

HIS BAGGAGE

1d4 bags easily accessible. Another 1d2 buried, swarming with biting insects. If opened, become *Infested*: suffer 1 damage daily until bathed with soap.

1. Jars of venomous snakes (50gp).
2. Bundles of intricately tattooed index fingers (worth 800gp to debased warlocks).
3. Raw meat. Sausages, ham hocks, ox tails (5sp).
4. Delicately packed relics and icons (1,500gp).
5. Occupied coffin, dragging behind the horse (worth 10,000gp to the right buyer).
6. Sensitive alchemical reagents (300gp). 2-in-6 explodes (1d10 damage within 10 feet) when horse attacked.
7. Rare illustrated pornography scrolls (1,100gp).
8. Stacks of dream journals (worth 200gp to diviners or authors).
9. War medals, insignias, banners (150gp).
10. Jars of poisonous snakes (25gp).

HIS TREASURES

When searching each pocket, 50% chance of being cut by something sharp and dirty.

1. Practical fertility fetish (5cp).
2. Golden ear horn with inlaid obsidian rat (850gp).
3. Musty brown paste in messily folded paper. Strong narcotic (15gp).
4. Worn thumbscrew (3sp).
5. Slender silver whistle. Inaudible to humans, frightens dogs (80gp).
6. "Right of Passage" documents protecting the bearer from scrutiny in the region (worth 300gp or more to outlaws).
7. Large, plain tarnished brass key (2sp).
8. Deed to a recently unoccupied mansion (worth 5000gp if authenticated).
9. Curiously spotted egg (worth a choice magic item to dragons).
10. Pewter flask. Pressing cap down while unscrewing filters nasty parasite within (5sp).

HE APPEARS

1. In torrential downpour on treacherous switchbacks.
2. Forging a lazy stream in sultry mosquito-ruled heat.
3. On an ill-marked path deep in an ancient wood.
4. Low in a frigid valley, snow masking all sound.
5. In a claustrophobic alley through a sleeping city.
6. Deep underground where no one else ought to be.

HIS EXECUTION CONFOUNDED

- **Beheading:** A metal collar hidden by matted hair breaks the executioner's blade.
- **Hanging:** He swallows a sturdy metal tube before swinging.
- **Burning:** His greasy clothes flake away, leaving him unharmed, naked, and angry.
- **Drowning:** His breath holds for 10 minutes.

IN HIS WAKE

1. A nunnery, now a brothel.
2. A burning pond.
3. A blindfolded man counting into the millions.
4. An angry mob babbling in foreign tongues.
5. A Schooner marooned deeply inland.
6. A flock of sheep dead in their field.
7. Tall, thin effigies woven with warding talismans.
8. Crows with dog's heads, dogs with crow's heads.
9. A fork in the road found on no map.
10. A toppled Astronomer's tower.

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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A MAN ON THE ROAD

AN ENCOUNTER WITH A HORRIBLE BASTARD

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Requires *Old-School Essentials*.



THE MAN

A gangly giant. Poorly healed scar tissue battles matted beard in a war for his ruined face. Tattered, greasy clothes hang in labyrinthine layers. His voice labors with the gruffness of an unpracticed castaway.

Armour Class 3 [16]

Hit Dice 5+2 (25hp)

Attacks [Special]

THACO 15 [+4]

Movement Rate 60' (20')

Saves D10 W11 P12 B13 S14 (5)

Morale 12

Alignment Chaotic

XP for Defeating 400

- **Hard to Kill:** Falls unconscious for 1d6 rounds at Ohp, then rises with 5hp less than his previous maximum (surprising anyone looting his corpse) unless finished off (see *Executions Confounded*).
- **Adaptive Fighter:** Changes fighting styles (*His Weapon of Choice*) when rising from unconsciousness, disarmed, or if it would be tactically advantageous.
- Talks to the party long enough to appraise their savvy and valuables (see *His Lies*). He inclines towards murder regardless.
- Relentlessly hunts survivors. Include *The Man* on all future encounter tables until killed.

HIS HORSE

Enormous frame and wild eyes. Bucks and tramples any rider but he. Splotted in festering sores and mange, forelegs barely visible behind bloated ticks.

AC 6 [13], **HD** 4 (18hp), **Att** 2 x Hoof (1d8),

THACO 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12

B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 75

HIS WEAPON OF CHOICE

1. **Saber** — 1 x 1d8. *Brazen charges while mounted, 60 foot charge doubles damage.*
2. **Greatsword** — 1 x 1d10. *Whirling madly, cleaves spear shafts. Foes entering melee take 1d4 damage.*
3. **Long Knife & Buckler** — 1 x 1d6, ignores armor. 1 x 1d2 (poisoned). *Blow dart hidden in shield boss. Poison: slow death in 1d4 days.*
4. **Barbed-Bolt Crossbow** — 1 x 1d6 (bleeding, + 1d4 when bolt removed). *Fired from cover. Bleeding: 1d3 damage each turn until stopped.*
5. **Flaming Oil Flasks** — 1 x 1d8, burning. *Lobbed in retreat. Burning: 1d8 damage over two rounds.*
6. **Ceremonial Sword** — 1 x 1d8, shatters on a miss. *Fabulously valuable, mournfully enlisted. Shatter: All within 10 feet suffer 1d4 damage from shrapnel.*
7. **Daggers** — 3 x 1d4. *An endless stream of steel pulled from crusty depths.*
8. **Unarmed** — 1 x 1d4 (bone shattered) or 1 x **Strangle (suffocating)**. *Steel toe boots and bear trap hands Suffocating: Save vs Death with a +2 bonus each subsequent turn or die.*

HIS VULGARITY

1. Steaming heap of **GUTTED SWINE!**
2. Frothy, hag-born **DOG FUCKER!**
3. Degenerate, pus-bloated **MAGGOT!**
4. Withered, mangy **PRICK!**
5. **PESTILENT CORPSE** fit only to satisfy a blind mule!
6. **PUBLIC LATRINE!**
7. Piss-drinking sad **BASTARD!**
8. Defiled, festering **WITCH!**
9. Shitbrained **ARSEWIPE!**
10. Blaspheming **DEVIL-HUMPER!**

HIS UNDERHANDED TACTICS

1. Offers party hirelings obscene rewards for betraying their employers.
2. Wounds his horse to send it into a rampage (**hoof damage doubled**).
3. Squeezes ripe buboes to coat current weapon (**future attacks inflict virulent plague**).
4. Retreats to stage a nighttime ambush.
5. Takes the most beloved and vulnerable party member hostage at knifepoint.
6. Targets eyes, throat, groin. Bites with canine ferocity (**as extra attack, 1d3 damage**).
7. Spills party rations and slashes water stores.
8. At night, snuffs torches and other light sources.

HIS LIES

Confesses to another false identity if suspicion is shown.

1. **Marquis du Lac**, a knight-errant on a quest to regain his honor and reclaim stolen lands.
2. **Vasili**, a bell-founder late for a casting at a remote mountain temple.
3. **Czaba**, a doctor rushing to the bedside of a dying countess.
4. **Baldanders**, an actor separated from his troupe in the wilderness.
5. **Demko**: a warden pursuing an escaped prisoner.
6. **"It would be imprudent to say"**, working in the king's service.
7. **Endymion**, a pianist of some renown making for a court recital.
8. **Sepulchrave**, a grieving husband transporting a jarful of ash to the sea.
9. **Slagg**, humble tinker, handyman, and toymaker.
10. **Vanderslice**, a traveling seer with an expertise in palm reading.
11. **Warwick**, a shipwrecked sailor searching for calmer shores.
12. **Paimon**, a demon.