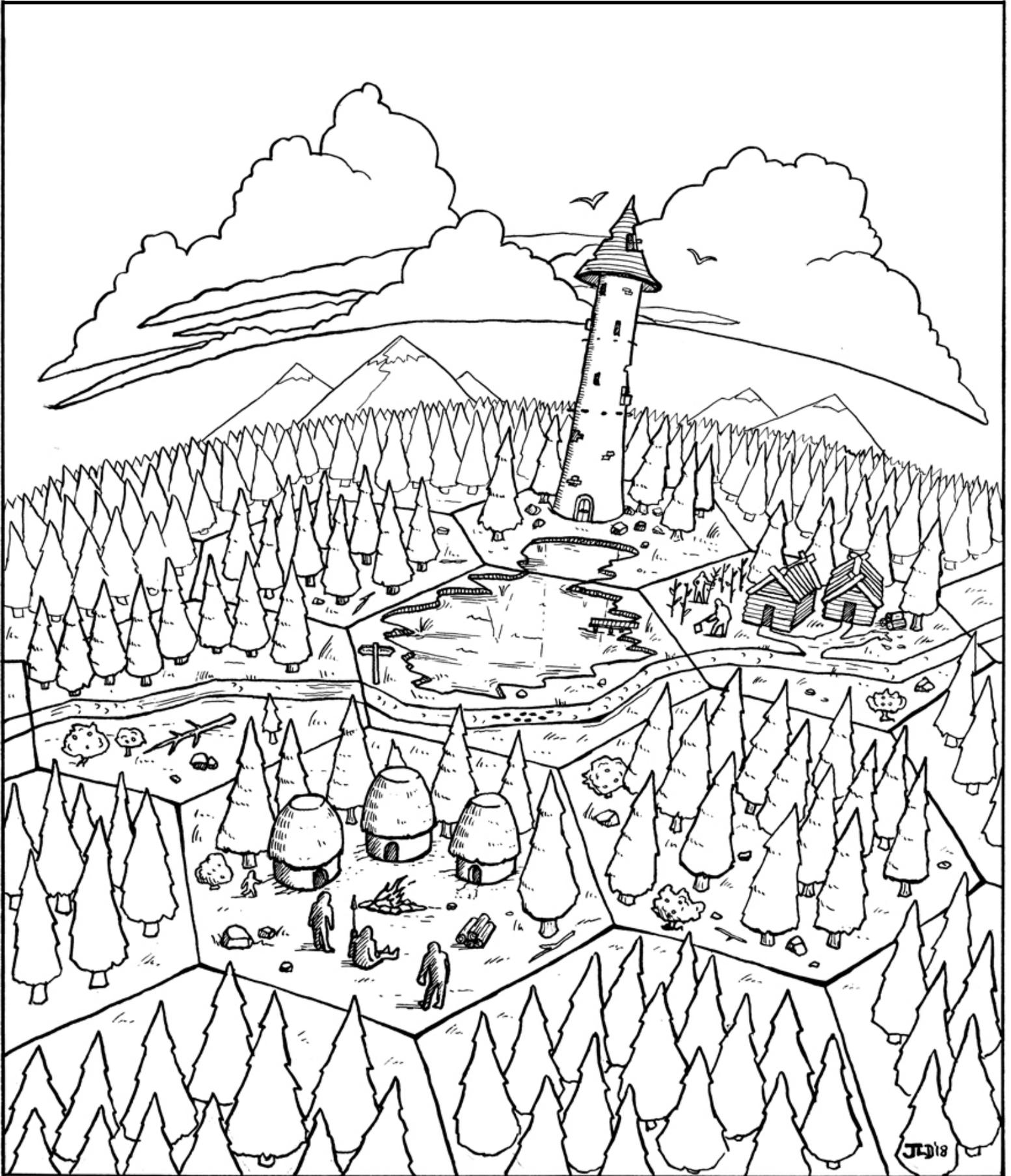
Hex 18.24

The Deadwood



Todd Leback

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



Hex 18.24 – The Deadwood

Hex 18.24

The Deadwoods

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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.

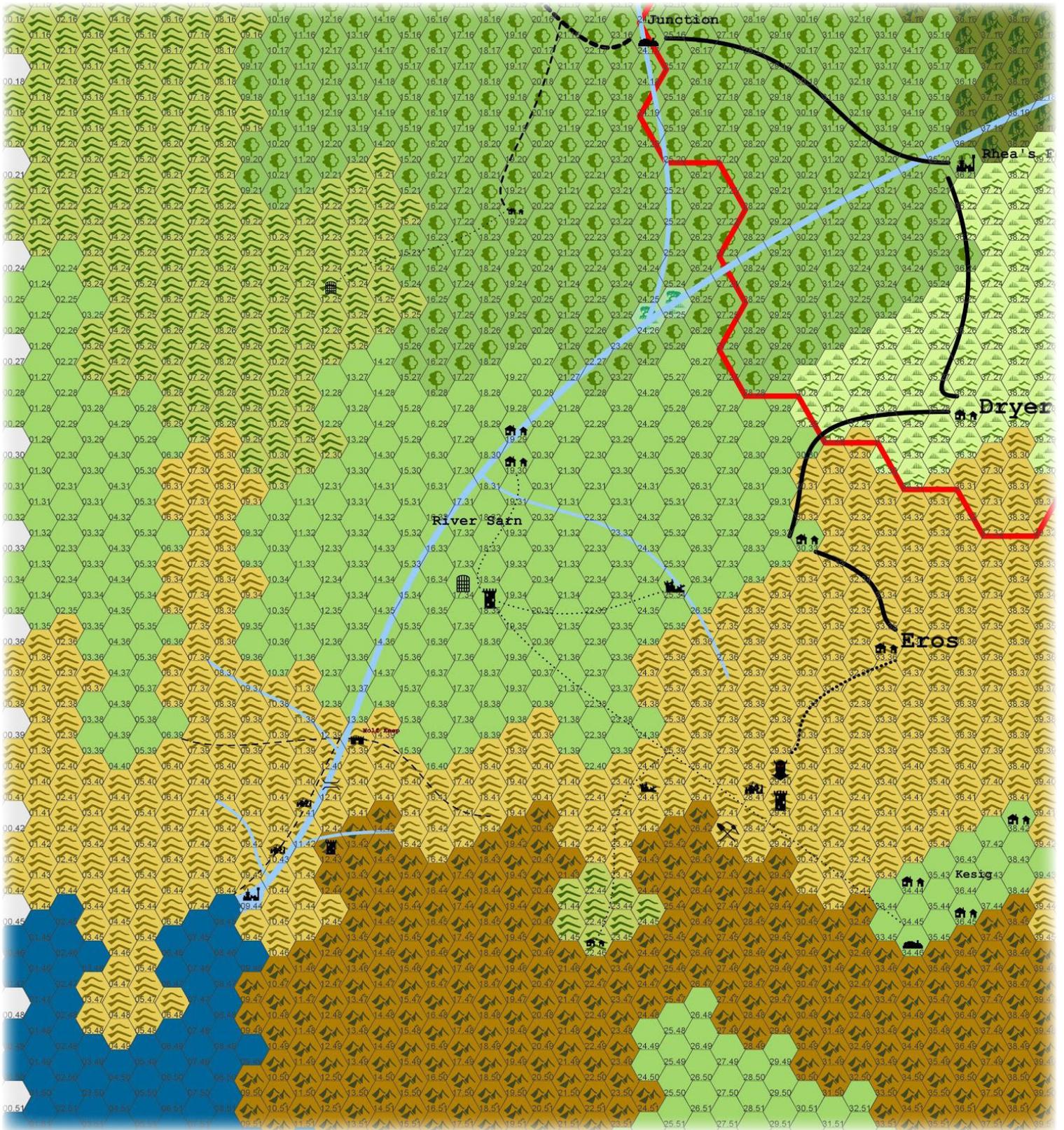
Using Populated Hexes

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.

