

RAGING SWAN PRESS

CAMPAIGN CODEX #1:
CLASSIC FOES





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CAMPAIGN CODEX: CLASSIC FOES

Presenting stat blocks, variant stat blocks and a slew of other easy-to-use material to personalise and bring to life your NPCs the Campaign Codex line does the hard work so you can focus on crafting a memorable and enjoyable game for you and your friends.

This instalment presents barbarians, brigands goblin warriors, hobgoblin warriors, kobold warriors and orc warriors.

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USING THIS SUPPLEMENT

These notes explain how to use this book. Each featured creature benefits from the following material:

- **Stat Blocks and Variant Stat Blocks:** Each featured creature benefits from a basic stat block and several variant stat blocks with different equipment and abilities. Use these to add variety to encounters featuring the creature.
- **Treasure:** Generate the creature's coin wealth, on this table.
- **Trash & Trinkets:** Use this table, to determine the creature's interesting possessions. They can be nothing but "creature dressing" or could be more significant in some way.
- **Notable Physical Characteristics:** Use this table, to determine the creature's general appearance.
- **Roleplaying Notes & Hooks:** Use this table, to generate a roleplaying hook for the creature.
- **Names:** If you need to name a creature, roll on this table.

Remember, you do not have to use all these tables all the time. Not every foe needs a name, notable appearance and interesting piece of treasure.

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BERSERKER

The stat blocks below present a range of berserkers. All berserkers have the following abilities:

Battle Lust Driven wild by battle lust, berserkers can either attack twice a round or attack once with a +2 bonus to hit.

BERSERKER

Medium humanoid (human), neutral (XP 14)

Move 12"

Armour Class 7 (studded leather)

Hit Points 4 (2-7 hit points)

Attacks (THAC0 20) longsword (1-8) or battleaxe (1-8)

VARIANT BERSERKERS

ELITE BERSERKER

Medium humanoid (human fighter 1), neutral (XP 17)

Move 12"

Armour Class 6 (studded leather and shield)

Hit Points 7 (1 HD)

Attacks (Strength 16, THAC0 20) longsword (1-8+1) or battleaxe (1-8+1)

CHAMPION BERSERKER

Medium humanoid (human fighter 2), neutral (XP 46)

Move 9"

Armour Class 5 (chain mail)

Hit Points 13 (2 HD)

Attacks (Strength 17, THAC0 19) longsword (1-8+1) or battleaxe (1-8+1)

BERSERKER SUBCHIEFTAIN

Medium humanoid (human fighter 6), neutral (XP 390)

Move 9"

Armour Class 4 (chain mail +1)

Hit Points 40 (6 HD)

Attacks (Strength 17, THAC0 15) battleaxe (1-8+1)

BERSERKER WAR CHIEF

Medium humanoid (human fighter 9), neutral (XP 1,344)

Move 9"

Armour Class 3 (chain mail +2)

Hit Points 62 (9 HD)

Attacks (Strength 18/23, THAC0 11) battleaxe +1 (1-8+4).

TREASURE

d20 TREASURE

1 22 cp

2 2 sp, 5 cp

3 16 cp

4 2 sp, 4 cp

5 1 sp, 7 cp

6 1 sp, 9 cp

7 12 sp, 16 cp

8 1 gp, 2 ep, 1 sp, 5 cp

9 1 gp, 1 ep, 5 sp, 7 cp

10 1 gp, 8 sp, 6 cp

d20 TREASURE

11 1 gp, 3 sp, 10 cp

12 2 gp, 1 cp

13 5 gp, 2 ep, 10 sp

14 6 ep, 6 gp, 12 cp

15 1 pp, 5 gp, 7 sp, 3 cp

16 9 gp, 7 sp, 17 cp

17 1 pp, 4 gp, 2 sp, 1 cp

18 4 gp, 4 gp, 8 sp, 1 cp

19 1 pp, 6 gp, 5 sp, 9 cp

20 3 pp, 4 gp, 2 ep, 7 sp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1 A leather necklace set with a bent brass axe pendant

2 A large chunk of glittering pyrite (fool's gold)

3 A crude map showing the main features of the barbarian's homeland

4 A whetstone, small half-full flask of oil and a dirty rag

5 A pouch full of dried and salted meat

6 A pair of stout, supple leather boots well suited for climbing and the like

7 A smattering of coins (roll twice on "Treasure") from a bewildering array of kingdoms, city states and so on

8 A small wickedly sharp knife in a black scabbard set with silver studs

9 A healer's kit filled with dried herbs and other primitive remedies and cures

10 A beaten silver heart-shaped pendant which captures the light in interesting and intriguing ways

11 A tribal fetish of woven grass and wood depicting a crude humanoid figure

12 A dented pot helmet without a strap

13 A five-foot length of twine, two iron spikes and a strip of rent chain mail

14 A patched leather sack which rips if filled with more than 20 lbs. of gear or loot

15 A slightly bent crowbar

16 A set of mail gauntlets flecked with dried blood

17 A tightly rolled wolf pelt missing its head

18 Four shrunken apples and a hunk of tough trail bread

19 A tarnished gold ring decorated with all manner of esoteric runes and sigils

20 An expertly crafted set of flint and steel that never fails to set a spark

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE BARBARIAN...

