

Designed for
OSRIC™

Play as a stand-alone adventure in the GM's own setting,
or in the Usherwood Adventures campaign world of Vermé.

James D. Kramer



featuring art by
Peter Szmer

Arachnophobia!

2017 EDIT

UAX⁴
OSRIC

LOW LEVELS

For 4 to 6 characters of experience levels 3 to 5



Requires use of the OSRIC™ source reference document. Some elements may also require use of *Revolvers & Wizardry*® and *Usherwood Adventures Expansion for OSRIC*®. Also compatible with First Edition fantasy-roleplaying game systems.

Play as a stand-alone adventure in the GM's own campaign setting.

Arachnophobia!

James D. Kramer

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PUBLISHER'S NOTE

I guess it could be considered that *Arachnophobia!* was my first self-published project. *Arachnophobia!* was published along with *Yrchyn, the tyrant* (the first volume in the *Bone-Hilt Sword* adventures) in June of 2008. However, I was not happy with *Yrchyn* at the time, and went immediately into a re-write phase to try and clean up all my mistakes in that title, meanwhile, *Arachnophobia!* chugged merrily along like *The Little Engine That Could*.

In the summer of 2010, I executed a light edit of *Arachnophobia!* due to some stylistic changes in adventure writing that I wanted to make sure were carried through to all my books. This fell well short of an actual rewrite, or even a global edit, which I didn't feel was necessary in the case of *Arachnophobia!*

Now, in 2017, I recognize that I have learned much about creative writing, and in writing OSRIC adventures specifically. I also felt that *Arachnophobia!* yet suffered from several content mistakes that I wished to address;

- ...a somewhat poorly conceived reason for the party to investigate the caves below Sheargardt Manor
- ...contradictory adventure goals; on the one hand, it's said that any unnecessary damage to the Manor should be punished through the removal of experience points, yet the primary goal was to collapse the abbey to destroy the den beneath it?
- ...a one-dimensional, monochromatic pallet of foes to battle
- ...the conspicuous lack of any NPC willing to step in and help save the abbey which the village citizenry purportedly hold in such high-regard
- ...the further lack of any NPC to be a foil to the adventurers
- ...zero rationale for the existence of the tarantulamon creature

And so, in addition to dressing up the adventure with a much needed layout update and some newly commissioned artwork from my favorite Usherwood illustrator, Peter Szmer, I made these issues my stated goals to address in a second edit of *Arachnophobia!*, while restraining myself from an actual re-write

of the adventure. All chambers and rooms remain essentially the same, with the same challenges. I have several new creatures (the dire bird, dire rat, spider swarm, Tasmanian tiger and wooded hag in the **NEW CREATURES** appendix) and new magic items and a new spell (*x-ray vision!*). However, the bulk of new content is contained within the appendix **OVERLAND ENCOUNTERS**, which also provides players and GM's alike with numerous opportunities for side trek adventures.

I am also trying something new by offering advertising space within the adventure. To support small publishers like myself I did not charge for this service, but gave the space away to OSRIC and OSR content providers. So please help support OSR creators by patronizing these advertisers.

I really hope you find that the changes and updates in the 2017 edit of *Arachnophobia!* improve the adventure. I am excited for what this adds to its playability.

In the meantime, until next I see you in the realms of the **Usherwood Adventures**, good gaming!

James D. Kramer
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publisher, author, designer
Usherwood Publishing

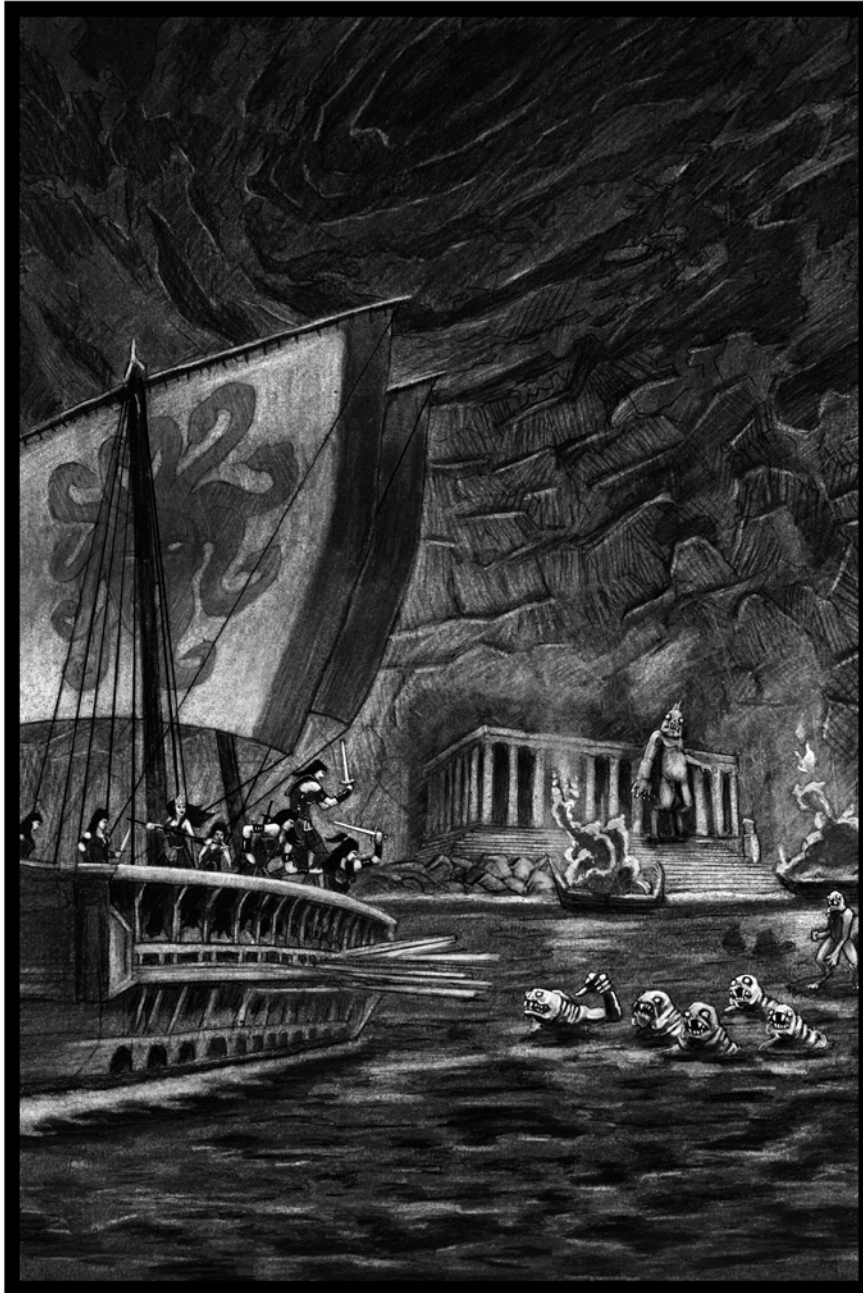
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PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class*; the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma*; the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution*; the measure of a character's general state of health and stamina.

d# / #d#: or *dice*; a lowercase 'd' followed by a number (2, 3, 4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / DMG: or *damage*; the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods*; refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity*; the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide*; refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master*; also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience*; the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition*; refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the **OSRIC SRD**, occasionally these texts will be referenced. See also *Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio*; refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die*; the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points*; the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence*; the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual, and Monster Manual II*; refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

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OSRIC: or *Old-School Reference and Index Compilation*; a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, **OSRIC SRD**.

PC: or *player character*; the persona adopted by players within a game.

PHB: or *Players Handbook*; refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength*; the measure of a character's muscle and physical brawn.

TH: or *"to hit"*; die score require to strike an opponent in order to do damage.

WIS: or *wisdom*; the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

KOBOLD, leader (1): AC 6 | MV 60-ft | HD 1-1 | HP 7 | #AT 1 | DAM 1d6 or by weapon | POS short sword | TSR 15 sp

where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** = damage inflicted on a successful hit; **POS** = possessions (of the group of creature type encountered); **SPL** = spells or spell-like abilities; **TSR** = treasure

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

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RESOURCES

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The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing..

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at [http://www.lulu.com/product/paperback/osric-\(a5\)/16663197](http://www.lulu.com/product/paperback/osric-(a5)/16663197).

Usherwood Adventures Expansion for OSRIC (optional):

This publication is available as a PDF download and as a print-on-demand product through RPGNow.com.

If you purchased this adventure without realizing the requirement for this expansion volume, and do not wish to purchase the entire volume, contact the publisher at kramer@usherwoodadventures.com to request those sections needed to run this adventure.

Usherwood Adventures website; <http://www.usherwoodadventures.com>: the website contains allot of setting specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): If you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

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ARACHNOPHOBIA!

...for hundreds of years, the monks of Sheargardt Manor at Luci Vale have provided spiritual guidance (in the name of their deity—Caelis) and world-class ales to the folk who live in nearby Luci Village. At the head of the high-mountain valley Luci Keep is tasked with keeping the pass over the high mountains safe for travelers throughout the year.

However, in recent months, word has come down from the mountains to the port city of Galan that the Abbot Christoph has allowed evil to enter the Manor. And now, a representative of the Caelian order is sent to learn the truth of the matter, and remove Christoph if necessary...

INTRODUCTION

ARACHNOPHOBIA! is an OSRIC adventure designed for 4 to 6 characters, levels 3 to 5. The party should contain a diversified collection of character classes, though the party will find the inclusion of at least two fighters to combat the denizens beneath the monastery.

INCORPORATING THIS MODULE INTO YOUR GAME

If you are not playing this module within the Usherwood Adventures setting, the following guidelines will provide clues as to how to fit this module into your own setting, or will provide sufficient overview to introduce your game group to the campaign setting.

Luci Pass: The main route between the east and west. It is kept safe for travelers throughout the year by the attentions of the garrison at Luci Keep. The weather in the Pass is generally warm in the summer, windy in the fall, snowbound (but not impassable) in the winter, and rainy in the spring.

Luci Keep: A stronghold of humans located high atop Luci Pass. The fighting men of Luci Keep maintain Luci Pass throughout the year; keep the trail free of fallen debris, and clear of dangerous creatures. A small village (Luci Village) has gradually grown throughout the years, $\frac{3}{4}$ mile down slope from the Keep. Nearer the Keep is the monastery devoted to the teachings of Caelis, and serves as the religious center for the village and the Keep. It is called Sheargardt Manor by the locals, and is named for the abbot Antonin Sheargardt who founded the monastery.

Sheargardt Manor: The abbey is located $\frac{1}{2}$ mile downslope from Luci Keep. It is devoted to the teachings of Caelis, and provides spiritual guidance to the communities both inside and outside the Keep. The abbey is known far and wide for the brewing of the highest quality beers, lagers and meads to be had anywhere (or so it is claimed by the monk brewers).

Caelis: The monks of Sheargardt Manor celebrate Caelis; the goddess of lawful neutral creatures. She appears as a human female, often looking travel-worn in her preferred mortal guise as a wandering minstrel. She often is seen with an enchanted lyre she uses to communicate to her subjects. Her clothes are generally of greens and browns, frayed as though through great travel. The only physical attribute that would mark Caelis as anything other than an attractive human female, are her two great wings of purest white with black markings at the outer-most tips. Caelis' wings span 20-ft when fully opened.

After reading through the module in its entirety, the GM may wish to select an appropriate deity to which the monastery is dedicated (if it is not being played with the Usherwood Adventures setting). GM's should be aware that several encounters within the module may be affected by this selection, and he or she may need to make adjustments as necessary.

RE-LEVELING TO SUIT YOUR GAMING GROUP

For groups averaging below the recommended levels; (4 to 6 characters of levels 2 to 4), use the combat tables for the drone tarantulamon as if they were 2 hit die monsters, and the king tarantulamon as a 4 hit die monster. You may also consider allowing a +2 saving throw vs. the creatures' poisonous bite.

For groups averaging above the recommended levels; use the combat tables for the drone tarantulamon as if they were 4 hit die monsters, and the king tarantulamon as an 7 hit die monster. You may also consider penalizing them with a -2 saving throw vs. the creatures' poisonous bite.

RACES AND CLASSES

Any of the standard character races available from the **OSRICSRD** can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates.

Notes:



SETTING UP THE ADVENTURE

THE JOURNEY

Being the end of summer, the journey into the mountains and the approach to Luci Pass will be a fairly easy trek for the group of adventurers. GM's may have the group approaching via the western or eastern trails as supports the particular circumstances of the party. Before arriving at Luci Village however, the GM should plant some rumors into the party's collective minds using the following list, but without creating any sense of urgency in regards to the Keep or the abbey itself. It is important only to note that in the last several months, news from the Keep has become scarce, and the monk's annual pilgrimage to the villages located on the lower slopes of the mountains was canceled. This has several inn keepers in surrounding villages concerned... concerned about their bottom dollar that is, as they rely on the monks' excellent ales and meads to keep travelers in town as long as possible.

Rumors about the Pass may have circulated to the party involving conditions at Luci Keep, which is itself situated below the summit of the Pass, on the western approach. Some of the rumors may include;

- The commander of Luci Keep has betrayed the Caelian monks, and released an unknown power against Sheargardt Manor.
- Local miners have delved into a hive of creatures heretofore unknown to exist in the vicinity.
- An inventive merchant has created a rumor amongst the populace of Luci Village in order to scare them away from what the merchant believes to be a large vein of gold ore or precious gems stones beneath Sheargardt Manor.
- An ancient curse has been released due to the monks' research of an ancient text which promises to infest all lands for a thousand miles.
- Orcs have infiltrated ancient caverns below the monastery.
- A diamond mine has been discovered below the monastery, but a hive of subterranean bugs prevents the gems from being extracted.
- An ancient tomb belonging to a powerful lich has been discovered beneath Sheargardt Manor.

GM's should feel free to establish their own rumors, if such would suit their party's situation better.

ENTERING LUCI VILLAGE

As the party nears the small village, they will note that it appears there is a fire burning in the center of town as a great plume of black, oily smoke rises above the village. The prevailing breezes carry the smoke over the party's trail, and the acrid odor of searing flesh is unmistakable.

Entering the village square, it would seem a majority of the populace has gathered at the site of a large pyre. Within the pyre can be seen the charred and blackened corpses of alien creatures which resemble large spider-like forms. However, the fire has consumed much of the flesh, and positive identification of the creatures now seems unlikely.

Several guardsmen from Luci Keep are in attendance. As the crowd begins to dissipate, the guards mount their horses, and trot off in the direction of the Keep, located on the hills above the village, ¼ of a mile further up the trail.

With careful inquiry, the party will discover that the villagers report the creatures in the pyre are referred to as 'spider-folk'. They had begun raiding the village and the surrounding hill-sides at the onset of summer. They are terrible creatures, with a taste for blood. The beasts have been excavating exits from their underground lair near the village and in the hills. It is reported that one such exit has even been found within the Keep itself.

Initially, it seemed the creatures were interested in nothing more than raiding the village's cattle and sheep herds. But over the weeks of summer, they seemed to have acquired a taste for human blood; many children, women, and not a few men have been dragged off by the horrid creatures to an unknown fate as none of those taken captive have ever returned, nor has any sign of them ever been found.

Most sadly, they also report that Sheargardt Manor has been completely overrun, and all the brave monks within have been slain, or worse. The manor, so they say, has been sealed off by the guardsmen of Luci Keep, apparently because one of the main tunnels came up right beneath the abbey's foundation.

If the party makes inquiries with Governor Hacksbury — commander of Luci Keep (refer to the appendix **NPCS**) — they will find a man who is honest and well meaning, but perhaps not capable of driving away or destroying the creatures' threat. His solutions thus far are focused on the notion of blockading the creatures in their den until they are driven away by hunger. But reports state that for each hole the guardsmen plug, another surfaces within a matter of days.

What's known with certainty, is that while the creatures seem to have many exits from their den, the nest itself appears to be located beneath the foundations of Sheargardt Manor. Governor Hacksbury has suggested caving in the manor atop the den, but

Notes:

that plan has met resistance two-fold. First, doing so would require a demolitions team to enter the caverns surrounding the den, and no miners can be found willing to perform that act. Second, the villagers themselves (and no few guardsmen), are so dedicated and devoted to the teachings of their patron—Caelis—that they have pleaded with the Governor to save the manor, despite the danger posed by the creatures' continued residence beneath the manor house.

ASSISTANCE

Gaining assistance from within Luci Village and Luci Keep will be difficult. Though the populace wishes to have the invaders destroyed or driven away, they have seen much death in recent weeks, and none are at all eager to seek more. For his part, Governor Hacksbury (refer to the appendix **NPCS** for information) is unwilling to risk more of his garrison by sending them directly into the den. However, if pressed he will call for volunteers from his men. At such a request, 1d4 fighters will step forward, expecting no compensation though not refusing it if offered. All fighters will be of the second level of experience, and will be able to equip themselves.

FIGHTER (human male): Align LN | STR 14 / DEX 12 / CON 12 / INT 9 / WIS 9 / CHA 9 | AC 5 | LVL 2 | HP 14 | POS long sword, dagger and hand axe

One of these guardsmen, Erik Skårs (refer to the appendix **NPCS** for information), had a cousin known to have been captured by the creatures. This cousin, Aniel Vesta, carried a family heirloom sword he would wish to retrieve (see [area 21](#)).

Within the village citizens are largely fearful of facing such terrors directly. However, if the party conducts inquiry throughout the village, they will find several NPCs willing to lend a hand (in each case, refer to the appendix **NPCS** for information).

Nouis Aëda: The village blacksmith ([area 1, Luci Village](#)) can be found at his forge daily from before sunrise to well after sunset. He has no family to avenge, but he is a once-upon-a-time adventurer himself, and his experience and 'magical' sword Lucille are the party's best chance at having a strong arm in the creatures' tunnels.

Margery Osegod: The villagers say she's lost her mind since witnessing the creatures kill her family (husband, two children and mother-in-law) and drag them away to their den. And while she may be truly insane, in a fight her berserker tendencies cannot be lightly brushed aside. She can be found within the St. Luci Inn ([area 2, Luci Village](#)) morning, noon and night where she has taken to ale, wine and mead to help cope from one day to the next.

Isaac Aylwin: The only surviving monk of Sheargardt Manor who hasn't fled the region and is willing to re-enter the abbey in

order restore order there. People say he's mighty with his hands and feet in combat, especially Margery Osegod, with whom he is frequently in the company of; so often that rumors fill the 'St. Loose' of a sordid affair between the two, although the monk insists they are just friends. As assistant brewer, Aylwin is eager to retrieve the recipe book of ales and lagers kept in the Manor's library (see [area 5, Sheargardt Manor](#)).

Jasme Guadalupe: A mysterious new arrival in Luci Village. The tall human, dressed in a cloak of garish purple and orange, arrived in the village just one week ahead of the party. He was driving a wagon laden with a tarp-covered load. He has since taken residence in a recently vacated shop ([area 3, Luci Village](#)); his business there not yet revealed.

Benedict Crow: A cleric of the Caelian order in Galan, Crow was already en-route to Sheargardt to confer with Abbot Christoph to inform him of his pending ousting. Crow is a short balding toady, deeply ingrained in the political body of Galan. His interests now are to confirm Christoph's rumored death by acquiring his signet ring—the symbol of his station (see [area 9](#))—and retrieving the *Libram Anlist*—a sacred book of Caelian worship (see [area 11.a](#)). He will seek out the party once they have agreed to enter the creatures' den. Crow has taken up residence in a guest room in the village Town Hall ([area 4, Luci Village](#)).

Embla Beyla: As a recruit of the thieves' guild—the *Toe Cutters*—Embla is trying to prove herself as being worthy of becoming a full member in good standing. To achieve this, she plans to acquire the monastery's donation cache ([area 11.a](#)). Embla lives in an alley situated between the thieves' headquarters ([area 5, Luci Village](#)) and a brothel.

GOALS & REWARDS

The villagers have little wealth with which to promise repayment should the party decide to aid them in their need to destroy the creatures. The GM should use his/her best judgment in determining how the populace might offer recompense, and plead to the party's good graces, as opposed to making promises of wealth.

Inquiry with the Governor will yield the party a promissory note worth 1,000 gp per PC if they succeed where he has failed. However, payment will need to be 'approved' by the Baron of Galan (to whom the Governor is answerable). As Galan is a port city 150 miles to the northwest, this task by messenger would require no less than a month's round-trip by horse, plus whatever negotiation time the courier requires to get a final reply from the Baron.

Notes:

Goals: In addition to driving the creatures from the den (or destroying them outright), other tasks the party may be asked to perform, include;

- ...retrieve the monks' highly prized recipe book of ales and lagers (see *Isaac Aylwin* above)
- ...retrieve Abbot Christoph's signet ring (see *Benedict Crow* above)
- ...retrieve the sacred book of Caelian holy worship (see *Benedict Crow* above)
- ...locate and purloin the Abbey's cache of donations (see ... *Embla Beyla* above)
- ...retrieve an heirloom weapon taken with one family member by the invaders (see *Erik Skårs* above)

LUCI VILLAGE

Luci Village is a community of hardy civilians; predominantly human, though demi-humans occasionally take up residence for brief periods of time. Humanoids of any race will always be viewed suspiciously. Only those points of interest directly mentioned in this manuscript are outlined below. GM's are encouraged to flesh out the rest of the Village as may be required for their game.

1. NOUIS AËDA, BLACKSMITH

The smithy run by Nouis Aëda (see the section **ASSISTANCE** above) can produce and repair nearly any type of weapon or armor (leather and padded armors included) to high level of quality, and also fetch a high cost. However, given Aëda's lower-priced competitor in town—Nome Freschet (*area 7, Luci Village*)—adventurers would be well-advised to pay the extra cost (50% more than standard project rates).

Aëda and Freschet do not get along well, and when they are in the same vicinity, are likely to get into a brawl.

Above the blacksmith's forge secured in rafters by heavy chain links drive deep into the thick timbers is a large bastard sword. The blade is wrapped in oiled linen, though the weapon is covered in a thick layer of cob webs and dust.

2. ST. LUCI INN

The 'St. Loose' as it is commonly referred to in the village, is a homey, boisterous tavern and inn frequented by most of the adult village populace. Though there are several other inns in the village, none are as welcoming to strangers as the St. Loose.

The specialty of the house is a plate of wild boar, heaped with spiced potatoes and sweet onions and washed down dry mead.

3. STORE FRONT OF JASME GUADALUPE

The mysterious new comer to town has taken this once abandoned shop as his home and shop. He has soaped the windows and allows no visitors into the establishment, save for a single errand boy (Gomer Tad); twelve years old and eager to please the purple-clad human.

The front and back doors, as well as all windows, have been locked and trapped (GM's discretion as to the type of traps involved).

Should the party manage to gain entry into the building, they will find all manner of spell component, scroll-writing material, spell book and potion crated, and awaiting unpacking to fill the cob-web covered shelves. In other crates, can be found stashes of the ammunition required for his firearms.

4. TOWN HALL

This structure includes the offices of the mayor, a small contingent of constables and a three-cell jail house.

The mayor is well-meaning and affable, though he is a grossly overweight man with poor personal hygiene habits. He reports to Governor Hacksbury of Luci Keep, and will defer to the latter's leadership at all times.

The small force of constables in town are twelve (now just five due to the creatures' frequent attacks) second level fighters.

The jail is maintained by a single fourth level fighter jailer.

5. GUILD HALL; TOE CUTTER THIEVES GUILD

The Guild in town claims the entirety of the Luci Pass region as its own. It is led by a seventh level half-elf thief named Thay Ganmir. He is likely to gain the party's trust by passing himself off as a full-blooded elvish noble who was banished from his village for having a habit of befriending humans and dwarfs.

The remainder of the guild is made up of twenty 1st to 3rd level thieves, and two 3rd level assassins.

OTHER BUILDINGS OF INTEREST

6. Green's Provisioners: Green's can supply nearly any sort of dry good or equipment the party might require, with the exceptions of livestock, weapons and armor. They also do not deal in any sort of supplies for the 'necromantic arts'.

7. Nome Freschet, Blacksmith: This cut-rate blacksmith and competitor of Nouis Aëda produces shoddy work at bargain basement prices (charging half Aëda's fees for comparable work. Weapons created or repaired by Freschet will have a -1 "to hit" and armors repaired by him will be at -1 AC (leather and padded armors will be at -2 AC) until such armors and weapons are repaired by a more skilled smith.

Freschet is also connected to the Toe Cutters Guild, and will alert the Guild as to any equipment or possessions he comes across. He has the skills of a second level thief.

8. Verd's Livery: The livery will board or sell most types of non-fantastical pack animals, steeds or livestock.

LUCI KEEP

The Keep maintains the Pass against deterioration of the path through the mountains east to west, and also against invaders and creatures of evil intent. The forces include 100 foot soldiers (2nd level fighters), 50 mounted soldiers (4th level fighters), 10 knights (6th level fighters) and 2 commanders (7th level fighters).

The Keep (and by extension all of Luci Pass) is commanded by Governor Hacksbury.