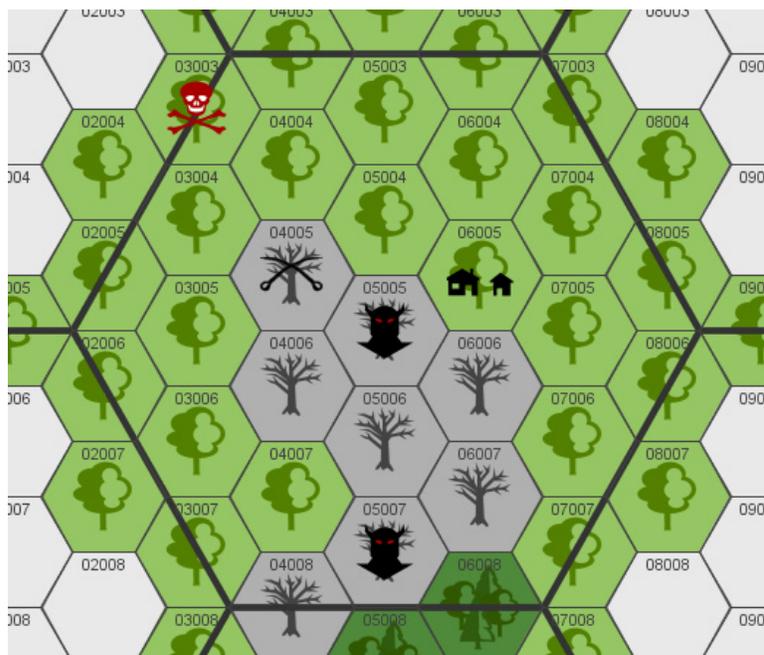
These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

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



Hex 18.24 – The Deadwoods



Resources: Vegetable (Timber, 2)

This hex is notable chiefly for the woods to its south; the northern tip of the Darkwood (see Hex 17.24) extends about 9 square miles into this hex. This spur of the Darkwood is composed almost entirely of dead trees and, appropriately, harbors a large number of undead. It is referred to as the “Deadwood”.

There are two main threats lurking within this hex: an undead treant lairs in subhex 0505, and a trio of spectres haunt subhex 0507. In addition, adventurers are likely to encounter large numbers of lesser undead as they traverse the area. Few living creatures venture into or lair within even the normal forest in the rest of this hex, with the exception of a small tribe of goblins that has found some measure of security by dwelling near to the haunted woods.

In the lightly forested section, sight lines range from 50 to 300 yards (5d6×10) and encounters occur at intervals of 20 to 80 yards (2d4×10). In the Darkwood, sight lines range from 20 to 80 yards (2d4×10) and encounters occur at intervals of 5 to 40 yards (5d8). The trees in the Darkwood are dense enough that targets more than 20 yards away gain partial cover (–2 penalty to attack rolls against them); those more than 50 yards away gain majority cover (–5 penalty to attack rolls against them); and missile attacks at a range greater than 100 yards are not possible. These penalties are in addition to those imposed by range increments for the weapon used.

Ex. A character with a sling is trying to hit a target 90 yards away. The roll has a –1 penalty due to the range modifier, with an additional –5 penalty for cover.

The Darkwood is a large, densely wooded forest that has been irrevocably tainted by Chaos. It is generally avoided by residents of the nearby hexes, except during the midday hours, when the owl-folk who dwell in subhex 0305 venture within to harvest the rare mushrooms that grow only within these cursed woods.

The Darkwood is one of those infrequent places in the world where the presence of evil is palpable, shaping the inhabitants and those who enter. In this case it is a relatively natural phenomenon; there is no specific cause for it, and no known way to remove it.

Lawful and Neutral characters who enter the Darkwood are affected in the following manner:

- They have an ever-present sense of shapes moving in their peripheral vision, hushed whispers behind them, and the feeling of ghostly fingers brushing the nape of their neck. This state of constant awareness is distracting, and as such they suffer a –1 penalty to avoid surprise. Chaotic characters suffer no such phantasmal delusions.
- Resting within the Darkwood is near impossible for non-Chaotic creatures. All Lawful and Neutral characters must make a Save v. Spells every time they attempt to sleep. Failure indicates a restless night, imposing penalties as though they had not rested (–1 to attack and damage rolls until they’ve rested a full day). Spellcasters cannot regain lost spells if the saving throw is failed.
- The Darkwood is somewhat inimical to life. Whenever magical healing occurs within its borders roll twice, taking the worse result.
- A *protection from evil* spell will eliminate these penalties, but only as long as the spell lasts and only for those within its radius who have not broken the strictures of the spell (attacking, casting a spell upon or forcing the barrier against an evil creature).

In addition to the oppressive dangers of the Darkwood, the forest itself is heavily shaded; even during the middle of the afternoon it is as dark as dusk under its boughs, allowing creatures sensitive to sunlight to walk freely. It’s also noticeably colder within the wood.

The terrain is difficult to navigate. The densely packed trees reduce movement to 2/3 normal. If using the exploration rules in *Hexcrawl Basics* the number of subhexes that can be explored per day is reduced by 1. It is also difficult to discern a trail or keep one’s bearings here; tracking skill checks are made with a –2 penalty, and the chances of getting lost are doubled.

Hex 18.24 – The Deadwoods

This spur of the Darkwood is called the Deadwood by those who know of it, and it possesses some features in addition to those of the rest of the Darkwood. Dead trees have a malevolent tendency to fall at the worst possible time. Every time a Deadwood hex is entered there's a **1-2 in 6** chance that a tree will fall, targeting **1d6-1 individuals** in the party (a result of 0 indicates the tree merely falls nearby), selected at random. All of those targeted must Save v. Death to avoid being hit by the fallen tree. Those who fail suffer 3d6 points of damage.

The Deadwoods are surprisingly resistant to flame; the dead trees are soft and punky, saturated with water. Any wood collected within will burn feebly, providing both less heat and illumination than a standard fire, and will require constant care to keep burning. Any food cooked over the flames will have a foul, oily taste regardless of how it is prepared. Fires started by other means, such as lit oil, *fireballs*, etc. only have a **1 in 6** chance of starting a subsequent wildfire, which will burn feebly for only **1d4 turns**.

Finally, the Deadwood is an unhallowed place, with the following effects:

- For every night the corpse of a sentient being remains in the Deadwood there's a 1 in 6 chance it rises as a zombie. The only way to prevent this is cremation – even burying the dead with ritual sacraments only delays the inevitable; those so treated have a 1 in 6 chance of rising for every year they remain within.
- Undead are turned as if they had 2 more HD than they do.

The creation of the Deadwood is linked to the existence of *Imgashkri*, the undead treant, and the perversion of the natural order it represents. Should *Imgashkri* be destroyed the following occurs:

- There's no longer a chance of trees falling when adventurers enter a subhex. Do not remove the entry from the random encounter table, through.
- The chance of the dead rising is reduced from 1 in 6 per night to 1 in 6 per week, and consecrated dead will never rise.
- Undead are turned as normal.

0303. A Slippery Slope

A shallow incline in this subhex is covered in downed branches and leaves, concealing a number of tripping hazards. While not dangerous to adventurers moving on foot at normal speeds, it is dangerous for horses or those running. Those at risk must make a Save v. Wands. Failure indicates they fall, sliding 5d10 feet, taking 1d2-1 points of damage per 10' they slide.

If a horse falls in this subhex it takes 1d2 points of damage per 10', as does its rider.

0405. The Charnel Field

The dead trees in this hex open up into a large clearing, some two hundred yards in diameter, littered with the bones of the dead from some forgotten battle. A close inspection reveals the bones are those of humans and orcs.

If the adventurers move to search the field of bones, a number of skeletons will animate and attack, both orcish and human. There is no statistical difference between the orcish and human skeletons, and 4d6 of each kind will animate. There's a **1-2 in 6** chance that the skeletons will ignore the adventurers and attack each other, their ancient enmity overcoming even the lure of living flesh.