- 1 Moves lightly with fluid grace
- 2 Has long, black hair and a jagged scar on his forehead
- 3 Is deeply tanned—a legacy of a life spent outside
- 4 Has religious tribal symbols carved into their chest
- 5 Wears worn and battered armour studded with silver
- 6 Wields a weapon of ancient design
- 7 Stares into the distance seemingly at nothing
- 8 Has long hair tied back in an elaborate top knot
- 9 Is missing its front two teeth
- 10 Has a squashed, oft-broken nose
- 11 Wears crude leather and fur clothes
- 12 Exudes a sense of barely restrained violence
- 13 Smiles broadly, even in the midst of battle
- 14 Wears a dirty kilt woven in its tribal colours
- 15 Is filthy, and has seemingly never washed
- 16 Has their god's symbol tattooed onto their cheek
- 17 Wears armour stitched together from several sets
- 18 Is festooned with weapons
- 19 Has a white streak running through their black hair
- 20 Has a jagged scar across their neck

ROLEPLAYING NOTES & HOOKS

d20 THE BARBARIAN...

- 1 Is vain, and flexes and poses at any opportunity
- 2 Relishes battle and slaughter; is vicious in combat
- 3 Is consumed by wanderlust and dreams of exploration
- 4 Juggles and does tricks with its weapons, when bored
- 5 Has a cold smile that does not reach its eyes
- 6 Never expresses strong emotion
- 7 Is implacable, when wronged
- 8 Is fleeing a brutal tribal blood feud
- 9 Is wanted for several thefts in nearby towns and cities
- 10 Detests the soft weakness of civilised folk
- 11 Dreams of returning home laden with booty
- 12 Is addicted to a powerful narcotic, and suffering horrible withdrawal symptoms
- 13 Is available for hire as an (unpredictable) mercenary
- 14 Loves running, and runs everywhere
- 15 Is a skald and knows many ancient songs
- 16 Loves pain and embraces it gladly
- 17 Eats only according to their tribe's sacred customs
- 18 Is paranoid and believes evil fairies hunt them
- 19 Believes they have a guardian spirit
- 20 Craves a husband or wife to share their adventures

NAMES

d20 FEMALE NAME

- 1 Ailred
- 2 Bebbe
- 3 Ealhild
- 4 Edwyn
- 5 Heiu
- 6 Inga
- 7 Ricola
- 8 Saehild
- 9 Siflaed
- 10 Amma

d20 MALE NAME

- 11 Ahlred
- 12 Brid
- 13 Ceol
- 14 Eadgar
- 15 Liofa
- 16 Odda
- 17 Osred
- 18 Sidrac
- 19 Ulf
- 20 Wulfwig

BARBARIAN VOCABULARY

Descriptors: Wild, savage, frenzied, barbarous, thugs, atavistic, primitive, aggressive, primal, muscular, lean

Actions: Charge, shout, bellows, cleave, chop, hack



BANDIT

The stat blocks below present a range of bandits. You can also use these statistics for chaotic evil brigands.

BANDIT (LIGHT)

Medium humanoid (human), neutral (XP 13)

Move 9"

Armour Class 8 (leather and shield)

Hit Points 3 (1-6 hit points)

Attacks (THAC0 20) longsword (1-8) or light crossbow (1-4)

VARIANT BANDITS

BANDIT (MEDIUM)

Medium humanoid (human), neutral (XP 13)

Move 9"

Armour Class 4 (chain mail and shield)

Hit Points 3 (1-6 hit points)

Attacks (THAC0 20) longsword (1-8)

BANDIT GUARD

Medium humanoid (human fighter 2), neutral (XP 42)

Move 9"

Armour Class 3 (plate mail)

Hit Points 11 (2 HD)

Attacks (THAC0 18) longsword (1-8) or spear (1-6)

BANDIT GANG LEADER

Medium humanoid (human fighter 3), neutral (XP 83)

Move 9"

Armour Class 2 (plate mail and shield)

Hit Points 16 (3 HD)

Attacks (THAC0 18) longsword (1-8) or spear (1-6)

BANDIT LEADER

Medium humanoid (human fighter 8), neutral (XP 895)

Move 9"

Armour Class 1 (plate mail and shield +1)

Hit Points 52 (8 HD)

Attacks (THAC0 14) longsword +1 (THAC0 13, 1-8+2) or spear (1-6)

TREASURE

d20 TREASURE

1 1 sp, 8 cp

2 1 sp, 6 cp

3 19 cp

4 8 cp

5 2 sp, 2 cp

6 2 sp

7 10 sp, 3 cp

8 1 gp, 3 sp, 7 cp

9 1 gp

10 1 gp, 2 sp, 2 cp

d20 TREASURE

11 10 sp, 1 ep, 5 cp

12 1 gp, 8 sp, 4 cp

13 3 gp, 2 ep, 9 sp, 1 cp

14 4 gp, 1 ep, 4 sp, 2 cp

15 1 pp, 6 gp, 4 sp, 9 cp

16 6 gp, 8 sp, 3 cp

17 2 pp, 5 gp, 5 sp, 8 cp

18 2 pp, 1 gp, 10 sp, 2 cp

19 1 pp, 6 gp, 6 sp, 1 cp

20 2 pp, 9 gp, 1 sp, 7 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1 An adjustable leather bandolier complete with six matching throwing daggers