SHEARGARDT MANOR

There are five known entrances into the den of the invaders;

1. ...through Sheargardt Manor itself (the guards and villagers can only report that there are tunnels into the manor, but they cannot specify where or in what condition — see *areas 4* and *11.a* descriptions),
2. ...through the Keep where a tunnel beneath one of the walls was discovered, and subsequently bricked over (see *area 35* description),
3. ...through a small hole discovered in the hills 3 miles to the west (see *area 32* description),
4. ...through a cave recently uncovered just outside Luci Village (see *area 33* description),
5. ...via a small underwater stream bed to be found downslope from the manor house (see *area 34* description)

The manor can be entered through the tunnel leading into *area 4* by way of Luci Keep. By other means, the party would have to break through the bricked-up exterior dining hall double-doors (*area 1*) or the doors leading into the gymnasium (*area 7*) or through the chapel doors (*area 11*).

Other means might be through one of the stained-glass windows situated throughout the building (refer to the appendix **MAPS** for placement of the windows within the Manor). This would necessitate breaking through the bricked-up window frames, and destroying the priceless stained glass window in the process. The windows are 2-ft wide by 6-ft tall in all cases

It is suggested to penalize experience points if the party knowingly engages in activities which destroys any part of the manor house. These are holy grounds to the villagers and guardsmen, and they will not suffer destruction of sacred items for any reason if it can otherwise be avoided.

Miscellaneous Encounters; Sheargardt Manor

Roll for wandering monster encounters (1–4 on d20) every 3 turns. Each encounter may occur multiple times unless otherwise noted.

1D8	ENCOUNTER	NOTES
1	2d4 giant rats	RAT, giant: AC 7 MV 120-ft HD 1d4 HP 3 #AT 1 DAM 1d4+2 + disease
2	1d6 tarantulamon drones	TARANTULAMON, drone: AC 7(3) MV 120-ft / 30-ft burrowing HD 3 HP 18 #AT 3 DAM 1d4/1d4/1d3 + poison or by weapon
3	2d4 large centipedes	CENTIPEDE, large: AC 9 MV 210-ft HD 1 hp HP 1 #AT 1 DAM none + poison
4	1d4 large spiders	SPIDER, large: AC 8 MV 60-ft / 150-ft in web HD 1+1 HP 9 #AT 1 DAM 1d4 + poison
5	2d4 tarantulamon drones	TARANTULAMON, drone: AC 7(3) MV 120-ft / 30-ft burrowing HD 3 HP 18 #AT 3 DAM 1d4/1d4/1d3 + poison or by weapon
6	5d4 rot grubs	ROT GRUB: AC 9 MV 10-ft HD 1 hp HP 1 #AT 0 DAM none + disease PLACE WITHIN DEAD BODY OR DECAYING FOOD STORES.
7	carcass creeper	CARCASS CREEPER: AC 3/7 MV 120-ft HD 3+1 HP 22 #AT 8 DAM paralysis
8	10d4 bats	BAT, ordinary: AC 8 MV 10 ft / 240 ft flying HD 1d2 HP 2 #AT 1 DAM 1 + swarm DO NOT INCLUDE THIS ENCOUNTER IN AREAS 2-5, 8-10 AND 12-14.

Chambers & Encounters; First Floor

The interior of the manor house is for the most part intact, though it is clear throughout that some sort of struggle — or series of struggles — plagued the monks. The debris of broken furniture, books torn asunder, and all manner of discarded items of daily life at the abbey can be found everywhere. There are few sources of light as many of the windows have been bricked-over from the outside (refer to the appendix **MAPS** for bricked-over windows within the Manor). Whether to keep the invaders from getting out, or would be heroes getting in, is not generally known.

Beneath the grime of years and recent fires can be seen the intricate paintings and dioramas that once made life within the

Notes:

manor house vibrant. Nearly all the once picturesque scenes of the bucolic life of the monks have been obliterated; very many are caked in blood as a reminder of the horror that took place here.

The many columns that support the high-raftered ceilings throughout the manor house are carved into images of their deity — Caelis — and her many divine messengers. The columns are each and every one a work of art that would stir the hearts of all worshippers of the ‘Winged Lady.’

1. DINING HALL

This large chamber was the site of a massive fire; any wood which existed herein is charred, and most of it is blackened clean through. There were apparently many tables and benches in this hall, but most are now reduced to coals. A large stone fireplace sits at the far end of the chamber from the double-doors. All the stone of the walls is coated in black smoke, and the acrid stench of old fire overwhelms the senses. No breeze moves through the stifling air of the chamber.

High above the floor, the ceiling rises to a height of approximately 30-ft, and is supported by ten pillars which run the length of the chamber. The north and south walls rise to meet the curved ceiling at about 20 feet off the floor. The walls are made of rough-hewn stone blocks. These two walls have large stained-glass windows — 13 to the south and 15 to the north — which measure approximately 5-ft wide by 8-ft tall. If one could see through the bricked-over windows, the bank to the north would command a dramatic view of Luci Keep, those to the south would provide a view of Luci Village, as well they would command a view into the monastery courtyard (*area 14*) and garden below.

All about the room are many burned skeletons, laying in horrific poses. Many are crushed into dust.

To the right of the stone fireplace is a single small door. It was apparently smashed out to the egress beyond, which is dark and silent.

Amidst the rubble and ruin are many giant rats which are consuming what little food remains. If disturbed, the rats will attempt to flee; 50% of their numbers escaping into the kitchen (*area 2*). If cornered, the rats will attack. Due to the rats exposure to the tarantulamon den in the caverns below, their diseased bites are more effective, and those bitten will make all applicable saving throws versus disease at a -1 penalty.

A full search of the debris will reveal only a simple silver ring (2 gp). Retrieving the ring will disturb the nest of a spider swarm (see the appendix **NEW CREATURES** for more information).

RAT, giant (20): AC 7 | MV 120-ft / 60-ft burrowing | HD ½ | HP 3 | #AT 1 | DAM 1d3 + disease

SPIDER SWARM: AC 6 | MV 10-ft | HD 2 or 3 | HP [variable] | #AT 1 | DAM poison

2. KITCHEN

The kitchen is burned throughout, just as the dining hall.

The party finds another unidentifiable skeleton. The kitchen itself is obviously the scene of a struggle; pots and pans are strewn everywhere. A large cast-iron skillet is still clutched in the hand of the skeleton lying on the floor. In the other hand the skeleton clutches a holy symbol of Caelis. Made of a small oak shaft about the size of a pencil, it has a small piece of granite attached at both ends which represents the *Stones of Balance*; the recognized symbol of Law and Order among Caelian followers.

Investigating the cabinets in the kitchen will reveal a number of giant centipedes amongst the ruin and clutter.

The door leading into *area 3* is spiked closed. The timbers of the door are deeply burned on this side. At the slightest touch, even just placing one’s hand on the large iron ring to pull it open, the timbers will crumble, and the door itself falls to pieces in a cloud of black ash. The debris effectively blinds everyone within a 10-ft radius for 1d4 rounds.

CENTPEDE, giant (12): AC 5 | MV 180-ft | HD 3 | HP 18 | #AT 1 | DAM 1d3 + poison

3. BREWERY

Within the brewery, though not as fire damaged, it is turned upside down as though someone were searching for something. Brewing equipment lay sprawled everywhere. Cupboards have been thrown open, and all the contents thrown haphazardly around the floor. A trap-door in the floor remains closed, and the pulley system used to operate it (a simple hand-crank with a ratchet locking mechanism) seems intact and operable. This is an elevator used to lower and raise beer barrels and supplies into and out of the stores closet (*area 4*) which is located below.

To operate the elevator, the ratchet lock simply needs to be flipped up, and the hand crank turned clockwise to raise, and counter-clockwise to lower.

Opening the elevator trap door (either by hand or by raising the elevator itself) reveals that stuffed into this small space is the carcass of a creature. The odor from the decaying corpse is overwhelming. It is a tarantulamon drone. It would appear the head has been twisted backwards by very powerful arms, snapping the neck.

Roll once on the **MISCELLANEOUS ENCOUNTERS** table as the party enters into this chamber, treating results of 2, 6, 7, or 8 as no encounter.

Notes:

4. STORES CLOSET

This was the scene of what may have been a battle of heroic proportions. Many barrels of ale have been broken open during the struggle; the floor is sticky with the residue of beer, and the air is thick with the aroma of brewing hops and decaying flesh. Scattered about the long chamber are the carcasses of seven more of the creatures. Each bears unmistakable signs of the pummeling that monks are famous for. Most have broken necks or caved-in skulls. Against the eastern wall (near the concealed passageway noted on the map), beneath the dead bodies of the insect creatures, broken keg racks, and the shattered remains of oak beer barrels and other food stuffs lay the shriveled form of a monk; his face frozen in the open-eyed terror of his last moments.

The monk leans against the shattered remains of a cabinet. Behind the cabinet is a concealed passage. This passage was used to transport secret deliveries of ale to the guards within the Keep in order to supplement their meager rations allowed by the captains of the Keep.

Moving the broken cabinet reveals the remains of a hastily constructed stone wall at the entrance to an underground passage beyond.

A thorough investigation of the debris will reveal that one barrel survived the battle; its contents sealed within, and very much ready for consumption. It is a dark ale; very strong for its variety. Consuming the beer will result in the probability of intoxication 50% faster than normal.

In the southwest corner is a ladder which leads up to the library (*area 5*). The trap door at the top of the ladder (which opens into the floor of the library above) is closed. A test of the trap door will reveal that though it is locked by a simple bolt mechanism on the other side of the door (i.e., the floor of the library), the bolt may be picked by a thief making the appropriate ability check at +2 probability. However, opening the trap door still proves to be problematic, as there is a weight on the other side, holding the door closed (see *area 5* description).

Also in this area a spider swarm will be disturbed if the trap door is opened from either side.

5. LIBRARY

Every book of the library is scattered about the floor, and many are torn asunder. The body of a female monk lies across the trap door to the stores closet (*area 4*) in the northeast corner of the chamber. Opening the trap door will disturb the spider swarm nest in *area 4* (refer to the appendix **NEW CREATURES** for information).

SPIDER SWARM: AC 6 | MV 10-ft | HD 2 or 3 | HP [variable] | #AT 1 | DAM poison

Not far away is the body of a guardsman from the Keep. The two bodies have both been disemboweled by vicious claws and teeth. The guard has large chunks of flesh torn away, as though he was partially consumed. The double-doors stand open to the hall beyond. An over-powering stench of death fills the library.

A careful search of the debris of the library will reveal two books that escaped the destruction;

The first entitled "*Wort Lore & The Brewmasters' Testament for the Fermenting of Hops and Grayns*," appears to be both a history of the beer brewing arts as well as an in-depth study of brewing techniques, including many recipes. The book is very large, and weighs 25 pounds. Leather bound and skillfully illuminated, it would fetch as much as 100 gp on the open market for its information alone. One who knows of the Caelian monks' brewing skills would pay as much as 500 gp for such secrets.

The second book bears the title, "*The Book of Jassan*." It is even larger than the brewing tome, weighing 30 pounds. Bound in rich supple leather, gilt edges, golden lettering on the cover which also bears a tooled image of what would seem to be a woman with large wings spread wide, and the runic holy symbol of Caelis appearing above the winged image. The illuminations within are some of the most exquisite any in the party has ever seen. This book also appears to be quite old, for its pages are written in a formal language only used by priests of Caelis many centuries long past. *The Book of Jassan* is a retelling of the Second Age, and the coming of Caelis to mortal lands, as well as many other tales; fantastic and fearful.

If sold on the open market, it could fetch upwards of 700 gp for its craftsmanship alone. However, if it became known that the party was attempting to profit by the sale of such an item, forces of the Caelian temples would certainly take exception, and seek to retrieve the item, with or without the party's cooperation.

It is not likely that the party would be able to read the text without the assistance of a sage. A *read languages* spell, or bard employing similar skills might be able to discern the writings, but the attempt(s) will be made at a -4 penalty. Otherwise, all they could discern are references to the goddess Caelis.

6. CHAPEL REAR ENTRY

This door leading into *area 11* (behind the dais of the chapel) is huge. Fully 20-ft tall, it is made of heavy oak, dark with age. The surface's carvings depict the Luci Pass region; Luci Village located at the bottom of the doors, Sheargardt Manor in the center, Luci Keep above, with the majestic mountains surrounding all three. Above this in the peaceful clouds that surround the mountain peaks, is the Winged Lady, Caelis, spreading her blessing on the people below.

Notes:

The doors are not locked, but they will not open nonetheless. The doors seem that they would open into the chamber beyond. However, after much effort, the party would only be able to move the doors the barest of fractions of an inch. It is possible that something is blockading the door.

As the party attempts pushing on the doors, a faint crackle as of many dry twigs being snapped can be heard on the other side of the door with each effort.

7. GYMNASIUM

When weather does not permit the use of the courtyard (*area 14*) for purposes, this area of the Abbey's main entry is used by the monks to practice and maintain their skills in the martial arts. The floor is padded with many hay-filled mattresses, and the walls have several racks that hold the monks' practice weapons. And although they are ordinary weapons, they are all of quality craftsmanship.

In the rafters high above the floor can be heard the squealing of many bats. The floor is covered in a thin layer of fresh and dry bat guano, as well, several dozen dead giant rats litter the floor. Each with tiny bites dotting the carcass. In the center of the room are the decaying bodies of a pair tarantulamon drones. They also are covered in many small bites. Apparently, they were victims of the bats that dwell above. Those in the party with light-sensitive eyes (such as infravision) will be able to detect in the most remote corner of the rafters (if all sources of light, such as torches, are doused) a slight heat source.

This is a small hole in the ceiling through which the bats are entering and exiting the manor house.

Within 1d4 rounds of the party entering the chamber, the bats descend from the rafters, swarming the party, attacking any areas of exposed flesh. The bats will continue attacking until the party is able to secure themselves behind a closed door. It will take an additional 1d4 turns for the bats to return to their roosts in the rafters. Successfully moving silently passed the chamber will avoid disturbing the bats.

BATS (100): AC 8 | MV 10-ft / 240-ft flying | HD 1-2 hp | HP 2 | #AT 1 | DAM 1 + swarm

8. LOWER DORMITORIES

These chambers were once the private bed chambers of the senior monks of Sheargardt Manor. The closer one was positioned to the Abbot's private chamber (*area 9*), the higher in rank, skill, and piety one was generally recognized to be.

Each chamber consists of a single cot, a chair, a small table, and a small trunk for personal effects. As monks historically are obliged to take a vow of poverty, there are few items, save a few personalized pray books, some Caelian holy symbols, and spare robes and sandals; there is nothing of noteworthy value.

Roll once on the **MISCELLANEOUS ENCOUNTER** table as the party enters into this hallway.

9. ABBOT'S PRIVATE CHAMBER

Abbot Christoph's private chamber, once a spacious bedroom and study, is now a shambles. The furniture is destroyed. The wall papers are torn asunder. And the Abbot's personal belongings (clothing and a few items having nothing more than sentimental value) are scattered about the floor. Also scattered about the floor are the bodies of nine humans in monk's garb.

A last body is displayed on the wall opposite the door. The body of the Abbot himself has been pinned to wall about 3-ft off the floor. He is secured there by long dark spear thrust through his chest.

About the remainder of the room are scattered 24 large leathery eggs. A quick check indicates that something alien stirs within each.

Near what once was the Abbot's desk is a litter of parchments and scrolls. Most appear to be the Abbot's normal load of weekly paperwork pertaining to supply stocks, donations, ale distributions, and the comings and goings of various monks and guests. However, one small stack of parchments is found that is unlike the others. It appears to be a hastily drawn diary written in the Abbot's own flowing script;

A new passage was discovered this day while delivering ale rations to the Keep via the caverns. From whence came the passage, or who carved it is unknown. Have requested troops from the Keep to guard the passage until its source can be investigated further.

The guards at the passage report hearing noises coming from the unexplored tunnels to the south. Their report says it sounds not unlike an insect swarm, but larger. They do not report having seen any source of the noise however.

After several short excursions into the new passage without encountering anything out of the ordinary, four of the guards were dispatched to make a deeper investigation this morning.

Notes:

Three will remain behind to continue a guard at the entrance.

No word from the expeditionary force of guards, and no reported noises by the other three. Have advised the Keep that a stronger party may be required to seek for the four guards. May Caelis watch over them.

Guards at the new passage attacked. Two dead, one near death. His report speaks of insect-like horrors attacking from the darkness. The Keep has sealed the passage at their end, and recommends we follow suit. But knowledge of these creatures must be obtained if we are to deal with them appropriately.

Have sealed the entrance to the Keep passage at the stores closet by order of Hakesburry.

No sign of the creatures has been heard or seen since the attack on the 12th. The injured guard has taken a turn for the worse as some form of poison or disease seems to be wracking his body.

Still no more encounters with the creatures. The guards condition slowly improves through medicine and prayer. A shepherd reports having lost several sheep over the last couple of days.

...and now the Abbot's normally careful and artful script turns to a more utilitarian, and hastily drawn print...

Attack! Attack! The bug horrors have burst through the wall in the stores closet. Many were caught in the dining

hall. The resulting fight seems to have started a fire from the hearth. Many caught unawares, the others retreated hastily to the chapel.

The dining hall, kitchen, and brewery have been sealed off. The insectmen continue to seek entrance to the chapel and living quarters. I will not abandon Sheargardt to these monsters. Several ranks of guards have been employed to brick up the dining hall to prevent the bugs from entering the general populace too quickly. All Caelian masses have been canceled for the duration. Two brothers have been sent into the Keep to conduct services there. Counter attack is being planned, though we do not know the creatures' weaknesses.

They are just outside my chamber door. They swarm the chapel and the library now, fighting amongst themselves even as they destroy this holiest of houses.

Several sisters and brothers are with me in these final moments. The creatures scratch and beat at my chamber door. It is only a matter of time. May Caelis have mercy on my soul, but that I should have evacuated while we had time. In my dedication to the Abbey, I thought to save Her against this nightmarish foe. In doing so, I sentenced all to death at the hands of our enemy. The door creaks now upon its hinges. The end is not far away. We will spend our last here, and take with us as many of the enemy as we can, though they are strong.

Forgive me for what I have done.

This last message penned six months ago.

Notes:

A search conducted by the party will find a platinum ring on the floor at the Abbot's feet. The ring has a large pearl with the runic symbol of Caelis engraved in it. This is the signet ring of Abbot Christoph; a symbol of his rank, and the power of his goddess. It has been handed down from Abbot to Abbot for hundreds of years. The ring apparently slipped from the Abbot's finger as his body began to decay and loose mass. The ring is worth 300 gp. However, if it became known that the party was attempting to profit by the sale of such an item, forces of the Caelian temples would certainly take exception, and seek to retrieve the item, with or without the party's cooperation.

The eggs are those of the tarantulamon, and they will hatch within 1d4 turns after the party enters within the chamber (stirred by the noises of the party). They will all hatch within a single round, revealing very hungry larval tarantulamon.

TARANTULAMON, Larva (24): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT — | DAM nil

10. ABBOT'S PRIVATE STUDY

The door to this chamber is locked.

The chamber within appears to be largely undisturbed. All the furniture is whole and in place. A large oak table in the middle of the chamber is covered with a scattering of books and loose parchments. An examination shows all the books to be various collections of creatures and animals known to populate the mountains and valleys surrounding Luci Valley. Many common-place creatures and denizens are found within the books — orcs, gnolls, ogres, and the like.

One book in particular seems to deal primarily with insectoid life-forms. Several pages are book-marked, and all seem to be various crosses of humanoid forms and insects (much like a centaur is a cross between a man and a horse). The book is open to a page which discusses a creature called 'Tarantulamon'. Here, they are said to be fierce warriors of scant intelligence that seldom are seen outside their subterranean lairs unless they are collecting food. Their diet seems to consist of vegetation, meat, and fresh blood. Further, their bite, so this reports, seems to induce a catatonic sleep-like state in the victim that lasts for several hours. When awakened, the victim suffers from a powerful headache for several hours more.

Lying near the book is a pair of delicate wire-rimmed spectacles. Examination of glasses shows them to be rather unremarkable, save for the high quality of their craftsmanship. A *detect magic* spell will indicate the presence of a magical dweomer. The glasses are an item known as *Enoch Kris' Spectacles of Comprehensive Reading* (see the appendix **NEW MAGIC**).

Additional books line a few shelves which are leaning against the walls. The greater majority of these pertain to Caelian

histories, ancestry of the monastery, astronomical observances, flora and fauna of the region, history of the populace west of the mountain range, etc.

The door here which leads into the chapel (**area 11**) is a small oaken door; 5-ft high and 3-ft wide. It is unadorned, and has no lock. However, all around its perimeter there appears heavy iron spikes driven into the jam. The door will open inwards to this chamber if freed from the spikes.

Removing the spikes will allow the door to open in to the study. However, on its chapel-side the door has been secured with tarantulamon resins (much like hardened, crystallized, thick, spider-webs). Forcing the door will require a minimum combined strength of 30 to break loose the resins holding the door closed. Such force will create the dry snapping as of many dry sticks, thus eliminating any opportunity for surprise against any creatures in the chapel.

Opening the door allows the hand of a dead human to flop into the space between jam and door. The body attached to the hand cannot be seen through the darkness and the crusty webbing that covers it. A huff of warm and humid air wafts into the Abbot's private study.

11. CHAPEL

The odor from within is indeed horrific; a combination of rotting flesh and decomposing plants. The sound of movement stirs from somewhere within the chapel, away to the right of the door. The rustle and crackle echoes off the dark and distant high ceiling. And then, the chamber beyond falls quiet once more.

Illuminating the chapel reveals more horror. The entire place is strung with the same thick resin-like webbing that held the door closed. Hundreds of leathery eggs (the same as those in **area 9**) fill the spaces between all the pews. The once richly decorated chapel is now a shambles, hardly recognizable from its once simple grandeur. The party cannot enter into the chapel without causing the resin which covers the floor to crackle and snap as though they trod upon centuries old dried and brittle twigs. Their own steps will now disguise the noises of the creatures that track their movements from above the door's archway. As the party enters the chamber, they can see the movement of four enormous spider-like figures on the far end of the chapel from their current location, as the shapes dart between the tall columns that support the high roof. Above the doorway, there also crawl along the wall and ceiling, more of the creatures. Each of these nine are a tarantulamon drone, and here they guard the stash of eggs which even now are ready to hatch. The drones will attack once the front line of party members advance into the chapel.

TARANTULAMON, Drone (9): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1d3 or by weapon type

Notes:

11.A ENTRANCE TO TARANTULAMON DEN

This great hole in the floor of the chapel (where once stood the dais and altar) is a funnel-shaped opening, approximately 20-ft wide at the mouth, narrowing quickly to 8-ft. The hole is a dark pit amidst the darkness of the chapel. Horrible odors emanate from the opening, and very faint clicking noises can be heard coming from some chamber beyond the party's sight. The entire surface of the hole as it descends is covered in the same thick resin-like substance which now fills the chapel, but here the resin is not hardened to the point of becoming brittle or crystalline. Though still sturdy and tough, the resin is now slightly malleable, and sticky. The tackiness of the surface of the tunnel should allow all party members easy access to whatever lay below, but it will also slow their progress by half.

Glancing past the hole to the doorway beyond, its carvings resemble those given in *area 6*. Except here, the door is covered floor to ceiling in more of the semi-malleable resin. It is this which prevented the door from being opened from the other side.

Further search of the chapel will reveal hundreds of bodies in various stages of decay; some even half eaten. Careful observations will note that beside each egg lies at least one such body. Apparently, the larvae that hatch from the eggs are intended to feed on these decaying bodies for their first meals.

Amidst the rubble and ruin — if an exhaustive search is executed — the party will also find a large bookcase. The bookcase is over-turned, but it is intact, and the doors still closed and locked. Within the bookcase is located a beautifully decorated leather bound volume, very clearly denoted as being the practices of Caelian worship. It is called the *Libram Anlist*. While not valuable in and of itself (50 gp), a Caelian priest or monk however would be honor-bound to repay some debt for the book's safe recovery and return to a proper Caelian temple.

Also within the locked bookcase is a small chest. The chest is locked and contains the abbey's collections from the last series of services conducted. This includes; 70 cp, 35 sp, 10 ep, 40 gp, 5 pp, and one gem — a chrysoberyl worth 30 gp. A small fortune by local standards.

CHAMBERS & ENCOUNTERS; SECOND FLOOR

12. UPPER DORMITORIES

These chambers were once the private bed rooms of the junior monks of Sheargardt Manor. Those housed on the second floor were still students in the monkish arts, and frequently served duties performing the more menial tasks of the Abby.

Each chamber consists of two cots, a chair, a small table and two small trunks for personal effects. As monks historically are obliged to take a vow of poverty, there are few items worth any value, save a few personalized prayer books, some Caelian holy symbols, spare robes and sandals, there is nothing of noteworthy value.

Role once on the **MISCELLANEOUS ENCOUNTERS** table as the party enters into this hallway, treating results of 2, 6, or 7 as no encounter.

12.A GUEST CHAMBER

The door to this chamber is open.

In this bed chamber, the guests, visitors and road-weary travelers to Sheargardt Manor would be welcome to stay with the monks. For overnight visitors, there was never a fee charged, though contributions to the temple were never turned away.

