

SPINETOGUTH GÄSIS



Spinetooth Oasis

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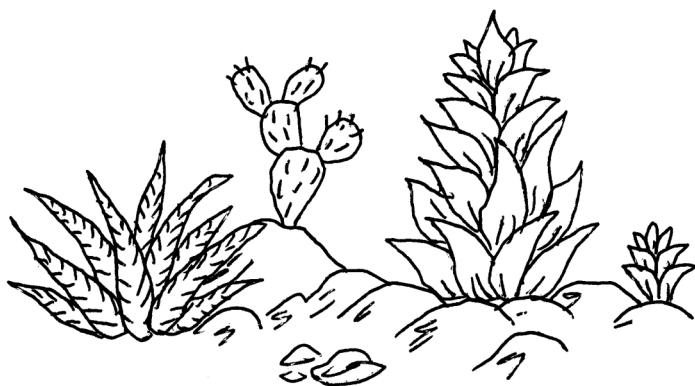
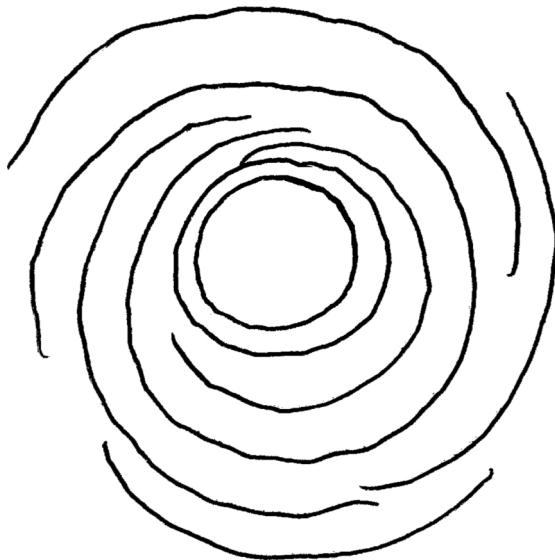
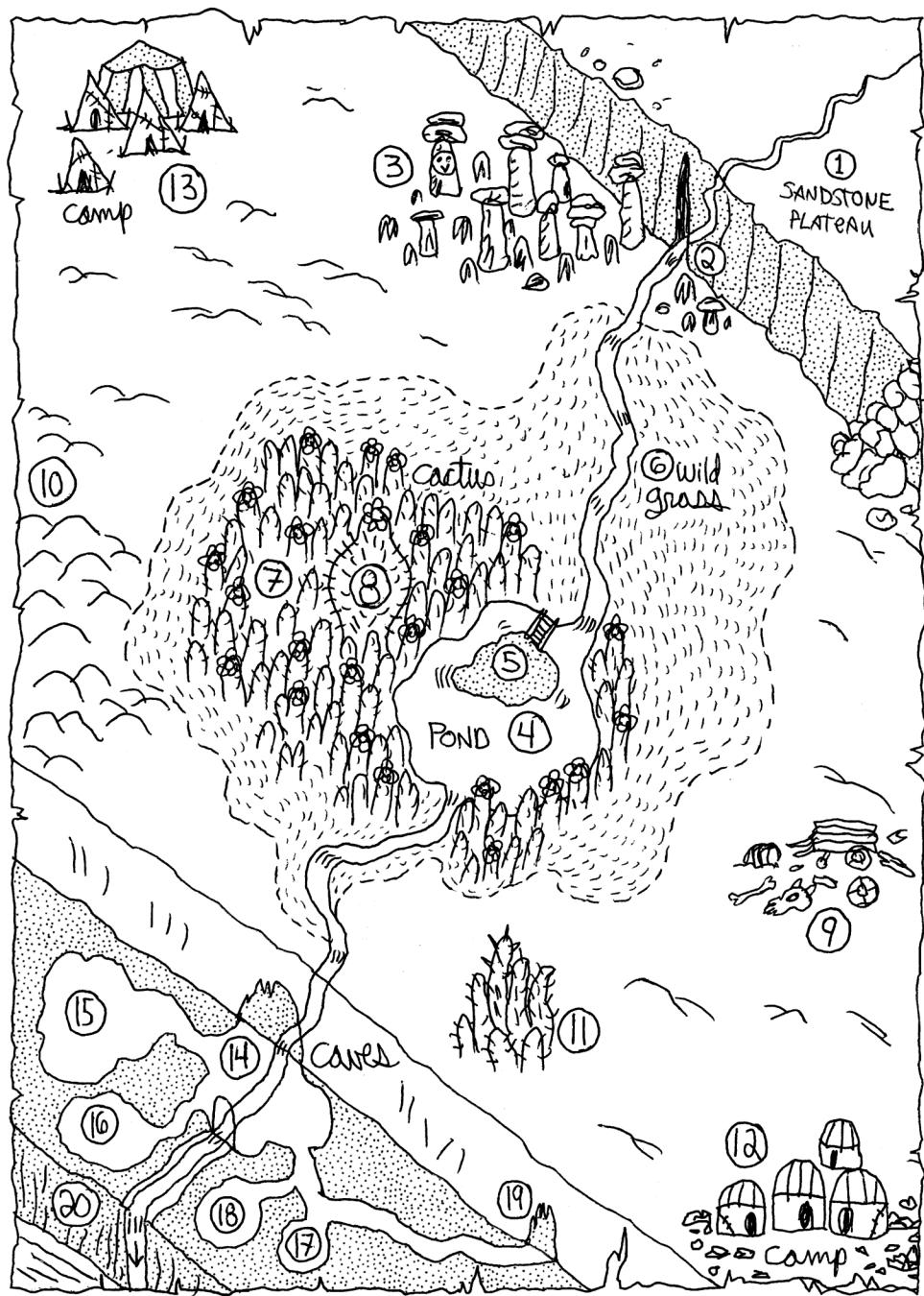


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Spinetooth Oasis

The oasis is filled with cactus sprouting large yellow flowers. The water flows between a cave mouth and a sandstone crevasse.

The flowers are valuable, because the pollen is used to brew potent narcotics. As a result, there are two bandit factions camped on opposite sides of the oasis in a tense standoff. In one week, a caravan from the city of Zar Naf arrives to trade spice and silver for the flowers. The bandit chiefs grow restless with the standoff.

The oasis is filled with scavenger-vermin - rat-like creatures with no forelimbs and huge ears that hop on their back legs like kangaroos. They only eat skin, and don't care if it's from the living or the dead.

A group of pilgrims have set camp near the pond, unaware of the dangers of the oasis. Owl-faced cultists hides in the standing stones to plots against the King of Zar Naf.

A family of territorial halflings lives in the tall purple grass, family drama have pushed one of their members toward a bitter end.

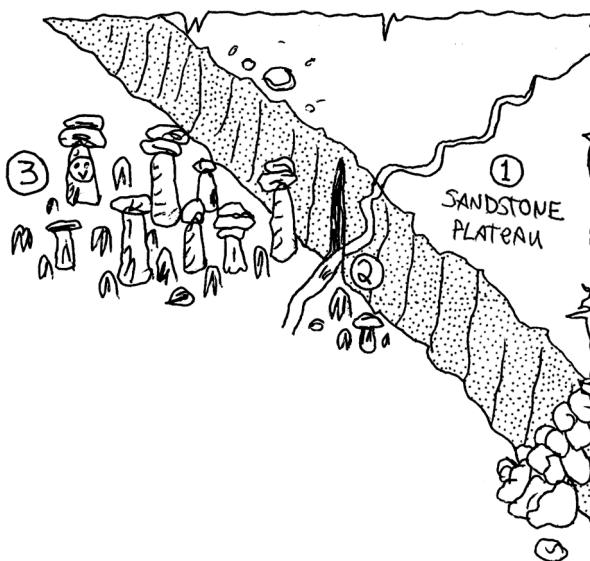
A ancient goddess sleep in the southern caves...



01. Sandstone Plateau

This high and flat formation of sandstone is known as Moongrasp Mesa, although it's true name is forgotten to time. According to oral tradition, the goddess Cactiphytheal, in the time of the ancients, came to this land to rest after giving life to all succulent plants.

The Sun-Snake pilgrims camping near the pond (in area 04) travel through the plateau to reach the oasis. They climb down the eastern rock slide to reach the valley, their mount jump down from rocks to rocks, like graceful mountain goats.



02. Sandstone Crevasse

The crevasse is said to descend to the depths of the earth, and a chill wind constantly blasts upward from it. If you listen closely to it, you can hear whining... or maybe crying... or laughing.

Listening to the crevasse (d6)

- 1) A whining voice whisper a warning
- 2) You hear crying (+1 to your saves for the day if you cry too)
- 3) The crying become laughing (or vice versa)
- 4) You hear laughing (+1 to your saves for the day if you laugh too)
- 5) A crying voice whisper a obscure omen
- 6) a laughing voice whisper a advice

03. Standing Stones

A group of owl-faced cultists who have taken up worshiping Mama Cactus live among the stone circle. Their leader, the priestess Skreratchia Glimmerbeak plans on raising an army of cactus owl hybrids to bring down the King of Zar Naf who cast her people into the desert.

The hybrids look like owlbears but instead of bear fur they have ribbed green flesh covered in spines and stoic owl faces and feathered claws.

The transformation ceremony require the essence (juice or nectar) of both the Succulent Goddess (area 18) and the Cactus Mother (area 08). Mama Cactus support the owl cult but her own mother, the Succulent Goddess, do not approve of revenge.



