

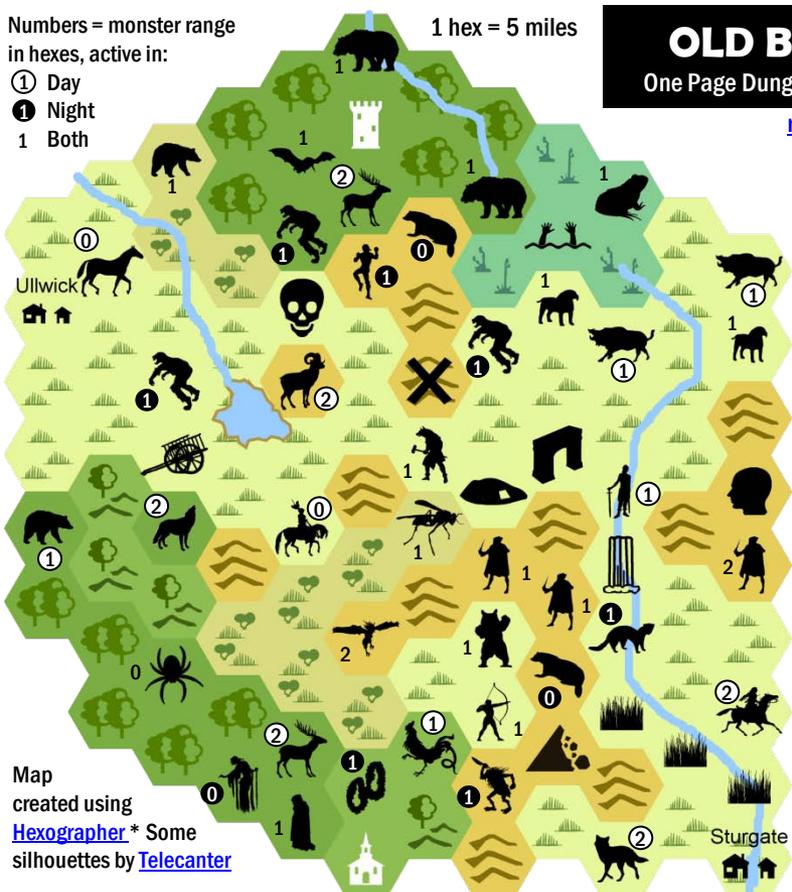
Numbers = monster range  
in hexes, active in:  
① Day  
① Night  
1 Both

# OLD BASTARD'S BARRENS

One Page Dungeon Contest 2012 entry, Roger SG Sorolla

[rolesrules.blogspot.com](http://rolesrules.blogspot.com)

Missions for characters level ... 2-3: Travel from Ullwick to Sturgate;  
4: Make the trip with a slow cart of goods; 5: Clear all enemies in range of a trade route between the towns; 6-7: Clear a realm for a lazy lord, all active enemies in range of 3 hex radius from X; 8+: Defeat the lich Oechrus.



Map created using [Hexographer](#) \* Some silhouettes by [Telecanter](#)

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## ENCOUNTERS

Roll d20 in each 6 hour period and each time new hex entered. This tells you which hex to check for an encounter happening in the current hex. Encounter happens if current hex is within monster's range and active time.

- 1: Encounter comes from this hex. If entering hex, then its lair (if any) is found, with everyone if it's not monster's active time, otherwise has 2x normal encounter numbers
- 2-4: Encounter comes from this hex
- 5-6: Encounter from 1 hex away (d6, start at north & go clockwise)
- 7-8: Encounter from 2 hexes away (d12, start at north & go clockwise)
- 9-10: Clue to encounter in hex (tracks, sounds, victims) 11: Clue to 1 hex away (d6)
- 12-19: No encounter 20: Roll twice

Abandoned church, altar casts *restoration* 4x/year, under it is banner of protection vs. undead, 10' radius

Tower of Oechrus: necromancy lab in basement, blade trap, 4 wights; 1<sup>st</sup> story, guard room with 6 necrophidii; 2<sup>nd</sup> story throne, black pudding, 3<sup>rd</sup> story library, demon, clues to disable barrow glyphs

- 1 black bear, 5 in range
- The Good Horse Ephyon (as ki-riin, no flying), guardian of Ullwick, helps only in dire need
- 2d4 ghouls, 20 per pack, ex-servants of Oechrus, grave lairs
- Abandoned wagon with 100\$ rare wood cargo, small poison snake
- Pack of 10 wolves
- 1 giant spider, dead tree lair
- 3d8 deer or giant sheep including aggressive male, 200 in range
- Banshee Perdita, lover of Oechrus, cottage lair with magic stash
- Pyramid of mostly human skulls; trolls' warning
- Sir Gelroy, doomed knight level 3, on quest vs. cultists
- 30 Oechrus cultists, patrols of 2d6, evil priest level 7, stone circle lair
- 1d3 will-o'-the-wisps, 5 in range
- 2d6 stirges, 60 in range
- 1 brown bear, 4 in range
- d4 giant badgers, 8 in sett lair
- 8 trolls own 200 head of cattle, regenerating bull of infinite steaks (4 HD), Oechrus' staff of animate dead
- 2d8 gnolls, 40 total, crude stockade, 2 ghoul ambassadors in camp
- d8 giant wasps, 30 in paper nest lair
- 3 brigand gangs, mutual distrust from Monson's trickery; west: Bastard Sons (30); middle: Guthangers (35); east: Hellkites (25 mounted women). Patrols of 2d10, cave lairs. Guthangers have oracular skull, Pale Boy Groom.
- 1 owlbear, black with red beak & feathers
- 2d6 non-singing harpies, guano divebombers (save if hit or disease), 30 in crag lair
- Wild Waragoon, lone fur-clad hunter level 4, obsessed with owlbear
- 1 cockatrice, 3 in range
- 2d10 kobolds, 50 in mineshaft lair, pet giant weasel
- Falling/rolling boulders caused by d4+1 kobolds
- d8 giant toads, 20 in range
- 8' underwater sinkholes, found while traveling only
- Pack of 10 beaked dogs (3 HD, AC 7[12], 15 move, d8 damage)
- Triumphant arch and stone-paved path to barrow; warnings about waking Oechrus, tale of his defeat 200 years ago mentioning church and tower, carved on arch in 4 languages
- Barrow sealed by heavy stone. In a maze of his own lethal glyphs lies the "old bastard": dormant lich Oechrus, +4 holy avenger sword through his heart and jeweled medallions (2000\$ each) on his eyes. So preserved, he is indestructible. If medallions are removed, undead rise and rally for 3 miles around barrow (500 skeletons, 10 zombies, 10 shadows, 4 wraiths, 2 spectres). If sword is removed, Oechrus awakens!
- 4 level 4 adventurers led by rogue level 6 Jayne Monson, guard 30 homesteaders in fenced village, play brigands & gnolls against each other
- 50' carved face of Oechrus in life on crag, expression changes daily
- 15' waterfall over cliff, gossipy rainbow pixies within
- d3 giant weasels, 12 in range
- 50% chance of greenhair encounter if crossing river (see my [Varlets & Vermin download](#))
- 40 horse tamer nomads from tent lair, patrols of 2d10, will help fight brigands if friendly
- Pack of 15 wild dogs