The richly appointed room (by monkish standards) is now a shambles, with bits and pieces of rotting human flesh scattered everywhere. Herein the party finds what presumably might be the room's last inhabitant; a human male wearing what once might have been expensive but sturdy traveling clothes (light cloak, sturdy high soft boots, satin shirt with large gathers at the shoulders, etc.). But now, the clothing hangs in tatters from the man's muscular frame. The man is covered from head to toe in scratches and cuts (large and small). He kneels on what was once a linen covered bed, and gnaws hungrily upon a bone which may be human in origin, but cannot now be determined.

The man is insane from his experiences within the manor. He is completely beyond rational thought, and his only motivation is to eat. And thereby, he attacks the nearest party member on sight. He will attack ferociously, and without thought of strategy or concern of personal safety. For purposes of combat, he is considered a zombie, but doing only 1d4 points of damage on each successful attack. He is beyond the assistance of the party, and no amount of healing will bring him back to sanity and rational thought.

HUMAN, male (1): AC 8 | MV 90-ft | HD 2 | hp 16 | #AT 1 | DAM by weapon type | POS —

Among the man's personal effects are; fine quality long sword with elaborate scabbard (50 gp value), three gold rings (40 gp, 80 gp, 150 gp (the last ring is a signet ring of his house and is of high quality), and a small chest containing 75 sp, and 150 gp.

The party may opt to try and discover the man's origins, why he is at Sheargardt Manor, or possibly just to try and recover a reward for news of his death, return of his body, identification of his signet ring and so forth. To start GM's on this track, the man is a low-level noble of honorable birth.

Notes:



12.B. BARRICADE

This is a hastily assembled amalgam of household items; chairs, crates, barrels, small chests, etc. The barricade was put so quickly, that whoever constructed it apparently did not take notice of a singular special item that became entangled within the jumble objects; a golden rope which is really a belt, similar to those ordinary rope belts commonly used by monks to cinch their robes.

If detected for, the rope will be found to contain a magical aura. The belt is known as *Benedict's divine belt* (refer to the appendix **NEW MAGIC** for information).

CHAMBERS & ENCOUNTERS; BASEMENT

13. BASEMENT

The basement contains the manor house's toilets. Each of the chambers includes a toilet against the outside wall. The hole therein leads to a sewer pipe which ejects the waste down the hillside using the waterfall which cascades from directly below these chambers. The monks rinse the hole with a bucket of water with each use.

Showers are also located in the rooms, and are fed by a natural underground spring, from which the monks have diverted part of the stream into these chambers. Once a week, the stalls are cleaned out by one of the low-ranking brothers or sisters, and thus, the stalls are actually kept relatively clean.

By disassembling the toilets, a hole can be created approximately 3-ft in diameter to the mountain side below. From there, it's a relatively easy scramble back to the road that runs in front of the manor house.

CHAMBERS & ENCOUNTERS; EXTERIOR GROUNDS

14. EXTERIOR COURTYARD

The courtyard and exterior grounds of the manor were well tended, with neatly trimmed gardens, manicured lawns, and flowering plants. However, given the invasion of the tarantulamon creatures, the garden has begun to become overrun, and weeds are beginning to sprout in the lawns and flower beds. The stables (*area 15*) are also well maintained. No outward appearance gives any clue as to the happenings within the manor house.

15. STABLES

Following the invasion by the tarantulamon, the horses that once resided within the stables were taken by the guardsmen to the Keep. They had promised to return them once the current events have been resolved.

Within the stables, the party finds all the implements typical to the handling and care of horses. However, due to the absence of the daily maintenance of the monks, the grain and hay bins normally used to store the animals' rations of feed, the stables have been invaded by a nest of giant rats. The rats may attempt to flee, but if cornered, will attack the party.

RAT, giant (20): AC 7 | MV 120-ft | HD 1d4 | HP 3 | #AT 1 | DAM 1d4+2 + disease

TARANTULAMON DENS

CHAMBERS & ENCOUNTERS; TARANTULAMON CAVERNS

The floors, walls, and most of the ceilings of the tarantulamon dens are covered in the sticky resins excreted by the larval forms of the creatures. The result causes the party's movement rates to be reduced by 25% throughout the complex. Also, some interior walls of the den (where indicated the lair map) are made entirely of the resin. Refer to the creature description in the appendix **NEW CREATURES** for details on larval resin.

The tarantulamon drones will regard presentation of a Caelian holy symbol with fear (based on their previous encounters with the monks), and it may (50%) cause a delay in any attack for 1–2 rounds.

The party will find dozens upon dozens of tarantulamon eggs during their excursions into the den. It should be apparent to the party that if they do not succeed in destroying all the eggs and matured creatures within, that the surrounding region will become infested again within a short period of time.

Use of Fire in the Tarantulamon Den: Once inside the caves, if the party has not already discovered the ease with which the larval resin can burst into flame, they will discover it here if they attempt attacking creatures or destroying eggs with fire.

GM's should track the use and spread of fire once resin is exposed to it. Left uncontrolled, the burning resin could easily compromise the foundation of the Manor house above, causing a cave-in and destroying the entire structure.

As a rule of thumb, GM's could rationalize that if 50% of the cave complex is engulfed in burning resin, the foundation will give way in 18 turns (3 hours).

Miscellaneous Encounters; tarantulamon den

Roll for wandering monster encounters (1–8 on d20) every 3 turns. Each encounter may occur multiple times.

1D6	ENCOUNTER	NOTES
1	2d4 giant rats	RAT, giant: AC 7 MV 120-ft HD 1d4 HP 3 #AT 1 DAM 1d4+2 + disease
2	1d6 tarantulamon drones	TARANTULAMON, drone: AC 7(3) MV 120-ft / 30-ft burrowing HD 3 HP 18 #AT 3 DAM 1d4/1d4/1d3 + poison or by weapon
3	2d4 large centipedes	CENTIPEDE, large: AC 9 MV 210-ft HD 1 hp HP 1 #AT 1 DAM none + poison
4	1d4 large spiders	SPIDER, large: AC 8 MV 60-ft / 150-ft in web HD 1+1 HP 9 #AT 1 DAM 1d4 + poison
5	1d2+1 dire rat	RAT, dire*: AC 5 MV 90-ft HD 1+1 HP 6 #AT 1 DAM 1d4 + disease * Refer to the appendix NEW CREATURES for information.
6	2d8 tarantulamon larva	TARANTULAMON, larva: AC 10 MV 10-ft HD ½ HP 1 DAM 1 + infection

16. ENTRY FROM CHAPEL

The tunnel from the chapel above (*area 11.a*) leads directly into this chamber's ceiling. The drop is 15-ft from the opening of the tunnel in the ceiling to the floor below. Within the cavern there are four larval tarantulamon and two drones. The larvae are feeding on the remains of some unidentifiable animal.

TARANTULAMON, Larva (4): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT 1 | DAM 1 + infection
TARANTULAMON, Drone (2): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1d3 or by weapon type

17. LITTER

This chamber contains remnants of tarantulamon victims and their possessions. Scattered about the room are bones of various types; both animal and human, several loose coins (25 cp, 10 sp, 15 gp), the rusted remains of a chain mail shirt, a dagger, three black arrows (one broken) and a pair of leather shoes (one still containing the rotting appendage of its previous owner).

If the party desires to retrieve the items, they need to spend 5 segments extracting each item from the resin. Roll for miscellaneous encounters during this time.

18. FOOD STORE

Within this chamber is a large collection of food stuffs; plants of all varieties, animal carcasses (including a cow, several sheep, two horses and the fresh corpses of five humans).

Also in the chamber are six larval tarantulamon and two drones. The drones will attack immediately.

If the party searches among the debris, they will note that there is one young girl in her early teens who looks like a recent capture by the creatures. While she appears dead to the party, she is unconscious and very near to death. She has many wounds and bruises and her face is filthy and streaked with the tracks of tears.

For the purposes of healing, she will be considered as being at -5 hp. If she is removed from the refuse, and her wounds bound, her continued loss of health will be halted. Healing spells will restore her health normally to a maximum of 3 hp. If no action is taken, she will continue to lose her remaining hit points at the rate of 1 per turn. Upon reaching -10 hp she will die.

TARANTULAMON, Larva (6): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT 1 | DAM 1 + infection
TARANTULAMON, Drone (2): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1d3 or by weapon type

19. EGG CHAMBER

This chamber contains forty of the leathery tarantulamon eggs. Scattered among the eggs are the food stuffs typical of the creatures; various plants and shrubs, animal carcasses and few human bodies. Noteworthy among the bodies is one form wearing the robes of a monk, and bearing the holy symbol of Caelis on a chain about her neck.

Also among the eggs is a tarantulamon cow in the process of laying its eggs. It seems to be a painful process for the creature as it raises its head (identifiable only by the dark navy blue beak typical of cows) and utters a sharp squeal with each egg as it emerges. The cow will lay one egg every 6 turns.

Also in the chamber are six other creatures which resemble smaller juvenile forms of the drones (referred to as *dronettes*). These creatures are feeding on the scraps of food found herein.

TARANTULAMON, Cow (1): AC 8 | MV 20-ft | HD 1+1 | HP 8 | #AT 1 | DAM 1d4+1 + infection
TARANTULAMON, Dronette (6): AC 8 | MV 60-ft | HD ¾ | HP 6 | #AT 1 | DAM 1d2 + infection

20. LITTER

This chamber contains remnants of tarantulamon victims and their possessions. Scattered about the room in no particular ordering are bones of various type; both animal and human, several loose coins (5 cp, 45 sp, 65 ep, 35 gp, 25 pp), a dagger, a crossbow and complete set of plate mail (usable, once the remains that it contains are removed, and the armor cleaned out; human-sized).

If the party desires to retrieve the items, they need to spend 5 segments extracting each item from the resin. Roll for miscellaneous encounters during this time.

Notes:

21. AN UNUSUAL FIND

This unusual chamber, literally constructed of the hard, sticky resins excreted by the tarantulamon larvae, on casual glance appears to be empty. However, an inspection by torch or lantern light will reveal that embedded within the southern wall of the chamber is a human form. The body is sealed within the resin as though the victim is standing; arms and legs splayed outward.

Details of the victim cannot be made out through the semi-opaque resin. But, the party can discern the victim to be human, or at least of human-size; sex being indeterminate. It appears that the victim is holding a sword, or stick of some type. The body is buried 1-ft deep within the resin.

If a *detect magic* spell is cast upon the form trapped within the resin, the object it holds emanates a magical aura.

Refer to the creature description in the appendix **NEW CREATURES** on breaking through the larval resin should the party decide to try and extract the body and/or the sword.

The sword, if retrieved, is a **+1 long sword**. Its manufacture and craftsmanship would indicate it was made in Galan; a port city of median size and goodly reputation, located 100 miles northwest of Luci Pass.

The man, once removed from the resin, appears by his dress and armor to have been a guardsman from Luci Keep.

22. A LARGE FOOD STORE

Herein, the party finds the largest collection of food stuffs they will locate anywhere within the caverns. It holds all the basics of the tarantulamon diet; plants, animal carcasses and many dozen human bodies, many of which are in advanced states of decay.

Also within this chamber are eight drones and ten larvae. The drones are actively engaged in battling a carcass creeper which has apparently wandered by happenstance into the den. The creeper has many cuts and bites, but seems to be holding its own against the drones, as several are already lying dead or dying, and are even now being trampled under the feet of the scavenger.

TARANTULAMON, Drone (8): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1d3 or by weapon type + infection
TARANTULAMON, Larva (10): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT 1 | DAM 1 + infection
CARCASS CREEPER: AC 3/7 | MV 120-ft | HD 3+1 | HP 22 | #AT 8 | DAM paralysis

23. LITTER

This chamber contains remnants of tarantulamon victims and their possessions. Scattered about the room in no particular ordering are bones of various type; both animal and human, several loose coins (60 cp, 180 sp, 135 ep, 25 gp, 5 pp), a mace, three long bows (their strings all broken), a bastard sword with a broken blade, an extraordinarily ornate long sword, and three short swords.

If they party desires to retrieve the items, they need to spend 5 segments extracting each item from the resin that holds it now to the floor. Roll for the possibility of wandering monsters during this time.

Usherwood Adventures setting: *Thieves in the party will immediately recognize the ornate long sword of a craftsmanship originating from the Omanthrid Guilds. It is not magical, but its generally good condition and gem encrusted pommel and grip would fetch a handsome price if the party tried to sell it; as much as 500 gp. However, there is a downside to this blade. If it becomes generally known by any Omanthrid guild, or any member of any Omanthrid guild, that the party has this blade in their possession, they will have a substantial bounty placed on their heads. The blade was once owned by a member of high standing of the Masters' Guild of Omanthrid (MGO).*

24. DRONES RETURNING WITH MORE FOOD

This three-way intersection is the scene of six drones returning to the den with a collection of more food stuffs. Among their collection are several large bushes of berries, three mountain goats, two horses, and three guardsmen from Luci Keep.

Upon close examination, the party will note that one of the guardsmen appears to be not yet dead. As the drones throw him to the floor while they organize their collection of items, the man stirs slightly, and groans in pain.

The man is at 1 hp, and bleeding from many wounds.

Further, if the party is familiar with the drones' poison, they will know that the other two guardsmen are not actually dead, but are in fact in a very deep, poison-induced sleep. These two will awaken of their own accord in 18 turns. A *neutralize poison* spell will awaken them within 2 turns.

Each man is a human, third level fighter. They are dressed in chain mail armor, but bear no weapon in their current state. If restored to full health, they each will have 18 hp. Each will eagerly offer their services as long as the PC's remain within the caverns fighting the tarantulamon. There is a 25% chance per man that he will offer his services to the party after leaving the den, to travel and continue to adventure with the party.

TARANTULAMON, Drone (6): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1d3 or by weapon type

25. EGG CHAMBER

This chamber contains sixty of the leathery tarantulamon eggs. Scattered among the eggs are the food stuffs typical of the creatures; various plants and shrubs, animal carcasses, and few human bodies.

Notes:

Also among the eggs are the larger forms of three tarantulamon cows. They are even now in the process of laying their eggs. Also in the chamber are four drones attending to the cows and the eggs already laid.

TARANTULAMON, Cow (3): AC 8 | MV 20-ft | HD 1+1 | HP 8 | #AT 1 | DAM 1d4+1
TARANTULAMON, Drones (4): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1-3 or by weapon type

26. A PAIR OF UNWELCOME VISITORS

This is another food storage chamber, and contains all the typical tarantulamon dietary items—plants, animal carcasses and the bodies of humans – all in an advanced state of decay. But also in this chamber, gorging themselves on the food are two carcass creepers, and eight dire rats.

If the chamber is searched, they party will locate the following items; a small leather sack contained 75 gp, a jeweled dagger (worth 50 gp), a platinum women's ring with large diamond (250 gp), a full set of scale mail armor, and a scroll contained with a bone scroll case (*purify water*).

RATS, dire* (8): AC 5 | MV 90-ft | HD 1+1 | HP 6 | #AT 1 | DAM 1d4 + disease
CARCASS CREEPER: AC 3/7 | MV 120-ft | HD 3+1 | HP 24 | #AT 8 | DAM paralysis

* Refer to the appendix **NEW CREATURES** for information.

27. LITTER

This chamber contains remnants of tarantulamon victims and their possessions. Scattered about the room in no particular ordering are bones of various type; both animal and human, several loose coins (150 cp, 10 sp, 25 ep, 100 gp).

Also in the chamber are three tarantulamon drones.

If the party desires to retrieve the items, they need to spend 5 segments extracting each item from the resin that holds it now to the floor. Roll for the possibility of wandering monsters during this time.

TARANTULAMON, Drone (3): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1-3 or by weapon type

28. KING'S CHAMBER

This enormous cavern is the main den occupied by the tarantulamon king. He is a massive creature whose sole responsibility is to ensure the cows remain fertilized, and that they continue to lay eggs. Extraordinarily defensive of the den, the king will attack the party on sight. Also with the king in this chamber are six drones, ten larvae and ten dronettes.

A thorough search of the entire chamber will reveal the following items amidst a large assortment of ruined and useless items; a large quantity of coins (150 cp, 200 sp, 100 ep, 450 gp, 100 pp), 4 gems (50 gp amber, 150 gp ruby, 75 gp amethyst, 200 gp diamond), four long swords, six short swords, three scythes, two sets of chain mail armor (human-sized), one set of

ring mail armor (elven-sized), a war hammer of dwarven manufacture, three bone scroll cases, and a golden ring set with an onyx stone (85 gp).

The ring contains the following inscription,

"To my one and only love. May it protect you against enemies both foul and ill-tempered."

It is otherwise an ordinary piece of jewelry.

The dwarven war hammer, if detected for magic, will emit a magical aura. It is a **+1 war hammer**.

Of the two scroll cases, one contains a scroll inscribed with the spell, *continual light*. The other contains a scroll inscribed with the spell, *cure light wounds*.

TARANTULAMON, King (1): AC 4(0) | MV 160-ft / 40-ft burrowing | HD 5 | HP 36 | #AT 3 | DAM 1d6/1d6/1d4+1 or by weapon type | POS –

TARANTULAMON, Larva (10): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT 1 | DAM 1 + infection

TARANTULAMON, Dronette (10): AC 8 | MV 60-ft | HD ¾ | HP 6 | #AT 1 | DAM 1-2 + infection

TARANTULAMON, Drone (6): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1-3 or by weapon type

29. MAIN EGG CHAMBER

This chamber is filled wall to wall with hundreds of leathery eggs. And the reek of decaying animals and human bodies is overwhelming to human and humanoid senses.

Populating the chamber are four tarantulamon cows, eighteen larva, twelve dronettes, and eight drones. The drones will attack at once, while the dronettes will seek to escape the area. Cows will continue laying eggs (if left undisturbed) while the larvae continue to feed (also, if left undisturbed).

The noise of combat in this chamber is 75% likely to attract the attentions of the tarantulamon king at **area 28**.

TARANTULAMON, Cow (4): AC 8 | MV 20-ft | HD 1+1 | HP 8 | #AT 1 | DAM 1d4+1 + infection

TARANTULAMON, Larva (18): AC 10 | MV 10-ft | HD ½ | HP 4 | #AT 1 | DAM 1 + infection

TARANTULAMON, Dronette (12): AC 8 | MV 60-ft | HD ¾ | HP 6 | #AT 1 | DAM 1d2 + infection

TARANTULAMON, Drone (8): AC 7(3) | MV 120-ft / 30-ft burrowing | HD 3 | HP 22 | #AT 3 | DAM 1d4/1d4/1-3 or by weapon type

30. RAT WARREN

This small cave is home to many giant rats. The chamber is filled with the discards of their insatiable appetite; many scraps of clothing, old bones, bits of animal flesh. A search of the area will also reveal several coins (40 cp, 10 sp, 30 gp), and a small silver ring (10 gp).

RAT, giant (24): AC 7 | MV 120-ft | HD ½ | HP 4 | #AT 1 | DAM 1-3 + disease

Notes:



31. EXIT TO MOUNTAINS

The exit leading to the surrounding mountains ($\frac{1}{2}$ mile from the den) becomes a complex network of smaller tunnels which emerges in the hills overlooking the village and the Keep. The region is also home to mountain lions, large birds of prey (rocs being rumored to have inhabited the region in years past, though no records of any sighting have been reported recently), and other mountain dwelling animals of a non-fantastic nature. The entire length of the tunnel is free of the larval resin. The resin within the passage ends 200 yards beyond the den.

32. EXIT TO LUCI VILLAGE

The exit via Luci Village ($\frac{1}{2}$ mile from the den) is located behind a massive boulder on the southeast border of the village. At this location are located most the farms, which explains the initial loss of many of the village's livestock. The entire length of the tunnel is free of the larval resin. The resin within the passage ends 100 yards beyond the den.

33. EXIT TO STREAM

The exit via mountain stream ($\frac{1}{4}$ mile from the den) merges with an underground stream (the very stream that supplies the basement of Sheargardt Manor with running water) one mile outside

the den. The water is very cold, being feed by the snow melt on the peaks above Luci Pass, and averages 2- to 3-ft deep. It is slow moving, but the bed is slippery with algae. The stream opens onto a 20-ft high waterfall, where it splashes into a rock-strewn pond below. The pond then empties into a narrow river (where it merges with other streams) and runs $\frac{1}{2}$ mile south of Luci Village. The entire length of the tunnel is free of the larval resin. The resin within the passage ends 50 yards beyond the den.

34. EXIT TO STORES CLOSET

The exit via the intersection outside the fermentation chamber seems to be rarely traveled. It is rock-strewn, and filled with cobwebs. The party will encounter the webs of large spiders approximately every 100 yards (using the specifications provided here for each encounter) for the length of the tunnel between the intersection and the entrance into the den (near *area 22*). Half of these webs will contain the emaciated carcass of a captured tarantulamon drone. The entire length of the tunnel is free of the larval resin. The resin within the passage ends 75 yards beyond the den.

SPIDER, large: AC 8 | MV 60-ft / 150-ft in web | HD 1+1 | HP 9 | #AT 1 | DAM 1 + poison sting

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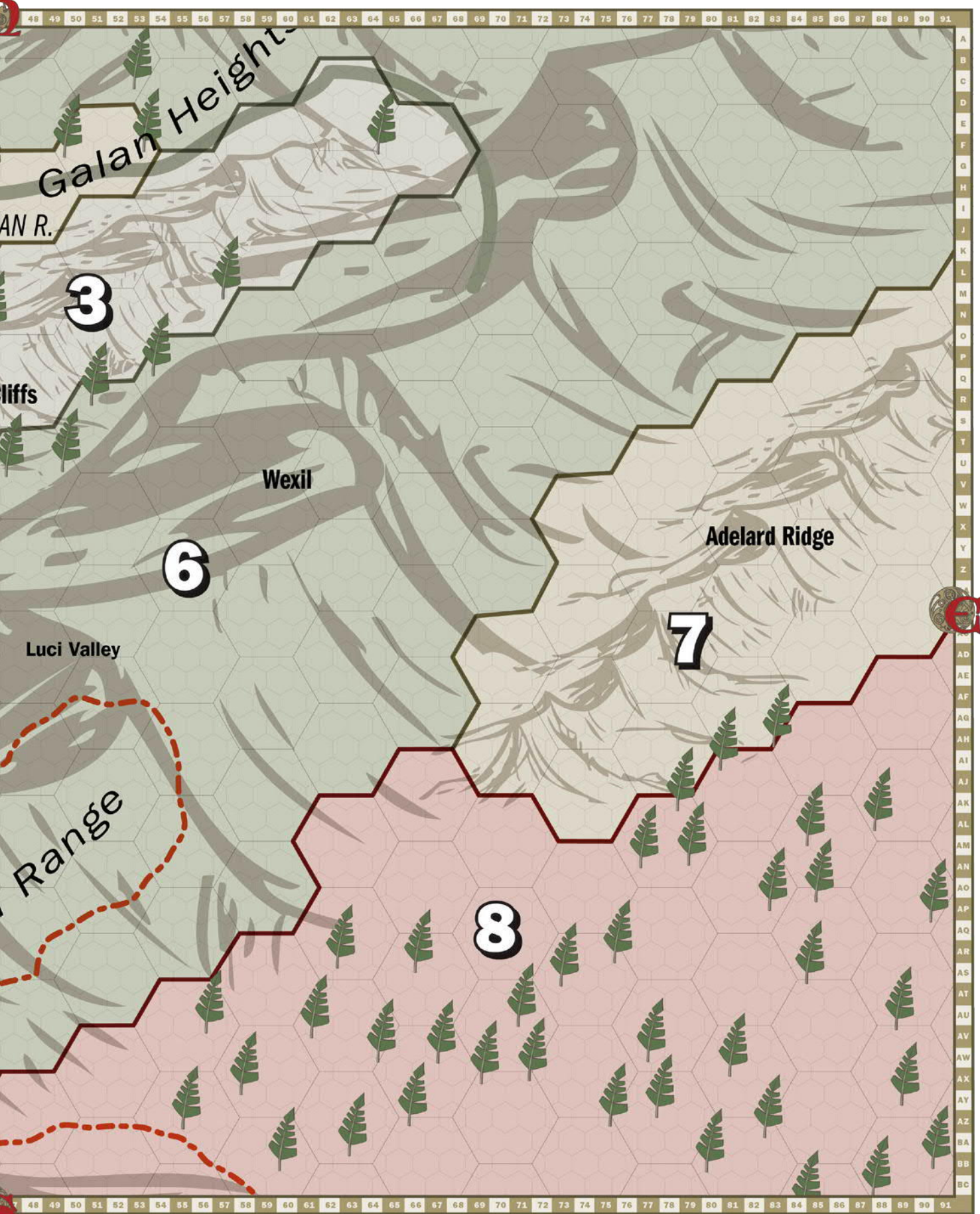
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REGION 1: NORTHWEST OLANDRA FOREST

Summary description: The further north and west the party travels, the denser the forest becomes and the creatures encountered more menacing.