Skreratchia Glimmerbeak (Cleric level 05, AC as leather, cloak of Grand Father Owl, holy dagger +1, ML 9)

Nukretu Seeing-Eye (Cleric level 03, AC as leather, short curved sword, 1d6+1 cactus bombs that explode in a burst of needles doing d4 dmg to d4 foes, ML 8)

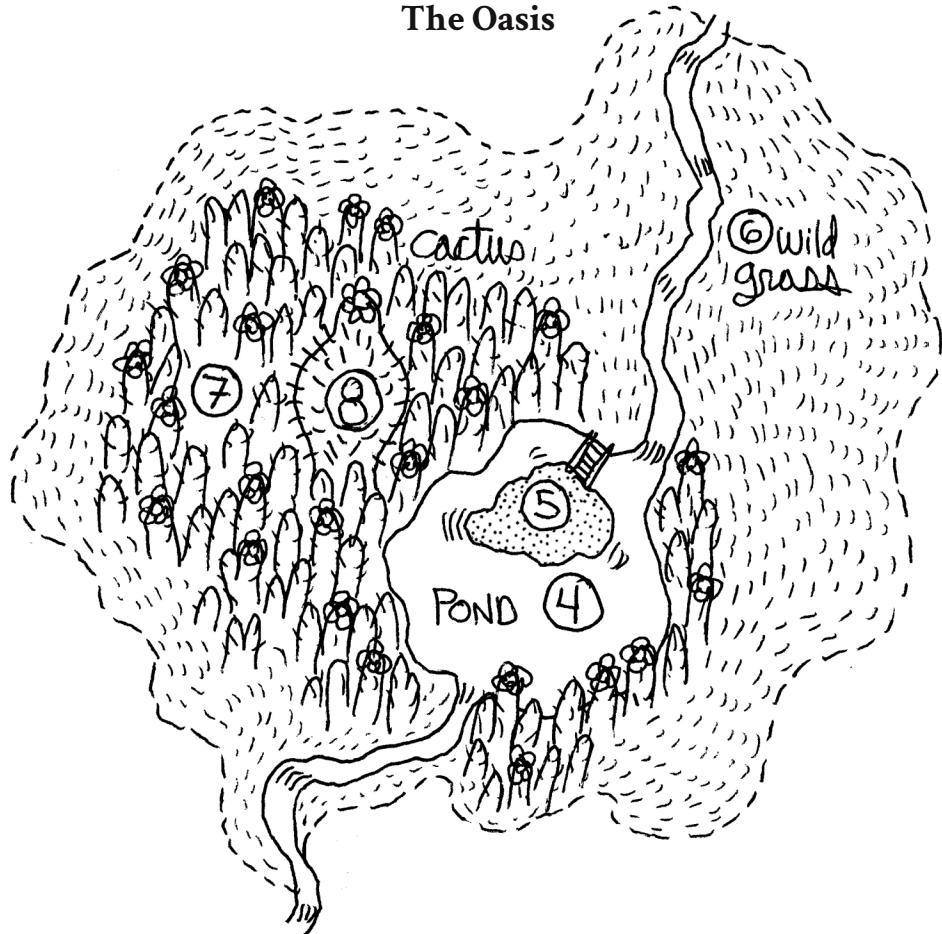
Hululu Micespitter (Fighter level 02, AC as chain + shield (scale mail), scimitar, was once a city guard, ML 9)

Owl-faced cultists (1 HD, AC as leather, slings and short swords, stealth as thief, can speak to owls, ML 7)

Sama-Lan is a hostage, she is a Dunes Ranger (level 01) of the city of Zar Naf, her father was a member of the cult. Drugged, she is slowly being converted. The cult is preparing her for the transfiguration ceremony but Nukretu is suggesting that they should test the hybrid transformation ceremony on her to see if it works without the essence of the Succulent Goddess. He is also thinking of experimenting with the essence of the Pale Cactus.



The Oasis



04. Pilgrim Camp by the Pond

A party of pilgrims have decided to rest in the oasis for a few days before continuing their journey to a famous holy site in the desert. They're innocent of all but the ordinary and prosaic evils, and genuinely have no idea what they've wandered into.

The pilgrims are adorned with lots of colorful scarves and saris and such, they carry sacred snake wine, they worship the Waters of the Sun. They're the deadmeat teenage spring-breakers of the ancient forgotten fantasy world, this being one of those pilgrimages that ends up being a big party.

It is likely that somebody the adventurers know is traveling with the pilgrims, possibly entirely by coincidence. Ask the players who it is and why.

Pilgrims of the Waters of the Sun (1 HD, no armor, walking staffs, start with a favorable reaction, ML 3) Each pilgrim know a random ritual (see next page).

Kuraks, Flightless Birds (3 HD, AC as leather, Beak 1d6, Claws 1d6, +4 saves VS poison, +4 to first strike VS snakes, ML 5 and +4 vs snakes)



Rituals of the Waters of the Sun

Greeting the Water in the Sun: the pilgrim must expose his or her torso to the sun and make a WIS test to gain protection from sun-blindness, sunstroke, or heat mirages for 1d6 days.

Dancing with the sunshine: the pilgrim must dance bare footed under the sun and make a DEX test so that bright light and heat will make him or her more active and alert for 2d6 hours (cold and dark places have the opposite effect).

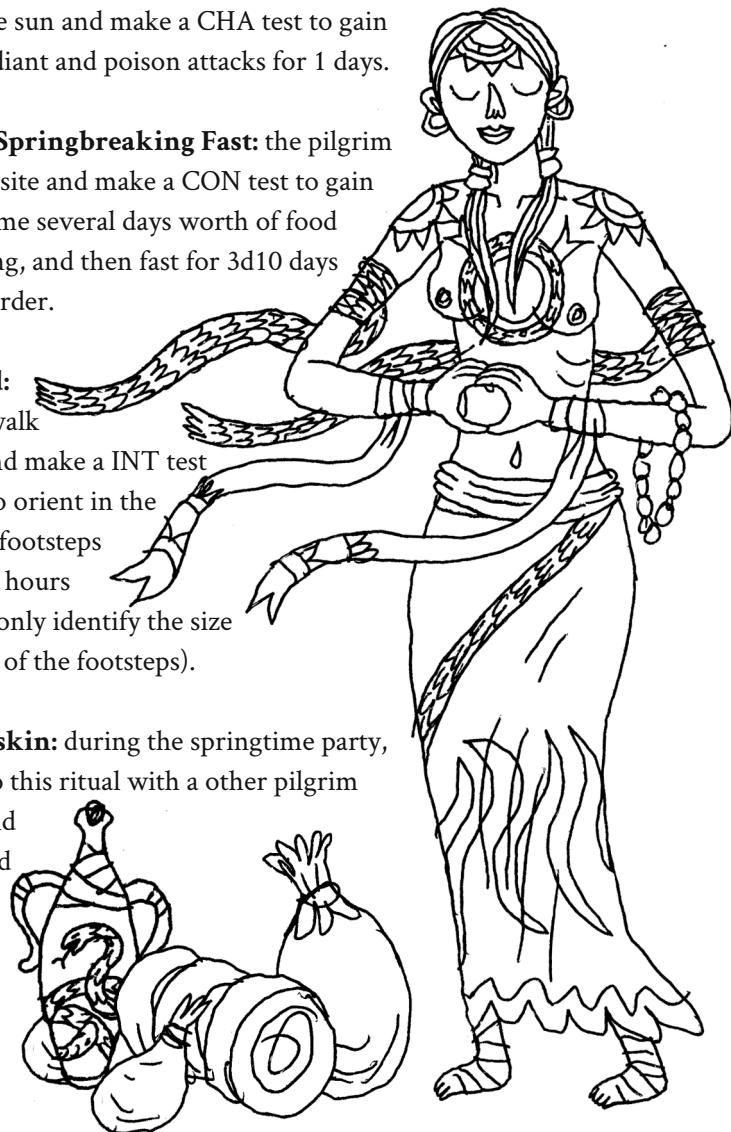
Drinking to the snake circling the Sun: the pilgrim must drink and offer a cup of snake wine to the sun and make a CHA test to gain protection from radiant and poison attacks for 1 days.

Ceremony of the Springbreaking Fast: the pilgrim must be in a sacred site and make a CON test to gain the ability to consume several days worth of food and water in a sitting, and then fast for 3d10 days -- or reverse that order.

Walking the sand:

The pilgrim must walk for several hours and make a INT test to gain the ability to orient in the desert and to sense footsteps on the sand for 2d6 hours (1 mile radius, this only identify the size and general nature of the footsteps).

Shedding the old skin: during the springtime party, the pilgrim must do this ritual with a other pilgrim while having sex and make a STR test and both pilgrims will reroll their HD and randomly change their appearance (including gender).



