



Classic Dungeon Designer's Netbook #4

OLD SCHOOL
ENCOUNTERS
REFERENCE

This unauthorized reference sourcebook contains everything the Dungeon Master needs for designing encounters for 1st edition *Advanced Dungeons & Dragons*[™] adventures conveniently organized for online and tabletop use. Fully compatible with *OSRIC*.

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PROLOGUE: On Designing Your Own Game

Non-player character generation will generally follow the method(s) used to create PCs. However, there are necessary shortcuts and parcels of information included in a carefully done game, or else the poor GM will be forever immersed in the morass of finding out the precise nature of who his players meet, who opposes them, and the like. It should not be necessary for the GM to roll dice to determine all the attribute scores of every non-player character, for instance. The game must include provisions for defining NPCs so that they can be generated quickly, but without causing every such character to be a mirror image of every other one. Although it is a relatively short and minor part of any game, this area is still interesting, for it will show just how well thought out the design is.

Opponents are the creatures and things that will generally be adverse, at best non-hostile, to the PCs. Enemy NPCs fall into this category but have already been considered in the preceding paragraph. The flora and fauna of the game milieu, the detection devices used to spot them, booby traps, enemy weapons, and the like are covered in this broad area. Anything that can be encountered and must thereafter be dealt with should be quantified in this section of the rules. How much damage does a certain creature cause when it attacks, and how many hit points of damage can it absorb before it is killed? Do certain creatures normally appear in groups, or singly? Is a certain creature more likely to be found in one type of terrain or climate than another? If a creature or character falls into a pit or is buffeted by an avalanche of rocks, how much damage does the victim suffer? If a plant has leaves that are poisonous, what effect do they have on a character or creature that ingests them? This area of the rules can be very, very broad in a science fiction or fantasy game. In the AD&D game, three full-size books are devoted entirely to brief descriptions of the plants and animals that may populate the game world, and it is a fairly easy matter for someone familiar with the game to devise his own creations to replace or supplement this roster. That is one of the charms of selecting a genre that is not tied very closely to the real world; there is always a new alien beast or race, a new monster to discover and deal with.

- Excerpt from Role-Playing Mastery, by E. Gary Gygax

ABBREVIATION CODES

Character Classes

F	Fighter
Cl	Cleric
MU	Magic User
Th	Thief
R	Ranger
D	Druid
Sg	Sage
As	Assassin
Pa	Paladin
Ba	Bard
Il	Illusionist
Bar	Barbarian
Cav	Cavalier
Ac	Acrobat
M	Monk

Ability Scores

STR/ST	Strength
INT/IN	Intelligence
WIS/WS	Wisdom
DEX/DX	Dexterity
CON/CN	Constitution
CHA/CH	Charisma
COM/CM	Comeliness

Alignments

AL	Alignment
LG	Lawful Good
LN	Lawful Neutral
LE	Lawful Evil
NG	Neutral Good
N	True Neutral
NE	Neutral Evil
CG	Chaotic Good
CN	Chaotic Neutral
CE	Chaotic Evil

Statistics

LVL, Lvl	Level
Hp	Hit Points
AC	Armor Class
SL	Spell Level
Hmen	Henchmen

Class Abilities

PP	Pick Pockets
MS	Move Silently
HS	Hide in Shadows
#AT	Number of Attacks per round

Magic Items

M Items	Magic Items
P	Potion
A	Armor
R	Ring
Sc	Scroll
S	Magic Sword
OW	Other magic weapon
Sc	Scroll
W	Wand
M	Misc. Magic Item
SH	Shield

Coinage

Pp	Platinum Pieces
Gp	Gold Pieces
Ep	Electrum Pieces
Sp	Silver Pieces
Cp	Copper Pieces

Sourcebooks *

FF	<u>Fiend Folio</u>
MM	<u>Monster Manual</u>
MMII	<u>Monster Manual II</u>
PHB	<u>Player's Handbook</u>
DMG	<u>Dungeon Master's Guide</u>
UA	<u>Unearthed Arcana</u>
RG	<u>Rogue's Gallery</u>
MT	<u>Monster & Treasure Assortments</u>

A Note on System Conversion & Compatibility

Everything herein was written expressly for compatibility with the 1st edition of the [Advanced Dungeons & Dragons®](#) role-playing game published by TSR, Inc. and closely relies on those rules as originally written. Readers without access to the out-of-print sourcebooks should instead refer to the compatible OSRIC rules, which are freely available for download on the internet at <http://knights-n-knaves.com/>

CHAPTER I: MEN

Your Player Character

Some inferences about the goals of a specific game system can be drawn from an examination of the types of characters available for players to portray, and from a deeper look into the fundamental structure for the selection and development of PCs. The different character types may be defined by profession, with little or no crossover in skills from one profession to another. For instance, the fighter and the magic-user are two of the character professions in the AD&D game. A fighter is unable to cast magic spells and relies mainly on his strength and weapon prowess, while a magic-user is quite the opposite—a character who can cast spells and whose skill in this area is far superior to his physical skills.

The AD&D game uses a character system based on profession, or “class.” In that game, the direct, highly physical approach is embodied in the fighter and cavalier classes. The magic-user class offers the indirect, possibly intellectual approach—a sort of mixture of artillery and super-science. Between these two extremes lies the cleric class, with its mixture of direct and indirect action (being able to use both heavy weapons and heavy magic). Finally, the thief class presents a manner of approach that is basically individualistic and unobserved (as differing from indirect). Of course, other PC types and the nonhuman races add to the mix. If the AD&D game has a single obvious shortcoming, it is the attempt to present so many facets of the whole world to its participants that players lose sight of the reason for all these classes of PCs. Because the game is so extensively detailed and reflects a fantasy milieu in world-scale terms, there is no meaningful level of character success that is achievable with respect to the world community. That is, no matter how powerful a PC becomes, the choices for the player are but two: Continue to use the character as an adventurer, or retire the character from active play and have the figure become a tool for use by the Game Master (GM).

- Excerpt from **Roleplaying Mastery** by E. Gary Gygax

The following chapter is divided into several sub-sections that are designed to allow the Dungeon Master to quickly and completely detail one or more Non-player or Player Characters. Below are instructions for using each type of table:

- **Pre-generated NPC Assortments by Class:** The DM can either select an appropriate character or roll randomly. The lists also note magic items possessed by the character which should be generated separately. The listings include the following: Clerics, Druids, Fighters, Paladins, Rangers, Magic Users, Illusionists, Thieves, Assassins, Multi-class Characters, Bards, Monks, and Sages.
- **NPC Details:** The DM can use these tables to generate additional details for certain NPCs as needed. These are entirely optional, and the DM may use or ignore them as required.
- **NPC Experience & Progression:** These tables offer a simple method for NPC progression over time. Specific instructions for using the tables are provided on page 26.
- **Boons & Disabilities:** Good and bad qualities for further detailing of NPCs. The DM should refer to this table as directed by the NPC Experience and Progression results.
- **NPC Motivations:** Simple cross-reference tables for generating basic character motivations. Roll on the motivation column once to determine the primary motivating factor. Roll again and cross reference to find the motivating action.
- **Dealing with NPCs:** These tables can be used to resolve or add detail to social interactions with NPCs.
- **Human Groups:** Generation tables for groups of humans and their equipment as per the descriptions in the AD&D Monster Manual. For additional information, refer to CDD#1 – Old School Monster Statblock Reference. The listings include the following: Bandits & Brigands, Berserkers, Buccaneers & Pirates, Border Patrols, Caravans, Guards, Pilgrims, Watchmen, and Normal Men. Finally, there is an assortment of pre-generated NPC adventuring parties. In most cases, several possible party alignments are noted for flexibility of use in-game.
- **Spellbook Assortments for NPC Magic Users:** Pre-generated spellbook assortments by level are provided for fleshing-out NPC spell-casters on the fly. For additional information see CDD#2 – Old School Spells Reference.

CLERICS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
1	Human	13	M	N	12	10	14	9	6	13	50	4	5	2-5	OW
2	Human	7	F	LE	13	11	10	5	12	7	36	7	4	1-3	
3	Human	3	F	NG	8	12	14	7	11	12	7	5	2	1-4	P
4	Human	1	M	LG	8	10	11	7	9	10	7	7	1	1-4	
5	Human	10	M	N	8	9	17	11	9	6	45	4	5	1-2	A,R
6	Human	9	M	LG	10	10	17	10	12	10	57	5	6	1-4	R
7	Human	2	M	CN	12	9	16	15	10	14	10	7	1	1-6	A
8	Human	6	M	CE	12	10	18	10	6	13	28	3	3	2-5	SC
9	Human	11	F	LG	10	3	13	10	14	9	40	6	5	1-4	A,W
10	Human	13	F	CE	8	8	8	11	11	10	7	2	2	1-4	
11	Human	11	F	LG	10	8	13	10	12	6	58	2	5	1-2	P
12	Dwarf	8	M	N	10	12	17	12	12	7	30	3	4	1-3	
13	Elf	7	M	N	6	15	15	9	8	11	33	6	4	1-4	
14	Gnome	7	M	LN	12	9	15	8	10	9	34	3	4	1-4	
15	Human	11	M	LN	7	7	17	12	12	6	44	3	6	1-2	P,SC
16	Human	1	M	N	11	11	14	7	12	13	6	5	1	0-5	
17	Human	3	F	CN	9	10	16	11	18	9	19	4	2	0-5	
18	Human	7	F	CG	6	10	13	12	11	12	40	6	4	1-10	
19	Human	1	M	CN	8	11	17	5	6	8	4	4	1	1-4	
20	Human	10	F	CE	7	11	12	12	12	9	38	7	5	1-3	W
21	Human	11	M	NG	10	8	14	7	12	13	33	4	5	1-5	M,A
22	Human	4	M	CG	12	6	16	11	18	9	26	2	2	1-4	
23	Human	9	F	CN	10	12	13	12	11	12	47	3	5	1-5	P
24	Human	9	M	NE	14	6	17	5	6	8	36	6	5	1-3	
25	Human	5	F	NG	10	9	12	12	12	9	19	2	3	1-4	
26	Human	11	F	N	11	11	14	9	10	9	31	3	5	1-4	A
27	Human	5	M	NG	9	9	16	15	14	11	25	6	3	1-4	SC
28	Human	5	M	N	13	9	14	8	8	10	22	5	3	1-4	
29	Human	10	M	NE	8	7	15	10	15	10	53	4	5	1-4	SC,SC
30	Human	7	M	NG	6	9	12	10	11	6	47	5	4	1-2	A
31	Human	13	F	CE	7	6	18	7	6	11	34	3	6	1-4	P
32	Human	8	M	LE	10	13	13	7	13	10	29	2	4	1-4	
33	Human	4	M	CE	11	15	13	5	17	7	34	4	2	1-3	
34	Human	6	M	CG	8	13	16	11	15	13	45	6	3	1-5	P
35	Human	6	M	N	8	11	11	9	11	9	30	4	3	1-4	
36	Human	10	F	CE	16	11	17	11	15	13	55	6	5	1-5	P
37	Human	10	M	NE	9	9	15	11	11	14	43	2	5	1-6	W
38	Human	9	F	NG	8	10	12	10	7	9	40	3	5	1-4	P,P
39	Human	12	M	CE	9	6	14	8	11	15	41	5	5	1-7	OW,W
40	Human	8	M	NG	18	17	18	18	17	18	59	2	4	1-15	M,A
41	Dwarf	7	M	NG	11	13	16	5	13	12	32	4	4	1-5	
42	Human	1	M	CE	10	10	13	12	11	8	8	7	1	1-3	
43	Human	6	M	CN	12	7	12	12	10	10	22	5	3	1-4	
44	Human	8	F	LN	9	10	12	5	8	9	30	2	4	1-4	A
45	Human	2	M	LG	9	6	10	7	10	10	13	3	1	1-4	
46	Human	6	M	CG	8	9	12	9	8	9	26	5	3	1-4	A
47	Elf	2	M	CE	9	11	13	7	13	11	5	3	1	1-4	
48	Human	4	M	NE	10	9	15	8	12	12	26	3	2	1-5	P
49	Human	10	F	CE	7	11	18	5	16	12	60	4	5	1-5	P
50	Human	4	F	N	11	11	17	10	6	7	13	3	2	1-3	

Continued on next page

CLERICS continued

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
51	Gnome	6	M	NE	10	8	17	10	10	11	20	7	3	1-4	SC
52	Human	4	M	N	6	8	14	12	15	10	25	2	2	1-4	
53	Human	6	M	NG	6	12	15	11	16	8	47	2	3	1-2	
54	1/2 Elf	5	M	CE	12	12	15	6	7	13	11	2	3	1-5	A
55	Human	4	F	N	6	12	14	10	10	6	20	5	2	1-2	
56	Human	10	M	CE	12	12	16	14	11	16	42	5	5	1-10	OW
57	Human	10	F	CE	7	11	14	7	11	10	45	3	5	1-4	OW,P
58	1/2 Orc	2	M	NE	8	12	14	6	13	11	8	3	1	1-4	
59	Human	10	F	LE	8	11	16	9	9	6	26	2	5	1-2	P,A
60	Human	3	M	NG	11	11	18	5	6	11	8	7	2	1-4	A
61	Human	4	F	CG	6	8	11	8	7	9	15	4	2	1-4	
62	Human	10	M	NE	9	6	12	8	11	9	40	4	5	1-4	SC
63	1/2 Elf	3	F	N	9	14	17	13	8	9	12	2	2	1-4	
64	Human	1	M	LN	10	9	12	8	7	6	8	3	1	1-2	SC
65	Human	10	F	CG	10	8	15	6	7	14	53	4	5	1-6	OW,SC,A
66	Human	12	M	NE	9	10	13	12	8	12	47	6	5	1-5	M
67	1/2 Orc	1	M	CN	7	8	14	9	14	6	4	4	1	1-2	
68	Dwarf	6	F	LG	8	11	12	10	12	9	30	3	3	1-4	
69	Human	12	F	LE	11	8	13	13	14	10	55	4	5	1-4	OW,P
70	Human	8	M	CG	9	11	13	13	11	6	39	3	4	1-2	
71	1/2 Elf	1	M	LE	6	10	16	6	13	12	3	2	1	1-5	
72	Human	1	F	LG	9	8	14	11	8	13	5	4	1	1-5	
73	Elf	5	F	CE	12	11	14	7	8	8	25	6	3	1-3	
74	Human	8	M	LE	11	10	14	12	9	11	30	6	4	1-4	A
75	Human	7	M	LN	11	11	14	11	13	11	32	7	4	1-4	
76	Human	7	M	LG	11	9	15	6	8	7	24	4	4	1-3	R
77	Human	5	F	NE	13	13	14	13	15	11	30	5	3	1-4	
78	Human	9	M	CE	12	13	15	8	16	8	53	6	5	1-3	P
79	Gnome	4	M	CG	10	7	12	12	9	9	16	2	2	1-4	
80	Human	5	M	CN	10	11	13	10	12	8	18	2	3	1-3	
81	Human	1	M	CG	10	7	14	8	16	12	10	6	1	1-5	
82	Human	5	M	NG	11	10	14	11	8	9	19	4	3	1-4	P
83	Human	9	M	NG	13	8	15	12	6	9	34	5	5	1-4	
84	Human	5	F	NG	11	12	14	4	14	13	29	5	3	1-5	
85	1/2 Orc	4	F	CE	10	13	14	13	13	12	20	3	2	1-5	
86	Human	4	M	N	10	6	15	13	13	9	12	3	2	1-4	
87	Human	10	F	CN	9	8	16	13	15	9	46	6	5	1-4	SC,A
88	1/2 Elf	4	F	NG	6	8	16	10	12	10	23	6	2	1-4	
89	1/2 Elf	4	M	LG	14	10	14	11	16	10	35	2	2	1-4	SC
90	Human	10	M	N	9	12	15	15	13	9	44	2	5	1-4	P
91	1/2 Orc	1	M	N	13	13	14	13	15	9	7	2	1	1-4	
92	Human	2	M	NG	12	8	13	5	6	7	8	2	1	1-3	
93	Human	9	F	LN	11	7	11	7	9	8	49	6	5	1-3	P
94	Human	5	F	NE	10	13	17	8	10	13	20	6	3	1-5	
95	1/2 Elf	5	M	NE	10	6	15	11	10	7	29	3	3	1-3	A
96	Human	3	M	N	10	8	14	10	7	8	12	2	2	1-3	
97-00	Multiclass NPC (c.f)														

DRUIDS

d%	Race	Lvl	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
01-02	Human	6	M	N	12	6	13	6	7	15	32	7	4	1-7	R
03-04	Human	5	M	N	10	13	13	14	18	16	29	7	3	1-8	P
05-06	Human	10	M	N	7	7	15	11	11	16	47	7	5	1-8	W,P,P
07-08	Human	4	M	N	12	6	14	10	13	15	12	7	3	1-7	S
09-10	Human	9	F	N	11	6	13	11	8	15	32	7	5	1-7	
11-12	Human	10	F	N	13	9	14	6	11	15	48	7	5	1-7	SC,OW
13-14	Human	2	M	N	8	6	17	12	8	15	8	8	2	1-7	P
15-16	1/2 Elf	6	M	N	8	10	13	10	13	15	23	7	4	1-7	
17-18	Human	2	M	N	11	10	13	8	9	15	7	7	2	1-7	P
19-20	Human	2	M	N	11	7	13	12	8	15	15	7	2	1-7	
21-22	Human	9	M	N	13	10	14	6	12	16	49	8	5	1-8	M
23-24	Human	3	M	N	11	12	13	7	12	15	15	7	3	1-7	
25-26	Human	10	M	N	8	10	13	9	10	15	44	7	5	1-7	P
27-28	Human	2	M	N	10	8	12	7	8	15	11	8	2	1-7	
29-30	Human	1	F	N	10	9	13	11	12	15	6	7	1	1-7	
31-32	1/2 Elf	8	F	N	13	12	14	13	6	15	25	8	4	1-7	S
33-34	Human	6	M	N	9	10	12	10	6	15	17	7	4	1-7	
35-36	1/2 Elf	1	F	N	12	6	14	9	8	15	1	7	1	1-7	
37-38	Human	10	F	N	7	9	13	8	13	16	48	8	5	1-8	A
39-40	Human	1	M	N	11	8	12	9	11	15	5	7	1	1-7	
41-42	Human	4	M	N	10	9	13	8	9	15	19	8	3	1-7	
43-44	1/2 Elf	4	M	N	12	6	14	8	14	15	16	8	3	1-7	A
45-46	Human	4	M	N	9	8	14	8	9	17	13	7	3	1-10	
47-48	Human	9	F	N	10	13	13	11	6	15	41	7	5	1-7	
49-50	Human	2	M	N	10	11	14	10	13	16	9	7	2	1-8	
51-52	Human	7	F	N	7	11	16	9	11	15	37	7	4	1-7	
53-54	Human	11	M	N	8	12	18	10	11	15	44	7	5	1-7	SC,P
55-56	Human	1	M	N	11	6	14	10	9	15	5	8	1	1-7	A
57-58	Human	5	M	N	12	10	17	8	17	16	27	8	3	1-8	M,S
59-60	Human	8	M	N	8	11	12	9	6	16	24	7	4	1-8	
61-62	Human	1	F	N	11	9	13	8	8	15	5	8	1	1-7	
63-64	Human	1	M	N	10	10	14	7	10	15	4	8	1	1-7	
65-66	Human	3	M	N	10	12	17	6	15	15	10	8	3	1-7	S
67-68	Human	10	F	N	13	13	12	10	9	15	44	7	5	1-7	P
69-70	Human	4	F	N	10	12	18	13	14	16	19	7	3	1-8	
71-72	1/2 Elf	5	M	N	9	14	16	8	10	16	23	8	3	1-8	
73-74	Halfling	4	M	N	17	15	17	18	17	16	25	7	3	1-8	
75-76	Halfling	3	F	N	9	10	14	16	13	15	12	7	3	1-7	
77-78	Human	9	F	N	11	11	12	12	9	15	40	7	5	1-7	
79-80	Human	6	F	N	10	14	14	12	8	16	22	8	4	1-8	
81-82	Human	2	M	N	10	12	12	6	9	15	10	7	2	1-7	
83-84	Human	3	M	N	10	11	13	13	15	15	23	7	3	1-7	
85-86	1/2 Elf	6	F	N	12	11	13	9	13	15	35	8	4	1-7	SC
87-88	Human	4	M	N	14	9	14	11	15	15	20	7	3	1-7	
89-90	Human	6	M	N	9	10	12	8	8	15	24	7	4	1-7	
91-92	Human	4	F	N	9	12	12	8	9	18	24	7	3	1-15	S
93-94	Human	3	M	N	10	10	14	7	14	15	8	7	3	1-7	
95-96	Human	9	F	N	9	11	12	12	15	16	54	7	5	1-8	P
97-98	Human	10	M	N	10	13	14	6	9	18	48	7	5	1-15	
99-00	Human	3	M	N	16	9	14	15	11	17	12	7	3	1-10	

FIGHTERS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	Hmen	M Items
1	Human	1	M	N	11	8	10	8	7	10	4	2	1-4	
2	1/2 Orc	10	F	LN	10	9	6	6	17	8	74	2	1-3	A
3	Dwarf	7	M	NG	14	8	6	10	14	10	42	4	1-4	P
4	Human	10	M	LN	18/53	6	6	11	7	6	43	4	1-2	S
5	Human	8	M	CE	14	5	15	13	8	17	64	5	1-10	
6	Dwarf	3	F	NG	16	15	11	9	15	6	25	2	1-2	
7	Human	4	M	NG	14	10	11	10	10	9	21	2	1-4	
8	Human	4	M	LG	14	10	12	13	15	11	23	5	1-4	A
9	Human	11	M	NE	18/76	6	9	18	16	11	79	2	1-4	SC,P
10	Human	10	M	CN	18/94	13	12	13	13	8	58	3	1-3	S,SC,R
11	Human	12	M	NE	15	7	13	13	11	11	64	4	1-4	P,OW
12	Human	11	M	LN	16	11	8	6	12	14	45	5	1-4	P,OW
13	Human	3	F	CE	13	9	9	10	7	9	12	2	1-4	P
14	Human	7	M	CG	13	5	10	12	12	10	49	4	1-4	R
15	Human	2	M	LG	14	10	14	14	10	7	9	2	1-3	
16	Human	10	F	NE	16	10	12	7	13	7	48	2	1-3	P,P
17	Human	6	M	LG	13	8	12	12	7	9	35	3	1-4	
18	Human	8	M	NE	12	11	8	11	15	7	56	3	1-3	P
19	Human	12	F	NG	13	11	8	11	9	8	65	3	1-3	SC,OW
20	Human	4	F	NG	17	11	10	14	7	9	20	3	1-4	
21	Human	3	M	LE	14	13	8	8	13	12	11	3	1-5	
22	Human	7	M	NE	14	9	10	6	14	8	43	5	1-3	
23	Human	8	M	N	13	11	12	12	10	11	56	4	1-4	
24	Elf	1	M	CE	18/11	8	12	8	7	8	9	4	1-3	
25	Human	7	M	CN	14	9	11	11	10	11	48	2	1-4	S
26	Human	6	F	CG	13	12	11	12	9	10	39	3	1-4	
27	Human	3	M	CE	15	8	9	14	10	7	29	3	1-3	
28	Human	5	M	CG	12	8	7	9	7	10	33	3	1-4	
29	Human	6	M	NE	13	8	8	11	11	11	25	4	1-4	S
30	Elf	4	M	N	16	8	11	11	15	16	27	2	1-8	
31	Human	6	F	LG	14	9	6	11	12	12	34	3	1-5	
32	Gnome	4	F	CE	15	7	11	13	12	12	32	3	1-5	
33	Human	5	M	LE	13	10	7	11	12	13	22	4	1-5	
34	Human	9	M	NG	12	8	11	10	7	8	59	5	1-3	S,R
35	Dwarf	3	M	LN	14	9	11	9	13	11	23	4	1-4	
36	Human	8	F	LN	18/01	11	9	9	15	14	40	3	1-6	P
37	Human	2	M	NG	11	6	7	10	11	10	8	4	1-4	
38	Human	1	F	LN	15	8	10	7	15	10	5	2	1-4	
39	Halfling	4	F	CN	11	9	9	9	10	8	24	4	1-3	A
40	Human	7	M	NE	14	7	11	11	12	14	31	2	1-6	
41	Human	3	M	CE	14	11	13	14	11	10	15	5	1-4	
42	1/2 Orc	7	M	CE	16	10	10	14	13	7	58	3	1-3	P,W
43	1/2 Elf	4	M	LG	17	8	11	14	7	10	15	5	1-4	
44	Human	5	M	LE	11	8	9	9	8	6	25	5	1-2	
45	Elf	4	M	LE	16	8	12	14	15	12	21	2	1-5	
46	Human	10	M	CE	13	9	11	10	8	8	54	4	1-3	A,S
47	Gnome	1	M	LN	13	7	11	10	13	8	6	5	1-3	
48	Human	3	M	LN	13	10	11	10	15	12	23	3	1-5	
49	Human	8	M	LG	13	9	11	10	10	7	39	3	1-3	A
50	Human	3	F	LG	13	8	12	11	9	12	17	3	1-5	

Continued on next page

FIGHTERS continued

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	Hmen	M Items
51	1/2 Orc	4	M	N	15	9	13	12	13	7	16	5	1-3	
52	Human	10	M	CG	12	9	8	12	12	10	50	2	1-4	S
53	Dwarf	7	F	N	15	6	10	10	14	11	42	2	1-4	P
54	Human	4	M	LE	12	8	10	8	10	12	20	5	1-5	
55	Human	1	M	NG	13	8	11	12	7	9	6	3	1-4	
56	Human	1	M	NG	14	6	11	10	12	13	7	5	1-5	
57	Human	6	F	LG	14	8	12	13	10	9	36	2	1-4	
58	Human	1	M	CE	14	7	8	9	15	11	10	5	1-4	
59	1/2 Orc	7	F	LN	14	6	10	12	16	9	67	2	1-4	S
60	Human	1	F	LN	14	9	12	12	16	10	12	3	1-4	
61	Human	7	F	LG	13	8	6	8	12	10	39	2	1-4	
62	Human	6	F	CG	12	10	9	7	13	6	25	3	1-2	
63	Human	2	F	LG	14	10	12	11	10	10	9	2	1-4	
64	Human	10	F	N	11	10	11	10	12	15	66	4	1-7	A,P
65	1/2 Elf	4	M	NG	18/63	8	13	11	9	13	29	2	1-5	
66	Human	8	F	CG	15	11	14	11	9	14	46	2	1-6	
67	Human	5	M	NE	14	10	7	10	9	12	21	5	1-5	P
68	1/2 Elf	6	M	CN	18/90	18	15	18	18	15	53	2	1-7	M
69	Human	3	F	LE	13	11	9	12	15	9	23	3	1-4	
70	Human	10	M	LN	14	8	10	7	8	10	61	5	1-4	R,A
71	Human	11	M	NE	15	9	12	9	10	6	58	5	1-2	S,P
72	Human	1	F	NG	13	7	8	10	11	6	6	4	1-2	
73	Human	1	F	CE	12	8	12	8	11	8	7	3	1-3	P
74	Human	9	F	CE	14	13	9	9	10	11	46	5	1-4	M
75	Human	3	F	CN	14	11	11	12	8	10	21	2	1-4	
76	Human	5	M	CG	15	12	9	12	9	8	29	4	1-3	A
77	Human	8	M	NE	13	12	7	7	15	14	60	4	1-6	
78	Human	8	M	LE	14	11	7	6	15	13	55	2	1-5	
79	Elf	1	F	LG	17	8	10	8	7	9	9	4	1-4	
80	Human	3	M	LE	11	10	6	10	11	10	15	2	1-4	
81	Human	1	M	CG	14	4	8	11	9	7	10	3	1-3	
82	Human	2	M	LE	15	12	10	11	11	6	11	2	1-2	
83	Human	7	M	NG	16	5	12	14	12	12	42	3	1-5	S
84	Human	7	M	LG	14	6	10	11	10	8	27	5	1-3	
85	Human	3	M	NE	16	7	9	8	15	13	21	3	1-5	
86	Halfling	2	M	CN	11	9	8	15	17	11	19	3	1-4	
87	1/2 Orc	1	M	LE	13	5	9	11	13	6	9	3	1-2	
88	Gnome	5	M	LN	14	7	11	9	8	9	25	5	1-4	A
89	Human	6	F	CE	18/50	5	8	12	11	11	30	2	1-4	
90	Human	4	M	NE	12	8	9	10	11	10	24	3	1-4	A
91	Human	5	F	N	12	10	6	8	11	10	29	2	1-4	

92-00 **Multiclass NPC** (c.f)

PALADINS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Att	Hmen	M Items
1-2	Human	7	F	LG	14	10	14	8	11	17	38	3		3/2	1-10	A,OW
3-4	Human	1	M	LG	13	12	15	13	17	18	9	4		1/1	1-15	P
5-6	Human	6	F	LG	12	9	13	11	13	17	37	4		1/1	1-10	
7-8	Human	9	M	LG	12	12	13	11	9	17	54	3	C1	3/2	1-10	S,R
9-10	Human	9	M	LG	16	9	13	9	12	17	39	4	C1	3/2	1-10	
11-12	Human	1	F	LG	12	9	13	11	9	17	6	3		1/1	1-10	
13-14	Human	9	M	LG	12	9	13	9	14	17	53	4	C1	3/2	1-10	R
15-16	Human	3	F	LG	14	10	13	17	10	17	18	5		1/1	1-10	
17-18	Human	2	M	LG	13	10	15	12	10	18	11	2		1/1	1-15	
19-20	Human	4	M	LG	16	13	13	10	10	17	17	4		1/1	1-10	
21-22	Human	8	M	LG	13	9	13	7	15	17	48	4		3/2	1-10	P
23-24	Human	8	M	LG	12	9	13	12	9	17	44	2		3/2	1-10	R
25-26	Human	3	M	LG	16	9	13	13	9	18	18	5		1/1	1-15	
27-28	Human	5	M	LG	18/12	9	13	6	12	17	27	2		1/1	1-10	S,W
29-30	Human	8	M	LG	12	9	13	9	15	17	59	4		3/2	1-10	S,SH
31-32	Human	1	F	LG	18/50	9	15	11	10	17	5	4		1/1	1-10	A
33-34	Human	2	M	LG	16	12	13	8	13	17	10	4		1/1	1-10	
35-36	Human	5	M	LG	12	10	15	12	9	17	31	3		1/1	1-10	
37-38	Human	2	F	LG	12	9	13	12	12	18	12	3		1/1	1-15	
39-40	Human	3	M	LG	14	10	16	10	16	18	20	3		1/1	1-15	
41-42	Human	9	F	LG	17	14	16	9	9	17	58	3	C1	3/2	1-12	R
43-44	Human	7	M	LG	12	12	13	11	9	18	49	3		3/2	1-15	P
45-46	Human	5	M	LG	18/49	13	13	11	9	17	32	5		1/1	1-10	SC
47-48	Human	8	M	LG	12	9	13	10	9	17	43	3		3/2	1-10	
49-50	Human	1	M	LG	14	9	13	10	13	18	6	4		1/1	1-15	
51-52	Human	8	M	LG	14	10	13	10	9	17	39	3		3/2	1-10	
53-54	Human	8	M	LG	12	9	13	6	9	17	54	3		3/2	1-10	
55-56	Human	7	M	LG	12	9	13	9	10	17	33	2		3/2	1-10	A,P
57-58	Human	10	M	LG	13	13	13	10	14	17	66	2	C1	3/2	1-10	P,M
59-60	Human	10	F	LG	12	9	13	6	9	17	53	3	C1	3/2	1-10	S
61-62	Human	5	M	LG	13	9	14	9	9	17	20	5		1/1	1-10	
63-64	Human	7	M	LG	12	11	13	12	12	17	34	2		3/2	1-10	
65-66	Human	11	M	LG	13	9	17	9	9	17	58	2	C2	3/2	1-10	A
67-68	Human	8	M	LG	12	9	13	9	9	17	40	5		3/2	1-10	P
69-70	Human	7	M	LG	14	9	13	9	9	17	51	3		3/2	1-10	
71-72	Human	12	F	LG	16	10	13	12	12	17	53	5	C2	3/2	1-10	R,P
73-74	Human	8	M	LG	18/98	16	18	18	18	18	83	2		3/2	1-15	S
75-76	Human	8	M	LG	13	13	14	13	13	17	47	3		3/2	1-10	M
77-78	Human	4	M	LG	12	11	13	9	9	17	26	4		1/1	1-10	
79-80	Human	5	M	LG	14	9	15	11	11	17	20	3		1/1	1-10	
81-82	Human	3	M	LG	16	10	15	12	12	17	19	4		1/1	1-10	
83-84	Human	8	M	LG	18/91	12	15	17	17	17	75	2		3/2	1-10	P
85-86	Human	8	M	LG	14	11	13	11	11	17	40	5		3/2	1-10	S
87-88	Human	5	F	LG	12	11	14	10	10	18	23	3		1/1	1-15	
89-90	Human	10	M	LG	12	10	13	11	11	17	52	5	C1	3/2	1-10	A,P
91-92	Human	11	F	LG	14	9	13	9	9	17	54	5	C2	3/2	1-10	A,S
93-94	Human	6	F	LG	12	9	13	9	9	18	27	4		3/2	1-15	
95-96	Human	5	M	LG	12	10	14	10	10	17	28	2		1/1	1-10	
97-98	Human	8	M	LG	13	12	13	15	15	17	46	3		3/2	1-10	S,SH,R
99-100	Human	3	F	LG	12	12	13	11	11	18	17	4		1/1	1-15	

RANGERS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	#AT	Hmen	M Items
1-2	Human	8	F	NG	14	13	18	13	14	8	38	2	D1	3/2	1-3	P,OW
3-4	Human	8	F	LG	15	13	14	11	14	10	40	3	D1	3/2	1-4	
5-6	Human	2	F	LG	13	13	14	8	16	13	23	4		1/1		OW
7-8	Human	12	F	CG	16	13	14	6	14	11	52	4	D2,M1	3/2	1-4	P
9-10	Human	6	M	CG	13	15	14	12	14	11	31	5		1/1		
11-12	Human	8	M	LG	13	13	14	11	14	11	53	3	D1	3/2	1-4	
13-14	Human	4	M	LG	13	17	14	11	14	9	24	5		1/1		
15-16	Human	8	F	NG	15	15	14	7	17	8	67	4	D1	3/2	1-3	S,SH
17-18	Human	5	F	CG	13	13	14	10	15	9	33	3		1/1		
19-20	Human	7	F	LG	18/23	13	14	12	15	10	46	5		1/1		
21-22	Human	5	M	LG	13	15	14	11	14	10	30	2		1/1		R
23-24	Human	5	M	CG	13	13	18	12	14	11	29	5		1/1		
25-26	Human	2	M	NG	14	13	14	10	14	12	20	2		1/1		
27-28	1/2 Elf	6	M	LG	13	13	14	17	14	7	27	5		1/1		
29-30	Human	5	M	CG	16	13	14	7	14	6	30	3		1/1		S
31-32	Human	9	M	NG	13	15	14	10	14	9	43	2	D1,M1	3/2	1-4	
33-34	Human	9	M	NG	13	13	14	8	14	14	44	3	D1,M1	3/2	1-6	
35-36	1/2 Elf	1	M	NG	13	13	14	10	16	9	12	4		1/1		
37-38	Human	9	M	LG	15	13	14	12	14	8	40	3	D1,M1	3/2	1-3	M
39-40	Human	6	F	CG	13	14	14	11	14	7	43	5		1/1		
41-42	Human	1	M	LG	13	13	15	9	14	11	14	3		1/1		
43-44	Human	8	F	LG	13	13	14	12	17	10	65	3	D1	3/2	1-4	
45-46	Human	7	M	CG	14	16	14	10	14	10	43	3		1/1		SC,R
47-48	Human	4	F	LG	13	15	14	13	14	11	22	2		1/1		
49-50	Human	7	M	NG	13	13	14	12	14	8	42	3		1/1		
51-52	Human	4	M	NG	15	13	14	9	14	9	24	4		1/1		
53-54	Human	10	F	CG	14	15	14	11	14	13	57	5	D1,M1	3/2	1-5	S
55-56	Human	8	M	NG	13	13	14	12	15	12	59	3	D1	3/2	1-5	S
57-58	Human	4	M	LG	17	13	14	12	17	8	34	2		1/1		
59-60	Human	10	F	LG	13	16	14	6	14	8	43	2	D1,M1	3/2	1-3	A
61-62	Human	7	M	NG	13	13	18	6	14	12	36	5		1/1		W
63-64	Human	8	F	CG	13	13	14	10	15	16	59	4	D1	3/2	1-8	P
65-66	Human	1	M	CG	13	13	14	7	14	11	7	2		1/1		
67-68	Human	1	M	CG	13	13	15	11	15	10	9	5		1/1		
69-70	1/2 Elf	6	M	NG	18/90	17	17	17	18	18	50	2		1/1		S,SC
71-72	Human	5	M	LG	13	13	15	9	15	9	39	3		1/1		A
73-74	1/2 Elf	4	M	NG	13	13	14	6	14	8	18	5		1/1		
75-76	1/2 Elf	4	F	CG	15	13	18	6	16	14	27	2		1/1		A,S
77-78	Human	12	M	CG	17	13	14	12	14	12	63	5	D2,M1	3/2	1-5	P,P
79-80	Human	7	F	LG	13	17	14	12	15	12	46	2		1/1		
81-82	Human	1	M	CG	16	13	14	10	14	12	8	5		1/1		
83-84	Human	9	M	NG	13	13	14	15	15	11	51	3	D1,M1	3/2	1-4	S
85-86	Human	8	M	LG	18/00	15	14	9	14	9	45	4	D1	3/2	1-4	P
87-88	Human	10	M	CG	16	16	14	11	14	7	45	3	D1,M1	3/2	1-3	S
89-90	Human	9	M	NG	13	13	14	9	14	15	44	2	D1,M1	3/2	1-7	
91-92	1/2 Elf	4	F	CG	14	13	15	6	14	10	29	5		1/1		
93-94	Human	9	M	NG	13	13	14	12	14	12	40	3	D1,M1	3/2	1-5	R
95-96	Human	11	M	CG	13	13	15	8	14	11	45	5	D1,M1	3/2	1-4	SC
97-100	Multiclass NPC (c.f)															

MAGIC-USERS

d%	Race	LVL	SEX	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
1	Human	6	F	LG	5	17	11	7	6	12	16	10	5	1-5	
2	Human	2	F	CE	13	14	16	13	9	10	4	10	1	1-4	
3	Human	14	F	NE	7	17	7	6	8	9	32	10	6	1-4	M,SC
4	Elf	1	M	LN	3	14	12	11	14	9	3	10	1	1-6	SC
5	Human	1	M	NE	5	11	8	15	15	6	3	10	1	1-2	
6	Human	13	M	LN	12	16	8	6	7	15	29	10	6	1-7	SC,P
7	Human	10	M	LN	8	16	8	12	11	15	17	10	5	1-7	SC
8	1/2 Elf	5	F	N	12	17	10	12	10	7	15	10	3	1-3	
9	Human	4	M	LN	8	14	12	8	12	12	9	10	2	1-5	
10	Elf	4	M	NG	8	11	10	10	12	14	9	10	2	1-6	P
11	Human	9	M	CE	8	13	7	11	17	7	34	10	5	1-3	M,OW
12	Human	4	M	NG	6	14	9	13	10	15	10	10	2	1-7	
13	1/2 Elf	1	F	CG	9	15	12	12	6	7	3	10	1	1-3	SC
14	Human	9	M	CN	13	14	12	8	13	10	19	10	5	1-4	SC
15	Human	1	M	NE	8	14	12	12	8	12	3	10	1	1-5	
16	Human	1	M	CN	12	15	6	10	8	11	4	10	1	1-4	
17	Human	3	F	CE	12	13	9	11	11	9	10	10	2	1-4	
18	Human	13	M	CG	13	13	11	6	11	8	32	10	6	1-3	P
19	Human	9	M	CN	10	14	7	8	12	13	22	10	5	1-5	M
20	Human	13	M	NE	8	10	7	11	9	9	28	10	5	1-4	R,P,OW
21	Human	6	F	NG	9	16	11	9	16	6	26	10	3	1-2	
22	Human	7	F	NG	9	15	13	11	13	7	21	10	4	1-3	SC
23	Human	5	M	N	12	14	12	12	12	9	15	10	3	1-4	
24	Human	13	M	LE	8	16	12	8	8	13	36	10	6	1-5	P
25	Human	11	M	LE	12	14	6	12	9	12	30	10	5	1-5	OW
26	Human	2	M	CN	9	12	10	11	6	10	5	10	1	1-4	
27	Human	4	M	N	7	14	6	13	13	6	9	10	2	1-2	
28	Human	1	M	NG	9	16	7	13	16	10	6	10	1	1-4	
29	Human	1	M	NG	11	16	6	15	11	13	4	10	1	1-5	
30	Human	2	F	CN	10	17	10	10	14	10	6	10	1	1-4	
31	Human	7	M	NG	8	16	8	6	11	8	16	10	4	1-3	SC,M
32	Human	5	M	N	9	12	10	8	13	9	13	10	3	1-4	
33	Human	5	M	NE	8	12	12	12	14	7	10	10	3	1-3	
34	Human	7	M	LE	9	15	8	9	10	15	12	10	4	1-7	
35	Human	11	M	LG	9	12	10	11	14	10	25	10	5	1-4	P,W,R
36	Human	4	M	CE	14	16	6	8	10	9	10	10	2	1-4	
37	1/2 Elf	3	M	LE	17	18	16	18	16	16	10	10	2	1-8	M,P
38	Human	5	M	CE	8	12	9	8	11	9	13	10	3	1-4	
39	Human	2	M	NG	10	14	14	8	14	12	6	10	1	1-5	
40	Human	6	M	N	7	13	8	9	9	6	14	10	3	1-2	P
41	Human	9	M	LN	10	14	9	14	10	9	24	10	5	1-4	
42	Human	8	M	N	8	14	12	9	11	10	17	10	4	1-4	
43	Human	11	M	CE	10	13	6	7	10	7	24	10	5	1-3	OW,P,P
44	Human	3	F	NG	11	13	12	12	9	9	8	10	2	1-4	
45	Human	4	M	LE	9	15	11	12	6	6	8	10	2	1-2	OW,M
46	1/2 Elf	7	M	LN	10	17	9	13	7	9	19	10	4	1-4	
47	Human	8	M	CE	4	12	11	12	11	8	19	10	4	1-3	
48	Human	7	M	LG	11	15	8	13	10	11	19	10	4	1-4	SC
49	Human	2	M	N	10	14	14	12	15	10	9	10	2	1-4	W
50	Human	8	M	NG	8	14	10	11	9	12	27	10	4	1-5	

Continued on next page

MAGIC-USERS continued

d%	Race	LVL	SEX	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
51	Human	7	F	CG	11	15	12	10	15	15	25	10	4	1-7	SC
52	Human	2	M	CN	11	16	7	11	14	9	6	10	1	1-4	
53	Human	3	F	LE	5	16	8	12	11	7	9	10	2	1-3	P,P,R
54	Human	3	M	CN	4	13	10	10	12	9	8	10	2	1-4	
55	Human	2	M	NG	11	13	11	7	13	15	5	10	1	1-7	
56	Human	7	F	CE	8	12	11	7	10	12	18	10	4	1-5	
57	Elf	6	M	NG	9	14	10	11	8	8	16	10	3	1-3	P
58	Human	6	M	CE	7	18	9	7	11	14	11	10	3	1-6	
59	Human	8	F	LE	12	18	9	7	10	6	21	10	4	1-3	
60	Human	4	M	N	9	17	8	11	12	7	12	10	2	1-3	W
61	Human	9	F	CG	8	14	10	6	9	11	23	10	5	1-4	
62	Human	12	M	LE	5	12	10	11	10	10	32	10	6	1-4	OW
63	Human	8	F	N	6	15	9	6	10	9	27	10	4	1-4	SC
64	Human	2	M	CG	4	15	10	7	11	10	6	10	1	1-4	
65	Human	2	F	LN	8	13	8	6	13	11	5	10	1	1-4	M
66	Human	9	F	NG	10	14	9	9	11	11	19	10	5	1-4	SC
67	Human	6	F	NG	10	13	10	12	8	12	16	10	3	1-4	
68	Human	7	M	LN	5	16	11	12	15	11	20	10	4	1-4	
69	1/2 Elf	6	M	NG	10	13	10	7	16	13	34	10	3	1-5	OW
70	1/2 Elf	4	F	N	5	12	9	11	11	14	13	10	2	1-6	
71	Human	2	M	N	12	18	11	9	14	13	5	10	1	1-5	
72	Human	6	F	LG	3	14	9	9	7	14	12	10	3	1-6	SC
73	Human	6	F	CN	5	13	6	9	12	10	18	10	3	1-4	SC
74	Human	3	M	N	6	14	10	13	11	13	8	10	2	1-5	
75	Human	4	F	CG	7	15	10	7	10	14	10	10	2	1-6	
76	Human	2	M	CG	7	15	12	14	12	9	6	10	1	1-4	OW
77	Human	10	F	LN	10	15	8	16	12	10	28	10	5	1-4	SC
78	Human	7	F	NE	15	16	11	13	8	11	23	10	4	1-4	OW
79	Human	3	M	N	11	12	11	12	12	12	8	10	2	1-5	R,R,P
80	Human	4	F	CG	4	11	8	11	16	9	20	10	2	1-4	
81	Human	12	M	NG	11	14	9	10	9	12	25	10	6	1-5	
82	Human	9	M	CE	9	13	6	9	12	10	22	10	5	1-4	
83	Human	1	M	LE	8	14	6	11	10	12	3	10	1	1-5	
84	Human	8	M	CG	8	13	6	12	8	9	21	10	4	1-4	
85	Elf	5	F	NG	11	14	10	13	12	8	14	10	3	1-3	
86	Human	8	M	NE	13	13	7	12	12	11	19	10	4	1-4	
87	Human	8	F	CN	6	16	12	6	17	8	34	10	4	1-3	OW
88	Human	10	M	NG	3	15	11	11	11	8	21	10	5	1-3	OW
89	Human	9	M	NE	12	13	10	12	17	12	42	10	5	1-5	P
90	Human	9	F	N	11	16	6	12	15	11	35	10	5	1-4	OW
91	Human	10	M	CE	7	13	10	8	7	14	24	10	5	1-6	OW,P
92	Human	1	M	CN	12	15	8	10	7	10	3	10	1	1-4	
93	Human	2	M	CE	12	14	12	11	10	13	7	10	1	1-5	
94	Human	5	M	LG	6	12	8	11	10	10	11	10	3	1-4	
95	Human	6	F	NE	8	13	8	12	10	12	13	10	3	1-5	

96-00 **Multiclass NPC** (c.f)