2 A gold nose ring with the Dwarven rune for "pig" etched into it

3 Three silver coins minted in a far off land featuring coiled dragons on both sides

4 A woodcarving knife and a partially finished wooden figurine of an enticing dryad

5 A dirty scarlet silk doublet edged with impressive ruffles

6 A small perfectly formed statuette of a rat (so life-like it could have been created by a medusa's fell gaze)

7 A money pouch (roll on "Treasure" to see what it contains) with a platinum coin in a hidden compartment

8 A shiny half-full snuff tin fastened with a silver clasp

9 A bottle of red wine swaddled in thick wraps of cloth

10 A small pocket book filled with sketches of local wildlife and scenes

11 A wanted poster for Kildrak the Mad Murderer—a dwarf of foul repute; the poster notes a reward of 150 gp

12 A set of four wooden six-sided dice; two of the set are weighted to roll six and one

13 A scrap of fine vellum with the words, "Find Blackwing" scribbled upon it in slightly smudged red ink

14 An inkpen with a broken nib and two vials of black ink

15 A map of a nearby village with notes about its defences

16 A pouch full of smoked bear meat

17 A battered wooden Dragon and the Thief game board

18 A coil of silk rope 20-foot long

19 A secret cache of treasure; roll on "Treasure" twice

20 A scroll of magic missile (caster level 3rd) with a 25% chance of spell failure due to several large mud stains

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE BRIGAND...

- 1 Is dirty and wears mud-splattered clothes and boots
- 2 Is dishevelled and unkempt; has long greasy black hair
- 3 Wraps themselves in a cloak and can't stop shivering
- 4 Is missing an ear
- 5 Wears a deep red cowl cut from a traveller's cloak
- 6 Has a long, distinguished-looking nose
- 7 Is handsome (or beautiful) in a rough and ready way
- 8 Looks generally unwell; has deep bags under their eyes
- 9 Has a dirty bandage wrapped around their left forearm
- 10 Wears ill-fitting clothes—as if they recently lost weight
- 11 Wears worn, miss-matched boots
- 12 Wears a ragged faded blue cloak
- 13 Is particularly short—barely the height of a dwarf
- 14 Has close-cropped hair and a haggard, haunted look
- 15 Has an air of barely restrained violence about them
- 16 Wears a monocle and effects the air of a noble
- 17 Has a haggard, thousand yard stare
- 18 Is fat, and lumbers slowly into battle
- 19 Has an angry-looking red scar on their forehead
- 20 Is thin, lanky and almost seven-foot tall

ROLEPLAYING NOTES & HOOKS

d20 THE BRIGAND...

- 1 Is in a foul mood and has a cracking head cold
- 2 Is a black-hearted villain intent on getting rich
- 3 Was forced into the outlaw life after stealing bread to feed their family; worries about their children
- 4 Mumbles to themselves and seems “not all there”
- 5 Incessantly fidgets and whines about everything
- 6 Is terrified of pain; will do anything to avoid it
- 7 Pretends to be a spy for the local lord
- 8 Is incapable of telling the truth; lies about everything
- 9 Believes the world owes them for their suffering
- 10 Betrays their fellows in hopes of being set free
- 11 Has a diary which chronicles the gang's exploits
- 12 Has an uncontrollable lisp
- 13 Won't look anyone in the eyes; agrees with everything
- 14 Has delusions of grandeur
- 15 Is always humming a tune under their breath
- 16 Shamelessly ogles members of the opposite sex
- 17 Has an annoying, whining voice
- 18 Loves the bandit life and tries to recruit the characters
- 19 Lies that a hidden treasure is buried nearby
- 20 Wants to give up banditry and become an adventurer

NAMES

d20 FEMALE NAME

- 1 Auni
- 2 Elina
- 3 Hanna
- 4 Heta
- 5 Ilta
- 6 Kirsti
- 7 Leena
- 8 Maija
- 9 Salme
- 10 Ulla

d20 MALE NAME

- 11 Aatu
- 12 Bernhard
- 13 Eerik
- 14 Elias
- 15 Filpu
- 16 Ilja
- 17 Juhana
- 18 Klaus
- 19 Mauno
- 20 Penna

BRIGAND VOCABULARY

Descriptors: Dirty, grizzled, desperate, shady, dodgy, thief, outlaw

Actions: Sneak, ambush, demand, cajole



GOBLIN WARRIOR

The stat blocks below present a range of goblins. All goblins have the following abilities:

Senses infravision, miner, sunlight sensitivity

Sunlight Sensitivity In full daylight, goblins deduct 1 from their attack rolls.

Miner Goblins have a 25% chance of detecting new or unusual constructions.

Languages Goblin, Hobgoblin, Kobold, Orc

GOBLIN WARRIOR

Small humanoid, lawful evil (XP 13)

Move 6"

Armour Class 6 (studded leather and shield)

Hit Points 3 (1-1 HD)

Attacks (THAC0 20) short sword (1-6) or military pick (2-7)

VARIANT GOBLINS

GOBLIN SLINGER

Small humanoid, lawful evil (XP 13)

Move 6"

Armour Class 6 (scale mail)

Hit Points 3 (1-1 HD)

Attacks (THAC0 20) short sword (1-6) or sling (2-5)

GOBLIN LEADER

Small humanoid, lawful evil (XP 17)

Move 6"

Armour Class 6 (scale mail)

Hit Points 7 (1 HD)

Attacks (THAC0 19) longsword (1-8) or flail (2-7)

GOBLIN SUBCHIEF

Small humanoid, lawful evil (XP 30)

Move 6"

Armour Class 5 (chain mail)

Hit Points 5 (1+1 HD)

Attacks (THAC0 18) morningstar (2-8)

GOBLIN CHIEF

Small humanoid, lawful evil (XP 44)