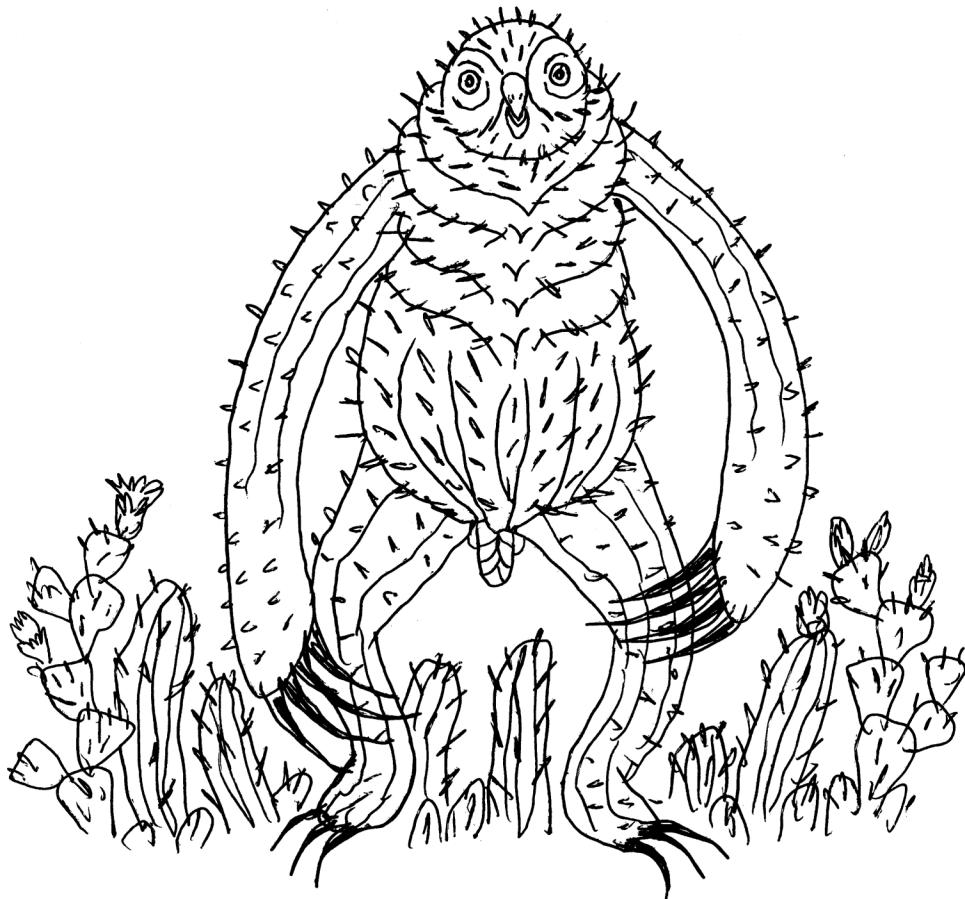
05. Small Island

An owlcaactus hybrid is living inside a cabin on the island, Rasteekash, husband of Skreratchia, who volunteered to be the first to accept Mama Cactus's gift. He can be reasoned with, if you wish to leave tribute at the roots of Mama Cactus.

Rasteekash Glimmerbeak (HD 5, cleric level 02, AC as chain, Beak 1d6, Claws (x2) 1d8, needle throw 1d4 + save VS poison or act last during initiative for 2d4 turns, ML 10)

The cabin contain 1d8 rations of water and food, some candles, the former clothing and equipment of Rasteekash and a random treasure (see appendix).

Mumika, a halfling kid from the Purple Weavers family (area 06) sometime sneak on the island to observe Rasteekash. The owlman sometime leave him food.



06. Purple Grass

There's violet slugs in the wild grass. If touched, it cast Mass Levitate. The slug is unaffected by levitate as its slime anchors it to the ground. If you peel it off the ground, then it lightnings you to death.

Violet slug (HD 2, AC as cloth, special defenses: mass levitate, chain lightning 2d6 half damages roll over to the next target, ML 12)

Sometime the slugs light up the night, blue lightning illuminating the field of lavender grass. Strobing as camouflaged purple weavers halflings crawl through the high grass. The purple weavers like to eat these slugs with lemon and rosemary and are eager to trade weaved goods or cactus flowers for these products.

The purple weavers elders sometime scare children with the tale of Purple Granny, a old and bitter violet slug who live in the sky, who sometime create thunderstorms and strike bad children with violet lightning bolts.



Purple Weavers

An extended family of halflings also live in the purple grass. They wear clothes woven from the purple grasses, and their purple baskets are traditionally used to harvest the yellow cactus flowers. The flowers stay pungent and potent longest when packed into the purple grass baskets. They know the secret of charming the skin-eaters, using whistles made from grass fronds, and their little settlement is safe from the awful scavengers.

If attacked, the purple weavers will don armor of thick hanks of woven purple grass, and carry shields of same. Their weapons are long braided whips of the grass, studded with jagged fragments of stormglass. Their warriors will scourge the enemies, leaving them bleeding and then they will vanish into the grasses. Then, the whistlers will call the skin-eaters to finish off the bleeding foe.

Purple Weavers (Fighter 01, AC as leather + shield, whip 1d2 dmg + bleed, grass whistle, stealth 5/d6, ML 6 (+2 when defending their home))

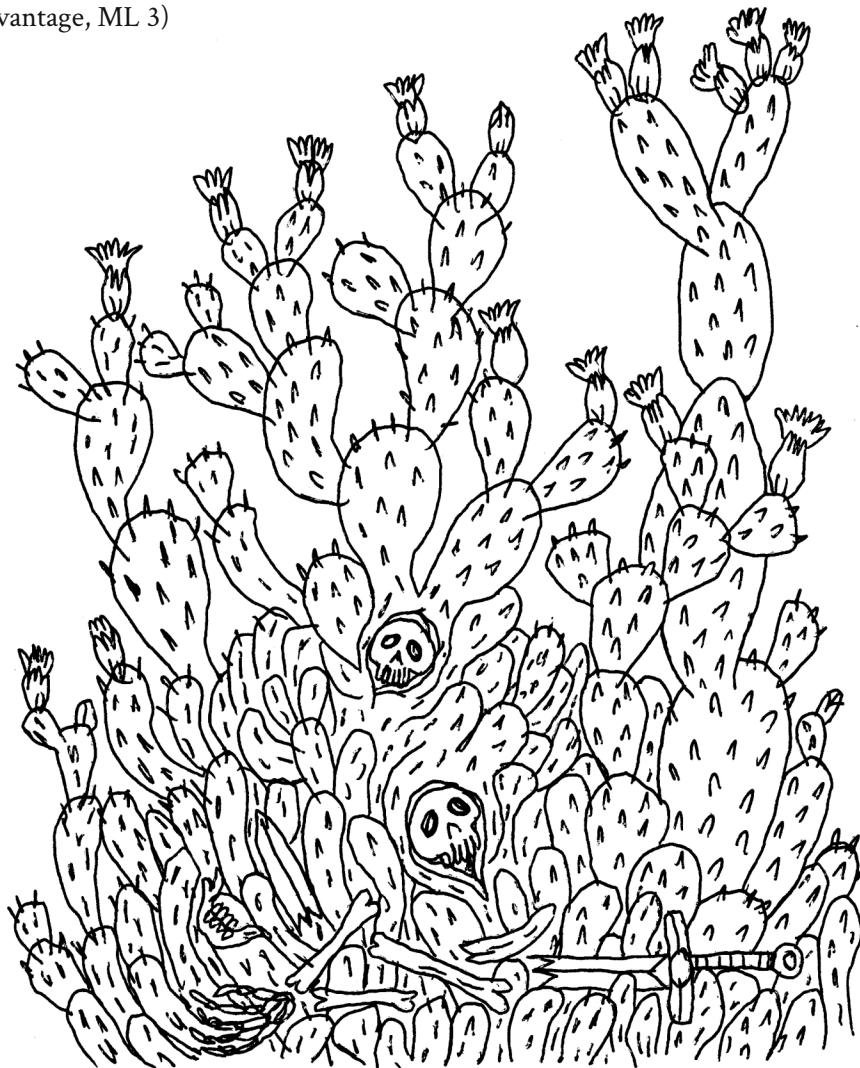
Skin eater scavengers (HD ½, AC as leather, bite 1d4, roll initiative with a advantage, ML 3) The grass whistles will summon 2d6 skin eaters if they can smell blood.



07. Cactus Grove

A bramble mass of paddle cactus with long white thorns branches out over the hot sands, and reaches up into the dry air. The paddles are each pock-marked from the bites and prods of the bugs who take their nourishment here. Hiding in the shade of the paddles live thousands of small stink bugs with rainbow shells (1hp, save vs poison or take 1d4 dmg). The bottom layers of cactus have long since shriveled up into brown husks, hiding the brittle bones of those who die trying to harvest the pollen. Only the proudest and strongest cactus are worthy to hold the large yellow flowers which bloom once every 1d4 years. The cactus grove is also the home of the skin eater scavengers.