ILLUSIONISTS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	Hmen	M Items
01-02	Human	1	M	LE	8	15	13	16	7	11	4	10	1	1-4	
03-04	Gnome	7	M	CG	10	18	12	16	11	6	9	10	3	1-2	
05-06	Human	6	M	LG	14	15	12	16	13	10	14	10	3	1-4	
07-08	Human	7	F	CE	8	15	12	16	13	13	18	10	3	1-5	M
09-10	Human	6	F	CE	12	17	9	16	9	12	23	10	3	1-6	
11-12	Human	2	F	LN	6	15	11	16	12	9	5	10	2	1-4	
13-14	Human	5	M	LE	12	15	13	17	15	10	20	10	3	1-4	OW,R
15-16	Human	9	M	CE	8	15	11	16	5	9	15	10	4	1-4	SC
17-18	Human	11	M	N	8	15	6	16	10	13	20	10	5	1-5	
19-20	Human	13	M	CG	10	15	12	17	9	10	9	10	2	1-4	
21-22	Human	8	F	NE	13	17	12	16	15	8	29	10	4	1-3	OW,P,P
23-24	Human	6	M	LN	9	15	11	16	12	10	14	10	3	1-4	
25-26	Human	4	M	LG	6	15	7	16	7	6	9	10	2	1-2	
27-28	Human	4	M	LE	10	15	13	16	9	13	10	10	2	1-5	
29-30	Human	4	M	LN	7	15	10	16	11	8	12	10	2	1-3	
31-32	Gnome	8	F	LE	13	15	14	16	11	13	18	10	4	1-5	
33-34	Human	5	M	N	12	15	7	16	13	10	13	10	3	1-4	
35-36	Human	9	M	LN	13	15	12	16	6	9	14	10	4	1-4	SC,OW
37-38	Human	3	M	LN	9	15	12	16	13	11	7	10	2	1-4	
39-40	Human	4	F	LE	11	15	12	16	13	8	8	10	2	1-3	
41-42	Human	7	M	CN	9	15	12	16	8	7	13	10	3	1-3	R,R,M
43-44	Human	4	M	NG	10	15	8	16	12	9	9	10	2	1-4	
45-46	Human	2	M	NE	8	16	8	16	5	8	4	10	1	1-3	
47-48	Human	7	M	NE	10	18	14	16	11	12	20	10	3	1-5	
49-50	Gnome	4	M	NE	6	17	7	16	8	11	11	10	2	1-4	M
51-52	Human	7	M	N	10	15	7	17	9	10	18	10	3	1-4	
53-54	Human	5	M	CG	11	15	14	16	9	9	15	10	3	1-4	
55-56	Human	4	F	N	6	16	9	16	13	9	8	10	2	1-3	
57-58	Human	6	M	LN	9	15	12	16	11	7	10	10	3	1-3	
59-60	Human	6	M	NE	13	15	13	18	11	13	11	10	3	1-5	
61-62	Human	5	M	N	13	15	7	16	8	14	9	10	3	1-6	R
63-64	Human	4	F	LN	10	15	10	16	14	9	12	10	2	1-4	P
65-66	Human	9	F	CG	12	16	10	16	6	13	18	10	4	1-5	
67-68	Human	8	M	NG	10	17	10	16	8	12	21	10	4	1-5	P
69-70	Gnome	5	M	LN	17	18	17	18	16	15	27	10	3	1-7	
71-72	Human	9	M	NE	12	16	11	16	13	10	31	10	4	1-4	SC
73-74	Human	2	M	CE	9	15	7	16	12	11	5	10	1	1-4	
75-76	Human	12	F	CE	11	15	13	16	13	7	25	10	6	1-3	SC,P
77-78	Human	4	M	NG	11	15	15	16	15	8	15	10	2	1-3	
79-80	Human	5	F	CE	12	16	12	16	14	9	11	10	3	1-4	
81-82	Human	6	M	LG	11	18	9	16	15	8	23	10	3	1-3	
83-84	Human	1	F	NE	10	16	11	16	13	8	3	10	1	1-3	
85-86	Human	2	M	CN	13	16	12	17	10	13	5	10	1	1-5	
87-88	Human	10	F	CG	12	15	6	18	13	11	26	10	5	1-4	OW
89-90	Human	2	M	N	11	15	12	17	5	5	4	10	1	1-2	
91-92	Human	9	M	LN	12	15	8	16	7	7	22	10	4	1-4	
93-94	Human	6	M	CE	8	15	14	16	9	9	15	10	3	1-4	SC
95-96	Human	1	F	CN	8	15	9	16	15	15	4	10	1	1-6	
97-00	Multiclass NPC (c.f)														

THIEVES

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	PP	MS	HS	Hm	M Items
1	Halfling	11	M	LE	8	12	10	17	10	11	40	8	100	101	90	1-4	S,M
2	Dwarf	1	M	CE	12	6	9	16	13	10	5	8	30	15	10	1-4	
3	Gnome	2	M	NE	13	7	3	14	8	14	5	8	35	26	20	1-6	OW
4	Human	1	F	NE	17	10	10	18	6	6	5	8	40	20	25	1-2	
5	Human	12	M	CE	14	18	4	12	9	12	39	8	100	94	77	1-5	S,M
6	Human	6	M	CN	14	8	10	17	11	14	21	8	60	53	43	1-6	
7	Gnome	3	F	N	11	10	5	11	8	11	9	8	35	23	25	1-4	P
8	Human	8	M	N	10	12	10	15	13	16	25	8	65	62	49	1-8	P
9	Human	6	M	CE	12	6	4	12	8	8	19	8	55	42	37	1-3	
10	Human	1	F	CE	8	11	6	14	10	10	4	8	30	15	10	1-4	
11	Human	9	M	CE	10	10	11	11	10	9	37	8	65	66	46	1-4	R
12	Human	1	M	CE	9	7	13	17	13	11	3	8	35	20	15	1-4	
13	Human	8	M	CN	9	9	5	17	7	12	18	8	70	67	54	1-5	
14	Human	1	M	CN	12	12	11	16	12	13	6	8	30	15	10	1-5	
15	Human	13	F	LE	10	10	7	17	13	16	38	8	110	104	90	1-8	P,P
16	Human	1	F	CN	13	13	10	14	11	10	4	8	30	15	10	1-4	
17	Human	11	M	NE	11	8	8	15	11	12	36	8	90	86	70	1-5	S,P
18	Human	3	F	NE	9	13	4	16	14	10	8	8	40	27	20	1-4	
19	Human	9	M	NE	10	14	11	17	11	6	38	8	75	75	61	1-2	
20	Human	3	F	LE	12	11	8	13	7	8	7	8	40	27	20	1-3	
21	Human	5	M	N	8	10	10	14	7	6	24	8	50	40	31	1-2	
22	Human	10	M	LN	13	8	3	14	12	6	41	8	80	78	63	1-2	S
23	Human	2	M	NE	7	11	10	15	15	9	8	8	35	21	15	1-4	
24	Human	9	F	CE	13	13	5	13	13	11	32	8	70	70	56	1-4	P,P
25	Human	8	M	LE	7	9	8	14	9	14	27	8	65	62	49	1-6	S,R
26	Gnome	1	F	CN	8	7	8	11	9	12	4	8	30	16	15	1-5	
27	Dwarf	5	M	LE	15	12	5	13	13	7	22	8	50	40	31	1-3	
28	Human	8	F	N	16	10	5	18	9	12	26	8	75	72	49	1-5	OW,P,P
29	1/2 Orc	6	F	NE	8	7	11	13	15	9	31	8	45	37	37	1-4	P
30	Halfling	5	F	NE	10	12	10	14	11	9	25	8	55	50	46	1-4	
31	Human	1	F	LN	10	13	15	16	13	13	3	8	30	15	10	1-5	
32	Human	7	F	LN	12	10	10	14	13	6	27	8	60	55	43	1-2	
33	Human	2	M	N	14	12	10	16	17	11	13	8	35	21	15	1-4	
34	Human	4	M	N	9	11	6	13	11	9	13	8	45	35	25	1-4	
35	Human	2	M	LE	7	8	11	15	16	11	11	8	35	21	15	1-4	
36	Human	8	M	CE	8	13	9	13	10	8	23	8	65	62	49	1-3	S
37	Human	1	M	N	6	9	10	12	10	9	6	8	30	10	10	1-4	
38	Human	6	F	N	12	10	6	12	7	8	24	8	55	42	37	1-3	S,P
39	Human	9	M	N	10	11	6	17	15	12	40	8	75	75	61	1-5	P,R
40	Human	9	M	NE	9	10	8	15	12	6	32	8	70	70	56	1-2	P,P
41	1/2 Elf	1	F	LE	8	12	10	12	8	12	3	8	40	10	15	1-5	
42	Human	5	F	CE	11	9	10	13	11	9	27	8	50	40	31	1-4	
43	Human	13	M	CN	8	12	4	18	10	13	38	8	115	109	95	1-5	S,P,P
44	1/2 Elf	7	M	LE	10	11	5	14	11	13	25	8	70	55	48	1-5	
45	Human	9	F	CN	11	10	9	17	6	8	29	8	75	75	61	1-4	P
46	Human	11	F	CE	12	7	12	14	14	9	36	8	90	86	70	1-4	M,S,R
47	Human	12	M	LN	12	8	9	14	7	11	35	8	100	94	77	1-4	A,SC
48	Human	5	M	LE	9	11	11	15	11	10	13	8	50	40	31	1-4	
49	Human	4	F	LE	7	10	10	13	11	12	14	8	45	33	25	1-5	
50	Human	1	F	N	12	6	9	16	11	13	6	8	30	15	10	1-5	

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THIEVES continued

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	PP	MS	HS	Hm	M Items
51	Human	6	M	CE	8	12	6	15	11	10	24	8	55	47	37	1-4	
52	Human	8	M	CE	10	7	12	16	13	12	30	8	65	62	49	1-5	P,R
53	Human	10	M	NE	12	7	9	13	10	11	36	8	80	78	63	1-4	S
54	Human	1	M	CE	6	8	10	13	13	8	4	8	30	15	10	1-3	
55	Human	10	F	LN	7	7	11	15	14	7	40	8	80	78	63	1-3	SC
56	Human	4	M	NE	7	10	8	13	7	11	14	8	45	33	25	1-4	
57	Human	9	M	NE	9	9	10	14	12	13	31	8	70	70	56	1-5	
58	Human	4	M	LN	10	10	6	13	11	9	17	8	45	33	25	1-4	
59	Halfling	12	M	NE	17	18	15	18	17	15	60	8	115	114	102	1-7	
60	Human	9	M	LE	7	9	12	13	6	7	24	8	70	70	56	1-3	A
61	Human	3	M	NE	8	10	8	14	15	12	14	8	40	27	20	1-5	
62	Human	9	M	CE	7	11	5	14	16	8	57	8	70	70	56	1-3	S
63	1/2 Elf	6	M	N	9	9	12	17	17	9	29	8	70	52	47	1-4	
64	Human	13	M	NE	13	6	11	14	8	9	53	8	105	99	85	1-4	P,OW
65	Human	13	M	LE	11	9	12	16	16	11	59	8	105	99	85	1-4	P,SC
66	Human	3	M	N	8	12	10	18	8	9	16	8	50	37	30	1-4	
67	Halfling	6	M	NE	10	11	7	13	11	12	18	8	60	57	52	1-5	P
68	Human	13	F	CE	13	8	7	15	18	16	62	8	105	99	85	1-8	SC
69	Human	2	F	CN	12	12	8	15	11	12	11	8	40	27	20	1-5	
70	Dwarf	8	F	NE	10	11	10	14	13	11	35	8	65	62	49	1-4	S
71	Human	2	F	CE	11	9	9	15	8	9	6	8	35	21	15	1-4	
72	Human	2	M	N	9	11	5	14	14	13	8	8	35	21	15	1-5	
73	Human	7	M	LE	9	11	11	11	10	9	19	8	60	55	43	1-4	M
74	Human	9	F	LN	10	12	5	14	12	14	27	8	70	70	56	1-6	P
75	Human	7	M	LN	14	6	12	15	15	9	37	8	60	55	43	1-4	P
76	Gnome	2	M	LE	7	9	8	13	12	13	9	8	35	26	20	1-5	
77	Human	1	M	LE	13	13	10	15	15	7	5	8	30	15	10	1-3	
78	Elf	12	F	CN	8	8	5	16	10	10	35	8	105	99	87	1-4	
79	Human	8	F	CE	10	12	13	15	10	16	28	8	65	62	49	1-8	
80	Human	11	F	CN	9	8	5	14	15	10	52	8	90	86	70	1-4	OW
81	Elf	11	M	NE	8	11	10	15	9	13	39	8	95	91	80	1-5	
82	Human	5	M	LE	9	11	10	14	9	7	15	8	50	40	31	1-3	
83	Human	4	F	CE	9	12	13	15	15	12	20	8	45	33	25	1-5	M
84	Human	8	F	NE	11	9	4	17	8	10	35	8	70	62	54	1-4	
85	Human	4	F	NE	10	9	16	15	17	6	23	8	45	33	25	1-2	
86	Human	6	M	CE	9	6	5	14	8	13	27	8	55	47	37	1-5	P,P,R
87	Human	7	M	LE	13	10	13	13	16	13	42	8	60	55	43	1-5	P
88	Human	3	M	CN	8	8	11	17	11	14	11	8	45	27	20	1-6	
89	Human	10	F	CE	10	10	12	16	7	11	28	8	80	78	63	1-4	S,SC,R
90	Human	3	M	LN	12	12	10	17	16	6	14	8	75	32	25	1-2	P
91-00	Multiclass NPC (c.f)																

ASSASSINS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	Hmen	M Items
1-2	Human	10	M	NE	12	11	13	12	12	16	30	8	1-8	R,S,P
3-4	Gnome	9	M	NE	13	13	10	15	9	18	30	7	1-15	
5-6	Human	4	M	CE	17	12	10	18	12	12	14	7	1-5	
7-8	Human	2	M	LE	13	14	11	12	11	13	7	7		
9-10	Human	2	M	LE	12	12	11	14	7	11	10	7		
11-12	Human	10	F	CE	12	12	11	12	6	15	37	7	1-7	S,P
13-14	Human	4	M	CE	13	11	10	16	8	4	17	7	1	
15-16	Human	3	F	NE	13	11	12	12	10	10	8	5		A
17-18	Human	5	F	LE	15	12	11	12	10	10	13	7	1-4	
19-20	Human	8	M	NE	16	11	8	14	6	4	24	7	1	S
21-22	1/2 Orc	13	M	LE	13	11	10	12	18	4	86	8	1	M,P
23-24	Human	1	M	CE	14	11	8	13	11	10	6	7		
25-26	Human	3	F	CE	12	11	10	13	10	14	11	7		OW
27-28	Dwarf	4	M	CE	12	11	10	18	16	8	20	8	1	M,P
29-30	Human	5	M	LE	12	12	6	12	6	10	19	7	1-4	
31-32	Human	7	M	CE	12	12	9	12	17	8	38	7	1-3	P
33-34	Human	12	F	NE	12	11	8	15	15	10	55	4	1-5	A,S
35-36	Human	4	M	LE	12	12	10	17	6	8	10	7	1-3	
37-38	Human	5	M	CE	14	12	6	14	10	6	12	8	1-2	
39-40	Human	10	M	CE	12	12	8	14	10	8	33	7	1-3	P
41-42	Human	9	F	NE	12	11	6	14	10	9	25	7	1-4	
43-44	Human	3	M	NE	12	11	9	12	12	5	12	6		A
45-46	Human	5	F	LE	13	11	7	13	10	6	18	6	1-2	A
47-48	Human	8	M	LE	12	11	10	12	10	7	30	8	1-3	P
49-50	Human	6	F	NE	12	11	10	17	8	8	31	7	1-4	
51-52	Human	8	M	NE	12	11	10	12	10	7	30	8	1-3	P
53-54	Human	10	M	CE	14	11	8	17	10	9	36	7	1-4	A,M
55-56	Human	7	M	LE	12	11	10	16	8	7	26	8	1-3	
57-58	Dwarf	2	F	LE	12	11	9	12	13	7	10	7		P
59-60	Gnome	4	F	NE	13	11	11	13	16	5	20	8	1-2	S
61-62	Human	7	M	CE	14	11	11	12	12	9	19	7	1-3	A
63-64	Human	6	F	NE	13	16	14	12	16	11	32	7	1-4	
65-66	Elf	5	M	CE	18	18	18	18	17	17	28	7	1-10	S
67-68	1/2 Orc	11	F	LE	17	11	10	12	13	6	45	7	1-2	M
69-70	1/2 Orc	2	M	NE	15	11	9	13	16	4	13	7		
71-72	Human	2	M	LE	12	15	9	17	10	10	8	8		
73-74	Human	11	F	CE	12	11	8	13	9	10	45	7	1-4	A
75-76	Human	8	M	LE	12	11	6	14	10	7	32	7	1-3	P
77-78	Human	3	M	LE	13	15	10	14	10	10	9	7		
79-80	Human	1	M	NE	13	13	11	15	11	14	5	7		
81-82	Gnome	5	F	NE	13	11	9	12	15	10	28	7	1-4	
83-84	Elf	10	F	CE	12	11	9	17	10	12	39	7	1-5	S
85-86	Dwarf	8	F	CE	14	15	17	14	17	9	50	8	1-4	S
87-88	1/2 Elf	4	M	LE	13	11	10	14	10	10	9	7	1-4	
89-90	1/2 Elf	2	M	LE	15	11	8	16	10	9	10	7		
91-92	Human	4	M	NE	13	11	10	12	10	7	14	7	1-3	
93-00	Multiclass NPC (c.f)													

MULTI-CLASSED CHARACTERS

d%	Race	Class	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	# AT	Hmen	M Items
1	1/2 Elf	MU CL	1 1	M	LE	8	16	14	14	9	10	5	8	1		1-4	
2	Elf	MU FT TH	2 2 2	M	CE	14	9	10	13	10	14	10	8	1	1/1	1-6	
3	1/2 Elf	RG CL	5 5	F	CG	15	17	15	12	17	7	42	6		1/1	1-3	SC
4	Dwarf	FT TH	2 2	M	LE	10	8	12	17	14	10	13	8		1/1	1-4	
5	Elf	MU FT TH	3 3 3	M	N	12	12	12	14	11	9	16	8	2	1/1	1-4	
6	Gnome	FT TH	2 2	M	NE	12	7	10	16	11	6	11	8		1/1	1-2	S,SH
7	Elf	FT TH	1 1	M	N	15	9	10	19	10	17	9	8		1/1	1-10	
8	Halfling	FT TH	3 3	M	CN	10	10	7	12	17	9	22	8		1/1	1-4	
9	1/2 Orc	FT TH	10 6	M	NE	9	11	8	12	13	6	39	8		3/2	1-2	S
10	1/2 Orc	FT TH	2 3	F	LE	13	9	7	13	12	7	15	8		1/1	1-3	
11	Elf	MU FT	9 5	M	LG	12	12	13	12	9	14	28	8	5		1-6	M
12	1/2 Elf	MU FT	3 3	M	NG	11	15	6	13	13	11	14	4	2	1/1	1-4	P
13	Elf	MU FT	4 4	M	NE	11	13	12	7	11	12	16	6	2		1-5	
14	1/2 Orc	FT CL	3 3	F	CN	16	8	12	10	19	6	34	5		1/1	1-2	
15	Halfling	FT TH	3 3	M	N	11	6	11	10	11	11	12	8		1/1	1-4	
16	1/2 Orc	FT TH	3 4	F	CN	12	8	11	11	14	8	14	8		1/1	1-3	
17	Elf	FT MU	4 3	M	LG	13	13	13	11	9	8	15	7		1/1	1-3	S,SH
18	Gnome	FT TH	4 4	F	CN	14	11	8	14	12	11	22	8		1/1	1-4	M
19	1/2 Elf	FT TH	5 5	M	CE	15	8	9	14	10	7	19	8		1/1	1-3	
20	1/2 Orc	AS CL	1 1	M	CE	12	14	13	12	18	7	5	8			1-3	
21	1/2 Orc	AS FT	5 5	M	LE	14	11	9	12	17	8	33	7	1		1-3	
22	Elf	TH MU	4 3	M	LE	13	16	8	13	12	9	11	8		2	1-4	
23	1/2 Orc	AS FT	8 7	F	CE	14	12	9	14	13	4	37	7		3/2	1	S
24	1/2 Elf	RG CL	3 4	M	NG	13	14	16	12	14	12	25	3		1/1	1-5	OW
25	Gnome	IL FT	1 1	M	CG	14	15	11	16	8	12	7	2	1	1/1	1-5	

Continued on next page

MULTI-CLASSED CHARACTERS continued

d%	Race	Class	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	# AT	Hmen	M Items
26	Gnome	IL TH	5 5	F	LN	10	15	12	16	9	10	19	8	3		1-4	P
27	1/2 Orc	CL TH	4 3	M	CN	7	8	14	13	15	11	16	8	2		1-4	
28	1/2 Elf	CL FT	4 4	M	N	13	11	13	10	16	6	23	5	2	1/1	1-2	P
29	1/2 Elf	CL MU	5 6	M	CN	8	16	14	14	8	12	16	8	3 3		1-5	M,R
30	1/2 Elf	CL FT	2 1	F	NG	17	7	13	13	10	7	8	8	1	1/1	1-3	
31	Gnome	CL FT	4 9	M	LN	15	11	13	8	14	7	27	4	2	3/2	1-3	R
32	1/2 Elf	IL TH	3 4	M	NG	10	15	10	16	10	12	13	8	2		1-5	
33	1/2 Elf	RG CL	3 2	F	CG	13	13	14	9	14	6	14	4		1/1 1	1-2	W
34	Elf	MU CL	1 2	F	LE	12	14	13	16	10	16	6	7	1 1		1-8	
35	1/2 Elf	MU FT	3 4	M	CE	10	14	8	15	8	15	20	2	2	1/1	1-7	
36	1/2 Elf	MU FT	3 4	M	NE	10	16	9	9	10	12	17	5	2	1/1	1-5	P
37	Elf	TH MU	3 2	F	CN	7	14	12	16	10	12	10	8		1	1-5	
38	1/2 Elf	TH FT	4 4	M	NE	16	10	6	14	11	11	15	8		1/1	1-4	S
39	1/2 Orc	TH FT	5 5	F	N	11	8	9	14	14	10	24	8			1-4	P
40	1/2 Elf	TH FT MU	5 5 4	F	CE	13	12	8	13	14	11	20	8		2	1-4	P
41	Elf	MU FT TH	5 4 5	M	NE	15	15	11	15	12	11	16	8	3	1/1	1-4	SC
42	1/2 Elf	MU TH	3 4	M	LE	9	16	12	12	15	8	14	8	2		1-3	SC
43	Elf	FT TH	5 5	F	LE	13	9	11	12	10	8	24	8		1/1	1-3	P
44	Elf	FT MU	4 4	M	LE	10	13	10	9	13	14	21	4		1/1 2	1-6	P
45	Dwarf	FT TH	7 7	F	CN	17	7	13	13	13	16	40	8		3/2	1-8	R
46	Halfling	FT TH	1 1	M	CE	14	11	10	14	11	11	8	8		1/1	1-4	
47	Gnome	FT TH	1 1	M	N	13	11	13	13	12	17	5	8		1/1	1-10	
48	1/2 Elf	CL FT	2 1	M	CN	12	9	17	7	9	11	6	4		1/1	1-4	
49	1/2 Elf	CL RG	5 4	F	CG	13	13	14	9	14	18	24	5	3	1/1	1-15	
50	1/2 Elf	CL MU	3 3	F	NG	9	14	13	11	9	14	10	7	2			

Continued on next page

MULTI-CLASSED CHARACTERS continued

d%	Race	Class	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	# AT	Hmen	M Items
51	1/2 Elf	MU TH	6 10	M	N	12	14	15	15	10	10	25	8	3		1-4	OW,P
52	1/2 Elf	CL FT	5 5	M	NE	12	10	13	17	11	8	25	7	3		1-3	
53	Elf	FT MU	5 4	M	CG	13	13	11	13	11	9	19	4		1/1	1-4	
54	Gnome	FT IL	3 2	M	LE	13	15	13	16	16	16	20	4		1/1	1-6	A
55	Dwarf	FT TH	2 3	F	LN	12	10	7	15	13	15	14	8		1/1	1-7	S
56	Dwarf	FT TH	4 5	M	CE	12	11	10	16	14	10	20	7		1/1	1-4	A
57	Elf	FT MU TH	5 4 5	F	LN	10	15	7	16	10	8	19	8		1/1	1-3	SC,P,R
58	Elf	MU TH	5 6	M	CN	11	13	9	13	11	10	15	8	3		1-4	
59	Gnome	IL TH	5 7	M	LE	9	15	7	16	16	13	29	8	3			
60	1/2 Orc	CL AS	4 6	F	CE	14	10	12	12	13	12	28	3	2		1-5	R
61	1/2 Orc	CL TH	4 6	M	LE	9	8	12	13	13	7	25	8	2		1-3	
62	1/2 Orc	CL AS	4 6	F	LE	13	11	11	13	13	8	16	7	2		1-3	A
63	1/2 Elf	FT MU	6 6	F	CE	12	12	7	9	11	7	26	2		1/1	1-3	A,S,SH
64	Elf	FT TH	1 1	M	CN	17	10	8	15	9	9	1	7	8		1-4	
65	Gnome	FT TH	4 5	M	N	13	7	11	13	12	8	27	8			1-4	
66	1/2 Elf	FT TH	3 4	M	CN	14	8	13	15	15	12	15	8		1/1	1-5	S
67	Halfling	FT TH	3 3	M	LN	11	7	11	15	13	6	14	8			1-2	
68	1/2 Orc	FT TH	4 5	F	N	16	9	10	13	13	10	21	18		1/1	1-4	S
69	Elf	FT TH	3 3	M	LE	12	12	9	17	9	16	15	7		1/1	1-8	P
70	Gnome	FT IL	4 4	F	LE	15	15	13	17	14	9	14	7		1/1	1-4	
71	1/2 Elf	FT TH	3 3	M	CE	12	11	7	15	10	7	16	7			1-3	
72	1/2 Orc	FT AS	3 2	M	CE	13	13	9	14	13	10	13	8		1/1	1-4	
73	1/2 Elf	FT MU TH	3 3 4	F	NG	13	14	11	11	11	9	18	8		1/1	1-4	
74	1/2 Elf	MU TH	4 4	F	LE	8	12	8	12	12	18	17	8	2		1-15	R,OW
75	Dwarf	FT TH	7 8	M	CG	14	9	17	12	12	10	32	4		1/1	1-4	P,R

Continued on next page

MULTI-CLASSED CHARACTERS continued

d%	Race	Class	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	SL	# AT	Hmen	M Items
76	1/2 Elf	CL MU	1 1	M	LE	10	14	18	12	9	9	5	4	1 1		1-4	
77	Gnome	IL TH	1 2	M	CE	8	15	14	18	11	6	4	8	1		1-2	
78	Dwarf	FT TH	4 4	F	LN	17	14	14	12	14	12	19	8		1/1	1-5	
79	Dwarf	FT TH	3 3	M	CN	12	7	9	12	18	11	29	8		1/1	1-4	
80	1/2 Elf	FT MU	5 4	M	NE	18/38	12	7	12	17	9	27	7		1/1	1-4	P
81	Elf	FT MU TH	7 11 12	F	LN	17	18	17	18	17	18	71	8		3/2 5	1-15	S,M,P
82	Dwarf	FT TH	9 11	F	CN	17	17	18	17	18	16	82	8		3/2	1-8	S,R,M
83	1/2 Orc	FT AS	10 13	M	LE	18/96	17	14	14	19	12	108	7			1-5	P,W,M
84	1/2 Elf	CL FT	1 1	F	CN	12	11	13	8	8	7	5	2	1		1-3	
85	1/2 Elf	CL MU	5 5	F	LE	9	12	15	9	7	12	17	4	3 3		1-5	A
86	Elf	FT TH	2 3	M	NE	14	13	15	13	7	9	10	4		1/1	1-4	
87	1/2 Elf	MU TH	1 2	M	N	9	13	11	12	13	15	6	8	1		1-7	
88	Elf	FT TH	5 5	M	LN	9	8	10	11	8	10	24	8			1-4	
89	1/2 Elf	CL RG	6 5	M	CG	13	17	13	14	15	14	29	8	3		1-6	
90	1/2 Elf	FT MU TH	1 1 1	M	CN	13	10	15	13	12	10	4	8		1/1	1-4	
91	Elf	MU FT	9 5	F	LE	11	15	11	10	11	11	22	3	5		1-4	
92	Dwarf	FT TH	3 4	M	NG	11	7	13	16	13	13	21	5		1/1	1-5	
93	Elf	MU FT	4 4	F	CN	12	15	11	7	11	16	16	3	2		1-8	
94	Gnome	FT TH	6 11	M	LN	17	13	11	18	17	9	64	8		1/1	1-4	S,P
95	1/2 Elf	MU TH	8 12	M	LG	18	18	16	16	18	15	59	8	4		1-7	OW,P
96	Halfling	FT TH	5 5	M	CN	17	16	15	18	18	15	47	8		1/1	1-7	P,S
97	Halfling	FT TH	3 4	M	CE	14	9	12	13	14	11	18	8		1/1	1-4	
98	Dwarf	FT TH	4 5	M	LN	13	7	7	12	12	8	18	8		1/1	1-3	
99	Gnome	IL TH	4 4	M	CE	11	15	14	16	9	8	15	8	2		1-3	
100	1/2 Elf	FT CL MU	6 5 6	F	CN	17	14	13	18	10	17	35	4		1/1	1-10	S,M

BARDS

1d20	Race	Level F/T/B	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	# AT	Hmen	M Items
1	1/2 Elf	5/6/1	F	CN	15	13	16	16	10	16	30	10	1		SC
2	Human	7/7/7	M	LN	16	16	18	17	14	18	58	8	3/2	1	R
3	Human	7/7/3	M	NG	18/00	15	17	17	12	18	45	8	3/2		
4	1/2 Elf	6/8/2	M	N	16	14	17	17	10	18	39	3	1		A
5	Human	5/6/4	F	N	18/12	12	15	17	14	15	42	8	1		
6	Human	6/6/4	M	NE	17	14	18	15	15	15	51	8	1		S
7	Human	6/8/9	M	N	16	15	17	17	12	15	72	8	1	1-2	R
8	Human	7/8/9	F	LN	18/50	12	18	15	13	16	76	8	3/2	1-2	
9	Human	6/6/9	M	LN	18/24	16	18	18	11	15	69	4	1	1-2	A
10	Human	5/8/2	M	NE	15	13	16	18	11	16	34	4	1		AS
11	Human	5/8/4	M	N	17	14	16	15	12	15	56	10	1		
12	Human	5/8/2	M	N	17	17	15	18	13	15	34	8	1		
13	Human	6/8/2	M	LN	15	12	17	17	11	15	44	8	1		S
14	Human	7/6/1	M	NG	17	12	18	15	10	18	45	4	3/2		A
15	Human	7/7/6	F	LN	16	12	17	17	11	17	69	4	3/2	1	A
16	Human	7/6/1	M	NG	18/51	12	17	16	14	15	39	10	3/2		
17	Human	5/7/6	M	N	17	12	17	15	12	16	63	8	1	1	AR
18	1/2 Elf	7/7/7	M	NG	17	13	15	15	12	16	69	8	3/2	1	
19	Human	7/7/9	M	CN	18/72	14	15	16	12	17	67	8	3/2	1-2	MW
20	Human	5/6/2	F	N	16	13	18	16	12	17	39	3	1		SAW

A Dwarven Drinking Song

Copper's good for making things,
 But hardly fit for kings or popes.
 Silver's good for chains and rings,
 And also killing lycanthropes.
 Electrum is a novelty,
 But seems to lack a certain flair.
 Platinum shines regally,
 Nobility beyond compare.
 Mithril is a magic ore,
 So bright and difficult to scratch.
 Gems that sparkle, I adore,
 And jewelry can have no match.
 But for a Dwarven happiness,
 There's one more thing that I require;
 One more thing I must possess,
 To feed the flames of my desire.

Gold, I love the gleaming!
 Gold, of you I'm dreaming!
 Gold, for you I'm scheming!
 Gold, for you I'm screaming!
 I can't be happy 'til I've rolled
 Through mounds and mounds of shining gold!
 Gold gold gold gold gold gold gold!
 Mine! It's all mine! Ha ha ha ha ha!

Be Not Dismayed

(A Song of Hope)

Be not dismayed by those who mock,
 And all endeavors noble scorn.
 Abandon not thy honor's flock;
 From lofty virtue be not torn.

Seek grains of truth in every voice;
 Be not thou fain to these eschew.
 But when tumultuous thy choice,
 To thine own heart, thou must be true.

The Glory of Adventure

When the enemy's surrounding,
 And we think our nerves will fail,
 When we hear the trumpets sounding,
 And they make us quake and quail,
 Grab your mug and we'll be pounding
 Down another round of ale!

And we'll drink,
 To the glory of adventure!

MONKS

d%	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	AC	Hmen	M Items
1-2	Human	1	M	LE	16	6	15	15	13	6	8	10		
3-4	Human	2	M	LN	15	6	16	15	14	9	9	9		M
5-6	Human	8	M	LE	15	11	15	15	12	16	21	4	1-4	R
7-8	Human	4	M	LE	15	10	16	15	15	10	20	7		
9-10	Human	2	M	LN	15	12	15	16	15	13	11	9		
11-12	Human	6	F	LE	15	10	15	15	12	11	21	6	1-2	
13-14	Human	8	F	LG	15	9	15	15	13	14	19	4	1-4	OW
15-16	Human	1	M	LE	15	10	18	15	18	10	9	10		
17-18	Human	1	M	LG	15	12	15	15	12	8	3	10		
19-20	Human	4	M	LG	15	9	16	15	12	10	14	7		
21-22	Human	3	M	LE	15	9	15	15	12	8	9	8		
23-24	Human	6	M	LG	15	8	15	15	15	8	20	6	1-2	
25-26	Human	4	M	LE	15	13	15	15	13	9	16	7		
27-28	Human	2	F	LN	15	12	15	16	11	14	9	9		
29-30	Human	8	M	LG	15	13	15	15	12	12	20	4	1-4	OW
31-32	Human	1	F	LG	15	11	15	15	14	10	5	10		
33-34	Human	1	M	LE	15	12	18	15	11	14	5	10		
35-36	Human	6	M	LG	15	9	15	15	12	10	17	6	1-2	
37-38	Human	1	M	LN	15	9	15	17	11	11	6	10		
39-40	Human	3	F	LE	16	12	15	15	11	6	11	8		
41-42	Human	2	M	LE	17	6	15	15	13	8	8	9		OW,M
43-44	Human	1	M	LE	18	12	17	16	11	10	6	10		
45-46	Human	4	F	LE	15	10	17	16	12	12	10	7		OW
47-48	Human	2	F	LG	15	13	16	17	11	11	7	9		
49-50	Human	4	M	LG	15	14	15	18	11	15	14	7		
51-52	Human	5	M	LG	15	6	15	15	15	12	16	7		R,OW
53-54	Human	1	M	LE	15	6	15	15	11	11	4	10		
55-56	Human	2	M	LE	15	12	15	15	14	8	9	9		
57-58	Human	5	M	LN	15	9	15	15	11	13	20	7		
59-60	Human	4	M	LG	15	13	15	15	11	7	13	7		OW
61-62	Human	4	M	LN	18	7	15	15	15	13	19	7		
63-64	Human	5	F	LG	15	6	15	15	14	11	13	7		
65-66	Human	7	M	LG	16	8	15	15	12	11	17	5	1-3	OW
67-68	Human	3	M	LE	16	13	17	15	13	14	8	8		
69-70	Human	2	M	LN	15	15	15	15	14	11	8	9		
71-72	Human	5	M	LN	15	10	15	15	11	14	21	7		
73-74	Human	3	F	LN	17	17	18	18	17	18	21	8		M
75-76	Human	4	F	LN	15	9	15	15	15	6	19	7		M
77-78	Human	1	M	LE	15	11	15	15	16	12	5	10		M,R
79-80	Human	7	M	LN	15	9	15	15	14	11	20	5	1-3	
81-82	Human	2	F	LG	15	10	16	16	12	14	10	9		
83-84	Human	6	M	LE	15	10	15	15	11	12	20	6	1-2	
85-86	Human	2	F	LE	16	12	15	15	15	13	11	9		
87-88	Human	1	M	LN	17	13	15	15	12	10	5	10		
89-90	Human	8	F	LE	15	14	15	15	15	8	6	4	1-4	M
91-92	Human	2	F	LN	15	11	15	15	12	10	7	9		
93-94	Human	3	M	LE	15	10	17	15	13	7	12	8		
95-96	Human	2	M	LG	15	13	18	17	15	9	10	9		
97-98	Human	4	M	LN	15	15	15	16	12	11	13	7		
99-100	Human	7	M	LG	15	14	15	15	16	15	32	5	1-3	M,OW

SAGES

1d20	Race	LVL	Sex	AL	STR	INT	WIS	DEX	CON	CHA	Hp	M Items	Major (Specialty) Area of Knowledge	Minor (General) Area of Knowledge
1	Human	D3	F	CE	10	18	15	6	10	11	24	R,M,M	Fauna (Cephalopods,Echinoderms,Insects)	Demi-humankind
2	Human	C4	M	CN	14	18	15	8	11	5	22	M	Humankind (Politics, genealogy, demography, biology, law, customs)	Flora
3	Human	D3	M	CG	10	16	13	9	12	8	17	R	Flora (Herbs, Mosses, Ferns, Trees,Bushes, Shrubs)	Supernatural & Unusual
4	Human	D4	M	N	8	15	17	13	9	8	21	OW	Fauna (Reptiles, Amphibians)	Flora
5	Human	C4	M	NG	13	18	15	13	10	10	18	M	Humankind (Biology, Sociology, Psychology)	Flora
6	Human	C5	M	LN	8	16	13	6	6	13	15		Humankind (Theology & Myth, Legends, Folklore, Philosophy & Ethics)	Fauna
7	Human	M4	F	LN	8	15	14	15	7	9	25		Humanoids & Giantkind (Law, Customs, Legends & Folklore, History)	Fauna
8	Human	M5	M	NE	11	15	18	9	14	6	21	R	Demi-Humankind (Art, Music, Sociology)	Fauna, Humankind
9	Human	C3	M	N	13	17	17	5	7	5	24		Demi-Humankind (Psychology,Sociology,Demography)	Physical Universe(s), Humankind
10	Human	D6	M	NG	9	17	17	12	7	6	18	M	Flora (Weeds,Grasses, Grains, Trees)	Fauna
11	Human	I4	M	NE	9	16	13	16	10	10	23		Supernatural & Unusual (Medicine, Dweomercraft, Divination, Metaphysics)	Humankind
12	Human	C6	M	NG	10	18	14	12	10	11	22		Demi-humankind (Sociology, Politics, Genealogy, Legends, Folklore, Psychology)	Humankind
13	Human	C3	M	CE	11	17	15	6	13	7	18	OW	Physical Universe(s) (Geology, Mineralogy, Astronomy, Topography, Cartography, Geography)	Humankind
14	Human	M6	M	LE	15	17	18	5	9	11	21	R,OW	Humankind (Philosophy, Ethics, Art, Music)	Flora, Humanoids, Giantkind
15	Human	C6	M	LN	15	17	15	14	10	5	22		Humanoids & Giantkind (Biology, Theology, Myth, Languages)	Humankind
16	Human	C5	F	LN	9	15	16	14	8	10	18	M	Humankind (Legends, Folklore, Politics, Genealogy, Languages)	Demi-humankind, Humanoids, Giantkind
17	Human	M5	M	N	11	18	16	9	14	11	18		Humanoids (Legends, Folklore, History, Theology, Myth, Law,Customs)	Humanoids, Giantkind
18	Human	I6	M	LN	10	17	16	10	14	8	19	M,R	Supernatural & Unusual (Outer Planes, Inner Planes)	Physical Universe(s), Humankind
19	Human	C4	M	N	8	18	15	8	8	10	24		Physical Universe(s) (Physics, Chemistry, Architecture, Engineering)	Humankind
20	Human	C4	F	N	8	15	15	14	5	8	22	R,R,P	Demi-humankind (History, Legends, Folklore, Demography, Art, Music)	Flora, Physical Universe(s)

Notes

Level: this is the profession and level of the sage as per the DMG, pp31-3. In most cases they are NPCs retired from active adventuring and will offer their 'services' strictly in an advisory capacity.

Major (Specialty) Area of Knowledge: The sage will have an excellent general knowledge of the primary field and specialized or esoteric knowledge of fields listed in parenthesis

Minor (General) Area of Knowledge: The sage will have an good general knowledge of the fields listed.

1st-LEVEL NON-PLAYER CHARACTERS

(HENCHMEN, HIRELINGS, PATRONS or PRISONERS)

1d20	Name	Race	Sex	Class	Hp/AC	Str	Int	Wis	Dex	Con	Cha	Magic Items
1	Elaine	H	F	F	6/3	16	11	12	15	14	10	Potion of healing
2	Geolin	D	F	F	6/4	16	10	8	11	15	9	Hand Axe +1
3	Megaron	H	M	F	8/2	16	9	12	15	14	13	Spear +1
4	Leif	H	M	F	7/2	17	8	7	16	13	8	Broadsword +1
5	Tenbar	D	M	F	9/3	17	11	12	12	18	10	Footman's Pick +1
6	Griff	H	M	F	9/3	17	9	13	10	12	17	Broadsword +1
7	Arborius	H	M	R	10/5	15	13	14	13	11	10	10 Arrows +1
8	Kellin	E	M	F/MU	5/2	13	15	8	16	12	15	MU Scroll (1)
9	Elmorth	E	F	MU	3/10	9	15	12	12	15	14	MU Scroll (2)
10	Hilgaard	H	F	MU	3/10	9	17	15	11	14	12	MU Scroll (3)
11	Mylor	H	M	MU	3/10	9	16	10	12	11	15	MU Scroll (1)
12	Astenon	H	M	I	4/7	13	15	8	17	9	7	Wand: Enemy Det.
13	Caine	½ E	M	C/MU	4/6	17	10	15	14	14	7	Cleric Scroll (1)
14	Gerald	H	M	C	5/5	15	11	17	9	13	13	Potion: Fire Resist.
15	Lida	H	F	C	6/5	8	10	18	13	15	9	-
16	Nestor	H	M	C	5/5	15	11	17	9	13	13	Mace +1
17	Caledon	H	M	D	5/8	11	10	16	12	13	15	P: Invulnerability
18	Radric	D	M	F/T	5/5	13	9	8	17	15	10	-
19	Theodore	½-ling	M	T	4/4	8	14	7	18	9	15	R: Feather Falling
20	Grumdash	½ O	M	T	6/7	15	13	10	14	17	8	Leather +1

0-LEVEL NON-PLAYER CHARACTERS (Normal Men)

d%	HP	Above Average Ability Score(s)	Below Average Ability Score(s)	d%	HP	Above Average Ability Score(s)	Below Average Ability Score(s)
1-2	8	18 Con	5 Int	51-52	5	17 Str, 18 Dex	7 Con
3-4	7	16 Str, 18 Wis, 15 Dex	7 Con	53-54	3	18/60 Str, 15 Dex	8 Con, 7 Wis
5-6	4	15 Con	6 Cha	55-56	2	18/71 Str, 15 Wis	7 Cha, 8 Int
7-8	2	18 Wis	5 Str, 7 Con	57-58	3	17 Str, 17 Dex	5 Con
9-10	2	16 Str	8 Dex, 8 Cha	59-60	5	15 Con	None
11-12	6	17 Str, 15 Dex, 15 Con	12 Cha	61-62	7	15 Cha	6 Int
13-14	9	18 Con	None	63-64	6	18 Wis	None
15-16	5	16 Str, 16 Wis, 15 Con	10 Dex	65-66	7	17 Str	4 Cha
17-18	3	18/02 Str	4 Cha	67-68	9	16 Str, 18 Con	2 Dex
19-20	6	15 Wis	6 Dex	69-70	3	16 Dex	4 Str
21-22	3	16 Dex	8 Str	71-72	5	18/00 Str	5 Dex, 6 Wis, 6 Cha
23-24	9	16 Dex, 18 Cha	7 Con, 6 Int	73-74	7	17 Str, 17 Con	6 Int, 7 Cha
25-26	9	17 Dex, 18 Con	5 Wis	75-76	4	16 Str, 18 Dex	None
27-28	4	17 Str, 16 Dex	9 Int, 7 Wis	77-78	2	18/06 Str	8 Con, 5 Cha
29-30	7	15 Cha	6 Wis, 8 Con	79-80	7	18 Str	6 Cha, 6 Int
31-32	5	17 Cha	5 Int, 5 Wis	81-82	9	18/50 Str, 18 Con	6 Wis, 6 Int, 5 Cha
33-34	3	16 Str, 17 Wis	None	83-84	7	16 Str, 18 Wis	8 Dex
35-36	4	18 Wis	7 Int	85-86	4	18 Wis	6 Con, 4 Str
37-38	2	16 Str, 17 Wis	8 Con	87-88	5	18/00 Str	5 Wis, 7 Cha
39-40	8	17 Cha	6 Str	89-90	2	16 Dex	7 Str
41-42	5	18/00 Str, 17 Wis, 17 Cha	8 Dex, 7 Int	91-92	9	18 Cha	2 Int
43-44	2	18 Dex	5 Con	93-94	4	16 Str, 15 Wis	None
45-46	9	15 Wis, 18 Cha	4 Dex	95-96	9	18 Con	5 Dex
47-48	4	17 Wis, 15 Con	6 Cha	97-98	7	18 Wis	None
49-50	4	16 Con	7 Wis, 7 Int	99-100	3	18 Dex	7 Str

NPC DETAILS

d%	Sex	d%	Age	d%	Hair	d%	Appearance
01-50	Female	01-25	11-20	01-20	Black	01-15	Filthy
51-00	Male	26-50	21-30	21-35	Dark Brown	16-25	Dirty
		51-65	31-40	36-45	Salt & Pepper	26-40	Ragged
		66-75	41-50	46-60	Sandy Brown	41-60	Unkempt
		76-90	51-60	61-75	Light Brown	61-75	Neat
		91-97	61-80	76-90	Blond	76-85	Very Neat
		98-99	80-100	91-98	Red	86-95	Fashionable
		00	> 100 *	99-00	Other (*)	96-00	Immaculate

d%	Complexion	d%	Height	d%	Weight	d%	Sanity
01-30	Fair	01-04	Dwarfism *	01-05	Very Skinny	01-10	Insane *
31-69	Tanned	05-15	Very Short	06-15	Skinny	11-20	Fanatical
70-90	Dark	16-30	Short	16-30	Thin	21-60	Sane
91-00	Disfigured *	31-75	Average	31-75	Average	61-70	Neurotic
		76-90	Tall	76-90	Heavy-set	71-80	Steady
		91-99	Very Tall	91-98	Fat	81-90	Eccentric
		00	Gigantism *	99-00	Corpulent	91-00	Unshakeable

d%	Eye Color	d%	Level	d%	Alignment	d%	Apparent Age
01-25	Dark Brown	01-45	1 st	01-07	Lawful Good	01-10	Child
26-50	Brown	46-55	2 nd	08-22	Neutral Good	10-30	Youth
51-70	Hazel	56-60	3 rd	23-29	Chaotic Good	31-70	Adult
71-80	Green	61-65	4 th	30-44	Lawful Neutral	71-85	Middle Aged
81-95	Blue	66-70	5 th	45-56	Neutral	86-95	Old
96-98	Blue + Green	71-75	6 th	57-71	Chaotic Neutral	96-00	Elderly
99-00	Other *	76-78	7 th	72-78	Lawful Evil		
		79-81	8 th	79-93	Neutral Evil		
		82-85	9 th	94-00	Chaotic Evil		
		86-89	10 th				
		90-92	11 th				
		93-95	12 th				
		96-97	13 th				
		98-99	14 th				
		00	≥15 th				

d%	Class	d%	Moral Trend	d%	Possessions
01-05	Begger	01-29	Good	01-15	None
06-15	Commoner	30-70	Neutral	16-40	Very poor
16-20	Expert	71-00	Evil	41-70	Poor
21-28	Noble			71-85	Comfortable
29-49	Fighter			86-98	Wealthy
50	Paladin			99-00	Filthy Rich
51-70	Thief				
71-75	Bard				
76-77	Ranger				
78-82	Cleric				
83-85	Druid				
86-90	Magic User				
91-95	Illusionist				
96-00	Multi-Class				

Entries followed by an asterisk (*) should be interpreted by the DM as desired.