Roll for miscellaneous encounters (1–3 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01–50	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <p>ROLL 1d6</p> <p>1 2d6 WOLF, dire: AC 6 MV 180-ft HD 3+3 HP 22 #AT 1 DAM 2d4</p> <p>2 1d2 BEAR, greater, cave: AC 4 MV 60-ft / 30-ft swimming HD 3 HP 20 #AT 3 DAM 1–3/ 1–3/1d6 + hug</p> <p>3 1d4+1 BOAR, giant: AC 6 MV 120-ft HD 7 HP 50 #AT 1 DAM 3d6</p> <p>4 1d3 WEASEL, giant: AC 6 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 2d6 + blood drain</p> <p>5 2d8+2 WOLF, common: AC 7 MV 180-ft HD 2+2 HP 14 #AT 1 DAM 1d4+1</p> <p>6 1d4+1 CAT, wild: AC 5 MV 180-ft HD 1d6 hp HP 6 #AT 3 DAM 1/1/1d2 + rear claws</p>
51–70	1 amber creeping vine	<p>AMBER CREEPING VINE: AC 7 MV 0-ft HD 3 HP 18 #AT Special DAM Special TSR Special</p> <p>Vines will always have 8 blooms and 3 buds. Treasure within the soil should be determined randomly, with an enchanted item occurring only 15% of the time.</p> <p>AMBER CREEPING VINE ZOMBIE: AC by armor worn (if any) MV 30-ft HD 14 HP 12 #AT 1 DAM by weapon POS –</p> <p>GM's should use their own creativity in determining the race and equipment of the vine zombie(s).</p>
71–80	giant ant nest	<p>Concealed by the deteriorating vegetation carpeting the forest floor, is a large and complex tunnel system dug into the earth by a colony of giant ants. The trail the party is following crosses a span of 100-ft over the underground complex. For each individual crossing the tunnel system (including mounts), there is a 5% likelihood (per round) that the tunnels will collapse, dropping victims 20-ft into the nest. This likelihood doubles if the party is riding at a gallop.</p> <p>If the party manages to cross area without mishap, there is a 65% probability that the ants will have sensed their crossing due to vibrations in the ground, and will emerge from the nest.</p> <p>Within the nest will be found the following items; a large nearly perfect diamond (5,000 gp), a ruby (1,500 gp) and a potion. This last is a liquid explosive (originally designed to destroy the nest (by a long-deceased creator). Smashing the container will create an explosion the equivalent of a 6d6 <i>fireball</i>. Imbibing the liquid will cause a somewhat lesser explosion to occur within the victim's body, inflicting 3d6 hp damage on a failed save versus spells. Encounter occurs only once on this table.</p> <p>ANT, giant worker (>80): AC 3 MV 180-ft HD 2 HP 12 #AT 1 DAM 1d6</p> <p>ANT, giant soldier (<15): AC 3 MV 180-ft HD 3 HP 18 #AT 2 DAM 2d4/3d4+poison</p> <p>ANT, giant queen: AC 4 MV 0-ft HD 10 HP 68 #AT 0 DAM 0</p>
81–90	9 mongrelmen	<p>The mongrelmen maintain a village located deeper into the forest. In this location there will be thirty-six 1 hit die mongrelmen, four 2 hit die mongrel men, three 3 hit die mongrelmen, one 4 hit mongrelman and one 5 hit die mongrelman. All individuals will be armed with a club or stone axe. In the midst of the village there will be a pit containing the treasure noted below. If combat goes against the initial individuals encountered (slaying or capturing four or more individuals), they will attempt to flee to village, arriving there in 6 rounds.</p> <p>Encounter occurs only once on this table.</p> <p>MONGRELMAN (>9): AC 5 MV 90-ft HD 2 HP 14 #AT 1 DAM 1d6 or by weapon POS – TSR (in lair) 9,000 cp, 3,000 sp, 1 gems (large, flawed ruby, 100 gp), a large iron ring* and a bottle of <i>silversheen</i>.</p> <p>* This iron ring is a <i>ring of gates</i>. Where the matching ring is located is not currently known.</p>
91–00	Roll from region 2 table	Ignore any additional results originating from any other encounter region.

REGION 2: OLANDRA FOREST

Summary description: The largest forested area in this northwest region of the continent, the vast percentage of the Olandra Forest is inhabited by relatively benign creatures and animals. However, as with any region, threats and dangers can exist behind any tree or beneath any rock.

Roll for miscellaneous encounters (1–5 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01-50	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <div> ROLL 1d10 1 2d6 WOLF, dire: AC 6 MV 180-ft HD 3+3 HP 22 #AT 1 DAM 2d4 2 1d2 BEAR, greater, cave: AC 4 MV 60-ft / 30-ft swimming HD 3 HP 20 #AT 3 DAM 1-3/ 1-3/1d6 + hug 3 1d4+1 BOAR, giant: AC 6 MV 120-ft HD 7 HP 50 #AT 1 DAM 3d6 4 1d3 WEASEL, giant: AC 6 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 2d6 + blood drain 5 2d8+2 WOLF, common: AC 7 MV 180-ft HD 2+2 HP 14 #AT 1 DAM 1d4+1 6 1d4+1 CAT, wild: AC 5 MV 180-ft HD 1d6 hp HP 6 #AT 3 DAM 1/1/1d2 + rear claws 7 5d4 RAT, dire*: AC 5 MV 90-ft HD 1+1 HP 6 #AT 1 DAM 1d4 + disease 8 3d4 DOG, wild: AC 7 MV 150-ft HD 1 HP 6 #AT 1 DAM 1d4 9 1d4+1 TASMANIAN TIGER*: AC 7 MV 120-ft HD 2 HP 8 #AT 1 DAM 1d6 10 1d3 TASMANIAN TIGER, giant*: AC 6 MV 90-ft HD 3+1 HP 20 #AT 1 DAM 2d4 or 1d4 + trip </div> <p>* Refer to the appendix NEW CREATURES for information.</p>
51-55	1 spider swarm	<p>SPIDER SWARM*: AC 6 MV 10-ft HD 3 HP 18 #AT 1 DAM poison</p> <p>* Refer to the appendix NEW CREATURES for information.</p>
56-60	2d4 worgs	<p>Each worg has a 35% chance of carrying a goblin rider.</p> <div> WORG: AC 6 MV 180-ft HD 4+4 HP 30 #AT 1 (bite) DAM 2d4 GOBLIN: AC 6 (5) MV 60-ft HD 1-1 HP 4 #AT 1 DAM 1d6 or by weapon POS spear and club (50%) or short sword and shield (AC 5 50%) </div>
61-65	elven troupe	<p>The forest bordering the trail gradually thins and opens into a narrow valley. A mile in width, and appearing to be several miles in length, the valley is bordered to the northwest and southeast by low cliffs. Through the valley floor, which is carpeted in verdant grasses, meanders a slow moving river which flows north to south. Nothing appears to move within the valley except were it to be for the birds in the sky.</p> <p>Behind the party's position, there is a small band of elves; numbering six, led by a half-elven ranger, each armed with short bow and long sword. The elves will try to take the party by surprise, capture them, and lead them to their hidden camp which is located two miles further into the valley.</p> <p>The elven camp is cleverly hidden among the tall grasses at the river's edge and consists of many green-colored tents low to the ground; many seeming to have been dug partially beneath the land's surface.</p> <p>The party has intruded on this rebel band's territory and if captured will be held for trial as a result. The elves are led by a female dark elf cleric/magic user. She is captained by two bodyguards and three half-elf rangers.</p> <p>Encounter occurs only once on this table.</p> <div> ELF (x35): AC 5 MV 120-ft HD 1+1 HP 7 #AT 1 DAM 1d8 or by weapon type POS short bow and dagger (50%) or long sword (50%) DARK ELF (leader)*: Align N STR 16 / DEX 18 / CON 13 / INT 14 / WIS 15 / CHA 17 AC 2 LVL 4 cleric / 3 magic user HP 24 POS +1 <i>elfin chain mail</i>, +1 <i>mace</i> and +1 <i>dagger</i> SPL (cleric) <i>bles</i>, <i>cure light wounds</i>, <i>detect evil</i>, <i>command</i>, <i>sanctuary</i>, <i>chant</i>, <i>hold person</i>, <i>silence 15-ft radius</i>, <i>slow poison</i>, <i>speak with dead</i> (magic user) <i>read magic</i>, <i>detect magic</i>, <i>magic missile</i>, <i>shocking grasp</i>, <i>invisibility</i> ELF (bodyguard x2): Align N STR 13 / DEX 16 / CON 14 / INT 11 / WIS 12 / CHA 12 AC 6 LVL 3 fighter HP 18 POS leather armor, long sword and short bow HALF-ELF (ranger x3): Align NG STR 14 / DEX 16 / CON 14 / INT 11 / WIS 9 / CHA 11 AC 6 LVL 3 ranger HP 20 POS leather armor, long sword and short bow </div> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>
66-70	gnome group	<p>This large band of gnomes is patrolling these woodlands seeking a tribe of goblins that has been conducting raids throughout the region. The gnomes have 6 giant badgers with them as tracking animals. They are led by a third level fighter who is assisted by a third level illusionist</p> <p>There is a 35% likelihood that they will have 1d6 goblin prisoners with them as well.</p> <p>Encounter occurs only once on this table.</p> <div> GNOME (x20): AC 5 MV 60-ft HD 1 HP 6 #AT 1 DAM 1d6 or by weapon type POS club and spear GNOME (leader): Align LG STR 13 / DEX 16 / CON 14 / INT 12 / WIS 14 / CHA 11 AC 5 LVL 3 fighter HP 18 POS studded leather armor, mace and spear GNOME (illusionist): Align LG STR 9 / DEX 12 / CON 14 / INT 16 / WIS 12 / CHA 9 AC 5 LVL 3 illusionist HP 8 POS staff and dagger SPL <i>hypnotism</i>, <i>parlor trick*</i>, <i>misdirection</i> BADGER, giant (x6): AC 4 MV 60-ft / 30-ft swimming HD 3 HP 20 #AT 3 DAM 1d3/1d3/1d6 </div> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>

D%	ENCOUNTER	NOTES
71-75	halfling village	<p>The forest opens to a glade wherein a bubbling stream flows through well-tended gardens and vegetable patches and hedge rows border well-maintained paths among homes built into the hillsides; typical of a well-established halfling community. The community has a population of 100 individuals. In addition there are three second level fighters (sheriffs), a third level fighter (marshal) and a fourth level fighter (mayor). The community also boasts a small militia of twenty sturdy halflings (first level fighters) who act as volunteer guardsmen. These guardsmen control a pack of ten well-trained dogs.</p> <p>Each halfling home will have of stash of 3d8 sp. There is also a 15% chance that any given home will contain one miscellaneous magic item (25%) or precious gem (75%).</p> <p>Encounter occurs only once on this table.</p> <p>HALFLING: AC 7 MV 90-ft HD 1d6 HP 4 #AT 1 DAM 1d6 or by weapon type POS farm implements HALFLING (guardsman): Align LG STR 12 / DEX 16 / CON 14 / INT 9 / WIS 9 / CHA 9 AC 6 LVL 1 fighter HP 6 POS padded armor, hand axe and short bow HALFLING (sheriff): Align LG STR 13 / DEX 16 / CON 14 / INT 11 / WIS 9 / CHA 11 AC 6 LVL 2 fighter HP 12 POS leather armor, short sword and short bow HALFLING (marshal): Align LG STR 13 / DEX 16 / CON 14 / INT 12 / WIS 9 / CHA 12 AC 6 LVL 3 fighter HP 18 POS leather armor and short sword HALFLING (mayor): Align LG STR 14 / DEX 18 / CON 14 / INT 13 / WIS 14 / CHA 14 AC 4 LVL 4 fighter HP 26 POS +1 elfin chain mail armor and +1 short sword</p>
76-80	Roll from region 1 table	Ignore any additional results originating from any other encounter region.
81-85	Roll from region 3 table	Ignore any additional results originating from any other encounter region.
86-90	Roll from region 4 table	Ignore any additional results originating from any other encounter region.
91-95	Roll from region 5 table	Ignore any additional results originating from any other encounter region.
96-00	Roll from region 6 table	Ignore any additional results originating from any other encounter region.

REGION 3: GHEEKHAM CLIFFS

Summary description: A lightly forested region of rugged cliffs and boulder-strewn game trails, the Gheekham Cliffs are known to provide habitation for large cats, enormous birds of prey and creatures native to the Elemental Plane of Earth. These latter denizens are rumored to have been summoned here by a

necromancer of great power, seeking to create a stony stronghold of his own within these rugged lands.

Roll for miscellaneous encounters (1-3 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01-50	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise "ordinary" creatures may be added by the GM as desired.</p> <p>ROLL 1d6</p> <p>1 1d6 AXE BEAK: AC 6 MV 180-ft HD 3 HP 20 #AT 3 DAM 1d3/1d3/1d6 2 1d2 LION, cougar: AC 6 MV 150-ft HD 3+2 HP 22 #AT 3 DAM 1d4/1d4/1d6 + rear claws 3 1d4+1 LION, prehistoric: AC 5 MV 120-ft HD 6+3 HP 46 #AT 3 DAM 2d4/2d4/2d6 + rear claws 4 1d4+1 BIRD, huge: AC 5 MV 30-ft / 360-ft flying HD 2 HP 12 #AT 3 DAM 1d4/1d4/2hp + dive attack 5 1d2 BIRD, giant: AC 4 MV 30-ft / 360-ft flying HD 4 HP 26 #AT 3 DAM 1d6/1d6/2d6 + dive attack 6 1d4+1 BIRD, dire*: AC 6 MV 30-ft / 360-ft flying HD 1+1 HP 6 #AT 3 DAM 1d2/1d2/1d2 + dive attack + disease</p> <p>* Refer to the appendix NEW CREATURES for information.</p>
51-55	1 roc	ROC: AC 4 MV 30-ft / 300-ft flying HD 18 HP 140 #AT 1 Or 2 DAM 4d6 or 3d6/3d6
56-60	1d3 xorn	XORN: AC -2 MV 90-ft HD 7+7 HP 54 #AT 3 or 1 DAM 1d3/1d3/1d3 or 6d4 + surprise
61-70	1 uraninite dragon	<p>This male uraninite dragon has established a small nest (20-ft diameter) built of branches and stones. It is located at the bottom of a dry stream bed. The indicated treasure is contained within a wooden chest which the sleeping dragon is curled around.</p> <p>The chest is locked but not trapped.</p> <p>Encounter occurs only once on this table.</p> <p>DRAGON, uraninite*: AC 8 MV 60-ft / 30-ft burrowing HD 5+1 HP 32 #AT 3 DAM 1d3/1d3/1d4 + breath weapon TSR 2,500 cp, 500 sp, 100 pp, <i>cold ring*</i>, <i>circlet of the mentalist</i>†</p> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information. † Refer to the appendix NEW MAGIC for information.</p>

D%	ENCOUNTER	NOTES
71-80	2d4 vilstrak	VILSTRAK: AC 2 MV 90-ft HD 1d6 HP 4 #AT 2 DAM 1d4+1/1d4+1 + surprise
81-85	5 bone hounds	<p>The five canine bone guardians sit at attention, evenly spaced around a 15-ft diameter iron disc which lays flat on the ground. They face outward so that every approach to the disc is covered by their watchfulness. The bone hounds are covered with dust and grime, and the iron disc is rusted and heavily pitted; suggesting both have remained here undisturbed for a significant amount of time. Surrounding both the guardians and the disc lay the skeletal remains of many creatures. The bones appear ancient and suggest the site has been the scene of many ancient confrontations.</p> <p>The disc appears unremarkable, having no markings, runes or other inscriptions which would indicate its use. The hounds guard the disc against intruders, and any creature which approaches the disc to within 15-ft will cause the hounds to stand at attention, face the intruders and emit their fear-inducing howl as a warning. If approached to within 10-ft, the hounds will attack.</p> <p>The disc is 6 inches thick and weighs in excess of 2,000 pounds. If the party manages to move the disc in the slightest way, it will burst from the ground, flying up 30-ft and crashing back to the ground; characters within 20-ft of the disc at this time must save versus dexterity or be crushed for 3d10 hit points of damage.</p> <p>The disc covers a stone-lined stairwell that spirals into the ground seemingly without a bottom. The party will find the underside of the disc to have been covered with protective runes.</p> <p>As soon as the hole is uncovered, wailing howls of pain and torment will burst forth from the depths, causing everything within ¼ of a mile of the hole to flee in panic for 3d6 rounds unless a save versus death is made at -2. From out of the hole untold hundreds of evil spirits escape to plague the world.</p> <p>Encounter occurs only once on this table.</p> <p>BONE HOUND*: AC 6 MV 180-ft HD 3 HP 20 #AT 1 DAM 2d4 + howling fear</p> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>
86-90	Roll from region 2 table	Ignore any additional results originating from any other encounter region.
91-95	Roll from region 4 table	Ignore any additional results originating from any other encounter region.
96-00	Roll from region 6 table	Ignore any additional results originating from any other encounter region.

REGION 4: CALINNE TAILO MOUNTS

Summary description: The Mounts make up the western foothills of Luci Pass. It is a rugged region, although the main path leading into the Pass is well-maintained. Humanoids and highwaymen frequent the crisscrossing trails, seeking to profit from unwary travelers.

Roll for miscellaneous encounters (1–6 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01-20	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <p>ROLL 1d8</p> <p>1 1d2 LION, cougar: AC 6 MV 150-ft HD 3+2 HP 22 #AT 3 DAM 1d4/1d4/1d6 + rear claws</p> <p>2 1d4+1 LION, prehistoric: AC 5 MV 120-ft HD 6+3 HP 46 #AT 3 DAM 2d4/2d4/2d6 + rear claws</p> <p>3 1d4+1 BIRD, huge: AC 5 MV 30-ft / 360-ft flying HD 2 HP 12 #AT 3 DAM 1d4/1d4/2hp + dive attack</p> <p>4 1d2 BIRD, giant: AC 4 MV 30-ft / 360-ft flying HD 4 HP 26 #AT 3 DAM 1d6/1d6/2d6 + dive attack</p> <p>5 1d4+1 BIRD, dire*: AC 6 MV 30-ft / 360-ft flying HD 1+1 HP 6 #AT 3 DAM 1d2/1d2/1d2 + dive attack + disease</p> <p>6 1d4+2 JACKAL, normal: AC 7 MV 120-ft HD 1 HP 6 #AT 1 DAM 1d4</p> <p>7 1d3+1 BOAR, warthog: AC 7 MV 120-ft HD 3 HP 20 #AT 2 DAM 2d4/2d4</p> <p>8 1d3 BOAR, wild: AC 7 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 3d4</p> <p>* Refer to the appendix NEW CREATURES for information.</p>
21-25	4d4 orcs	<p>If more than eleven orcs are encountered, there will also be three worgs present.</p> <p>ORC: AC 6 MV 90-ft HD 1 HP 6 #AT 1 DAM 1d8 or by weapon POS light crossbows and mace (50%) or scimitar and dagger (50%)</p> <p>WORG: AC 6 MV 180-ft HD 4+4 HP 30 #AT 1 (bite) DAM 2d4</p>
26-30	3d6 gnolls	<p>If more than thirteen gnolls are encountered, they will be accompanied by a troll and commanded by a flind.</p> <p>GNOLL: AC 5 MV 90-ft HD 2 HP 14 #AT 1 DAM 2d4 or by weapon POS scimitar and mace each</p> <p>GNOLL (flind): AC 5 MV 120-ft HD 2+3 HP 16 #AT 1 DAM 2d4 or by weapon POS flind bar and battle axe</p> <p>TROLL: AC 4 MV 120-ft HD 6+6 HP 38 #AT 3 DAM 1d4+4/1d4+4/2d6</p>

D%	ENCOUNTER	NOTES
31-35	3d6 bandits	<p>In addition to the numbers rolled, there will be the following individuals;</p> <p>If 6 or more bandits are encountered; + one 3rd level fighter</p> <p>If 9 or more bandits are encountered; + one 4th level fighter + one 3rd level magic user</p> <p>If 12 or more bandits are encountered; + one 2nd level cleric</p> <p>If 15 or more bandits are encountered; + one 4th level assassin</p> <p>BANDIT: AC 7 MV 120-ft HD 1d6 hp HP 5 #AT 1 DAM by weapon POS ring mail or studded leather armor, broad sword and dagger (33%), light crossbow and short sword (33%) or mace and hand axe (33%)</p> <p>FIGHTER: Align CN STR 13 / DEX 14 / CON 13 / INT 9 / WIS 9 / CHA 8 AC 7 LVL 3 fighter HP 24 POS chain mail, battle axe</p> <p>FIGHTER: Align CN STR 16 / DEX 16 / CON 13 / INT 11 / WIS 10 / CHA 11 AC 5 LVL 4 fighter HP 32 POS chain mail, two-handed sword and mace</p> <p>MAGIC USER: Align N STR 10 / DEX 12 / CON 11 / INT 14 / WIS 12 / CHA 10 AC 8 LVL 3 magic user HP 10 POS +2 ring of protection, staff and dagger SPL read magic, detect magic, magic missile, shield, web</p> <p>CLERIC: Align NE STR 13 / DEX 15 / CON 13 / INT 10 / WIS 14 / CHA 14 AC 5 LVL 2 cleric HP 14 POS chain mail, mace SPL cure light wounds, cause light wounds, command, curse</p> <p>ASSASSIN: Align CE STR 14 / DEX 18 / CON 14 / INT 12 / WIS 14 / CHA 18 AC 4 LVL 4 assassin HP 24 POS padded armor, dagger (x2), dart (x6), vial of poison (x4)</p>
36-40	1d6+4 grimlocks	<p>This encounter may occur only between sunset and sunrise.</p> <p>GRIMLOCK: AC 5 MV 120-ft HD 2 HP 14 #AT 1 DAM 1d6 or by weapon POS stone axe per individual</p>
41-55	1 ankheg	<p>ANKHEG: AC 2 MV 120-ft / 60-ft burrowing HD 4 HP 26 #AT 1 DAM 3d6 + squirt acid</p>
56-65	merchant caravan	<p>This caravan of travelers are either headed to (25%) Luci Pass and therefore know nothing of the doings there, or from Luci Pass (75%) and will spread greatly exaggerated tales of the problems in the Manor. Rumors can include the total destruction of the village, manor, keep or all three, arachnids approaching 20-ft high which breathe fire, an invasion by otherworldly beings who suck the brains out of their victims, monks of Sheargardt Manor attacking the villagers and a military coup taking control of Luci Keep.</p> <p>There will be 10d10 travelers (merchants) in the caravan. For every 10 travelers, there will be one guardsman who is a third level fighter. For every 25 travelers there will also be a captain of the guard who is a fourth level fighter. If more than 50 travelers are present there will also be one leader who is fifth level fighter. And, there will be a 50% possibility that a gunslinger* will be hiding among the travelers. The gunslinger, going by the name Henley Markham, is pursuing Jasme Guadalupe, a recent arrival in Luci Village. (Refer to the appendix NPCS for information on both Markham and Guadalupe.)</p> <p>Markham will attempt to keep his identity hidden, however, his strange accent and stranger garb will make him stand out in any crowd. He keeps his weapons hidden beneath a heavy, oiled duster, and he rides with a family he has paid to allow him to travel with them.</p> <p>Each caravan will have a mid-wife/healer, however she is limited to the use of herbal remedies and poultices which can heal 2 hp per day, cure disease in 3 days or slow poison. There is a 25% possibility she will have one healing potion available.</p> <p>MERCHANT: AC 10 MV 120-ft HD >1 HP 4 #AT 1 DAM dagger (25%) or club (75%)</p> <p>GUARDSMAN: Align LN STR 14 / DEX 12 / CON 11 / INT 9 / WIS 9 / CHA 10 AC 5 LVL 3 fighter HP 20 POS chain mail, long sword and light crossbow</p> <p>CAPTAIN: Align LN STR 14 / DEX 12 / CON 11 / INT 12 / WIS 12 / CHA 12 AC 5 LVL 4 fighter HP 28 POS chain mail, long sword and light crossbow</p> <p>LEADER: Align LN STR 16 / DEX 14 / CON 12 / INT 12 / WIS 13 / CHA 14 AC 5 LVL 5 fighter HP 20 POS chain mail, +1 long sword and dagger</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
66-72	hobgoblin tribal war	<p>As the party crests a rise before them, they can see what they could not previously hear due to the obstruction of terrain; a pair of hobgoblin tribal bands squaring off against each other. Characters who speak the language of the hobgoblins can deduce from the shouting going back and forth, there is a dispute over territory. Both bands have equal numbers of hobgoblins (15). However, one side boasts the support of three hill giants, and the other four ogres and a tribal shaman. Each group is led by a hobgoblin who attacks as a 3 hit die monster and is at armor class 2.</p> <p>Each round the party spends observing the two groups, there is a 20% possibility they will be spotted by one of the two groups.</p> <p>Encounter occurs only once on this table.</p> <p>HOBGOBLIN (x30): AC 5 MV 90-ft HD 1+1 HP 8 #AT 1 DAM 1d8 or by weapon POS battle axe (25%), bastard sword (50%) or spear (25%)</p> <p>HOBGOBLIN (leader x2): AC 2 MV 90-ft HD 3 HP 18 #AT 1 DAM 1d8 or by weapon POS heavy mace or flail</p> <p>HOBGOBLIN (shaman as third level cleric): AC 5 MV 90-ft HD 1+1 HP 6 #AT 1 DAM 1d8 or by weapon POS club SPL cause light wounds, fear, hold person</p> <p>OGRE (x4): AC 5 MV 90-ft HD 4+1 HP 28 #AT 1 DAM 1d10 or by weapon POS great club (tree limb 2d4 hp damage)</p> <p>HILL GIANT (x3): AC 4 MV 120-ft HD 8+1d2 HP 58 #AT 1 DAM 2d8 + rock throwing POS 2 rocks each</p>

D%	ENCOUNTER	NOTES
73–78	1 griffon	The party hears the call of a large bird of prey from directly above them. Glancing up, they clearly see a griffon circling their location. The griffon attacks immediately, targeting horses for food first. GRIFFON: AC 3 MV 120-ft / 300-ft flying HD 7 HP 50 #AT 3 DAM 1d4/1d4/2d8
79–82	1d3 giant bumblebees	The nest is located within a nearby cave (or equally suitable hole in the ground where the nest will be sheltered from rain). Within the nest are 2d3 non-combatant drones and a non-combatant queen. The nest is rich with honey. Deep within the nest is also a quantity of the valuable royal honey. If the party collects any of the honey there is an increased chance they will attract the attention of creatures which feed on such foods; other large bees, giant wasps, bears, giant ants, etc. BEE, giant bumblebee soldier: AC 5 MV 60-ft / 240-ft flying HD 6+4 HP 44 #AT 1 DAM 1d6 + poison BEE, giant bumblebee drone: AC 5 MV 60-ft / 240-ft flying HD 6+4 HP 38 #AT 0 DAM Nil BEE, giant bumblebee queen: AC 5 MV 30-ft / 180-ft flying HD 10 HP 70 #AT 0 DAM Nil
83–85	Roll from region 2 table	Ignore any additional results originating from any other encounter region.
86–90	Roll from region 3 table	Ignore any additional results originating from any other encounter region.
91–95	Roll from region 5 table	Ignore any additional results originating from any other encounter region.
96–00	Roll from region 6 table	Ignore any additional results originating from any other encounter region.