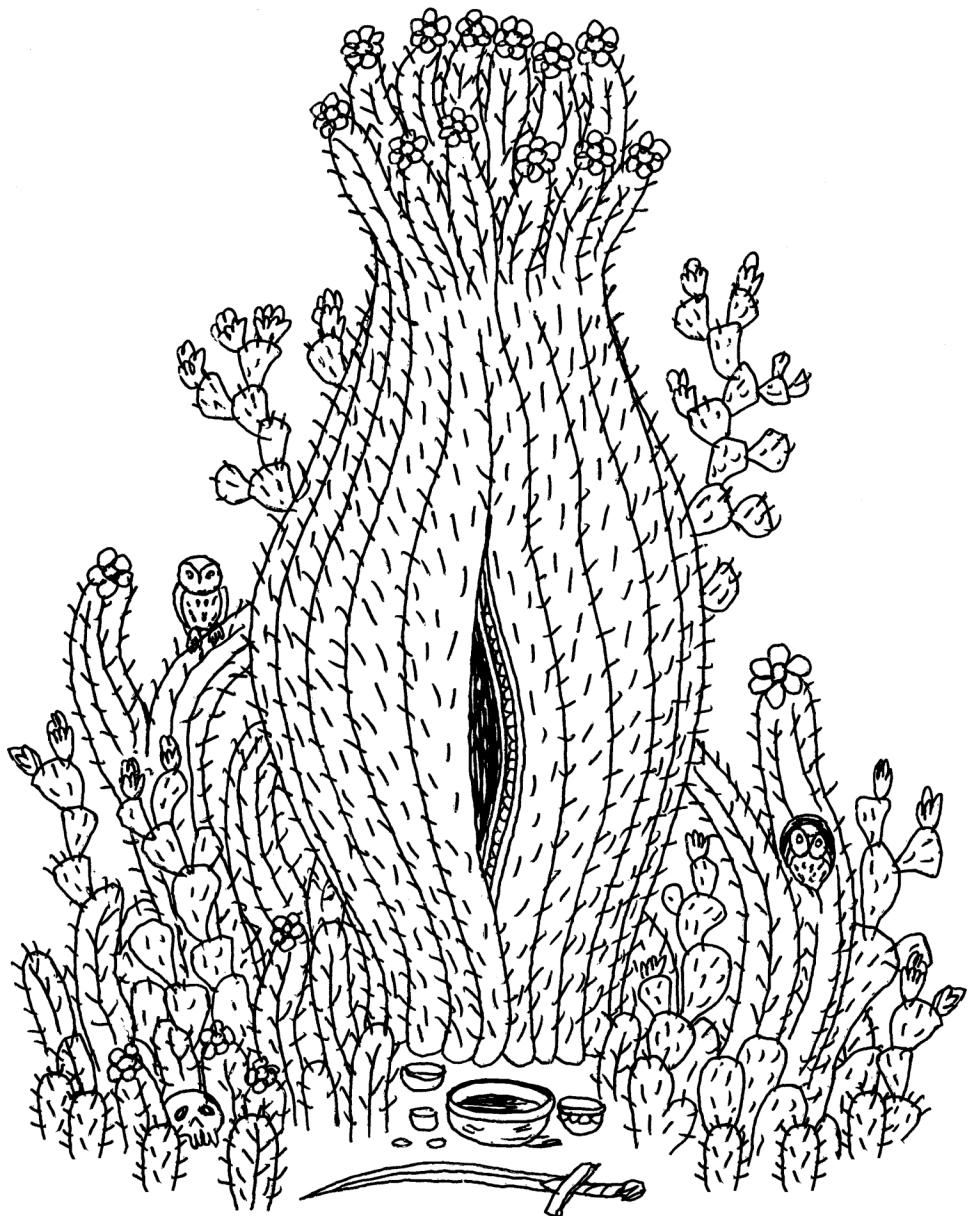
Skin eater scavengers (HD 1/2, AC as leather, bite 1d4, roll initiative with a advantage, ML 3)



08. The Cactus Mother

Mama Cactus, a 30 foot tall sentient cactus-witch who protects the grove with her spiritual magic. She is protective and sometime vengeful.

Mama Cactus (8 HD, AC as leather, no attacks, can cast spells in the Cactus grove as a 5th level magic-user (or maybe druid))

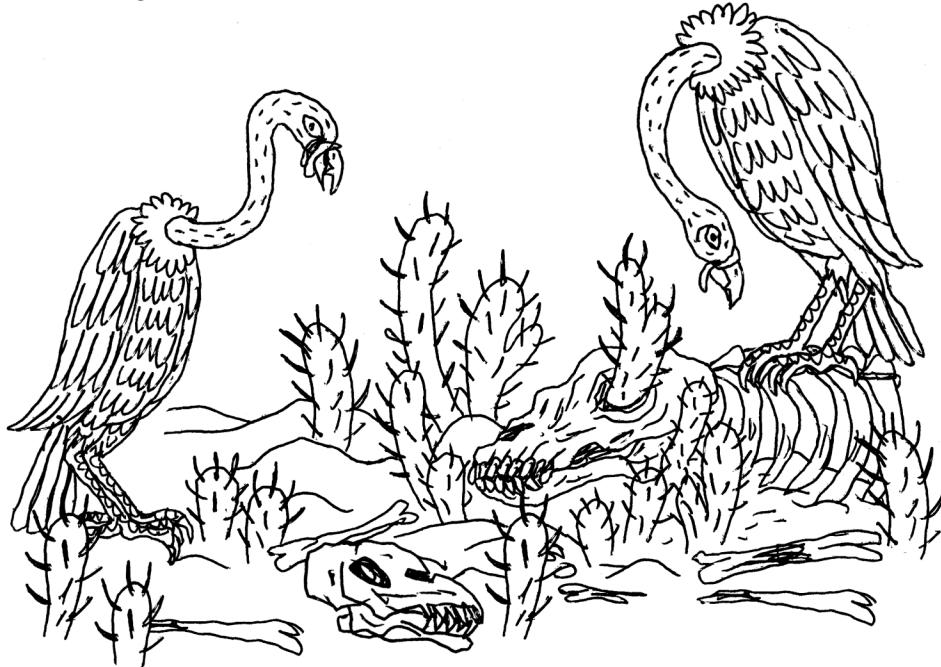


09. Bones Graveyard

Piles of gnawed on bones are strewn about this area. Beasts who accidentally brush against the hallucinogenic cactus fall easy prey to the rat-like vermin. The beasts have learned to be fastidious when it comes to burying remains away from the oasis, as the circling turkey-vultures are not courteous dinner guests.

Vultures (HD 1, AC as leather, beak 1d4, ML 4)

Old beast (HD 2 to 4, AC as leather, bite 1d6, horns 1d6 (ram 2d6), ML 5 (7 when hallucinating))



10. Sand Dunes

These far hills are home to wild elemental spirits. During the day, the sands of the dunes are whipped into a fury by wild winds, making any travel all but impossible due to the treacherous conditions. During the night, however, a serene calm overtakes this place as it settles into rest, resembling a great frozen sea storm. The elementals rise into the sky to dance with one another, painting the night with marvelous rainbow bursts of light that reflect off the icy dunes with shimmering brilliance.

Sand dunes elementals (HD 4, AC as chain, sand blast 1d6 (ranged), sky danse: save or be mesmerized for 2d6 rounds, ML 10)



11. The Pale Cactus Shrine

A single bone-white cactus towers above a ring of smaller more typical yellow-flower cacti. Around it, a crude altar of flat stones is laid with sun-bleached animal skulls, beads, strings of dried herbs, corroded coins (2d12 copper, 2d6 silver, 1d6 electrum, d2 gold), and small leather bags filled with hair. The pale cactus itself is marked with brown hand-shaped stains around its base.

If you slap a hand against the pale cactus, so your palm and fingers are pierced by thorns and you leave a handprint of blood on the white cactus's flesh, then you will fall into a restless sweaty dream for d12 turns, and will be impossible to wake.

While your body thrashed and mumbles, your mind is cast down the corridors of time, and thrown out into the greater realms of reality too vast to comprehend. For a time, you go very very mad.

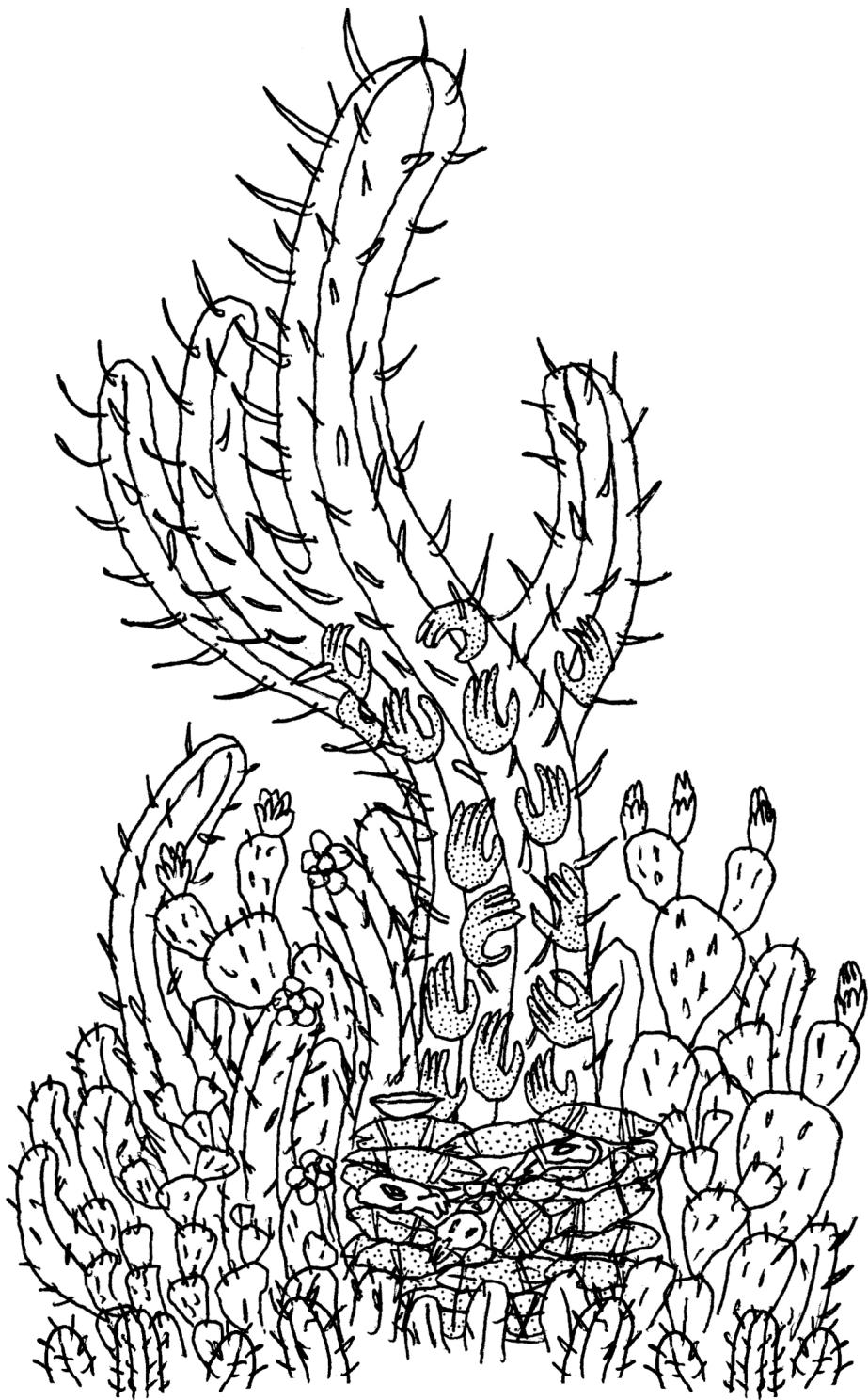
Those who listen to your mumbling and raving while you are dreaming may make a check to see if they can intuit some valuable information. A success allows them to ask the DM one question, which the DM must answer truthfully, though the answer can be cryptic.