Move 6"

Armour Class 5 (chain mail and shield)

Hit Points 12 (2 HD)

Attacks (THAC0 16) morningstar (2-8)

TREASURE

d20 TREASURE		d20 TREASURE	
1	1 sp, 9 cp	11	16 sp, 9 cp
2	1 sp, 7 cp	12	1 gp, 7 sp, 12 cp
3	1 sp, 3 cp	13	1 gp, 2 ep, 12 sp, 7 cp
4	1 sp	14	1 gp, 4 ep, 6 sp, 14 cp
5	1 sp, 5 cp	15	11 gp, 2 ep, 5 sp, 16 cp
6	2 sp, 4 cp	16	3 gp, 8 sp, 20 cp
7	1 gp, 13 sp, 4 cp	17	11 gp, 5 sp
8	1 gp, 6 sp, 5 cp	18	7 gp, 3 ep, 7 sp, 19 cp
9	1 gp, 8 sp, 10 cp	19	1 pp, 4 sp, 35 cp
10	1 gp, 7 sp, 11 cp	20	3 pp, 8 gp, 4 ep, 17 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS	
1	A ball of dirty string, one cracked red and blue marble and a scrap of soiled parchment
2	A rusty shard of sword blade and a small mummified rat
3	A soiled, torn remnant of a white dress
4	An oil-soaked nine-foot length of thin rope
5	A tinderbox filled with bone fragments to hide a small red candle and half a gold coin
6	A bent caltrop covered in dried blood and a screwed-up piece of parchment
7	An old, worn sling and six smooth stones along with four lead bullets
8	A skinned rabbit (or other small creature) wrapped in a bloody strip of cloth with a small, blunt knife
9	A pair of rotten elf ears strung on a length of red twine
10	A broken pipe decorated with worn carvings of dragons belching flame
11	A badly carved wooden figurine of an emaciated dog
12	An antique worn brass key missing one of its teeth
13	A black wrought iron arrow sized for a giant's longbow
14	A pouch filled with crushed flowers, herbs, three pine cones and assorted weeds
15	A pair of poorly inked bone six-sided dice
16	A sodden candle that smells strongly of urine, a skinned squirrel and a thin leather belt
17	A flask of oil, a tinderbox and a mass of dried wood clippings all held in a smoke-scented pouch
18	A pair of over-sized hooped brass earrings, a broken quill and a half empty vial of vermilion ink
19	An empty wineskin with a small hole at the bottom
20	A book's leather front cover with the title, "My Amazing Life by Vilimzair Aralivar"

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE GOBLIN...

- 1 Has a poorly done wolf's head tattoo on its neck
- 2 Suffers with a mass of red, painful boils on its chin
- 3 Has blackened, broken teeth
- 4 Has a huge nose that oozes snot
- 5 Has an obscenely wide mouth full of sharp teeth
- 6 Is missing three fingers from its left hand.
- 7 Wears a jaunty red and yellow striped scarf
- 8 Is missing its left ear—only a jagged stump remains
- 9 Has an old, jagged scar on its left cheek
- 10 Is emaciated and scrawny
- 11 Wears oversized, baggy clothes
- 12 Has black eyes that burn with hunger
- 13 Is rank with the smell of faeces
- 14 Wears a brass necklace with several pendants
- 15 Is an albino and has white hair and red eyes
- 16 Is bald and has a mass of scars all over its head
- 17 Has a broken nose and a black eye
- 18 Has excessively pointy ears—like an elf
- 19 Has black, greasy hair and terrible hygiene
- 20 Has filed its teeth to points (like a cannibal)

ROLEPLAYING NOTES & HOOKS

d20 THE GOBLIN...

- 1 Is a coward who hates pain, and avoids it at all costs
- 2 Wants to be chief and readily betrays anyone
- 3 Believes it is destined for greatness
- 4 Acts like a swashbuckler in combat
- 5 Loves torturing others and is addicted to inflicting pain
- 6 Is starving and will do almost anything for meat
- 7 Is loyal to the chief and will gladly die for its tribe
- 8 Is constipated and in considerable discomfort
- 9 Will do anything—and betray anyone—for gold
- 10 Hates the world and plots against everyone
- 11 Loves fire and loves burning things
- 12 Loves singing—and fancies itself a bard
- 13 Hates gnomes and elves
- 14 Enjoys eating raw flesh and coughs incessantly
- 15 Chews its lip and is consumed with nervous energy
- 16 Is terrified by dwarves, and hates beards
- 17 Speaks incredibly quickly and is easily distracted
- 18 Wants to join an adventuring party
- 19 Believes it is a reincarnated gnome—and hates itself
- 20 Wants to give up its evil ways and live somewhere nice

NAMES

d20 FEMALE NAME

- 1 Borgi
- 2 Kral
- 3 Alx
- 4 Crel
- 5 Karx
- 6 Wrag
- 7 Gark
- 8 Praks
- 9 Ak
- 10 Kric

d20 MALE NAME

- 11 Lurg
- 12 Bristor
- 13 Boc
- 14 Zorg
- 15 Szart
- 16 Chuffy
- 17 Mit
- 18 Prak
- 19 Ruk
- 20 Mirk

GOBLIN VOCABULARY

Descriptors: Scrawny, cunning, odious, feral, vicious, sadistic, slight, dirty, smelly, filthy, cowardly, craven

Actions: Quick, scamper, caper, chitter, cackle, laugh, grimace, cavort, creep, lurk, screech



HOBGOBLIN WARRIOR

The stat blocks below present a range of hobgoblins. All hobgoblins have the following abilities:

Senses infravision, miner

Languages Common (20% chance), Goblin, Hobgoblin, Orc

Miner Hobgoblins have a 40% chance of detecting new constructions, sloping passages and shifting walls.