If the skeletons do not fall to infighting they will attack anything living within the field, but will not pursue anyone who flees back into the shelter of the trees. This encounter "resets" at midnight each night; any skeletons that were destroyed the previous day will rise again. There are enough bones littered throughout the battleground that, unless significant time were taken to remove them, the same quantities rise anew. The only way to prevent the skeletons from rising is to first destroy *Imgashkri* (see subhex 0505), then sprinkle 500 gp worth of holy water over the field or have it blessed by a cleric of 7th level or higher.

There is some treasure to be found here but it requires a collective total of 100 turns to search. Every turn of searching per individual yields a roll on the following table:

Charnel Field Treasure Results

1d100 Roll	Result
01-10	3d6 gold pieces
11-25	3d6 silver pieces
26-40	3d6 copper pieces
41-50	1d4 gems worth 2d10 gp apiece
51-55	1 gem worth 6d20 gp
56-59	1d2 trinkets worth 1d4×10 gp apiece
60-62	1 piece of jewelry worth 3d6×10 gp
63-64	A gold tooth, worth 3d6 gp
65	A weapon +1*
66	A suit of armor +1*
67-71	1d4 weapons
72-76	1d2 suits of armor
77-00	Nothing

Hex 18.24 – The Deadwoods

Roll below to determine the type of weapons and armor found. There's a **1-3 in 6** chance that the weapon or armor found will be rusted, broken or otherwise damaged, worth **2d4×10% base price**, unless it is magical.

Weapons. (1d6 result): 1 sword, 2 dagger, 3 warhammer, 4 mace, 5 battleaxe, 6 club.

Armor. (1d6 result): 1-2 shield, 3-4 ring mail, 5 chain, 6 banded mail.

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

0505. The Trees Have Eyes

This hex is the lair of an undead treant named *Imgashkriil*. Immensely old, he was ancient before the Deadwood encroached on his territory and transformed him into a horrid undead creature.

Imgashkriil shares the resistance to fire that all of the trees in the Deadwood enjoy, taking half damage automatically from any fire-based attacks (and ¼ damage on a successful saving throw). His existence is intimately tied to the forest itself; every time the adventurers enter a new subhex within the Deadwood there's a **1 in 6** chance *Imgashkriil* instantly becomes aware of the presence of living creatures and their general location; he automatically becomes aware whenever anything living enters **subhex 0505**, regardless of his location at the time. *Imgashkriil* cannot actually leave the Deadwood, due to his connection to the area.

Whenever the adventurers enter the Deadwood roll **1d100** to determine where *Imgashkriil* is:

1d100 Roll	Resulting Hex
1-5	0406
6-10	0506
11-15	0606
16-30	0405
31-45	0506
46-60	0606
61-100	0505

Imgashkriil has a treasure hoard buried in the ground where he roots in hex 0505; It consists of the following, collected over the Cycles he has been in existence: 1000 sp, 5000 ep, 1000 gp (note that the coins are a mixture of mintings ranging over six Cycles and various sources), a gold necklace worth 575 gp, and a gold ring worth 200 gp.

For a full write-up of undead treants refer to the Appendix.

Imgashkriil. AC 1 [18], HD 10* (52 hp), Att 2 x fist (2d6), THACO 19 [0], MV 60' (20'), SV D6 W7 P8 B8 S10 (F10), ML 10, AL Chaotic, XP 3000, NA Unique, TT C**

- **Surprise:** *Imgashkriil* surprises on a roll of 1-3 in 6, encounter distance is within 30'.
- **Animate trees:** He can animate up to two dead trees within 60' as treants (with movement of 30'). He can switch this effect between trees at will. Animating can be done in addition to a normal attack, but not at the same time as a special ability. Once the trees have been animated they function without guidance.
- **This is my home!:** *Imgashkriil* cannot be turned in subhex 0505.
- **Resistance:** Once per day *Imgashkriil* can chose to automatically succeed on a saving throw.

0507. The Ebon Trees

The vast majority of the dead standing trees in the Deadwood are pale, the color of sun-bleached wood, except in this hex, where three of the trees are stained a deep black, as if by soot. The blackened trees form a triangle forty feet to a side, within which no other trees can be found. Three spectres dwell within the clearing formed by these trees, their undead state tied to the trees themselves. As long as the spectres remain within the clearing, and the trees still stand, they will regenerate 1 hp per round.

If reduced to 0 hp or destroyed by turning the spectres will reappear after 1d6 days. To permanently destroy the spectres one of the following needs to occur:

- The spectres are destroyed outside of the triangle of trees.
- They are destroyed within the triangle of trees and their corpses *blessed* by a cleric of 9th level or higher.
- Cutting down the three trees will destroy the spectres instantly. However, the spectres are instantly aware of any harm being done to their trees.

All three spectres are to be found within their lair on a roll of **1-5 in 6**. If the result is 6, **1d3** spectres will be roaming the hexes immediately surrounding subhex 0507.

The spectres have no treasure, but the ebon trees are incredibly valuable to magic-users and necromancers as special components, as follows:

Each tree, if felled, yields 2d4 units of rare woods, each worth a base of 500 gp. In addition, each tree has a **1-4 in 6** chance of yielding wood suitable to use as a principal (see p. 11 of *Hex 17.23*) for the purposes of magical item creation. If a tree is not usable as a principal it can be used

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as material for special components with equal value. The value of the principal that can be harvested from each tree is equal to **1d4+1 × 1000 gp**. If the wood is used to create any of the following items, however, the value of the principal is multiplied by 5:

1. *Staff of Withering*.
2. *Wand of Fear*.
3. *Arrow +3, undead slaying*.

However, the chance of creating a cursed item is increased by two if wood from the ebon trees is used as a principal and one if used as a component.

0605. Village of the Bloody Bones

A small tribe of goblins has taken up residence in this hex, relying on the ill reputation of the Deadwood – even amongst Chaotic humanoids – to protect them from greater threats. It doesn't hurt that they have a potent shaman to ward them from any undead that wander out of the Deadwood.

There are a total of 17 goblins in the village, as follows:

- ▶ Goblin chief, Thaknosh, 3 HD goblin
- ▶ Goblin shaman, Harbal, 4 HD goblin shaman
- ▶ 4 goblin bodyguards, each with 1+1 HD
- ▶ 13 regular goblins.

The Bloody Bones village contains three huts, fashioned from branches, leaves, and mud. One of the huts is for Thaknosh and his three wives, the second – located some hundred yards away from the other two – for Harbal and his wife, and the third housing the remaining goblins and two mangy dire wolves the tribe has managed to tame. Two bodyguards are with Thaknosh at all times – or at the least, stationed outside of his hut when he's with his wives.

The goblins have been here nearly three years, having fled from the north after being attacked and almost wiped out by a larger tribe of goblins (the Sunken Sun tribe, found in Hex 17.22). Rather than be assimilated at the low end of the totem pole, the surviving goblins moved south and found refuge here, at the edge of the Deadwood.

The goblins have four guards (three normal goblins, one bodyguard) posted at all times. They are mostly active during the night, although the tree-cover around their village is such that they can function during the day without penalty.

When encountered, there's a **1-3 in 6** chance that all of the goblins are present in the village. If the result is 4 or higher, then 2d4 goblins are out on patrol; on a result of 5 Thaknosh, 1d4 bodyguards and 1d6 goblins are out; and on a result of 6 Harbal, 1d6 goblins, and 1d2 wolves are in the Deadwood.

Thaknosh is not especially powerful for a goblin chief, and only has 3 HD. The real power behind the throne is Harbal. Harbal and Thaknosh are in discussions with Salmarend, the gnoll sorcerer of the Blistered Skin tribe in Hex 18.23, hoping to provide help in overthrowing the current gnoll chieftain in exchange for being inducted into the tribe for protection. The cunning gnoll sorcerer has no intention of keeping to this promise and plans to enslave the goblins as soon as he takes control.