Careful examination of the pale cactus reveals a shallow clay bowl within the base of its trunk, barely accessible. Retrieving the bowl requires a Save vs. Paralysis/Reflex/DEX at -5 or become a babbling oracle. Leather protection of the hand and arms each drop the penalty by 1 point each. Metal protection drops the penalty by 2 points each.

Otherwise, damaging the pale cactus is required to remove it without tripping balls. Those who damage the cactus are forevermore attacked to the exclusion of all others by plant-based monsters.

The bowl itself contains about a cup's worth of what used to be blood. The pale-green and russet goop tastes like iron filings and sugar.

Consuming it grants one an extra and permanent hitpoint. Additionally the player rolls a d20 4 times, noting the results. Each of these rolls may be substituted in lieu any future d20 roll.



12. Bandit Camp

The Sisterhood of Filth

The Sisterhood is a semi-religious order dedicated to desert skirmish warfare and maintaining certain taboos (never bathing, never cutting their hair or fingernails, never washing clothing or mending weapons). The Sisterhood camp reeks, and as is their custom, is surrounded by garbage and open latrines. They seek to trade the flowers for spice and silver, so they may make a tithe of the silver, and ritually burn the spice to show their rejection of unnatural scents. The Sisters' camp is lead by Scar Mother, a dangerous old hag whose skin - where it can be seen under its later of filth and tattered robe - is a thick mass of scar as tough as chain armor.

Scar Mother - Thief (Level 7, Strength 16, Dexterity 18, Wisdom 16, skin is like chain armor. Wears the Robes of the Sisterhood, which stink so badly foes in melee must make a save vs poison or take a 2 point penalty to hit and to AC, due to retching and watering eyes. Armed with a brace of throwing daggers and a poisoned short sword, save vs poison or incapacitated by violent seizures for d6 rounds)

Sister Boil - (Thief level 4, Dexterity 16. Wears the Robes of the Sisterhood, leather armor, armed with crossbow and short sword)

Sister Thorn - (Cleric level 2, Strength 15, Dexterity 14, Wears the Robes of the Sisterhood, leather armor, armed with a flail)

Sister Hazel - (Fighter level 3, Strength 16, Dexterity 14. Wears the Robes of the Sisterhood, leather armor, sling, vicious warhammer +1 to hit.) (she often secretly visit area 19)

12 Initiates - (Thief level 1, Dexterity 14. Wears the Robes of the Sisterhood, leather armor, crossbow, short sword.)





13. Bandit Camp

Reebo Carubo's Traveling Mercantile

Reebo is a magic user of fairly limited ability who has employed the Charm Person spell (in its most generous version) to build a bandit force of dangerous (but stupid) monsters who all call him Uncle Reebo, and consider him their dearest relation. Reebo only knows charm magic, and keeps the spell on his crew renewed regularly. He also spends big on couture, trying to make his psychotic nonhumans seem respectable with fine clothes. Frock coats, waistcoats, powdered, wigs, walking sticks, knee britches, fine stockings. His gang consists of...

Reebo - Magic User (level 5, Charisma 18, knows and prepares only charm spells. Wears a Cloak of the Splendid Gentleman which grants +2 on reaction checks and a 4 point bonus to AC against less fabulously dressed foes)

Big Tom Thumberknuckle - Ogre gentleman (HD 4+1, armed with a weighted walking stick, as club, ML 10)

Poe and Pom - Bugbear ladies (HD 3+1, armed with balded fans, as short swords, ML 9)

Kovok Brogan Bloodeye - Hobgoblin butler (HD 1+2, armed with the good cutlery, as a pair of short swords, ML 8)

The Brothers Skeegum - goblin quintuplets footmen (HD 1-1, armed with discrete blackjacks, as clubs, ML 7)

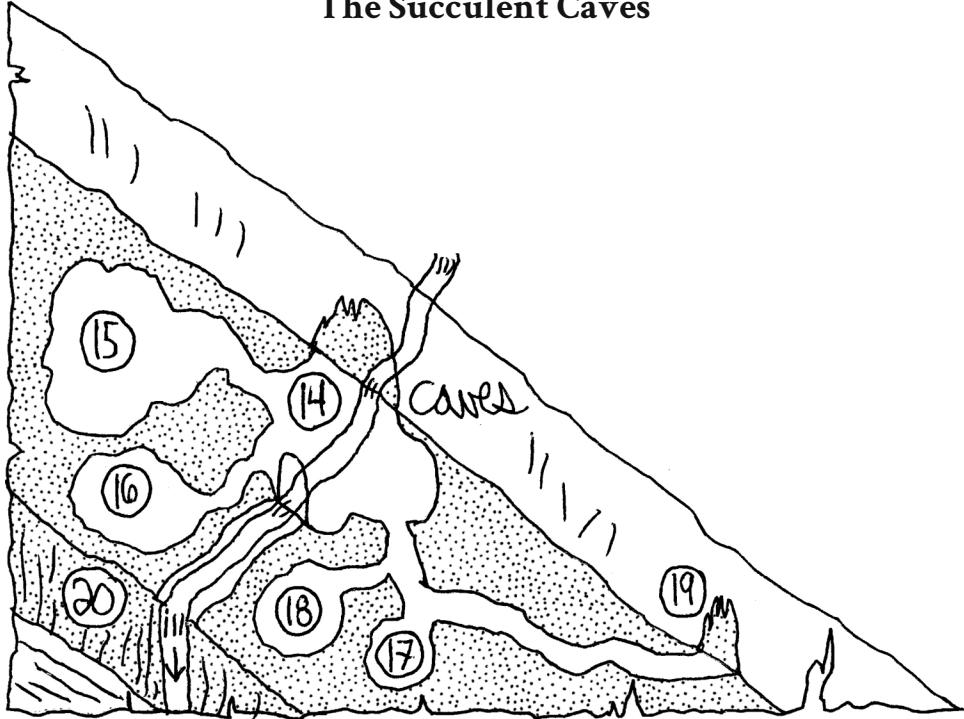
Sir Slizard - lizardfolk knight (HD 2+1, armed with plate and heavy greatsword, ML 10)

Reebo plans to betray the caravan, keep the flowers, and take the spice and silver. He will squander most of this on finer clothes for this gang, and expensive lodgings.