General Personality Traits

1d20	Trait	1d20	Trait
1	Optimist/Pessimist	11	Precise/Exacting
2	Hedonist/Altruist	12	Opinionated/Contrary
3	Careless/Sober	13	Suspicious/Cautious
4	Helpful/Kindly	14	Cheerful/Happy
5	Studious/Perceptive	15	Peaceful/Gentle
6	Capricious/Mischievous	16	Violent/Warlike
7	Curious/Inquisitive	17	Foul/Barbaric
8	Moody/ Malevolent	18	Cruel/Callous
9	Trusting/ Fanatical	19	Practical Joker/Prankster
10	Intellectual/Witty	20	Servile/Obsequious

NPC EXPERIENCE & PROGRESSION

Frequency of Progression by Race

Frequency	Human 1 roll/1d2yrs	Elf 1 roll/1d8yrs	Dwarf 1 roll/1d6yrs	Gnome 1 roll/1d6yrs	Halfling 1 roll/1d3yrs	½ Orc 1 roll/1yrs	½ Elf 1 roll/1d6yrs
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Progression (d%)

Event	Magic								
	Fighter	Paladin	Ranger	User	Illusionist	Thief	Assassin	Cleric	Druid
Survival	70%	65%	65%	85%	85%	70%	50%	80%	70%
Injury	40%	45%	40%	20%	20%	40%	50%	30%	35%
Advancement	50%	30%	40%	20%	25%	75%	75%	60%	55%
Treasure	10%	5%	8%	12%	10%	20%	20%	10%	8%
Misfortune ^a	15%	15%	15%	15%	15%	20%	30%	15%	15%
Luck ^a	15%	25%	20%	15%	15%	20%	15%	25%	15%

^a Misfortune and Luck are either/or events. If misfortune is called for, no chance for Luck is possible. If both rolls are failed, no special events transpire.

Progression Results

d%	Injury	Advancement	Treasure	Misfortune	Luck
01-05	Crippled			Death of friend/relative	New Friend/Ally
06-15	Blinded			Loss of random Magic Item	Gain Status/position
16-20	Insanity	Nil	Nil	Lose 1d6x10% Wealth	Birth in family
21-30	Lost limb/digit			Loss of Patron/Sponsor	Gain 2 treasures (Lvl +1)
31-65	Diseased		1 treasure	Imprisoned (1d10 years)	+1d2 to random Ability Score
66-75				Cursed *	Gain special ability/skill
76-80	-1d2 hp	+1 level	2 treasures	Change of Alignment *	Gain Fame *
81-85	-1d3 hp		1treasure (lvl +1)	Scandal/Loss of Status *	Outstanding Achievement *
86-93	-1d4 hp	+2 levels	1treasure (lvl +2)	Incur Divine Wrath *	Divine Blessing/Boon *
94-97	-10% hp	+3 levels	1treasure (lvl +3)	-1d2 to random Ability Score	+1d2 to random Ability Score
98-00	-25% hp	+1d6 levels	1treasure (lvl +4)	Loss of 1d3 level(s)	Gain 1d2 level(s)

Lvl + : Optionally choose to forego the treasure or boon in favor of a rise in level.

Directions: To determine when, or if, an NPC will advance or experience other significant events:

- Determine how many years have passed since last encountered by the party. Look up the die roll frequency according to the NPC racial type.** (Ex: Jibb was an 18 year old human 1st -lvl Fighter when last encountered. He'll get 1 Progression for every 1d2 years. 10 years have passed.)
- Roll to determine how many Progressions allowed.** (Ex: Jibb is now 28 years old. A roll of 2 (1d2) means he'll have had 5 Progressions over the intervening past 10 years.)
- Using the column appropriate to the NPC's class, roll d00 on the Progression table once for each possible result. Resolve the results immediately before proceeding to the next Progression.** (Ex: Jibb is a Fighter so he has a 70% of surviving the next 2 years. The DM rolls a 56, so Jibb manages to keep himself alive. Another roll of 25 also means he survived without major injury. Next, the DM rolls for Advancement, a 02 followed by an 82. So, Jibb gains a level to become a 2nd-lvl Fighter. A roll of 79 means he didn't manage to secure any treasure. Finally, a roll of 32 means he DID encounter some bad luck. Another roll on the Misfortune results table, a 13, means he lost his only magic item, a longsword +1. Tough luck!)
- Repeat the process for any subsequent Progressions.** (Ex: At this point the DM would resolve Jibb's remaining 4 Progressions).
- Don't forget to account for the effects of aging!** (c.f. DMG, p.13).

Note: When planning a campaign, the enterprising DM may decide to generate several distinct eras in a favorite recurring nemesis' career. When encountered in the future, the NPC will have progressed along with the PCs and perhaps grown even more powerful.

NPC BOONS & HINDERANCES

BOONS		HINDERANCES	
d%	Quality	d%	Quality
01-04	Natural aptitude in training field	01-04	Learning impediment
05-08	Affinity with animal genus	05-08	Hostility with animal genus
09-12	Eagle-eyed	09-12	Weak vision
13-16	Sixth-sense	13-16	Night Blindness
17-20	Acute Hearing	17-20	Bad hearing
21-24	Sensitive	21-24	Nearly deaf
25-28	Excellent Sense of Smell	25-28	Bad Sense of Smell
29-32	Good Sense of Smell	29-32	No Sense of Smell
33-36	Rapid Healer	33-36	Slow Healer
37-40	Light Sleeper	37-40	Heavy Sleeper
41-44	Lucky	41-44	Ill-fated
45-48	High Language Aptitude	45-48	Poor Language Aptitude
49-52	Good Judge of Character	49-52	Poor Judge of Character
53-56	Good Judge of Value	53-56	No Sense of Value
57-60	Excellent Tolerance for Drugs/Alcohol	57-60	Poor Tolerance for Drugs/Alcohol
61-64	Heightened Resistance to Petrification	61-64	Heightened Susceptibility to Petrification
65-68	Heightened Resistance to Charm	65-68	Heightened Susceptibility to Charm
69-72	Heightened Resistance to Illusions	69-72	Heightened Susceptibility to Illusions
73-76	Heightened Resistance to Magic	73-76	Heightened Susceptibility to Magic
77-80	Heightened Resistance to Poison	77-80	Heightened Susceptibility to Poison
81-84	Heightened Resistance to Undead	81-84	Heightened Susceptibility to Undead
85-88	Heightened Resistance to Disease	85-88	Heightened Susceptibility to Disease
89-92	Mental Stability	89-92	Mental Instability
93-96	Heightened Charisma/Comeliness	93-96	Insane/Criminal
97-00	Psionic	97-00	Decreased Charisma/Comeliness

Descriptions

Note: Unless otherwise noted, modifier is +1/+10% (Boon) or -1/-10% (Hinderance).

Natural aptitude/impediment: Modifier applied to ONE skill or ability (to-hit, Pickpocket, etc.)

Affinity/Hostility with Animal Genus: Apply the modifier to reaction/handling checks with that genus only

Eagle-eyed/Weak Vision: +1/-1 to-hit with missile weapons

Sixth-sense: -2 modifier when checking if Surprised (DMG, p62).

Night Blindness: Apply an additional -3 to-hit when fighting in dimly lit conditions

Acute/Bad Hearing: Modifier when checking for Surprise (DMG, p62).

Sensitive: +1 modifier when checking for Surprise (DMG, p62)

Nearly Deaf: -2 modifier when checking for Surprise (DMG, p62) or listening at doors.

Excellent/Bad Sense of Smell: Apply modifier at DMs discretion.

Rapid Healer: Character heals 2 hp per day.

Slow Healer: Character heals only ½ hp per day.

Light Sleeper/Heavy Sleeper: +2/-2 modifier when checking for Surprise if asleep (DMG, p62).

Lucky/Ill-fated: Apply once per day as a Saving Throw modifier (DMG, p80-1).

High Language Aptitude: NPC may learn an additional 1d3 languages

Poor Language Aptitude: NPC knows only their native tongue, and that only at a basic level.

Good/Poor Judge of Character: Apply at DMs discretion as a modifier to Reaction checks (DMG, p63)

Good/Poor Judge of Value: Apply at DMs discretion as a modifier to buying, selling, or bargaining attempts

Excellent Tolerance for Drugs/Alcohol: NPC has effective CON of 18 for all Intoxication checks (DMG, p82-3)

Poor Tolerance for Drugs/Alcohol: NPC has effective CON of 3 for all Intoxication checks (DMG, p82-3)

Heightened Resistance/Susceptibility: Apply modifier to the corresponding Saving Throw(s) (DMG, p80-1).

Mental Stability/Instability: Apply as a modifier to Saving Throws against Fear or Terror (DMG, p80-1).

Insanity: NPC is either insane (DMG, p83) or a convicted criminal (p28).

Psionic: At DMs discretion, the NPC has 1 Psionic ability (PHB).

Heightened/Lowered Charisma/Comeliness: Apply to the NPC's actual Ability Score

NPC MOTIVATIONS

NPC is motivated by... to...

1d20	Motivation	Gain	Increase	Decrease	Keep	Defend	Destroy	Avoid	Prevent
1	Activity	1-2	3	8-9	4-6	7	10-11	12-17	18-20
2	Belief	1-2	3-4	-	-	5-10	11-15	-	16-20
3	Control	1-5	6	13-14	7-10	11-12	15	16-18	19-20
4	Good/Evil	1-6	7	15	8-10	11-14	16-18	19	20
5	Event	1-5	6-10	-	-	-	-	11-15	16-20
6	Fame	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
7	Friendship	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
8	Group	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
9	Influence	1-3	4-6	7-8	9-12	13-15	16-17	18-19	20
10	Justice	1-4	5-6	-	-	7-14	-	15-19	20
11	Knowledge	1-6	7-10	-	-	-	11-16	17-18	19-20
12	Location	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
13	Love	1-3	4-6	7-8	9-12	13-15	16-17	18-19	20
14	Object	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
15	Person	1-4	5-10	-	-	11-15	-	16-18	19-20
16	Pleasure	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20
17	Reputation	1-5	6	13-14	7-10	11-12	15	16-18	19-20
18	Survival	-	-	1-4	5-15	16-18	19-20	-	-
19	Violence	1-4	5-12	-	-	-	-	13-16	17-20
20	Wealth	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20

Note: The DM should interpret the results according to the NPC's alignment and profession, discarding or re-rolling any unsuitable results (e.g. A Paladin motivated by a desire to prevent justice)

NPC Activities

Bad Reputations

1d20	Activity	1d20	Reputation
1	Sleeping	1	Widely suspected of Unlicensed Prostitution, it has never been proven
2	Feasting	2	Famous city-wide for Smuggling
3	Toiletry	3	Suspected of Lewd Behaviour
4	Lounging	4	A string of Murder charges
5	Partying	5	A long list of arrests including Sorcery, Rape, and several for Grave Robbery
6	Inspecting	6	A clean record!
7	Ceremony	7	Arrested and later proven innocent of Witchcraft
8	Studying	8	Widely suspected of Spying, it has never been proven
9	Exploring	9	Arrested and later proven innocent of Flight from Slavery
10	Hunting	10	A variety of charges including Desertion, Poisoning, and several for Tax Evasion
11	Visiting	11	Suspected of Pedophilia
12	Trance	12	Arrested and later proven innocent of Horse Theft
13	Interrogating	13	The main culprit in an unsolved case of Gaming without License
14	Experimenting	14	A long list of arrests including Arson, Kidnapping, and several for Oath-breaking
15	Practicing	15	Suspected by the crown of Lese Majesty, it has never been proven
16	Drinking/Snacking	16	Famous city-wide for Kidnapping
17	Meeting	17	A rather serious charge of Poisoning
18	Meditating	18	A rather serious charge of Sorcery
19	Dictating	19	Guilty of several instances of Adultery
20	Sitting in State	20	Imprisoned for Rape

DEALING with NPCs

NPC Actions & Reactions

d%	NPC Actions	Sexual Encounters/Reactions	Short Term Goals
01-03	Brushing/Braiding Hair	Nymphomaniac	Frightened
04-06	Playing Chess	Gets Pregnant/Impregnates	Wants to Rule the World
07-09	Flirting With Another	Virgin & Frightened	Wants to Rule City
10-12	Making Armor Repairs	Kinky – Dominative	Wants to Rule Planes
13-15	Mending Clothes	Kinky – Submissive	Wants to Steal Horse
16-18	Smoking Pipe	Dull Lover	Bounty Hunting
19-21	Using Sign Language	Bisexual	Actually Doppelganger
22-24	Petting & Holding Cat	Has Angry Father	Has Magical Item
25-27	Feeding Bird On Shoulder	Has Angry Older Brother	Wants to Kill PC
28-30	Sleeping In Chair	Has d6 Angry Older Brothers	Wants to Steal Magic
31-33	Talking With Self	Has VD	Wants to Trade Magic
34-36	Passing Gas/Burping	Has Crabs	Wants to Trade Discoveries
37-39	Cleaning Windows	Has Life-Threatening Sexual Disease	Wants to Mate
40-42	Poking Fun at Local	Unclean, Filthy	Wants to Join Group
43-45	Reading a Book	Secretly Married	Surrendering
46-48	Taking Notes	Doesn't Want Sex – Just Friendship	Is Just Hungry
49-51	Playing Dice Game	Father is Important Dignitary	Wants Item of PCs
52-54	Playing Cards	Real Tease – Doesn't Deliver	Wants to Frame PC For Crime
55-57	Arm Wrestling	Secretly a High Level PC	Falls in Love With PC
58-60	Sketching Characters	Secretly is Opposite Sex Than Looks	Extremely Hostile
61-63	Eating Great Smelling Food	Greatest Sexual Encounter Ever Had	Suicidal
64-66	Playing an Instrument	Demands Money After Encounter	Extremely Cunning
67-69	Selling Something Illegal	Becomes Obsessed Over PC/Stalks	Illusion
70-72	Gossiping	Ex-Lover Finds Out & Threatens PC	Escaped Slave
73-75	Day Dreaming	Develops Into Happy Relationship	Carries Contagious Disease
76-78	Controlling d4 Children	Extorts PC	Carries Curse
79-81	Adding Up Numbers	Has d6 Kids From Previous Marriage	Is Extremely Ill
82-84	Tinkering With Something Small	Is Very Rich	Is With Child
85-87	Doing Paperwork	Is Very Poor	Wants To Give PC Something Valuable
88-90	Dead	Secretly a Polymorphed Monster	Will Train PC In Skill
91-00	DM's Choice	DM's Choice	DM's Choice

Negotiation & Bargaining

2d6	Same Align	Different Align	Opposing Align	Die Modifier(s)
2	Unhappy	Affronted	Attack	CHA is 8 or less -1
3	Requires Much More	Indignant	Attack if Equal Odds	CHA is 13 or more +1
4	Requires More	Angry	Violent Rejection	NPC is same class +1
5	Thinks It Over (25%)	Unhappy	Hostile Rejection	NPC is same race +1
6	Maybe Later (50%)	Requires Much More	Affronted	NPC is stranger -1
7	Perhaps (75%)	Requires More	Indignant	NPC is threatened -1
8	Definitely (95%)	Thinks It Over (25%)	Angry	Offered good pay +1
9	Positively (100%)	Maybe Later (50%)	Unhappy	Offered poor pay -1
10	Require Less	Perhaps (75%)	Requires Much More	NPC is Hireling +1
11	Require Much Less	Definitely (95%)	Requires More	NPC is Henchman +2
12	Whole-hearted Support	Positively (100%)	Thinks It Over	NPC is Relative +3

HIRELINGS

The DM should either prepare a suitable roster of hirelings or use the tables in this chapter to generate some. The PC(s) will first want to interview suitable candidates. There are three general methods of finding them as listed on the **Job Search** table – word-of-mouth, posting an advertisement or hiring a crier, or contracting through a guild. Once a candidate is found, the DM should consult the **Settlement of Terms** to resolve whether or not the candidate accepts the party's offer(s). Adjustments to the chance of settlement are noted on the **Situational Modifiers** table.

Job Searches

Method	% CHANCE of FINDING CANDIDATE					Cost
	Village	Town	City	Capital	Time^	
Word of mouth	2%	5%	8%	15%	1 day	-
Want-Ad	5%	10%	15%	20%	1 week	-
Crier	2%	8%	10%	25%	1 day	5-15gp
Guild*	10%	20%	50%	75%	3 days	10-25gp 'bribe'

* May only be used in settlements with an actual guild presence there

^ Chances and costs of finding a candidate are cumulative with every time period indicated.

Settlement of Terms

Payment Method	Fighter	Thief	Cleric	Paladin	Magic User
	Barbarian	Assassin Acrobat	Monk Druid	Ranger Cavalier	Illusionist
Daily Salary	10%	12%	8%	5%	8%
Lump Sum	15%	18%	10%	8%	10%
Equipment Provided	20%	20%	12%	10%	15%
Magic Item Use	+10%	+15%	+10%	+10%	+15%
Share of Treasure	+15%	+15%	+12%	+8%	+18%
1 st Share of Treasure	+25%	+25%	+15%	+10%	+25%

Situational Modifiers

Payment in Advance	+25%
Same Race	+10%
Demihuman	+/- 15% depending on race
Humanoid/ ½ Orc	+/- 20% depending on race
Same Alignment	+10%
Opposed Alignment	-15%
Very Risky Proposal	-25%
Risky Proposal	-15%
Mundane Proposal	+10%
Level > Party Avg	-15%
Level < Party Avg	+10%

STANDARD MEN-AT-ARMS

Notes: These charts are useful for generating equipment commonly used by humanoids, men-at-arms and demi-humans of all stripes. The DM should choose the tables for individuals or groups depending on the particular encounter or situation, rolling separately for each column.

Medieval/Feudal Men-at-Arms

d%	Steed	Armor	Weapons
01-05	Lt. Horse	Leather	Lt. crossbow + Long sword
06-15	Lt. Horse	Leather & Shield	Spear + Hand Axe
16-25	Lt. Horse	Splint Mail + Shield	Spear + Axe
26-35	Lt. Horse	Studded Leather	Spear + Sword
36-45	Med. Horse	Scale Mail + Shield	Lance + Sword
46-55	Med. Horse	Scale Mail	Flail & Mace
56-60	Med. Horse	Chainmail + Shield	Polearm + Mace
61-70	Med. Horse	Chainmail	Hvy Crossbow + Mace
71-80	Hvy. Horse	Platemail	Hvy Crossbow + Morningstar Lance +
81-00	Hvy. Horse	Platemail + Shield	Longsword + Mace

Primitive/Stone Age/Tribal Men

d%	Weapon(s)	Armor
01-05	Spear	Shield
06-15	Stone Axe	Studded Leather
16-25	Club	Studded Leather + Shield
26-35	Bare Hands	Leather
36-45	Shortbow	Leather + Shield
46-55	Blowgun	Bone Armor
56-60	Javelin	Bone Armor + Shield
61-70	Flint Knife	Hide Armor
71-80	Rock	Hide Armor + Shield
81-00	Atlatl Darts	Unarmored

Warriors of Antiquity

d%	Armor	Weapon(s)
01-05	Shield	Short Sword
06-15	Hide Armor	Spear
16-25	Studded Leather	Short Sword + Sling
26-35	Leather	Dagger
36-45	Leather	Sword + Spear
46-55	Leather + Shield	Axe + Spear
56-60	St. Leather + Shield	Axe + Bow
61-70	Chain	Sword
71-80	Ring Mail + Shield	Axe
81-00	Chainmail + Shield	Axe + Sword

Sailors/Marines/Boatmen

d%	Weapon(s)*	Armor
01-05	Sword + Handaxe	Chainmail + Shield
06-15	Longsword	Chainmail
16-25	Shortsword	Leather + Shield
26-35	Spear	Leather
36-45	Axe	Leather
46-55	Heavy Crossbow	Leather
56-60	Light Crossbow	Leather
61-70	Sling	None
71-80	Club	None
81-00	Darts	None

*All troops assumed to be armed with a dagger in addition to any other weapons generated.

BANDITS & BRIGANDS

(MM, p66-7)

Hideouts

1d20 Type

1-2	Nearby Cave
3-4	Ruins
5-6	Forest Encampment
7-8	Manor/Village
9-10	Sewers/Dungeon
11-12	Roadside post
13-14	Hilltop Fort
15-16	Ruined Castle
17-18	Treetop Dwellings
19-20	No permanent hideout

Groups

Appearing: 20-200 (2d10x10)

Every 20 bandits	+3 rd -lvl Fighter	
Every 30 bandits	+4 th -lvl Fighter	
Every 40 bandits	+5 th -lvl Fighter	
Every 50 bandits	+6 th -lvl Fighter	25% + 7 th -10 th -lvl Magic User
		15% + 5 th -6 th -lvl Cleric + 3 rd -4 th -lvl Asst
<100 bandits	+ Leader (8 th -lvl Fighter)	All Leaders + 6 Guards (F2), Lieut. (F7)
>100 bandits	+ Leader (9 th -lvl Fighter)	
>150 bandits	+ Leader (10 th -lvl Fighter)	

Lairs

80%	Hideout	+ 2-20 Prisoners, 5-30 Camp Followers
10%	Cave Complex	+ Secret Entrance
10%	Castle	+ 1-4 Light Catapults

Equipment

1d8 Steed, Weapon(s) & Armor

1	Medium horse, chain mail, shield, & sword
2	Light horse, leathers, shield, short bow
3	Light horse, leathers, shield, & spear
4	Light horse, leathers, & light crossbow
5	Leathers, shield, & sword
6	Leathers & pole arm
7	Leathers & light crossbow
8	Leathers & short bow

Archetypes

1d8	Type	Description
1	Outlaw Archers	A la Robin Hood
2	Brigands (CE)	Murderous robbers
3	Highwaymen	Small, fast groups
4	Out-of-work Mercenaries	Hard-bitten veterans
5	Bullies	Local toughs/youngsters
6	Pillagers & Looters	Gangs of peasants
7	Foreign Raiders	Berserker-types
8	Duelists/Extortionists	Solitary Black Knight type

Group #1	#	Class/Level	Bandit Units	#
Leader:	1	F10	#1:	17
Lieutenant(s):	1	F7	#2:	17
Bodyguards:	6	F1	#3:	17
Henchmen:	5	F3	#4:	72
	5	F4	#5:	17
	4	F5	#6:	17
	3	F6	#7:	17
Horses:	97			
Total Bandits	199			

Group #2	#	Class/Level	Bandit Units	#
Leader:	1	F8	#1:	10
Lieutenant(s):	1	F7	#2:	30
Bodyguards:	6	F2		
Henchmen:	2	F3		
	1	F4		
Horses:	40			
Total Bandits	52			

Group #2	#	Class/Level	Bandit Units	#
Leader:	1	F8	#1:	10
Lieutenant(s):	1	F7	#2:	10
Bodyguards:	6	F2	#3:	30
Henchmen:	4	F3	#4:	10
	2	F5	#5:	10
	1	F6		
	1	C5		
	1	C4		
Horses:	50			
Total Bandits	90			

Group #4	#	Class/Level	Bandit Units	#
Leader:	1	F9	#1:	10
Lieutenant(s):	1	F7	#2:	15
Bodyguards:	6	F2	#3:	20
Henchmen:	2	F3	#4:	20
	1	F3	#5:	15
	2	F4	#6:	10
	3	F5	#7:	10
	2	F6		
	1	C6		
	1	MU7		
Horses:	80			
Total Bandits	123			

BERSERKERS

(MM, p67)

Groups

Appearing: 10-100 (1d10x10)

Every 10 berserkers	+1 st lvl Fighter	
Every 20 berserkers	+2 nd lvl Fighter	
Every 30 berserkers	+3 rd lvl Fighter	"Shield-brothers"
Every 40 berserkers	+4 th lvl Fighter	
Every 50 berserkers	+5 th lvl Fighter	
<60 berserkers	+Warchief (see subtable)	+2 Sub-chiefs (see subtable)
>60 berserkers	+Clanmaster (see subtable)	+2 Sub-chiefs (see subtable)
Every 10 berserkers	50% +Special Follower	+1d4 Assistants (3 rd /4 th lvl Clerics)

Clans & Chiefs

d%	Clan	Subchiefs	Warchiefs	Clanmaster	Special Followers
01-60	Wearbear	Fighter 10 th lvl	Fighter 12 th lvl	Fighter 15 th lvl	Bard
61-70	Werewolf	Druid 7 th lvl	Druid 9 th lvl	Druid 12 th lvl	Stone Giant
71-80	Wereboar	Druid 8 th lvl	Druid 10 th lvl	Druid 13 th lvl	Hill Giant
81-90	Wererat	Cleric 6 th lvl	Cleric 8 th lvl	Cleric 11 th lvl	Wererat
91-00	Weretiger	Fighter 9 th lvl	Fighter 11 th lvl	Fighter 14 th lvl	Druid

Berserkers at Sea (Vikings)

<10 Berserkers	Trader	Sailing Ship (small)
>25 Berserkers	Warship	Longship
>100 Berserkers	Fleet	2d4 Longships

BORDER PATROLS

(RG)

Notes: Nearly All fighters above 0-lvl have plate mail and shield, lance, flail, and long sword and will be mounted unless circumstances dictate otherwise. The highest level fighter of any group will always be the commander, with the levels below him filling the ranks of lieutenant and sergeant. Magic-users and clerics will act as advisers. (RG)

Group #1	
#	Type
1	6 th -lvl Fighter
1	4 th -lvl Fighter
1	2 nd -lvl Fighter
3	1 st -lvl Fighters
13	Men-at-Arms
Scale mail, shield, shortbow, and mace (AC 5)	

Group #2	
#	Type
1	8 th -lvl Fighter
1	5 th -lvl Fighter
1	2 nd -lvl Fighter
4	1 st -lvl Fighters
23	Men-at-Arms
Chain mail, shield, composite shortbow, and battle axe (AC 5)	

Group #3	
#	Type
1	7 th -lvl Ranger
1	4 th -lvl Ranger
1	2 nd -lvl Ranger
4	1 st -lvl Fighters
16	Men-at-Arms
Studded leather, shield, light crossbow, light horse, lance, and short sword (AC 5)	

BUCCANEERS & PIRATES

(MM, p67)

Groups

Appearing: 50-300 (5d6x10)

Every 50 buccaneers	+ 3 rd -lvl Fighter	15% + 12 th -15 th -lvl Cleric, 10% + 6 th -8 th -lvl MU
Every 100 buccaneers	+5 th -lvl Fighter	
<200 buccaneers	+ Captain (8 th -lvl Fighter)	+ Lieutenant (6 th /7 th -lvl Fighter)
>200 buccaneers	+ Captain (10 th -lvl Fighter)	+ 4 Mates (4 th -lvl Fighters)

Lairs

+2-5 prisoners

Ship #1	#	Class/Level	Bandit Units	#
Captain:	1	F10	#1:	15
Mates:	2	F4	#2:	25
Henchmen:	2	F3	#3:	20
	1	MU7	#4:	25
Total Size	91			

Ship #2	#	Class/Level	Bandit Units	#
Captain:	1	F7	#1:	10
Mates:	1	F4	#2:	25
Henchmen:	1	F5	#3:	20
	1	F3	#4:	25
Total Size	84			

Ship #3	#	Class/Level	Bandit Units	#
Captain:	1	F8	#1:	30
Mates:	1	F4	#2:	25
Henchmen:	1	C12	#3:	25
	1	F5		
	2	F3		
Total Size	91			

Equipment

1d8	Armor & Weapon(s)
1	chain mail, shield, sword, & hand axe
2	chain mail & sword
3	leathers & shield & sword
4	leathers & spear
5	leathers & axe
6	leathers & pole arm
7	leathers & heavy crossbow
8	leathers & light crossbow

CAVEMEN

(MM, p67-8)

Tribes

Appearing: 10-100 (1d10x10)

Every 10 Cavemen	+3 rd lvl Fighter	
Every 10 Cavemen	10% 3 rd lvl Cleric/Shaman	
All cavemen groups	+Chief 5 th lvl Fighter	1d4 Subchiefs 4 th lvl Fighters

Lairs

Caves/Caverns		
Non-Combatants	+100% Females	50% Young

Tribal Totems

1d6	Totem
1	Eagle
2	Cave Bear
3	Elk
4	Lynx
5	Sabre-tooth Tiger
6	Mastodon

Equipment

1d6	Weapon(s)
1	Spear & Stone Axe
2	Atlatl Darts & Club
3	Club
4	Club & Spear
5	Atlatl Darts
6	Thrown Rocks

CARAVANS

(MM, p69)

Notes: Individual merchants are only a small fraction of a caravan – most are hired drovers and mercenary guards. Merchants will have Types J, K, L, M, N & Q treasures. Mercenaries and their leaders will carry Types K & M, respectively. If a caravan is transporting a pay chest (50%) it will contain 1d3+1 x1000gp, 1d4x100pp, and 4d4 gems (100gp). The actual caravan goods will be worth 1d6 x 10,000gp. Either pack animals or wagons will be used, requiring 1 for every 5,000gp of merchandise. For more variety, the DM can consult the **Cargo Commodities Table** on p114 for detailing the actual cargoes themselves.

Caravans

Appearing: 50-300 (5d6x10)

Merchants	(10% total size)	
Drovers	(10% total size)	
Mercenary Guards	(80% total size)	+ Leader (6 th -11 th -lvl Fighter) + Lieutenant (Leader's lvl -1) +12 Guards (2 nd -lvl Fighters)
Every 50 persons	10% 6 th -8 th -lvl Magic-User	
"	5% 5 th -7 th -lvl Cleric	
"	15% 8 th -10 th -lvl Thief	+ 1-4 Thieves (3 rd -7 th -lvl)

Equipment

2d4

Steed, Armor & Weapons

2	heavy warhorse, plate mail and shield, lance, sword
3	medium warhorse, chain mail & shield, lance, sword
4	medium warhorse, chain mail & shield, flail, mace
5	light horse, scale mail, light crossbow, sword
6	chain mail, pole arm, mace
7	chain mail, heavy crossbow, mace
8	ring mail & shield, spear, morning star

Caravan #1	#	Class/Level	Merc Units	#
Master :	1	NM	#1:	17
Merchants:	21	NM	#2:	34
Drovers:	21	NM	#3:	17
Merc Leaders:	1	F6	#4:	17
	1	F5	#5:	17
	2	F2	#6:	17
	1	C5	#7:	51
	1	T9		
	1	T7		
Transport:	6	Wagons		
Total Size				

Caravan #2	#	Class/Level	Bandit Units	#
Master :	1		#1:	18
Merchants:	23		#2:	18
Drovers:	23		#3:	18
Merc Leaders:	1	F8	#4:	36
	1	F7	#5:	18
	12	F2	#6:	54
	1	MU8	#7:	18
	1	T9		
	2	T5		
Transport:	10	Wagons		
Total Size	245			

Caravan #3	#	Class/Level	Merc Units	#
Master :	1	NM	#1:	10
Merchants:	12	NM	#2:	10
Drovers:	12	NM	#3:	10
Merc Leaders:	1	F11	#4:	20
	1	F10	#5:	10
	12	F2	#6:	30
	1	C5	#7:	10
Transport:	8	Wagons		
Total Size	140			

Caravan #4	#	Class/Level	Bandit Units	#
Master :	1	F2	#1:	15
Merchants:	17	NM	#2:	15
Drovers:	17	NM	#3:	15
Merc Leaders:	1	F10	#4:	30
	1	F9	#5:	15
	12	F2	#6:	45
	1	T10	#7:	15
	2	T3		
Transport:	30	Mules		
Total Size	192			

DERVISHES & NOMADS

(MMp68)

Tribes

Appearing: 30-300 (1d10x30)

Every 30 dervishes	+3 rd lvl Fighter		
Every 40 dervishes	+4 th lvl Fighter		
Every 50 dervishes	+5 th lvl Fighter	10% 7 th /8 th lvl Magic User	+2 Assistant 3 rd /4 th lvl Magic Users
Every 60 dervishes	+6 th lvl Fighter		
<50 dervishes	2 Assistant 4 th lvl Clerics		
<100 dervishes	2 Assistant 5 th lvl Clerics		
<150 dervishes	2 Assistant 6 th lvl Clerics		
<200 dervishes	2 Assistant 7 th lvl Clerics		
>200 dervishes	2 Assistant 8 th lvl Clerics		
<125 dervishes	Patriarch 10 th lvl Cleric		
<250 dervishes	Patriarch 11 th lvl Cleric		

Equipment

d%	Steed	Armor	Weapon(s)
01-25	Medium Warhorse	Chain & Shield	Lance & Sword
26-30	Medium Warhorse	Chain & Shield	Composite Bow & Sword
31-80	Light Warhorse	Leather & Shield	Lance & Sword
81-90	Light Warhorse	Leather & Shield	Composite Bow & Sword
91-00	Light Warhorse	Leather & Shield	Light Crossbow & Mace

TRIBESMEN

(MM, p67-8)

Tribesmen

Appearing: 10-100 (1d10x10)

Every 10 Tribesmen	+3 rd lvl Fighter	+4 th lvl Cleric
Every 30 Tribesmen	+6 th lvl Cleric	
All Tribesmen Groups	+8 th lvl Cleric/Witchdoctor	

Villages

Grass/Bamboo/Mud Huts	50% Log Palisade	
Slaves	75% 1d4+1x10 Slaves	50% 2d6 Sacrificial Slaves
Non-Combatants	+100% Females	+100% Young

Equipment

1d10	Armor & Weapons
1-3	Shield, Spear, Club
4-6	Shield, 2 Spears
7-9	Shortbow & Club
10	Blowgun & Spear

Tribal Totems

1d10	Totem
1	Bird*
2	Snake*
3	Insect*
4	Fish*
5-7	Herd Animal*
8	Rodent*
9	Nonhuman*
10	Enchanted*

Tribal Features & Motifs

3d6	Motif/Feature
3	bulky ornamental jewelry & beads, embroidered garb
4	Cannibals/headhunters/slavers
5	Cultists (worship the PCs, magic, demons etc.)
6	Garish warpaint, masks
7	Giant Predator Antagonist (King Kong)
8	Mysterious jungle drumming/chanting
9	Sexual libertines/prudes
10	Strict Taboos
11	Large or odd piercings, elongations, tattoos, scarification
12	Matriarchal/patriarchal
13	Nudists
14	Unusual steeds (rhinoceri, sabre-tooth tigers, boars)
15	Pygmies/giants
16	Totem Poles/Tiki-men/Monoliths (Easter Island)
17	Unusual Courting Rituals
18	Use of Drugs/Poisons (Hallucinogens & Narcotics)

GUARDS & WATCHMEN

(RG)

Notes: Nearly all guards will wear either chain mail or scale mail. City guards will always have shields. The highest level fighter of any group will always be the commander, with the levels below him filling the ranks of lieutenant and sergeant. Magic-users and clerics will act as advisers. To determine exact equipment composition, the DM should roll on or choose from the equipment table below.

Nearly all watchmen will wear either chain mail or scale mail. The watch may or may not carry shields. The highest level fighter of any group will always be the commander, with the levels below him filling the ranks of lieutenant and sergeant. Magic-users and clerics will act as advisers. To determine exact equipment composition, the DM should roll on or choose from the equipment table below.

Guards Group #1	
#	Type
1	4 th -lvl Fighter
1	3 rd -lvl Fighter
1	1 st -lvl Magic-User
12	Mercenaries

Guards Group #2	
#	Type
1	4 th -lvl Fighter
1	3 rd -lvl Fighter
1	1 st -lvl Magic-User
10	Mercenaries

Guards Group #3	
#	Type
1	2 nd -lvl Fighter
1	1 st -lvl Magic-User
7	Mercenaries

Guards Group #4	
#	Type
1	5 th -lvl Fighter
1	4 th -lvl Fighter
7	3 rd -lvl Fighter
1	4 th -lvl Magic-User
16	Mercenaries

Equipment	
1d8	Armor & Weapons
1	Scale mail, shield, flail, and long sword
2	Banded mail, military fork, and long sword
3	Scale mail, partisan, and longbow
4	Studded leather, shield, and broadsword
5	Scale mail, long sword, and light crossbow
6	Chain mail, halberd, and mace
7	Chain mail, flail, and spear
8	Studded leather, shield, club, light crossbow

Day-Watchmen

Group #1	
#	Type
1	2 nd -lvl Fighter
1	4 th -lvl Cleric
5	Mercenaries

Group #3	
#	Type
1	1 st -lvl Fighter
1	5 th -lvl Cleric
5	Mercenaries

Night-Watchmen

Group #2	
#	Type
1	5 th -lvl Fighter
1	4 th -lvl Cleric
10	Mercenaries

Group #4	
#	Type
1	4 th -lvl Fighter
1	2 nd -lvl Cleric
10	Mercenaries

PILGRIMS

(MM, p69)

Notes: The following section on pilgrims provides 4 different sized groups. No statistics are provided for adventurers as these may be randomly. Pilgrims and monks usually have type J treasure. Fighters usually carry types L and M treasure. Clerics may have types J, K, and M treasure. Magic-users often carry types L, N, and Q treasure. Thieves will have types J, N, and Q treasure. * If the pilgrims are chaotic, no monks will be present. No alignment has been given for any group and alignments may be determined by the campaign or on the table below.

Alignment

Lawful Neutral	5%	Lawful Good	20%	Lawful Evil	15%
Neutral	5%	Neutral Good	15%	Neutral Evil	10%
Chaotic Neutral	5%	Chaotic Good	15%	Chaotic Evil	10%

Groups

Appearing: 10-100 (1d10x10)

All Pilgrim Groups	Patriarch (8 th -lvl Cleric)	+ 3 rd -lvl Cleric Assistant	+ 5 th -lvl Cleric Assistant
All Pilgrim Groups	+1d6 2 nd -lvl Clerics	+ 1d4 4 th -lvl Clerics	1d2 6 th -lvl Clerics
All Pilgrim Groups	25% Monk 5 th -6 th -lvl		
Every 10 Pilgrims	10% 1d10 1 st -8 th -lvl Fighters	10% 1d6 2 nd -7 th -lvl Thieves	5% 6 th -9 th -lvl Magic User
Lawful Good Groups	Fighters > Paladins		
Chaotic Good Groups	Fighters > Rangers		
Neutral Groups	Clerics > Druids		
Lawful Evil Groups	Treat all pilgrims as berserkers		
Chaotic Evil Groups	Thieves > Assassins		

Group #1	
#	Type
80	Pilgrims on foot
5	2 nd -lvl Clerics
4	4 th -lvl Clerics
1	6 th -lvl Cleric
1	8 th -lvl Cleric
1	1 st -lvl Fighter
2	2 nd -lvl Fighters
3	3 rd -lvl Fighters
1	5 th -lvl Fighter
1	8 th -lvl Fighter
1	6 th -lvl Thief
2	9 th -lvl Thieves
1	6 th -lvl Monk*
Total	103 figures

Group #2	
#	Type
10	Pilgrims on foot
4	2 nd -lvl Clerics
3	4 th -lvl Clerics
2	6 th -lvl Clerics
1	8 th -lvl Cleric
1	5 th -lvl Monk*
Total	21 figures

Group #3	
#	Type
90	Pilgrims on horseback
4	2 nd -lvl Clerics
4	4 th -lvl Clerics
2	6 th -lvl Clerics
1	8 th -lvl Cleric
2	1 st -lvl Fighters
1	2 nd -lvl Fighter
1	3 rd -lvl Fighter
2	4 th -lvl Fighters
1	6 th -lvl Fighter
1	7 th -lvl Fighter
1	7 th -lvl Thief
1	8 th -lvl Magic-User
Total	111 figures

Group #4	
#	Type
30	Pilgrims on foot
5	2 nd -lvl Clerics
4	4 th -lvl Clerics
1	6 th -lvl Cleric
1	8 th -lvl Cleric
1	7 th -lvl Magic-User
Total	42 figures

NPC ADVENTURING PARTIES

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	1 st -lvl Cleric			6 th -lvl Magic-User	Bracers (AC6)
	6 th -lvl Thief			6 th -lvl Fighter	W: Enemy Detection
	1/2 E 2 nd -lvl Druid			4 th -lvl Cleric	+2 plate mail, +3 shield
	G 7 th -lvl Illusionist			D 5 th -lvl Thief	+1 mace, S: Neut. Poison
2 nd -lvl Assassin		5 th -lvl Magic-User	Pseudo-dragon		
		2 nd -lvl Cleric	R: Invisibility, Weasel		

#15	Lvl/Class	Magic Items	#16	Lvl/Class	Magic Items
LG NG CG	8 th -lvl Magic-User	Ring of Protection +3	N NE NG	7 th -lvl Illusionist	Boots of Speed
	3 rd -lvl Fighter	Potion of Hill Giant Strength		5 th -lvl Bard	Ring of Spell Turning
	2 nd -lvl Fighter	+1 arrows (x10)		5 th -lvl C/4 th -lvl Thief	Serpent Staff
	1/2 E 5 th -lvl C/R	+ 2 splint mail		G 5 th -lvl Fighter	+1 shield, +1 chain mail
	E 5 th -lvl F/MU	Javelin of lightning		D 9 th -lvl Fighter	+2 warhammer
	4 th -lvl Fighter				
2 nd -lvl Fighter					

#17	Lvl/Class	Magic Items	#18	Lvl/Class	Magic Items
N NE	9 th -lvl Fighter	+2 Mace, +1 Banded Armor	N NE	1/2 E 5 th -lvl Cleric/MU	+1 Mace, Elven Cloak
	6 th -lvl Druid	Brooch of Shielding		E 9 th -lvl MU/Thief	+1 Leather, Ring of Spell Storing
	6 th -lvl Thief	Boots of Elvenkind		1/2 E 5 th -lvl Fighter	+1 Chainmail, +1 Sword
	5 th -lvl Fighter	Crossbow of Speed		1/2 E 8 th -lvl Fighter	+1 Shield, +2 B Mail, Elven Cloak
	9 th -lvl Fighter	+4 Splint Mail		E 4 th -lvl Thief	+1 Leather, +1 Dagger
7 th -lvl Cleric		1/2 E 7 th -lvl Druid	Ring of Prot., Robe of Blending		
6 th -lvl Fighter					
4 th -lvl Fighter					

#19	Lvl/Class	Magic Items	#20	Lvl/Class	Magic Items
LG NG CG	10 th -lvl Cleric	ring of invisibility	NE CE LE	1/2 O 8 th -lvl Thief	+ 1 leather armor
	E 5 th -lvl F/MU	+ 2 javelin		1/2 O 6 th -lvl Fighter	+ 1 sword
	1/2 E 4 th -lvl C/MU			1/2 O A11/C4	scroll: prot from demons
	6 th -lvl Assassin	bracers of defense, AC 4			+ 1 dagger
	9 th -lvl Magic-User	+ 1 dagger			+ 1 spear
	6 th -lvl Fighter	gauntlets of ogre power			+ 1 leather armor
	5 th -lvl Fighter	+ 1 dagger			+ 1 shield
	10 th -lvl Magic-User	ring of protection, + 3			Potion: extra-healing
	1/2 4 th -lvl Fighter	+ 1 chain mail		10 th -lvl Fighter	+ 1 chain mail
	6 th -lvl Cleric	Potion: healing		9 th -lvl Magic User	+ 1 shield, + 1 sword
	9 th -lvl Cleric	staff of striking		8 th -lvl Cleric	ring of protection, + 2
	6 th -lvl Magic User	ring of protection, + 1		5 th -lvl Fighter	+ 2 dagger
6 th -lvl Fighter	wand of negation		+ 1 mace		
2 nd -lvl Fighter			scroll: remove curse		
10 th -lvl Fighter	+ 1 mace				
7 th -lvl Ranger	javelin of lightning (x2)				
6 th -lvl Fighter	robe of blending				
	+ 1 sword				

SPELLBOOK ASSORTMENTS for NPC SPELLCASTERS

Note: These spellbook assortments may not be considered complete. Experienced NPC spellcasters will most probably have more than those listed. These assortments are intended for improvised NPCs encountered randomly. For additional information, see [CDD#2: Old School Spells Reference](#).