Thaknosh (goblin chief). AC 5 [14], HD 3 (19 hp), Att 1 x weapon (1d8+1), THAC0 17 [+2], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Chaotic, XP 35, NA unique, TT None

If using the Alternate Rules from the Appendix, Thaknosh has the Toughness Knack and has 1d8 hp per HD. He has a personal treasure of 450 cp, 315 sp, and 74 gp, kept hidden in a shallow pit dug in his hut and covered by skins, as well as a belt pouch in which he keeps 6 gems worth 50 gp each. Thaknosh wields a battle axe doing 1d8 points of damage.

Harbal (shaman). AC 7 [12], HD 4 (16 hp), Att 1 x weapon (1d6), THAC0 19 [0], MV 60' (20'), SV D10 W11 P13 B15 S13 (S4), ML 9, AL Chaotic, XP 125, NA unique, TT None

Harbal is a shaman of Luggrat. She usually prepares *sanctuary*, *berserker rage*, and *hold person*. Harbal does not suffer penalties during the day. She has a personal treasure consisting of ten gilded human knucklebones worth 15 gp total, and wears a wolf-skin that, once per day, absorbs the damage from one melee attack.

Bodyguards (4). AC 6 [13], HD 2 (10, 10, 11, 15 hp), Att 1 x weapon (1d6+1), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Chaotic, XP 20, NA 3d4 (3d10), TT None

- ▶ Bodyguards do not suffer penalties in daylight.

Goblins (13). AC 6 [13], HD 1-1 (3 hp), Att 1 x weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7 (8 with bodyguard, 9 with chief or shaman), AL Chaotic, XP 5, NA 1d4 (2d6), TT R × 2 (C)

Dire Wolves (2). AC 6 [13], HD 4+1 (16, 17 hp), Att 1 x bite (2d4), THAC0 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 125, NA 1d4 (2d4), TT None

Collectively, the goblins have a treasure of 3000 cp.

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Random Encounters

Deadwood

1. Imgashkriil
2. Imgashkriil
3. Goblins (2d4, with shaman)
4. Skeletons (3d4)
5. Skeletons (3d8)
6. Zombies (3d4)
7. Spectres (1d3) from subhex 0507
8. Wights (1d6) from Hex 17.24

Rest of Hex

1. Goblins (Bloody Bones tribe, 1d6+2)
2. Goblins (Bloody Bones tribe, 3d4)
3. Skeletons (1d6)
4. Zombies (1d6)
5. *Strigi* (1d4)
6. Gnolls (2d4, from Blistered Skin tribe in Hex 18.23)

In addition to the undead found in the designated subhexes there are a total of 24 skeletons and 13 zombies shambling through this Hex. Keep a tally of the total number of wandering skeletons and zombies that have been destroyed, and as they are eliminated remove them from the wandering encounter tables.

Appendix

Undead Treant

Treant, Undead. AC 1 [18], HD 8-12* (52 hp), Att 2 x fist (2d6), THACO 19 [0], MV 60' (20'), SV D6 W7 P8 B8 S10 (F8-12), ML 10, AL Chaotic, XP 2300-3500, NA Unique, TT C

Undead treants are a perversion of nature; creatures tasked with preserving and nurturing a stand of trees have instead been corrupted by undeath.

All undead treants have a special connection to the place they once protected; they must spend at least one hour a day rooted in the soil from whence they originated – failure to do so results in their immediate destruction at the stroke of midnight. This spot is marked by upturned earth, as if a tree had been yanked straight from the ground.

Undead treants have a corrupting effect upon vegetative life around them; their presence will gradually kill all plant life within an area ranging from a single subhex to several hexes, depending on their strength and age. They usually spend their days stalking through the dead forests, shepherding the death of the trees in much the same way that treants care for living forests.

They radiate a continuous *warp wood* effect with a range

of 10' (refer to the druid spell on p. 9 of *OSE Druid and Illusionist Spells*). Magical items of wood are entitled to a Save v. Spells with a +4 bonus to avoid being affected. Any missiles of wood fired at an undead treant suffer a –2 penalty to hit as they suddenly warp when coming within ten feet of it; attacks with wooden or wood-handled melee weapons suffer the same penalty if affected by the unnatural warping. If the Save fails the weapon warps permanently.

Undead treants attack with two limb attacks, each dealing 2d6 points of damage. In addition, any living creatures hit by a tree limb must make a Save v. Death or lose 1d4 points of Constitution. The ability loss is restored at a rate of 1 point per day of bed-rest.

Living creatures completely drained of Constitution reanimate as zombies under the undead treant's mental control 1d4 days after death.

Like normal treants, undead treants can animate up to two trees that attack as normal treants (as described on p. 195 of *OSE Core*). The trees to be animated must be dead. They remain animate for a number of turns equal to the undead treant's HD. Undead treants can animate and control a maximum number of trees per day equal to half their HD, but no more than two at a time.

Goblins

In Absalom, goblins are faerie-kin, originating in Faery but having spread to the mortal world. A few of these (see below) retain some kinship to Faery, but the vast majority of goblins in Absalom are normal humanoids. They are typically Chaotic creatures, but exceptions do exist. About 1 in 6 goblins will be of Neutral alignment, and rare will be the Lawful goblin.

Below you will find three varieties of goblin for use as player characters, or as advanced goblins for special NPCs. Note that in most cases the Referee can use the goblin entry in the corebook, along with the standard Monster Attack Matrix, but draw from these examples to add some flair to important goblin foes.

Goblin

As goblins advance in level they get physically larger. They are continuously growing and changing, getting taller, more muscular, and nastier. The goblin class represents the base goblin found on p. 164 of *OSE Core*.

Requirements: None

Prime Requisite: Constitution

Hit Dice: d6

Maximum Level: 9

Armor: Any

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Goblin

Level	XP	HD	THAC0	D	Saving Throws					Damage
					W	P	B	S		
1	0	1d6	19 [0]	14	15	16	17	18	0	
2	870	2d6	19 [0]	13	14	15	16	17	+1	
3	1,740	3d6	18 [+1]	12	13	14	15	16	+1	
4	3,480	4d6	17 [+2]	11	12	13	14	15	+1	
5	6,960	5d6	16 [+3]	10	11	12	13	14	+2	
6	13,920	6d6	15 [+4]	9	10	11	12	13	+2	
7	28,000	7d6	14 [+5]	8	9	10	11	12	+2	
8	56,000	8d6	14 [+5]	8	9	10	10	12	+3	
9	112,000	9d6	13 [+6]	7	8	9	9	11	+3	

Weapons: Any, but limited at character creation to those doing 1d6 points of damage

Languages: Bestial

Goblins have a prime requisite of Constitution; they lair in filth and squalor, and build up resistance to disease as a result. If the goblin character has a Constitution of 13 or higher they gain a 5% bonus to XP earned, and if they have a Constitution of 16 or higher that bonus increases to 10%.

All goblins have the following racial abilities:

- ▶ Goblins have infra-vision to 90' and suffer a -1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter) At 2nd level this vulnerability goes away, although they still dislike bright light.
- ▶ They are decent miners and can spot new or unusual stone construction – including traps or secret doors made of stone – on a roll of **1-3 in 8**.
- ▶ 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

Upon reaching 2nd level goblins deal an extra +1 damage with their attacks. This increases to +2 at level 5 and +3 at level 8. At 3rd level the goblin can wield normal-sized weapons doing 1d8 points of damage and at 6th level can wield weapons doing 1d10 points of damage.

At 2nd level goblins gain the ability to cleave through their foes. If they deliver the killing blow to an enemy they are allowed to attack another individual within range. They can continue to attack new targets as long as each blow kills the individual, doing so a maximum number of times per round equal to half their HD, rounded up (a maximum of 5 additional targets at 9th level, therefore).

At 3rd level goblins are capable of leading their own people into battle, and when commanding goblin forces all goblins within 60' of them gain a +1 bonus to their morale scores.