The Succulent Caves



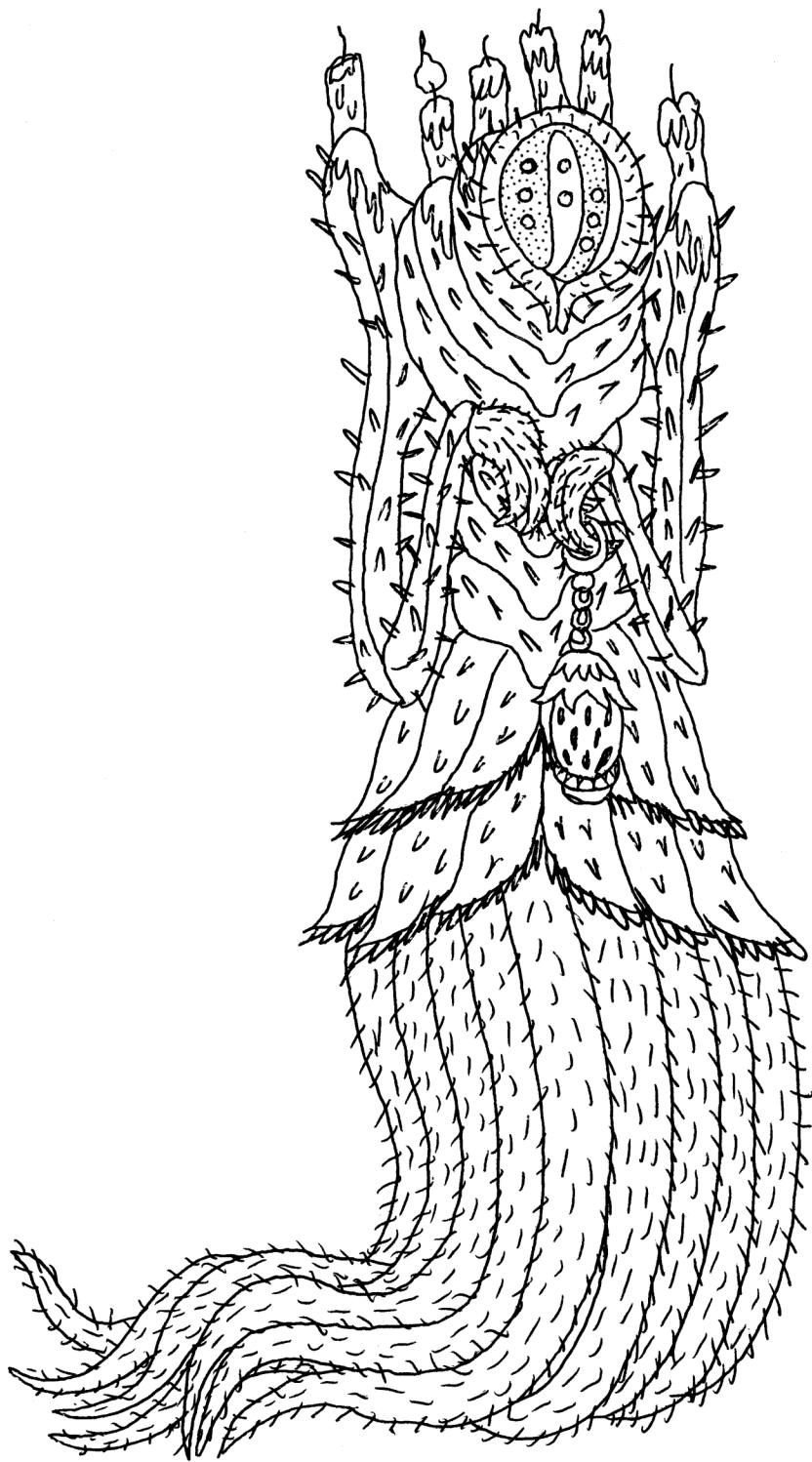
14. Caves Entrance

Long ago this place was looted. The guardians enchanted to protect the place have nothing to do, so they buy and sell - traders with nowhere to go, dependent on outsiders. Today they have: a few jars of still moving fingers and toes, a thin net made of wire, and a fist sized maggot that consumes dead flesh and shits out a warm nutrient porridge capable of sustaining a human for a day.

Succulent guardians (HD 4, AC as leather, claws 1d6, needle throw 1d4 + save VS poison or act last during initiative for 2d4 turns, each guardians know a random succulent spell (area 17, ML 10)

The guardians also wear Candles of Protection, each lit candle grant one point of AC. Newly encountered guardians have 1d6 lit candles. The candles can only be extinguished by direct actions or magic. Each gardian also wear a succulent jewel worth 3d6 x10 GP.





15. Damp and Dark Chamber

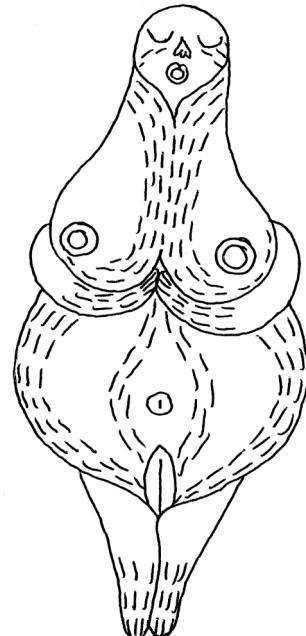
This cavernous chamber is damp and dark, much darker than the rest of the cave. The walls and floors are carpeted with spongy moss. In the center of the chamber, surrounded by numerous wards and sigils, sits a small, locked birdcage. Within, a tiny, fair-haired pixie who calls herself Pallara cries out for help. Attempting to open the cage causes nearly a dozen depraved mossmen to step out of the surroundings and attack. The mossmen, due to their dampened bodies, are difficult to hack through and impossible to burn. The pixie is cursed, and anything (or anyone) it touches turns to moss. The curse can be lifted by expending a wish or beseeching the gods, in which case the pixie, a powerful magic user, will be indebted to her savior.

Pallara (Magic-user level 5, AC as chain when flying, moss touch curse, spells)

Depraved mossmen (HD 2, AC as leather, moss attack 1d6, immune to fire, ML 7)

If someone examine the scene they may find a moss covered stone spear. The wielder may, at will, cover themselves in a blanket of moss as a camouflage. Each time the power is used, there is a 1 in 20 chance the change is permanent.

Partly buried in the moss near the stone spear, lay a small stone carved erotic idol. The idol was once a focus for fertility and erotic magic but the stone figure is now cursed.





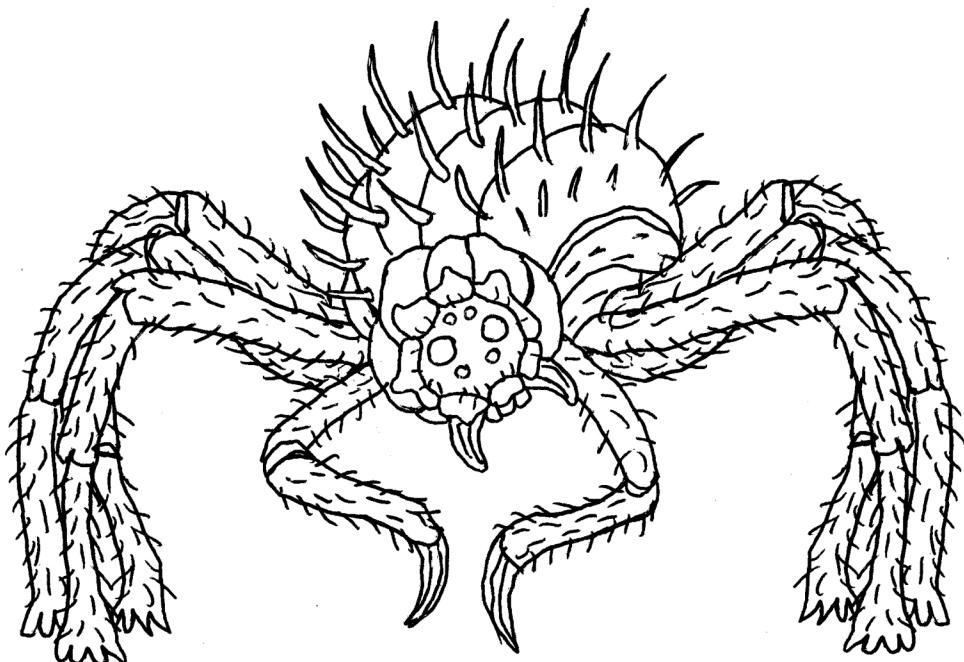
16. Spider Garden Chamber

This chamber is occupied by giant spiders covered in cactus-like spines. The spiders are cared for by the enchanted guardians from room #14. Having not much else to do, the guardians have been domesticating and breeding large spiders for the purpose of companionship for generations. The spiders, like nearly everything in this cave, are actually living succulents. These creatures, as friendly as they are, will defend their guardians or themselves in deadly fashion should they feel threatened.

Succulent Spiders (HD 2, AC as leather, Bite 1d6 + save VS poison or take a extra d6 dmg (dead victims become succulent and full of water, needle throw 1d4 + save VS poison or act last during initiative for 2d4 turns, ML 9)

One corner contain strangely painted terracota pots containing 1d6 rooted immature spiders and a small box containing 2d4 random spider seeds (see appendix) and a succulent jade necklace worth 3d10 x10 GP.

The immature spiders still can be domesticated by strangers if they take good care of them. They will mature in 1d6 weeks. The seed take 1d4 months to grow and 1d6 weeks to mature. Some gardians know the succulent spell "Accelerated Grow" but they rarely use it.

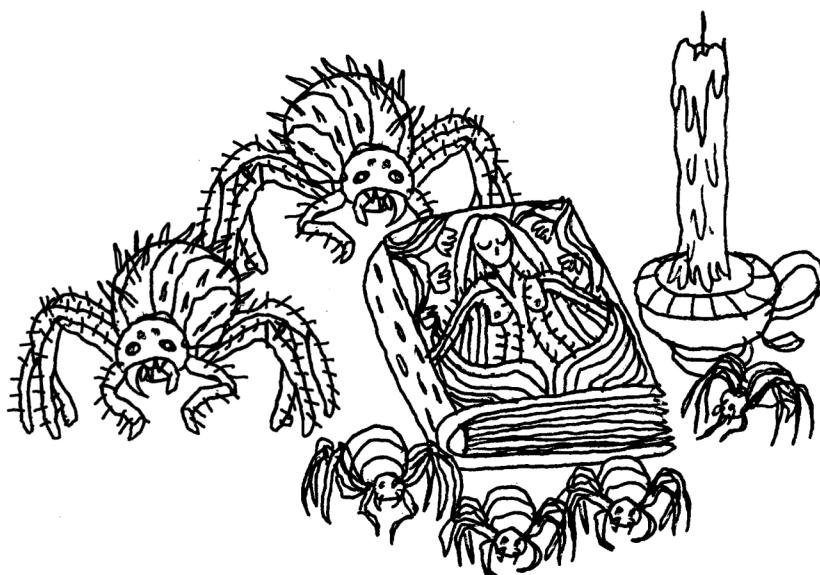


17. Storehouse chamber

This small room is a storehouse. Most of the shelves that line the walls are occupied by ceremonial candles of many colors. There are also brass candlesticks, candelabras, snuffers, glass votives and other mundane objects. Everything is covered in spiderwebs. Several venomous spiders have made their home here. Disturbing the webs requires a DC 13 reflex save to avoid being bitten. If failed, the venom causes 1d6 points of damage. Behind one of the shelves, a book of sacred rites and other writings of the goddess Cactiphytheal is hidden. This book contains 1d3 random succulent spells.