HOBGOBLIN WARRIOR

Medium humanoid, lawful evil (XP 30)

Move 9"

Armour Class 5 (chain mail)

Hit Points 5 (1+1 HD)

Attacks (THAC0 18) longsword (1-8) or composite longbow (1-6)

VARIANT HOBGOBLINS

HOBGOBLIN SERGEANT

Medium humanoid, lawful evil (XP 38)

Move 9"

Armour Class 5 (chain mail)

Hit Points 9 (1+1 HD)

Attacks (THAC0 18) longsword (1-8) or spear (1-6)

HOBGOBLIN SUBCHIEF

Medium humanoid, lawful evil (XP 81)

Move 9"

Armour Class 3 (splint mail and shield)

Hit Points 16 (3 HD)

Attacks (THAC0 16) longsword (1-8+2) or spear (1-6+2)

HOBGOBLIN WARCASTER

Medium humanoid, lawful evil (XP 96)

Move 9"

Armour Class 3 (splint mail and shield)

Hit Points 16 (3 HD)

Attacks (THAC0 16) footman's mace (2-7)

Spellcasting The hobgoblin warcaster has a Wisdom of 13 and the spellcasting powers of a 3rd-level cleric:
2nd—*hold person*
1st—*bles*s, *cure light wounds* (2)

HOBGOBLIN CHIEF

Medium humanoid, lawful evil (XP 148)

Move 9"

Armour Class 2 (plate mail and shield)

Hit Points 22 (4 HD)

Attacks (THAC0 15) longsword (1-8+3) or morningstar (2-8+3)

TREASURE

d20 TREASURE

1 1 sp, 8 cp

2 1 sp, 9 cp

3 19 cp

4 2 sp, 1 cp

5 1 sp, 7 cp

6 2 sp, 2 cp

7 1 ep, 5 sp, 4 cp

8 8 sp

9 1 gp, 2 sp, 4 cp

10 2 ep, 5 sp, 5 cp

d20 TREASURE

11 1 gp, 10 cp

12 1 gp, 4 sp, 9 cp

13 7 ep, 4 sp, 9 cp

14 5 ep, 6 sp, 1 cp

15 7 gp, 4 ep, 7 sp, 7 cp

16 3 gp, 1 ep, 5 sp, 16 cp

17 8 gp, 2 ep, 10 sp, 7 cp

18 10 gp, 9 sp, 10 cp

19 6 gp, 20 sp, 3 cp

20 1 pp, 9 gp, 5 sp

TRASH & TRINKETS

d20 TRASH & TRINKETS

- 1 Golden teardrop-shaped earring on a short silver chain
- 2 Wide black leather belt with four pouches hanging from it filled with trail rations
- 3 Heavy worn leather boots topped with black bear fur and augmented with steel toecaps
- 4 Sweat-stained leather necklace hung with martial charms of weapons such as swords, axes and so on
- 5 Brown, mud-splattered heavy traveller's cloak edged with wolf fur
- 6 Wide, black studded leather belt set with two (empty) secret pockets on the inside sized for coins or other small objects
- 7 Plain steel dagger of exceptional craftsmanship with a wickedly sharp edge
- 8 Pouch full of smoothed river stones; several have Goblin runes scratched into them
- 9 Pouch of makeshift wooden caltrops
- 10 Dented pewter tankard decorated with a scowling face
- 11 Four red candles wrapped in a scrap of parchment
- 12 Large neatly folded sack with double the normal carrying capacity
- 13 Three-foot length of iron chain
- 14 Half-full flask of cheap, harsh brandy
- 15 Four well balanced throwing daggers
- 16 A scroll case holding a crude map of the area
- 17 A plain iron holy symbol of the goblin war god
- 18 Battered, much-read book entitled "*His Greatest Battles: Vilimzair Aralivar, a Commentary*"
- 19 Four broken arrows all missing their tips
- 20 Field kit for fixing chain mail including tongs, spare links and more

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE HOBGOBLIN...

- | | |
|----|--|
| 1 | Has a single thick and bushy eyebrow |
| 2 | Has a tattoo of a shield on its left cheek |
| 3 | Bashes its weapon on its shield as it advances |
| 4 | Has a squashed, oft-broken nose |
| 5 | Wears brightly polished armour |
| 6 | Has broken teeth and a nasty squint |
| 7 | Is bald save for a tightly bound topknot |
| 8 | Wears brightly polished boots and gleaming armour |
| 9 | Is hirsute and looks a bit like a bugbear |
| 10 | Wears a billowing scarlet cloak |
| 11 | Is scrawny and looks vaguely unwell |
| 12 | Has a virulent red rash on its face and neck |
| 13 | Has an iron hook for a left hand |
| 14 | Is light on its feet and almost dances about in combat |
| 15 | Has painted spiral patterns on its face with blue ink |
| 16 | Is bald, but has a bushy black beard |
| 17 | Has close-cropped hair and no eyebrows |
| 18 | Has a wide, squat nose and thick black hair |
| 19 | Walks with a limp—a legacy of a badly healed wound |
| 20 | Sings an ancient goblin battle song |