At 1st level goblins save as 0-level humans but use the attack tables of 1st-level fighters. Their saving throw progression catches up with that of fighters at level 5.

Upon reaching 3rd level a goblin may leave their tribe and set off to found their own warren. Within 1d4 months of doing so they will attract a number of goblin followers, as below:

- ▶ 1d4×10 1st-level goblins
- ▶ 2d4 2nd-level goblins that serve as bodyguards

The goblins do not expect pay in coin, but they do expect the goblin leader to protect them and bring glory to the tribe, while also ensuring their impulses are kept sated through occasional raids upon civilized lands and the spoils they bring.

Alternate Rules

If using the alternate character customization rules introduced in *Hex 17.24*, goblins may select one of the following Knacks at the indicated levels. It is suggested, if applying these rules to goblins as monsters, that they be applied only to exceptional NPCs (chieftains, lieutenants, perhaps the head torturer, etc.) for ease of populating lairs.

Goblins begin play with one skill, plus additional skills due to high Intelligence, and gain an additional skill at level 3, 5, 7, and 9. They gain a Knack at 2nd level and an additional Knack at 5th and 9th. The Knacks may be selected from the following list, at any level, unless otherwise stated.

Faery Heritage, resistance. The goblin is immune to *sleep* and ghoulish paralysis. When making saving throws against charms or illusions they roll twice, taking the better of the

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two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.*

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up).

- *dancing lights* (1 slot)
- *glamour* (1 slot)
- *animal friendship* (2 slots)
- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

Leader of the Pack. All goblins within 30' of the character gain a +1 bonus to hit and damage.

Self-improvement, primary. The goblin can increase one of the following scores by 2, or two by 1: Strength, Dexterity, Constitution.

Self-improvement, secondary. The goblin can increase one of the following scores by 2, or two by 1: Intelligence, Wisdom, Charisma. This can only be selected at level 5 or higher.

Skilled. The goblin gains an additional three skill slots.

Sneak. The goblin gains the following thief skills that they can use as a thief one level lower than their actual level: Hide in Shadows, Move Silently, Climb Walls, Backstab.

Toughness. The goblin is especially durable and gains 1d8 hit points per level instead of 1d6. These are applied retroactively to the hit points rolled at 1st level. Note that the re-roll can never be lower than the initial roll. If this Knack is selected twice the goblin has 1d10 hit points per HD.

Trapsetter. The goblin is adept at fashioning and setting traps. Doing so takes 1 day for every 1d6 hit points of damage the trap inflicts, to a maximum of half the goblin's level in days (rounding up), and the trap will work on a roll of **1-4 in 6**. The chance improves to **1-5 in 6** if the goblin is of level 7 or higher.

Wolf-rider. When mounted upon a wolf or dire wolf the goblin gains a +1 bonus to AC, may charge at least 60' in order to deal double damage with lance or spear, and can fire missile weapons from wolf-back without penalty. Their mount also gains a +1 bonus to morale when being ridden by the goblin.

Goblins are built as follows based upon the rules from *Classing Up the Joint*:

- Attack as Fighter. +1
- Saving Throws as Fighter (delayed one level). +.9
- HD d6. +.5
- Weapons Allowed (#4, delayed two levels). +1.8
- Armor Allowed (#4). +2
- Infravision. +.75
- Detect stonework as dwarf. +.4
- Early name-level benefits (attract followers at 3rd level). +1.5
- Penalty when in sun (1st level only). -.5
- Level limited. Four levels. -4
- Total modifiers: 4.35
- Total XP to reach 2nd level: 870

Goblin Shaman

The shaman is the spiritual leader of the goblin tribe. It is they who commune with the goblin gods – harsh, lesser deities that demand sacrifice and obedience in equal measure – as well as perform the rituals to propitiate the spirits of their ancestors.

Goblins do not worship single gods, and their shamans draw power from a number of sources. Most goblin tribes place Luggrat, the Breaker of Chains, as the chief goblin deity, as it was he who freed them from servitude in the realms of Faery. There are other gods, the small gods of the mines, of the caves and the dark forests where the goblins lair, and other, stranger entities that lurk beyond the stars and under the waters. These strange Chaotic entities are also praised by goblin shamans, although on a tribe-by-tribe basis.

The goblin shaman casts spells in the much the same way as a cleric, but with a more limited spell selection. Casting spells for the goblin shaman is a loud performance, with chanting, cavorting, and the strident banging of drums being the principle means of channeling the divine energy.

Requirements: Wisdom 9

Prime Requisite: Wisdom, Constitution

Hit Dice: d6

Maximum Level: 9

Armor: Any

Weapons: Limited (any, but limited to those doing 1d6 points of damage)

Languages: Bestial

Goblin shamans rely on their force of personality to strike bargains with powerful beings in return for power, and as such must have a Wisdom score of at least 9. If they have both a Wisdom and a Constitution of 13 or higher they gain a 5% bonus to XP; if either is 16 or higher the bonus increases to 10%.

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Goblin Shaman

Saving Throws								
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	11	12	14	16	15
2	1,480	2d6	19 [0]	11	12	14	16	15
3	2,960	3d6	19 [+0]	11	12	14	16	14
4	5,920	4d6	18 [+1]	10	11	13	15	13
5	12,000	5d6	17 [+2]	9	10	12	14	12
6	24,000	6d6	17 [+2]	9	10	12	14	12
7	48,000	7d6	16 [+3]	8	9	11	13	11
8	96,000	8d6	15 [+4]	7	8	10	12	10
9	192,000	9d6	14 [+5]	6	7	9	11	9

Goblin shamans have the same racial abilities and restrictions as normal goblins. They can wear any armor and use any weapons. However, at 1st level they only know how to wield four weapons. At levels 5 and 9 they learn how to use an additional weapon.

- ▶ Goblins have infra-vision to 90' and suffer a -1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter). At 2nd level this vulnerability goes away, although they still dislike bright light.
- ▶ They are decent miners and can spot new or unusual stone construction – like traps or secret doors made of stone – on a roll of **1-3 in 8**.
- ▶ 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

Goblin shamans attack and save as clerics of an equal level.

At 1st level the goblin shaman possesses the ability to turn undead as a cleric of the same level, but instead of causing undead to flee they are able to command and control the undead on a successful roll. On a roll of “Turned” the shaman is able to command a number of HD of undead equal to the HD indicated by the roll result for a number of hours equal to their level; on a roll of “Destroyed” they may control the undead for a number of days equal to their level.

Unintelligent undead will act as the shaman desires, with no regard to their own safety. Intelligent undead act as if *charmed* and will not perform actions that could lead to their own destruction. Once the control ends the shaman may attempt to reassert control, provided they are within sight of the controlled undead; if this fails, unintelligent undead will flee as if turned and intelligent undead will react as appropriate upon regaining control of their actions.

If another creature attempts to turn or control the undead while under the shaman’s control, each makes a separate Turn check, adding their HD to the roll, to determine which controller wins.

At 2nd level the shaman gains the ability to cast clerical spells from the list below. As a general rule goblin shamans will typically cast the reversed version of spells that have a modal option, unless doing otherwise would be of benefit to their allies. The spell may be cast in either form as desired, without the need to pray for a specific version.

1st level. *berserker rage**, *cure light wounds*, *darkness*, *detect magic*, *remove fear* (reverse only), *wither**.

2nd level. *bless*, *call wolf**, *command animal**, *hold person*, *silence 15' radius*, *speak with animals*.

3rd level. *animal growth*, *animate dead*, *cure disease*, *dispel magic*, *remove curse*.

4th level. *cure serious wounds*, *divination*, *sticks to snakes*

5th level. *commune*, *flame strike*, *insect plague*, *raise dead*.

*see New Spells below

At 7th level the goblin shaman can attempt to craft magical items and potions. Note that the chance for success is as a 7th-level caster.