Succulent spells (d10)

- 1) Vine Summoning
- 2) Cactus Skin
- 3) Water of Life
- 4) Accelerated Grow
- 5) Succulent Shaping
- 6) Blooming Mouth
- 7) Animate Cactus
- 8) Ancestral Dreams
- 9) Deep Roots
- 10) Astral Sap



18. Shrine Chamber

This chamber appears to be a place of worship. In front of a large statue sits a short pedestal carved from a rose colored sandstone. The surface of the pedestal is coated with lime green and pink wax from ceremonial candles. The statue behind the pedestal depicts a cactus goddess carved from solid jade. This statue is a depiction of the goddess of desert succulents, Cactiphytheal. Investigating the statue will reveal that is actually a living jade succulent, with a "root" that reaches nearly 40' into the solid rock of the cave.

Cactiphytheal protect the oasis from the evil spirits of the Bitter Falls (area 20) but she have no influence on someone who willingly jump into the cursed waters and she may not prevent Water Revenants from exiting the caves. She have seen what the waterfalls have done to vengeful souls and dont approve desires of vengeance.

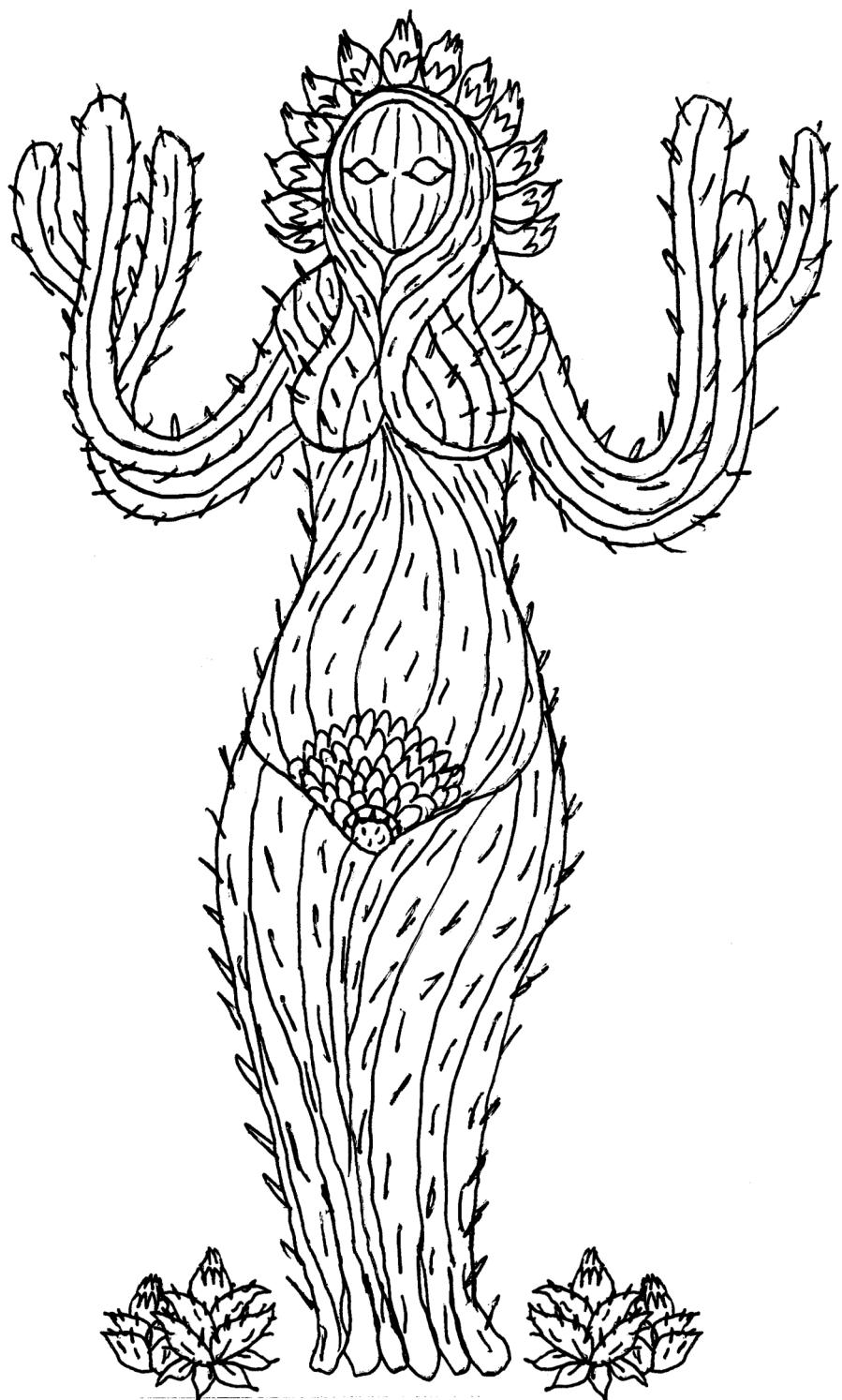
Her favored children are the witch Mama Cactus and the Pale Cactus oracle.

A kneeling owl-faced cultist, Skerera, sits praying to the idol. She is drunk and is covered in spider bites. When approached she may flee, fight, or submit. If the party speak with her she will reveal that she has gotten lost in the cave, where she was sent to find succulent and cactus wines for the transformation ceremony.

Her faith is shaken since she learned about the Bitter Falls in a dream sent by Cactiphytheal, she is starting to realize that the Succulent Goddess dont approve her cult desires for vengeance. She also secretly wish to have a human face to live a normal life in Zar Naf.

She will share some of the wine with the party if they escort her back to her cult.

Skerera (thief level 2, leather armor, talons claws 1d4 (+1 to hit or DMG when dual wield, stealth 5/d6, ML 8 but now ML 6)



19. Hazel's Hideaway

Concealed behind fallen boulders, accessible only by crawling, you can find a hidden entrance to the cave. The Scar Sister Hazel is the only one who knows about this, and she comes here for a moment of peace. You can find a small unlit candle in a nook, along with a leather-wrapped diary. If the adventurers come here at night, they might see her here.

Sister Hazel have a dark secret, she secretly wash her right foot, this is her single and most intimate pleasure. While she wash it, she is calm and nearly peaceful. Anyone who discovered this would have leverage over her. If revealed she'd be violently excommunicated from the Sisterhood of Filth.

Sister Hazel - Fighter (Level 3, Strength 16, Dexterity 14. Wears the Robes of the Sisterhood, leather armor, sling, vicious warhammer +1 to hit.)



20. Bitter Falls

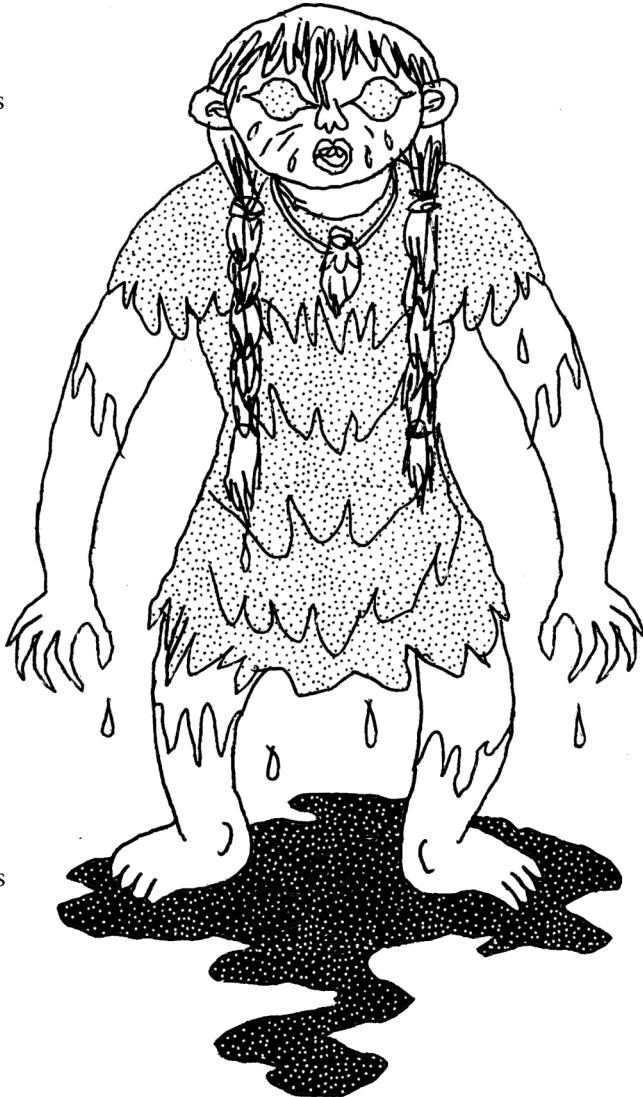
The people of the desert say that if you ever despair of all life and receive no justice from the law or from the gods, then you must either live in bitterness, or fling yourself off this underground waterfall.