ROLEPLAYING NOTES & HOOKS

d20 THE HOBGOBLIN

- | | |
|----|--|
| 1 | Is fearless and ready to die for its comrades |
| 2 | Hates elves and half-elves, and is silent in their presence |
| 3 | Craves glory and fame; is an individualist |
| 4 | Demands single combat to gain its freedom |
| 5 | Is a bully and tries to intimidate the characters |
| 6 | Is always looking for gold and readily takes a bribe |
| 7 | Spits in the face of its captors and screams invectives |
| 8 | Refuses to speak Common; smiles insolently |
| 9 | Has an impressively high tolerance for pain |
| 10 | Hates weakness and goblins; is dismissive of others |
| 11 | Is terrified of horses and flees from cavalry |
| 12 | Has a beloved pet wolfhound that fights by its side |
| 13 | Believes it is cleverer than the characters |
| 14 | Pretends to be a coward and waits for a chance to flee |
| 15 | Is a mad berserk, and foams at the mouth in battle |
| 16 | Is a grizzled veteran resigned to a violent death |
| 17 | Is an impressionable, naive youth |
| 18 | Offers to serve the party, in exchange for its life |
| 19 | Wants to explore the world and is lawful neutral not evil |
| 20 | Believes they are a reincarnated hero of old; often refers to themselves in the third person |

NAMES

d20 FEMALE NAME

- | | |
|----|-------|
| 1 | Naz |
| 2 | Bagil |
| 3 | Fark |
| 4 | Nazga |
| 5 | Pir |
| 6 | Marg |
| 7 | Kaz |
| 8 | Juzil |
| 9 | Par |
| 10 | Bez |

d20 MALE NAME

- | | |
|----|-------|
| 11 | Balil |
| 12 | Krorg |
| 13 | Erk |
| 14 | Gark |
| 15 | Grok |
| 16 | Til |
| 17 | Rark |
| 18 | Tiz |
| 19 | Faril |
| 20 | Kroz |

HOBGOBLIN VOCABULARY

Descriptors: Brave, disciplined, martial, resolute, veteran, unshakeable

Actions: Hew, cut, advance, shout, cheer, harsh



KOBOLD WARRIOR

The stat blocks below present a range of kobolds. All kobolds have the following abilities:

Senses infravision, sunlight sensitivity

Sunlight Sensitivity In full daylight, kobolds deduct 1 from their attack rolls.

Languages Goblin (75% chance), Kobold, Orcish (75% chance)

KOBOLD WARRIOR

Small humanoid, lawful evil (XP 7)

Move 6"

Armour Class 7 (leather and wooden shield)

Hit Points 2 (1-4 hp)

Attacks (THAC0 20) short sword (1-6) or javelin (1-6)

VARIANT KOBOLDS

KOBOLD BOAR RIDER

Small humanoid, lawful evil (XP 14)

Move 6"

Armour Class 6 (studded leather and shield)

Hit Points 3 (1-1 HD)

Attacks (THAC0 20) spear (1-6) or javelin (1-6)

KOBOLD LEADER

Small humanoid, lawful evil (XP 14)

Move 6"

Armour Class 6 (studded leather and shield)

Hit Points 4 (1-1 HD)

Attacks (THAC0 20) short sword (1-6) or spear (1-6)

KOBOLD CHIEF

Small humanoid, lawful evil (XP 17)

Move 6"

Armour Class 6 (scale mail)

Hit Points 7 (1 HD)

Attacks (THAC0 19) longsword (1-8)

KOBOLD SHAMAN

Small humanoid, lawful evil (XP 19)

Move 6"

Armour Class 7 (studded leather)

Hit Points 5 (1 HD)

Attacks (THAC0 19) morningstar (2-8)

Spellcasting The kobold shaman has a Wisdom of 13 and the spellcasting powers of a 1st-level cleric:
1st—*command, cure light wounds*

TREASURE

d20 TREASURE

1 15 cp

2 18 cp

3 1 sp, 4 cp

4 1 sp, 7 cp

5 1 sp, 2 cp

6 12 cp

7 1 gp, 6 sp, 5 cp

8 1 gp, 2 sp, 7 cp

9 14 sp, 6 cp

10 1 gp, 2 sp, 7 cp

d20 TREASURE

11 17 sp, 1 cp

12 1 gp, 7 sp, 9 cp

13 4 gp, 5 ep, 1 sp, 6 cp

14 7 gp, 10 cp

15 4 gp, 10 sp, 1 cp

16 1 pp, 4 gp, 9 sp, 6 cp

17 5 gp, 9 ep, 1 sp, 8 cp

18 1 pp, 3 gp, 2 sp, 6 cp

19 9 gp, 6 sp, 9 cp

20 1 pp, 10 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1 A ripped section of fishing net attached to two short lengths of frayed rope

2 An almost empty wineskin filled with watery wine mixed with a half-score of dead spiders

3 A half-eaten rat wrapped in a rank strip of linen

4 A crude leather necklace from which depends six battered rat skulls

5 A chaotic tangle of string wrapped around a slender length of discoloured willow

6 A pouch filled with three ten-foot long tripwires attached to small iron pitons

7 A silver plated signal whistle depending from a thin leather cord

8 A slew of coins hidden about the kobold's person in various places. Roll twice on "Treasure"

9 A small, dirty pouch holds a mass of smooth and shiny river pebbles

10 A ragged piece of off-white cloth bears a crude drawing of the kobold's tribe's sigil

11 A silver wire holds several multi-coloured shells

12 A sling along with nine (rusty) iron bullets

13 A black executioner's mask with ragged eyeholes

14 An empty iron potion vial

15 A wildly inaccurate map of the surroundings composed from a kobold's perceptive

16 A jar of foul-smelling unguent good for absolutely nothing except masking one's scent

17 A small bronze key with worn teeth

18 An assortment of minor spell components looted from several unfortunate wizards and clerics

19 A mummified cat's head

20 A pouch of dry wood shavings for use as tinder

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE KOBOLD...