At 3rd level the shaman begins to attract followers. 2d4 normal goblins, of levels (1d6: 1-3) 1, (4-5) 2, or (6) 3, are attracted to serve as fanatical bodyguards (never need to check morale when defending the shaman). Additionally, at 3rd level and each level thereafter, there’s a **1-3 in 6** chance that a 1st-level goblin shaman will come to serve the higher-level shaman as an apprentice. Bodyguards lost to death will be replaced within a month, but students are not.

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Goblin Shaman Spells per Day					
Level	Spell Level				
	1st	2nd	3rd	4th	5th
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2

Sample Goblin Deities

Luggrat, the Breaker of Chains

The primary goblin deity, and one worshiped by most of the goblin tribes in Absalom. Luggrat is an unaligned Prince of Faery, exiled and confined to the Deeps by the Faery Courts. He guided many goblins through the cracks and crevices that pierce the boundaries between the two worlds, freeing them from servitude to the greater Faeries.

Those goblins in Absalom are not necessarily better off than they were, however. As one of the smaller and weaker humanoid races, goblin tribes often find themselves bullied or enslaved by larger creatures. Priests of Luggrat encourage those goblin tribes under their care to throw off the yoke of their non-goblinoid masters.

Luggrat's shamans are the most likely of goblins to wear metallic armor, giving them better than average AC, and their symbol is a length of chain. Those that are able to obtain or forge such things often wade into battle swinging the chains (1d6 points of damage per blow, reach of 10'). They also gain the following abilities:

- ▶ **Inspiring.** Once per day, when goblins within 30' of one of Luggrat's shamans have to make a morale check they subtract 1 from the roll. If the morale check succeeds they gain a +1 to hit and damage on their next attack rolls.
- ▶ **Chosen One.** Once per day, if dealt damage from physical attacks that would reduce them to 0 hp, they regain a number of hit points equal to their level. *Ex. A 4th-level shaman of Luggrat is reduced to 0 hp by an attack. Instead of dying, the shaman is at 4 hp.*
- ▶ **Expanded Spell List.** They add the following spells to their spell list:
 - 1 *sanctuary**
 - 2 *entangle*^

- 3 *spiritual weapon**
- 4 *web*
- 5 *blink**

*See New Spells below.

^spell is from *OSE Advanced Fantasy: Druid and Illusionist Spells*.

Logua, She who Howls in the Night. Logua is worshiped by goblin tribes south of the Scarlet Principalities that dwell primarily within the Dhembezeur Mountains, bordering the Silver Sea (see the Southern Hex Cluster for more detail). She is an ancient and grizzled she-wolf, nearly as tall as a Man, with a hide scarred from countless blades and battles. The local tribes viewed her with reverence, and in time that became a religious fervor, to the point that she has become a minor deity.

The shamans of Logua wear wolf pelts or necklaces of wolf fangs and are granted the following abilities.

- ▶ **Priests of War.** Shamans of Logua gain the damage bonus of goblins (+1 at levels 2-4, +2 at levels 5-7, +3 at levels 8-9).
- ▶ **Strike True.** Once per day they can roll twice when making an attack, taking the better of the results. This increases to twice per day at level 6.
- ▶ **Expanded Spell List.** They can add the following spells to their repertoire:
 - 1 *speak with animals*^
 - 2 *charm person or mammal**
 - 3 *hold animal*^
 - 4 *summon animals*^ (wolves and dire wolves only, add CHA modifier to total HD summoned)
 - 5 *polymorph self* (to wolf or dire wolf only)

*See New Spells below.

^spell is from *OSE Advanced Fantasy: Druid and Illusionist Spells*.

Yugshutlgn, the Darkstalker

Yugshutlgn is that which stalks the tunnels and night-blackened woods, silently, and snatches away those goblins who have betrayed their kin, never to be seen again. It is primarily worshiped by those goblins that still reside in Faery, although some in Absalom venerate its name, or at least place saucers of blood on the hearth as a sacrifice to it so they themselves will not be taken. Surprisingly, Yugshutlgn is worshiped by bugbears in equal number to goblins.

Shamans of Yugshutlgn, also called the Silent One, have their tongue torn from their mouth when initiated into its worship, and have evolved a means of casting spells – indeed, of communicating in general – through an elaborate system of hand gestures. They always dress in dark colors, the better

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to skulk through the night. They gain the following abilities, but never lose the penalty from being in sunlight.

- Use the following thief skills as a thief of one level lower: Backstab, Hear Noise, Hide in Shadows, Move Silently.
- They may add the following spells to their repertoire:
 - 1 *sleep*
 - 2 *detect invisible*
 - 3 *invisibility*
 - 4 *nondetection*[^]
 - 5 *improved invisibility*[^]

Alternate Rules

Goblin shamans have one skill at 1st level and gain an additional skill at levels 3, 5, 7, and 9. At 1st level goblins also start with one of the following Knacks, and gain an additional Knack at levels 5 and 9.

Faery Heritage, resistance. The goblin is immune to *sleep* and ghoul paralysis. When making saving throws against charms or illusions they roll twice, taking the better of the two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.* This Knack can only be selected once.

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up) for purposes of Faery spells.

- *dancing lights* (1 slot)
- *glamour* (1 slot)
- *animal friendship* (2 slots)
- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

God's Chosen. The shaman's deity has taken special interest in the shaman. They can cast one 1st-level spell at level 1. This is in effect a "bonus" spell; a 3rd-level shaman may cast three 1st-level spells per day. At level 5 they may cast an additional 2nd-level spell per day, and at level 9 they can cast an additional 3rd-level spell per day.

Self-improvement, primary. The goblin shaman can increase one of the following scores by 2, or two by 1: Strength, Wisdom, Constitution.

Self-improvement, secondary. The goblin shaman can increase one of the following scores by 2, or two by 1: Intelligence, Dexterity, Charisma. This can only be selected at level 5 or higher.

Skilled. The goblin gains an additional three skill slots.

Speak with Totem. The shaman may converse with members of the tribe's totem species. Typically these are wolves, but may be other animals (see below).

Toughness. The shaman uses 1d8 for their HD rather than 1d6. This Knack can only be selected once, and if it is selected at level 5 or 9 all HD are re-rolled using 1d8.

The Gods Protect Me. Once per day the shaman can choose to automatically succeed on a saving throw. At 7th level they may do this twice per day.

You Shall Obey Me! The shaman gains a +1 bonus to all attempts to control undead. They may add their class level to the total number of HD affected, if the turn attempt is successful.

Goblin shamans are built as follows, using the rules from *Classing up the Joint*:

- Attack as cleric. +0
- Saving Throws as cleric. -.5
- HD 1d6. +.5
- Weapons Allowed (#3). +1
- Armor Allowed (#4). +2
- Spellcasting. Divine, 75% progression. +5
- Turn Undead. +1.5
- Infravision. +.75
- Detect stonework as dwarf +.4
- Early name-level benefits (attract followers at 3rd level). +1.5
- Penalty when in sun (1st level only). -.5
- Prime requisites (2). -.25
- Level limited. Four levels. -.4
- Total modifiers: 7.4
- Total XP to reach 2nd: 1480

Goblin Mage

Goblin mages are feared, respected, and hated by their kin. They do not tend to the spiritual needs of the tribe the way that shamans do, and often remain on the outskirts of their communities, perhaps with an apprentice or two.

Regardless of their social standing in a goblin community, goblin mages are respected by the chieftains for their intelligence and guile as well as the power that they wield.

Goblin mages cast spells in much the same manner as human magic-users, but instinctively, without the need

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Goblin Mage

Saving Throws								
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	2,180	2d6	19 [0]	13	14	13	16	15
3	4,360	3d6	19 [+0]	13	14	13	16	15
4	8,720	4d6	19 [+0]	13	14	13	16	14
5	17,440	5d6	18 [+1]	12	13	12	15	13
6	35,000	6d6	17 [+2]	11	12	11	14	12
7	70,000	7d6	17 [+2]	11	12	11	14	12
8	140,000	8d6	17 [+2]	11	12	11	14	12
9	280,000	9d6	16 [+3]	10	11	10	13	11

to study or prepare spells. However, they are less flexible than magic-users, as they have a limited pool of spells from which to draw. Like all spellcasters, they can only regain spent spell slots after a full rest.