1st or 2nd Level Magic Users

2d8 Spellbook Contents

2	Level 1: Burning Hands, Charm Person, Feather Fall, Identify, Jump, Mending, Read Magic
3	Level 1: Enlarge, Erase, Read Magic, Sleep, Floating Disk, Write
4	Level 1: Affect Normal Fires, Charm Person, Erase, Friends, Message, Magic Aura, Read Magic
5	Level 1: Charm Person, Find Familiar, Message, Push, Read Magic, Spider Climb, Floating Disk
6	Level 1: Comprehend Languages, Enlarge, Mending, Magic Aura, Read Magic
7	Level 1: Erase, Light, Magic Missile, Read Magic
8	Level 1: Affect Normal Fires, Protection from Evil, Push, Read Magic, Unseen Servant
9	Level 1: Burning Hands, Comprehend Languages, Dancing Lights, Read Magic, Shield
10	Level 1: Burning Hands, Protection from Evil, Read Magic, Ventriloquism
11	Level 1: Comprehend Languages, Enlarge, Hold Portal, Magic Missile, Message, Read Magic, Sleep
12	Level 1: Erase, Read Magic, Spider Climb, Melt, Precipitation
13	Level 1: Affect Normal Fires, Comprehend Languages, Identify, Read Magic, Mount
14	Level 1: Enlarge, Message, Read Magic, Shocking Grasp, Melt, Mount
15	Level 1: Affect Normal Fires, Burning Hands, Feather Fall, Find Familiar, Magic Missile, Read Magic
16	Level 1: Erase, Hold Portal, Identify, Read Magic, Unseen Servant, Alarm, Mount

3rd or 4th Level Magic Users

2d8 Spellbook Contents

2	Level 1: Burning Hands, Charm Person, Dancing Lights, Protection from Evil, Read Magic, Write, Firewater Level 2: ESP, Forget, Mirror Image, Protection from Cantrips
3	Level 1: Affect Normal Fires, Hold Portal, Mending, Protection from Evil, Read Magic, Shield, Unseen Servant Level 2: Stinking Cloud, Wizard Lock, Vocalize
4	Level 1: Find Familiar, Message, Push, Read Magic, Shield, Alarm, Run Level 2: Continual Light, Locate Object, Pyrotechnics, Bind, Whip
5	Level 1: Dancing Lights, Erase, Magic Missile, Magic Aura, Read Magic, Grease, Melt, Taunt Level 2: Fool's Gold, Magic Mouth, Wizard Lock, Know Alignment
6	Level 1: Affect Normal Fires, Detect Magic, Friends, Read Magic, Spider Climb, Alarm, Firewater, Wizard Mark Level 2: Audible Glamer, Continual Light, Stinking Cloud, Bind, Vocalize
7	Level 1: Find Familiar, Identify, Jump, Read Magic, Unseen Servant, Armor, Firewater Level 2: Continual Light, Web, Preserve
8	Level 1: Charm Person, Feather Fall, Magic Aura, Read Magic, Spider Climb, Alarm, Melt, Taunt, Wizard Mark Level 2: ESP, Invisibility, Trap, Wizard Lock
9	Level 1: Charm Person, Identify, Read Magic, Shocking Grasp, Sleep, Spider Climb, Grease, Wizard Mark Level 2: Audible Glamer, Locate Object, Acid Arrow, Preserve, Whip
10	Level 1: Affect Normal Fires, Dancing Lights, Enlarge, Erase, Friends, Magic Aura, Read Magic, Spider Climb, Level 2: Detect Evil, Invisibility, Magic Mouth, Rope Trick, Scare
11	Level 1: Affect Normal Fires, Light, Read Magic, Shocking Grasp, Spider Climb, Mount, Wizard Mark Level 2: ESP, Invisibility, Flaming Sphere, Irritation, Acid Arrow
12	Level 1: Burning Hands, Erase, Find Familiar, Jump, Magic Aura, Read Magic, Melt, Mount Level 2: Forget, Mirror Image, Rope Trick
13	Level 1: Magic Missile, Magic Aura, Protection from Evil, Push, Read Magic, Floating Disk, Run Level 2: Detect Evil, Wizard Lock, Uncontrollable Hideous Laughter, Zephyr
14	Level 1: Comprehend Languages, Hold Portal, Light, Magic Missile, Push, Read Magic, Ventriloquism, Write Level 2: Detect Evil, Knock, Levitate, Magic Mouth, Rope Trick
15	Level 1: Affect Normal Fires, Charm Person, Enlarge, Hold Portal, Magic Missile, Prot. from Evil, Read Magic, Write Level 2: Detect Invisibility, Trap, Ray of Enfeeblement, Stinking Cloud, Irritation
16	Level 1: Erase, Protection from Evil, Read Magic, Shield, Sleep, Run, Wizard Mark Level 2: Invisibility, Ray of Enfeeblement, Strength, Deepockets, Uncontrollable Hideous Laughter

SPELLBOOK ASSORTMENTS continued

5th or 6th Level Magic Users

1d8 Spellbook Contents

- | | |
|---|---|
| 1 | Level 1: Hold Portal, Mending, Message, Magic Aura, Push, Read Magic, Sleep, Unseen Servant, Mount, Taunt
Level 2: Continual Light, Invisibility, Locate Object, Bind, Irritation, Zephyr
Level 3: Fly, Haste, Tiny Hut, Monster Summoning I, Suggestion, Water Breathing |
| 2 | Level 1: Hold Portal, Message, Magic Aura, Read Magic, Shocking Grasp, Spider Climb, Floating Disk, Mount
Level 2: Darkness 15', Detect Evil, Pyrotechnics, Flaming Sphere, Know Alignment, Whip
Level 3: Dispel Magic, Slow, Material, Secret Page |
| 3 | Level 1: Read Magic, Bubbling Buoyancy, Run, Sleep, Erase, Charm Person, Sleep, Serpent Missile, Detect Magic
Level 2: Fools Gold, Blazing Beam, Scent Mask, Pyrotechnics, Web
Level 3: Protection from Evil 10', Monster Summoning I, Blink, Slow, Detect Illusion, Slow |
| 4 | Level 1: Read Magic, Shocking Grasp, Hold Portal, Sleep
Level 2: Brawl, Mirror Image, Ray of Enfeeblement, Web, Forget
Level 3: Material, Fly, Suggestion, Dispel Magic, Lightning Bolt, Iron Sack, Dispel Magic |
| 5 | Level 1: Read Magic, Shocking Grasp, Protection from Avians
Level 2: Wizard Lock, Preserve, Invisibility, Detect Evil, Protection from Cantrips, Breath of Life, Rope Trick
Level 3: Monster Summoning I, Fireball, Secret Page, Slow, Invisibility 10' |
| 6 | Level 1: Read Magic, Sleep, Light Step, Charm Person, Magic Missile, Detect Magic, Message, Shocking Grasp
Level 2: Crystal Dagger, Skull Watch, Dispel Silence, Invisibility, Forget, Ray of Enfeeblement, Brawl, Trap
Level 3: Protection from Evil 10', Fly, Blink, Slow, Revengeance, Material, Fireball |
| 7 | Level 1: Read Magic, Affect Normal Fires, Detect Magic, Grease, Charm Person
Level 2: Breath of Life, Flaming Sphere, Detect Evil, Rope Trick, Mirror Image
Level 3: Expenitious Fire Extinguisher, Mummy Touch, Feign Death, Sepia Snake Sigil, Fly, Lightning Bolt |
| 8 | Level 1: Read Magic, Detect Magic, Dancing Werelight, Charm Person, Enlarge, Charm Person
Level 2: Ray of Enfeeblement, Deep Pockets, Uncontrollable Laughter, Scare, Zephyr, Pyrotechnics
Level 3: Mummy Touch, Explosive Runes, Blink, Feign Death, Suggestion |

SPELLBOOK ASSORTMENTS continued

7th or 8th Level Magic Users

1d8 Spellbook Contents

1	<p>Level 1: Read Magic, Charm Person, Protection from Evil, Melt, Alarm, Serpent Missile, Affect Normal Fires</p> <p>Level 2: Preserve, ESP, Scare, Forget, Ray of Enfeeblement</p> <p>Level 3: Radiant Baton, Flame Arrow, Fireball, Suggestion, Tiny Hut, Fireball, Crystal Rhythms</p> <p>Level 4: Resilient Sphere, Dimension Door</p>
2	<p>Level 1: Read Magic, Enlarge, Unseen Servant, Charm Person, Sleep, Chime of Release, Taunt</p> <p>Level 2: Flaming Sphere, Vocalize, Soothing Vibrations, Darkness 15' Radius</p> <p>Level 3: Material, Protection from Normal Missiles, Flame Arrow, Force Umbrella</p> <p>Level 4: Instant Exit, Wall of Fire, Ultravision, Dimension Door, Confusion, Dig, Tool Box, Electric Arc</p>
3	<p>Level 1: Read Magic, Light, Jump, Magic Missile, Shocking Grasp, Sleep, Firewater</p> <p>Level 2: Dextrous Digits, Boiling Bath, Scent Mask, Detect Evil, Swift Mount</p> <p>Level 3: Suggestion, Lightning Bolt, Crystal Dirk, Tongues</p> <p>Level 4: Confusion, Giant Strength, Lightburst, Tool Box, Charm monster, Lightburst, Dig, Staff of Smiting</p>
4	<p>Level 1: Read Magic, Jump, Charm Person, Detect Magic, Magic Missile, Sleep</p> <p>Level 2: Soothing Vibrations, Pyrotechnics, Skull Watch</p> <p>Level 3: Water Breathing, Feign Death, Lightning Bolt, Minute Meteors</p> <p>Level 4: Monster Summoning II, Master of Arms, Polymorph Self, Ice storm, Stoneskin, Battering Gauntlets</p>
5	<p>Level 1: Read Magic, Shocking Grasp, Magic Missile, Charm Person</p> <p>Level 2: Darkness 15' Radius, Continual Light, Magic Mouth, Pyrotechnics</p> <p>Level 3: Lightning Bolt, Dispel Magic, Hold Person</p> <p>Level 4: Massmorph, Polymorph Self, Battering Gauntlets, Plant Growth, Polymorph self, Polymorph other</p>
6	<p>Level 1: Read Magic, Shocking Grasp, Detect Magic, Magic Missile, Run, Protection from Avians</p> <p>Level 2: Fools Gold, Mirror Image, Scent Mask, Invisibility, Magnify, Forget, Protection from Cantrips</p> <p>Level 3: Protection from Evil 10' radius, Water Breathing, Infravision</p> <p>Level 4: Confusion, Battering Gauntlets, Hallucinatory terrain, Grue Conjuraction, Master of Arms</p>
7	<p>Level 1: Read Magic, Jump, Enlarge, Ventriloquism, Magic Missile, Charm Person, Hold Portal</p> <p>Level 2: Darkness 15' Radius, Web, Skull Watch, Rope Trick, Mirror Image</p> <p>Level 3: Monster Summoning I, Lightning Bolt, Feign Death, Blink</p> <p>Level 4: Minor globe of inv., Resilient Sphere, Tool Box, Charm monster, Minor globe of inv., Hallucinatory terrain</p>
8	<p>Level 1: Read Magic, Flare, Jump, Magic Missile, Push, Flash, Mount, Message</p> <p>Level 2: Darkness 15' Radius, Ray of Enfeeblement, Invisibility, Blackmote, Rope Trick, Mirror Image</p> <p>Level 3: Haste, Protection from Normal Missiles, Dispel Magic, Flame Arrow, Tiny Hut, Slow, Iron Sack</p> <p>Level 4: Fire Trap, Charm Monster, Protection from Slime, Fumble, Minor globe of inv., Monster Summoning II</p>

SPELLBOOK ASSORTMENTS continued

9th to 11th Level Magic Users

1d8 Spellbook Contents

- | | |
|---|---|
| 1 | <p>Level 1: Read Magic, Floating Disc, Enlarge, Sleep, Smoky Sphere, Affect Normal Fires, Detect Magic
 Level 2: Irritation, Continual Light, Breath of Life, Scare, Protection from Cantrips, Detect Evil, Rope Trick
 Level 3: Haste, Monster Summoning I, Detect Illusion, Invisibility 10' radius
 Level 4: Polymorph other, Wall of Fire, Fear
 Level 5: Magic Jar, Feeblemind</p> |
| 2 | <p>Level 1: Read Magic, Enlarge, Charm Person, Melt, Detect Magic, Comp. Languages, Sleep, Hold Portal
 Level 2: Invisibility to Undead, Scare, False Trap, Ray of Enfeeblement, Invisibility, Mirror Image, Levitate
 Level 3: Suggestion, Fireball, Fly
 Level 4: Secure Shelter, Stoneskin, Grue Conjuraton, Dimension Door
 Level 5: Cone of Cold</p> |
| 3 | <p>Level 1: Read Magic, Bubbling Buoyancy, Run, Ventriloquism, Hold Portal, Shield
 Level 2: Web, Invisibility, Forget
 Level 3: Fireball, Monster Summoning I, Slow, Tiny Hut, Haste
 Level 4: Hallucinatory terrain, Fire shield, Fear
 Level 5: Transmute Rock to Mud, Teleport, Cone of Cold</p> |
| 4 | <p>Level 1: Read Magic, Armor, Friends, Magic Missile
 Level 2: Scare, Invisibility, ESP, Stinking Cloud, Rope Trick
 Level 3: Cloudburst, Fireball, Flame Arrow, Fly, Phantasmal Force, Defense Against Reptiles, Dispel Magic
 Level 4: Dimension door, Polymorph Self, Fear, Running Warrior, Wall of fire, Fire charm, Lightburst, Magic Mirror
 Level 5: Hold Undead, Conjure Elemental, Passwall, Monster Summoning III</p> |
| 5 | <p>Level 1: Read Magic, Shocking Grasp, Detect Magic, Feeling Fingers, Floating Disc, Comp. Languages
 Level 2: Tones of Forgetfulness, Detect Evil, Ray of Enfeeblement
 Level 3: Secret Page, Blink, Iron Sack, Clairvoyance, Fly, Flame Arrow
 Level 4: Fire shield, Steaming Sphere, Confusion, Polymorph other, Charm monster, Memory Alteration
 Level 5: Hold Undead, Conjure Elemental, Magic Jar, Electrical Screen</p> |
| 6 | <p>Level 1: Read Magic, Charm Person, Feeling Fingers, Dancing Werelight
 Level 2: Preserve, Locate Object, Rope Trick, Hunting Hawk, Irritation, Whip
 Level 3: Phantasmal Force, Protection from Normal Missiles, Slow, Fireball, Haste
 Level 4: Fire shield, Polymorph other, Confusion
 Level 5: Interposing Hand, Passwall, Conjure Elemental, Airy Water</p> |
| 7 | <p>Level 1: Read Magic, Bubbling Buoyancy, Protection from Evil, Charm Person, Shocking Grasp, Detect Magic
 Level 2: Blackmote, Levitate, Mirror Image
 Level 3: Haste, Suggestion, Pugnacious Pugilist, Suggestion, Feign Death, Fly
 Level 4: Teleport Undead, Hallucinatory Terrain, Confusion, Silver Tongue, Monster Summoning II
 Level 5: Teleport, Telekinesis, Passwall</p> |
| 8 | <p>Level 1: Read Magic, Shocking Grasp, Sleep, Protection from Avians, Floating Disc
 Level 2: Brawl, ESP, Levitate, Invisibility, Scare
 Level 3: Fireball, Phantasmal Force, Explosive Runes, Flame Arrow, Iron Sack, Force Umbrella
 Level 4: Resilient Sphere, Charm Monster, Fire Trap, Fumble, Polymorph Self, Plant growth, Master of Arms
 Level 5: Private Sanctum, Extension II, Wall of Force, Airy Water, Teleport</p> |

SPELLBOOK ASSORTMENTS continued

12th or 13th Level Magic Users

1d8 Spellbook Contents

- | | |
|---|---|
| 1 | <p>Level 1: Read Magic, Magic Missile, Shocking Grasp, Jump, Corpselight,
 Level 2: Swift Mount, Pyrotechnics, Detect Invisibility, Ray of Enfeeblement, Scent Mask, Forget, Web
 Level 3: Lightning Bolt, Phantasmal Force, Infravision, Feign Death, Infravision, Flame Arrow
 Level 4: Protection from Gas, Plant Growth, Fumble, Black Tentacles, Dig
 Level 5: Airy Water, Magic Jar
 Level 6: Globe of Invulnerability, Disintegrate, Extension III, Merciful Metamorphosis</p> |
| 2 | <p>Level 1: Read Magic, Armor, Message, Shocking Grasp, Charm Person, Sleep, Light
 Level 2: Whip, Invisibility, ESP, Magnify, Detect Evil, Detect Evil, Soothing Vibrations
 Level 3: Tiny Hut, Fireball, Crystal Dirk, Haste, Suggestion
 Level 4: Fire shield, Wall of fire, Mnemonic Enhancer, Fire charm, Dispel Illusion
 Level 5: Animate Dead, Conjure Elemental
 Level 6: Disintegrate, Extension III, Globe of Invulnerability, Freezing Sphere</p> |
| 3 | <p>Level 1: Read Magic, Affect Normal Fires, Grease, Feeling Fingers, Charm Person, Magic Missile, Ventriloquism
 Level 2: Darkness 15' Radius, Magnify, Deep Pockets, Mirror Image, Soothing Vibrations, Ray of Enfeeblement
 Level 3: Dispel Magic, Lightning Bolt, Haste, Phantasmal Force, Protection from Normal Missiles, Flame Arrow, Fly
 Level 4: Ice Storm, Drums of Despair, Hallucinatory Terrain, Tool Box, Dig, Construction Crew, Plant Growth
 Level 5: Conjure Elemental, Dismissal, Contact Other Plane
 Level 6: Excruciating Screen, Death Spell, Lower Water, Anti Magic Shell</p> |
| 4 | <p>Level 1: Read Magic, Corpselight, Charm Person, Feeling Fingers, Floating Disc, Comp. Languages
 Level 2: Tones of Forgetfulness, Detect Evil, Scent Mask, Forget, Irritation
 Level 3: Clairvoyance, Fireball, Blink, Fly, Infravision, Expenitious Fire Extinguisher
 Level 4: Speak with Dead, Extension I, Polymorph self, Confusion, Fear
 Level 5: Superior Force Sculpture, Dolor, Animal Growth, Distance Distortion, Animal Growth
 Level 6: Geas, Invisible Stalker, Geas, Lower Water, Transformation</p> |
| 5 | <p>Level 1: Read Magic, Dancing Lights, Smoky Sphere, Enlarge, Magic Aura, Magic Missile
 Level 2: Locate Object, Detect Invisibility, Web, Invisibility, Magic Mouth
 Level 3: Protection from Normal Missiles, Suggestion
 Level 4: Handy Timepiece, Tonal Attack, Protection from Slime, Polymorph self, Remove Curse
 Level 5: Teleport, Electrical Screen
 Level 6: Lucubration, Move Earth, Geas, Move Earth, Repulsion</p> |
| 6 | <p>Level 1: Read Magic, Push, Push, Erase, Eye of the Tiger, Shocking Grasp, Erase, Charm Person, Smoky Sphere
 Level 2: Magnify, Zephyr, Forget, Detect Evil
 Level 3: Slow, Sepia Snake Sigil, Haste, Phantasmal Force
 Level 4: Monster Summoning II, Fear, Minor globe of inv., Drums of Despair,
 Level 5: Faithful Hound
 Level 6: Eyebite, Invisible Stalker, Orb of Containment, Death Spell, Freezing Sphere</p> |
| 7 | <p>Level 1: Read Magic, Magic Missile, Unseen Servant, Flash
 Level 2: Web, Detect Invisibility, Forget, Continual Light
 Level 3: Tiny Hut
 Level 4: Charm monster, Fear, Confusion, Fear, Drums of Despair, Wall of Fire, Resilient Sphere
 Level 5: Private Sanctum, Wall of Force
 Level 6: Extension III, Project Image, Disintegrate, Contingency, Control Weather</p> |
| 8 | <p>Level 1: Read Magic, Jump, Charm Person, Detect Magic
 Level 2: Scent Mask, Scare, Preserve, Invisibility, Magnify, Blackmote, Dispel Silence, Locate Object
 Level 3: Fireball, Suggestion, Infravision
 Level 4: Master of Arms
 Level 5: Extension II, Stone Shape
 Level 6: Eyebite, Project Image</p> |

SPELLBOOK ASSORTMENTS continued

14th or 15th Level Magic Users

1d8 Spellbook Contents

- Level 1:** Read Magic, Magic Aura, Shocking Grasp, Bubbling Buoyancy, Detect Magic, Magic Missile
Level 2: Stinking Cloud, Mirror Image, Hunting Hawk, ESP
Level 3: Protection from Evil 10' radius, Secret Page, Water Breathing, Phantasmal Force, Lightning Bolt
Level 4: Enchanted weapon, Instant Exit, Spell Enhancer, Tool Box
Level 5: Conjure Elemental, Telekinesis, Magic Jar
Level 6: Excruciating Screen, Control Weather, Geas, Invisible Stalker
Level 7: Cacodemon, Siege Sphere
- Level 1:** Read Magic, Mount, Magic Missile, Protection from Evil, Shocking Grasp, Unseen Servant
Level 2: Trap, Strength, Flaming Sphere, Stinking Cloud, Forget
Level 3: Marvelous Shield, Monster Summoning I, Exp Fire Extinguisher, Blink, Eye of the Eagle, Lightning Bolt
Level 4: Mnemonic Enhancer, Confusion, Death's Door, Minor Globe of Invulnerability, Fear
Level 5: Feeblemind, Stone Shape, Passwall, Private Sanctum, Stone Shape
Level 6: Invisible Stalker, Transformation, Stone to Flesh, Death Spell
Level 7: Teleport without Error, Monster Summoning V
- Level 1:** Read Magic, Push, Firewater, Eye of the Tiger, Sleep, Shocking Grasp, Charm Person
Level 2: ESP, Breath of Life, Zephyr, Scare, Stinking Cloud, Audible Glamer
Level 3: Secret Page, Dispel Magic, Phantasmal Force, Haste
Level 4: Steaming Sphere, Fear, Dimension Door
Level 5: Strangling Grip, Animal Growth, Lamentable Belabourment, Telekinesis, Cone of Cold
Level 6: Move Earth, Death Spell, Death Spell, Anti-magic shell, Forceful Hand
Level 7: Grasping Hand, Mass Invisibility, Power Word Kill, Meteor swarm
- Level 1:** Read Magic, Detect Magic, Flare, Protection from Evil, Sleep, Enlarge, Shocking Grasp
Level 2: Ray of Enfeeblement, Irritation, Tones of Forgetfulness
Level 3: Crystal Dirk, Clairvoyance, Explosive Runes, Protection from Normal Missiles
Level 4: Confusion, Spell Enhancer, Dimension door, Fear
Level 5: Extension II, Wall of Iron, Distance Distortion
Level 6: Invisible Stalker, Disintegrate
Level 7: Delayed Blast Fireball, Teleport without Error
- Level 1:** Read Magic, Feeling Fingers, Jump, Smoky Sphere, Message, Burning Hands, Enlarge
Level 2: Ray of Enfeeblement, Uncontrollable Laughter, Invisibility, Scare
Level 3: Item, Blink, Sepia Snake Sigil, Fireball, Lightning Bolt
Level 4: Mind Scan, Fear, Force Sculpture, Ice storm, Polymorph other, Polymorph self, Ultravision
Level 5: Cloudkill, Secret Chest, Telekinesis
Level 6: Invisible Stalker, Stone to Flesh, Transformation
Level 7: Grasping Hand, Reverse Gravity, Phase Door
- Level 1:** Read Magic, Eye of the Tiger, Enlarge, Magic Missile, Shocking Grasp, Shield
Level 2: Mirror Image, Web, Detect Evil, Invisibility, Levitate
Level 3: Hold Person, Fly, Suggestion, Flame Arrow, Blink, Feign Death
Level 4: Polymorph Other, Polymorph self, Fear, Dimension door
Level 5: Wall of Iron, Teleport, Airy Water, Extension II, Faithful Hound, Cloudkill
Level 6: Undead Regeneration, Protection from Scrying, Geas, Contingency, Anti-magic shell
Level 7: Power Word Stun, Mass Invisibility, Monster Summoning V, Charm Plants
- Level 1:** Read Magic, Jump, Sleep, Charm Person, Dancing Lights, Magic Missile
Level 2: Mirror Image, Levitate, Skull Watch, Detect Evil, Pyrotechnics, Invisibility, Web, Ray of Enfeeblement
Level 3: Protection from Normal Missiles, Iron Sack, Fireball, Phantasmal Force, Fly
Level 4: Fumble, Monster Summoning II, Polymorph other, Polymorph self
Level 5: Interposing Hand, Extension II, Wall of Force, Cloudkill, Magic Jar
Level 6: Besieging Bolt, Move Earth, Project Image, Invisible Stalker, Spirit Wrack, Project Image
Level 7: Power Word Stun, Penultimate Cogitation
- Level 1:** Read Magic, Magic Missile, Shocking Grasp, Hold Portal, Friends
Level 2: Mirror Image, Tones of Forgetfulness, Continual Light, Preserve, Magnify
Level 3: Monster Summoning I, Dispel Magic, Pugnacious Pugilist, Infravision, Tiny Hut, Blink, Lightning Bolt
Level 4: Tin Soldiers, Tonal Attack, Magic Mirror, Silver Tongue, Tonal Attack, Charm Monster
Level 5: Stone Shape, Wall of Force, Replay of the Past, Conjure Elemental, Dispelling Screen
Level 6: Contingency, Repulsion, Orb of Containment
Level 7: Duo Dimension, Monster Summoning V

SPELLBOOK ASSORTMENTS continued

16th or 17th Level Magic Users

1d6 Spellbook Contents

- | | |
|---|--|
| 1 | <p>Level 1: <i>Read Magic, Firewater, Charm Person, Hold Portal</i></p> <p>Level 2: <i>Levitate, Uncontrollable Laughter, Levitate, Ray of Enfeeblement</i></p> <p>Level 3: <i>Eye of the Eagle, Crystal Rhythms, Phantasmal Force, Crystal Dirk, Expenitious Fire Extinguisher, Fly</i></p> <p>Level 4: <i>Magic Mirror, Fear, Minor globe of inv., Dimension door, Massmorph, Protection from Gas</i></p> <p>Level 5: <i>Wall of Force, Stone Shape, Teleport, Dispelling Screen, Wall of Iron</i></p> <p>Level 6: <i>Repulsion, Ensnarement, Freezing Sphere, Invisible Stalker, Monster Summoning IV</i></p> <p>Level 7: <i>Instant Summons, Monster Summoning V, Spell Immunity, Antipathy & sympathy</i></p> <p>Level 8: <i>Maze, Unlife, Mass Charm, Maze, Spell Immunity</i></p> |
| 2 | <p>Level 1: <i>Read Magic, Charm Person, Jump, Chime of Release</i></p> <p>Level 2: <i>Crystal Dagger, Deep Pockets, Forget, Rope Trick, Encompassing Vision, Detect Invisibility, Web</i></p> <p>Level 3: <i>Phantasmal Force, Tiny Hut, Suggestion, Blink, Flame Arrow, Monster Summoning I</i></p> <p>Level 4: <i>Fear, Spell Enhancer, Fire Trap, Polymorph self, Instant Exit, Bestow curse, Fire Trap</i></p> <p>Level 5: <i>Dismissal, Telekinesis, Distance Distortion, Extension II</i></p> <p>Level 6: <i>Disintegrate, Anti Magic Shell, Death Spell, Extension III, Death Spell, Orb of Containment</i></p> <p>Level 7: <i>Statue, Mass Invisibility, Instant Summons</i></p> <p>Level 8: <i>Polymorph Any Object, Symbol</i></p> |
| 3 | <p>Level 1: <i>Read Magic, Charm Person, Magic Missile, Shield</i></p> <p>Level 2: <i>Magnify, Scare, Invisibility, Darkness 15' Radius</i></p> <p>Level 3: <i>Flame Arrow, Fireball, Blink, Infravision</i></p> <p>Level 4: <i>Blacklight Burst, Extension I, Charm monster, Dig, Drums of Despair</i></p> <p>Level 5: <i>Teleport, Replay of the Past, Conjure Elemental, Teleport</i></p> <p>Level 6: <i>Globe of Invulnerability, Reincarnation, Antimagic shell, Disintegrate, Monster Summoning IV</i></p> <p>Level 7: <i>Monster Summoning V, Limited Wish</i></p> <p>Level 8: <i>Monster Summoning VI, Irresistible Dance, Clone</i></p> |
| 4 | <p>Level 1: <i>Read Magic, Melt, Friends, Magic Missile</i></p> <p>Level 2: <i>Detect Evil, Levitate, Web, ESP</i></p> <p>Level 3: <i>Lightning Bolt, Haste, Infravision, Pugnacious Pugilist, Fireball</i></p> <p>Level 4: <i>Minor globe of inv., Fumble, Steaming Sphere</i></p> <p>Level 5: <i>Gong of Isolation, Wall of Stone</i></p> <p>Level 6: <i>Control Weather, Chain Lightning, Project Image, Repulsion, Orb of Containment</i></p> <p>Level 7: <i>Teleport without Error, Duo Dimension, Reverse Gravity</i></p> <p>Level 8: <i>Sunburst, Monster Summoning VI, Spell Immunity</i></p> |
| 5 | <p>Level 1: <i>Read Magic, Protection from Evil, Push, Magic Aura, Charm Person, Sleep, Dancing Lights, Floating Disc</i></p> <p>Level 2: <i>Dispel Silence, ESP, Pyrotechnics, Scare, Know Alignment</i></p> <p>Level 3: <i>Monster Summoning I, Haste, Protection from Normal Missiles, Suggestion, Dispel Magic</i></p> <p>Level 4: <i>Wall of fire, Lightburst, Confusion, Confusion, Memory Alteration, Wall of fire</i></p> <p>Level 5: <i>Faithful Hound, Electrical Screen</i></p> <p>Level 6: <i>Forceful Hand, Control Weather, Repulsion, Death Spell</i></p> <p>Level 7: <i>Mass Invisibility, Statue, Banishment</i></p> <p>Level 8: <i>Maze, Mass Charm, Telekinetic Sphere</i></p> |
| 6 | <p>Level 1: <i>Read Magic, Detect Magic, Dancing Werelight, Magic Missile, Charm Person, Comp.Languages</i></p> <p>Level 2: <i>Invisibility, Detect Evil, Scare</i></p> <p>Level 3: <i>Gust of Wind, Defense Against Reptiles, Tongues, Phantasmal Force, Fireball</i></p> <p>Level 4: <i>Memory Alteration, Massmorph, Protection from Gas, Drums of Despair</i></p> <p>Level 5: <i>Interposing Hand, Wall of Force, Gong of Isolation, Monster Summoning III, Wall of Iron</i></p> <p>Level 6: <i>Globe of Invulnerability, Invisible Stalker, Control Weather</i></p> <p>Level 7: <i>Torment, Monster Summoning V, Mass Invisibility, Instant Summons</i></p> <p>Level 8: <i>Mass Charm, Antipathy & sympathy, Permanency, Monster Summoning VI</i></p> |

SPELLBOOK ASSORTMENTS continued

18th+ Level Magic Users

1d6 Spellbook Contents

- | | |
|---|--|
| 1 | <p>Level 1: Read Magic, Charm Person, Protection from Evil, Jump, Magic Missile, Shocking Grasp, Enlarge</p> <p>Level 2: Detect Evil, Ray of Enfeeblement, Web, Hunting Hawk, Rope Trick, Tones of Forgetfulness, ESP</p> <p>Level 3: Slow, Fireball, Revenance, Secret Page, Pugnacious Pugilist, Crystal Dirk, Force Umbrella</p> <p>Level 4: Charm monster, Tin Soldiers, Wall of fire, Fire Trap, Hallucinatory terrain, Dispel Illusion</p> <p>Level 5: Superior Spell Enhancer, Conjure Elemental, Passwall, Telekinesis, Wall of Iron</p> <p>Level 6: Project Image, Lucubration, Repulsion, Freezing Sphere, Invisible Stalker</p> <p>Level 7: Mass Invisibility, Instant Summons, Duo Dimension</p> <p>Level 8: Irresistible Dance, Symbol, Mass Charm</p> <p>Level 9: Prismatic Sphere, Time Stop, Imprisonment</p> |
| 2 | <p>Level 1: Read Magic, Sleep, Jump, , Protection from Evil, Push, Magic Aura, Charm Person</p> <p>Level 2: Stinking Cloud, Mirror Image, Detect Evil, Blazing Beam, Forget</p> <p>Level 3: Crystal Dirk, Explosive Runes, Phantasmal Force, Blink, Water Breathing, Suggestion,</p> <p>Level 4: Wall of fire, Polymorph self, Bestow curse, Mnemonic Enhancer, Magic Mirror</p> <p>Level 5: Wall of Iron, Conjure Elemental, Magic Jar, Distance Distortion</p> <p>Level 6: Freezing Sphere, Geas</p> <p>Level 7: Cacodemon, Charm Plants</p> <p>Level 8: Irresistible Dance, Irresistible Dance, Symbol, Antipathy & Sympathy</p> <p>Level 9: Prismatic Sphere, Temporal Stasis, Meteor swarm, Time Stop</p> |
| 3 | <p>Level 1: Read Magic, Chime of Release, Firewater, Sleep</p> <p>Level 2: Magic Mouth, Breath of Life, Ray of Enfeeblement, Know Alignment, Mirror Image, Invisibility, Pyrotechnics, Detect Rope Trick, Levitate</p> <p>Level 3: Explosive Runes, Defense Against Reptiles, Monster Summoning I, Revenance</p> <p>Level 4: Hallucinatory terrain, Dig, Shout, Dispel Illusion, Tonal Attack</p> <p>Level 5: Superior Spell Enhancer</p> <p>Level 6: Death Spell, Protection from Scrying, Extension III</p> <p>Level 7: Reverse Gravity, Statue, Monster Summoning V, Instant Summons, Mass Invisibility</p> <p>Level 8: Spell Immunity, Clone</p> <p>Level 9: Disjunction, Monster Summoning VII, Time Stop, Temporal Stasis</p> |
| 4 | <p>Level 1: Read Magic, Protection from Evil, Enlarge, Charm Person</p> <p>Level 2: Scent Mask, Locate Object, Soothing Vibrations, Invisibility</p> <p>Level 3: Iron Sack, Lightning Bolt, Lightning Bolt, Infravision</p> <p>Level 4: Charm monster, Bestow curse, Ice storm, Tonal Attack, Dig, Hallucinatory Terrain</p> <p>Level 5: Sending, Distance Distortion, Conjure Elemental</p> <p>Level 6: Part Water, Repulsion, Orb of Containment, Project Image, Stone to Flesh</p> <p>Level 7: Delayed Blast Fireball, Phase Door</p> <p>Level 8: Clenched Fist, Glassteel</p> <p>Level 9: Crushing Hand, Prismatic Sphere</p> |
| 5 | <p>Level 1: Read Magic, Charm Person, Magic Missile</p> <p>Level 2: Breath of Life, Invisibility, Breath of Life, Blackmote, Forget</p> <p>Level 3: Haste, Defense Against Lycanthropes, Lightning Bolt, Fireball, Suggestion</p> <p>Level 4: Fire shield, Drums of Despair, Staff of Smiting, Plant growth, Tonal Attack, Fire Charm, Minor Globe of Invulnerability</p> <p>Level 5: Private Sanctum, Stone Shape, Dispelling Screen</p> <p>Level 6: Repulsion, Move Earth, Besieging Bolt, Disintegrate</p> <p>Level 7: Monster Summoning V, Phase Door, Duo Dimension, Statue, Reverse Gravity</p> <p>Level 8: Clenched Fist, Spell Immunity</p> <p>Level 9: Gate, Monster Summoning VII</p> |
| 6 | <p>Level 1: Read Magic, Serpent Missile, Sleep, Comp.Languages, Magic Missile, Dancing Lights, Light Step, Jump</p> <p>Level 2: Scare, Blackmote, Magnify, ESP, Pyrotechnics, Detect Invisibility, Uncontrollable Laughter</p> <p>Level 3: Protection from Normal Missiles, Slow, Fireball, Dispel Magic</p> <p>Level 4: Staff of Smiting, Wall of fire, Charm monster, Wall of fire, Death's Door</p> <p>Level 5: Airy Water, Magic Jar, Dismissal</p> <p>Level 6: Phantom Guardian, Disintegrate, Urgent Utterance, Freezing Sphere</p> <p>Level 7: Sword, Duo Dimension, Teleport without Error</p> <p>Level 8: Power Word Blind, Unlife, Maze</p> <p>Level 9: Power Word Kill, Monster Summoning VII, Temporal Stasis</p> |

CHAPTER II: HUMANOIDS & DEMI-HUMANS

In those days the Faerie folk still dwelt upon earth, but even then a strangeness hung over their holdings, as if these wavered halfway between the mortal world and another; and places which might at a given time appear to be a simple lonely hill or lake or forest would at another time gleam forth in eldritch splendour. Hence those northern highlands known as the elf-hills were shunned by men.

Imric rode toward Elfheugh, which he saw not as a tor but as a castle tall and slender-spined, having gates of bronze and courtyards of marble, the corridors and rooms within hung with the loveliest shifty-patterned tapestries of magic weave and crusted with great blazing gems. In the moonlight the dwellers were dancing on the green before the outer walls. Imric rode by, through the main portal. His horse's hoofbeats echoed hollowly, and dwarf thralls hurried forth to attend him. He swung to the ground and hastened into the keep.

There the light of many tapers was broken into a flowing, tricky dazzle of colours by mosaics gilt and bejewelled. Music breathed through the chambers, rippling harps and keening pipes and flutes with voices like mountain brooks. Patterns in the rugs and tapestries moved slowly, like live figures. The very walls and floors, and the groined ceiling in its blue twilight of height, had a quicksilveriness about them; they were never the same and yet one could not say just how they changed.

Imric went down a staircase. His byrnie clinked in the stillness. Of a sudden it grew dark about him, save for the rare light of a torch, and the air of the inner earth filled his lungs with chill. Now and again a clash of metal or a wail resounded through the wet rough-hewn corridors. Imric paid no heed. Like all elves, he moved as a cat does, swift and silent and easy, down into the dungeons.

Finally he stopped at a door of brass-barred oak. It was green with mould and dark with age, and only Imric had the keys to the three big locks. These he undid, muttering certain words, and swung back the door. It groaned, for three hundred years had gone by since last he opened it.

A woman of the troll race sat in the cell beyond. She wore only the bronze chain, heavy enough to anchor a ship, which fastened her by the neck to the wall. Light from a torch ensconced outside the door fell dimly on her huge squat mighty-muscled form. She had no hair, and the green skin moved on her bones. As she turned her hideous head toward Imric, her snarl showed wolf teeth. But her eyes were empty, two pools of blackness in which a soul could drown. For nine hundred years she had been Irene's captive, and she was mad.

The elf-earl looked at her, though not into her eyes. He said softly, "We are to make a changeling again, Gora."

The troll-woman's voice was like a thunder, slowly rolling from the deeps of the earth. "Oho, oho," she said, "he is here again. Be welcome, whoever you are, you out of night and chaos. Ha, will none wipe the sneer off the face of the cosmos?"

"Hurry," said Imric. "I must make the change ere dawn."

- Excerpt from *The Broken Sword* by Poul Anderson

The following chapter is divided into several sub-sections that are designed to allow the Dungeon Master to quickly and completely detail large groups of demi-humans and humanoids. Below are specific instructions for using the sets of tables:

- **Humanoid Ability Scores:** These tables can be used to generate ability scores for humanoid and other monsters where needed. To generate one or more ability scores, reference the given monster's size or intelligence statistics as given in CDD#1: *Old School Statblock Reference* (cf. *Monster Manual*, *Fiend Folio*, or *Monster Manual II*). Next, roll 3d6 and cross reference the score on the table with the particular statistic to find the creature's approximate ability score.
- **Tribal Spellcasters:** These tables allow for the creation of humanoid shaman/witch-doctors according to the rules given in the *Dungeon Master's Guide*.
- **Humanoid Tribes:** These tables list the pertinent details for commonly encountered humanoid groups in adherence to their respective entries in the *Monster Manual* or *Fiend Folio*. The listings include the following: Bugbears, Centaurs, Gnolls, Goblins, Hobgoblins, Kobolds, Lizardmen, Locathah, Ogres, Orcs, Sahuagin, Troglodytes, and Trolls and Xvarts.
- **Demi-human Groups:** These tables list the pertinent details for commonly encountered demi-human groups in adherence to their respective entries in the *Monster Manual*. The listings include the following: Dwarves, Elves, Gnomes, Halflings, Tritons, and Mermen.

HUMANOID ABILITY SCORES

Abbreviations

T= Tiny (2' or less); S= Small (2-4'); M= Man-sized (4-7'); L= Large (7-12'); H= Huge (12-25'); G= Gargantuan (25'+)
 A= Animal Intelligence; S= Semi Intelligent; Av= Average Intelligence; V= Very Intelligent; H= Highly Intelligent;
 E= Exceptionally Intelligent; G= Genius Intelligence; Sg= Supra-genius Intelligence; Go= Godlike Intelligence

Monster Strength Scores

3d6	T	S	M	L	H	G
3	2	4	6	13	15	18
4	3	5	7	14	17	18/01
5	4	6	8	15	18	18/51
6	5	7	9	16	18/01	18/76
7	6	8	10	17	18/51	18/91
8	7	9	11	18	18/76	18/00
9-12	8	10	12	18/01	18/91	19
13	10	11	13	18/51	18/00	20
14	11	12	14	18/76	19	21
15	12	13	15	18/91	20	22
16	13	14	16	18/00	21	23
17	14	15	17	19	22	24
18	15	16	18	20	23	25

Monster Dexterity Scores

3d6	T	S	M	L	H	G
3	13	11	9	7	5	3
4	14	12	10	8	6	4
5	15	13	11	9	7	5
6	16	14	12	10	8	6
7	17	15	13	11	9	7
8	18	16	14	12	10	8
9-12	19	17	15	13	11	9
13	20	18	16	14	12	10
14	21	19	17	15	13	11
15	22	20	18	16	14	12
16	23	21	19	17	15	13
17	24	22	20	18	16	14
18	25	23	21	19	17	15

Monster Constitution Scores

3d6	T	S	M	L	H	G
3	3	5	7	9	11	13
4	4	6	8	10	12	14
5	5	7	9	11	13	15
6	6	8	10	12	14	16
7	7	9	11	13	15	17
8	8	10	12	14	16	18
9-12	9	11	13	15	17	19
13	10	12	14	16	18	20
14	11	13	15	17	19	21
15	12	14	16	18	20	22
16	13	15	17	19	21	23
17	14	16	18	20	22	24
18	15	17	19	21	23	25

Monster Intelligence Scores

3d6	A	S	L	Av	V	H	E	G	Sg	Go
3	1	1	3	6	7	9	10	13	15	17
4	1	1	3	7	7	10	11	14	16	18
5	1	1	4	7	8	11	13	15	17	19
6	1	1	4	8	8	11	13	16	17	19
7	1	2	5	8	9	12	14	16	18	20
8	1	2	5	9	9	12	14	17	18	20
9-12	1	3	6	9	11	13	15	17	19	21
13	1	3	6	10	11	13	15	18	19	21
14	2	4	7	10	12	14	16	19	20	22
15	2	4	7	11	12	15	17	20	21	22
16	3	5	8	11	13	16	18	21	22	23
17	3	5	8	12	14	17	19	22	23	24
18	4	6	9	13	15	19	20	23	24	25

Monster Wisdom Scores

3d6	A	S	L	Av	V	H	E	G	Sg	Go
3	1	2	3	6	8	10	12	14	16	18
4	1	2	3	6	8	10	12	14	16	18
5	1	2	4	7	9	11	13	15	17	19
6	2	3	4	7	9	11	13	15	17	19
7	2	3	5	8	10	12	14	16	18	20
8	2	3	5	8	10	12	14	16	18	20
9-12	3	4	6	9	11	13	15	17	19	21
13	3	4	6	9	11	13	15	17	19	21
14	3	4	7	10	12	14	16	18	20	22
15	4	5	7	10	12	14	16	18	20	22
16	4	5	8	11	13	15	17	19	21	23
17	4	5	8	11	13	16	18	20	22	24
18	5	6	9	12	14	17	19	21	23	25

Monster Charisma Scores

3d6	A	S	L	Av	V	H	E	G	Sg	Go
3	1	1	3	6	8	11	13	15	17	19
4	1	1	3	6	8	11	13	15	17	19
5	1	1	4	7	9	12	14	16	18	20
6	1	1	4	7	9	12	14	16	18	20
7	1	2	5	8	10	13	15	17	19	21
8	1	2	5	8	10	13	15	17	19	21
9-12	1	3	6	9	11	14	16	18	20	22
13	1	3	6	9	11	14	16	18	20	22
14	1	4	7	10	12	15	17	19	21	23
15	2	4	7	10	12	15	17	19	21	23
16	2	5	8	11	13	16	18	20	22	24
17	3	5	8	11	13	16	18	20	22	24
18	3	6	9	12	14	17	19	21	23	25

TRIBAL SPELLCASTERS

Tribal Shaman (Cleric) Spell List

1d6	1st-Level	1d6	2nd-level	1d6	3rd-Level	1d4	4th-Level
1	<i>cure light wounds</i>	1	<i>augury</i>	1	<i>cure blindness</i>	1	<i>divination</i>
2	<i>detect evil</i>	2	<i>chant</i>	2	<i>cure disease</i>	2	<i>exorcise</i>
3	<i>detect magic</i>	3	<i>detect charm</i>	3	<i>dispel magic</i>	3	<i>neutralize poison</i>
4	<i>light</i>	4	<i>resist fire</i>	4	<i>locate object</i>	4	<i>tongues</i>
5	<i>protection from evil</i>	5	<i>snake charm</i>	5	<i>prayer</i>		
6	<i>resist fear</i>	6	<i>speak with animals</i>	6	<i>remove curse</i>		

Note: WIS does not affect the number of spells of tribal clerics, and the number of spells any such tribal cleric possesses is determined as if the shaman were a character of the appropriate level.

Tribal Witch-Doctor (Magic-User) Spell List

1d6	1st-Level	1d6	2nd-level
1	<i>affect normal fires</i>	1	<i>audible glamer</i>
2	<i>dancing lights</i>	2	<i>detect invisibility</i>
3	<i>identify</i>	3	<i>invisibility</i>
4	<i>push</i>	4	<i>levitate</i>
5	<i>shield</i>	5	<i>magic mouth</i>
6	<i>ventriloquism</i>	6	<i>scare</i>

Tribal Spellcasters Level Limits

Race	Shaman	Witch-Doctor
Bugbear	5	2
Centaur	7	4
Ettin	3	N/A
Giant, Hill	7	N/A
Giant, Frost	7	N/A
Giant, Fire	7	N/A
Giant, Stone	7	N/A
Gnoll	5	2
Goblin	7	4
Hobgoblin	7	4
Kobold	5	2
Lizard Man	7	2
Ogre	3	N/A
Orc	5	4
Troglodyte	3	N/A
Troll	3	N/A

Tribal Familiars

1d20	Totem
1	Snake
2	Spider
3	Rat
4	Wolf
5	Worm
6	Zombie/Ghouls/Undead
7	Monkey/Ape
8	Pig/Boar
9	Bat
10	Beetle/Centipede
11	Shark/Whale
12	Plant/Fungi
13	Ancestors
14	Devil
15	Demon
16	Jaguar/Tiger/Lion
17	Elephant/Mastodon
18	Eagle/Hawk
19	Elemental
20	Monster (DM's Choice)

HUMANOID GROUPS

BUGBEARS

(MM, p12)

Bugbear: AC 5; MV 90'; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 2-8 or by wpn; SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 85+4/hp.

Bugbear Leader/Subchief: AC 4; MV 90'; HD 4; hp 22-25; THAC0 15; #AT 1; D 3-9 or by wpn (+1 dmg); SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 130+5/hp.

Bugbear Chief: AC 3; MV 90'; HD 4; hp 28-30; THAC0 15; #AT 1; D 3-10 or by wpn (+2 dmg); SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 175+5/hp.

Groups

#Appearing: 6-36 (6d6)

Every 12 Bugbears	Leader (4HD)
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Equipment

		d%	Weapon(s)	Armor
Lairs		01-20	Sword	Shield
>24 Bugbears	Chief (4HD) + Sub-chief (4HD)	21-60	Spear & Club	-
Non-combatants	+50& Females +50% Children	61-80	Morningstar	Shield
		81-00	Halberd & Club	-

CENTAURS

(MM, p14)

Centaur: AC 5(4); MV 180'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-6/1-6 or by wpn; SD Darkvision 60'; SZ L; Int Low~Avg; AL CG; XP85+4/hp.

Groups

#Appearing: 4-24 (4d6)

Every 6 Centaurs	Leader (5HD)	200% Treasure, fights with lance and shield
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Lairs

1d6 male centaurs	+ 200% females (3HD)	+ 1d6x5 young (1-3HD)
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Equipment

d%	Weapon(s)
01-50	Oaken Clubs
51-75	Composite Longbows
76-00	Shield & Lance

GNOLLS

(MM, p46)

Gnoll: AC 5; MV 90'; HD 2; hp 2-16; THAC0 16; #AT 1; D 2-8 or by wpn; SZ L; Int Low~Avg; AL CE; XP 28+2/hp .
Gnoll Leader: AC 5; MV 90'; HD 3; hp 16; THAC0 15; #AT 1; D 2-8 or by wpn; SZ S; Int Low~Avg; AL CE; XP 60+4/hp.
Gnoll Guard: AC 4; MV 90'; HD 3; hp 20; THAC0 15; #AT 1; D 3-9 or by wpn; SZ S; Int Low~Avg; AL CE; XP 60+4/hp.
Gnoll Chieftain: AC 3; MV 90'; HD 4; hp 22; THAC0 15; #AT 1; D 3-9 or by wpn; SZ S; Int Low~Avg; AL CE; XP 90+5/hp.

Groups

Appearing: 20-200 (20d10)

Every 20 Gnolls	Gnoll Leader [3HD]	
> 100 Gnolls	Gnoll Chieftain [4HD]	2d6 Gnoll Guards [3HD]

Lairs

Appearing: 20-200 (20d10)

(01-85) Underground	Gnoll Chieftain +50% females	+5d4 Gnoll Guards +200% young
(86-00) Ruins	Gnoll Chieftain +50% females	+5d4 Gnoll Guards +200% young
Non-Combatants		
Guardians		65% 01-80 4d4 Hyenas 81-00 2d6 Hyenadons
		35% 1d3 Trolls
Slaves		1 per 10 gnolls
Allies		10% 1d6 Flinds

Equipment

d%	Weapon(s)
01-15	Long Bow
16-50	Polearm
51-65	2-handed Sword
66-85	Battle Axe
86-00	Morning Star

GOBLINS

(MM, p47)

Goblin: AC 6, MV 60'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp.
Goblin Leader/Assistant: AC 6, MV 60'; HD 1; hp 7; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 17.
Goblin Sub-chief/Guard: AC 5, MV 60'; HD 1+1; hp 8; THAC0 18; #AT 1; D 1-8 or by wpn; SZ S; Int Low~Avg; AL LE; XP 36
Goblin Chief/Bodyguard: AC 4, MV 60'; HD 2; hp 9-14; THAC0 16; #AT 1; D 2-8 or by wpn; SZ S; Int Low~Avg; AL LE; XP 35+3/hp.