- 1 Is missing the tip of its tail
- 2 Has only one horn; its left one has been snapped off
- 3 Has bright, gleaming crimson scales
- 4 Wears a bloody bandage on its left leg
- 5 Smells strongly of burnt help
- 6 Goes naked but for a broad leather belt
- 7 Has glowing crimson eyes
- 8 Wears a mixture of red and orange clothes
- 9 Walks with a pronounced limp
- 10 Obsessively rubs its head and hums incessantly
- 11 Has oversized ears with a distinctive elvish shape
- 12 Wears ragged leather armour pierced by several holes
- 13 Is a giant among kobolds
- 14 Has a hunched back
- 15 Wears fine, but filthy, boots of gnomish artifice
- 16 Has a long tongue and pants like an exhausted dog
- 17 Has a splotch of faded blue ink on its neck and head
- 18 Has pale white scales and red eyes
- 19 Has a vestigial head in a similar fashion to an ettin
- 20 Reeks of wet dog

ROLEPLAYING NOTES & HOOKS

d20 THE KOBOLD...

- 1 Is surpassing brave, and never backs down
- 2 Has a high-pitched whining voice
- 3 Pretends to not understand the characters
- 4 Is obsequious in the extreme
- 5 Is mad, unpredictable and has a mood that changes seemingly for no obvious reason
- 6 Hates their chief and gladly betrays the "foul villain"
- 7 Dreams of glory, and has delusions of grandeur
- 8 Believes they are descended from a dragon
- 9 Is drunk and finds everything hilarious
- 10 Is a coward and quickly flees or surrenders
- 11 Is treacherous and out for itself; is a survivor
- 12 Loves magic and wants to be a wizard
- 13 Believes kobolds will one day rule the world
- 14 Loathes gnomes and halflings
- 15 Is easily distracted and goes off on tangents
- 16 Hops from foot to foot, when nervous or scared
- 17 Wants to see the world, and tries to join the party
- 18 Demands payment for its knowledge or service
- 19 Hears voices...and often talks back to them
- 20 Believes it is the reincarnated spirit of a mighty dragon

NAMES

d20 FEMALE NAME

- 1 Shaz
- 2 Arik
- 3 Deri
- 4 Edil
- 5 Olix
- 6 Mig
- 7 Prix
- 8 Kral
- 9 Jit
- 10 Pol

d20 MALE NAME

- 11 Baz
- 12 Boz
- 13 Drak
- 14 Tork
- 15 Wix
- 16 Hig
- 17 Zak
- 18 Fid
- 19 Yer
- 20 Quax

KOBOLD VOCABULARY

Descriptors: Stealthy, diminutive, mean, cruel, cunning sneaky

Scale Colours: Black (ash, charcoal, grey, jet), blue (azure, cerulean, indigo, sapphire, turquoise), green (aquamarine, cyan, jade, teal), red (crimson, scarlet, ruby, vermillion), white (cream, off-white, pearl)

Actions: Creep, sneak, jabber, titter, scamper, jab



ORC WARRIOR

All orcs have the following abilities:

Senses infravision, sunlight sensitivity, tunneller

Sunlight Sensitivity In full daylight, orcs deduct 1 from their attack rolls.

Tunnelling Orcs spot new and unusual underground constructions 35% of the time and sloping passages 25% of the time.

Languages Goblin, Hobgoblin, Ogre, Orc

ORC WARRIOR

Medium humanoid, lawful evil (XP 18)

Move 9"

Armour Class 6 (ring mail and shield)

Hit Points 4 (1 HD)

Attacks (THAC0 19) longsword (1-8) or flail (2-7)

VARIANT ORCS

ORC SUBCHIEF

Medium humanoid, lawful evil (XP 42)

Move 9"

Armour Class 4 (chain mail and shield)

Hit Points 11 (2 HD)

Attacks (THAC0 16) battleaxe (1-8) or spear (1-6)

ORC ELITE GUARDS

Medium humanoid, lawful evil (XP 77)

Move 9"

Armour Class 4 (chain mail and shield)

Hit Points 14 (3 HD)

Attacks (THAC0 16) battleaxe (1-8) or longsword (1-8)

ORC WARRIOR SHAMAN

Medium humanoid, lawful evil (XP 86)

Move 9"

Armour Class 5 (chain mail)

Hit Points 12 (3 HD)

Attacks (THAC0 16) battleaxe (1-8) or spear (1-6)

Spellcasting The orc shaman has a Wisdom of 13 and the spellcasting powers of a 3rd-level cleric:

2nd—*hold person*

1st—*bles*, *command*, *cure light wounds*

ORC CHIEF

Medium humanoid, lawful evil (XP 200)

Move 9"

Armour Class 3 (splint mail and shield)

Hit Points 22 (5 HD)

Attacks (THAC0 15) battleaxe (1-8) or spear (1-6)