Requirements: Charisma 9

Prime Requisite: Charisma, Constitution

Hit Dice: d6

Maximum Level: 9

Armor: None

Weapons: Limited

Languages: Bestial

Goblin mages gain their spellcasting abilities from their inner strength and innate magic. Therefore, Charisma is their most important score. A mage with a Charisma and Constitution of 13 or higher gains a 5% bonus to XP; if either is higher than 16 the bonus increases to 10%.

All goblin mages have the following racial abilities:

- Goblins have infra-vision to 90' and suffer a -1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter). This penalty disappears at level 2.
- They are decent miners and can spot new or unusual stone construction – such as traps or secret doors made of stone – on a roll of **1-3 in 8**.
- 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

In addition, goblin mages possess the following characteristics:

- Goblin mages cannot wear armor.
- They may use any magical items usable by human magic-users. Those that can read the appropriate language can cast magic-user spells from scrolls. 1-2 in

6 goblin mages are literate in whatever languages they can speak.

- Goblin mages save and attack as human magic-users.
- Goblin mages at 1st level can use two weapons. They learn how to use an additional weapon at level 5.
- Goblin mages draw their spells from the magic-user spell list. See below for rules on how mages cast spells.
- At 4th level the mage can attempt to craft potions, scrolls and charms. They can attempt to create higher-powered magical items at level 9.

Unlike magic-users, who can memorize and cast virtually any spell, limited only by their access to arcane materials, goblin mages only possess the ability to cast a given selection of spells, albeit at a higher daily rate than magic-users. **A goblin mage has the ability to cast a number of unique spells equal to their class level plus the highest level spell they can cast plus their Charisma modifier.** For example, a first-level mage with a CHA of 14 (+1 bonus) can cast three different spells; at fourth level they can cast seven spells.

At each level the caster has the ability to “learn” a new spell of a level equal to or lower than the maximum level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided the mage has an available spell slot of the appropriate level.

Every time a mage reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, but for any one spell the sorcerer can cast.

Ex. A fourth-level goblin mage knows six spells. They can be of any level – three first level and three second level; four first level, two second level; etc. For this example, assume they know the following spells:

- 1 *charm person, magic missile, sleep*
- 2 *invisibility, knock, web*

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At that same level, they are able to cast four 1st-level spells and two 2nd-level spells per day. They don't need to memorize, or specify in advance, which spells they are going to cast.

Goblin mages do not gain followers, but they can become leaders of tribes. In these instances they function half as efficiently as regular goblins (attracting 1d4 × 5 regular goblins and 1d4 2nd-level goblins that act as bodyguards).

Goblin Mage Spells per Day						
Level	Spell Level					
	1st	2nd	3rd	4th	5th	6th
1	2	—	—	—	—	—
2	3	—	—	—	—	—
3	3	1	—	—	—	—
4	4	2	—	—	—	—
5	4	2	1	—	—	—
6	4	3	2	—	—	—
7	5	3	2	1	—	—
8	5	4	2	2	—	—
9	5	4	3	2	—	—

Alternate Rules

Goblin mages begin play with one skill. Goblin mages may select an additional skill at levels 4 and 7.

At 1st level goblin mages may select one of the following Knacks. They gain an additional Knack at level 5 and 9.

Blood Magic. When casting a spell the goblin mage can spend hit points to do one of the following:

- Reroll dice. 1 hp per die reroll. Any one die can only be rerolled once. The better of the two results is taken. *Ex. The goblin mage casts sleep and spends 2 hp to reroll both dice results. The initial rolls are 2 and 5. The rerolls are 1 and 6. The 2 from the first roll and the 6 from the second are used.*
- Add a bonus to attack rolls. If an attack roll is needed for the spell, the mage gains a +1 bonus per 2 hp spent.
- Increase duration. The duration can be increased by 50% for every 2 hp spent. Spells with a duration of Instant cannot be extended, and spells with a Permanent duration are unaffected.
- Impose a penalty to saving throws equal to -1 per 3 hp.
- Increase the range of the spell by 50% per 3 hp.
- Increase the area of effect of the spell by 50% by spending 5 hp.

The mage can spend a total number of hit points per spell

equal to their class level, but multiple effects can be used on a single spell.

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

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

Combat Sorcerer. The character can cast spells while wearing armor. Leather armor applies no penalties. If wearing chain there's a **1-2 in 6** chance that any given spell fails to go off (but is not lost), and if wearing plate armor the chance increases to **1-3 in 6**.

Also, the mage learns to use two additional weapons, and if hit while casting a spell they may attempt to roll equal to or less than their Constitution on 4d6 to cast the spell uninterrupted.

Expanded Repertoire. The mage increases the number of spells they know by 3; these must be of levels the mage is capable of casting. This Knack can be selected multiple times.

Faery Heritage, resistance. The goblin is immune to *sleep* and *ghoul paralysis*. When making saving throws against charms or illusions they roll twice, taking the better of the two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.* This Knack can only be selected once.

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up) for purposes of Faery spells.

- *dancing lights* (1 slot)
- *glamour* (1 slot)
- *animal friendship* (2 slots)

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- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

Familiar. The goblin mage has a familiar. See below for more information on familiars.

Self-improvement, primary. The goblin can increase one of the following scores by 2, or two by 1: Charisma, Dexterity, Constitution.

Self-improvement, secondary. The goblin can increase one of the followings scores by 2, or two by 1: Intelligence, Wisdom, Strength. This can only be selected at level 5 or higher.

Skilled. The goblin gains an additional three skill slots.

Toughness. The goblin mage has 1d8 hp per HD instead of 1d6. This Knack can only be selected once.

Goblin mages are built in the following manner using the rules from *Classing up the Joint*:

- Attack as magic-user. -1
- Saving Throws as magic-user. -1
- HD 1d6. +.5
- Weapons Allowed (#1). -1
- Armor Allowed (#1). -1
- Spellcasting. Arcane, 125% progression. +20
- Infravision. +.75
- Detect stonework as dwarf +.4
- No name-level benefits. -2
- Penalty when in sun (1st level only). -.5
- Prime requisites (2). -.25
- Level limited. Four levels. -4
- Total modifiers: 10.9
- Total XP to reach 2nd: 2900

Familiars

Familiar. The character gains a familiar, an animal companion bonded magically to the mage. When bonded to a familiar the mage gains one more Hit Die per level (a 1st-level magic-user would have 2d4 hp and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Dice and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Dice are permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's

senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1-HD creature. When the caster reaches levels 3, 6, and 9 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

New Spells

Berserker Rage (Divine)

Level: 1

Duration: 1 round per level

Range: 20'

The goblin shaman targets a nearby living, willing target who flies into a berserker rage, gaining a +2 bonus to attack and damage for 1 round per shaman level but suffering a -2 penalty to AC. The target has an effective morale of 12 while enraged.

Blink (Arcane)

Level: 3

Duration: 1 round/level

Range: Self

The caster blinks in and out of existence each round, reappearing on their turn in initiative. If the caster wins initiative they blink away, spoiling any non-area-of-effect attacks made against them. Spells or attacks with an area of effect including the caster still work, as do attacks against the caster if they lose initiative.

Each round, the caster blinks 20' in a random direction relative to their facing (roll 1d8: 1 "north", 2 "northeast", etc.). If they would end up in a solid object reroll the direction.

The caster may make melee attacks normally the first round after casting this spell, but missile attacks, spells, item effects, etc. fail on a roll of 1-4 in 6.

Call Wolf (Divine)

Level: 2

Duration: Instant

Range: 1 mile per level

This spell may be cast only once per day. All wolves within the range of the spell are drawn toward the caster, and will travel at their maximum movement rate to reach them. Once they reach the caster the spell ends; the summoned wolves are neither inherently aggressive nor friendly toward the caster. Normal wolves do not receive a saving throw; dire wolves may Save v. Spells to resist the effect.