REGION 5: ADASTRA CHADRA

Summary description: This rugged range of stony foothills is fraught with all manner of dangerous creature, and the wise traveler avoids crossing through it by traveling north through the relative safety of the Calinne Tailo Mounts.

Roll for miscellaneous encounters (1–2 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01–40	animals	The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired. ROLL 1d8 1 1d2 LION, cougar: AC 6 MV 150-ft HD 3+2 HP 22 #AT 3 DAM 1d4/1d4/1d6 + rear claws 2 1d4+1 LION, prehistoric: AC 5 MV 120-ft HD 6+3 HP 46 #AT 3 DAM 2d4/2d4/2d6 + rear claws 3 1d4+1 BIRD, huge: AC 5 MV 30-ft / 360-ft flying HD 2 HP 12 #AT 3 DAM 1d4/1d4/2hp + dive attack 4 1d2 BIRD, giant: AC 4 MV 30-ft / 360-ft flying HD 4 HP 26 #AT 3 DAM 1d6/1d6/2d6 + dive attack 5 1d4+1 BIRD, dire*: AC 6 MV 30-ft / 360-ft flying HD 1+1 HP 6 #AT 3 DAM 1d2/1d2/1d2 + dive attack + disease 6 1d4+2 JACKAL, normal: AC 7 MV 120-ft HD 1 HP 6 #AT 1 DAM 1d4 7 1d3+1 BOAR, warthog: AC 7 MV 120-ft HD 3 HP 20 #AT 2 DAM 2d4/2d4 8 1d3 BOAR, wild: AC 7 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 3d4 * Refer to the appendix NEW CREATURES for information.
41–50	1d4+2 tarantulamon drones	There is also a 35% chance that a spider swarm will also be in the area. TARANTULAMON, drone*: AC 7(3) MV 120-ft / 30-ft burrowing HD 3 HP 18 #AT 3 DAM 1d4/1d4/1d3 + poison or by weapon SPIDER SWARM*: AC 6 MV 10-ft HD 2 or 3 HP [variable] #AT 1 DAM poison * Refer to the appendix NEW CREATURES for information.
51–60	1d4 lycanthrope	ROLL 1d10 1 WEREBEAR: AC 2 MV 90-ft HD 7+3 HP 50 #AT 3 DAM 1d3/1d3/2d4 + hug 2 WEREBOAR: AC 4 MV 120-ft HD 5+2 HP 38 #AT 1 DAM 2d6 3–4 WEREBULL*: AC 7 MV 90-ft HD 4+3 HP 30 #AT 2 DAM 1d4/1d4 or by weapon 5–7 WERERAT: AC 6 MV 120-ft HD 3+1 HP 20 #AT 1 DAM 1d8 (sword) + surprise POS long sword 8 WERETIGER: AC 3 MV 120-ft HD 6+2 HP 44 #AT 3 DAM 1d4/1d4/1d12 + rake 9–10 WEREWOLF: AC 5 MV 150-ft HD 4+3 HP 30 #AT 1 DAM 2d4 + surprise * Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.
61–65	1d4+3 ghouls	While camped, one character is chosen at random to have a nightmare. This allows the ghouls to enter the campsite using the character’s subconscious mind. This encounter may occur only between sunset and sunrise. GHOUL: AC 6 MV 90-ft loping HD 2 HP 14 #AT 3 DAM 1d3/1d3/1d6 + paralyzation

D%	ENCOUNTER	NOTES
66–68	3d8 zombies	<p>The path leads through an ancient burial ground that has been cursed. If the party pays close attention to the ground they may (35% chance) notice broken headstones and other signs of graves hidden beneath long grasses. Halfway way through the area (about ½ mile) when zombies reach up through the broken ground and grasp at all walking creatures. The zombies require a successful “to hit” versus unarmed opponents to grab hold. Dexterity adjustments, if any, will apply. Victims grappled by a zombie must save versus dexterity or fall to the ground where any zombies in the area get automatic hit against the prone creature.</p> <p>ZOMBIE: AC 8 MV 60-ft HD 2 HP 14 #AT 1 DAM 1d8 POS —</p>
69–71	1d2 minotaur	<p>Encounter occurs only once on this table.</p> <p>MINOTAUR: AC 6 MV 120-ft HD 6+3 HP 40 #AT 2 or 1 DAM 2d4/1d4 or by weapon POS +1 battle axe</p>
72–76	1d3 doppelgängers	<p>The party encounters one to three small children (25%) or one to three human adults (75%) dressed in rags and appearing hungry and bedraggled. If taken in by the party, they will wait for an opportune time to imitate one or more of the party members. If not taken in by the party, they will follow the group, dispatching party members at times convenient to them.</p> <p>Encounter occurs only once on this table.</p> <p>DOPPLEGÄNGER: AC 5 MV 90-ft HD 4 HP 26 #AT 1 DAM 1d12 + surprise</p>
77–80	frontier hag	<p>Encounter occurs only once on this table.</p> <p>FRONTIER HAG*: AC 5 MV 90-ft HD 9 HP 64 #AT 1 DAM 2d4 or 2d6+4 + poison</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
81–85	gummersaurus	<p>ROLL 1d6</p> <p>1 1 DIRT DRAGON: AC 2 MV 30-ft / 240-ft burrowing HD 10 HP 68 #AT 3 DAM 1d6/1d6/1d6 + swallow whole</p> <p>2–4 1d4+1 SHRIEKER: AC 6 MV 120-ft HD 5 HP 32 #AT 2 DAM 1d4/2d4 + burning spittle</p> <p>5–6 1d3 ASS BLASTERS: AC 4 MV 10-ft / 180-ft flying HD 4 HP 24 #AT 1 DAM 3d4 + fire emission</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
86–90	Roll from region 2 table	Ignore any additional results originating from any other encounter region.
91–95	Roll from region 4 table	Ignore any additional results originating from any other encounter region.
96–00	Roll from region 6 table	Ignore any additional results originating from any other encounter region.

REGION 6: JERZLYN-FEDON RANGE

Summary description: The Jerzlyn-Fedon mountain range separates the continental area east from west. Though there are several routes through the range, Luci Pass is the primary route, being maintained and protected by the guardsmen at Luci Keep.

Roll for miscellaneous encounters (1–3 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01–20	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <p>ROLL 1d8</p> <p>1 1d2 LION, cougar: AC 6 MV 150-ft HD 3+2 HP 22 #AT 3 DAM 1d4/1d4/1d6 + rear claws</p> <p>2 1d2 LIZARD, giant poisonous* (roll d2);</p> <p>1 BEADED LIZARD: AC 0 (5) MV 30-ft HD 8 HP 54 #AT 1 DAM 2d8 + poison</p> <p>2 GILA MONSTER: AC 4 MV 60-ft HD 5 HP 32 #AT 1 DAM 2d6 + poison</p> <p>3 1d4+1 BIRD, huge: AC 5 MV 30-ft / 360-ft flying HD 2 HP 12 #AT 3 DAM 1d4/1d4/2hp + dive attack</p> <p>4 1d2 BIRD, giant: AC 4 MV 30-ft / 360-ft flying HD 4 HP 26 #AT 3 DAM 1d6/1d6/2d6 + dive attack</p> <p>5 1d4+1 BIRD, dire†: AC 6 MV 30-ft / 360-ft flying HD 1+1 HP 6 #AT 3 DAM 1d2/1d2/1d2 + dive attack + disease</p> <p>6 1d4+2 JACKAL, normal: AC 7 MV 120-ft HD 1 HP 6 #AT 1 DAM 1d4</p> <p>7 1d3+1 BOAR, warthog: AC 7 MV 120-ft HD 3 HP 20 #AT 2 DAM 2d4/2d4</p> <p>8 1d3 BOAR, wild: AC 7 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 3d4</p> <p>* Refer to REVOLVER & WIZARDRY: THE DISCORDANT WEST for information.</p> <p>† Refer to the appendix NEW CREATURES for information.</p>
21–22	3d4 giant ticks	TICK, giant: AC 4 MV 30-ft HD 3 HP 18 #AT 1 DAM 1d4
23–25	1 ankheg	ANKHEG: AC 2 MV 120-ft / 60-ft burrowing HD 4 HP 26 #AT 1 DAM 3d6 + squirt acid

D%	ENCOUNTER	NOTES
26–30	3d6 bandits	<p>In addition to the numbers rolled, there will be the following individuals;</p> <p>If 6 or more bandits are encountered; + one 3rd level fighter</p> <p>If 9 or more bandits are encountered; + one 4th level fighter + one 3rd level magic user</p> <p>If 12 or more bandits are encountered; + one 2nd level cleric</p> <p>If 15 or more bandits are encountered; + one 4th level assassin</p> <p>BANDIT: AC 7 MV 120-ft HD 1d6 hp HP 5 #AT 1 DAM by weapon POS ring mail or studded leather armor, broad sword and dagger (33%), light crossbow and short sword (33%) or mace and hand axe (33%)</p> <p>FIGHTER: Align CN STR 13 / DEX 14 / CON 13 / INT 9 / WIS 9 / CHA 8 AC 7 LVL 3 fighter HP 24 POS chain mail, battle axe</p> <p>FIGHTER: Align CN STR 16 / DEX 16 / CON 13 / INT 11 / WIS 10 / CHA 11 AC 5 LVL 4 fighter HP 32 POS chain mail, two-handed sword and mace</p> <p>MAGIC USER: Align N STR 10 / DEX 12 / CON 11 / INT 14 / WIS 12 / CHA 10 AC 8 LVL 3 magic user HP 10 POS +2 ring of protection, staff and dagger SPL read magic, detect magic, magic missile, shield, web</p> <p>CLERIC: Align NE STR 13 / DEX 15 / CON 13 / INT 10 / WIS 14 / CHA 14 AC 5 LVL 2 cleric HP 14 POS chain mail, mace SPL cure light wounds, cause light wounds, command, curse</p> <p>ASSASSIN: Align CE STR 14 / DEX 18 / CON 14 / INT 12 / WIS 14 / CHA 18 AC 4 LVL 4 assassin HP 24 POS padded armor, dagger (x2), dart (x6), vial of poison (x4)</p>
31–40	Luci Keep patrol	<p>This patrol is comprised of 8, 12 or 16 guardsmen (33% each) from Luci Keep. If 8 are encountered there will be an additional third level fighter. If 12 are encountered there will be an additional fourth level fighter. If 16 are encountered there will be a third level cleric also present.</p> <p>They are returning to the Keep after three weeks of patrolling the road and clearing landslides and fallen trees. There is 33% chance they will have bandit (30%), gnom (35%) or orc (35%) prisoners with them. As they are returning from the field, they have heard only rumors of strange events at Sheargardt Manor.</p> <p>GUARDSMAN: Align LN STR 14 / DEX 12 / CON 11 / INT 9 / WIS 9 / CHA 10 AC 5 LVL 2 fighter HP 16 POS chain mail, long sword and light crossbow</p> <p>CAPTAIN: Align LN STR 14 / DEX 12 / CON 11 / INT 12 / WIS 12 / CHA 12 AC 5 LVL 3 fighter HP 18 POS chain mail, long sword and light crossbow</p> <p>CAPTAIN: Align LN STR 14 / DEX 12 / CON 11 / INT 12 / WIS 12 / CHA 12 AC 5 LVL 4 fighter HP 28 POS chain mail, long sword and light crossbow</p>
41–45	1d2+1 chupacabra	<p>CHUPACABRA*: AC 6 MV 120-ft or 240-ft for 3 rounds or 240-ft hop 3 × consecutively HD 2+1 HP 14 #AT 3 DAM 1d3/1d3/1d4 + disease</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
46–50	1d4+1 giant jackals	JACKAL, giant: AC 5; MV 180-ft; HD 4; HP 28; #AT 1; DAM 1d8
51–55	1d2 disenchanters	DISENCHANTER: AC 5; MV 120-ft; HD 5; HP 32; #AT 1; DAM Nil + magic item drain
56–67	4d4 prairie lobsters	<p>PRAIRIE LOBSTER*: AC 4; MV 30-ft; HD 1-1; HP 5; #AT 2; DAM 1d4/1d4 + infection</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
68–70	1d12 tarantula hawks	<p>If more than five tarantula hawks are encountered, they will be engaged with a female titanic tarantula.</p> <p>TARANTULA HAWK, gargantuan*: AC 2; MV 60-ft / 240-ft flying; HD 6; HP 48; #AT 1; DAM 1d8 + poison</p> <p>TARANTULA, titanic (female)*: AC 2; MV 120-ft / 30-ft burrowing; HD 12; HP 86; #AT 1; DAM 2d10 + poison</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
71–75	Roll from region 2 table	Ignore any additional results originating from any other encounter region.
76–80	Roll from region 3 table	Ignore any additional results originating from any other encounter region.
81–85	Roll from region 4 table	Ignore any additional results originating from any other encounter region.
86–90	Roll from region 5 table	Ignore any additional results originating from any other encounter region.
91–95	Roll from region 7 table	Ignore any additional results originating from any other encounter region.
96–00	Roll from region 8 table	Ignore any additional results originating from any other encounter region.

REGION 7: ADELARD RIDGE

Summary description: The Adelard Ridge is an area relatively low (1,000-ft or less) rolling hills having areas of moderate to dense forest. The trees that populate the hills are generally hardwoods like oak, maple and pecan. The region is also the domain of a druid sect, and travelers would do well to respect the lands here.

Roll for miscellaneous encounters (1–3 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01-50	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <div> ROLL 1d10 <ol style="list-style-type: none"> 2d6 WOLF, dire: AC 6 MV 180-ft HD 3+3 HP 22 #AT 1 DAM 2d4 1d2 BEAR, greater, cave: AC 4 MV 60-ft / 30-ft swimming HD 3 HP 20 #AT 3 DAM 1-3/ 1-3/1d6 + hug 1d4+1 BOAR, giant: AC 6 MV 120-ft HD 7 HP 50 #AT 1 DAM 3d6 1d3 WEASEL, giant: AC 6 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 2d6 + blood drain 2d8+2 WOLF, common: AC 7 MV 180-ft HD 2+2 HP 14 #AT 1 DAM 1d4+1 1d4+1 CAT, wild: AC 5 MV 180-ft HD 1d6 hp HP 6 #AT 3 DAM 1/1/1d2 + rear claws 5d4 RAT, dire*: AC 5 MV 90-ft HD 1+1 HP 6 #AT 1 DAM 1d4 + disease 3d4 DOG, wild: AC 7 MV 150-ft HD 1 HP 6 #AT 1 DAM 1d4 1d4+1 TASMANIAN TIGER*: AC 7 MV 120-ft HD 2 HP 8 #AT 1 DAM 1d6 1d3 TASMANIAN TIGER, giant*: AC 6 MV 90-ft HD 3+1 HP 20 #AT 1 DAM 2d4 or 1d4 + trip </div> <p>* Refer to the appendix NEW CREATURES for information.</p>
51-60	1d4+1 druids + 1 monk guardian	<p>DRUID (3rd level): Align LN STR 10 / DEX 12 / CON 10 / INT 11 / WIS 14 / CHA 15 AC 7 LVL 3 druid HP 20 POS leather armor, hammer and darts (50%) or scimitar and sling (50%); SPL GM discretion (3 first level, 2 second level, 1 third level)</p> <p>FOREST GUARDIAN (Verméan monk*, 3rd level): Align LN STR 14 / DEX 16 / CON 12 / INT 10 / WIS 13 / CHA 10 AC 3 LVL 3 Verméan Monk* HP 14 POS staff</p> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>
61-70	1 wooded hag + 3d4 hag grub	<p>The forest floor is thick with foliage and decaying vegetation. Oddly, the region the party now travels through has much more dead or dying flora than anywhere they have previously seen.</p> <p>The path has a trail of hag grub crossing it. Creatures without metal-soled shoes are at risk of being exposed to them as the grub will burrow through the footwear to access the victim’s flesh. The hag is hidden among the trees. Encounter occurs only once on this table.</p> <div> <p>WOODED HAG*: AC 7; MV 90-ft / 120-ft in trees; HD 4+1; HP 30; #AT 1; DAM 1d8+1 + spell use; POS —; TSR periapt</p> <p>HAG GRUB*: AC 9; MV 10-ft; HD <1; HP 1; #AT 0; DAM 0; POS —</p> </div> <p>* Refer to the appendix NEW CREATURES for information.</p>
71-80	druid’s grove	<p>The party enters wide clearing after having traveled densely forested areas for many miles. The clearing is a 500-ft diameter, roughly circular area, carpeted in thick mosses and grass. In the center of the clearing stands a great oak tree. The trunk of the tree is 20-ft in diameter, and the canopy appears to span the entire clearing; sunlight reaching the forest floor in thin, filtered god-rays. The height of the tree cannot be determined from their current vantage point.</p> <p>High in the branches of the tree can be seen many structures (or a single, many-chambered great structure); many dim, twinkling lights illuminate the high-branches. A sound of music—thin, sweet and lilting—can be heard all around the party; seeming to come from everywhere and nowhere.</p> <p>Surrounding the tree is a circle of twelve standing stones, each being 20-ft tall and 10-ft on a side.</p> <p>There are no paths leading through the clearing, to the tree.</p> <p>This is a sect of druids devoted to celebrating the forest and the animals who live therein. The druids who reside here remain hidden among the boughs of the great oak tree observing the party. Should the party enter the clearing and trod on the carpet of moss and grass, a dozen green-robed figures will drop from the tree, twirling with vines and softly landing to surround the party. The robed figures are monks of the sect who are responsible for guarding the grove against intruders. Druids remain in the higher reaches of the massive tree observing the interactions.</p> <p>If the players press an engagement against the druids, they’ll find tree inhabited by 36 druids of third level, 18 senior druids of fifth level and one high druid of twelfth level. A secret door on the far side of the tree allows access to an internal stairwell, both to the upper levels and a secret basement complex in the roots of the tree.</p> <p>Due to the relatively low experience levels of the party, the high druid should not get involved in any confrontations unless the safety of the community as a whole is threatened.</p> <p>Encounter occurs only once on this table.</p> <div> <p>DRUID (3rd level): Align LN STR 10 / DEX 12 / CON 10 / INT 11 / WIS 14 / CHA 15 AC 7 LVL 3 druid HP 20 POS leather armor, hammer and darts (50%) or scimitar and sling (50%); SPL GM discretion (3 first level, 2 second level, 1 third level)</p> <p>DRUID (5th level): Align LN STR 13 / DEX 15 / CON 11 / INT 12 / WIS 16 / CHA 15 AC 6 LVL 5 druid HP 36 POS leather armor, hammer and darts (50%) or scimitar and sling (50%); SPL GM discretion (4 first level, 3 second level, 2 third level)</p> <p>HIGH DRUID (12th level): Align LN STR 13 / DEX 17 / CON 14 / INT 11 / WIS 18 / CHA 18 AC 2 LVL 12 druid HP 80 POS +2 robe of protection, +2 staff; SPL detect magic, entangle, faerie fire, invisibility to animals, speak with animals, barkskin, charm person or mammal, cure light wounds, heat metal, warp wood, call lightning, cure disease, summon insects, tree, call woodland beings, control weather 15-ft radius, dispel magic, plant door, animal growth, control winds, wall of fire, transport via plants, weather summoning, finger of death</p> <p>FOREST GUARDIAN (Verméan monk*, 5th level): Align LN STR 14 / DEX 18 / CON 12 / INT 10 / WIS 13 / CHA 10 AC 0 LVL 5 Verméan Monk* HP 30 POS staff (50%) or scimitar (50%)</p> </div> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>

D%	ENCOUNTER	NOTES
81-90	Roll from region 6 table	Ignore any additional results originating from any other encounter region.
91-00	Roll from region 8 table	Ignore any additional results originating from any other encounter region.

REGION 8: EASTERN PLAINS

Summary description: The eastern slopes of the Jerzlyn-Fedon Range is comprised largely of lightly forested, rolling foothills. Manny travelers use the area for east-west and north-south use. The party should expect to encounter other groups such as themselves several times a day.

Roll for miscellaneous encounters (1–3 on d20) every 3 turns (or alternatively when crossing each small hex area). Each encounter may only occur multiple times unless otherwise noted.