TREASURE

d20 TREASURE

1 20 cp

2 1 sp, 14 cp

3 2 sp, 4 cp

4 1 sp, 7 cp

5 22 cp

6 2 sp, 9 cp

7 1 ep, 13 sp, 2 cp

8 1 gp, 5 sp, 7 cp

9 10 sp, 3 cp

10 1 gp, 8 sp, 4 cp

d20 TREASURE

11 17 sp, 14 cp

12 10 sp, 1 cp

13 1 gp, 5 ep, 3 sp, 2 cp

14 6 gp, 2 ep, 2 sp, 4 cp

15 3 gp

16 1 pp, 7 gp, 7 sp, 1 cp

17 15 gp, 1 sp, 3 cp

18 7 gp, 5 sp, 8 cp

19 1 pp, 5 gp, 5 sp, 6 cp

20 3 pp, 1 gp, 7 sp, 1 cp

TRASH & TRINKETS

d20 TRASH & TRINKETS

1 A set of four slightly rotten severed fingers stuffed into a small bloodstained pouch

2 A bloody black-haired elf scalp

3 A pouch holding scraps of hack silver and gold along with a small amount of coins (roll on "Treasure")

4 A loaf of almost impenetrable trail bread

5 A pair of plain iron bracers decorated with ornate graven images of hammers and axes

6 A small stone figurine of a headless naked woman with a distended belly

7 A dagger missing its tip

8 A wine flask half-full of potent, but sour, white wine which tastes almost as bad as vinegar

9 A wide leather belt set with six external pouches filled with shiny pebbles, a sling, a crushed bird's skeleton and other odds and ends

10 A battered horned helmet trimmed with badger fur

11 A long curved dagger of exotic, unknown design

12 A knotted nine-foot length of iron chain worn as a belt

13 A small bag of red-hued salt—Orc Blood Salt

14 A brace of speckled bird eggs wrapped in a dirty strip of linen

15 A leather backpack festooned with pouches that can hold 50% more than a normal pack

16 A ripped and torn book, its pages rendered illegible by water, filth and other unidentifiable stains

17 A pair of black fur-topped low soft boots

18 A skinned rabbit wrapped tightly in a bloody cloth

19 An executioner's hood

20 A bent, but still sharp, silver dagger with a tiny red ruby set in its pommel

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE ORC...

- 1 Is missing its left eye
- 2 Has a pig-like snout and black, hate-filled eyes
- 3 Wears a mishmash of dented chain armour
- 4 Has large, curved tusks protruding from its jaw
- 5 Has crude black and red tattoos all over its body
- 6 Has spittle and saliva dribbling down its chin
- 7 Has wide, staring eyes and never blinks
- 8 Wears a skull at its belt
- 9 Is fleet of foot and outdistances its comrades
- 10 Has dried blood all over its armour and weapon
- 11 Wears a crude, bloody bandage on its arm
- 12 Has set a skull at the end of its weapon's haft
- 13 Wears a macabre necklace of rotting ears
- 14 Has a tattoo for every kill it has made
- 15 Has mottled grey-green skin and looks diseased
- 16 Is obese but still nimble and strong
- 17 Has a mass of scar tissue over its face, neck and chest
- 18 Wears a kilt or skirt of flayed human skin
- 19 Has shaved its head and carved a random pattern into its scalp
- 20 Is an albino, and only has stumps for tusks

ROLEPLAYING NOTES & HOOKS

d20 THE ORC...

- 1 Never speaks—it shouts everything
- 2 Spits at, and bites, its enemies
- 3 Screams and shouts challenges and threats
- 4 Stares menacingly and growls at its enemies
- 5 Is mute and can only growl and gesture
- 6 Has a superiority complex and hates elves
- 7 Loathes elves, dwarves and half-orcs
- 8 Has limitless ambition; offers to overthrow its chief
- 9 Has enemies among the tribe and fears for its life
- 10 Loves the taste of fresh flesh and drools over the dead
- 11 Seeks revenge against all dwarves for its friend's death
- 12 Is wildly undisciplined and easily distracted
- 13 Is mad, and believes it is touched by the gods
- 14 Has an inferiority complex and takes insane risks
- 15 Is a spy for a rival tribe and offers to help the party
- 16 Knows where a treasure cache is buried
- 17 Has a fever and unknowingly suffers from the plague
- 18 Is uncommonly intelligent and educated for an orc
- 19 Wants to (peacefully[ish]) visit a nearby city
- 20 Wants to see the sea and become a pirate

NAMES

d20 FEMALE NAME

- 1 Baggi
- 2 Davga
- 3 Ergi
- 4 Hibta
- 5 Narka
- 6 Mzon
- 7 Ovak
- 8 Uglen
- 9 Vola
- 10 Zeljka

d20 MALE NAME

- 11 Ausk
- 12 Davor
- 13 Errod
- 14 Gar
- 15 Hogar
- 16 Imsh
- 17 Keth
- 18 Krorok
- 19 Sog
- 20 Thag

ORC VOCABULARY

Descriptors: Savage, muscular, mighty, atavistic, thews, merciless, ferocious, bestial

Actions: Roar, hack, hew, cut, charge, stampede, shout, scream



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GLOAMHOLD AND ITS SURROUNDINGS



THE SHARD

SHOALSTONE

THE BLACK TOWER

GREYSTONE

LANGUARD

GLOAMHOLD

DUNSTONE

HARD BAY

WELLSWOOD

ASHFORD

THE OLD ROAD

THORNHILL

THE SALT MIRE