Groups

Appearing: 10-40 (1d4 x 10)

Every 40 goblins	Goblin Leader (7hp)	+4 Goblin Guards (7hp)
Every 200 goblins	Goblin Subchief (8hp)	+2d4 Goblin Guards (7hp)
25% chance	10% mounted on dire wolves	+1d4x10 dire wolves (no riders)

Lairs

Appearing: 40-400 (40d10)

Leader	Goblin Chief (16hp/2HD)	+2d4 Goblin Bodyguards (9-14hp/2HD)
Non-Combatants	+60% Goblin Females	+100% Goblin Young
Allies	20% + 2d6 Bugbears	

	d%	Weapon(s)	Armor
Equipment	01-10	Short Sword & Military Pick	Leather or Piecemeal armors
	11-20	Short Sword & Sling	
	21-30	Short Sword & Spear	
	31-40	Sling	
	41-60	Morning Star	
	61-70	Military Pick	
	71-00	Spear	

HOBGOBLINS

(MM, p52)

Hobgoblin: AC 5; MV 90'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp.
Hobgoblin Leader/Assistant: AC 5; MV 90'; HD 1+1; hp 9; THAC0 18; #AT 1; D 1-8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp.
Hobgoblin Subchief/Bodyguard: AC 3; MV 90'; HD 3; hp 16; THAC0 16; #AT 1; D 3-10 or by wpn; SZ M; Int Avg; AL LE; XP 35+4/hp.
Hobgoblin Chief: AC 2; MV 90'; HD 4; hp 22; THAC0 15; #AT 1; D 2-11 or by wpn; SZ M; Int Avg; AL LE; XP 90+4/hp.
Koalinth (Aquatic Hobgoblin): As normal hobgoblin.

Groups

Appearing: 20-200 (20d10)

Every 20 Hobgoblins	Hobgoblin Leader [2HD]	2 Hobgoblin Guards (9hp)
Every 100 Hobgoblins	Hobgoblin Subchief [3HD]	20% Tribal Standard

Lairs

(01-20)	Village	Ditch, Rampart, Palisade Hobgoblin Chief [4HD]	2 gates, 3-6 watchtowers 1d4x5 Hobgoblin Guards [3HD]
	Non-Combatants	X150% Females x300% Young	Tribal Standard
	Seige Engines	Every 50 hobgoblins	+2 Hvy Catapults, 2 Lt Catapult, 1 Ballista
(21-00)	Underground	Hobgoblin Chief [4HD, 22hp]	1d4x5 Hobgoblin Guards [3HD]
	Non-Combatants	+150% Females x300% Young	+Tribal Standard
	Guardians:	60%: 2d6 Carnivorous Apes	

Equipment

d%	Weapon(s)	Armor
01-20	Sword & Composite Bow	Leather & Lamellar Armor
21-30	Sword & Spear	
31-35	Sword & Morning Star	
36-40	Sword & Whip	
41-70	Polearm	
71-80	Spear	DM's Choice
81-00	Morning Star	

Note: Leaders equipped with 2 weapons

Tribal Standards

1d8	Tribes
1	Rippers
2	Leg Breakers
3	Skull Smashers
4	Flesh Renders
5	Marrow Suckers
6	Flayers
7	Slow Killers
8	Lotus Eaters

KOBOLDS

(MM, p57)

Groups

Appearing: 40-400 (40d10)

Every 40 Kobolds	Kobold Leader(4hp)	+5d4Guards (3-4hp)
Every 100 Kobolds	Kobold Witchdoctor	
Guardians	65% chance	1d4+1 Wild Boars
	30% chance	1d4 Giant Weasels

Lairs

Non-Combatants	+50% Females	+10% Young
	+3d100 Kobold Eggs	

Equipment

d%	Weapon(s)	Armor
01-05	Short Sword & Javelin	50% chance equipped with a shield
06-15	Short Sword & Spear	
16-25	Short Sword	
26-45	Axe	
46-75	Spiked Wooden Club	
76-90	2-3 Javelins	
91-00	Spear	

Kobold: AC 7; MV 60'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-4 or by wpn; SZ S; Int Low~Avg; AL LE; XP 5+1/hp.

Kobold Guard/Leader: AC 6; MV 60'; HD 1-1 ; hp 4; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp.

LIZARDMEN

(MM, p62)

Lizard King: AC 3; MV 150'/120'; HD 8; hp 8-64; THAC0 12; #AT 1; D 5-20; SD Skewering; MR 20%; SZ L; Int Avg; AL CE; XP 550+10/hp. (FF)

Lizardman: AC 5; MV 60'/120'; HD 2+1; hp 3-17; THAC0 16; #AT 3; D 1-2/1-2/1-8; SZ M; Int Low~Avg; AL N; XP 35+3/hp.

Groups

Appearing: 10-40 (1d4x10)

Every 10 Lizardmen	Hero (17hp)	
Every 20 Lizardmen	Champion (24hp)	
All Lizardmen bands	Chief [3+3HD] or Lizard King	+1d4 Guards [2+2HD]

Lairs

Every 10 Lizardmen	Chieftain [4+4HD] or Lizard King	+1d4 Guards [2+2 HD]
	10% chance Cleric (3 rd -6 th lvl)	
Non-Combatants	+10-40 (1d4x10) females	+20-80 (1d4x20) Eggs

Equipment

d%	Weapon(s)	Armor
01-20	Sword	Shield
21-60	Javelins (2) & Club	-
61-80	Javelins (2) & Club	Shield
81-00	Darts & Club	Shield

LOCATHAH

(MM, p62)

Locathah: AC 6; MV 120'; HD 2; hp 2-16; THAC0 variable; #AT 1; D by wpn; SZ M; Int Very; AL N; XP 20+2/hp.

Groups

Appearing: 20-200 (20d10)

Every 40 Locathah	Leader (18hp) Fighter 4 th lvl	+4 Assistants (14hp) Fighter 3 rd lvl
>120 Locathah	Chief (22hp) Fighter 5 th lvl	+12 Guards (12-14hp) Fighter 3 rd lvl

Lairs

Guardians	4d4 Moral Eels	+50% chance Portugese Man-o-war
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Weapons

d%	Weapon(s)
01-20	Lance
21-50	Crossbow
51-80	Trident
81-00	Net & Dagger

* All warriors mounted on Giant Eels

OGRES

(MM, p75)

Ogre: AC 5; MV 90'; HD 4+1; hp 5-33; THAC0 15; #AT 1; D 1-10 or by wpn; SZ L; Int Low; AL CE; XP 90+5.

Ogre Leader: AC 3; MV 90'; HD 7; hp 30-33; THAC0 13; #AT 1; D 2-12 or by wpn; SZ L; Int Low; AL CE; XP 225+8/hp.

Ogre Chieftain: AC 4; MV 90'; HD 7; hp 34-37; THAC0 13; #AT 1; D 4-14 or by wpn; SZ L; Int Low; AL CE; XP 225+8/hp.

Groups

Appearing: 2-20 (2d10)

>11 Ogres	Leader [AC3, 33hp]	
>16 Ogres	Chieftain [5HD]	+Ogre Guard [AC3, 33hp]

Lairs

Non-Combatants	+2d6 Females	+2d4 Young
Slaves	30 % chance +2d8 Prisoners for Food (75%) or Slave labor (25%)	

ORCS

(MM, p76)

Orc: AC 6; MV 90'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 10+1/hp.

Orc Leader/Assistant: AC 6; MV 90'; HD 1; hp 8; THAC0 19; #AT 1; D 1-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 10+1/hp.

Orc Subchief/Guard: AC 4; MV 90'; HD 2; hp 11; THAC0 16; #AT 1; D 2-7 or by wpn; SZ M; Int Low~Avg; AL LE; XP 20+2/hp.

Orc Chief/Bodyguard: AC 4; MV 90'; HD 3; hp 13-16; THAC0 16; #AT 1; D 2-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 20+2/hp.

Groups

d%	Scouting Party	# Appearing: 10-30 (1d3 x 10)	
01-80	Every 30 orcs	Boss (8hp)	+ 3 Guards (8hp)
	Every 150 orcs	Subchief (2HD)	+ 3-18 (3d6) Guards (8hp)
81-00	Warparty	# Appearing: 20-80 (2d4 x 10)	
	Every 10 orcs	1d6 Carts	+ 1d6x10 Slavebearers
	Every Warparty	Orc Boss (8hp)	+2 Orc Guards (8hp)
		Orc Subchief (2HD)	+1d6x5 Orc Guards (8hp)

Lairs

d%	Village	# Appearing: 30-300 (30d10)	
01-25	1d4 Watchtowers, 1 Gate	+1 catapult, 1 ballista for every 100 orcs	
26-00	Underground		
	Every 100 orcs	1 Orc Smith + 2 Apprentices	+1d20 Slaves
	Allies	5% chance	1d6 Ogrillons
		50% chance	1d4+1 Ogres
	Non-Combatants	+100% Females	+150% Young

Equipment

d%	Weapon(s)	Armor
01-05	Sword & Flail	Leather & Shield
06-15	Sword & Spear	
16-25	Axe & Spear	
26-35	Axe & Polearm	
36-45	Axe & Crossbow	
46-55	Axe & Bow	
56-60	Sword & Battleaxe	
61-70	Spear	
71-80	Axe	
81-00	Polearm	

Note: Leaders equipped with 2 weapons

Tribes

2d6	Tribe Name	Tribal Colors
2	Vile Rune	Blood red & Moss green
3	Bloody Head	Greenish purple & Blood Red
4	Death Moon	Black & Yellow
5	Broken Bone	Brown & Mustard Yellow
6	Evil Eye	White, Black & Moss Green
7	Leprous Hand	Yellow Green & Brown
8	Rotting Eye	Moss Green & Rust Red
9	Dripping Blade	Blood Red & Black
10	Nightcrawlers	Brown & Purple
11	Yellow Shroom	Mustard Yellow & Green
12	Frothcanker	Reddish Brown & Orange

Sahuagin: AC 5; MV 120'/240'; HD 2+2; hp 4-18; THAC0 16; #AT 1, 3 or 5; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 35+3/hp.

Sahuagin Chief: AC 5; MV 120'/240'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 130+5/hp.

Sahuagin Lieutenant/Guard: AC 5; MV 120'/240'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 85+4/hp.

Sahuagin Female: AC 5; MV 120'/240'; HD 2; hp 2-16; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 20+2/hp.

Sahuagin Hatchling: AC 5; MV 120'/240'; HD 1; hp 1-8; THAC0 19; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 10+1/hp.

Sahuagin Baron/Noble Guard: AC 5; MV 120'/240'; HD 6+6; hp 12-54; THAC0 13; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 350+8/hp.

Sahuagin Priestess: AC 5; MV 120'/240'; HD 3+3; hp 4-18; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SA Spells as C5-8; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP variable.

Sahuagin Asst. Priestess: AC 5; MV 120'/240'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SA Spells as C3-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP variable.

Sahuagin Prince: AC 5; MV 120'/240'; HD 8+8; hp 16-72; THAC0 12; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 600+12/hp.

Sahuagin King: AC 5; MV 120'/240'; HD 10+10; hp 20-90; THAC0 10; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 1,350+14/hp.

Groups

Appearing: 20-80 (1d8x10)

All Sahuagin bands	Sahuagin Chieftain (4HD)
Every 10 Sahuagin	Sahuagin Lieutenant (3+3 HD)

Lairs

01-95 Normal Lairs	1 Sahuagin Baron (6+6 HD)	+ 9 Sahuagin Guards (3+3HD)
Every 10 Sahuagin	10% chance Female 5 th -8 th lvl Cleric	+1d4 3 rd -4 th lvl Cleric Assistants
Non-Combatants	+1d4x30 Females +1d4x20 Eggs	+1d4x10 Hatchlings
Animal Guardians	2d4 Sharks	
96-00 Princes' Lair	Sahuagin Prince (8+8 HD)	+9 Sahuagin Chieftains (4+4 HD)
	Sahuagin High Priestess 8 th lvl	+4 Underclerics 4 th lvl
Non-Combatants	+1d4x40 Females +1d4x40 Eggs	+1d4x20 Hatchlings
Guardians	4d6 Sharks	

Equipment

d%	Weapons
01-30	Spear & Dagger
31-80	Trident, Net & Dagger
81-00	Heavy Crossbow & Dagger

TROGLODYTES

(MM, p97)

Troglodyte: AC 5; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 36+2/hp.

Troglodyte Leader/Guard: AC 5; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 65+3/hp.

Troglodyte Subchief: AC 5; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 65+3/hp.

Troglodyte Chieftain: AC 5; MV 120'; HD 6; hp 6-48; THAC0 13; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 110+4/hp.

Troglodyte Female: AC 5; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 280+2/hp.

Groups

Appearing: 10-100 (1d10x10)

Every 10 Troglodytes	Leader [3HD]	
Every 20 Troglodytes	2 Leaders [4 HD]	
Every 60 Troglodytes	Chieftain [6HD]	+2d4 Guards [3HD]

Lairs

Non-Combatants	+100% females	+100% Young
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Equipment

d%	Weapon(s)
01-25	Javelin
26-35	Stone Battleaxe
36-45	Stone Morning Star
46-50	Sword
51-00	Unarmed

TROLLS

(MM, p97)

Troll: AC 4; MV 120'; HD 6+6; hp 12-54; THAC0 13; #AT 3; D 15-8/5-8/2-12; SD Regeneration 3/rd, Darkvision 60'; SZ L; Int Low; AL CE; XP 525+8/hp.

Giant Troll: AC 4; MV 120'; HD 8; hp 8-64; THAC0 12; #AT 1; D 2-16; SD Regeneration 2/rd, Darkvision 60'; SZ L; Int Low; AL CE; XP 725+10/hp. (FF)

Giant 2-headed Troll: AC 4; MV 120'; HD 10; hp 10-80; THAC0 10; #AT 4; D 1-6/1-6/1-10/1-10; SD Regeneration 1/rd, Surprised only 1 in 6, Darkvision 60'; SZ L; Int Avg; AL CE; XP 1,800+14/hp. (FF)

Ice Troll: AC 8; MV 90'; HD 2; hp 2-16; THAC0 16; #AT 2; D 1-8/1-8; SD +1 wpn to-hit, Regeneration 2/rd, Immune to Cold, Surprised only 1 in 6, Darkvision 90'; SZ L; Int Semi; AL CE; XP 44+2/hp. (FF)

Marine Freshwater Troll (Scrag): AC 3; MV 30'/150'; HD 5+5; hp 10-45; THAC0 15; #AT 3; D 2-5/2-5/3-12; SA Attk multiple opponents; SD Regenerate 3/rd; SZ M; Int Semi-Low; AL CE; XP 400+8/hp. (MM2)

Marine Saltwater Troll (Scrag): AC 2; MV 30'/120'; HD 6+12; hp 18-60; THAC0 13; #AT 3; D 1-4/1-4/9-16; SA Attk multiple opponents; SD Regenerate 3/rd; SZ L; Int Low~Avg; AL CE; XP 900+12/hp. (MM2)

Spirit Troll: AC 2; MV 150'; HD 5+5; hp 10-45; THAC0 15; #AT 3; D 1-6/1-3/1-3; SA Drain STR; SD Invisible, Regeneration 3/rd, Surprised only 1 in 6, Darkvision 120'; SZ L; Int Very; AL CE; XP 575+6/hp. (FF)

Groups

Appearing: 6-60 (6d10)

Every 12 Trolls	Sub-leader [7+7HD]	
Every 24 Trolls	Chief [9+9 HD]	+1d4 Guards [7+7HD]

Lairs

Non-Combatants	+100% females	+100% Young
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XVARTS

(FF, p96)

Xvart: AC 7; MV 60'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 2-5 or by wpn; SZ S; Int Avg; AL CE; XP 5+1/hp.

Xvart Shaman: AC 7; MV 60'; HD 1-1; hp 8-11; THAC0 20; #AT 1; D 2-5 or by wpn; SA MU Spells (1st – 2nd lvl); SZ S; Int Avg; AL CE; XP 15+1/hp.

Xvart Leader: AC 7; MV 60'; HD 2; hp 8-11; THAC0 18; #AT 1; D 2-5 or by wpn; SZ S; Int Avg; AL CE; XP 20+2/hp.

Groups

Appearing: 40-400 (4d10x10)

Every 20 Xvarts	Entangler (Armed with Net)
Every 100 Xvarts	Leader [1+1HD]

Lairs

Non-Combatants	Leader [1+3HD]	+2 Lieutenants [1+1HD]
Guardians	+120% Females	+200% Young
	3d10 Giant Rats	

Equipment

d%	Weapon(s)
01-25	Morning Star
26-35	Mace
36-45	Hand Axe
46-50	Flail
51-00	Shortsword (2-5)

DEMI-HUMAN GROUPS

DWARVES

(MM, p35)

Dwarf: AC 4, MV 60'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-8 or by wpn; SD Save vs. Magic +4; SZ S; Int Very; AL LG; XP variable.

Types

01-65 Mountain Dwarf (LN-LG)

66-95 Hill Dwarf (CG-CN)

96-00 Duergar/Gray(CN-CE)

Groups

Appearing: 40-400 (1d10x40)

Every 40 Dwarves	Fighter 2 nd -4 th lvl	
>160 Dwarves	Chief- 6 th lvl Fighter	
	Lieutenant- 4 th lvl Fighter	
>200 Dwarves	3 rd -6 th /4 th -7 th lvl Fighter/Cleric	
>320 Dwarves	8 th lvl Fighter	+ 7 th lvl Fighter
	6 th /7 th lvl Fighter/Cleric	+2 4 th /4 th lvl Fighter/Cleric

Lairs/Settlements

Leader	+2d6 2 nd -5 th lvl Fighters	+2d4 2 nd -4 th lvl Fighter/Clerics
Non-Combatants	+50% Dwarf Females	+25% Dwarf Young
Guardians	60% chance	(01-25) 5d4 Wolves (26-00) 2d4 Brown Bears

Equipment

d%	Weapon(s)	Armor
01-15	Sword & Light Crossbow	
16-25	Sword & Polearm	
26-45	Sword & Spear	Chainmail
46-55	Axe & Heavy Crossbow	& Shield
56-80	Axe & Hammer	
81-90	Axe & Mace	
91-00	Hammer & Pick	

Dwarven Beers & Ales

1d20	Label
1	Bristlebeard Cream Ale
2	Tubal XXX Stout
3	Dwalin Strongarm Ale
4	Mt. Kharmen Porter
5	Hrodni's Best Bitter
6	Stoneking Export Strength
7	Sven's Shroom Meal Pilsener
8	Duergar Old Peculiar
9	King Crumble Summer Beer
10	Thorn Mt. Wheat Beer
11	Franklin's Cyst Lager
12	Borderlands Brown Ale
13	Horstedding
14	Bridge Dwarf Imperial Extra XX Stout
15	Brakspear Rapids Triple Keg
16	Grimmi's Blue Banner Ale
17	Blue Goblin Bitter
18	Mt. Gunderbal Special Reserve
19	Orc Valley Headcracker
20	Balin's Rosey-Nosey

Professions

Adventurers

1d10	Profession	d%	Class
1	Miner	01-30	Fighter
2	Craftsman	31-40	Cleric
3	Artisan	41-50	Thief
4	Merchant	51-55	Acrobat
5	Smith	56-65	Assassin
6	Stonemason	66-70	Cleric/Thief
7	Scholar	71-80	Cleric/Fighter
8	Banker	81-87	Fighter/Thief
9	Artist/Entertainer	88-90	Cleric/Assassin
10	Adventurer (see next)	91-00	Fighter/Assassin

ELVES

(MM, p39)

Elf: AC 5; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to Charm/Sleep; SZ M; Int Very; AL CG; XP variable.

Types	01-25 Gray	51-65 Wild	91-95 Valley
		26-50 Wood	66-90 High

Groups	# Appearing: 20-200 (1d10x20)	
Every 20 Elves	2 nd /3 rd lvl Fighter	
Every 40 Elves	2 nd - 3 rd /1 st - 2 nd Fighter/Magic User	
>100 Elves	4 th /8 th lvl Fighter/Magic User	+ 2x 4 th /5 th lvl Fighter/Magic Users
	4 th /4 th /4 th Fighter/Magic User/Cleric	
>160 Elves	6 th /9 th lvl Fighter Magic User	+ 4 th /5 th lvl Fighter/Magic User
	6 th /6 th /6 th Fighter/Magic User/Cleric	+ 3 rd /3 rd /3 rd Fighter/Magic User/Cleric

Lairs or Settlements		
Leader	4 th /7 th lvl Fighter/Magic User	
Every 40 Elves	1 each : 4 th lvl, 5 th lvl, 6 th lvl Fighters	
Non-Combatants	+ 100% Elf Females	+ 5% Elf Young
Guardians	65% chance 2d6 Giant Eagles	5% chance 1d10x3 females mounted on unicorns

Professions			Adventurers		Equipment	
1d20	Profession	d%	Class	d%	Weapon(s)	
1	Forester	1	Cleric	01-10	Longword & Longbow	
2	Craftsman	2	Druid	11-30	Longsword & Spear	
3	Artisan	3	Fighter	31-50	Short Sword & Spear	
4	Entertainer	4	Magic-User	51-55	Shortsword	
5	Artist	5	Thief	56-85	Short Bow & Spear	
6	Scholar	6	Assassin	86-00	Spear	
7	Boatman	7	Cleric/Fighter	d%	Armor	
8	Farmer	8	Cleric/Magic-User	01-10	Scale Mail	
9	Shopkeeper	9	Cleric/Thief	11-20	Ringmail	
10	Herder	10	Cleric/Assassin	21-30	Chainmail	
11	Merchant	11	Fighter/Magic-User	31-50	Scalemail & Shield	
12	Noble	12	Fighter/Thief	51-80	Chainmail & Shield	
13	Servant	13	Fighter/Assassin	81-00	Ringmail & Shield	
14	Scribe	14	Magic-User/Thief			
15	Militiaman	15	Magic-User/Assassin			
16	Fisherman	16	Cleric/Fighter/Magic-User			
17	Hunter	17	Cleric/Fighter/Thief			
18	Musician	18	Cleric/Magic-User/Thief			
19	Criminal	19	Fighter/Magic-User/Thief			
20	DM's Choice	20	DM's Choice			

Age		Alignment		Elven Magic Items	
d%	Age	1d10	Alignment	d%	Item
1-30	100-200	1-7	Chaotic Good (CG)	01-10	<i>Elfin Long Bow +1</i>
31-50	201-250	8-10	Neutral Good (NG)	11-20	<i>Elfin Chain Mail +1</i>
51-75	251-300	11-12	Lawful Good (LG)	21-35	<i>Cloak of Elvenkind</i>
76-95	301-350	13	Chaotic Evil (CE)	36-60	<i>Boots of Elvenkind</i>
		14	Neutral Evil (NE)	61-70	<i>Elfin Short Bow +1</i>
		15	Lawful Evil (LE)	71-80	<i>Elfin Long Bow +2</i>
		16-17	Chaotic Neutral (CN)	81-90	<i>Elfin Chain Mail +2</i>
		18-19	Neutral (N)	91-97	<i>Elfin Short Bow +2</i>
		20	Lawful Neutral (LN)	98-00	<i>Ioun Stone (DM's Choice)</i>

GNOMES

(MM, p46)

Gnome: AC 5; MV 60'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-6 or by wpn; SD Save as F4; SZ S; Int Very; AL N-LG; XP variable.

Types

01-65 **Surface Gnome**

66-95 **Deep Gnome (Svirfneblin)**

96-00 **Exiled Gnome**

Groups

Appearing: 40-400 (1d10x40)

Every 40 Gnomes	Fighter 2 nd -4 th lvl	
>160 Gnomes	Chief - Fighter 5 th lvl	+ Lieutenant - Fighter 3 rd lvl
>200 Gnomes	Cleric 4 th -6 th lvl	
>320 Gnomes	Gnome King - Fighter 6 th lvl	+ 2 Bodyguards - Fighters 5 th lvl
	Gnome High Priest - Cleric 7 th lvl	+ 4 Priests - Cleric 3 rd lvl

Lairs

Location	+2d4 2 nd /3 rd lvl Fighters	+1d4 2 nd lvl Clerics
01-25 Earthen Burrow		
26-00 Rocky Hill Caves		
Non-Combatants	+50% Females	+ 25% Young
	01-70 Badgers (5d6)	
Guardians	71-90 Giant Badgers (3d4)	
	91-00 Wolverines (2d4)	

Equipment

d%	Weapon(s)	Armor
01-10	Short Sword & Short Bow	
11-30	Short Sword & Spear	Leather or Ring Mail
31-45	Club & Sling	&
46-85	Club & Spear	Shield
86-00	Club & Short Sword	

Professions

1d10	Profession	1d20	Class
1	Miner	1-2	Cleric
2	Craftsman	3-4	Fighter
3	Artisan	5-7	Illusionist
4	Merchant	8-9	Thief
5	Smith	10	Assassin
6	Stonemason	11	Acrobat
7	Scholar	12	Cleric/Fighter
8	Banker	13	Cleric/Illusionist
9	Artist/Entertainer	14	Cleric/Thief
10	Adventurer	15	Cleric/Assassin

Adventurers

16	Fighter/Illusionist
17	Fighter/Thief
18	Fighter/Assassin
19	Illusionist/Thief
20	Illusionist/Assassin

Gnomish Mercantile Goods

1d20	Merchandise
1	Crystal Balls
2	Heat-resistant Fabrics
3	Lead-lined Containers
4	Glass/Ceramic Potion Vials
5	Fireworks
6	Timepieces, Watches, Sundials
7	Candies & Sweets
8	Lanterns
9	Astrological Charts/Equipment
10	Herbal Tinctures & Essences
11	Toys & Dolls
12	Fine tools
13	Traps & Locking Mechanisms
14	Inlaid/Gilt Accessories
15	Shoes, Hats & Handbags
16	Ocular Lenses
17	Silverware & Dinnerware
18	Dice & Gambling Equipment
19	Mechanical Devices
20	Stained Glass

HALFLINGS

(MM, p50)

Halfling: AC 7; MV 90'; HD 1-1; hp 1-6; THAC0 20; #AT 1; D 1-6 or by wpn; SA +3 with bow/sling; SD Save as F4; SZ S; Int Very; AL LG; XP variable.

Types

01-65 **Hairfoot**

66-95 **Talfellow**

96-00 **Stout**

Groups

Appearing: 30-300 (1d10x30)

Every 30 Halflings	2x 2 nd lvl Fighters	-
>90 Halflings	3 rd lvl Fighter	+2x 3 rd lvl Fighters
>150 Halflings	4 th lvl Fighter	+3x 2 nd lvl Fighters

Settlements

Non-Combatants	+ 100% Females	+ 60% Young
Guardians	1d4 Wild Dogs	

Professions

Adventurers

1d10	Profession	1d20	Class
1	Herbalist	1-2	Cleric
2	Farmer	3-4	Druid
3	Entertainer	5-8	Fighter
4	Merchant	9-12	Thief
5	Shopkeeper	13	Acrobat
6	Scholar	14-15	Cleric/Fighter
7	Herder	16	Cleric/Thief
8	Hunter	17	Druid/Fighter
9	Worker	18	Druid/Thief
10	Adventurer	19-20	Fighter/Thief

Equipment

d%	Weapon(s)	Armor
01-10	Short Sword & Short Bow	Padded or Leather Armor
11-20	Short Sword & Spear	
21-30	Short Bow	
31-50	Sling	
51-60	Short Sword	
61-80	Spear	
81-00	Hand Axe	

Halfling Pipeweed

1d20	Variety	Cost/oz.
1	Proudfoot Flake	2sp
2	Shiredom Kif	3sp
3	Proudfoot Brown No. 1	5sp
4	Old Kanker's Red	8sp
5	Golmush Stickweed	1gp
6	Talfellow Greenflake	2gp
7	Red Seal Shireweed	3gp
8	Olde Glenhollow	5gp
9	Talfellow Blue	8gp
10	Longfellow Regular	10gp
11	Silver Seal Shireweed	15gp
12	Sheriff Talbot's No. 7	20gp
13	Longfellow Premium	25gp
14	Proudfoot Gold No 5	35gp
15	Morning Dew	40gp
16	Gold Seal Shireweed	50gp
17	Wizard's Haze	75gp
18	Longfellow Private Resv.	150gp
19	Northern White	200gp
20	Treantbeard Yellow	450gp

Halfling Foods & Drinks

1d20	Food Speciality
1	Meat Pies
2	Dumplings
3	Stew
4	Breads
5	Sweetcakes
6	Muffins
7	Tarts
8	Fruit Pies
9	Dried Fruits
10	Raisins
11	Fruit Wine
12	Tea
13	Beer/Ale
14	Cheese
15	Honey
16	Candies
17	Fruit
18	Vegetables
19	Roast Meats/Seafood
20	Steamed Vegetables

MERMEN

(MM, p70)

Merman/Mermaid: AC 7; MV 10'/180'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D by wpn; SA Grappling; SZ M; Int Avg-Very; AL N; XP 20+2/hp.

Groups

Appearing: 20-200 (2d10 x 10)

Every 40 mermen	Leader [3HD]	+ 4 Assistants [2HD]
>120 Mermen	Chief [4HD]	+12 Guards [3HD]
Guardians	3d6 Giant Barracuda	

Lairs

1d10	Location
1-3	Reef
4-6	Cliffside
7-8	Shoal
9	Undersea Caves
10	Sunken Ruins

Equipment

d%	Weapon(s)
01-25	Trident + Dagger
26-35	Crossbow + Dagger
36-45	Net, Javelin + Dagger
46-50	Grapples + 50' line
51-00	Trident + Dagger

TRITONS

(MM, p96)

Triton: AC 5; MV 150'; HD 3; hp 3-24; THAC0 16; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 105+3/hp.

Triton Warrior: AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 105+3/hp.

Triton Champion: AC 5; MV 150'; HD 7-8; hp variable; THAC0 13/12; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 375+10/hp.

Triton Mage: AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SA Spells as MU7-10; SZ M; Int High; AL NG; XP 350+6/hp.

Triton Priest: AC 5; MV 150'; HD 7-8; hp variable; THAC0 13/12; #AT 1; D by wpn; SA Spells as C8-11; SZ M; Int High; AL NG; XP 650+10/hp.

Triton Adept: AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SA Spells as C2-5; SZ M; Int High; AL NG; XP 225+6/hp.

Groups

Appearing: 10-60 (10d6)

Every 10 Tritons	Leader [4-6HD]	10% chance 1d4 Magic Users (1 st -6 th lvl)
Every 20 Tritons	Leader [7-8 HD]	
>50 Tritons	Leader [9HD]	

Lairs

01-20 Undersea Castle	+60 male Tritons	6 Leaders [4-6 HD]
21-00 Sculpted Caverns	3 Champions [7-8HD]	1 Magic User [7-10 HD]
	1 Cleric (8 th -11 th lvl)	4 Assistant Clerics (2 nd -5 th lvl)
Non-Combatants	+100% Females	+100% Young
Guardians	75% chance 2d6 Sea Lions	

Equipment

d%	Weapon(s)	Steed
01-20	Lance	01-65 Hippocampi
21-50	Crossbow	
51-80	Trident	61-00 Giant Sea Horses
81-00	Net & Dagger	

CHAPTER III: THE UNDERWORLD

Those who have explored the countryside between the bustling city of Greyhawk and the castle ruins of the same name which lie on the hill not a league to the east of the city will testify to the fact that there are a number of strange tunnels and wells about. Wise folks avoid them, for they know that these are but entrances to fiendish maze of dungeons, pits, labyrinths, crypts, catacombs, and caverns which honeycomb the hill and the rock far beneath it. There are those, however, who eagerly seek these ways, for it is likewise well-known that incalculable treasure also rests within these twisting mazes...

Lessnard chose one of the outside entrances to the lower levels of the dungeons, knowing it would save both time and the risk of unwished for encounters with wandering monsters....

- excerpt from *Dungeons & Dragons - The Magician's Ring*, by Gary Gygax

- **Dungeon & Cavern Mapping Symbols:** These stylized symbols are based on the classic TSR module map sets and are an ideal reference for making your own 'old-school'-style maps.
- **Wandering Monster Encounters:** These random encounter tables are sorted according to level and include monsters from *Monster Manual*, *Monster Manual II*, and the *Fiend Folio*.
- **Dungeons:** These general tables are intended to help detail features of random or purpose-built dungeons. They are not intended to be a complete 'dungeon generator', for which the DM should consult those particular tables in the 1st edition *Dungeon Master's Guide*.
- **Doors & Locks:** These tables allow the DM to design an interesting and diverse selection of doors with either mechanical or magical locks or both.
- **Gaols & Prisons:** A popular presence in the well-designed megadungeon. These tables will aid in detailing both the prison and the prisoners held within.
- **Ruins:** This page provides tables useful to the DM when detailing both underworld and wilderness ruins.
- **Graves & Tombs:** With these tables the DM can generate anything from a single grave up to a royal mausoleum, along with any treasures and guardians within.
- **Caverns:** This table is most useful for underworld exploration in the vein of Modules D1-3. Given the type of passage, direction and special features can be generated to further detail both large and small subterranean complexes.
- **Mines:** With these tables, the DM can detail both active and abandoned mines as well as their inhabitants. If the party is engaged in prospecting, these tables are especially useful for generating the actual output of mine, encounters with claim jumpers and the like.
- **Tricks & Traps:** Finally, this series of tables offer a comprehensive system for generating unique and interesting traps and trick devices. The DM is encouraged to consult them as an inspirational resource when preparing his or her own adventures or as an aid in random dungeon generation.

DUNGEON & CAVERN MAPPING SYMBOLS



Door



Double Door



Secret Door



One-way Door



False Door



Revolving Door



Concealed Door



Archway



Open Door



One-way Secret Door



Portcullis/Bars



Ceiling Trap Door



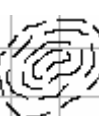
Floor Trap Door



Secret Trap Door



Sinkhole



Depression



Open Pit



Covered Pit



Trap



Statue



Pillar



Fountain



Well



Arrow Slit



Stone Wall



Window



Slide



Pool



Rubble



Stalagmites



Stalagtites



Pool



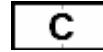
Altar



Fireplace



Table



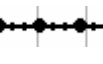
Chest



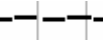
Bed



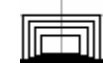
Curtain



Railing



Illusionary Wall



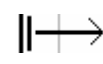
Dais



Stairs



Circular Staircase



Sliding Stairs



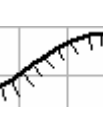
Winding Staircase



Stone Columns



Natural Staircase



Elevated Ridge

WANDERING MONSTER ENCOUNTERS

Level I				Level II			
2d10	Creature	Source	Number	2d10	Creature	Source	Number
2	Al-mi'raj	FF	1-4	2	Azer	MM2	1-6
3	Webbird	MM2	2-12	3	Duergar	MM2	2-12
4	Bullywug	FF	3-18	4	Coffer Corpse	FF	1
5	Pedipalp, Large	MM2	2-12	5	Gas Spore	MM	1
6	Bowler	MM2	1-3	6	Lizard Man	MM	1-12
7	Bat, Giant	FF	1-4	7	Gnoll	MM	4-10
8	Goblin	MM	6-15	8	Land Lamprey	MM2	2-8
9	Men, Bandit	MM	5-15	9	Centipede, Giant	MM	2-8
10	Bat	MM2	2-20	10	Toad, Giant	MM	1-4
11	NPC Party	-	variable	11	NPC Party	-	variable
12	Orc	MM	7-12	12	Troglodyte	MM	2-8
13	Bat, Giant	MM	5-20	13	Centipede, Huge	MM	3-18
14	Kobold	MM	6-17	14	Grimlock	FF	2-12
15	Piercer	MM	1-4	15	Stirge	MM	5-15
16	Skeleton	MM	1-4	16	Mongrelman	MM2	2-12
17	Norker	FF	2-8	17	Quaggoth	FF	4-10
18	Vulchling	MM2	2-12	18	Pedipalp, Huge	MM2	2-8
19	Gnome	MM	5-15	19	Frog, Killer	MM	2-7
20	Demon, Nupperibo	MM2	1-3	20	Firebat	MM2	1-4

Level III				Level IV			
2d10	Creature	Source	Number	2d10	Creature	Source	Number
2	Leprechaun	MM	1	2	Lava Children	FF	1-5
3	Mephit (Fire/Smoke)	FF	1-3	3	Meenlock	FF	2-5
4	Phantom	MM2	1	4	Hook Horror	FF	2-5
5	Ankheg (4-5HD)	MM	1-3	5	Pech	MM2	3-12
6	Ochre Jelly	MM	1	6	Owl Bear	MM	1-2
7	Kenku	FF	2-8	7	Rust Monster	MM	1-2
8	Luck Eater	MM2	1	8	Pseudo-Ghast	MM2	1-4
9	NPC Party	-	variable	9	NPC Party	-	variable
10	Ogre	MM	1-4	10	Yellow Mold	MM	1
11	Beetle, Giant boring	MM	1-3	11	Scorpion, Huge	MM2	1-5
12	Spider, Large	MM	1-4	12	Toad, Poisonous	MM	1-4
13	Scorpion, Large	MM	1-4	13	Gargoyle	MM	1-2
14	Bugbear	MM	2-7	14	Hornet, Giant	FF	1-2
15	Gelatinous Cube	MM	1	15	Hydra (5-6 heads)	MM	1
16	Ustilagor	MM2	1-3	16	Ghast	MM	1-4
17	Shocker	FF	1-3	17	Caterwaul	FF	1
18	Weasel, Giant	MM	1-4	18	Solifugid, Giant	MM2	1-4
19	Thoquaa	FF	1-2	19	Spectator	MM2	1
20	Elf, Drow	FF	2-8	20	Githyanki	FF	1-4

WANDERING MONSTER ENCOUNTERS continued

Level V

2d10	Creature	Source	Number
2	Grue, Chaggrin	MM2	1
3	Cloaker	MM2	1
4	Algoid	FF	1-2
5	Phycomid	MM2	1-4
6	Minotaur	MM	1-3
7	Snake, Giant Poisonous	MM2	1-3
8	Lizard, Subterranean	MM	1-3
9	Bear, Cave	MM	1-2
10	NPC Party	-	variable
11	Cockatrice	MM	1-2
12	Spider, Giant	MM	1-4
13	Giant, Verbeeg	MM2	2-5
14	Hydra, 7-heads	MM	1-2
15	Snake, Poisonous	MM2	1-2
16	Margoyle	MM2	1-2
17	Rock Reptile	MM2	1-2
18	Doppleganger	MM	1-3
19	Solifugid, Giant	MM2	1-3
20	Pyrohydra, 5-heads	MM	1

Level VI

2d10	Creature	Source	Number
2	Drider	MM2	1-3
3	Rakshasa	MM	1
4	Green Slime	MM	-
5	Basilisk	MM	1
6	Grell	FF	1
7	Otyugh	MM	1
8	Wyvern	MM	1
9	Wraith	MM	1
10	NPC Party	-	variable
11	Wight	MM	1-2
12	Pseudo-Wraith	MM2	1-4
13	Carrion Crawler	MM	1-2
14	Scorpion, Giant	MM	1-2
15	Troll	MM	1-3
16	Devil, Abishai	MM2	1-2
17	Dragon, Black	MM	1
18	Ogre Mage	MM	1-2
19	Yuan-ti	MM2	1-3
20	Saad, Red	FF	1

Level VII

2d10	Creature	Source	Number
2	Dao	MM2	1
3	Basilisk, Greater	MM2	1
4	Umber Hulk	MM	1
5	Mimic	MM	1
6	Chimera	MM	1
7	Lurker Above	MM	1
8	Giant, Frost/Fire	MM	1-3
9	Pudding, Black	MM	1
10	NPC Party	-	variable
11	Giant, Hill	MM	1-4
12	Will-o-wisp	MM	1-3
13	Slug, Giant	MM	1
14	Pseudo-spectre	MM2	1-2
15	Sundew, Giant	MM2	1
16	Mummy	MM	1-2
17	Spectre	MM	1
18	Invisible Stalker	MM	1
19	Diakk	MM2	1-4
20	Daemon, Mezzo-	FF	1

Level VIII

2d10	Creature	Source	Number
2	Foo Lion	MM2	1
3	Xag-ya	MM2	1
4	Demon, Chasme	MM2	1-2
5	Auromvorax	MM2	1-2
6	Vampire	MM	1
7	Pudding, Deadly Brown	MM2	1
8	Demon, Alu-	MM2	1-2
9	Hydra, 13-16 heads	MM	1
10	NPC Party	-	variable
11	Pseudo-Vampire	MM2	1-2
12	Rust Monster	MM	1-2
13	Will-o-wisp	MM	1
14	Trapper	MM	1
15	Demon, type V	MM	1
16	Purple Worm	MM	1
17	Ghost	MM	1
18	Dragon, Black	MM	1
19	Xag-yi	MM2	1
20	Daemon, Charons	MM2	1

WANDERING MONSTER ENCOUNTERS continued

Level IX				Level X			
2d10	Creature	Source	Number	2d10	Creature	Source	Number
2	Demon, type VI	MM	1	2	Demon Prince	All	1
3	Deva, Monadic	MM2	1	3	Elemental Prince of Evil	FF	1
4	Devil, Pit Fiend	MM	1	4	Modron, Quarton	MM2	1
5	Dragon, Red	MM	1	5	Tarrasque	MM2	1
6	Pyrohydra, 12-heads	MM	1	6	Dragon, Red	MM	2
7	Slaad, Grey	FF	1	7	Dragon, Blue	MM	2
8	Titan, Minor	MM	1	8	Solar	MM2	1
9	Deva, Movanic	MM2	1	9	Golem, Iron	MM	1
10	NPC Party	-	variable	10	NPC Party	-	variable
11	Thessalhydra	MM	1	11	Planetar	MM2	1
12	Vampire (C7-10 th lvl)	MM	1	12	Slaad, Death	FF	1
13	Golem, Stone	MM	1	13	Beholder	MM	1
14	Dragon, Black	MM	1-2	14	Lich	MM	1
15	Demodand, Kelubar	MM2	1-2	15	Vampire (MU 7-12 th -lvl)	MM	1
16	Daemon, Nyca-	FF	1	16	Dragon, Cloud	MM2	1
17	Titan, Major	MM	1	17	Modron, Quinton	MM2	1
18	Baku	MM2	1	18	Titan, Elder	MM	1
19	Daemon, Ultro-	MM2	1	19	Daemon, Charon	MM2	1
20	Demilich	MM2	1	20	Devil, Duke or Arch-	All	1

DUNGEONS

Dungeon Types		Dungeon Entranceway		Dungeon Age	
2d8	Type	1d20	Entrance	2d6	Age
2	Mine	1	Cave-in	2	Construction (1d4 mo)
3	Communal Lair	2	Lair of a monster	3	Brand New (1-12 mo)
4	Prison	3	A basement	4	Brand New (1-4 yr)
5	Natural Caverns	4	A secret door	5	Slightly Aged (1-10 yr)
6	Underground Waterway/Lake	5	Behind a waterfall	6	Slightly Aged (1d4 x 5 yr)
7	Ruins	6	The mouth of a dark cavern	7	Worn (1d4 x 10 yr)
8	Sewers	7	Stone valve	8	Worn (2d4 x 10 yr)
9	Sunken City/Town	8	Abandoned mine shaft	9	Aged (1d00 yr)
10	Arena/Death Maze	9	A secret tunnel	10	Aged (2d00 yr)
11	Solitary Lair	10	Half-buried ruin	11	Ancient (d00 x 10 yr)
12	Mad Wizard's Playground	11	Mouth of a volcano	12	Ancient (d00 x 100 yr)
13	Academy/Hermitage	12	Magically shaped portal		
14	Maze	13	A crevasse, fissure, or gorge		
15	Temple	14	A cave on the side of cliff		
16	Thieves' or Assassin's Guild	15	A massive stone megalith		
17	Tomb	16	Teleportation from elsewhere		
18	Chasm/Bottomless Pit	17	An underwater tunnel		
19	Treasury	18	An illusion		
20	Colony/Hive	19	A sewer		
		20	An insect hive		

Dungeon Master(s)			Dungeon Size	
d%	Type/Race	Examples	d%	Size
01-05	Extra-planar Race	Mind Flayer, Gith, Modron		
06-10	Animal	Bear, Wolf	01-25	Small. 1d2 levels
11-15	Constructed/Summoned Guardian	Golem, Elemental, Guardian Daemon		
16-20	Dragon (Red, Green, etc.)	Red Dragon, Wyvern		
21-23	Fey Creature	Pixie, Leprechaun, Jermlaine	26-50	Average 1d3 levels
24-30	Giant (Hill, Fire, Verbeeg, Titan, etc.)	Fire Giant, Cyclops, Titan		
31-40	Human NPC/Group	Necromancer, Anti-paladin, Assassin	51-70	Large 1d8+1 levels.
41-50	Humanoid	Orc, Goblin, Bugbear		
51-60	Plants or Fungus	Vegepygmy, Shroom		
61-70	Demihuman NPC/Group	Dwarf, Gnome, Halfling	71-85	Big 2d6 levels
71-80	Undead	Lich, Vampire, Crypt Thing		
81-90	Lycanthrope/Shapechanger	Wererat, Doppelganger		
91-95	Demon/Devil	Cambion, Pit Fiend, Succubus	86-00	Immense 2d10 levels
96-00	Insects/Vermin	Giant Rat, Giant Scorpion, Aspis		

Dungeon Master's Motives	
1d10	Goal
1	Megalomaniac expansionist(s)
2	Insane murderer(s)
3	Bitter exile(s) scheming for revenge
4	Minion(s) of another group
5	Prisoner(s) planning escape
6	Arcane scholar(s)
7	Religious fanatic(s)
8	Defensive bunker nut(s)
9	Greedy robber(s)/hoarder(s)
10	Inimical

Dungeon Treasure	
1d10	Loot
1	Looted (completely empty)
2	Paltry (multiply all treasure x ¼)
3	Small (multiply all treasure x ½)
4	Below Average (multiply all treasure x ¾)
5	Average (normal treasure)
6	Average (normal treasure)
7	Average (normal treasure)
8	Above Average (multiple all treasure x 1 ½)
9	Sizable Hoard (multiply all treasure x2)
10	Vast hoard (multiply all treasure x4)

DOORS & LOCKS

1d20	Doors	Open Doors %	1d20	Locks	Open Locks %
1	Wooden, simple, free	-	1-6	Very simple	+10%
2	Wooden, simple, locked	+15%	7-11	Average	-
3	Wooden, good, free	-	12-15	Good	-5%
4	Wooden, good, stuck	+10%	16-18	Strong	-10%
5	Wooden, good, locked	+5%	19	Very Strong	-15%
6	Wooden, strong, free	-	20	Foolproof	-25%
7	Wooden, strong, locked	+/- 0%			
8	Wooden, strong, stuck	+5%			
9	Stone, free	-			
10	Stone, stuck	+5%			
11	Stone, locked	-10%			
12	Iron, free	-			
13	Iron, locked	-15%			
14	Iron, stuck	-5%			
15	Roll again, door slides left or right	+/- 0%			
16	Roll again, door slides up or down	-5%			
17	Roll again, door is <i>Wizard Locked</i>	*			
18	Roll again, door has a padlock	*			
19	Roll again, door is trapped	*			
20	Roll again, door is magically trapped	*			

GAOLS & PRISONS

Prison Features

1d12	Feature
1	Oubliette(s)
2	Cells
3	Torture Chamber
4	Morgue
5	"Bottomless" Pit
6	Arena
7	Holding Tank
8	Guardpost
9	Mess Hall
10	Interrogation Room
11	Solitary Cell
12	Toilet/Sewer

Gaol Sentences

1d6	Term
1	Awaiting Execution
2	Life
3	1d00 years
4	1d20 years
5	1d6 years
6	1d12 months

Prisoners

1d20	Captive
1	<i>Merchant</i> , may reward the party if rescued
2	<i>Bard</i> , strums a sad tune and bemoans his fate
3	<i>Assassin</i> , will turn on the party if given the chance.
4	<i>Doppelganger</i> , posing as a helpless human
5	<i>Fighter</i> , a human warrior captured on a failed assault
6	<i>Thief</i> , unlucky human, 1d6, captured while robbing the place
7	<i>Brute</i> , a big & nasty member of the same race as the inhabitants
8	<i>Farmer</i> , human, captured on a raid, has nothing for ransom
9	<i>Senile Hag</i> , human, she's been here waaay too long
10	<i>Kidnapped Noblewoman</i> , human, will bring a hefty ransom
11	<i>Shaman</i> , humanoid, sent here to spy from a nearby tribe
12	<i>Dwarf Prospector</i> , captured looking for gold
13	<i>Elven Scout</i> , captured trying to spy on the place
14	<i>Gnome Illusionist</i> , keeps in shape by entertaining his captors
15	<i>Ranger</i> , human, strayed too far into enemy territory
16	<i>Cleric</i> , LG human, will be sacrificed to chaos at the new moon
17	<i>Birdy</i> , human, has absolutely no clue he's in a dungeon at all
18	<i>Political Prisoner</i> , member of the same race as the occupants
19	<i>Escape Artist</i> , plans may (25%) or may not (75%) be viable
20	<i>Undead</i> , a former prisoner has returned as a ghost, wraith, etc.