D%	ENCOUNTER	NOTES
01-40	animals	<p>The encounters mentioned here are only those of a somewhat fantastic or unusual nature. Encounters with otherwise “ordinary” creatures may be added by the GM as desired.</p> <p>ROLL 1d10</p> <p>1 2d6 WOLF, dire: AC 6 MV 180-ft HD 3+3 HP 22 #AT 1 DAM 2d4</p> <p>2 1d2 BEAR, greater, cave: AC 4 MV 60-ft / 30-ft swimming HD 3 HP 20 #AT 3 DAM 1-3/ 1-3/1d6 + hug</p> <p>3 1d4+1 BOAR, giant: AC 6 MV 120-ft HD 7 HP 50 #AT 1 DAM 3d6</p> <p>4 1d3 WEASEL, giant: AC 6 MV 150-ft HD 3+3 HP 20 #AT 1 DAM 2d6 + blood drain</p> <p>5 2d8+2 WOLF, common: AC 7 MV 180-ft HD 2+2 HP 14 #AT 1 DAM 1d4+1</p> <p>6 1d4+1 CAT, wild: AC 5 MV 180-ft HD 1d6 hp HP 6 #AT 3 DAM 1/1/1d2 + rear claws</p> <p>7 5d4 RAT, dire*: AC 5 MV 90-ft HD 1+1 HP 6 #AT 1 DAM 1d4 + disease</p> <p>8 3d4 DOG, wild: AC 7 MV 150-ft HD 1 HP 6 #AT 1 DAM 1d4</p> <p>9 1d4+1 TASMANIAN TIGER*: AC 7 MV 120-ft HD 2 HP 8 #AT 1 DAM 1d6</p> <p>10 1d3 TASMANIAN TIGER, giant*: AC 6 MV 90-ft HD 3+1 HP 20 #AT 1 DAM 2d4 or 1d4 + trip</p> <p>* Refer to the appendix NEW CREATURES for information.</p>
41-45	1d2+1 chupacabra	<p>CHUPACABRA*: AC 6 MV 120-ft or 240-ft for 3 rounds or 240-ft hop 3 × consecutively HD 2+1 HP 14 #AT 3 DAM 1d3/1d3/1d4 + disease</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
46-50	frontier hag	<p>Encounter occurs only once on this table.</p> <p>FRONTIER HAG*: AC 5 MV 90-ft HD 9 HP 64 #AT 1 DAM 2d4 or 2d6+4 + poison</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
51-60	4 fresco fighters	<p>The path the party is traveling passes between two piles of large boulders. Upon both sets of boulders are painted life-size scenes of what would appear to be the life story of a person of importance; from childhood through old age. The paintings cover the boulders nearly completely. However, those images nearest the level of the ground are taken to be fighters, or guards (armored in plate mail and armed with great swords). At the base of the boulders to the party's left, is a small opening, barely large enough for an average sized human to crawl through. Should any character attempt to enter the small space, the four painted guardians (fresco fighters) will animate and attack the party until such a time as they retreat to 50 yards away from the boulders. At which point they will return to their positions on the stones.</p> <p>Within the small space is the burial place of a single human-sized skeleton, dressed in moldering and decaying ancient finery. Clay pots which are empty or filled only with unidentifiable powder fill the space as well. The skeleton clutches a rod upon its breast. The rod is decorated in ceramic and glass beads and wrapped in dried and cracked leather. The rod is purely ceremonial and contains no magical properties.</p> <p>Encounter occurs only once on this table.</p> <p>FRESCO FIGHTER (5 hd)*: AC 2 MV 90-ft HD 5 HP 36 #AT 1 DAM 1d4+5 + color spray</p> <p>* Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for information.</p>
61-65	gummersaurus*	<p>ROLL 1d6</p> <p>1 1 DIRT DRAGON: AC 2 MV 30-ft / 240-ft burrowing HD 10 HP 68 #AT 3 DAM 1d6/1d6/1d6 + swallow whole</p> <p>2-4 1d4+1 SHRIEKERS: AC 6 MV 120-ft HD 5 HP 32 #AT 2 DAM 1d4/2d4 + burning spittle</p> <p>5-6 1d3 ASS BLASTERS: AC 4 MV 10-ft / 180-ft flying HD 4 HP 24 #AT 1 DAM 3d4 + fire emission</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>

D%	ENCOUNTER	NOTES
66-70	1 jackalwere + 5 normal jackals	<p>In its human form, the jackalwere is garbed and equipped as a well-armed mercenary, having multiple daggers, a pair of thin scimitars (which it employs simultaneously without dexterity penalty), a light crossbow (with 2 score poisoned bolts). It is particularly skilled in use of the daggers as throwing weapons (+2 "to hit") and in assassination (+2 to damage when used in melee). The jackalwere uses guile to gain his victim's trust until he can determine an item of value. It attacks to kill, at all times.</p> <p>Encounter occurs only once on this table.</p> <p>JACKALWERE: AC 4 MV 120-ft HD 4 HP 26 #AT 1 DAM 2d8 or by weapon + sleep</p> <p>JACKAL, normal: AC 7 MV 120-ft HD 1 HP 6 #AT 1 DAM 1d4</p>
71-80	merchant caravan	<p>This caravan of travelers are either headed to (25%) Luci Pass and therefore know nothing of the doings there, or from Luci Pass (75%) and will spread greatly exaggerated tales of the problems in the Manor. Rumors can include the total destruction of the village, manor, keep or all three, arachnids approaching 20-ft high which breathe fire, an invasion by otherworldly beings who suck the brains out of their victims, monks of Sheargardt Manor attacking the villagers and a military coup taking control of Luci Keep.</p> <p>There will be 10d10 travelers (merchants) in the caravan. For every 10 travelers, there will be one guardsman who is a third level fighter. For every 25 travelers there will also be a captain of the guard who is a fourth level fighter.</p> <p>If more than 50 travelers are present there will also be one leader who is fifth level fighter. And, there will be a 50% possibility that a gunslinger* will be hiding among the travelers. The gunslinger, going by the name Henley Markham, is pursuing Jasme Guadalupe, a recent arrival in Luci Village. (Refer to the appendix NPCS for information on both Markham and Guadalupe.)</p> <p>Markham will attempt to keep his identity hidden, however, his strange accent and stranger garb will make him stand out in any crowd. He keeps his weapons hidden beneath a heavy, oiled duster, and he rides with a family he has paid to allow him to travel with them.</p> <p>Each caravan will have a mid-wife/healer, however she is limited to the use of herbal remedies and poultices which can <i>heal</i> 2 hp per day, <i>cure disease</i> in 3 days or <i>slow poison</i>. There is a 25% possibility she will have one <i>healing</i> potion available.</p> <p>MERCHANT: AC 10 MV 120-ft HD >1 HP 4 #AT 1 DAM dagger (25%) or club (75%)</p> <p>GUARDSMAN: Align LN STR 14 / DEX 12 / CON 11 / INT 9 / WIS 9 / CHA 10 AC 5 LVL 3 fighter HP 20 POS chain mail, long sword and light crossbow</p> <p>CAPTAIN: Align LN STR 14 / DEX 12 / CON 11 / INT 12 / WIS 12 / CHA 12 AC 5 LVL 4 fighter HP 28 POS chain mail, long sword and light crossbow</p> <p>LEADER: Align LN STR 16 / DEX 14 / CON 12 / INT 12 / WIS 13 / CHA 14 AC 5 LVL 5 fighter HP 20 POS chain mail, +1 long sword and dagger</p> <p>* Refer to REVOLVERS & WIZARDRY: THE DISCORDANT WEST for information.</p>
81-90	Roll from region 6 table	Ignore any additional results originating from any other encounter region.
91-00	Roll from region 7 table	Ignore any additional results originating from any other encounter region.



Bird, Dire

Frequency:	Uncommon
No. Encountered:	1d4+10
Size:	Small
Move:	30-ft / 360-ft flying
Armor Class:	6
Hit Die:	1+1
Attacks:	3
Damage:	1d2/1d2/1d2
Special Attacks:	Disease
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2 / 35+3/hp

The dire bird is a somewhat larger yet far more aggressive form of its smaller cousin; the raven. The avians live in colonies which react en masse to any creature it sees as a threat, or enters into its hunting grounds.

Their attack takes the form of a claw/claw/peck routine. A successful peck requires the victim to save versus poison or contract a *disease*. The disease causes the victim slowly waste away, losing 1 point of constitution per day. Once below 3 point of constitution, the victim will become immobile. At 0 points he will die. The disease is highly communicable also, requiring any character within 10-ft to roll a save versus poison at +3 every turn or risk contracting the disease.

As with other avian species, dire birds are capable of a 'dive' attack, which when made from a distance of 120-ft or more grants them +2 "to hit" and double damage from their talons.

Treasure: The nest of a flock of dire birds will contain a collection of mundane, shiny objects, which may occasionally include jewelry, coins, or small objects of an enchanted nature.

Rat, Dire

Frequency:	Uncommon
No. Encountered:	3d4
Size:	Medium (5-ft long without tail)
Move:	90-ft
Armor Class:	5
Hit Die:	1+1
Attacks:	1
Damage:	1d4
Special Attacks:	Disease
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	2 / 35+2/hp

The dire rat is an enormous and far more aggressive form of its smaller cousins. The animals live in colonies which react en masse to any threat.

Physically, the dire rat is the size of a large dog. The creatures' bones, thick by comparably sized creatures bulge and burst through its course fur, giving it a substantial armor class rating (5).

The bite of the dire rat is highly toxic, and any creature failing a saving throw vs. poison will die in 12 turns. During this time, the victim will lose 1 point of strength or 1 point of dexterity each turn unless a *cure disease* spell is administered.

Dire Rat King: Occasionally (35%), a dire rat warren will contain a 'king'. This 6 ft long monstrosity is a 3 HD creature, has an armor class of 4, a bite that inflicts 1d4+2 hit points of damage and Low intelligence. This highly intelligent rodent can communicate commands to the rats under its rule, and thus may create organized attacks and retreats when needed.

Treasure: Unlike other rats, the dire rat king covets anything shiny. And this will become the sole objective of dire rat mischief. Within the rat warren, where there is a king present, there will be a collection of both valuable and worthless shiny objects.

Spider Swarm

Frequency:	Common
No. Encountered:	1
Size:	Small to Medium
Move:	10-ft
Armor Class:	6
Hit Die:	2 or 3
Attacks:	1
Damage:	See below
Special Attacks:	Poison
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2 / 60+2/hp

The spider swarm can occur in any climate save those extremes of heat and cold. It exists where thousands of otherwise ordinary spiders have created a habitat; most commonly in deteriorating vegetation, small tunnels in desert hard pan, on the limbs of trees, dark, dank dungeons and caves and other such areas where small prey can be easily found.

The attack of the spider swarm occurs where hundreds to thousands of the small arachnids crawl into the clothing, armor, bedding or other such places of vulnerability to an unsuspecting victim. Once inside, the swarm immediately begins biting the victim. And though each bite individually is relatively harmless, the sheer number of bites in a single round can result in deadly consequences.

The victim must save vs. poison each round until the swarm is slain, or until such time as the victim can free themselves from their attack. A failed save inflicts 1 hit point of damage which automatically increases by a factor of 1 hit point in each subsequent round (no saving throw allowed following the first failed save). Therefore, on the first failed save, the swarm inflicts 1 hp damage, in the following round this is automatically increased

to 2 hp, then 3 hp and so on. If more than 50% of the victim's hit points are lost in this way, the victim must save vs. death or die.

The swarm is not harmed by weapons of any kind, and any attack upon them using a weapon inflicts 50% of the damage rolled upon the victim.

Freezing temperatures will cause the swarm to immediately cease the attack, but will not kill the swarm or cause the swarm

to retreat. Temperatures above freezing will allow the swarm to become active again.

Careful application of open flame will inflict 1d4 hit points of damage equally to the swarm and the victim.

Treasure: Nil

Tarantulamon

	Larva	Cow	Dronette	Drone	King
Frequency:	Uncommon	Uncommon	Uncommon	Uncommon	Rare
No. Encountered:	1d6×10 (in lair)	1d4+2 (in lair)*	See below*	2d6 or 1d6×10 (in lair)	1
Size:	Small (4-ft long)	Medium (6-ft long)	Small (4-ft tall)	Medium (6-ft tall)	Large (8-ft tall)
Move:	10 ft	20-ft	60-ft	120-ft/30-ft burrowing	160-ft/40-ft burrowing*
Armor Class:	10	8	8	7 (3)	4 (0)
Hit Die:	½ (1d4)	1+1	¾ (1d6)	3	5
Attacks:	1	1	1	3	3
Damage:	1 hp + infection	1d3 + infection*	1d2 + infection	1d4/1d4/1-3 or by weapon type	1d6/1d6/1d4+1 or by weapon type
Special Attacks:	None	None	None	Poison	Poison
Special Defenses:	None	None	None	None	None
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	100%	100%	100%	30%	90%
Intelligence:	Non-	Animal	Semi-*	Low	Average
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral*
Level / XP:	1 / 5+1/hp	3 / 20+2/hp	2 / 5+1/hp	5 / 85+4/hp	6 / 225+6/hp

* This information is updated from the creature's original publication.

These hideous creatures are a combination of a gigantic spider and a ghastly human, much as a centaur is the combining of horse and man. There are five different forms of this arachnid/human hybrid; larva, cow, dronette, drone, and king.

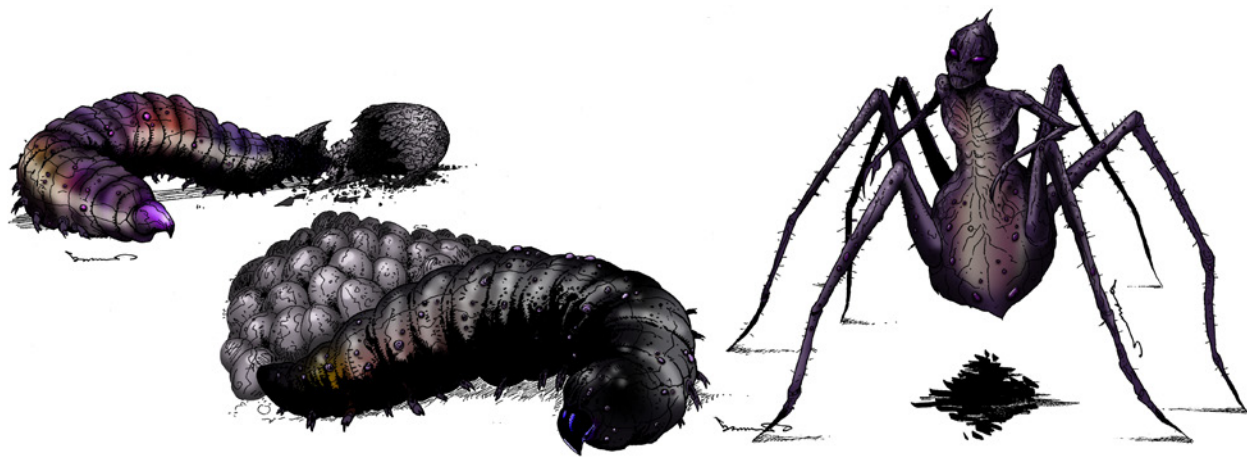
A tarantulamon den will consist of approximately 1d6+6 small caverns surrounding two larger chambers; a large open main chamber, and a smaller egg chamber. The outer chambers will hold food stuffs (generally, this consists of decaying meats, wood pulp and other cellulose products, and sometimes fruits), offal cesspools, and the discarded remains of victims. In these latter chambers is where the tarantulamon treasure will be found. The treasure is scattered among all such chambers, for the tarantulamon do not value possessions, and do not seek out its value. The items found in such piles of rotting discards are merely the trash of the arachnids' conquests.

The den will always be located underground, and more often than not will be in warm, dry, desert regions. However, rare colonies of tarantulamon have been found amid mountainous regions. Such dens will never be located where rain or snow fall are frequent or heavy.

The entirety of the den will be a large excavation, but the chambers will effectively be walled off from each other by a strong, resin-like excretion created by the larval form of the creature. This excretion will cover the walls, floors and ceilings, as the maggot-like larva move about the complex, searching for food. The resin is completely opaque, and is the color of fine pearl.

Touching the resin shows it to be solid, but sticky to the touch. Where the resin appears on the ground, it will slow movement of a non-tarantulamon by 25%. Any creature that falls onto such a surface is likely to become stuck fast, unless a minor strength test is successful. Further, the resin is extraordinarily flammable. A source of heat, such as a torch, held in place within two feet of the resin will cause it to soften, and become malleable within 2 turns. Brought closer for a like period of time will cause the resin to slowly melt, but the resin will not break down to the point of becoming a liquid. Brought into contact with the resin, a source of heat similar to a torch will cause the resin to burst into flame within 1d4 rounds. In such circumstances, the flames will spread throughout the complex as more and more resin is brought to the point of combustion. Such fires spread at a rate of 10 sq-ft per round in all directions. Further, these fires will consume oxygen throughout the complex very quickly.

Attempting to break through hardened resin will require 20 hit points of structural damage to a section of the wall, if the wall is less than 2-ft thick. Thicker resin cannot be broken by any means short of a battering ram (or similar implement). Similarly, attempting to break through softened resin (see above for the effects of exposure to heat) will cause the weapon or implement being used to become stuck in the resin as its malleable state wraps around the object. The item can be retrieved once the resin has returned to a solid state (in 2d4 turns).



The offal which is found in a tarantulamon den attracts all manner of vermin. Therefore, these dens will always attract various creatures which thrive as scavengers; carcass creepers, oozes, rodents (great and small), and other vermin (normal and fantastic) will nearly always be found within the den. However, they do not share a symbiotic relationship, and so the tarantulamon will be as likely to attack and to be attacked by these scavengers as an invading band of adventurers might.

Larva: The larval stage of the tarantulamon lasts from hatching through approximately six months, at which time the larvae begin a slow process of becoming drones which itself takes about 3 months. At any time, 25% of all larvae encountered within a den will be at this stage of development, which is called the ‘dronette’ (see **DRONETTE** section below).

The larvae wander the tarantulamon complex, scavenging the ground for discarded remnants of food. They will be found crawling upon the floor, scaling the walls, and creeping along the ceilings, exuding their resins, which in turn reinforces the structures of the den. Their thick skins provide only minimal protections against attack.

The attack of a larva is limited to a bite from its sharp, beak-like mouth. A larva is poorly equipped for fighting. It will always attack last, and may only attack opponents directly in front of its beak. The bite of the larva, though it inflicts only 1 hit point of damage with each successful hit, can cause infection to occur within the wound, unless a successful save vs. poison at +2 is made. Infected victims will lose an additional 1 hit point per day, until healing (magical or otherwise) is applied.

Description: Larva hatch from a leathery egg which is approximately 2-ft tall, and 1½-ft in diameter. Upon hatching, the larva is 3-ft long. The larva appears as a gigantic maggot, with a sharp beak of royal blue, and a body of deep violet.

Cow: In every tarantulamon den, there will be 1d4+2 cows. Any time a cow dies or is killed, the drones will select a larva which will become a new cow (otherwise, all larva will become drones). As larva, cows are poorly equipped for fighting. They always attack last, and may only attack opponents directly in front of their beak.

Cows spend their entire existence in one of several egg chambers, laying eggs and being fertilized by the king. Typically, once

a cow is fertilized, it will gestate eggs for five to six to weeks, at which time it will begin a laborious process of laying its eggs. This will take two to three weeks for the cow to deposit its entire brood of eggs.

Description: These resemble larger versions of the larval form. The only differences in appearance from larva and cows being that cows are larger (being about 6-ft long), their bodies are black, and their beaks take on a deep navy blue color.

Dronette: The dronette attack consists of a bite. The bite of the dronette, though it inflicts only 1d2 hit points damage with each successful hit, and can cause infection to occur within the wound, unless a successful save vs. poison is made at +1. Infected victims will lose an additional 1 hit point per day, until healing (magical or otherwise) is applied.

Description: These creatures appear as large spider forms with bodies approximately 4-ft long, topped by a youthful human torso, head, and rudimentary arm ‘buds’. The dronette is completely hairless, and has an overall dark violet coloring.

Drone: The workers and soldiers of the tarantulamon den are made up of these fierce warriors. These are the most numerous creatures of the hive, and typically the only members of this species which will ever be encountered outside the lair.

Drones do not speak beyond uttering a few guttural grunts. However, they do communicate with each other by means of a complicated series of tapping sounds they create with their legs upon the resin surfaces throughout their dens.

Drones may attack with either a claw/claw/bite routine, or by weapon. The bite of the tarantulamon drone contains a mild poison which will cause a victim to fall into a catatonic sleep within 1d4 rounds unless an appropriate saving throw is made vs. poison. This sleep will last 3d4 turns. Victims so poisoned will be carried at once to the creatures’ food store caverns. When awakened from such a catatonic sleep, victims will suffer from a powerful headache for 6d4 turns unless a *cure disease* or *neutralize poison* spell is cast upon them. This headache will render the victim unable to cast spells of any type, and all attacks made by the afflicted victim will be made at a -4 “to hit” penalty due to the pain. Additionally, due to the pain, dexterity will be lowered by -1.



Drones may also employ those weapons they collect from their captured victims. They generally will prefer sword-like weapons (long sword, bastard sword, scimitar, etc.) and club-like weapons (mace, morning star, club, etc.), as well as missile weapons such as spears and javelins. They will use such weapons 30% of the time when encountered outside the lair, and 10% of the time inside the lair. They will never wield weapons which require two hands to use, including; bows, pole arms, great swords, etc.

Description: The lower body of a drone greatly resembles a giant hairy tarantula, bristling with thick course hair. It moves with great speed on 6 of its 8 legs. The front legs end in small claws, approximately the size of a human hand. The upper body of the creature strongly resembles a human of ebony complexion. Curiously, despite the hairy spider form that makes up the lower body, the human torso, head, and arms have no hair whatsoever.

The creatures' poisonous saliva drips almost continuously from their toothy maws.

King: Every den of tarantulamon will be led by a single king. The primary job of the king is to keep the cows fertilized. As such, he will fiercely protect the cows against any attacks. If faced against a powerful foe, or where combat seems to be falling against the king's favor, he will try to pick up one cow, and escape. For without a cow, the king has no hope of creating a new den. The king will only be found outside a den when he is looking to establish a new den. In all such cases he will be accompanied by 1 cow (which he will carry), and 2d6 drones.

As do drones, the king may attack with either a claw/claw/bite routine, or by weapon. The bite of the king contains a stronger poison than that of the drones which will cause a victim



to fall into a catatonic sleep within 1d4 rounds unless an appropriate saving throw vs. poison is made at -2. This sleep will last 4d4 turns. Victims so poisoned will be carried at once to the creature's food store caverns. When awakened from such a catatonic sleep, victims will suffer from a powerful headache for 6d4 turns unless a cure disease or neutralize poison spell is cast upon them. This headache will render the victim unable to cast spells of any type, and all attacks made by the afflicted victim will be made at a -4 "to hit" penalty due to the pain.

The king may also employ those weapons collected from the den's captured victims. He generally will prefer sword-like weapons (long sword, bastard sword, scimitar, etc.) and (rarely) club-like weapons (mace, morning star, club, etc.), and (more frequently) missile weapons such as spears and javelins. He will use such weapons 20% of the time when encountered outside the lair, and 10% of the time inside the lair. He will never wield weapons which require two hands to use, including; bows, pole arms, great swords, etc.

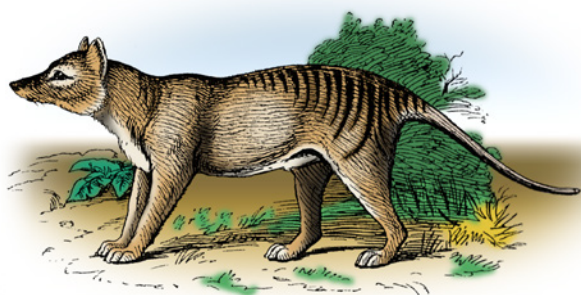
In the event of the death of the king, the drones will fall into battle with each other in order to establish the new monarch, even to the point of ignoring other potential dangers of the den.

Description: The king is a drone-like creature of enormous size (12-ft in length, and standing 7-ft high at the head) and have more monstrous (and less human-like) upper-body features. The black hairs on the king will have been replaced by wiry protrusions which take on a violet hue. A large circular red marking will appear on the creature's abdomen, and the human torso of the creature will be jet black, with a reddish sheen that is visible under strong lighting conditions. The mouth of the king bristles with razor-sharp teeth.

Treasure: In lair (coins in 100's); 2d20 cp (40%), 3d10 sp (35%), 4d6 ep (30%), 2d6 gp (25%), 1d8 pp (15%), one suit magic armor (10%), one miscellaneous magic weapon (15%), one magic sword (10%), one miscellaneous magic item (10%)

Tasmanian Tiger (thylacine)

	Normal	Giant
Frequency:	Uncommon	Rare
No. Encountered:	1d6	1d4
Size:	Small (4-ft long)	Medium (6-ft long)
Move:	120-ft	90-ft
Armor Class:	7	6
Hit Die:	1+1	3+1
Attacks:	1	1
Damage:	1d6	2d4 or 1d4
Special Attacks:	None	Trip
Special Defenses:	None	None
Magic Resistance:	Standard	Standard
Lair Probability:	30%	10%
Intelligence:	Animal	Semi-
Alignment:	Neutral	Neutral
Level / XP:	1 / 5+1/hp	3 / 20+2/hp



The Tasmanian tiger is a carnivorous canine marsupial. It ranges most in typically in forested areas, but can also be found in grasslands having tall vegetation to provide cover while the animal hunts. Usually non-aggressive towards humans by nature, the animal will become vicious when defending its young.

They are generally nocturnal, and their distinctive high-pitched howls and patterned yapping bark in the middle of the night can bring fear to shepherds, whose flocks are quickly decimated by the animals.

Giant Tasmanian tiger: Being 50% larger than the normal tiger, these brutes are 50% larger, more aggressive and possess a cunning intelligence, making them fearsome adversaries in the wild.

Besides their bite, the giant Tasmanian tiger can also use its thick, heavy tail to smash and trip its opponent. On a successful "to hit" with a tail attack (1d4 damage), the victim must roll a save versus dexterity or be tripped, requiring the next round to regain her feet.

Description: Resembling a wolf with a longish face, the Tasmanian tiger possesses a long sleek body, marked by striped hind-quarters and a thick, kangaroo-like tail. The female specimens have an abdominal pouch just before the rear legs, and is capable of holding up to four joeys.

Tasmanian tiger skins can receive a bounty of 100 to 400 gp in areas where they are plenty, due to their destruction of local farm animals (giant specimens are twice this amount).

Treasure: Incidental.

Wooded Hag (forest wyitch; lesser hag)

	Hag	Hag Grub
Frequency:	Very rare	Very Rare
No. Encountered:	1d2	3d4
Size:	Man-sized	Small
Move:	90-ft / 120-ft in trees	10-ft
Armor Class:	7	9
Hit Die:	4+1	1 hp
Attacks:	1	0
Damage:	1d8+1	Nil
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	50%	See below
Lair Probability:	Nil	0
Intelligence:	High	Non-
Alignment:	Neutral evil	Neutral
Level / XP:	5 / 550+3/hp	1 / 22

This somewhat weaker cousin of the night hag also has her origins in Hades where they are less common than their more powerful sisters. When on the prime material plane, they take residence in heavily wooded regions where they spread blight among the flora and fauna, and seek out the weak and helpless to consume.

At will the wooded hag can instantly kill non-enchanted, non-fantastical flora and fauna at a touch. The hag can cast the following spells as a fourth level druid, each thrice per day; *entangle*, *produce flame* and *summon insects*.

The wooded hag retains normal movement rate when traveling through very dense foliage.

She has the power of knowing a creature's alignment, and can polymorph herself into the likeness of any non-fantastical plant or animal at will. The stipulation being that the shape cannot be less than 75% or more than 10% of her normal body mass. So, for example, at the GM's discretion, she can transform into a creature the size equivalent of a giant rat or a black bear.