If you choose to throw yourself to your death in the dark waters below, you will rise up as a water revenant, a drowned corpse made to walk and stalk and kill those who have wronged you in life. The signs of such a vengeance are clear - despite the dryness of the desert, the embittered remain sodden until their vengeance is fulfilled.

Depending on how things shake out, one survivor of the fiasco of betrayal that is surely coming may take advantage of this ancient pagan power, and stalk the adventurers beyond the Oasis, until satisfied or destroyed.

Mina, a purple weaver girl (area 06) who have been exiled because of her older and cruel brother have recently throw herself in the dark waters and have risen as a water revenant.

Water Revenant (3 HD, AC as leather, DMG 1d6 (2d6 vs source of sorrow), special attack: drowning water (save each round or take 1d4 dmg until a save is made).



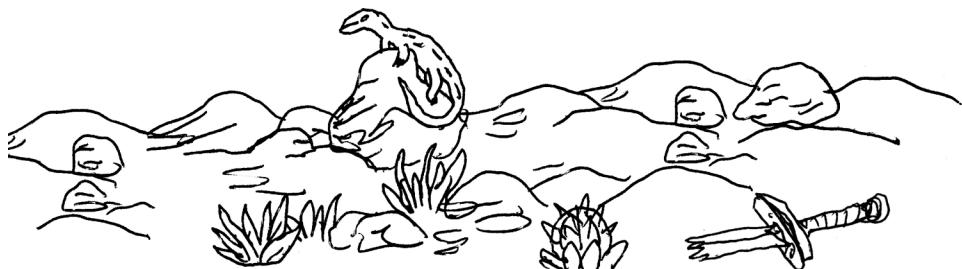
Random encounters tables

Desert random encounters (d10)

- 1) 1d3 Elemental spirits (from area 10)
- 2) 2d6 Turkey-vultures (from area 09)
- 3) 1 Hallucinating beast (from area 09)
- 4) 1d6 Skin eater scavengers (from area 6 or 7)
- 5) 1d6 Owl-faced cultists (from area 3)
- 6) 1 Owlactus hybrid (from area 3 or 5)
- 7) 1d8 Pilgrims (from area 4)
- 8) 1d6 lost soldiers or 1 dune ranger of Zar Naf
- 9) Sisterhood of Filth encounter (from area 12)
- 10) Reebo Carubo's Traveling Mercantile encounter (from area 13)

Oasis random encounters (d10)

- 1) 1d4 Owl-faced cultists (from area 3)
- 2) 1 Owlactus hybrid (from area 3 or 5)
- 3) 2d6 Pilgrims (from area 4)
- 4) 1d3 Violet slugs (from area 6)
- 5) 1d6 Purple Weavers (from area 6)
- 6) 2d6 Rainbow sting bugs (from area 7) (1hp, save VS poison or take 1d4 dmg)
- 7) 2d6 Skin eater scavengers (from area 6 or 7)
- 8) 1d4 Thirsty travelers or Adventurers
- 9) Sisterhood of Filth encounter (from area 12)
- 10) Reebo Carubo's Traveling Mercantile encounter (from area 13)



Sisterhood of Filth random encounter (1d6)

- 1) Scar Mother with 2d4 initiates
- 2) Sister Boil or Sister Thorn with 1d6 initiates
- 3) Sister Hazel (alone or with Sister Boil or Sister Thorn)
- 4) 1d6 initiates
- 5) Roll 1d4 two time on this table to see who is having trouble with who
- 6) Roll 1d4 on this table and 1d8 on the area random encounter table to see what is happening.

Reebo's gang random encounters (1d8)

- 1) Big Tom Thumberknuckle (Ogre)
- 2) Poe and Pom (Bugbears)
- 3) Kovoc Brogan Bloodeye (Hobgoblin)
- 4) The Skeegums (goblins)
- 5) Sir Slizard (lizarman)
- 6) Reebo, roll a d4 to see who accompany him.
- 7) Roll 1d4 and 1d6 to see who accompany who.
- 8) Roll 1d6 on this table and 1d8 on the area random encounter table to see what is happening.

Caves random encounters (d10)

- 1) Hazel washing her foot (From area 19) (or a other local NPC)
- 2) 1d4 Spine spiders (from area 16)
- 3) 1 large poisonous snake (1 HD, save VS poison or take 2d4 dmg)
- 4) 1d3 Caves Gardians (from area 14)
- 5) 1d4 Terracotta mantis (1 HD, AC as chain, 1d6 dmg x2 if both hits it gain a extra 1d6 dmg bite attack, must save VS blunt weapons or take x2 dmg, ML 12)
- 6) 1d6 Sad bones (as skeletons, will follow and help Water Revenants)
- 7) 1d6 Depraved mossmen (from area 15)
- 8) 1 Water revenant (from area 20)
- 9) 1d6 bandits or adventurers from Zar Naf
- 10) Desert or Oasis encounter

Random treasures (d30)

Roll on this table when the group search for treasures.

- 1) Owl face transfiguration mask worth 4d10 GP
- 2) Mouse bag containing 4d6 silver bones worth 1 GP each
- 3) River pearl worth 2d6 x 10 GP
- 4) Yellow cactus flower extract worth 1d4 x 10 GP
- 5) Rare pink cactus flower extract worth 1d6 x 10 GP
- 6) Rare red cactus flower extract worth 1d8 x 10 GP
- 7) Rare white cactus flower extract worth 1d10 x 10 GP
- 8) Carved ivory 2d8 x 10 GP
- 9) Rawt ivory 1d4 x 10 GP
- 10) Gold tooth or bit of gold worth 1d6 GP
- 11) Stormglass worth 2d6 GP
- 12) Old jewelry worth 1d20 x 20 GP
- 13) Dried violet slug in a jar worth 1d10 x 2 GP
- 14) 1d4 Phials of sting beetle rainbow poison worth 20 GP each
- 15) Scorpion suspended in glass sphere (break bubble to release scorpion)
- 16) Cactus waterskin worth 1d6 GP
- 17) Elemental tear worth 1d20 x 100 GP
- 18) Water revenant cursed bone worth 1d10 x 10 GP
- 19) Succulent jade jewelry worth 1d4 x100 GP
- 20) Old bottle of aged snake wine worth 3d6 x 10 GP
- 21) Second book of the Succulent Goddess (spell: cactus skin) worth 1d6 x 100 GP
- 22) Jade heart worth 50+2d10 GP
- 23) Lavender and Chamomile candles with a calming effect worth 10 SP
- 24) Tarnished silver urn worth 8 GP
- 25) Assortment of bells in the D Minor scale worth 6d8 GP
- 26) Small doll made of thorns and golden thread worth 5 GP
- 27) Handmaidens comb of whalebone worth 1 GP
- 28) Sandstorm in a jar, invaluable (contain 1d10 wind blasts)
- 28) Gold Canteen- full of fresh water worth 20 GP
- 30) Amphora of mirages (pull stopper for shimmers)

Random succulent spiders variations

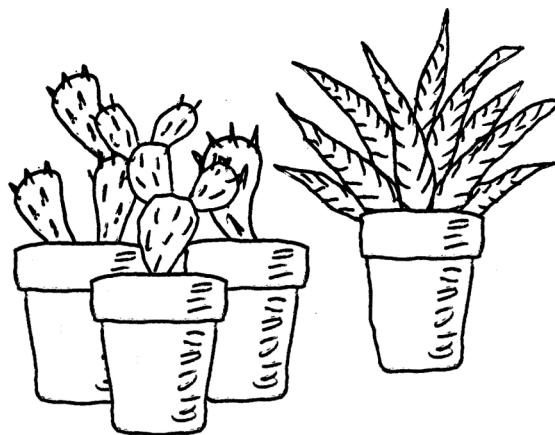
Number of legs (d6)

- 1) 4
- 2) 6
- 3) 8
- 4) 12
- 5) 8 legs with hands
- 6) Pairs of pincers



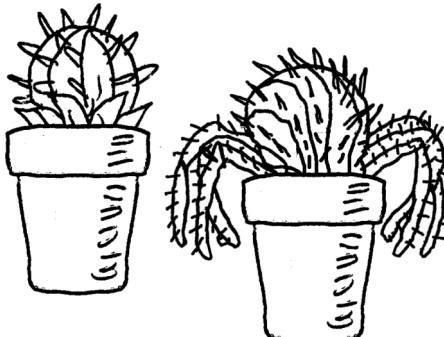
Texture (d6)

- 1) Needles
- 2) Fur
- 3) Large bone spikes
- 4) Jade glass
- 5) Cactus flowers
- 6) Grey sharkskin



Special attacks (d6)

- 1) Freezing breath
- 2) Telepathy
- 3) Stamina drain
- 4) Displacement
- 5) Chainsaw fangs
- 6) Acid blood



Strange webs (d6)

- 1) Regular web
- 2) Silver thread
- 3) Gelatinous
- 4) Invisible
- 5) Electric
- 6) Razorwire

Situation Map