RUINS

Ruins

d%	Architecture	Condition	Structure(s)	Contents	Treasure Type
01-05	Mud	Bug/Rat/Slime Infested	House	Nothing	I
06-10	Wattle & Daub -	Water-damaged	Village	O	II
11-15	Wattle & Daub +	Wind-damaged	Fort	O, X	III
16-20	Brick -	Dirty & Diseased	Manor	O, X, M	IV
21-25	Brick +	Ancient & Unsafe	Watchtower	O, X, T	V
26-30	Dressed Stone -	Rotting floors	Outpost	O, T	VI
31-35	Dressed Stone +	Sturdy	Monument	O, X, T, M	VII
36-40	Undressed Stone -	Magically sturdy	Shrine	O, Z	VIII
41-45	Undressed Stone +	Fire-damaged	Temple	O, Z, T	IX
46-50	Wood -	Covered in vines	Keep	O, Z, T, X	X
51-55	Wood +	Flooded	Castle	O, Z, X	A
56-60	Logs -	Moldy	Fortress	O, Z, X, T, M	B
61-65	Logs +	Leaning perilously	Mansion	O, Z, M	C
66-70	Marble -	Haunted	Town	O, T, M	D
71-75	Marble +	Cursed	City	M	E
76-80	Adobe -	Creaky but safe	Hamlet	M, T, X	F
81-85	Adobe +	A deathtrap	Library	T	R
86-90	Cyclopean Stones -	Partially Collapsed	Necropolis	T, X	W
91-95	Cyclopean Stones +	Only rubble remains	Observatory	Nothing	X
96	Onyx or Crystal	Magically untouched	Portal/Gate	Map	A + Roll Again
97	Metal	Oppressive evil aura *	Crashed Spacecraft	Gate/Portal	X + Roll Again
98	Bone	Uplifting aura of good*	Bomb-Shelter	Artifact	IX + Roll Again
99	Coral	A true neutral site *	Sunken City	Curse	B + Roll Again
100	Unknown Substance	Only an illusion *	Enchanted Castle	Deity	Roll again twice

- Poor quality/plain
+ Good quality/ornate

* roll again

T=Treasure
X=Traps
M=Monsters
Z=Tricks
O=Other

GRAVES & TOMBS

	Fighter	Thief	Cleric	Magic User	Noble	Lord ~ Lady	King ~ Queen	Demi-human	Other Entity
Treasure	+1	+2	-	+3	+5	+8	+10	+5	+4
% Hoard	10%	15%	20%	25%	40%	50%	75%	35%	70%
Burial Type	-3	-5	-1	+1	+1	+3	+5	+1	+5
Condition	-	-	-	-	-1	-2	-3	+1	+1
Guardian(s)	-2	+2	-1	+1	+1	+2	+3	+1	+1-4
Grave Goods	2	3	2	4	5	8	10	4	1-12

Notes: Numbers preceded by +/- should be applied as modifiers to the tables below. % Hoard is the chance the treasure will be a hoard (roll on the following Treasure Type table to find out which type.)

1d10	Grave Condition Result	Grave Guardians Result	Grave Age Result
1	Completely empty. Never occupied.	None	Ancient (d00 x 100 years)
2	Contents looted and smashed. (-25% treasure)*	Undead/Restless Spirit	Ancient (1d10 x 100 years)
3	Contents looted and smashed. (-50% treasure)*	Rubble/Collapsed Entrance	Very Old (d00 x 10 years)
4	Contents looted and smashed. (-75% treasure)*	Monsters	Very Old (d00 x 5 years)
5	Completely looted (nil treasure)*	Traps + Tricks	Old (2d00 years)
6	Looters lie dead at the entrance. (-5% treasure)	Tricks + Monsters	Old (d00 years)
7	Untouched, 50% chance traps sprung	Traps + Monsters	New (2d10 years)
8	Untouched, 25% chance traps sprung	Traps + Tricks + Monsters	New (1d6 years)
9	Untouched, 10% chance traps sprung	As 8 + Roll Again	Fresh (1d6 weeks)
10	Untouched and completely intact.	DM's Choice	Fresh. (1d10 days)

* 90% chance traps already sprung.

1d20	Burial Type Type (# of Chambers)	Burial Chambers Chamber Type	Grave Goods Item(s)	Tomb Treasures Hoard	Personal
1	Open Air (-)	Library/Scriptorium	Skins & Furs	J	Lvl 1
2	Tarpit (-)	Armory	Clothing	K	Lvl 1
3	Grave (-)	Maze	Weapons & Armor	L	Lvl 1
4	Cliffside Niche (1)	Chapel	Jewelry	J+K+L	Lvl 1
5	Longship (1)	Family Crypt	Chariots	M	Lvl 2
6	Sarcophagus (1)	Crematorium	Noble Regalia	N	Lvl 2
7	Cenotaph (1-2)	Embalming Chamber	Coats of Arms	M+N	Lvl 2
8	Underwater (var)	Inscription Chamber	Trophies	Q	Lvl 3
9	Cave (var)	Museum	Furniture	O+Q	Lvl 3
10	Catacombs (var)	Mass Grave	Tapestries	M+N+O+Q	Lvl 3
11	Barrow/Tor (1-6)	Chamber of Statues	Fine linen	R	Lvl 4
12	Burial Mound (2-8)	Treasury	Terracotta statuettes	W	Lvl 4
13	Crypt (1-2)	Gate/Portal	Sacred Texts	W+X	Lvl 4
14	Vault (1-4)	Vault	Holy Symbols/Talismans	W+X+Y	Lvl 5
15	Tomb (1-3)	Well	Balms & oils	F	Lvl 5
16	Charnel House (1-4)	Wardrobe	Incense	E	Lvl 6
17	Ossuary (1-10)	Animal Crypt	Candles	D	Lvl 6
18	Mausoleum (2-20)	Fake Treasury	Games	C	Lvl 7
19	Mastaba (1-8)	Secret Passageway	Plaques	B	Lvl 8
20	Pyramid/Necropolis (4-16)	Boat/Chariot Storage	Spell Components	A	Lvl 9

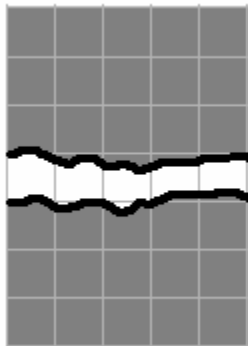
Note: All tombs should have a burial chamber in addition to those generated from this table (if any)

CAVERNS

Random Subterranean Features					Encounter
Primary	Secondary	Tertiary	Mine	Feature	Chance
01-60	01-30	01-10	01-10	Nothing	2 in 10
-	-	11-15	11-13	Passage turns left	1 in 10
-	-	16-20	14-16	Passage turns right	1 in 10
-	-	21-25	17-20	Passage straightens	1 in 10
-	-	26-29	21-23	Passage slopes down	1 in 10
-	-	30-33	24-26	Passage slopes up	1 in 10
-	-	34-38	27-31	Passage levels off	1 in 10
-	-	39-44	32-36	Dead-end	3 in 10
60	31	-	-	Shaft to the surface	4 in 10
61-63	32-35	45	37	Pool or Well	4 in 10
64-65	36-37	-	38-40	Underground stream	3 in 10
-	-	-	41-43	Lava pool	2 in 10
66-67	38	-	-	Lair	10 in 10
-	39-48	46-55	44-48	Tertiary Junction	5 in 10
68-77	-	56-60	-	Secondary Junction	4 in 10
78-80	49-50	61	49	Stairs	4 in 10
81-86	51-58	62	50-55	Ramp	4 in 10
86	59	63-65	56	Trap/Hazard	2 in 10
87	60	66-68	57	Shaft down	3 in 10
88	61-63	69	58-60	Underground river	3 in 10
-	64-66	70-71	61-63	Pit	2 in 10
89-90	67-69	72-73	64-66	Chasm	4 in 10
-	-	74-76	-	Lair	10 in 10
91-94	70-73	77-80	67-69	Cavern	5 in 10
95	74-77	81-82	70-72	Grotto	6 in 10
-	78-81	83-85	73-79	Excavation	7 in 10
-	82-83	86-90	80-83	Quarry	6 in 10
96-98	84-86	91	84	Large Shaft Up/Down	5 in 10
99	87-98	92-96	85-99	Primary passage Junction	6 in 10
00	99-00	97-00	00	Special*	variable

Subterranean Passages

Tertiary Passage
5-10' wide



Secondary Passage
15-20' wide



Primary Passage
40-60' wide



MINES

Prospecting

d%	Prospect	Worth	Claim-jumpers	Exhaustion/ Expansion
01-40	Nothing	-	-	-
	Traces			
41-65	1-4	1d6 x10gp worth per day for entire crew	-	10%
	5-6	1d8 x10gp per day for entire crew		
	Minor Find			
66-80	1-4	1d10 x10gp per day for entire crew	-	1%
	5-6	1d12 x10gp per day for entire crew		
	Find			
81-95	1-4	1d6 x25gp per day for entire crew	10%/week	2%
	5-6	1d10 x25gp per day for entire crew		
	Mine			
98-99	1-5	1d20 x10gp per man per day (roll for each man)	20%/week	3%
	6	1d20 x20gp per man per day (roll for each man)		
	Motherlode			
00	1-5	1d20 x25gp per man per day (roll for each man)	45%/week	5%
	6	1d20 x50gp per man per day (roll for each man)		

Modifiers: +10% Dwarf crew; +5% Gnome crew

Notes: The tables below assume a mining crew of 6. The DM should subtract 5% for each miner fewer than 6. Having more than 6 has no benefit, as this is the optimum size for working effectively. The DM should roll in secret for each week a crew spends prospecting an area. Once a seam has been found, a full day of mining is needed to extract a practical amount of ore. Each additional week spent mining a particular seam will have a cumulative chance of playing out or developing into the next larger category as noted in the last column. Mines & Motherlodes require equipment and additional men to work to full potential.

Mining Products

d%	Product of Mine	Common Minerals	Uncommon Minerals	Rare Minerals	Gems or Crystals	Magical Minerals
01-30	Stone/Clay	Copper	Porcelain Clay	Mica	Jade	Mithril
31-40	Common Mineral	Zinc	Mercury	Silver	Emerald	Orichalcum
41-66	Uncommon Mineral	Iron	Iron	Electrum	Ruby	Adamantium
67-84	Rare Mineral	Tin	Quartz	Gold	Turquoise	Magicum
85-92	Gemstones	Volcanic	Meteorite	Platinum	Diamond	Pure Mithril
93-97	Mine depleted	Lead	Copper	Nitre	Sapphire	Pure Orichalcum
98	Magical Mineral	Coal	Carnelian	Gems*	Opal	Pure Adamantium
99	Magical Gemstone	Oil	Jasper	Precious*	Topaz	Pure Magicum
00	Artifacts	Sulphur	Alum	Magical*	Magical*	Special

Miners & Claim-Jumpers

1d6	# Appearing	Type
1	1-2	Old Timers
2	1-4	Prospectors/Miners
3	1-6	Wealth Seekers
4	1-4	Criminals
5	1-2	Slaves
6	1-4	Barbarians

TRICKS & TRAPS

Trap & Trick Features

d%	Feature	d%	Feature	d%	Feature	d%	Feature
1	Air	26	Chest	51	Lamp	76	Stairway
2	Alcove	27	Chute	52	Lectern	77	Statue
3	Altar	28	Column	53	Lever	78	Stove
4	Aquarium	29	Crate	54	Machinery	79	Stuffed Animal
5	Arch	30	Crystal Ball	55	Magic Circle	80	Table
6	Armor	31	Dais	56	Manacles	81	Tapestry
7	Balcony	32	Desk	57	Mirror	82	Telescope
8	Barrel	33	Door	58	Organ	83	Throne
9	Basin	34	Door, Concealed	59	Oven	84	Toilet
10	Bath	35	Door, Secret	60	Painting	85	Tome/Manual
11	Bed	36	Elevator	61	Passage	86	Torch
12	Bookcase	37	Fireplace	62	Pedestal	87	Torture Device
13	Brazier	38	Floor	63	Pendulum	88	Trophy
14	Bridge	39	Forge	64	Pews	89	Trunk
15	Button/Switch	40	Fountain	65	Pillar	90	Tunnel
16	Cabinet	41	Fresco/Mosaic	66	Pit	91	Urn
17	Cage	42	Furnace	67	Pool	92	Vase
18	Caldron	43	Glass Case	68	Portal/gate	93	Vegetation
19	Candelabra	44	Holy/Unholy Font	69	Portcullis	94	Wall
20	Cask	45	Hook	70	Railing	95	Waterway
21	Catwalk	46	Hourglass/Sundial	71	Room	96	Weapon
22	Ceiling	47	Idol	72	Rug	97	Well
23	Chair	48	Illusion	73	Shelf	98	Wheel
24	Chandelier	49	Jar	74	Skeleton/Corpse	99	Window
25	Chariot/Wagon	50	Ladder	75	Slide	100	DM's Choice

Mechanical Trapped Locks

1d12	Type	Details
1	Poison Needle	dmg 1 + poison
2	Acid Spray	Save vs. Traps or dmg 1d10
3	Poison Dart	dmg 1-4 + poison; poison; +10% to Find/Remove Traps
4	Fusillade of Darts	dmg 1-5 x 4 (impalement); Multiple Targets (two adjacent 5' squares)
5	Hand Trapper	Entraps hand until release is pushed; dmg 2d6 to pull free
6	Hand Chopper	Lops off hand (Save vs. Death or dmg 2d8 + lost hand)
7	Pick Crusher	Destroys lockpick
8	Arrow Trap	1-6/1-6/1-6 (arrows)
9	Hail of Needles	dmg 2-8 (impalement); Multiple Targets (10'x10' area)
10	Contact Poison	Smearred on Knob/Latch/Clasp dmg 0 + poison
11	Fusillade of Spears	dmg 1-8 (impalement) each; Multiple Targets (1-6 spears per target in a 10'x10' area)
12	Javelin Trap	dmg 1-10 (impalement)

TRAP & TRICK SPECIAL EFFECTS

Trap & Trick Effects

d%	Effect	d%	Effect
1	Absorbs victim	51	Releases a deadly black/brown pudding
2	Ages victim (d00 years)	52	Releases caltrops/spikes
3-4	Animates and attacks victim	53	Releases poisoned caltrops/spikes
5	Asks riddle + roll again if answered incorrect	54	Releases poison
6	Casts MU spells (see Spells Sub-table)	55	Releases heavy weight/block
7	Casts Cleric spells (see Spells Sub-table)	56	Victim loses all spell-casting ability
8	Collapses on victim	57	Victim becomes illiterate
9	Creates a vacuum	58	Victim unable to comprehend languages
10-21	Curses victim (see Curses Sub-table)	59	Victim struck mute
22	Decreases gravity	60	Replaces internal organ
23	Devours victim's soul	61	Infects victim with fire ants
24	Discordant music causes insanity	62	Reverses victim's age by 2d10 years
25	Disintegrates victim's possession(s)	63	Reverses victim's alignment
26	Disintegrates victim	64	Reverses victim's gender
27	Summons a devil/demon	65	Rots victim's internal organ
28	Drops victim 1d10 x 10 feet	66	Petrifies victim's possessions
29	Enlarges victim	67	Petrifies victim
30	Enrages victim (as berserker)	68	<i>Planeshifts</i> victim to a Lower Plane
31	Changes victim's gender	69	<i>Polymorphs</i> victim to a small rodent
32	Explodes	70	Puts victim in stasis for 1d00 years
33	Fires arrows/darts at the victim	71	Enchants victim to perform a difficult quest
34	Fires lightning bolt/fireball at the victim	72	Steals a victim's wealth or possessions
35	Fires poison arrows/darts at the victim	73	Shrivels random limb of victim
36	Floods area with water	74	Sends victim to the Ethereal Plane
37	Fulfills the victim's wish	75	Releases a dangerous monster
38	Releases gas (see Gasses sub-table)	76-79	Spray (see Sprays Sub-table)
39	Illusionary phantasm	80	Leeches oxygen from the air
40	Imbues victim's skeleton with desire to 'get out'	81	Switches victim's minds
41	Implodes	82	Infests victim with a parasite
42	Increases gravity	83	Teleports the victim (see Teleport Sub-table)
43	Infests victim with rot grubs	84-86	Traps victim (see Entrapment Sub-table)
44	Implants victim with worms	87-93	Trigger (see Triggers Sub-table)
45	Infests victim with phobia	94-97	Opens a pit beneath the victim (see sub-table)
46	Locks door/entrance + roll again	98	Vents (see Vents Sub-table)
47	Locks door/exit + roll again	99	Victim loses memory of past (1d12 months)
48	Decapitates victim	00	Roll again twice or <i>DM's Choice</i>
49	Lowers random ability score by 1d6		
50	Reduces victim's height by 1d4 feet		

TRAP & TRICK SPECIAL EFFECTS SUB-TABLES

Curses

1d12	Result
1	Victim must always lie
2	Victim must always tell the truth
3	Victim must always eat meat
4	Victim must eat vegetarian food
5	Victim is nauseated (-2 to-hit/dmg)
6	Victim is diseased
7	Victim is cursed with lycanthropy
8	Victim is struck dumb
9	Victim is blinded
10	Victim is feeble-minded
11	Victim is driven insane
12	Victim is crippled

Gasses

1d12	Result
1	Corrosive
2	Terrifying
3	Nauseating
4	Obscuring
5	Poisonous
6	Sleep-inducing
7	Blinding
8	Weakening
9	Laughing/Dancing
10	Choking
11	Explosive
12	Hallucinatory

Sprays

1d12	Result
1	Green Slime
2	Iron Shrapnel
3	Cold
4	Acid
5	Boiling Water
6	Lava
7	Flaming Oil
8	Flaming Tar
9	Raw Sewage
10	Mummy Dust
11	Poison Dust
12	Dust of Sneezing & Choking

Teleport

1d12	Result
1	Up one level
2	Down one level
3	Another room on the same level
4	Another dungeon
5	1d10 miles, random direction
6	1d100 miles, random direction
7	The Astral Plane
8	The Ethereal Plane
9	A random Outer Plane
10	A random Inner Plane
11	Another continent
12	The Dreamlands

Entrapment

1d12	Result
1	Iron Cage
2	Magical Force Field
3	Pit
4	Bear Trap
5	Pocket Dimension
6	Portcullis bars exit
7	A Secret Room
8	Another Level
9	Another Plane
10	A Magic Jar
11	Mosaic/Painting
12	Crystal/Gem

Vents

1d12	Result
1	Acid
2	Fire/Magma
3	Poison Gas
4	Stinking Cloud
5	Smoke
6	Methane Gas
7	Boiling Water
8	Freezing Water
9	Sand
10	Green Slime
11	Steam
12	Sulphur

Pits

1d12	Result
1	Pit Trap (10' deep)
2	Pit Trap (20' deep)
3	Pit Trap (10-60' deep)
4	Camouflaged Pit Trap (10' deep)
5	Camouflaged Pit Trap (20' deep)
6	Camouflaged Pit Trap (10-60' deep)
7	Spiked Pit Trap (10' deep)
8	Spiked Pit Trap (20' deep)
9	Spiked Pit Trap (10-60' deep)
10	Poisoned Spiked Pit Trap (10' deep)
11	Poisoned Spiked Pit Trap (20' deep)
12	Poisoned Spiked Pit Trap (10'-60' deep)

Triggers

1d12	Result
1	Chute
2	Bear Trap
3	Pit Trap
4	Scything Blade
5	Pendulum
6	Anti-magic
7	Release Beetles
8	Crushing Walls
9	Lowering Ceiling
10	Room floods
11	Vacuum
12	Collapsing Floor

Spells

1d12	Magic-User/Cleric
1	Acid Arrow/Bestow Curse
2	Burning Hands/Blade Barrier
3	Chain Lightning/Cause Wounds
4	Lightning Bolt/Earthquake
5	Magic Missile/Glyph of Warding
6	Power Word Stun/Flame Strike
7	Power Word Kill/Heal
8	Prismatic Spray/Cause Disease
9	Summon Monster/Reincarnate
10	Phantasmal Killer/Fire Trap
11	Wall of Fire/Sticks to Snakes
12	Web/Protection from Evil 10'

Trap Damage Range

1d20	Damage	Damage	Damage	Damage			
1	Stunned 1 round	6	1d8 hp	11	3d4 hp	16	8d6 hp
2	1	7	1d10 hp	12	3d6 hp	17	10d6 hp
3	1-2hp	8	1d12 hp	13	4d4 hp	18	10d10 hp
4	1d4 hp	9	2d6 hp	14	4d6 hp	19	1d00 hp
5	1d6 hp	10	1d4 hp + Stunned 1d6 rounds	15	6d6 hp	20	Save vs. Death

ANIMATED STATUES

Animated Statues	
1d12	Action
1	Raises Ability (Save vs. Spells allowed)
2	Lowers Ability (Save vs. Spells allowed)
3	Casts Spell
4	Gives Spell scroll
5	Gives Advice
6	Asks for Advice
7	Polymorphs Self
8	Polymorphs PC
9	Points toward a Place
10	Gives map to a Place
11	Points to a missing Body Part
12	Lays a curse on a PC's Body Part

1d6	Distance	Direction
1	1d6 miles	North
2	2d6 miles	Northeast
3	1d00 miles	Southeast
4	2d00 miles	South
5	3d00 miles	Southwest
6	4d00 miles	Northwest

Animated Statue Action Sub-table

1d8	Ability	Spell	Advice	Polymorph	Place	Body Part
1	Strength	<i>Sleep</i>	Location	Ogre	Treasure	Eye
2	Intelligence	<i>Fear</i>	Name	Troll	Monster	Ear
3	Wisdom	<i>Bless</i>	Class	Stone Giant	Settlement	Arm
4	Constitution	<i>Lightning Bolt</i> (1d6+4 HD)	Goal	Giant Toad	Exit	Hand
5	Dexterity	<i>Suggestion</i> (Flee/Donate)	Origin	Blink Dog	Lair	Foot
6	Charisma	<i>Geas</i>	Riddle	Stone Golem	Passage	Leg
7	Level	<i>Hold Person</i>	Poem	Beholder	Water	Finger
8	Hit Points	<i>Raise Dead</i>	Directions	Lava Child	Portal	Head

QUESTS & GEASES

1d20	Deed	Action	Creature	Object	Failure Penalties	
					Curse	Body Part
1	Guard Creature	Meditate	Fighter	Ingredient	Warts	Nose
2	Destroy Creature	Urinate	Magic-User	Bone/Skull	Skin Color	Ears
3	Rescue Object *	Spin Around	Cleric	Chest	Smelly	Eyes
4	Carry Object to	Sit Down	Thief	Tapestry	Near-sighted	Mouth
5	Locate Creature	Admire Nature	Paladin	Weapon	Blinded	Face
6	Fetch Object *	Stomp Feet	Ranger	Armor	Taller	Feet
7	Perform Action	Applaud	Assassin	Scroll	Shorter	Hands
8	Locate Object	Sacrifice	Illusionist	Book	Giant Part	Fingers
9	Escort Creature	Dig a Hole	Druid	Map	Smaller Part	Legs
10	Fetch Creature *	Throw Things	Dwarf	Wand/Staff/Rod	Deaf	Feet
11	Rescue Creature *	Listen	Elf	Ring	Dumb	Toes
12	Destroy Object	Jump	Demon	Talisman	Insanity	Genitalia
13	Guard Object	Sing	Devil	Soil	Truthfulness	Breasts
14	Perform Action *	Whistle	Dragon	Water	Dishonesty	Knees
15	Rescue Creature	Smell	Giant	Gemstone	Crying Fits	Head
16	Rescue Object	Scream	Lycanthrope	Jewelry	Laughing Fits	Left Arm
17	Carry Object to *	Watch	Undead	Relic/Artifact	Drunkenness	Right Arm
18	Escort Creature *	Light Fire	Animal	Shield	Addiction	Left Leg
19	Perform Action	Write	Golem	Fruit/Seed	Fanaticism	Right Leg
20	Fetch Object *	Babble	Pilgrim	Egg	Misanthropy	Entire Body

* Subject must return to the Caster after performing the deed

CHAPTER IV: THE WILDERNESS

Cororuc glanced about him and hastened his pace. He was no coward, but he did not like the place. Tall trees rose all about, their sullen branches shutting out the sunlight. The dim trail led in and out among them, sometimes skirting the edge of a ravine, where Cororuc could gaze down at the treetops beneath. Occasionally, through a rift in the forest, he could see away to the forbidding hills that hinted of the ranges much farther to the west, that were the mountains of Cornwall.

In those mountains the bandit chief, Buruc the Cruel, was supposed to lurk, to descend upon such victims as might pass that way. Cororuc shifted his grip on his spear and quickened his step. His haste was due not only to the menace of the outlaws, but also to the fact that he wished once more to be in his native land. He had been on a secret mission to the wild Cornish tribesmen; and though he had been more or less successful, he was impatient to be out of their inhospitable country. It had been a long, wearisome trip, and he still had nearly the whole of Britain to traverse. He threw a glance of aversion about him. He longed for the pleasant woodlands, with scampering deer, and chirping birds, to which he was used. He longed for the tall white cliff, where the blue sea lapped merrily. The forest through which he was passing seemed uninhabited. There were no birds, no animals; nor had he seen a sign of human habitation.

-Excerpt from *The Lost Race*, by Robert E. Howard

- **Terrain by Hex:** These tables are useful for further detailing individual hexes. Also included are reference charts noting the average populations per hex and area in square miles of hexes in commonly used map scales.
- **Weather:** These generic tables can be used to determine weather effects over the course of a campaign or for adding detail to wilderness encounters.
- **Random Wilderness Encounters:** These two tables can be used in conjunction as an alternate to the strictly monster-based terrain type encounter tables. They also serve as a standard example for the DM when designing encounter tables for his or her own campaign.
- **Random Monster Subtables by Type:** These sub-tables can be used to randomly select a specific monster when a general type (Spiders, Snakes, Dragons, Humanoid, etc.) is called for. Several tables throughout this book refer here for specific results.
- **Random Encounters by Terrain Type:** Included here are several tables of pre-generated random wilderness encounters. Each terrain TYPE has an individual table for each terrain SUBTYPE commonly found there.
- **Encounters at Sea:** First, there are several encounter tables for use during voyages of exploration. These provide for generating mysterious islands and strange waterborne encounters with shipwrecks and ghost ships. The random encounter tables provide for Salt and Freshwater encounters both on the surface and underwater.
- **Extra-Planar Encounters:** These random encounter selections are most useful when adjudicating planar travel on-the-fly. Note, these tables cover ONLY the Astral and Ethereal Planes, as detailed in the DMG and *Manual of the Planes*. The DM should prepare more detailed encounters if the PCs are expected to spend a lot of time adventuring thereabouts.
- **On the Road:** These tables are helpful in further detailing roads, paths and trails, as well as providing an informal list of common encounters whilst traveling along them
- **Living Off the Land:** These two tables can be used for spicing up long journeys or adding detail to encounters with herbalists, druids and the like.
- **Castles:** These tables can be used by the DM to detail strongholds, keeps and castles along with their inhabitants and rulers.
- **Druidic Places:** These optional tables serve to detail the ancient monoliths, standing stones, and ley lines considered sacred to druids.

TERRAIN by HEX

Plain: tundra, steppe, savannah, prairie, heath, moor, downs, meadow

Scrub: brush, veldt, bush, thickets, brackens

Forest: woods, jungle, groves, copses,

Desert: barrens, wastes, flats, snowfields

Marsh: fens, sloughs, swamps, bogs, mires, quagmires, morasses

Hills: ridges, bluffs, dunes

Mountains: mesas, glaciers, tors

Rough: badlands

Pond: pools, tarns, lakes

Depression: gorges, rift, valley, canyon

RANDOM TERRAIN FEATURES (roll 1d20 once per 25mi/hex)

Terrain	Plain	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plain	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest *	13	12-13	5-14	5	-	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	-	9-10	9-14	8	6	-
Hills **	16	16	16	11-15	15	9-14	7-10	8
Mountains ***	17	17	17	16-17	16-17	15-16	11-18	-
Marsh	18	18	18	18	18	17	-	9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

* 1 in 10 also includes hills. ** 1 in 10 also includes forest. *** 1 in 20 have a pass which leads through the range.

AVERAGE POPULATION PER HEX (8 mile hex= 55 sq. miles)

Area Type	Plain	Scrub	Woods	Forest	Rough	Desert	Hills	Mountains	Marsh
Suburban	1500	300	1200	900	600	300	1200	900	600
Rural	500	100	400	300	200	100	400	300	200
Borderland	250	50	200	150	100	50	200	150	100
Wilderness	25	5	20	15	10	5	20	15	10

Hex Area Table

Distance Across hex	Area of hex (rounded)	Distance across hex	Area of hex (rounded)
1	1	35	1061
2	3	40	1386
3	8	42	1528
4	14	45	1754
5	22	50	2165
6	31	75	4871
7	42	100	8660
8	55	125	13532
9	70	150	19486
10	87	175	26522
15	195	200	34641
20	346	250	54127
25	541	500	216506
30	779	1000	866025

WEATHER

Weather Patterns

d%	Spring/Summer	Fall/Winter	Temperature	Wind (MPH)
01-02	Clear	Clear	Burning Hot	Calm
03-05	Clear	Clear	Really Hot	Calm
06-09	Clear	Partly Cloudy	Hot	Calm
10-13	Partly Cloudy	Partly Cloudy	Hot	1
14-17	Partly Cloudy	Partly Cloudy	Warm	1
18-22	Partly Cloudy	Cloudy	Warm	2
23-27	Partly Cloudy	Cloudy	Warm	5
28-32	Cloudy	Cloudy	Mild	5
33-37	Cloudy	Cloudy	Mild	8
38-42	Cloudy	Cloudy	Mild	10
43-48	Cloudy	Sprinkles	Mild	10
49-54	Cloudy	Sprinkles	Cool	12
55-60	Sprinkles	Rain	Cool	12
61-64	Sprinkles	Snow Showers	Cool	15
65-68	Showers	Black Ice	Cool	15
69-72	Showers	Sleet	Cool	18
73-76	Showers	Sleet	Cold	20
77-80	Rain	Flurries	Cold	22
81-83	Rain	Flurries	Cold	25
84-86	Rain	Flurries	Cold	30
87-89	Thunderstorms	Snow	Freezing	35
90-93	Thunderstorms	Snow	Freezing	40
94-97	Thunderstorms	Snow	Really Cold	50
98-00	Tornado	Heavy Snow	Unbelievably Cold	60

Weather Durations

1d12	Time Until Next Check
1-2	d12 Hours
3-4	One Full Day
5-6	One Full Day + 1d12 Hours
7-8	Two Full Days
9	Three Full Days
10	Four Full Days
11	Five Full Days
12	Six Full Days

Weird Weather Events

1d20	Effect/Event
1	Animated Clouds/Moon
2	Aurora Borealis
3	Avalanche, mudslide
4	Ball Lightning
5	Crop Circle
6	Dust Devil, Water Devil
7	Earthquake
8	Extreme Temperature Shift
9	Flash Flood
10	Hailstorm
11	Hoar Frost/Icicles
12	Lightning Storm
13	Meteor Shower/Comet
14	Whirlwind
15	Mirage/Sundog
16	Radiation
17	Raining Frogs or Fish
18	Reverse Magnetism
19	Lunar/Solar Eclipse
20	Tsunami/Hurricane

RANDOM WILDERNESS ENCOUNTERS

Table A: Random Events, Encounters & Settlements by Terrain Type

1d20	Mountains	Hills/Rough	Forest	Swamp/Marsh	Plains/Scrub	Desert
1	Storm	Rain/Snow	Storm	Storm	Storm	Sandstorm
2	Rain/Snow	Village	Thorpe	Ruins	Fortress	Ruins
3	Village	Town	Village	Sickness/Disease	Town	Sickness/Disease
4	Ruins	Fortress	Ruins	Village	Camp	Town
5	Rock/Mudslide	Thorpe	Sickness/Disease	Accident	Village	Fortress
6	Sickness/Disease	Ruins	Forest Fire	Quicksand	Thorpe	Camp
7	Fortress	Sickness/Disease	Fortress	Lost	Sickness/Disease	Thorpe
8	Earthquake	Rock/Mudslide	Town	Flood	Wildfire	Quicksand
9	Camp	Mine/Cavern	Rain/Snow	Swamp Lights	Ruins	Village
10	Mine/Cavern	Earthquake	Sacred Grove	Thorpe	Standing Stone	Oasis
11	Lair	Lair	Lair	Lair	Lair	Lair
12	Thorpe	Hamlet	Accident	Sickness/Disease	Accident	Accident
13	Hamlet	Accident	Hamlet	Camp	Hamlet	Lost
14	Accident	Lost	Lost	Quicksand	Lost	Hamlet
15	Accident	Camp	Lost	Accident	Lost	Oasis
16	Lost	ENCOUNTER	ENCOUNTER	Hamlet	ENCOUNTER	Lost
17	Lost	ENCOUNTER	ENCOUNTER	Sickness/Disease	ENCOUNTER	ENCOUNTER
18	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER
19	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER
20	<i>DM's Choice</i>	<i>DM's Choice</i>	<i>DM's Choice</i>	<i>DM's Choice</i>	<i>DM's Choice</i>	<i>DM's Choice</i>

Notes on the Encounter Table: The encounter tables as presented here encompass weather, natural disasters, settlements, events, and random creature encounters. The DM should consult the appropriate sub-tables after generating the general type of encounter according to the terrain type the party is currently occupying.

Weather Results: Rain, Snow, Storm, Sandstorm

Disasters: Earthquake, Rock/Mudslide, Wildfire, Quicksand, Sickness/Disease, Accident, Lost

Settlements: Camp, Thorpe, Hamlet, Village, Town, Fortress

Special Places: Oasis, Mine/Cavern, Ruins, Standing Stone, Sacred Grove, Lair

ENCOUNTER: Roll or choose a monster encounter from the appropriate terrain column in Table B

Table B: Encounters by Terrain Type (see Sub-tables for actual encounter results)

1d12	Mountains	Hills/Rough	Forest	Marsh	Plains/Scrub	Desert
1	Human	Human	Human	Human	Human	Vermin
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer
3	Giant	Giant	Giant	Giant	Giant	Giant
4	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope
5	Animal	Animal	Animal	Animal	Animal	Animal
6	Demi-human	Demi-human	Human	Swimmer	Demi-human	Human
7	Animal	Animal	Animal	Swimmer	Animal	Animal
8	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon
9	Vermin	Vermin	Vermin	Undead	Vermin	Humanoid
10	Giant	Enchanted	Fey	Vermin	Giant	Dragon
11	Humanoid	Giant	Humanoid	Humanoid	Humanoid	Human
12	Flyer	Undead	Demi-human	Swimmer	Human	Enchanted

Notes on the Encounter Tables: The encounter tables as presented here differ slightly from those given in the *Monster Manuals* and the *Fiend Folio*. These should be taken as generic examples for a standard European fantasy campaign setting. Individual DM's are encouraged to alter the tables to suit, eliminating or changing results that are inappropriate.

RANDOM MONSTER SUBTABLES by TYPE

Humans		Demi-humans		Giants		Undead	
1d10	Type	1d4	Type	2d8	Type	1d20	Type
1	Bandit	1	Dwarf	2	Cloud	1	Apparition
2	Berserker	2	Elf	3	Cyclops	2	Coffer Corpse
3	Caveman	3	Gnome	4	Ettin	3	Ghast
4	NPC Party	4	Halfling	5	Firbolg	4	Ghost
5	Dervish			6	Fire	5	Ghoul
6	Merchant			7	Fog	6	Huecuva
7	Nomad			8	Formorian	7	Lich
8	Pilgrim			9	Frost	8	Mummy
9	Tribesmen			10	Hill	9	Penanggalan
10	Buccaneer			11	Mountain	10	Shadow
				12	Stone	11	Skeleton
				13	Storm	12	Son of Kyuss
				14	Titan	13	Spectre
				15	Verbeeg	14	Vampire
				16	Troll, Giant	15	Wight
						16	Will-o-wisp
						17	Wraith
						18	Zombie
						19	Ju-ju Zombie
						20	Monster Skeleton/Zombie

Humanoids		Lycanthropes	
1d8	Type	1d6	Type
1	Gnoll	1	Wearbear
2	Goblin	2	Wereboar
3	Hobgoblin	3	Wererat
4	Kobold	4	Weretiger
5	Orc	5	Werewolf
6	Qullan	6	Wereshark
7	Xvart		
8	Bugbear		

Golems		Snakes		Spiders		Rodents	
1d6	Type	1d6	Type	1d4	Type	1d6	Type
1	Caryatid Column	1	Amphisbaena	1	Giant	1	Osquip
2	Clay	2	Boalisk	2	Huge	2	Bat
3	Flesh	3	Constrictor	3	Large	3	Rat
4	Iron	4	Jaculi	4	Phase	4	Witherstench
5	Stone	5	Poisonous			5	Weasel
6	Voudoun	6	Spitting			6	Skunk

Nonhuman Monsters							
d%	Type	d%	Type	d%	Type	d%	Type
01-05	Bugbear	26	Gibberling	49	Mind Flayer	75	Sandman
06	Berbalang	27-28	Ixixachitl	50-52	Minotaur	76-78	Thri-Kreen
07	Blindheim	29-30	Harpy	53-54	Medusa	79-83	Troglodyte
08	Crabman	31	Grimlock	55	Mite	84-88	Troll
09	Dark Creeper	32	Grippli	56-57	Mongrelman	89	Troll, Giant
10	Cyclopskin	33	Hook Horror	58-59	Kenku	90	Troll, Giant, 2-heads
11	Derro	34	Lizard King	60	Needleman	91	Troll, Ice
12-13	Dire Corby	35-37	Lizard Man	61	Mud-Man	92	Troll, Spirit
14-16	Doppelganger	38	Kuo-Toa	62-64	Ogre Mage	93	Umpleby
17	Dune Stalker	39	Lava Children	65-66	Ogrillon	94	Wemic
18	Firenewt	40	Meazel	67-69	Owlbear	95	Xill
19-20	Flind	41	Meenlock	70	Shocker	96-98	Yeti
21	Githyanki	42	Korred	71	Skulk	99-00	Yuan-Ti
22	Githzerai	43	Magman	72	Slaad		
23	Galeb Duhr	44-45	Qullan	73	Sand Newt		
24-25	Frost Man	46-48	Rakshasa	74	Sandling		

RANDOM MONSTER SUBTABLES continued

Enchanted Creatures		Plants, Molds & Fungi		Insects & Vermin		Dragons (c.f. p94)	
d%	Type	d%	Type	d%	Type	d%	Type
01	Adherer	01	Algoid	01-02	Ankheg	01-10	Black
02	Barghest	02	Ascomoid	03	Ant Lion	11-15	Blue
03-05	Basilisk	03-04	Basidiron	04-10	Ant, Giant	16-20	Brass
06	Beholder	05-08	Choke Creeper	11	Aspis	21-25	Bronze
07-08	Blink Dog	09	Cifal	12	Assassin Bug	26-30	Cloud
09-10	Catoblepas	10	Crystal Ooze	13-15	Bee	31-35	Copper
11-12	Cockatrice	11	Funghemoth	16-18	Beetle	36-40	Faerie
13	Crimson Death	12-13	Fungi, Violet	19	Bowler	41-45	Gold
14	Disenchanter	14-16	Gas Spore	20-25	Carrion Crawler	46-50	Green
15-16	Displacer Beast	17-20	Gel. Cube	26	Cave Cricket	51-55	Mist
17-20	DRAGON	21	Glittering Slime	27-29	Cave Fisher	56-60	Red
21	Enveloper	22-25	Gray Ooze	30-33	Cave Moray	61-65	Shadow
22	Eye Killer	26-30	Green Slime	34	Cavern Glazer	66-70	Silver
23	Firefriend	31	Hangman Tree	35-40	Centipede	71-75	White
24	Floating Eye	32	Jelly, Mustard	41-44	Dragonfly, Giant	76-00	Hydra
25	Flumph	33	Mantrap	45	Dustdigger		
26	Forlarren	34-35	Mimic	46	Firefriend		
27	Galltrit	36-40	Mold	47-50	Fly	d%	Type
28	Gambado	41	Myconid	51	Forester's Bane	01-02	Al-Mi'raj
29-35	Gargoyle	42	Oblivix	52-55	FROGS & TOADS	03-04	Auromvorax
36	Gibbering Moulder	43-48	Ochre Jelly	56	Garbug	05-10	Badger
37-40	GOLEM	49	Phycomid	57	Giant Strider	11-15	BEARS
41	Gorgimera	50	Pod-Man	58	Gloomwing	16-18	Beaver, Giant
42-45	Gorgon	51	Protein Polymorph	59	Goldbug	19	Behemoth
46-48	Homonculous	52-55	Pudding	60	Gorbel	20-25	BOARS
49-50	Imp	56	Retch Plant	61	Grell	26	Bulette
51	Kamadan	57-60	Roper	62-64	Hornet	27-35	FLYERS
52-55	Lamia	61-63	Shmbl. Mound	65	Lacing Moth	36-40	DINOSAURS
56	Leucrotta	64-70	Shreiker	66	Mantis, Giant	41	Dire Corby
57-58	Mantari	71	Shroom	67-69	Piercer	42-50	HERD ANIMALS
59-64	Manticore	72	Slime Creature	70-74	Scorpion	51-55	PACHYDERMS
65-68	Margoye	73	Slime, Olive	75	Solifugid	56-60	FELINES/CANINES
69	Necrophidius	74	Storoper	76-80	SPIDERS	61-65	Hippopotamus
70-72	Pseudo Dragon	75-77	Strangleweed	81	Stego-centipede	66-68	Irish Deer
73-80	Pseudo UNDEAD	78	Stunjelly	82-83	Termite	69-75	LIZARDS
81	Pyrolisk	79	Sussurus	84	Tick, Giant	76-78	Porcupine, Giant
82-83	Rust Monster	80	Symbiotic Jelly	85	Tiger Fly	79-80	APES & PRIMATES
84	Scarecrow	81	Tri-Flower Frond	86-88	Wasp	81-85	Rhinoceros
85-90	SPHINX	82	Twilight Bloom	89-00	SLUGS & WORMS	86-90	SNAKES
91-94	Su-Monster	83-85	Vampire Moss			91-95	Squirrel
95	Tarrasque	86-88	Vegepygmy			96-00	Stag
96-98	UNDEAD	89-90	Verminvine				
99-00	Yellow Musk Zombie	91-92	Whipweed				
		93	Willow, Black				
		94	W-I-S-Clothing				
		95-96	Witherweed				
		97-98	Yellow Musk				
		99-00	Zygom				

RANDOM MONSTER SUBTABLES continued

Apes & Primates		Canines & Felines		Pachyderms		Lizards	
1d20	Type	d%	Type	1d10	Type	1d4	Type
1-4	Ape	01-45	Cat	1	Behir	1	Babbler
5-10	Baboon	46-60	Caterwaul	2-6	Elephant	2	Muckdweller
9-11	Banderlog	61-70	Cheetah	7	Oliphant	3	Rock Reptile
12-13	Dakon	71-00	Dog	8	Mammoth	4	Remorhaz
14	Gorilla Bear	01-30	Hoar Fox	9-10	Mastodon		
15-18	Monkey	31-50	Hyena				
20	Squealer	51-65	Jackal				
Frogs & Toads				Sphinxes		Herd Animals	
1d10	Type	d%	Type	d%	Type	1d8	Type
1-4	Giant Frog	01-15	Leopard	01-15	Androsphinx	1	Bull
5-6	Killer Frog	16-40	Lion	16-40	Criosphinx	2	Camel
7-8	Poisonous Frog	41-60	Lynx, Giant	41-70	Gynosphinx	3	Cattle
9	Firetoad	61-70	Tiger	71-00	Hieracosphinx	4	Goat
10	Frogemoth	71-90	Wolf			5	Horse
		91-00	Wolverine			6	Mule
						7	Ram
						8	Stench Kow
Slugs & Worms		Flyers		Bears & Boars		Dinosaurs	
1d20	Type	1d20	Type	1d8	Type	d%	Type
1-2	Throat Leech	1	Axe Beak	1	Black	01-03	Anatosaurus
3	Slithering Tracker	2	Clubnek	2	Brown	04-06	Ankylosaurus
4-6	Slug, Giant	3-4	Flightless Bird	3-4	Cave	07-09	Antrodemus
7-8	Leech, Giant	5	Achaierai	5	Boar	10-12	Apatosaurus
9	Purple Worm	6	Aarakocra	6	Giant Boar	13-15	Brachiosaurus
10-12	Rot Grub	7	Blood Hawk	7	Warthog	16-18	Camarasaurus
13	Bloodworm, Giant	8	Couatl	8	Polar Bear	19-21	Ceratosaurus
14	Bookworm	9-10	Crane			22-24	Cetiosaurus
15	Ear Seeker	11-12	Eagle			25-27	Crocodile, Giant
16	Flail Snail	13-14	Falcon			28-35	LIZARDS
17-18	Neo-Otyugh	15	Gryph			36-38	Diplodocus
19	Otyugh	16	Owl			39-41	Gorgosaurus
20	Volt	17-19	Raven/Vulture			42-44	Iguanadon
		20	Roc			45-50	Lizard, Giant
Elementals		Demons		Devils		FROGS & TOADS	
1d20	Type	1d20	Type	1d20	Type		
1-3	Earth	1-2	Rutterkin/Manes	1-2	Barbed	51-53	Monoclanius
4-5	Air	3-4	Manes/Chasme	3-4	Bone	54-56	Megalosaurus
7-9	Fire	5-6	Chasme/Dretch	5-6	Erinyes	57-59	Monoclanius
10-12	Water	7	Babau	7-8	Horned	60-70	Small Reptile
13	Xag-Yi	8-9	Type I	9	Ice	71-73	Nothosaurus
14	Xag-Ya	10-11	Type II	10-12	Lemure	74-76	Paleoscincus
15	Smoke	12-13	Type III	13	Pit Fiend	77-79	Pentaceratops
16	Steam	14	Type IV	14-15	Abishai	80-82	Plateosaurus
17	Magma	15	Type V	16	Bearded	83-85	Pterodactyl
18	Dust	16	Type VI	17-18	Nupperibo	86-88	Pteranodon
19	Heat	17	Bar-Igura	19-20	Spined	89-93	SNAKES
20	Ice	18-19	Succubus			94-95	Stegosaurus
		20	Nabassu			96-97	Styracosaurus
						98	Teratosaurus
						99	Triceratops
						100	Tyrannosaurus Rex

*For Items listed in **BOLD**, the DM should refer to another distinct sub-table so named and roll again to determine the actual creature encountered.