Wooded hags are invulnerable to *charm*, *fear*, *sleep*, and cold- or fire-based spells. To harm them, a weapon must be of iron or silver or be enchanted at +1 or better.

A wooded hag can try to *gate* in an ally (35% chance of success), with equal chances of 1d4 assagim or 1d4+2 dretch appearing.

The wooded hag possesses a periapt which allows her to travel astrally between the planes. This periapt gives the possessor +1 on all saving throws, and cures disease. With each use by a good creature, the periapt decays, and will vanish after ten uses.

Description: Wooded hags (or, forest wyitches) resemble hideous women with clawed hands and feet. Their skin is gray-brown and heavily textured as to resemble tree bark. Their taloned fingernails are cracked, and their lanky hair resembles course, dying grass and ivy. Their eyes are orange and glow with a putrescent light.

Treasure: Periapt.

Hag Grub: The wooded hag's excrement produces 3d4 rot grubs (qv), each having a 25% probability of growing into a full-grown hag in three weeks. Those grubs which do not become a hag are known as hag grub; a sure indicator of the presence of a hag in the nearby vicinity.

The hag grub, after consuming the pie of excrement it was born into, will seek out any warm-blooded creature into which it will burrow, seeking the creature's brain. Once there, a process which takes 4d6 turns, the victim will slowly be rendered insane

as the grub consumes the brain, resulting in insanity of the host in 3d6 turns thereafter.

Fire must be applied to the site of contact at once in order to prevent the hag grub from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance.

Without a host, the grub will die 24 hours.

Description: Hag grub are very similar to rot grub in appearance, were it not for the hag-like face it possesses; that of a weathered, ugly old crone.

DWELLERS IN DARK PLACES

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Spells

Magic User

X-ray Vision

Arcane Transmutation/Alteration

Level:	Magic User 1
Range:	Touch
Duration:	1 round + 1 round/caster level
Area of Effect:	Individual
Components:	S
Casting Time:	6 turns
Saving Throw:	None

By use of this spell, the magic user is able to bestow upon herself or another the ability to see through many ordinary surfaces. The type of surface and its thickness affects the effectiveness of the spell according to the table below;

Material	Example/Thickness
Cloth	light chiffon to heavy wool
Armors	padded to plate
Metal	1" thick (+1/4" per caster level)
Wood	2" thick (+1/8" per caster level)
Paper, velum or parchment	1 to 50 sheafs (+10 sheafs per caster level)

X-ray vision cannot see through living tissue, lead or any enchanted material.

Magic Items

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description.

OSRIC archetype: “A”=assassin, “C”=cleric, “D”=druid, “F”=fighter, “I”=illusionist, “M”=magic-user, “P”=paladin, “R”=ranger, “T”=thief

Usherwood Adventures Expansion for OSRIC:

“J”=jack-of-all-trades, “Jm”=jongleur magsman, “Lp”=lorist priest, “Lo”=lorist ovate, “Lv”=lyrist veteran, “Rb”=racaraid bard, “Sm”=sonneteer magician, “St”=sonneteer trickster, “Vm”=verméan monk

Revolvers & Wizardry: “Ds”=desperado, “Do”=doctor “Gs”=gunslinger

Benedict’s Divine Belt (any): Prized by monks of all orders, there are few of these golden ropes throughout mortal lands. Braided of thousands of delicate gold strands, the 8-ft rope is used to cinch together a monk’s robes. However, the belt also confers special abilities and protection to the wearer depending on alignment and class;

- **All monks:** The belt confers the following benefits to all characters of the monks character class;
 - -3 to the monk’s unarmored defense rating
 - deflect normal missiles two levels above their current level
 - +2 to all saving throws
 - employ *body disruption* at the 10th level of experience
- **Non-monk character classes:** Lawful creatures not practicing the monkish teachings benefit from -2 to their armor class, when they are not wearing armor of any type; magical or mundane. The wearer also benefits from a +1 to all saving throws.
- **Non-lawful alignments:** The belt confers no magical benefits to creatures who do not follow the precepts of Law, save those detailed below.

Using the command word ‘long!’ the belt will grow to a length of 50-ft, and may support a weight up to 500 pounds. Using the command word ‘short!’ the belt will return to its normal 8-ft length.

The belt may not be used in combination with any other type of armor; magical or mundane.

EXP/GP value: 1,500 / 15,000

Circlet of the Mentalist (any): This powerful headband is made of platinum, and is comprised of a simple torus shape, having a single, flawless diamond which rests against the forehead. When placed on the head, the wearer must save versus death or enter a catatonic state from which only a *wish* may restore her. If the character’s intelligence, wisdom and charisma attributes are each 16 or greater, she may receive a +3 to her saving throw.

A successful saving throw bestows psionic powers as described in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**. The psionically gifted character calculates ability points and powers as described therein.

If the circlet is ever removed, and then replaced on the same character, she must again make her saving throw versus death, and if successful, recalculate ability points and powers.

Psionically sensitive creatures will be drawn to the circlet whether worn or stowed in a pack.

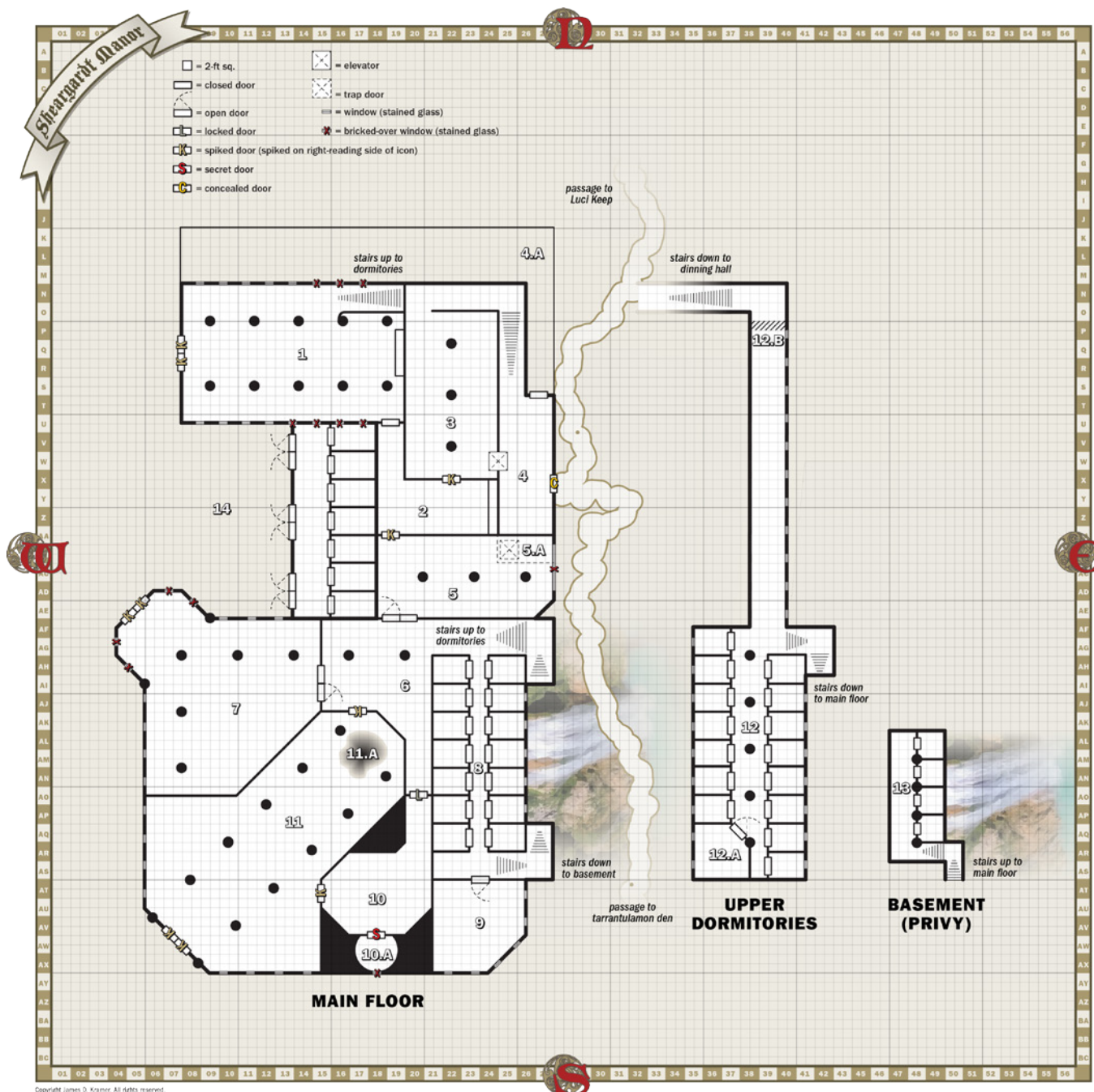
EXP/GP value: 3,500 / 30,000

Enoch Kris’ Spectacles of Comprehensive Reading (any):

Enoch Kris was a librarian and sage of a great city state. To assist his noble clientele, Kris had constructed many pairs of these powerful reading glasses. The primary ability of these glasses allowed the wearer to read any mortal language. They also provide the wearer the ability to read magic as the magic user spell of the same name.

A potential side effect from prolonged or repeated use of the Spectacles is rumored to be a total dependence on the glasses; the powerful magics having rendered the mortal eyes of the wearer virtually blind without them.

EXP/GP value: 650 / 7,000



WIZARDAWN

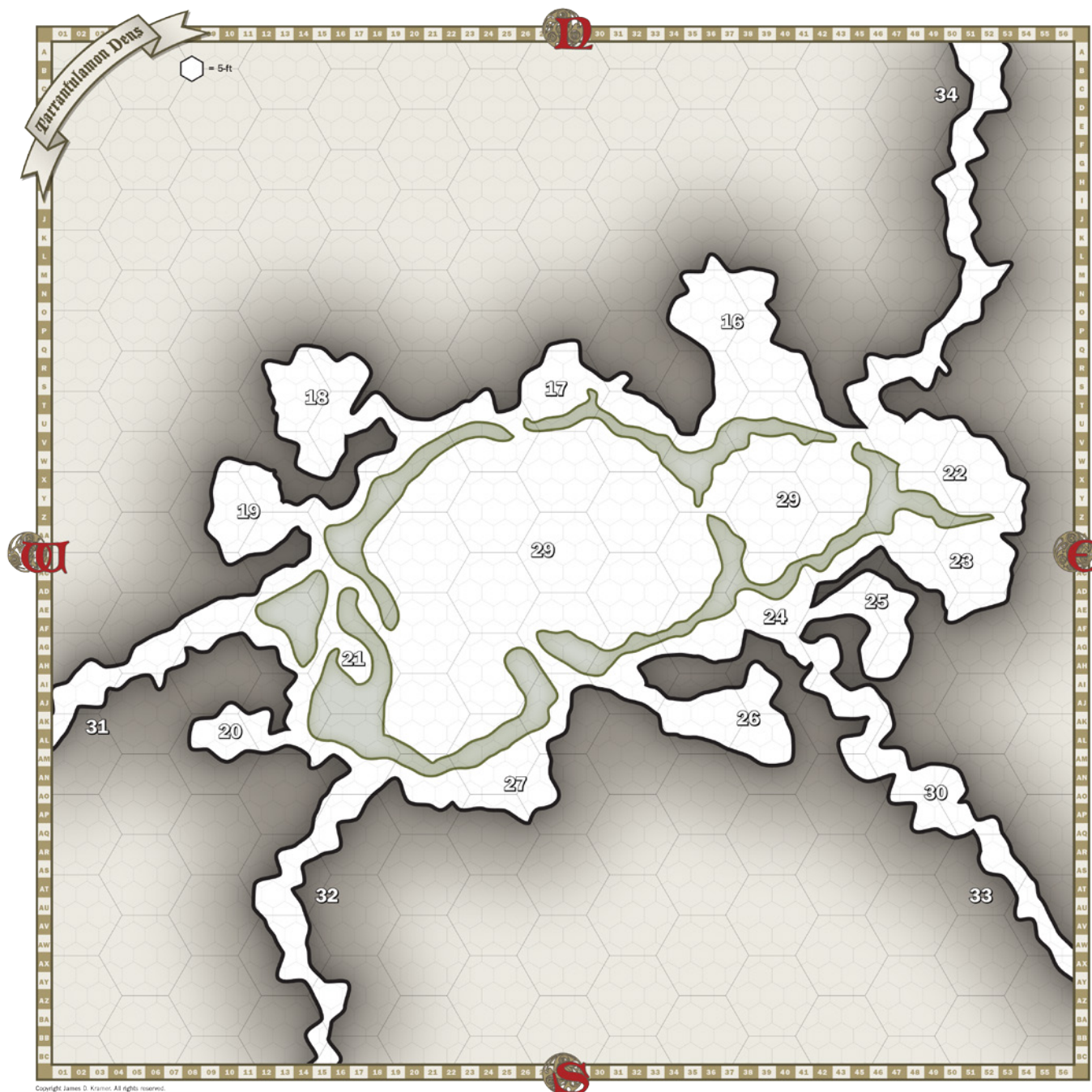


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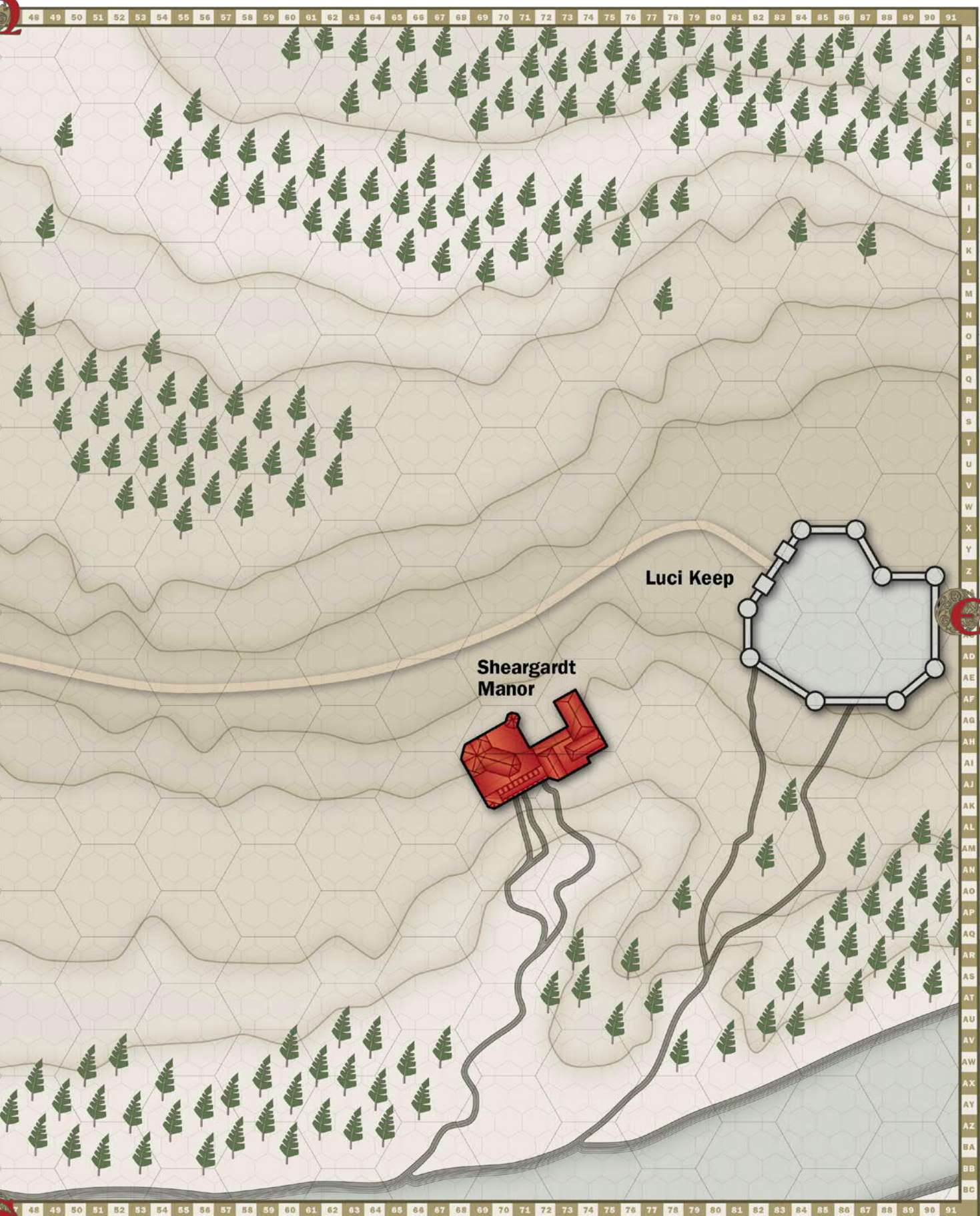
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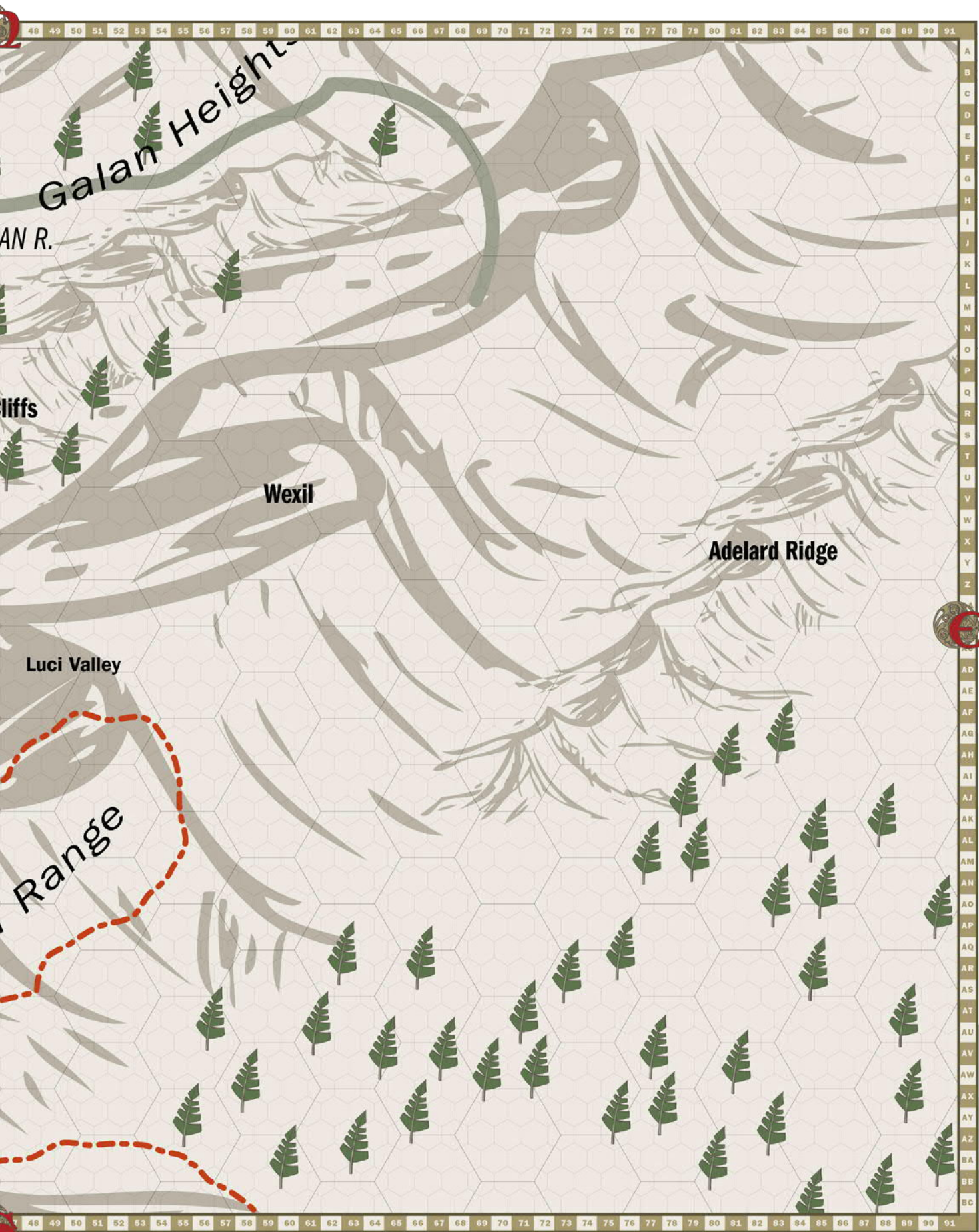
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Some sages believe that the tarantulamon are as akin to humans as the drider (qv) is to the drow¹, and in some sense this is correct. The drider was created by the Spider Queen as a form of punishment to her worshipers who fail her. As such, drider do not exist as a self-perpetuating species.

Tarantulamon, on the other hand, were created by a mortal shaman, whose story follows...

The human child considered herself as brave as any of her grown warrior siblings; four powerfully-built brothers. After all, had she not fought off a she wolf saving her younger cousin? (The fact that the canine was not much more than pup itself should have not made a difference in her mind.) Had she also not bested her brothers regularly at sword-play? (Never mind that the older boys maybe...probably...allowed her to win, she thought.)

However, according to preconceived notions of her gender, the tribeswomen continually dragged the orphaned girl into such menial tasks as caring for infants and preparing food. And the tribesmen—the warriors in particular whom she held in such high regard and esteem—were even worse; ignoring and teasing her as though she were a child and not a woman of 11 years of age. And in just two short years more, she would be expected to begin bearing children!

The only member of the clan who seemed to pay her any of the attention she felt she was deserving was the old crone; a shaman who went by the name *Yeevul*.

The ancient shaman also dabbled in the necromantic arts, and possessed a sometimes disturbing fascination with spiders.

While the girl did not care for Yeevul's company (the old crone was ugly, lacked any notion of personal hygiene, was possessed of a lightning-quick temper and had few redeeming qualities). However, the crone made her feel as though she had value in a tribe where she frequently went ignored and forgotten.

And so it was that the child became an apprentice to the shaman; assisting with experiments, mixing poultices and collecting rare flora and fauna. Of particular interest to Yeevul were insects. And of those, spiders held the greatest value to her, and the girl was bitten and stung many times during the process of collecting specimens. She was made ill often as a result and required magical healing on many occasions. So many poisons flowed through her blood, that eventually she became immune to all but the most deadly strains.

Through all this time, the girl grew distant from her brothers until the four young men determined that the time had come to remove the girl (now a beautiful young woman) from the influence of Yeevul.

In the dark of a cloud-covered new moon, the four brothers stole into the shaman's hovel. But somehow, she was ready for the brothers. As soon as the young men entered, they found that the shaman had defensive and offensive spells prepared and ready. And to their horror, their sister was similarly prepared.

It would seem the crone's betrayal was complete as both shaman and apprentice attacked the brothers.

Two of the brothers were slain outright before the pair behind could as much cross the threshold.

In their shock at the combined deadly attack from both the shaman and their sister, the remaining brothers were quickly over-powered and captured.

Now restrained, Yeevul could inflict her horrid experiments upon the two brothers. Their sister assisted without emotion, or even the spark of recognition.

Forcing the brothers to consume potions and foods tainted with the essences of creatures and insects too horrible to imagine, even the young woman herself did not at first comprehend the shaman's ultimate goal. However, when she started observing changes in the young men—skin darkening to the color of old coals, complete loss of body hair, two additional articulated appendages on each side of their abdomens—she had a dawning of understanding, and became wracked with guilt over the knowledge that she had helped to visit this upon her brothers.

However, her awakening from her years-long delusion came too late for her brothers; they quickly succumbed to the poisons contained within the shaman's experiments, even as their bodies began a terrible metamorphosis into what would become the first tarantulamon.

As the old woman studied the lifeless corpses of the two partially transformed warriors, the young woman thought to end the crone's experiments by killing her with one of her own potions. But even as she acted to poison the hovel's larder, she became wracked with pain as she felt her own body begin to transform. And because she was already immune to the venom of countless species of arachnid, she was not consumed by the poison. Long, hairy, spidery legs burst from her sides, her skin became black as pitch, her body took on the form of a bloated insectoid and her mouth became filled needle-sharp teeth.

Even as Yeevul cackled in her triumph, the transformed spider-woman tore the shaman's body asunder, consuming it eagerly, and vomiting the body back in a steaming mound of gore and bony fragments.

Screaming and mewling incomprehensibly, the huge spider still possessed of the beautiful face of the young woman, invaded the village; killing or driving away all. And after destroying the village utterly, the sobbing horror vanished into the peaks of high mountain passes where it has not been seen in many long ages.

From within her den, she spewed forth her nightmarish brood until she herself had become forgotten. However, her progeny, the tarantulamon, persist and multiply. And whether she—queen of these damned and tortured creatures—still lives in some forgotten hole high atop the world, or whether she has passed into the realm of the dead remains an unanswered question.

¹ In the *Usherwood Adventures*, "drow" are known as dark elves, or, "ir'thelar".

Information regarding these creatures can be found in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.