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Charm Person or Mammal (Divine)

Level: 2

Duration: 1 turn per level

Range: 60 feet

This spell functions as the first-level spell *charm person* but can affect normal mammals (wolves, for example, but not dire wolves).

Command Animal

Level: 2

Duration: 1 turn per level

Range: 60 feet

With this spell the shaman is able to command a living, non-magical animal within range to do her bidding for the allotted duration. A successful Save v. Spells allows the animal to resist the commands, unless the animal is the same species as the shaman's tribe's totem, in which case the target does not get a save. Commands to perform blatantly suicidal tasks allow an additional saving throw with a +4 bonus. The animal will understand the commands even if they do not speak the same language.

Sanctuary (Divine)

Level: 1

Duration: 2 rounds +1/level

Range: Touch

The target of this spell is warded from danger; anyone attempting to directly attack the target must make a Save v. Spells. If successful they may attack the target; if failed they cannot attack. The target cannot take offensive actions without disrupting the spell, although they can take actions or cast spells that are not offensive in nature.

Spiritual Weapon (Divine)

Level: 2

Duration: 1 round per level

Range: 30'

The caster conjures a weapon made of pure spiritual energy that hovers in the air within 30'. Once per round the weapon makes an attack against an adjacent target, dealing 1d6 points of damage +1 point per two caster levels. At levels 1-5 the weapon is not considered magical for purposes of damaging resistant targets, at levels 6-10 it is considered the equivalent of a +1 weapon, and at levels 11+ it is considered a +2 weapon. This bonus applies only for the purpose of determining what targets may be struck by the weapon, and does not actually add to the attack or damage roll.

The weapon attacks using the caster's THAC0. Once

summoned, the caster can move and make physical attacks but cannot cast spells. The caster can move the weapon at a rate of 30' by concentrating for a full round.

Wither (Divine)

Level: 1

Duration: 1d6 rounds

Range: 60'

The caster targets a living creature within 60', who must then make a Save v. Spells. If they fail the roll the target's limbs are wracked and twisted for a period of 1d6 rounds. In addition to suffering a -2 penalty on attack rolls, the target's movement rate is halved for the duration.

Goblin Demographics

According to p. 164 of *OSE Core*, 2d4 goblins are encountered in a dungeon, while a goblin lair or a wilderness encounter with goblins comprises 6d10 goblins. A goblin lair also contains a king (3 HD goblin) plus 2d6 2-HD goblins that serve as bodyguards and lieutenants. These numbers are **in addition** to the base number of goblins. Therefore, a band of 25 goblins has a king and 2d6 bodyguards, both of which add to the total number in the band.

The average lair of 6d10 goblins is composed of, on average, the following:

1. Thirty-three 1st-level goblins
2. Seven 2nd-level goblins
3. One 3rd-level goblin

1st-level goblins are essentially the basic goblin found in the monster section of *OSE*. Rather than treat all of the goblins in a lair as classed NPCs it is recommended that the Referee instead uses the stats in the monster entry. The three goblin classes presented in this Hex should be used for extraordinary goblins within a lair. If the Referee is using the Alternate Rules it is suggested that all goblin bodyguards be given the Toughness Knack.

Lairs encountered in a wilderness often have a larger population than the 6d10 number given in the monster entry – p. 139 of *OSE Core* notes that “The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness.” This suggests that when a goblin lair is encountered in the wilderness it will contain 30d10 goblins.

This section provides guidelines for determining the size and composition of goblin lairs.

Assume that the smallest goblin lair encountered in the wilderness will consist of 6d10 goblins. A group this size is called a “clan”. Each clan, as stated above, will consist of 6d10 normal goblins, 2d6 goblins with 2 HD, and a single goblin with 3 HD that is the goblin chieftain.

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To determine the population of a randomly encountered goblin settlement, roll **1d20**:

1d20 Roll	Population
1-8	1 clan
9-13	1d4+1 clans
14-17	2d4 clans
18-19	2d4+2 clans
20	2d6+3 clans

Multiple clans live together in tribes. Each clan has its own leadership structure, as discussed above, but one clan will be the dominant, or ruling clan, and have additional higher-HD goblins, as will be discussed later.

Each clan has a 20% chance of having a shaman, and a 10% chance of having a mage. Roll below to determine the levels of each.

Shaman/Mage Level	
1d100 Roll	Level
1-30	1
31-50	2
51-65	3
66-80	4
81-89	5
90-94	6
95-97	7
98-99	8
100	9

When more than one clan exists in a settlement the individual clans will each be ruled by a 3rd-level goblin (1-4) or a 4th-level goblin (5-6).

A goblin tribe with 2-4 clans is overseen by a goblin king of 4th (1-4) or 5th level (5-6). This goblin king has an additional 2d4 2nd-level goblins that serve as lieutenants. This is in addition to the individual clan chiefs and their bodyguards.

A goblin tribe with 5-7 clans is overseen by a goblin king of 5th (1-4) or 6th (5-6) level. This goblin king has an additional 2d4+4 2nd-level goblins serving as lieutenants and 1d4 3rd-level goblins serving as captains of the guard.

A goblin tribe with 8-10 clans is ruled by a goblin king of 7th (1-4) or 8th (5-6) level, who is aided by 2d6+6 2nd-level goblins, 2d4 3rd-level goblins, and 1d4 4th-level goblins serving as lieutenants and enforcers. In addition, the goblin ruler of such a large tribe is automatically served by a shaman and a mage. These are in addition to those

found within the separate clans that make up the village. Roll twice for both on the above table and take the higher result in order to determine the levels of both shaman and mage that serve the king.

A goblin warhorde, the largest gathering of goblins witnessed by Man, is led by a mighty warchief of 9th level. Such a community is inherently unstable, held together only through strength of arms and fear, and only exists for 1d12+1 months before fracturing due to internal strife and backstabbing. The goblin warchief is assisted by 1d12+12 2nd-level goblins, 1d6+6 3rd-level goblins, 1d4+4 4th-level goblins, 1d4+2 5th-level goblins and 1d4 6th-level goblins. These are in addition to those found within the individual clans within the warhorde. In addition, the warchief is served by a shaman and a sorcerer. Roll three times on the above table, taking the best result, to determine the levels of both shaman and mage.

Each clan has a 1 in 6 chance of having 25% of its members – in addition to the chief and bodyguards – mounted on dire wolves (or whatever the band's totem animal is). Further, each clan has a 1 in 6 chance of employing 2d6 bugbears to act as guards and hired muscle.

Despite being discomfited by sunlight, it is rare that any settlement of goblins larger than a clan lairs entirely underground. Most goblin settlements are built either partially or entirely above ground. These creatures favor thick forests, canyons lined with caves, mountainous passes, etc.; locations that are largely sheltered from the sun and enemies. With the exception of warhordes, which tend to be temporary settlements of tents and crude huts, most goblin settlements are crafted from stone, wood, and hides.

They are decent miners but poor artisans, and other humanoids – especially the disciplined and warlike hobgoblins and capable kobolds – see goblin villages as a source of raw iron and other metals.

Each band has an animal totem that serves as its mascot. These totem animals are usually (75% of the time) dire wolves, although other species are occasionally encountered. Typically, the totem animal should be capable of being ridden by the goblins, and bands have been known to adopt giant beetles, boars, ferrets (giant), and, rarely, creatures such as giant spiders.

If there's a shaman in the band they will be the primary trainer of the totem animals, with help from 1d4 normal goblins and a 2nd-level goblin assistant.

Higher-level goblins have better AC than that which is given in the monster description. Referees can either determine what armor they are wearing or abstract it out. Decrease a goblin's AC by 1 for every 3 levels: a goblin chief with 3 HD has an AC of 5 [14], one with 6 HD will have an AC of 4 [15], etc. Additionally, any treasure rolled as belonging to the clan will likely be claimed largely by the chief, to be used by them or doled out to supporters.

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