RANDOM ENCOUNTERS by TERRAIN TYPE

ARCTIC ENCOUNTERS

PLAINS

1d10	Encounter
1	3 Giant Owls (HD4, hp 31, 26, 22)
2	2 Giant Constrictor Snakes (HD6+1, hp 30, 30)
3	4 Yetis (HD4+4, hp 34, 33, 28, 25)
4	8 Walrus (HD6, hp 16 each)
5	3 Winter Wolves (HD6, hp 24, 20, 14)
6	34 Penguins (HD1, hp 3 each)
7	3 Ice Toads (HD5, hp 40, 31, 21)
8	1 Frost Giant (HD 10+2, hp 54)
9	20 Seals (HD2, hp 6 each)
10	13 Walrus (HD5, hp 20 each)

ROUGH

1d10	Encounter
1	15 Wolves (HD2+2, hp 12 each)
2	21 Caribou (HD5, hp 21 each)
3	1 Mastodon (HD 12, hp 70)
4	4 Ice Toads (HD5, hp 40, 31, 21, 20)
5	19 Reindeer (HD4, hp 20 each)
6	3 Ice Lizards (HD3+3, hp 13)
7	12 Seals (HD2, hp 10 each)
8	4 Brown Bears (HD5+5, hp 32, 28, 20, 16)
9	2 White Dragons
10	5 Giant Owls (HD4, hp 25, 17, 17, 14, 10)

MOUNTAINS

1d10	Encounter
1	18 Wolves (HD2+2, hp 12 each)
2	4 Giant Owls (HD4, hp 21)
3	1 Remorhaz (HD9)
4	4 Ice Lizards (HD3+3, hp 7)
5	6 Hoar Foxes (HD2, hp 9)
6	5 Yetis (HD4+4, hp 26)
7	Herd of 14 Caribou (HD3, hp 15 each)
8	1 White Dragon
9	1 Frost Man (HD4, hp 16)
10	2 Frost Giants (HD 10+2, hp 50)

RANDOM ENCOUNTERS by TERRAIN TYPE continued

SUB-ARCTIC ENCOUNTERS

SCRUB

1d10	Encounter
1	12 Wolves (HD2+2, hp 12)
2	1 Wooly Rhinoceros (HD10, hp 38)
3	Herd of 27 Musk Oxen (HD4, hp 10 each)
4	43 Tribesmen + Sub-chief (F4, Hp 13) (CE)
5	7 Mammoths (HD13, hp 56)
6	4 Brown Bears (HD5+5, hp 17)
7	6 Mastadons (HD12, hp 51)
8	Herd of 57 Caribou (HD3, hp 15)
9	2 Frost Giants (HD 10+2, hp 45)
10	1 White Dragon

FOREST

1d10	Encounter
1	64 Gnolls (HD2, hp 11)
2	2 Giant Lynx (HD2+2, hp 10)
3	8 Trolls (HD6+6, hp 22)
4	Herd of 10 Moose (HD5, hp 22)
5	12 Wolves (HD2+2, hp 5)
6	2 Mammoths (HD13, hp 50)
7	1 Wolverine (HD3, hp 12)
8	Herd of 30 Musk Oxen (HD4, hp 17 each)
9	2 Brown Bears (HD5+5, hp 19)
10	8 Tribesmen + Subchief (F4, Hp 20) (CN)

HILLS

1d10	Encounter
1	3 Hell Hounds (HD5, hp 27)
2	2 Brown Bears (HD5+5, hp 32)
3	8 Frost Giants (HD 10+2, hp 46)
4	3 Giant Owls (HD4, hp 7)
5	Herd of 52 Caribou (HD3, hp 11 each)
6	Herd of 67 Reindeers (HD4, hp 16 each)
7	49 Tribesmen + Chief (F5, Hp 28)
8	1 Tiger (HD5+5, hp 28)
9	Herd of 24 Musk Oxen (HD4, hp 15 each)
10	3 Cave Bears (HD6+6, hp 30)

ROUGH

1d10	Encounter
1	12 Wolves (HD2+2, hp 9)
2	4 Wooly Rhinoceros (HD10, hp 59)
3	27 Giant Rats (HD1/2, hp 2)
4	1 Yeti (HD4+4, hp 25)
5	2 Brown Bears (HD5+5, hp 26)
6	5 Frost Giants (HD 10+2, hp 40)
7	5 Giant Rams (HD4, hp 21)
8	8 Tribesmen + Subchief (F4, Hp 13) (CN)
9	A Wolverine (HD3, hp 12)
10	Herd of 76 Reindeers (HD4, hp 18)

MOUNTAINS

1d10	Encounter
1	44 Musk Oxen (HD4, hp 20)
2	3 Cave Bears (HD6+6, hp 28)
3	2 White Dragons
4	7 Frost Giants (HD 10+2, hp 35)
5	Band of 11 Gnolls (HD2, hp 10)
6	3 Trolls (HD6+6, hp 26)
7	Herd of 43 Caribou (HD3, hp 9),
8	1 Remorhaz (HD12)
9	1 Yeti (HD4+4, hp 27)
10	10 Wolves (HD2+2, hp 5)

MARSH

1d10	Encounter
1	Herd of 59 Reindeers (HD4, hp 14)
2	12 Trolls (HD6+6, hp 34)
3	26 Giant Rats (HD1/2, hp 3)
4	9 Gnolls (HD2, hp 7)
5	2 Renegade Tribesmen (F1, Hp 2) (CN)
6	32 Musk Oxen (HD4, hp 13)
7	3 Giant Owls (HD4, hp 19)
8	Herd of 47 Caribou (HD3, hp 15)
9	Large group of 54 Tribesmen + Chief (F5, Hp 16) (N)
10	2 Ice Toads (HD5, hp 27)

RANDOM ENCOUNTERS by TERRAIN TYPE continued

TEMPERATE WILDERNESS ENCOUNTERS

PLAINS

1d10	Encounter
1	11 Wild Dogs (HD1+1, hp 5)
2	9 Lions (HD5+2, hp 33)
3	7 Blink Dogs (HD4, hp 25)
4	Lone adventurer: Olafeth (R11, CG)
5	3 Giant Poisonous Snakes (HD4+2, hp 24)
6	Band of 19 Xvarts (HD1-1, hp 1)
7	11 Large Spiders (HD1+1, hp 3)
8	1 Berbalang (HD1+1, hp 6)
9	Gang of 22 Brigands + Chief (T8, hp42) (CN)
10	A Sussurus (HD8, hp 34)

SCRUB

1d10	Encounter
1	1 Ki-Rin (HD12, hp 57)
2	Patrol of 3 Gnolls (HD2, hp 12)
3	Patrol of 5 Orcs (HD 1, hp 5)
4	13 Wolves (HD2+2, hp 8)
5	1 Caruncle (HD1, hp 8)
6	Patrol of 8 Hobgoblins (HD1+1, hp 4)
7	8 Gambados (HD4, hp 16)
8	2 Bandits (HD1, hp 2)
9	3 Jackals (HD1/2, hp 4)
10	1 Wild Boar (HD3+3, hp 17)

FOREST

1d10	Encounter
1	6 Griffons (HD7, hp 34)
2	1 Mantari (HD1+1, hp 7)
3	11 Wild Dogs (HD1+1, hp 5)
4	16 Giant Wasps (HD4, hp 22)
5	Herd of 35 Pigs (HD3, hp 10)
6	8 Lions (HD5+2, hp 25)
7	11 Trolls (HD6+6, hp 32)
8	3 Badgers (HD1+2, hp 3)
9	19 Treants (HD7, hp 32)
10	A Will-o-wisp (HD9, hp 40)

ROUGH

1d10	Encounter
1	12 Wolves (HD2+2, hp 9)
2	2 Stone Giants (HD9+2, hp 48)
3	13 Wererats (HD3+1, hp 12)
4	5 Trolls (HD6+6, hp 37)
5	26 Bugbears (HD3+1, hp 22)
6	8 Bandits (CE)
7	4 Giant Weasels (HD3+3, hp 11)
8	A Dragonne (HD9, hp 36)
9	2 Pegasi (HD4, hp 11)
10	12 Wild Horses (HD2, hp 6)

DESERT

1d10	Encounter
1	1 Androsphinx (HD12, hp 56)
2	11 Large Spiders (HD1+1, hp 6)
3	12 Lions (HD5+2, hp 24)
4	20 Giant Eagle(s) (HD4, hp 24)
5	10 Blink Dogs (HD4, hp 10)
6	8 Giant Lizards (HD3+1, hp 17)
7	4 Giant Owls (HD4, hp 17)
8	11 Griffons (HD7, hp 42)
9	20 Giant Wasps (HD4, hp 22)
10	10 Wild Horses (HD2, hp 10)

HILLS

1d10	Encounter
1	5 Satyrs (HD5, hp 22)
2	12 Blink Dogs (HD4, hp 20)
3	5 Lions (HD5+2, hp 27)
4	8 Giant Rams (HD4, hp 21)
5	Dwarf Lord (F12, LG) + 7 Dwarves (F1)
6	Very large caravan of 28 Traders + 41 guards
7	7 Dire Wolves (HD6, hp 36)
8	12 Large Spiders (HD1+1, hp 3)
9	1 Sussurus (HD8, hp 25)
10	8 Werewolves (HD4+3, hp 17)

MOUNTAINS

1d10	Encounter
1	1 Will-o-wisp (HD9, hp 39)
2	2 Dire Wolves (HD6, hp 21)
3	2 Troll(s) (HD6+6, hp 35)
4	36 Tribesmen + Chief (F5, Hp 24) (CN)
5	Large band of 118 Goblins (HD1-1, hp 4)
6	10 Werewolves (HD4+3, hp 22)
7	Lone adventurer: Faplen (T5, CG)
8	3 Bandits (F1, Hp 7)
9	Large band of 95 Goblins (HD1-1, hp 3)
10	1 Dragonne (HD9, hp 37)

MARSH

1d10	Encounter
1	3 Black Dragons
2	1 Penanggalan (HD4, hp 22)
3	Giant Frog (HD2, hp 11)
4	2 Apparition(s) (HD8, hp 42)
5	23 Tribesmen + Chief (F5, Hp 14) (LE)
6	8 Giant Toads (HD2+4, hp 15)
7	2 Criosphinx (HD10, hp 50)
8	49 Bullywugs (HD1, hp 2)
9	Large band of 99 Xvarts (HD1-1, hp 6)
10	Large band of 56 Gnolls (HD2, hp 15)

RANDOM ENCOUNTERS by TERRAIN TYPE continued

TEMPERATE CIVILIZED ENCOUNTERS

PLAINS

1d10	Encounter
1	Band of 11 Xvarts (HD1-1, hp 2)
2	2 Nomads (CG)
3	14 Wolves (HD2+2, hp 14)
4	9 Hill Giant(s) (HD 8+1, hp 34)
5	Small caravan of 3 Traders + 13 guards (F1)
6	14 Ogres (HD4+1, hp 28)
7	27 Giant Rats (HD1/2, hp 2)
8	Halfling Sheriff (F8), and a patrol of 8 Halflings (F1)
9	Gang of 14 Brigands (CE)
10	A patrol of 7 Orcs (HD 1, hp 7)

SCRUB

1d10	Encounter
1	75 Giant Ant(s) (HD2, hp 9)
2	1 Giant Skunk (HD5, hp 17)
3	Lone adventurer: Tarasmas (T9,CN)
4	3 Hill Giants (HD8+1, hp 31)
5	Raiding party of 3 Nomads (LG)
6	Medium caravan of 9 Traders + 31 guards (F1)
7	1 Weretiger (HD6+2, hp 30)
8	Small clan of 14 Nomads (NG)
9	Large tribe of 227 Kobolds (HD1/2, hp 3)
10	25 Giant Rats (HD1/2, hp 4)

FOREST

1d10	Encounter
1	1 Giant Skunk (HD5, hp 19)
2	2 Spectres (HD7+3, hp 23)
3	13 Ogres (HD4+1, hp 25)
4	1 Black Bear (HD3+3, hp 20)
5	9 Ghouls (HD2, hp 8)
6	2 Sons of Kyuss (HD4, hp 18)
7	Small group of 3 Tribesmen + Sub-chief (F4, Hp 17, NE)
8	6 Ankhegs (HD4, hp 21)
9	Lone adventurer: Ippagath (R11, N)
10	Patrol of 4 Orcs (HD 1, hp 5)

ROUGH

1d10	Encounter
1	16 Ghouls (HD2, hp 9)
2	30 Pilgrims (LG)
3	2 Black Bears (HD3+3, hp 22)
4	8 Wild Boar(s) (HD3+3, hp 18)
5	13 Ogres (HD4+1, hp 15)
6	Raiding party of 5 Nomads (LG)
7	1 Black Bear (HD3+3, hp 14)
8	12 Wolves (HD2+2, hp 8)
9	Dwarf Lord (F12) and patrol of 11 Dwarves
10	8 Wolves (HD2+2, hp 17)

DESERT

1d10	Encounter
1	Small group of 4 Pilgrims (CE)
2	Very large caravan of 31 Traders + 53 Guards
3	4 Manticore(s) (HD6+3, hp 28)
4	Lone hermit (C12, NG)
5	Small tribe of 89 Hobgoblins (HD1+1, hp 8)
6	11 Wolves (HD2+2, hp 15)
7	Small clan of 19 Nomads (CG)
8	Large tribe of 225 Goblins (HD1-1, hp 4)
9	Large band of 60 Orcs (HD 1, hp 8)
10	Raiding party of 3 Dervishes (CE)

HILLS

1d10	Encounter
1	Dwarf Lord (F12) and a patrol of 7 Dwarves (F1)
2	Elf Lord (F10) and a patrol of 11 Elves
3	Band of 17 Xvarts (HD1-1, hp 3)
4	2 Renegade Orcs (HD 1, hp 7)
5	1 Bulette (HD9, hp 42)
6	Large band of 67 Hobgoblins (HD1+1, hp 4)
7	1 Giant Skunk (HD5, hp 17)
8	16 Ogres (HD4+1, hp 13)
9	9 Wolves (HD2+2, hp 12)
10	Large tribe of 119 Gnolls (HD2, hp 15)

MOUNTAINS

1d10	Encounter
1	Large band of 48 Gnolls (HD2, hp 10)
2	3 Black Bears (HD3+3, hp 16)
3	5 Berserkers (HD1+1, hp 7)
4	54 Tribesmen + Chief (F5, Hp 25) (CN)
5	Dwarf Lord (F12)and a patrol of 5 Dwarves (F1)
6	Gnome Lord (I8) and a patrol of 8 Gnomes (F1)
7	4 Weretigers (HD6+2, hp 33)
8	Gang of 21 Brigands
9	10 Ogres (HD4+1, hp 22)
10	9 Wolves (HD2+2, hp 12)

MARSH

1d10	Encounter
1	4 Spectres (HD7+3, hp 45)
2	2 Manticores (HD6+3, hp 33)
3	12 Ogres (HD4+1, hp 25)
4	8 Stag Beetles (HD7, hp 34)
5	25 Giant Rats (HD1/2, hp 2)
6	1 Vampire (HD8+3, hp 27)
7	Band of 14 Gnolls (HD2, hp 9)
8	2 Spectre(s) (HD7+3, hp 37)
9	Patrol of 10 Hobgoblins (HD1+1, hp 9)
10	15 Ghouls (HD2, hp 11)

RANDOM ENCOUNTERS by TERRAIN TYPE continued

TROPICAL WILDERNESS ENCOUNTERS

PLAINS

1d10	Encounter
1	1 Giant Poisonous Snake (HD4+2, hp 26)
2	5 Warthogs (HD3, hp 15)
3	Raiding party of 7 Nomads (CG)
4	7 Lions (HD5+2, hp 28)
5	1 Forlarren (HD3, hp 14)
6	9 Flumphs (HD2, hp 7)
7	1 Rhinoceros (HD8, hp 30)
8	1 Giant Scorpion (HD5+5, hp 18)
9	1 Basilisk (HD6+1, hp 33)
10	15 Buffalo (HD5, hp 20)

SCRUB

1d10	Encounter
1	3 Giant Scorpions (HD5+5, hp 30)
2	6 Warthogs (HD3, hp 11)
3	4 Jackals (HD1/2, hp 2)
4	1 Forlarren (HD3, hp 10)
5	Herd of 23 Goats (HD1, hp 2)
6	2 Ettercaps (HD5, hp 14)
7	Small group of 9 Tribesmen (F1, Hp 5, LN)
8	1 Trader (F1, hp 6)
9	4 Lions (HD5+2, hp 25)
10	12 Ostriches (HD2, hp 6)

FOREST

1d10	Encounter
1	12 Giant Leeches (HD1, hp6)
2	1 Leopard (HD3+2, hp 18)
3	4 Weretigers (HD6+2, hp 42)
4	4 Giant Spiders (HD4+4, hp 25)
5	5 Rhino Beetles (HD12, hp 45)
6	39 Dakons (HD1+1, hp 3)
7	Herd of 14 Alpacas (HD2, hp 8)
8	45 Giant Ants (HD2, hp 11)
9	2 Giant Scorpions (HD5+5, hp 26)
10	1 Caterwaul (HD4+2, hp 17)

ROUGH

1d10	Encounter
1	14 Wolves (HD2+2, hp 9)
2	1 Leopard (HD3+2, hp 18)
3	8 Minotaur Lizards (HD8, hp 37)
4	Group of 25 Pilgrims (CG)
5	60 Tribesmen + Chief (F5, Hp 25) (LE)
6	1 Androsphinx (HD12, hp 57)
7	6 Bandits (NE)
8	32 Nomads (NE)
9	Herd of 63 Gazelles (HD2, hp 11)
10	3 Rakshasa (HD7, hp 30)

DESERT

1d10	Encounter
1	Raiding party of 4 Nomads (N)
2	2 Wild Camels (HD3, hp 16)
3	1 Lamia (HD9, hp 37)
4	1 Wild Camel (HD3, hp 10)
5	39 Firenewts (HD2+2, hp 11)
6	Medium caravan of 15 Traders + 29 guards (F1)
7	1 Leopard (HD3+2, hp 22)
8	20 Baboons (HD1+1, hp 3)
9	1 Giant Scorpion (HD5+5, hp 33)
10	Large group of 35 Dervishes (NE)

HILLS

1d10	Encounter
1	30 Goats (HD1, hp 3)
2	6 Jackals (HD1/2, hp 1)
3	74 Giant Ants (HD2, hp 2)
4	5 Giant Poisonous Snakes (HD4+2, hp 18)
5	71 Antelope (HD2, hp 9)
6	4 Criosphinx (HD10, hp 31)
7	7 Lammasu (HD7+7, hp 32)
8	59 Impalas (HD2, hp 6)
9	9 Okapis (HD2, hp 15)
10	3 Tigers (HD5+5, hp 24)

MOUNTAINS

1d10	Encounter
1	122 Musk Oxen (HD1, hp 1)
2	Large group of 73 Tribesmen + Chief (F5, Hp 32) (LN)
3	5 Aarakocras (HD1+2, hp 3)
4	Group of 26 Pilgrims (LE)
5	13 Wolves (HD2+2, hp 7)
6	1 Black Bear (HD7, hp 35)
7	1 Roc (HD18, hp 66)
8	6 Shedu (HD9+9, hp 48)
9	Gang of 29 Brigands (CE)
10	3 Tiger(s) (HD5+5, hp 25)

MARSH

1d10	Encounter
1	12 Giant Leeches (HD1, hp2)
2	11 Crocodiles (HD3, hp 15)
3	11 Giant Frogs (HD2, hp 8)
4	11 Buffalos (HD5, hp 20)
5	23 Lizard Men (HD2+1, hp 13)
6	1 Giant Poisonous Toad (HD2, hp 9)
7	1 Giant Constrictor Snake (HD6+1, hp 34)
8	Group of 29 Tribesmen + Chief (F5, Hp 25) (NE)
9	10 Hippopotami (HD8, hp 49)
10	3 Spirit Naga(s) (HD9, hp 36)

RANDOM ENCOUNTERS by TERRAIN TYPE continued

TROPICAL CIVILIZED ENCOUNTERS

PLAINS

SCRUB

1d10	Encounter
1	Raiding party of 3 Nomads (LE)
2	Lone adventurer: Fura Sycaller (C4/T7, ½-ling)
3	A Bulette (HD9, hp 38)
4	35 Giant Rats (HD1/2, hp 1)
5	12 Wolves (HD2+2, hp 15)
6	4 Jackal(s) (HD1/2, hp 4)
7	33 Tribesmen + Chief (F5, hp 22) (N)
8	4 Giant Poisonous Snakes (HD4+2, hp 23)
9	4 Giant Scorpions (HD5+5, hp 16)
10	Small caravan: 4 Traders + 13 guards

1d10	Encounter
1	7 Wild Boar(s) (HD3+3, hp 11)
2	6 Berserkers (HD1+1, hp 9)
3	7 Tribesmen (F1, Hp 5) + Sub-chief (F4, Hp 22) (LE)
4	10 Ogres (HD4+1, hp 23)
5	7 Giant Trolls (HD8, hp 29)
6	Herd of 17 Llamas (HD2, hp 11)
7	4 Jackals (HD1/2, hp 1)
8	5 African Elephants (HD11, hp 48)
9	1 Giant Spitting Snake (HD4+2, hp 25)
10	5 Gorilla Bears (HD4, hp 16)

FOREST

ROUGH

1d10	Encounter
1	13 Wolves (HD2+2, hp 17)
2	10 Tribesmen (F1, Hp 5) + Sub-chief (F4, Hp 12) (CG)
3	12 Ogres (HD4+1, hp 15)
4	A patrol of 2 Kobolds (HD1/2, hp 3)
5	2 Black Bears (HD3+3, hp 14)
6	5 Giant Centipedes (HD1/4, hp 1)
7	2 Giant Constrictor Snakes (HD6+1, hp 27)
8	14 Elephants (HD10, hp 54)
9	Large caravan: 8 Traders, 46 guards
10	3 Giant Spiders (HD4+4, hp 18)

1d10	Encounter
1	21 Ghouls (HD2, hp 3)
2	Small group of 8 Pilgrims (LG)
3	Band of 22 Orcs (HD 1, hp 4)
4	4 Mummys (HD6+3, hp 20)
5	A small tribe of 103 Xvarts (HD1-1, hp 4)
6	4 Warthogs (HD3, hp 13)
7	1 Roc (HD18, hp 74)
8	1 Lamia (HD9, hp 28)
9	6 Gorilla Bears (HD4, hp 24)
10	3 Jackals (HD1/2, hp 2)

DESERT

HILLS

1d10	Encounter
1	Small group of 8 Pilgrims (LG)
2	Lone adventurer: Raikel, C8, CG
3	Raiding party of 8 Nomads (CN)
4	20 Wolves (HD2+2, hp 7)
5	Large caravan: 17 Traders, 26 guards
6	1 Fire Toad (HD4+1, hp 23)
7	Small clan of 3 Nomads (CN)
8	1 Leopard (HD3+2, hp 15)
9	3 Tigers (HD5+5, hp 24)
10	3 Lammasu (HD7+7, hp 39)

1d10	Encounter
1	12 Werewolves (HD4+3, hp 19)
2	27 Giant Rats (HD1/2, hp 2)
3	Medium caravan of 15 Traders + 16 guards (F1)
4	Large band of 65 Hobgoblins (HD1+1, hp 4)
5	14 Wolves (HD2+2, hp 15)
6	10 Elephants (HD10, hp 44)
7	3 Rakshasa (HD7, hp 28)
8	Small group of 10 Dervishes (NE)
9	3 Bandits (HD1, hp 8)
10	3 Tigers (HD5+5, hp 31)

MOUNTAINS

MARSH

1d10	Encounter
1	13 Shadows (HD3+3, hp 17)
2	11 Ogres (HD4+1, hp 21)
3	4 Wolves (HD2+2, hp 10)
4	Large caravan: 10 Traders, 37 guards
5	7 Bandits
6	2 Leopards (HD3+2, hp 20)
7	1 Roc (HD18, hp 83)
8	Lone adventurer: Selela, ½-Elf, F1/A2, NE
9	4 Rakshasa (HD7, hp 36)
10	2 Guardian Nagas (HD11, hp 46)

1d10	Encounter
1	10 Ogres (HD4+1, hp 25)
2	Large band of 41 Hobgoblins (HD1+1, hp 7)
3	1 Black Bear (HD3+3, hp 18)
4	A patrol of 3 Goblins (HD1-1, hp 2)
5	A Penanggalan (HD4, hp 16)
6	6 Wraiths (HD5+3, hp 26)
7	3 Giant Poisonous Toads (HD2, hp 10)
8	2 Black Garbugs (HD2+2, hp 9)
9	Gang of 22 Brigands
10	1 Giant Constrictor Snake (HD6+1, hp 18)

DEALING with DRAGONS

Dragons are egotistical and slyly intelligent monsters matched by powerful abilities. Adventurers who go in search of them may not always be in a position to slay them, and may even attempt to parley. Conversely, weak parties that wander into a dragon's lair aren't always fodder. Indeed, dragons may do nothing more than demand all of their treasure and evict them from the lair.

The following two tables are useful when determining the reactions of these unpredictable beasts. The first, Parley, is used when the party first attempts to speak with the dragon. Usual Charisma and other reaction bonuses apply. If the dragon makes demands, use the second table to determine the extent of the demand or whether they choose to attack or not.

Parley		Demands	
d%	Result	d%	Result
01-10	10% chance the dragon will be willing to travel (up to 120 miles) to aid the party if a hoard * is promised	01-10	Will share coins and gems freely and may (50%) part with a single magic item if the party agrees to leave the lair
11-25	As above but only a 5% chance	11-25	Will share coins and gems freely but will not allow any magic items to be taken for the party to leave the lair
26-50	As above but only a 5% chance if immediately gifted with one or more magic items	26-50	Will demand 10% of the parties' treasure & magic items. Will repeat the demand twice before attacking.
51-75	No chance of aiding the party. 50% chance will make demands if of an opposing alignment than the party	51-75	Will demand 20% of the parties' treasure & magic items. Will repeat the demand twice before attacking.
76-90	No chance of aiding the party. Will make demands if of an opposing alignment than the party	76-90	Will demand 40% of the parties' treasure & magic items or attack the party.
91-97	No chance of aiding the party. 50% will make demands regardless of alignment	91-97	Will demand 50% of the parties' treasure & magic items or attack the party.
98-100	No chance of aiding the party. Will make demands regardless of alignment	98-100	Will demand 100% of the parties' treasure & magic items or attack the party.

*Hoard is a treasure of at least 100,000gp in value including 4 or more magic items

Dragon Encounters by Age

Type	HD	Very Young	Young	Sub-Adult	Young Adult	Adult	Old	Very Old	Ancient
		1hp/HD	2 hp/HD	3 hp/HD	4hp/HD	5hp/HD	6hp/HD	7hp/HD	8hp/HD
Black	6 ~ 8	01-28	29-37	38-50	51-65	66-75	76-85	86-95	96-00
Blue	8 ~ 10	01-10	11-20	21-40	41-60	61-70	71-85	86-97	98-00
Brass	6 ~ 8	01-30	31-42	43-55	56-70	71-85	86-92	93-97	98-00
Bronze	8 ~ 10	01-10	11-25	26-40	41-60	61-75	76-85	86-95	96-00
Copper	7 ~ 9	01-10	11-20	21-40	41-60	61-70	71-85	86-95	96-00
Gold	10 ~ 12	01-10	11-20	21-40	41-60	61-70	71-90	91-98	99-00
Green	7 ~ 9	01-10	11-20	21-40	41-60	61-70	71-85	86-95	96-00
Red	9 ~ 11	01-15	16-25	26-45	46-60	61-75	76-85	86-95	96-00
Silver	9 ~ 11	01-10	11-20	21-40	41-60	61-70	71-85	86-95	96-00
White	5 ~ 7	01-35	36-50	51-60	61-70	71-80	81-90	91-98	99-00

ENCOUNTERS AT SEA

Marine Encounter Types

Type of Sea	None	Land	Natural	Encounter
Uncharted	01-79	80-81	82-98	99-00
High Seas	01-85	86	87-97	98-00
Trade Lane	01-88	89	90-95	96-00
Coastal	01-40	40-88	89-90	91-00

Island Size

d%	Islet
01-10	1-10 yards
11-25	11-25 yards
26-40	26-40 yards
41-55	41-55 yards
56-65	56-65 yards
66-75	66-75 yards
76-80	76-80 yards
81-85	.8 mile
86-90	.9 mile
91-00	1 mile

Land Ahoy!

d%	Encounter
01-04	Archipelago
05-11	Atoll
12-14	Continental Coastline
15-20	Cove or Inlet
21-30	Gentle Sandy Beaches
31-34	Harbor/Fjord Mouth
35-39	Forested Shores
40-44	Hidden Reef or Shoals
45-49	Islet
50-55	Large Island
56-64	Sloped Shores
65-73	Medium Island
74-83	River Mouth
84-87	Rocky Shores
88-91	Seaside Cliffs
92-96	Small Island
97-99	Visible Reef or Shoals
100	Shipwreck

Natural Marine Features

d%	Encounter
01-04	Becalmed
05-09	Dolphins
10	Dragon Turtle/Morlock
11	Icebergs
12-13	Lightning Storm
14	Maelstrom/Hurricane
15-16	Mermen/Triton
17-18	Phosphorescence
19-33	School of Large Fish
34-57	School of Small Fish
58	Sea Serpent
59-62	Seabirds
63-73	Seaweed
74-84	Sharks
85-86	Waterspout
87-89	Whales
90-92	Will-o-wisps/Ghost Ship
93-000	Land or Encounter

d%	Small
01-10	.1 mile
11-20	.2 mile
21-35	.3 mile
36-50	.5 mile
51-65	.6 mile
66-80	.7 mile
81-90	.8 mile
91-00	.9 mile

d%	Medium
01-30	.3 mile
31-55	.5 mile
56-65	.6 mile
66-75	.7 mile
76-85	1 mile
86-00	1.1 mile

Ghost Ships

d%	Type	Crew	d%	Officers	Treasure
1-40	Longship	10-40 Skeletons	01-30	1d4 Wights	None
41-80	Galley	10-40 Zombies	31-40	1d3 Wraiths	G
81-90	Barge/Raft	5-20 Lacedon Ghouls	41-80	1d2 Spectres	H
91-100	Warship	5-20 Ju Ju Zombies	81-95	1d2 Ghosts	I
			96-100	A Lich	R

d%	Large
01-05	1-5 miles
06-15	6-15 miles
16-30	13-30 miles
31-50	31-50 miles
51-80	51-80 miles
81-00	81+ miles

Shipwrecks

CARGO & TREASURE

d%	Type	Age	Lair	Common	Rare	Treasure
01-10	Rowboat	Ancient	No	1-2 Cargoes	1 Cargo	None
11-20	Barge/Raft	Very Old	No	1-3 Cargoes	1-2 Cargoes	G
21-40	Galley	Old	No	1-4 Cargoes	1-3 Cargoes	H
41-80	Merchant	Recent	No	1-6 Cargoes	1-4 Cargoes	I
81-100	Warship	Very Recent	Yes	1-8 Cargoes	1-6 Cargoes	R

Notes: Roll separately for each column, discarding any unsuitable results. The DM may decide to make saving throws for each unit of cargo to determine its condition.

FRESHWATER ENCOUNTERS

SURFACE FRESHWATER

1d10	Small Body of Water	1d10	Large Body of Water
1	4 Nymphs (HD3, hp 19)	1	Sailed warship (<i>Tide Star</i>) - 60 pirates + captain (F9, hp 47) (CE)
2	1 Giant Snapping Turtle (HD10, hp 46)	2	54 Nixies (HD1/2, hp 3)
3	28 Giant Beavers (HD4, hp 19)	3	5 Giant Otters (HD5, hp 27)
4	13 Crocodiles (HD3, hp 17)	4	4 Giant Crayfish (HD4+4, hp 16)
5	Ice Floes or Floating Debris	5	Ice Floes or Floating Debris
6	2 Hippopotami (HD8, hp 36)	6	Whirlpool
7	25 Lizard Men (HD2+1, hp 7)	7	27 Lizard Men (HD2+1, hp 9)
8	3 Water Wierds (HD3+3, hp 15)	8	Floating Seaweed
9	Floating Seaweed	9	8 Giant Pikes (HD4, hp 19)
10	49 Nixies (HD1/2, hp 1)	10	Ghost ship: 26 Skeletons (HD1, hp 7) + 1 Spectre (HD7+3, hp 30)

UNDERWATER FRESHWATER

1d10	Shallow Water	1d10	Deep Water
1	15 Giant Leeches (HD1/2, hp 1)	1	3 Giant Otters (HD5, hp 25)
2	16 Crocodiles (HD3, hp 16)	2	1 Dinichthys (HD10, hp 34)
3	7 Kapoacincths (Gargoyles) (HD4+4, hp 23)	3	7 Hippocampi (HD4, hp 16)
4	2 Lampreys (HD1+2, hp 4)	4	3 Giant Snapping Turtles (HD10, hp 39)
5	72 Koalinths (Hobgoblins) (HD 1+1, hp 7)	5	2 Electric Eels (HD2, hp 10)
6	1 Giant Snapping Turtle (HD10, hp 37)	6	51 Nixies (HD1/2, hp 2)
7	A sunken ship - 1 Giant Lamprey (HD5, hp 16)	7	Whirlpool
8	3 Dinichthys (HD10, hp 35)	8	1 Giant Lamprey (HD5, hp 26)
9	23 Giant Frogs (HD2, hp 14)	9	3 Plesiosaurs (HD20, hp 77)
10	3 Giant Gars (HD8, hp 49)	10	1 Water Naga (HD7, hp 38)

SALTWATER ENCOUNTERS

SURFACE SALTWATER

1d10	Small Body of Water	1d10	Large Body of Water
1	Small galley (The Radiir Princess): 26 buccaneers (F1, hp 3) + Captain (F5, hp 27)	1	Floating Seaweed
2	3 Giant Sharks (HD12, hp 67)	2	3 Med Carnivorous Whales (HD18, hp 79)
3	7 Dolphins (HD2+2, hp 12)	3	30 Tritons (HD3, hp 9)
4	Lone adventurer: Tirerla (A6, LE)	4	Whirlpool
5	7 Giant Crocodiles (HD7, hp 28)	5	4 Small Whale(s) (HD22, hp 90)
6	Small boat: (Kasil's Vision) w/5 Traders, 7 bundles of hides & skins, 17 sailors, 2 Ship's Mates and a Ship's Captain (F4, hp 21)	6	Large merchant ship (The Mithral Mermaid) w/15 Traders, 29 passengers, 40 sailors, 6 Ship's Mates and a Ship's Captain (F5, hp 31)
7	8 Kapoacincths (Gargoyles) (HD4+4, hp 20)	7	55 Sahuagin (HD2+2, hp 6)
8	33 Ixitxachitl (HD1+1, hp 2)	8	4 Archelon Ischyras (HD7, hp 40)
9	3 Giant Sea Turtles (HD15, hp 67)	9	2 Giant Sharks (HD12, hp 55)
10	2 Mosasaurs (HD12, hp 43)	10	103 Mermen (HD1+1, hp 6)

UNDERWATER SALTWATER

1d10	Shallow Water	1d10	Deep Water
1	1 Giant Octopus (HD8, hp 32)	1	8 Giant Sea Snakes (HD9, hp 40)
2	9 Giant Portuguese Man-o-War (HD2, hp 8)	2	34 Tritons (HD3, hp 14)
3	5 Giant Crabs (HD3, hp 12)	3	101 Locathah (HD2, hp 5)
4	1 Small Whale (HD22, hp 92)	4	1 Elasmosaurus (HD15, hp 71)
5	125 Koalinths (Hobgoblins) (HD 1+1, hp 7)	5	2 Giant Sharks (HD12, hp 53)
6	48 Ixitxachitl (HD1+1, hp 9)	6	9 Dolphins (HD2+2, hp 10)
7	2 Plesiosaurs (HD20, hp 79)	7	6 Hippocampi (HD4, hp 16)
8	6 Mashers (HD8, hp 23)	8	1 Giant Squid (HD12, hp 48)
9	32 Weed Eels (HD1-1, hp 2)	9	55 Ixitxachitl (HD1+1, hp 6)
10	17 Giant Sea Horse(s) (HD3, hp 10)	10	Whirlpool

EXTRA-PLANAR ENCOUNTERS

ASTRAL ENCOUNTERS

1d10	Encounter	1d10	Encounter
1	16 Lemures (HD3, hp 18)	1	Lone adventurer: Shadpasus, T3, NE
2	4 Shedus (HD9+9, hp 41)	2	3 Astral Devas (HD9+36, hp 74)
3	Normal wake of a Psychic Wind (add 5 hours to travel times)	3	The Platinum Dragon, Bahamut (HD21, 168hp)
4	1 Babau Demon (HD7+14, hp 49)	4	4 Derghodaemons (HD11+22, hp 64)
5	11 Manes Demons (HD1, hp 2)	5	1 Basilisk (HD6+1, hp 32)
6	1 Lesser Titan (HD17, hp 76)	6	1 Night Hag (HD8, hp 52)
7	7 Astral Searchers (HD2, hp 14)	7	A Metallic color pool (a portal to an alternate Prime Material Plane)
8	2 Invisible Stalkers (HD8, hp 39)	8	Glasya-Labolas, Princess of Hell (69hp)
9	4 Yagnodaemons (HD13+13, hp 76)	9	An astral island
10	Strong Psychic Wind (party is lost for 14 days)	10	2 Horned Devils (HD5+5, hp 37)

ETHEREAL ENCOUNTERS

BORDER ETHEREAL

1d10	Encounter
1	2 Crismals (HD6+6, hp 26)
2	Devilcat
3	2 Agathion (HD7+7, hp 38)
4	5 Wind Walkers (HD6+3, hp 25)
5	1 Earth Elemental (HD12, hp 51)
6	1 Djinni (HD7+3, hp 38)
7	a Decaton Modron (HD10+10, hp 55)
8	1 Spirit Troll (HD5+5, hp 29)
9	Ghost (HD10, hp 46)
10	2 Efreeti (HD10, hp 55)

DEEP ETHEREAL

1d10	Encounter
1	Opinicus (HD7+7, hp 31)
2	a Green curtain (a portal to the Elemental Plane of Water)
3	a Dark Grey curtain (a portal to the Quasi-Elemental Plane of Ash)
4	4 Phase Spiders (HD5+5, hp 29)
5	1 Cerebral Parasite
6	1 Greater Shedu (HD14+14, hp 74)
7	2 Couatl (HD9, hp 44)
8	5 Xorns (HD7+7, hp 49)
9	Lone adventurer: Helvilli, Dwarf T8, CG
10	3 Type I Vrock Demons (HD8, hp 43)

ON the ROAD

Roads & Pathways

1d20	Type	Traffic
1	Hunter's Trail	Recently used
2	Unused Hunter's Trail	Overgrown with weeds
3	Simple Ritual Path	Boundaries marked with runes
4	Animal Trail	Blood & tracks indicate a recent hunt
5	Trail	Canopy trees provide shade
6	Overgrown dirt path	Desolate and abandoned
7	Riding path	Horse grooves & bootprints
8	Crossroads	Many off road-campfires & wheel ruts
9	Droeway	High vegetation on either side
10	Patrol Road	Occasional patrol shacks and camphouses
11	Dirt Road	Road markers & wayshrines
12	Busy Droeway	Plenty of tracks and ruts
13	Busy Dirt Road	Deep wheel ruts. Roadhouses every 10 miles
14	Military Road	Checkpoints & guardhouses every 5 miles
15	Cobblestone road	Occasional town signs and crossroads
16	Busy Cobblestone Road	Crossroads contain guard towers and inns are common
17	Crumbling Cobblestone Road	Marred by time or perhaps warfare
18	Paved Road	Well-travelled and patrolled. Mounted patrols seen regularly
19	Busy Paved Road	High levels of travel and traffic congestion at crossroads
20	Crumbling Paved Road	Desolate, cracked and poorly maintained

Encounters Along Roads

Encounters Along Paths

Encounters Along Trails

d%	Type	Type	Type
1-2	Marching Army 0-LEVEL	Road Warden RANGERS	BORDER PATROL
5-6	Merchant CARAVAN	Merchant CARAVAN	Traveling Peddler 0-LEVEL
9-10	Wedding Party of PILGRIMS	Work Gang 0-LEVEL	Hunting Party 0-LEVEL
13-14	NPC ADVENTURING PARTY	NPC ADVENTURING PARTY	NPC ADVENTURING PARTY
15-16	Escaped Convict ASSASSINS	Escaped Convict ASSASSINS	Escaped Convict ASSASSINS
23-24	Road Warden RANGERS	Local Militia 0-LEVEL	BANDITS Toll
27-28	PILGRIMS	Traveling CLERICS	Itinerant CLERIC
29-30	Funeral Procession of PILGRIMS	Graverobber THIEVES	Dead Body
31-32	Traveling Peddler 0-LEVEL	Traveling Peddler 0-LEVEL	Small Merchant CARAVAN
37-38	RANGER(s)	Farmers 0-LEVEL	DEMI-HUMAN PARTY
41-42	Plague Cart	Plague-infested Cabin	Diseased Animal Corpse
47-48	Militia on maneuvers 0-LEVEL	Hunting Party 0-LEVEL	Solitary Hunter 0-LEVEL
49-50	Farmers 0-LEVEL	Farmers 0-LEVEL	Farmers 0-LEVEL
53-54	BANDITS	BANDITS	Solitary BANDITS
55-56	Knight Errant ~ PALADIN	Mounted PALADIN	Injured Knight ~ PALADIN
57-58	BERSERKERS	Mercenary FIGHTERS	HUMANOID Raiders
59-60	Mercenary FIGHTERS	DEMI-HUMAN PARTY	Hunting Party 0-LEVEL
63-64	Traveling BARD Troupe	Solitary BARD	Wild ANIMALS(s)
65-66	Courier 0-LEVEL	Mounted Messenger BARD	RANGERS
73-74	Beggars 0-LEVEL	BERSERKERS	RANDOM MONSTER ENCOUNTER
75-76	Slaver THIEVES	RANGERS	RANDOM MONSTER ENCOUNTER
77-78	Traveling Lady 0-LEVEL	Local Goodwife 0-LEVEL	NOMADS
85-86	BRIGANDS	BRIGANDS	BRIGANDS
87-88	Refugees 0-LEVEL	RANDOM MONSTER ENCOUNTER	Dense Overgrowth
89-90	Stranded Travelers 0-LEVEL	TRIBESMEN	TRIBESMEN
91-92	Gypsy DERVISHES	Gypsy DERVISHES	Hermit MONK
93-96	Restless Zombies	UNDEAD	UNDEAD
97-00	A DEITY in disguise	HUMANOID Raiders	HUMANOID Raiders

LIVING OFF the LAND

Hunting & Foraging

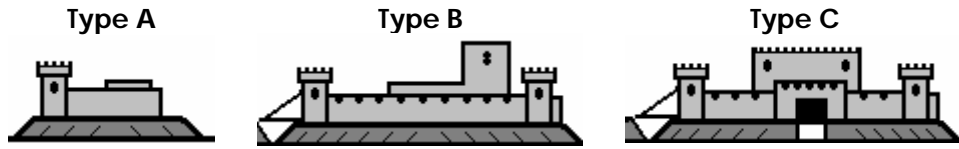
d%	Hunting	Fishing	Vegetation	Insects
01-03	Rabbit d3	Largemouth Bass d4	Mushrooms	Ants
04-06	Rabbit d6	Rainbow Trout d6	Strawberries	Caterpillar
07-09	Deer d3	Redfin Pickerel d3	Potatoes	Centipede
10-12	Deer d6	Rock Bass d8	Apples	Cockroach
13-15	Raccoon	Silver Salmon d6	Cherries	Cricket
16-18	Squirrel d4	Smallmouth Bass d4	Walnuts	Dung Beetle
19-21	Wild Turkey d3	Spotted Sunfish d8	Pumpkins	Earwig
22-24	Pheasant d6	Striped Bass d3	Squash	Fleas
25-27	Brown Bear	Tiger Musky d3	Peppers	Grasshopper
28-30	Black Bear	Walleye d6	Thyme	Grub
31-33	Owl	Crayfish d8	Tomatoes	Lice
34-36	Bull Frogs d8	Carp d4	Pears	Maggots
37-39	Turtle	Bullhead Catfish d6	Basil	Millipede
40-42	Opossum	Brook Trout d3	Bay leaf	Mite
43-45	Boar	White Perch d8	Belladonna	Silverfish
46-48	Badger	Sheephead d8	Chamomile	Termite
49-51	Wild Goat d4	King Salmon d3	Clover	Ticks
52-54	Porcupine	Blue Pike d3	Beans	Bee
55-57	Skunk	Bluegale d8	Holly	Beetle
58-60	Weasel	Channel Catfish d3	Honey	Flies
61-63	Buffalo d8	Brown Trout d4	Jasmine	Cicada
64-66	Wild Sheep d8	Crappie d10	Maple Syrup	Dragonfly
67-70	Beaver d4	Coho Salmon d3	Mint	Firefly
71-73	Fox	Smelt d10	Olives	Gnats
74-76	Otter	Yellow Perch d8	Parsley	Hornet
77-79	Woodchuck	No Catch	Raspberries	Ladybug
80-82	Ducks d6	No Catch	Poppy	Locust
83-85	Geese d8	No Catch	Sage	Mosquito
86-88	Moose	No Catch	Grapes	Moth
89-91	Quail d6	No Catch	Aloe	Wasp
92-00	Nothing	No Catch	Nothing	Nothing

Helpful Wild Herbs

d%	Herb	d%	Herb	d%	Herb	d%	Herb
01	Adder's Tongue	25-26	Cinquefoil	50-51	Hemp	76-77	Footleaf
02	Agrimony	27	Colewort	52-53	Henbane	78-79	Periwinkle
03-04	Sweet Trefoile	28-29	Coltsfoot	54	Horehound	80	Prince's Feather
05	All-Heale	30	Comfrey	55	Ironhard	81-82	Shepherd's Purse
06-08	Aloe	31-32	Cow Parsnip	56-57	Wormwood	83-84	Rose Campion
09	Angelica	33	Willow-Herb	58	Land Caltrops	85-86	Rue
10	Anise	34	Darnell	59	Leopard's Bane	87	Saddilia
11	Arnica	35-36	Deadly-Nightshade	60-61	Lesser Centaury	88	Saffron
12	Asarabacca	37	Dittany	62-63	Lungwort	89	Sanicle
13-14	Ash	38	Dog Rose	64	Makebate	90	Galingale
15	Balm	39-40	Mugwort	65-66	Mandrake	91-92	Scented Mayweed
16	Mountain Setwall	41	Dwarf Mallow	67-69	Marigold	93	Serapias Turbith
17	Base Mullein	42-43	Woodrose	70	Marjerome	94-96	Fennel
18-19	Bilberry	44	Masterwort	71-72	Spiderwort	97-98	Milkworte
20-21	Bishop's Weed	45-46	Fetherfew	73-74	Hare's Ears	99	Chamomile
22-24	Pennyroyal	47-49	Valerian	75	Tamariske	100	Chervil

CASTLES

CASTLE TYPES



Castle Size & Defenses

d%	Size/Type	Construction	Ballistae/ Scorpions	Light Catapults	Oil Cauldrons
01-10	Small (Type A)	Small Keep	2	-	1
11-25		Tower	1	-	1
26-35		Moat House or Fortified Chapel	-	1	2
36-45	Medium (Type B)	Large Keep	1	1	2
46-65		Small Walled Castle	2	1	4
66-80		Medium Walled Castle	2	2	5
81-88	Large (Type C)	Concentric Castle	4	2	6
89-95		Large Walled Castle	4	4	8
96-00		Fortress or Citadel	6	6	12

Lord of the Castle

d%	Size	Occupant/Owner	d%	Class	Level	d%	Humans
01-45	Small (Type A)	Totally Deserted	01-18	Cleric	9 th – 12 th (1d4 + 8)	01-25	Bandits
46-60		Monster Lair	19-20	Druid	12 th – 13 th (1d2 + 11)	26-85	Brigands
61-70		Humans	21-65	Fighter	9 th – 12 th (1d4 + 8)	86-97	Berserkers
71-00	Medium (Type B)	Character-class	66	Paladin	9 th – 10 th (1d2 + 11)	98-00	Dervishes
01-30		Totally Deserted	67-68	Ranger	10 th – 13 th (1d3 + 9)		
31-50		Monster Lair	69-80	Magic-User	11 th – 14 th (1d4 + 10)	d%	Monsters
51-65	Large (Type C)	Humans	81-85	Illusionist	10 th – 13 th (1d4 + 9)	01-30	Humanoid
66-00		Character-class	86-93	Thief	10 th – 14 th (1d5 + 9)	31-40	Undead
01-15		Totally Deserted	94-96	Assassin	14 th	41-50	Demihuman
16-40	Large (Type C)	Monster Lair	94-99	Bard	23 rd	51-60	Giant
41-60		Humans	00	Monk	9 th – 12 th (1d4 + 8)	61-70	Nonhuman
61-00		Character-class				71-80	Dragon
						81-90	Extra-planar
						91-00	Other

Castle Rooms & Outer Features

4d4	Room	1d12	Feature
4	Throne Room/Reception	1	Herbiary/Garden
5	Kitchen/Scullery/Pantry	2	Topiary Maze
6	Armory/Weapons Store	3	Courtyard
7	Shrine/Chapel	4	Barracks/Guardpost
8	Bedchamber/Guest Room	5	Stables
9	Crypt/Dungeon	6	Outdoor Observatory
10	Library/Drawing Room	7	Zoo/Kennels
11	Solarium/Vivarium	8	Archery Range
12	Wizard's/Alchemist's Lab	9	Smithy/Workshop
13	Great Hall/Hall of Mirrors	10	Fishpond
14	Ballroom/Theatre	11	Parade Grounds
15	Training/Classroom	12	Monument
16	Trophy/Hunting Room		

Fantastic Castles

1d12	Type
1	Coral
2	Cursed
3	Eternal Sleep
4	Extensive Dungeons
5	Floating
6	Illusory
7	Inimical
8	Many Secret Rooms
9	Sentient
10	Teleporting
11	Towers/Spires
12	Undersea

DRUIDIC PLACES

Monuments

2d8	Result
2-4	Boundary Markers
5-8	Natural Observatory
9-10	Wooden Poles
11	Inverted Stump
12	Stone guardian
13	Peaceful Stones
14	Speaking Stones
15	Gate
16	Stone circle

Druidic Signs & Symbols

1d8	Sign/Symbol
1	Whorl/Spiral Inscriptions
2	Cave/Wall Paintings
3	Runic Inscriptions
4	Wood Carvings/Bundles of Sticks
5	Trails/Tracks
6	Animal Hides/Skins/Antlers
7	Piled Stone Cairn
8	Moon/Starlight Paths

Ley Lines

1d8	Power
1	Clairvoyance/Clairaudience
2	Commune with Nature
3	Door (see Plant Door spell)
4	Weather Summoning
5	Pass (see Pass Plant spell)
6	Control Weather
7	Transport via Ley (see Transport via Plants spell)
8	Liveoak

Length: 1d10 x 10 miles

Direction: (1d4) 1-2 North-South 3-4 East West

Note: Only Druids may use ley lines. The DM should allow a 5% chance/level to initially 'tap into' the ley. Thereafter, the druid may use the ley power in keeping with the frequency of use restrictions. A ley line power may be used 1/week for every every 25 miles in length. Solstices/Equinoxes always allow for use of a power (that day only).