Benedict Crow

Function: Cleric/messenger of the Caelian order in the city of Galan
Encounter: Anywhere within Luci Village
Race / Sex: Human / Male
Class: Cleric
Alignment: Neutral
EXP / Level: 8,000 / 4
Hit Points: 28
Attributes: STR 8; DEX 9; CON 9; INT 11; WIS 13; CHA 16
Armor Class: 3
Weapons: Light war hammer
Armor: Plate
Spells: *create water, light, purify food and drink, resist cold, find traps, silence 15-ft radius*
Special Abilities: Nil

As a young acolyte, the ambitious Crow showed great promise within the halls of Caelian worship, and he rose quickly within the ranks of temple leadership in the port city of Galan. However, his internalized motivations do not extend to spreading the word of his deity. He seeks only power over those he deems less worthy than himself to wearing a high priest's robes.

Crow's current assignment was to question the Abbot Christoph regarding the safety of Caelian relics and books in light of the tarantulamon threat. Crow was informed of Christoph's rumored death by travelers on the road days before his arrival in Luci Village.

Communing at hidden grotto in the foothills of Luci Pass, Crow received instructions to retrieve the *Libram Anlist* (*area 11.a, Sheargardt Manor*)—sacred book of Caelian learning and worship—from Sheargardt Manor, and return with it to the temple in Galan until such a time as the Manor can be made once more secure.

However, Crow plans to keep the *Libram* and use it as a symbol of his own holy power to establish his own holy state.

Embla Beyla

Function: Thief's guild hopeful
Encounter: area 5, Luci Village
Race / Sex: Human / Female
Class: Thief
Alignment: Chaotic Neutral
EXP / Level: 1,250 / 2
Hit Points: 8
Attributes: STR 9; DEX 16; CON 10; INT 13; WIS 11; CHA 14
Armor Class: 8
Weapons: Short sword and dagger
Armor: None
Spells: Nil
Special Abilities: Nil

The young thief is a recent arrival in Luci Pass, and is planning to take advantage of the goings on in Sheargardt Manor in order to secure herself a position within the *Toe Cutters* (*area 5; Luci Village*); the thieves guild which operates throughout the

Luci Pass region. She plans to do this by stealing the cache of donations or any valuable-looking holy item or relic she gets her hands on.

She is not above using feminine charms to achieve her goals.

Erik Skårs

Function: Guardsman of Luci Keep
Encounter: Luci Keep or St. Luci Inn
Race / Sex: Human / Male
Class: Fighter
Alignment: Lawful Neutral
EXP / Level: 4,250 / 3
Hit Points: 24
Attributes: STR 14; DEX 13; CON 11; INT 12; WIS 10; CHA 11
Armor Class: 5
Weapons: Long sword, hand axe and dagger
Armor: Chain mail
Spells: Nil
Special Abilities: Nil

The young fighter is driven by his need for revenge against the tarantulamon invaders for the capture (and assumed death) of his cousin, Aniel Vesta (also a soldier of Luci Keep), and the retrieval of an heirloom sword carried by Vesta.

If Hacksbury calls for volunteers, Skårs will step forward at once. Should the party not accept his offer to accompany them, he will secretly follow them in.

Governor Hacksbury

Function: Commander of Luci Keep
Encounter: Luci Keep
Race / Sex: Human / Male
Class: Fighter
Alignment: Lawful Neutral
EXP / Level: 35,000 / 6
Hit Points: 54
Attributes: STR 16; DEX 12; CON 12; INT 15; WIS 14; CHA 15
Armor Class: See below
Weapons: +1 *bastard sword*
Armor: See below
Spells: Nil
Special Abilities: +1 damage

A veteran many skirmishes and battles against human and humanoid forces, Hacksbury is a pragmatist who does suffer fools lightly. Straight forward and to the point, the governor will explain the situation, make what offer he can of compensation and assistance. If the party does not accept the job, he'll excuse them and move to other options.

Although he is a capable fighter in his own right, his duties to the village and to the Keep prevent him from personally participating in the action against the creatures below the Manor.

While addressing his say-to-day responsibilities, Hacksbury is dressed in his functional padded armor (AC 8) and governor's cloak with a dress sabre (the symbol of his station though not a practical weapon). If he should become involved in any action,

he will wear his soldiers' banded armor (AC3) and use his +3 *bastard sword*.

Henley Markham

Function: Lawman
Encounter: Overland Encounters, Region 4: Calinne Tailo Mounts
Race / Sex: Human / Male
Class: Gunslinger*
Alignment: Lawful Neutral
EXP / Level: 7,750 / 5
Hit Points: 32
Attributes: STR 13; DEX 18; CON 12; INT 11; WIS 13; CHA 10; Reputation* 7
Armor Class: 6
Weapons: Knights' percussion revolver*, Union single-action revolver*, Bowie knife*
Armor: None

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.

Markham is a Discordant West lawman who, unknown to Jasme Guadalupe (see hereafter) followed him through into this plane of existence. Markham is pursuing Guadalupe to answer for the rape and murder of a young teenage girl. However, Guadalupe is the victim of a false eyewitness and accusation.

Markham is determined to bring Guadalupe to justice dead or alive.

He wears long, oiled duster beneath which he keeps his weapons hidden from view.

Isaac Aylwin

Function: Monk of Sheargardt Manor
Encounter: St. Luci Inn
Race / Sex: Human / Male
Class: Verméan Monk*
Alignment: Lawful Neutral
EXP / Level: 9,500 / 4
Hit Points: 32
Attributes: STR 14; DEX 13; CON 12; INT 9; WIS 13; CHA 9
Armor Class: 6
Weapons: Scimitar and staff
Armor: None
Spells: Nil
Special Abilities: Deflect normal missiles
 Fast movement

* Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information.

Aylwin remains the only surviving monk from Sheargardt willing to re-enter the monastery after surviving the last battle with the creatures, which took place in the gymnasium (*area 6, Sheargardt Manor*). He can apprise the party of the creatures' abilities, though he knows nothing of the flammability of the larval resins. He can also give detailed descriptions of each room. He does not know of the abbot's fate, but does know the location of the *Libram Anlist* (*area 11.a, Sheargardt Manor*).

Though his primary motivation is to drive the creatures from Sheargardt, as assistant brewmaster, he also desires to retrieve

the monks' recipe book and history of brewing entitled, "*Wort Lore & The Brewmasters' Testament for the Fermenting of Hops and Grayns*."

Jasme Guadalupe

Function: Mercenary
Encounter: area 3, Luci Village
Race / Sex: Human / Male
Class: Doctor* / Magic User
Alignment: Chaotic Neutral
EXP / Level: 9,500/10,250 / 4/4
Hit Points: 32
Attributes: STR 10; DEX 16; CON 12; INT 16; WIS 10; CHA 12; Reputation* 5
Armor Class: 9
Weapons: Knights' percussion revolver*, Bowie knife*
Armor: None
Spells: *read magic, write, charm person, friends, light, mending, shocking grasp, invisibility, scare*
Special Abilities: *cure disease, decipher writings and neutralize poison*

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.

Guadalupe is an inter-planar traveler from an old west civilization where he was a doctor and sage. He is unsure how he came to be in this time and place with just the clothes and equipment he was carrying with him. However, he's seen things that have convinced him that he can amass much wealth and power applying his unusual skills in this strange land.

The cunning doctor is assisted in the village by a 12-year old boy named Gomer Tad. The street urchin has been on his own for several years and could be easily influenced by bravado and power. The boy can perform at the equivalent of a 1st-level thief.

Jasme (pronounced yaz-əm) intends to fund his future plans through his shop in Luci Village, dealing in poultices, potions and snake oils.

Guadalupe remains armed at all times, keeping his firearms hidden within secret pockets of his cloak.

Margery Osegod

Function: Villager
Encounter: St. Luci Inn
Race / Sex: Human / Female
Class: Fighter
Alignment: Chaotic Neutral
EXP / Level: 1,900 / 2
Hit Points: 12
Attributes: STR 9; DEX 18; CON 12; INT 9; WIS 6; CHA 12
Armor Class: 6 (10)
Weapons: Daggers (6 kitchen knives)
Armor: None
Spells: Nil
Special Abilities: 2 melee attacks per round vs. tarantulamon +5 "to hit" with thrown knives and daggers

Osegod once was a simple farm wife and mother of five children. She ran the family home with industrious efficiency while her five sons assisted their father with the farming. This life suited her very well and kept her contented and happy.

The Osegod farm suffered tragically when the first tarantulamon tunnel broke through in the midst of the family's wheat field. Farmer Osegod and his sons were tilling the field when a dozen of the creatures burst from ground, taking the six men by surprise.

Margery Osegod witnessed the creatures mangling the bodies of her family, and then retreat with them back underground.

Osegod lost a substantial part of her sane mind on that day. Ever since, she kept silent to herself, living at the St. Luci Inn, drowning her sorrows and hate in ale and mead.

Of all the Luci Village populace, she is the most driven by a need for revenge. She has turned this passion into an unparalleled skill at throwing daggers (kitchen knives in particular), which she always keeps with her, festooned all about her body on homemade leather scabbards.

Margery will fly into a berserker rage against the tarantulamon, giving her 2 melee attacks each round.

She has been befriended by Isaac Aylwin, and the pair are frequently found together.

Nouis Aëda

Function:	Blacksmith
Encounter:	area 1, Luci Village
Race / Sex:	Human / Male
Class:	Fighter
Alignment:	Lawful Neutral
EXP / Level:	75,000 / 7
Hit Points:	58
Attributes:	STR 18.50; DEX 9; CON 16; INT 11; WIS 10; CHA 12
Armor Class:	8
Weapons:	Bastard sword, heavy mace, dagger
Armor:	Leather
Spells:	Nil
Special Abilities:	+1 "to hit" / +3 damage 3 attacks every 2 rounds

The burly village blacksmith possesses a gruff exterior which belies his kindly interior. A veteran himself of many adventure's, he greatly bothered by the seeming lack of progress against the creatures by Hacksbury. If he finds out about the party's plans to destroy the tarantulamon invaders, he gladly steps to the front with sword, which he proudly proclaims in named 'Lucille', and swears she is a magical blade. In fact, sword is not magical, however, it was made with an unusual alloy of metals that keeps the blade sharp. Aëda will claim he has never sharpened the edge in the 20 years he's had her, but in fact he has sharpened the blade, though rarely. He keeps the blade wrapped in oiled rages and chained in the rafters of his smithy above the forge.

He has a long standing rivalry with a second blacksmith in town; Nome Freschet (*area 7, Luci Village*).

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**; the minotaur and half-gnoll PC races and the desperado, doctor and gunslinger PC classes are detail in **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Where *Special Abilities* are indicated, these only pertain to benefits/penalties due to ability scores, or, advanced class abilities.

Karshem

Race / Sex: Sarngoch / Male
Class: Cleric
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: STR 10; DEX 12; CON 13; INT 11; WIS 16; CHA 9
Armor Class: 4
Armor: Chain mail, small shield
Weapon: Heavy mace
Spells: *command, cure light wounds, sanctuary, detect charm, slow poison*
Special Abilities: sarngoch caste: *magic user; magic missile, detect magic*
Wealth: 235 gp

Richard

Race / Sex: Human / Male
Cleric: Paladin
EXP / Level: 10,000 / 3
Hit Points: 24
Attributes: STR 16; DEX 9; CON 9; INT 9; WIS 13; CHA 17
Armor Class: 3
Armor: Plate
Weapon: Bastard sword, heavy mace
Special Abilities: turn undead
Wealth: 210 gp

Dar'lean

Race / Sex: Half-elf (nubian) / Male
Class: Druid
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: STR 12; DEX 16; CON 9; INT 9; WIS 16; CHA 15
Armor Class: 8
Armor: None
Weapon: Club, sling (score stones)
Spells: *animal friendship, faerie fire, pass without trace, cure light wounds, fire trap*
Wealth: 175 gp

Gordo

Race / Sex: Halfling / Male
Class: Thief
EXP / Level: 10,000 / 5
Hit Points: 42
Attributes: STR 9; DEX 17; CON 9; INT 10; WIS 12; CHA 10
Armor Class: 5
Armor: Padded
Weapon: Short sword, sling (score bullets)
Wealth: 210 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**; the minotaur and half-gnoll PC races and the desperado, doctor and gunslinger PC classes are detail in **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Where *Special Abilities* are indicated, these only pertain to benefits/penalties due to ability scores, or, advanced class abilities.

Stu'yr't

Race / Sex: Dwarf / Male
Class: Fighter
EXP / Level: 10,000 / 4
Hit Points: 32
Attributes: STR 16; DEX 12; CON 12;
 INT 9; WIS 10; CHA 9
Armor Class: 5
Armor: Mail hauberk
Weapon: Hand-axe, heavy mace, light crossbow
Wealth: 350 gp

Gondars

Race / Sex: Human / Male
Class: Ranger
EXP / Level: 10,000 / 4
Hit Points: 32
Attributes: STR 12; DEX 16; CON 14;
 INT 13; WIS 14; CHA 14
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger, long bow
Wealth: 140 gp

Aaonæ

Race / Sex: Elf / Female
Class: Magic User
EXP / Level: 10,000 / 3
Hit Points: 11
Attributes: STR 9; DEX 10; CON 9;
 INT 16; WIS 10; CHA 14
Armor Class: 10
Armor: None
Weapon: Quarter staff, dagger
Spells: *charm person, push, shocking grasp, invisibility*
Wealth: 105 gp

Junée

Race / Sex: Human / Female
Class: Lorist Priest
EXP / Level: 10,000 / 4
Hit Points: 20
Attributes: STR 9; DEX 9; CON 9;
 INT 12; WIS 15; CHA 13
Armor Class: 7
Armor: Studded Leather
Weapon: Quarter staff, flail
Instrument: Harp
Spells: *bless, cure light wounds, resist fire, slow poison*
Special Abilities: *boost morale, turn undead*
Wealth: 140 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**; the minotaur and half-gnoll PC races and the desperado, doctor and gunslinger PC classes are detail in **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Where *Special Abilities* are indicated, these only pertain to benefits/penalties due to ability scores, or, advanced class abilities.

Græydon

Race / Sex: Gnome / Male
Class: Illusionist
EXP / Level: 10,000 / 4
Hit Points: 12
Attributes: STR 8; DEX 16; CON 8; INT 15; WIS 10; CHA 9
Armor Class: 8
Armor: None
Weapon: Dagger, darts (10)
Spells: *change self, dancing lights, wall of fog, improved phantasmal force, misdirection*
Wealth: 140 gp

Snargu

Race / Sex: Half-Orc / Male
Class: Assassin
EXP / Level: 10,000 / 4
Hit Points: 20
Attributes: STR 14; DEX 16; CON 14; INT 11; WIS 8; CHA 8
Armor Class: 6
Armor: Leather
Weapon: Broad sword, dagger
Wealth: 165 gp

Joahan

Race / Sex: Half-Hordling (blue) / Male
Class: Verméan Monk
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: STR 15; DEX 15; CON 11; INT 9; WIS 15; CHA 9
Armor Class: 6
Armor: None
Weapon: Scimitar, dagger
Special Abilities: *deflect normal missiles, fast movement*
Wealth: 140 gp

Whilem

Race / Sex: Human / Male
Class: Racaraide Bard
EXP / Level: 10,000 / 4
Hit Points: 20
Attributes: STR 12; DEX 13; CON 12; INT 12; WIS 12; CHA 15
Armor Class: 7
Armor: Studded leather
Weapon: Long sword, dagger, short bow
Instrument: Lyre
Wealth: 140 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**; the minotaur and half-gnoll PC races and the desperado, doctor and gunslinger PC classes are detail in **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Where *Special Abilities* are indicated, these only pertain to benefits/penalties due to ability scores, or, advanced class abilities.

Greenleaf

Race / Sex: Human / Male
Class: Lorist Ovate
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: STR 9; DEX 9; CON 9;
 INT 12; WIS 15; CHA 15
Armor Class: 8
Armor: Leather
Weapon: Club, sling (score bullets)
Instrument: Mandolin
Spells: *detect pits and snares, speak with animals, cure light wounds, trip*
Special Abilities: *call animal friend, boost moral*
Wealth: 140 gp

Edelbrock

Race / Sex: Human / Male
Class: Lyryst Veteran
EXP / Level: 10,000 / 4
Hit Points: 30
Attributes: STR 16; DEX 10; CON 9;
 INT 12; WIS 12; CHA 12
Armor Class: 6
Armor: Scale mail
Weapon: Mace, short sword, light crossbow
Instrument: Cittern
Wealth: 140 gp

Smithee

Race / Sex: Human / Female
Class: Sonneteer Magician
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: STR 9; DEX 9; CON 9;
 INT 15; WIS 12; CHA 12
Armor Class: 8
Armor: Leather
Weapon: Scimitar, dagger
Instrument: Harp
Spells: *jump, magic missile, ESP, shatter*
Special Abilities: *boost moral*
Wealth: 160 gp

Buckley

Race / Sex: Human / Female
Class: Jongleur Magsman
EXP / Level: 10,000 / 4
Hit Points: 18
Attributes: STR 9; DEX 16; CON 9;
 INT 12; WIS 12; CHA 12
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger
Instrument: Violin
Special Abilities: *thief abilities, boost moral*
Wealth: 160 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**; the minotaur and half-gnoll PC races and the desperado, doctor and gunslinger PC classes are detail in **REVOLVERS & WIZARDRY: THE DISCORDANT WEST**. Where *Special Abilities* are indicated, these only pertain to benefits/penalties due to ability scores, or, advanced class abilities.

Vinzini

Race / Sex: Human / Male
Class: Sonneteer Trickster
EXP / Level: 10,000 / 4
Hit Points: 15
Attributes: STR 9; DEX 9; CON 9; INT 15; WIS 15; CHA 9
Armor Class: 8
Armor: Padded
Weapon: Scimitar, dagger
Instrument: Lute
Spells: dancing lights, hypnotism, improved phantasmal force, magic mouth
Special Abilities: Boost moral
Wealth: 90 gp

Clint

Race / Sex: Human / Male
Class: Jack-of-All-Trades
EXP / Level: 10,000 / 3
Hit Points: 24
Attributes: STR 13; DEX 12; CON 14; INT 11; WIS 14; CHA 9
Armor Class: 8
Armor: Leather
Weapon: Bastard sword, morning star, dagger
Special Abilities: hide in shadows, tracking, alert against surprise
Wealth: 170 gp

"Kid" Carver

Race / Sex: Human / Female
Class: Desperado
EXP / Level: 10,000 / 4
Hit Points: 28
Attributes: STR 11; DEX 18; CON 13; INT 12; WIS 9; CHA 14
Armor Class: 6
Armor: None
Weapon: Lasso*, Marauder scattershot revolver* (×2), boomerang*
Special Abilities: *tracking*
Wealth: 55 gp

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.

"Doc" Pangbourne

Race / Sex: Human / Male
Class: Doctor
EXP / Level: 10,000 / 4
Hit Points: 30
Attributes: STR 10; DEX 14; CON 13; INT 16; WIS 12; CHA 12
Armor Class: 10
Armor: None
Weapon: Karoussel pistol*, short sword, dagger
Spells: *x-ray vision*[†]
Special Abilities: *cure disease, decipher writings, neutralize poison*
Wealth: 145 gp

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.

[†] Refer to the appendix **NEW MAGIC** for information.

Cash

Race / Sex: Human / Male
Class: Gunslinger
EXP / Level: 10,000 / 4
Hit Points: 30
Attributes: STR 12; DEX 16; CON 12; INT 12; WIS 13; CHA 10
Armor Class: 8
Armor: None
Weapon: Union single-action revolver*, Marauder's Leg*, bull whip*
Wealth: 90 gp

* Refer to **REVOLVERS & WIZARDRY: THE DISCORDANT WEST** for information.



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CREATURES

Dire Bird
Dire Rat
Spider Swarm
Tasmanian Tiger
Wooded Hag

SPELLS

X-ray Vision

MAGIC ITEMS

Benedict's Divine Belt
Circlet of the Mentalist

[illegible]

SUMMARY MATRIX

ID	Character	Class	Race/Sex	Lvl	EXP	Attributes					HP	AC	
						STR	DEX	CON	INT	WIS	CHA		
01													
02													
03													
04													
05													
06													
07													
08													
09													
10													
11													
12													
13													
14													
15													

WEAPONS MATRIX

ID	Str Mods		Dex Mods		Race/Class Mods.		Primary Weapon	Weapon Mods		Damage		
	"To Hit"	DAM	Attack	AC	"To Hit"	DAM		"To Hit"	DAM	S-M	L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

SUMMARY MATRIX

[illegible]

WEAPONS MATRIX

[illegible]

SAVING THROW MATRIX

ID	Aimed Magic Item (rod, staff, Wand)	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spells (for unlisted categories)
01					
02					
03					
04					
05					
ID	Aimed Magic Item (rod, staff, Wand)	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spells (for unlisted categories)
06					
07					
08					
09					
10					
ID	Aimed Magic Item (rod, staff, Wand)	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spells (for unlisted categories)
11					
12					
13					
14					
15					

TURN UNDEAD MATRIX

THIEVING MATRIX

[illegible]

SPELL MATRIX (MEMORIZED)

[illegible]

Name:	EXP*:	Age:	Primary Weapon:
Class(es):	HP:	Height:	Secondary Weapon:
Alignment:	AC:	Weight:	Missile Weapon:
Race:	LVL*:	Sex:	Other:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR	'To Hit':	Damage:	Minor Test:	Major Test:
DEX	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON	HP:	Minor Test:	Major Test:	
INT	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS																					
Aimed Magic Item:	Death, Paralysis, Poison:										Spells:					Notes:					
Breath Weapon:	Petrifaction, Polymorph:																				
'To Hit' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Unadjusted d20 Roll:																					
Notes:																					

ARMOR				
Armor:	Shield:		Other:	AC:
Notes:				
WEAPONS	Damage vs S/M:	Damage vs L:	Range:	Encumbrance:
Primary Weapon:				
Secondary Weapon:				
Missile Weapon:				
Other:				
Notes:				

WEALTH & TREASURE		
CP:	SP:	Other (gems, jewelry, etc.):
EP:	GP:	
PP:		
Other magical or unique:		

[illegible][illegible][illegible]

CAMPAIGN SETTING NOTES

Deity:

Region of Origin:

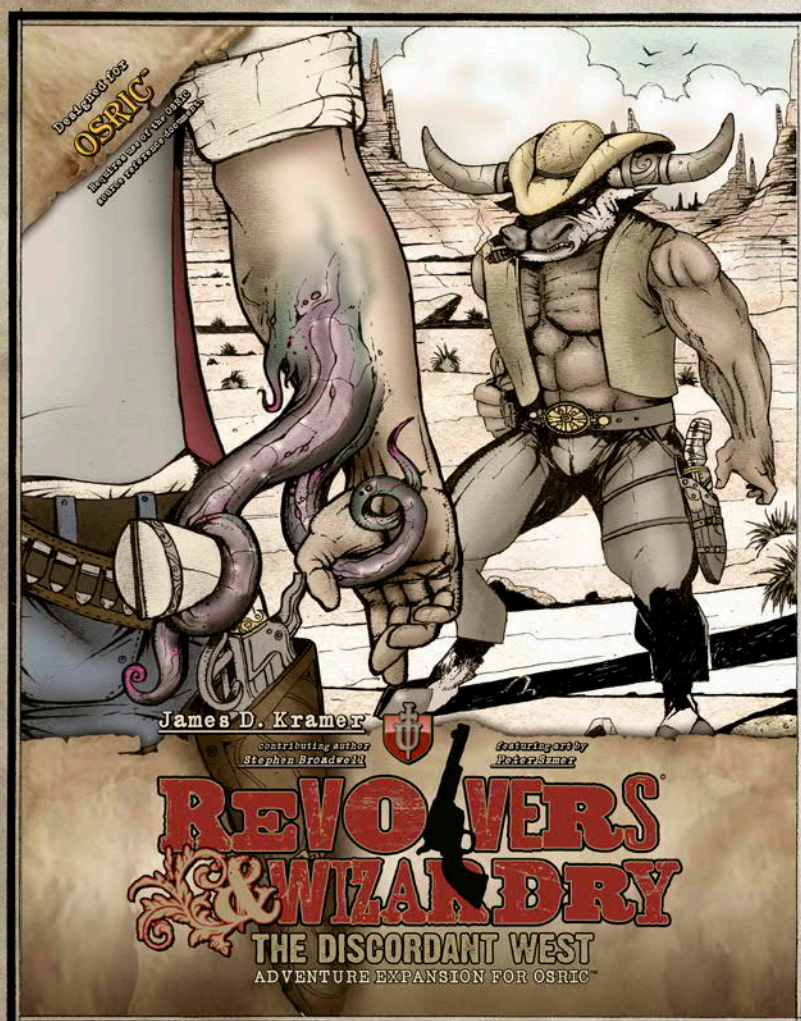
Racial Notes:

CLASS ABILITIES NOTES**OTHER**

PROCLAMATION

👉 OLD SCHOOL GAMERS ✱ OSRIC AFFICIONADOS 👈

DISCORDANT WEST RULES



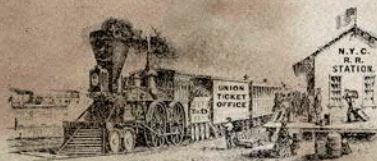
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