Sacred Groves

1d12	Type	1d12	Minor Power (3/day)	1d12	Major Power (1/week)	1d6	Curse
1	Elm	1	Dryad Guardian	1	Treant Guardian	1	Charm
2	Hickory	2	Create Food & Water	2	Speak w/Animals	2	Poison
3	Pine	3	Control Temperature	3	Concealment	3	Haunting
4	Palm	4	Faerie fire	4	Earthquake	4	Perpetual winter
5	Willow	5	Cure Light Wounds	5	Know Alignment	5	Hungry Trees
6	Oak	6	Prophecy	6	Peaceful	6	DM's Choice
7	Birch	7	Protective aura	7	Reincarnation		
8	Yew	8	Still winds	8	Waters of life		
9	Cedar	9	Sweet Water	9	Scrying pool		
10	Sequoia	10	Choose 1	10	Magic fruit		
11	Sycamore	11	DM's Choice + Roll Again	11	Forbiddance		
12	Bamboo	12	DM's Choice + Roll Twice	12	DM's Choice		

CHAPTER V: SETTLEMENTS & CIVILIZATION

There are not many persons who know what wonders are opened to them in the stories and visions of their youth; for when as children we listen and dream, we think but half-formed thoughts, and when as men we try to remember, we are dulled and prosaic with the poison of life. But some of us awake in the night with strange phantasms of enchanted hills and gardens, of fountains that sing in the sun, of golden cliffs overhanging murmuring seas, of plains that stretch down to sleeping cities of bronze and stone, and of shadowy companies of heroes that ride caparisoned white horses along the edges of thick forests; and then we know that we have looked back through the ivory gates into that world of wonder which was ours before we were wise and unhappy.

Kuranos came very suddenly upon his old world of childhood. He had been dreaming of the house where he had been born; the great stone house covered with ivy, where thirteen generations of his ancestors had lived, and where he had hoped to die. It was moonlight, and he had stolen out into the fragrant summer night, through the gardens, down the terraces, past the great oaks of the park, and along the long white road to the village. The village seemed very old, eaten away at the edge like the moon which had commenced to wane, and Kuranos wondered whether the peaked roofs of the small houses hid sleep or death. In the streets were spears of long grass, and the window-panes on either side broken or filmily staring. Kuranos had not lingered, but had plodded on as though summoned toward some goal. He dared not disobey the summons for fear it might prove an illusion like the urges and aspirations of waking life, which do not lead to any goal. Then he had been drawn down a lane that led off from the village street toward the channel cliffs, and had come to the end of things to the precipice and the abyss where all the village and all the world fell abruptly into the unechoing emptiness of infinity, and where even the sky ahead was empty and unlit by the crumbling moon and the peering stars. Faith had urged him on, over the precipice and into the gulf, where he had floated down, down, down; past dark, shapeless, undreamed dreams, faintly glowing spheres that may have been partly dreamed dreams, and laughing winged things that seemed to mock the dreamers of all the worlds. Then a rift seemed to open in the darkness before him, and he saw the city of the valley, glistening radiantly far, far below, with a background of sea and sky, and a snowcapped mountain near the shore.

Kuranos had awakened the very moment he beheld the city, yet he knew from his brief glance that it was none other than Celephais, in the Valley of Ooth-Nargai beyond the Tanarian Hills where his spirit had dwelt all the eternity of an hour one summer afternoon very long ago, when he had slept away from his nurse and let the warm sea-breeze lull him to sleep as he watched the clouds from the cliff near the village. He had protested then, when they had found him, waked him, and carried him home, for just as he was aroused he had been about to sail in a golden galley for those alluring regions where the sea meets the sky. And now he was equally resentful of awaking, for he had found his fabulous city after forty weary years. But three nights afterward Kuranos came again to Celephais. As before, he dreamed first of the village that was asleep or dead, and of the abyss down which one must float silently; then the rift appeared again, and he beheld the glittering minarets of the city, and saw the graceful galleys riding at anchor in the blue harbour, and watched the gingko trees of Mount Aran swaying in the sea-breeze. But this time he was not snatched away, and like a winged being settled gradually over a grassy hillside til finally his feet rested gently on the turf. He had indeed come back to the Valley of Ooth-Nargai and the splendid city of Celephais.

- Excerpt from Celephais, by H.P. Lovecraft

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- **Settlements:** These tables are for the DM use in detailing all sizes of settlements, from small camps up to capital cities.
 - **Inns & Taverns:** These charts detail the different types of establishments the PCs may be likely to frequent.
 - **Markets & Bazaars:** These tables will generate the vendors and wares for common markets.
 - **Schools & Training Halls:** The DM can use the tables here to detail learning and training institutions.
 - **Shops & Structures:** These tables aid in detailing the most common mercantile and public sites.
 - **Shrines & Temples:** These tables will provide detailed information on various sizes and types of religious establishments and their attendant clerics and worshippers.
 - **Underworld Guilds:** These tables can be used to detail beggars', thieves' and assassins' guilds.

SETTLEMENTS

Settlements vary in size from small temporary encampments to sprawling capital cities. The DM can generate a population and ruler for each settlement, either randomly or by choice.

Size & Population

Settlements	Population	Range	Base Availability
Camp	2d6 x 5	10-60	0%
Thorpe	2d4 x 10	20-80	5%
Hamlet	1d4 x 100	100-400	15%
Village	1d4+5 x 100	600-900	25%
Town	2d6+1 x 500	1,500-6,500	50%
City	5d6 x 2,000	10,000-60,000	75%
Metropolis	5d6 x 5,000	25,000-150,000	100%

Tech Level & Primary Feature(s)

1d8	Tech Level	Feature
1-2	0 – Degenerate	Citadel
3-5	I – Primitive	Castle
6-8	II – Archaic	Market
9-11	III – Iron Age	Fishing
12-17	IV – Steel	Farming
18	V – Gunpowder	Mining
19	VI – Weird Sorcery	Crafts
20	VII+ - Science Fiction	Religious

Settlement Rulers

d%	Class	d%	Race
01-30	Fighter	01-30	Dwarf
31-40	Magic-User	31-40	Gnome
41-66	Cleric	41-66	Human
67-84	Ranger	67-84	Elf
85-92	Paladin	85-92	Half-Elf
93-97	Thief	93-00	Monster
98-00	Special Class		
1d8	Special Class	d%	Monster Type
1	Assassin	01-30	Humanoid (see Sub-table)
2	Monk	31-40	Undead (see Sub-table)
3	Druid	41-50	Gnome
4	Illusionist	51-60	Ogre
5	Barbarian	61-70	Troll
6	Cavalier	71-80	Dragon (see Sub-table)
7	Bard	81-90	Giant (see Sub-table)
8	Dual/Multi Class	91-00	DM's Choice

d%	Leader	1d8	Special
01-05	3 rd -lvl	1	2 nd -lvl
06-15	4 th -lvl	2	17 th -lvl
16-25	5 th -lvl	3	19 th -lvl
26-35	6 th -lvl	4	18 th -lvl
36-45	7 th -lvl	5	17 th -lvl
46-60	8 th -lvl	6	1 st -lvl
61-75	9 th -lvl	7	1 st -lvl
76-80	10 th -lvl	8	0-level
81-83	11 th -lvl		
84-86	12 th -lvl		
87-89	13 th -lvl		
90-91	14 th -lvl		
92-93	15 th -lvl		
94-95	16 th -lvl		
96-100	Special		

Settlement Resources

1d20	Resources	Availability Modifier
1	Very Poor(subsistence)	-15%
2-5	Poor	-10%
6-10	Fair	+/- 0%
10-14	Average	+5%
15-17	Comfortable	+15%
18-19	Wealthy	+25%
20	Rich	+40%

Resource Modifiers

City:	+5
Town:	+3
Port:	+3
On Major Inland Trade Route:	+2
Purely Agricultural Economy:	-2
Population of 500 or Below:	-1

Settlement Themes

2d10	Feature/Type
3	Temporary Shanty Town
4	Amazing Innovations
5	Barbarian Meeting Ground
6	Abandoned / Ghost Town
7	Plague!
8	Under Siege
9	Still Under Construction
10	Boom Town
11	Ruined/Falling Apart
12	Predominately Evil
13	Predominately Lawful
14	Religious With Big Temple
15	Built Around Wizard's Tower
16	Built Around Fighting Arena
17	Thieves/Assassins Guild Town
18	Cursed Town
19	Haunted – Undead/Lycanthropes
20	Free Market Town

INNS & TAVERNS

Tavern & Inn Rumors

1d10	Rumor	Example
1	*Local Gossip* (PARTIALLY TRUE)	Seamus 'Bugger' McCoy is a little too fond of pipeweed & sheep.
2	*Local Gossip* (FALSE)	The whole town council are vampires. That's why they met at night!
3	*Local Gossip* (PARTIALLY TRUE)	The orcs that attacked the village rode north after the raid.
4	*Useful Information* (PARTIALLY TRUE)	The pool is magic and will heal you if you throw in a gemstone.
5	*Local Gossip* (FALSE)	The orcs had a vampire leading them on a skeletal steed.
6	*Useful Information* (TRUE)	The orcs hole up in a cave about 3 miles from here in the Skint Hills.
7	*Local Gossip* (TRUE)	McCoy kept his pipeweed stash under the stump behind his barn.
8	*Useful Information* (TRUE)	The orc's leader has a magic axe.
9	*Local Gossip* (TRUE)	McCoy hasn't been seen since Farmer Piper caught him stealing.
10	*Useful Information* (TRUE)	The orc with a cowl is some kind of shaman. He's got a staff, too.

Standard Inn & Tavern Facilities

Superior Tavern/Inn (ex. Noble Chartered Inns, Social Clubs)

Tavern	Spacious common room with 3d6 sm. tables, 1d6 lg. tables, 1d8 semi-private booths, 50% chance of 1d8 private side rooms
Meals	Feast (25gp), Excellent (12gp), Good (5gp), Average (2gp)
Drinks	Liquor (3-5gp), Wine (8sp-1gp), Ale/Beer (2-4sp)
Inn	65% chance 3d8 private rooms (15gp), 1d4 shared rooms (5gp)
Baths	75% chance public baths (3gp) or private bath (10gp)
Security	80% chance 1 or 2 (20%) 1 st -4 th lvl fighters working as bouncers
Events	Fights (5%), Brawl (10%), Vicious Brawl (5%)
Entertainment	50% chance 2d4 dancing girls and 2d3 musicians, 35% chance of performing Bard, 15% chance of performing Troupe
Stable	4d10 stalls w/1 groom per 4 stalls (3-5gp per horse, x5 for warhorses)
Carriage House	Store up to 3d4 vehicles
Clientele	Nobles (25%), Couples (25%), Dandies (15%), Adventurers (10%), Gamblers (10%), Locals (5%), Travelers (10%)

Popular Tavern/Inn (ex. Wayside Coaching Inn, City Tavern)

Tavern	Common room with 1d8 sm. tables, 2d4 lg. tables, 2d3 semi-private booths, 35% chance of 1d4 private side rooms
Meals	Feast (10gp), Excellent (5gp), Good (2gp), Average (5sp), Fair (3sp), Cheap (2sp)
Drinks	Liquor (2-3gp), Wine (4sp-1gp), Ale/Beer (4cp-1sp)
Inn	25% chance 1d6 private rooms (7gp), 1d4 shared rooms (3gp), 1d2 dorms (6sp)
Baths	35% chance public baths (1gp) or private bath (5gp)
Security	75% chance 1 1 st -4 th lvl fighter working as bouncer
Events	Fights (15%), Brawl (10%), Vicious Brawl (10%)
Entertainment	65% chance 2d4 dancing girls and 2d3 musicians, 35% chance of performing Bard, 15% chance of performing Troupe
Stable	3d6 stalls w/1 groom per 6 stalls (12sp-2gp, x4 for warhorses)
Carriage House	15% chance, stores up to 2d4 vehicles
Clientele	Dandies (10%), Adventurers (20%), Gamblers (10%), Locals (40%), Travelers (20%)

INNS & TAVERNS continued

Rustic Tavern/Inn (ex. Wayside Traveller's Inn, Guild Hostel, Workingman's Club)

Tavern	Common room with 1d8 sm. tables, 2d4 lg. tables, 2d3 semi-private booths, 35% chance of 1d4 private side rooms
Meals	Feast (10gp), Excellent (5gp), Good (2gp), Average (5sp), Fair (3sp), Cheap (2sp)
Drinks	Liquor (2-3gp), Wine (4sp-1gp), Ale/Beer (4cp-1sp)
Inn	1d6 private rooms (7gp), 1d6 shared rooms (3gp), 2d6 dorms (6sp)
Baths	15% public baths (1gp) or private bath (5gp)
Security	75% chance 1 1 st -4 th lvl fighter working as bouncer
Events	Fights (15%), Brawl (10%), Vicious Brawl (10%)
Entertainment	15% chance 2d4 dancing girls and 2d3 musicians, 35% chance of performing Bard, 15% chance of performing Troupe
Stable	3d6 stalls w/1 groom per 6 stalls (12sp-2gp, x4 for warhorses)
Carriage House	35% chance, store up to 2d4 vehicles
Clientele	Adventurers (20%), Gamblers (10%), Locals (40%), Travelers (30%)

Dive (ex. Whorehouse, Gambling Den, Pit Fighting Club)

Tavern	Common room with 1d4 sm. tables, 2d3 lg. tables, 15% chance of 1d4 semi-private booths, 20% chance of 1 private side rooms (the gambling snug)
Meals	Excellent (3gp), Good (1gp), Average (3sp), Fair (7cp), Cheap (4cp)
Drinks	Liquor (15sp-1gp), Wine (2-3sp), Ale/Beer (2-3cp)
Inn	25% chance 2d4 shared rooms (2gp)/dorms (1sp), 35% chance of 1 (65%) or 2 (35%) private rooms (4gp)
Baths	15% chance public bath (5sp) or private bath (2gp)
Security	1 1 st -3 rd lvl fighter working as bouncer
Events	Fights (25%), Brawl (20%), Vicious Brawl (20%)
Entertainment	35% chance 1d6 dancing girls and 1d3 musicians, 10% chance of performing Bard, 5% chance of performing Troupe
Stable	25% chance of 2d6 stalls w/1 groom (7sp-1gp, x4 for warhorses)
Carriage House	-
Clientele	Adventurers (15%), Gamblers (20%), Locals (40%), Thieves (5%), Thugs (5%), Harlots (15%)

Slum Tavern/Inn (ex. Quayside Dive, Gambling Den, Beer & Ale Stall, Flophouse)

Tavern	Small common room with 3d6 lg. tables, 1 private side rooms (the gambling snug)
Meals	Good (5sp), Average (1sp), Fair (3cp), Cheap (2cp), Poor (1cp)
Drinks	Liquor (15sp-1gp), Wine (8cp-1sp), Ale/Beer (2-3cp)
Inn	20% chance 1d6 shared rooms (1gp) and dorms (1sp), 10% chance of 1 private room (2gp)
Baths	-
Security	1 1 st -4 th lvl fighter working as bouncer
Events	Fights (35%), Brawl (15%), Vicious Brawl (50%)
Entertainment	1d6 harlots, 35% chance of performing Bard or musician
Stable	15% chance of 2d3 stalls
Carriage House	-
Clientele	Gamblers (15%), Locals (35%), Thieves (5%), Thugs (5%), Harlots (40%)

Notes:

*Inns or Taverns may also offer sleeping space on the common room floor (1-3cp) or in the stables (1cp or free)

* Meals are grouped in 7 rough categories: **Feasts** (7 courses), **Excellent** (4 courses), **Good** (steak dinner), **Average** (a good stew), **Fair** (a serving of bread and cheese), **Cheap** (a poor stew), **Poor** (Beans)

*Events should be checked for every hour during normal hours and every ½ hour during 'happy hour'.

*Clientele are grouped in 10 categories: **Nobles** (wealthy merchants or nobility), **Couples** (pairs or groups of revelers), **Dandies** (young men on the prowl), **Adventurers** (NPCs singly or in a party), **Gamblers** (con-men), **Locals** (tradesmen and average guildsmen), **Travelers** (overnight guests), **Thieves** (singly or in groups or 2-3), **Thugs** (hired brawlers), **Harlots** (usually with a pimp)

MARKETS & BAZAARS

Size	# of Stalls	d%	Stall Size	d%	Merchant
Very Small	1d6	01-45	Small spot on the ground	01-45	Local Trader (Poor)
Small	1d8	46-65	Small pushcart/wagon	46-65	Traveling Peddler
Medium	1d20	66-85	Tent or Lean-to	66-85	Local Trader (Rich)
Large	2d20	86-95	Large Tent or Pavilion	86-95	Foreign Trader
Huge	5d20	96-00	Shop Building	96-00	Demihuman Trader

Merchandise

1d10	Foods	Goods	Services	Prices	Price Mod.
1	Butcher	Linen/Cloth	Barber/Dentist	Rock Bottom	-50%
2	Baker	Weapons/Armor	Herbalist	Cheap	-25%
3	Pastries	Hardware	Fortuneteller	Low	-15%
4	Fishmonger	Animals	Healer	Average	+/- 0%
5	Fruits	Slaves	Scribe	Average	+/- 0%
6	Vegetables	Pottery	Tinker	Average	+/- 0%
7	Ale & Wine	Jewelry	Tailor	Expensive	++15%
8	Rations	Trinkets	Moneylender	Pricy	++25%
9	Candies	Leather Goods	Blacksmith	Premium	++50%
10	Other	Baskets	Cobbler	Outrageous	++100% and up

SCHOOLS & TRAINING HALLS

Schools are establishments where class skills like fighting or spell casting are taught.

School Type & Class

d%	Type	d%	Class	Notes
01-10	A	01-15	Specialist Master	Specializing in a single weapon, art or field
11-20	B	16-45	Martial School	Fighters & Monks
21-45	C	46-60	Fine Arts School	Education for nobles/wealthy merchants
46-70	D	61-90	Magic Academy	(01-65) Magic User, (66-80) Illusionist or (81-00) both
71-85	E	91-98	College	Curriculum-based (usually a single profession)
86-00	F	99-00	University	Large institution with many colleges (see above)

Elite Class A School

Headmaster: 8th-12th-lvl
Staff: 2D6 Teachers each of Level 2d2+2

Prestigious Class B School

Headmaster: 8th-12th-lvl
Staff: 2d6 Teachers each of Level 2d3

Typical Class C School

Headmaster: 8th-12th-lvl
Staff: 2d6 Teachers each of Level 1d5+1

Guild/Trade Class D School

Headmaster: Level 4 + 1d2
Staff: 1D6 Teachers each of Level 2d2+1

Basic Class E School

Headmaster: Level 2d3
Staff: 1d3-1 Teachers each of Level 2d2

Private Trainer/Tutor Class F School

Headmaster: Level 2d3
Staff: none

Example: Bogschwartz Academy is a typical school of magic (Type C) housed in a stone tower near a local crossroads. The headmaster, Flax Bentle, is an 11th-lvl human Magic-User. He is aided by a diverse faculty made up of 4 Magic Users, an Illusionist, a Sage, and an Alchemist – for a total of 7. In keeping with the Bogschwartz Academy's motto - "Exsisto Paratus Pro Pessimus" (Prepared for the Worst) – the school offers a liberal curriculum in General Magic, Illusionism, Alchemy, and Linguistics.

SHOPS & STRUCTURES

Shop Quality & Wealth

1d10	Quality	Prices	Wealth
1	Out of Business	N/A	Bankrupt/No Income - Wealth = 0gp
2-3	Poor	Cheap – Std. Prices x .50 or less	Struggling - Wealth x .25
4-5	Below Average	Inexpensive – Std. Prices x .75	Surviving - Wealth x .5
6-7	Average	Average – Std. Prices x 1	Average – Wealth x 1
8-9	High Quality	Expensive – Std. Prices x 1.5	Prosperous – Wealth x 1.5
10	Superior	Outrageous – Std. Prices x 2 or more	Booming – Wealth x 2

Shop & Structure Types

d%	Type	d%	Type
01	Apothecary/Druggist	42	Solicitor/Lawyer
02	Armorsmith	43	Clay Pit
03	Fletcher/Bowyer	44	Books/Scrolls
04-05	Carpenter/Woodworker	45	Brothel/Whorehouse
06	Shipbuilder	46	Arena/Fighting Pit
07-08	Market	47	Animal Handler
09	Brewery/Winery	48-49	Canteen/Restaurant
10	Bricklayer	50-51	Dentist/Barber
11	Dyer/Tannery	52	Candlemaker
12	Mortuary/Crematorium	53	Butcher
13-14	Inn/Hostel	54	Asylum
15-16	Tavern/Pub	55	Poorhouse/Almshouse
17	Goldsmith	56-57	Apartment
18	Jeweler/Gem Dealer	58	Townhouse/Villa
19	Herbalist	59-60	Temple/Shrine
20	Physician/Surgeon	61-63	Shanties
21	Scribe/Notary	64	Weaponsmith
22	Sage/Scholar/Wiseman	65	Mason
23	Diviner/Oracle/Fortuneteller	66	Copper/Silversmith
24	Clothier/Tailor	67-68	Weaver
25	Cobbler/Shoemaker	69	Souvenir Shop
26	Wheelwright/Cooper	70	Public Park
27	Potter	71	Cemetery
28-29	Grainery	72-73	Tower/Guardpost
30-31	General Store/Supplier	73-74	Fishing Wharf
32	Leatherworker/Saddlemaker	75-76	Warehouse/Storage Vault
33	School/Academy	77-79	Guild Hall
34	Gaol/Prison	80-81	Construction Site
35	Talismonger	82-83	Barracks
36	Glassblower	84	Theatre/Playhouse
37	Pipeweed Shop	85	Ruins
38	Locksmith	86-88	Bridge
39	Blacksmith	89-90	Castle/Keep
40	Moneychanger/Bank	91	Magic Items/Components
41	Laundry/Bath-house	92-00	<i>DM's Choice</i>

* Items listed in **BOLD** type can be detailed using tables found in this chapter and elsewhere throughout this volume.

SHRINES & TEMPLES

Temple Building

1d10	Configuration	Size	Condition	Main Material	Special Purpose	Feat.
1	Domed Square	1-story	Under Construction	Soft Stone	Hermitage	1d3
2	Pyramidal	2-story	Brand New	Wood/Timber	Normal Temple	1d2
3	Oval	3-story	Slightly Aged	Sod	Hospital/Clinic	1d2-1
4	Rectangular	(1d6+3)-story	Worn	Earth	Monastery	1d3-1
5	Obelisk/Tower	1 Underground	Aged	Clay	Militant Training Ground	1d2-1
6	Round	1 Underground + 1-story	Ancient	Soft Metal	Fortified Temple	1d2-1
7	Square	2 Underground	Crumbling	Hard Stone	Shrine	1d2
8	Hemispheric	2 Underground + 1-story	Tumbled Down	Hard Metal	Cathedral/High Temple	1d4
9	Geodesic Domed	3 Underground	Ruins	Leather/Skins	Pilgrims' Hostel	1d2-1
10	Rhomboidal	3 Underground + 1-story	Foundations Only	Quartz/Crystal	Mortuary/Ossuary	1d3-1

Temple Special Features/Possessions

1d10	Type	Holy Spring	Artifact	Relic	Sacred Stone	Writings	Sacred Place
1	Holy Spring	Curing	Sword	Skull	Charms	Creation	Deity's Triumph
2	Artifact	Transmute Metals	Helm	Leg Bone	Magnetic	Deity's Battles	Deity's Birth
3	Avatar	Dissolves Metals	Shield	Hand	Animated	By Deity	Deity's Ascension
4	Relic	Commune	Staff	Heart	Anti-Magic	Deity's Birth	Deity's Return
5	Sacred Place	Dissolves Flesh	Ring	Brain	Sacrificial Stone	Deity's Adventures	Meeting Place
6	Ancient Writings	Raises Dead	Mace	Mummy	Random Spells	Deity's First Priest	Deity's Defeat
7	Holy Idol	Healing	Scroll	Ashes	Gate	Divine Magic	Deity's Marriage
8	Monument	Remove Curse	Armor	Eye	Sentient	Ancient History	Birthplace of Saint
9	Servant	Cursed	Holy Symbol	Foot	Healing/Curing	Morality & Law	First Temple
10	Cave	Grants a Wish	Rod	Tooth	Raises Dead	Technology/Crafts	Burial Place

Temple Treasury & Local Lay-Followers

1d10	Treasury	Hamlet	Village	Town	City
1	(1d4) x 100gp	1d4+1	3d6	2d10+10	1d10+20
2	(2d6) x 100gp	1d6+2	2d6+8	1d100+10	(1d4x10)+50
3	(1d10+10) x 100gp	2d4+2	3d6+10	3d6+40	1d100+100
4	(1d4) x 1000gp	2d6+3	2d6+20	(1d6x10)+30	(2d6x10)+150
5	(2d4) x 1000gp	3d6+2	3d6+25	(1d4+1) x 10)+30	(3d6x10)+200
6	(2d10) x 1000gp	2d6+10	(d4+1)x10	1d100+50	(1d4+1)x100
7	(2d6 + 10) x 1000gp				
8	(2d6 + 15) x 1000gp				
9	(3d6 + 20) x 1000gp				
10	(1d4 + 1) x 10,000gp				

Wilderness Temples

1d20	Site
1	Dense Forest
2	Meadow
3	Cairn
4	Cliff-top
5	Sea Coast:
6	Hidden Valley
7	Underground
8	Marsh
9	Mountaintop
10	Riverbank
11	Ruins
12	Island
13	Volcano
14	Desert Oasis
15	Sacred Grove
16	Gorge
17	Underwater
18	Plains
19	Crater
20	Floating in Sky

Ritual Times & Sacrifices

1d10	Frequency	Time	Ceremonial Attendees
1	Once per day	Dawn, Dusk, Midnight, or Noon	All Priest(s) only
2	Twice per day	Dawn & Dusk	High Priest(s), Public
3	Twice per day	Noon & Midnight	All Priest(s), Public
4	Thrice per day	Dawn, Noon & Dusk	High Priest(s) only
5	Thrice per day	Dusk, Midnight & Dawn	Level 6+ Priests only
6	Thrice per day	Midnight, Dawn & Noon	level 6+ Priest, Public
7	Thrice per day	Noon, Dusk & Midnight	< Level 5 Priests only
8	4 times per day	Dusk, Midnight, Dawn & Noon	< Level 6 Priests, Public
9	Once per week	-	High Priest, Demon
10	Once per year	-	All Priests, Demon

SHRINES & TEMPLES continued

Temple Leadership & Priesthood

1d6	Leader	2d8	High Priest	Priest(s)
1	High Priest	2	4 th -lvl	1d4 x1d3-lvl
2	High Priest	3	4 th -lvl	2d4 x1d4-lvl
3	High Priest	4	5 th -lvl	2d6+4 x1d4-lvl
4	High Priest	5	6 th -lvl	2d6 x1d4+1-lvl
5	Dual Leadership	6	6 th -lvl	2d10+6 x1d6+1-lvl
6	Triumvirate	7	7 th -lvl	3d10 x1d6-lvl
		8	7 th -lvl	2d6 x1d4+2-lvl
1d6	Guards/Paladins	9	7 th -lvl	2d10+20 x1d6-lvl
1	1d4 1 st -lvl	10	8 th -lvl	25+3d6 x1d6+1-lvl
2	1d6 1 st -lvl	11	8 th -lvl	30+3d10 x1d8+1-lvl
3	1d4 1 st -lvl, 4 th -lvl	12	9 th -lvl	20+5d8 x1d8-lvl
4	1d6 1 st -lvl, 4 th -lvl	13	9 th -lvl	40+2d10 x1d10+1-lvl
5	2d4 1 st -lvl, 2 3 rd -lvl, 5 th -lvl	14	10 th -lvl	50+2d10 x1d10+1-lvl
6	2d6 1 st -lvl, 1d4 3 rd -lvl, 2 5 th -lvl, 7 th -lvl	15	10 th -lvl	10+1d10 x1d6+3-lvl
		16	10 th -lvl	75+3d10 x1d12+3-lvl

Rituals

1d20	Sacrificial Item
1	Burnt Incense
2	Copper Pieces
3	Silver Pieces
4	Electrum Pieces
5	Gold Pieces
6	Platinum Pieces
7	Small Gems
8	Large Gems (>100gp)
9	Jewelry
10	Magic Items
11	Sheep Sacrifice
12	Cattle Sacrifice
13	Snake Sacrifice
14	Chicken Sacrifice
15	Victim's Blood
16	Victim's Heart
17	Victim's Head
18	Special Victim's Blood
19	Special Victim's Heart
20	Special Victim's Head

1d20	Special Rituals
1	Full Moon
2	Equinoxes
3	Years End/Beginning
4	1d8 High Holy Days
5	Eclipses
6	Fertility Rites
7	Month of Fasting and Prayer
8	Saints Day
9	Day of the Dead
10	Initiation into Adulthood
11	Devil's Day
12	Longest Day of Year
13	Shortest Day of Year
14	Harvest Rites
15	Deity's Day of Birth
16	Deity's Day of Death
17	Victory of Deity Against Enemies
18	Death of High Priest
19	Creation of World
20	Conjunction of Planets

Sacrificial Victims

1d12	Type
1	Humans
2	Orcs
3	Goblins
4	Dwarves
5	Elves
6	Halflings
7	Kobolds
8	Hobgoblins
9	Lizard Men
10	Gnomes
11	Special + Roll Again
12	Special + Roll Again

Special Victims

1d6	Type
1	Babies
2	Women
3	Virgins
4	Nobility
5	Certain Profession
6	Certain Physical Trait

35 Clerical Titles

Ecclesiastic	Priest	Shaman	Imam	Caliph	Monk/Nun	Acolyte
Mystic	Minister	Magi	Seer	Preacher	Reverend	Prophet
Bishop	Deacon	Divine	Abbot/Abbess	Elder	Cardinal	Apostle
Healer	Friar	Hermit	Stylite	Primate	Metropolitan	Vicar
Prelate	Disciple	Legate	Evangelist	Father/Mother	Soothsayer	Heirophant

SHRINES & TEMPLES continued

Temple Ritual Devices, Protective Curses and other measures

1d20	Device	Ritual Curse on Blasphemers & Defilers	Protection(s)
1	Chants	Primary characteristic reduced by 2	Priests
2	Weapon	Any animals/elements influenced by deity always at odds with Defiler	Hired Mercenaries
3	Stone Idol	Pursuit by other members of church	Magical Detection
4	Medallion	One magic item of Defiler loses Abilities	Dogs
5	Incense	Quest by deity to attack some other Temple, perhaps one's own	lions
6	Heavy Robes	Earthquake destroys Temple while characters still inside	Serpent
7	Wine	Defiler wracked with pain, -4 to-hit, no spell casting possible	High Walls
8	Braziers	Defiler's sex changed	Moat
9	Tapestries	Defiler becomes dumb	Temple in Fortress
10	Golden Idol	Defiler becomes blind	Temple is a Fortress
11	Gongs	Defiler becomes deaf	Undead
12	Books	Defiler loses 5 points of Charisma	Animated Furniture
13	Fire	Defiler's skin slowly changes color	Traps
14	Skulls	Defiler's home struck by a plague	Walls of Fire
15	Blood	Defiler has -2 on all saving throws	Town Militia
16	Jewelry	12th level assassin hired by church	Nearby Castle
17	Scroll	Defiler has 10% chance per melee of becoming catatonic for 1d12 rds	Sentient Temple
18	Music	Defiler's vision slightly blurred, -1 to-hit, cannot find any secret doors	Illusions
19	Acid	A pair of devil's horns grow out of Defiler's head	Monsters
20	Candles	Defiler attacked once per day by random creature	Demons

1d6 Curse Duration

1	1d20 hours
2	1d10 days
3	1d8 weeks
4	1d6 months
5	1d4 years
6	Permanent

Holy/Unholy Symbols

1d20	Holy Symbol	1d20	Unholy Symbol
1	Open Hand	1	Bone Crown
2	Silver Feather	2	Drop of Blood
3	Hourglass	3	Gnarled Fist
4	Flying White Bird	4	Wand
5	Open Book	5	Withered Tree
6	Feline Eyes	6	Glowing Gemstone
7	Tree	7	Red Sword
8	Crossed Scimitars	8	Flame
9	Falcon	9	Bone
10	Gold Warhammer	10	Pupil-less Eye
11	Glowing Sword	11	Severed Hand
12	A Sprouting Twig	12	Crescent Moon
13	A Balance	13	Glass Scorpion
14	Eagle	14	Burning Skull
15	Stone Hammer	15	Cloud of Smoke
16	Olive Branch	16	Red Eye
17	Silver Flask	17	Black Circle
18	Diamond	18	Shadow
19	Sheaf of Grass	19	Lockpick
20	A Bunch of Grapes	20	Crossed Daggers

Holy/Unholy Artifacts

1d20	Artifact
1	A Sacred Place
2	Armor or Shield
3	Belt/Girdle
4	Chair/Throne
5	Chariot/Wagon
6	Clothing
7	Container
8	Footwear
9	Gem
10	Headgear
11	Jewelry
12	Melee Weapon
13	Mirror
14	Missile Weapon
15	Relic
16	Rod/Wand/Staff
17	Scroll/Book
18	Ship/Boat
19	Stone/Crystal
20	Tool

UNDERWORLD GUILDS

Thieves'/Assassin's/Beggar's Guild Population

Population	Settlement Resource Level						
	Very Poor	Poor	Fair	Average	Comfortable	Wealthy	Rich
< 500	0	1d2-1	1d2-1	1d2-1	1d3-1	1d3-1	1d3
501-1,000	1d2-1	1d3-1	1d3-1	1d3	1d3	1d4	1d4+1
1,001-2,000	N/A	1d3	1d4	1d3+1	1d4+1	1d3+2	1d4+1
2,001-5,000	N/A	1d4+1	1d6+1	1d6+2	1d6+3	1d8+3	2d6+2
5,001-10,000	N/A	1d6+2	1d10+2	2d6+2	2d8+2	2d10+2	4d6+2
Per 5,000 > 10,000	N/A	1d4+1	1d6+1	1d6+2	1d6+3	1d8+3	2d6+2

Thieves'/Assassin's/Beggar's Guild Relationships

Law		Merchants		Other Guilds	
1d20	Attitude	1d20	Attitude	1d20	Attitude
1-3	Persecution	1-2	Warfare	1-2	Hostile/Vendetta
4-7	Hassle	3-6	Active opposition	3-5	Indifferent
8-11	Opposition	7-13	Standoff	6-10	Neutral
12-13	Mixed	14-15	Mixed	11-16	Favorable
14-17	Tolerant	16	Submissive	17-19	Co-operative
18-20	Corrupt	17-19	Infiltrated	20	Close
		20	Enslaved		

Modifiers

Settlement is Lawful -2
 Settlement is Chaotic +2
 Settlement is Good +1
 Settlement is Evil -1

Modifiers

Settlement is Lawful -2
 Settlement is Chaotic +2
 Settlement is Poor -4
 Settlement is Wealthy +1
 Settlement is Rich +2
 Law is tolerant +1
 Law is corrupt +2

Modifiers

Law is persecutory/hassling +1
 Settlement is Good +1
 Settlement is Evil +2

Thieves'/Assassin's/Beggar's Guild Government

Rulership		Unusual Rulers		Rulership Style	
1d20	Attitude	1d20	Attitude	1d20	Attitude
1-13	Guildmaster	1-2	Leaderless	1-4	Weak
14	Mixed	3-8	Mixed	5-8	Fairly Weak
15	Democratic	9-10	Special guildmaster	9-12	Fairly Strong
16-19	Council (d3+2 members)	11-12	Special council	13-17	Strong
20	Unusual Ruler	13-20	Outside controller	18-20	Despotic

Experience Level of Guildmembers

Members	Master	Lt.	SubLt.	Sgt.	Ldr.	Rank & File
1-5*	1d3	1d2	1d2	—	—	n/a
6-10	d4+1	d4	d4	—	—	2xd2
11-15	d4+2	d3+1	d3+1	d2+1	d2+1	3xd2
16-20	d4+3	d3+2	d3+2	d3+2	d2+2	2x(d2+1), 5xd2
21-25	d6+3	d4+2	d4+2	d4+1	d2+2	5xd3, 5xd2
26-30	d8+3	d6+3	d4+3	d4+2	d4+1	4x(d3+1), 4xd3, 6xd2
31-40	d6+5	d6+4	d4+4	d6+2	d4+2	4x(d4+1), 5x(d3+1), 8xd2
41-50	d6+6	d6+4	d6+4	d4+4	d6+2	6x(d4+1), 8x(d3+1), 12xd2
51-75	d6+8	d6+6	d6+5	d6+4	d6+3	8x(d4+1), 12x(d3+1), 15xd2
76-100	d8+8	d6+7	d6+5	d6+4	d6+3	15x(d4+1), 20xd4, 30xd3
101+	d10+8	d6+8	d6+6	d6+5	d6+4	10% d6+1, 10% d4+1, 25% d4, 25% d3

CHAPTER VI: TREASURES

Let it be said as a foreword to this tale that I have robbed no man who was not in some way a robber of others. In all my long and arduous career, I, Satampra Zeiros of Uzoldaroum, sometimes known as the master-thief, have endeavored to serve merely as an agent in the rightful redistribution of wealth. The adventure I have now to relate was no exception: though, as it happened in the outcome, my own pecuniary profits were indeed meager, not to say trifling.

Age is upon me now. And sitting at that leisure which I have earned through many hazards, I drink the wines that are heartening to age. To me, as I sip, return memories of splendid loot and brave nefarious enterprise. Before me shine the outpoured sackfuls of djals or pazoors, removed so dexterously from the coffers of iniquitous merchants and money-lenders. I dream of rubies redder than the blood that was shed for them; of sapphires bluer than depths of glacial ice; of emeralds greener than the jungle in spring. I recall the escalade of pronged balconies; the climbing of terraces and towers guarded by monsters; the sacking of altars beneath the eyes of malign idols or sentinel serpents.

Often I think of Vixeela, my one true love and the most adroit and courageous of my companions in burglary. She has long since gone to the bourn of all good thieves and comrades; and I have mourned her sincerely these many years. But still dear is the memory of our amorous or adventurous nights and the feats we performed together. Of such feats, perhaps the most signal and audacious was the theft of the thirty-nine girdles.

These were the golden and jeweled chastity girdles, worn by the virgins vowed to the moon god Leniqua, whose temple had stood from immemorial time in the suburbs of Uzoldaroum, capital of Hyperborea. The virgins were always thirty-nine in number. They were chosen for their youth and beauty, and retired from service to the god at the age of thirty-one.

The girdles were padlocked with the toughest bronze and their keys retained by the high-priest who, on certain nights, rented them at a high price to the richer gallants of the city. It will thus be seen that the virginity of the priestesses was nominal; but its frequent and repeated sale was regarded as a meritorious act of sacrifice to the god.

- excerpt from *The Theft of the Thirty-Nine Girdles*, by Clark Ashton Smith

- **Treasure Assortments by Level:** These tables are particularly useful for placing treasure gauged according to the level of either the dungeon or the average party level. These tables are also preferable when placing random or unguarded treasures. If the DM favors a 'low-treasure' campaign style, these tables can be used in lieu of the standard AD&D Treasure Types.
- **Treasure Assortments by Type:** These tables offer a selection of treasures generated according to the AD&D Treasure Table found in both the *Monster Manual* and *Fiend Folio*. The DM should first note the Treasure Type of the particular monster, then refer to the appropriate letter-coded table herein and roll to generate a complete treasure. These are particularly useful for quick generation of treasures for pre-placed monsters in their lair and for other important NPCs. Also noted in the table headings are other classifiers useful when choosing large treasure hoards for NPC groups.
- **Maps:** This table can be used to generate a variety of both real and fake treasure maps.
- **Miscellaneous Treasures:** These tables are useful to the DM when detailing gems and jewelry, containers and bulk goods, like those carried by a caravan for instance.
- **Literature:** These tables generate a variety of mundane scrolls, proclamations, books and bounties.
- **Quick & Weird Magic Items:** These tables can be used by the DM to generate a large variety of both cursed and beneficial magic items different from those standard items listed in the Dungeon Master's Guide. These tables were adapted from Erol Otus' *Handy-Dandy Magic Item Generation Tables*, printed by Fantasy Art Enterprises in 1979.
- **Magic Item Creation:** This table lists material and time costs for creation/enchantment of new magic items.

TREASURE ASSORTMENTS by LEVEL

Level I Treasures

d%	Treasure
1	250gp
2	100sp
3	1,000cp
4	600sp
5	Magic Item
6	500cp
7	3x gems (100gp)
8	1,000sp
9	700sp
10	300gp
11	200sp
12	600sp
13	550ep
14	200cp
15	1pc jewelry (700gp)
16	500cp
17	110pp
18	50pp
19	100cp
20	1pc jewelry (1,300gp)
21	100sp
22	800cp
23	300gp
24	700cp
25	800ep
26	Magic Item
27	900cp
28	300sp
29	1,100sp
30	400ep
31	250gp
32	900cp

Notes: Values in parenthesis are for each gem/piece of jewelry.

d%	Treasure
33	350ep
34	100cp
35	200cp
36	600sp
37	1pc jewelry (1,400gp)
38	70pp
39	300ep
40	100cp
41	Magic Item
42	100sp
43	900sp
44	100sp
45	800cp
46	600cp
47	300gp
48	750ep
49	Magic Item
50	400sp
51	1,000cp
52	400sp
53	2x gems (50gp)
54	30pp
55	600sp
56	100sp
57	300gp
58	150gp
59	Magic Item
60	200cp
61	1x gems (100gp)
62	1,100cp
63	700sp
64	150ep
65	800cp
66	450gp

d%	Treasure
67	300gp
68	400cp
69	80pp
70	350ep
71	900cp
72	400gp
73	700ep
74	700sp
75	350ep
76	Magic Item
77	200sp
78	1,100sp
79	90pp
80	1,200cp
81	500sp
82	60pp
83	3x gems (100gp)
84	100sp
85	500ep
86	1,200cp
87	900sp
88	100cp
89	800sp
90	Magic Item
91	900cp
92	700cp
93	200gp
94	500cp
95	700sp
96	900sp
97	700sp
98	Magic Item
99	1,100cp
100	300cp

Magic Items & Potions (Level I)

1d10	Result
1	Potion: <i>Delusion</i>
2	Scroll (CI) 1 Spell (1-2)
3	1-4 Arrows +1
4	Potion: <i>Levitation</i>
5	Leather Armor +1
6	Potion: <i>Invisibility</i>
7	Scroll (MU) 1 Spell (1-3)
8	Potion: <i>Healing</i>
9	Dagger +1
10	Potion: <i>Poison</i>

TREASURE ASSORTMENTS by LEVEL continued

Level II Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	1,100cp	33	1,500sp	67	950ep
2	2,200sp	34	2,100cp	68	1,050ep
3	1,900cp	35	Magic Item	69	1,600cp
4	Magic Item	36	5x gems (100gp)	70	250pp
5	1pc jewelry (1,300gp)	37	1,100sp	71	450gp
6	500cp	38	38. 450gp	72	1,200ep
7	3x gems (100gp)	39	39. 1,800sp	73	800ep
8	1,000sp	40	Magic Item	74	1,900sp
9	700sp	41	Magic Item	75	200pp
10	300gp	42	1,050ep	76	2,100cp
11	200sp	43	1pc jewelry (1,300gp)	77	650gp
12	600sp	44	Magic Item	78	1,300sp
13	550ep	45	1,500cp	79	2,200cp
14	200cp	46	850ep	80	200pp
15	1pc jewelry (700gp)	47	1,900sp	81	Magic Item
16	500cp	48	1,050ep	82	1,100cp
17	110pp	49	200pp	83	450gp
18	50pp	50	2pc jewelry (1,000gp)	84	1,500cp
19	100cp	51	Magic Item	85	150pp
20	1pc jewelry (1,300gp)	52	1,400sp	86	1,200sp
21	100sp	53	1,050ep	87	500gp
22	800cp	54	1pc jewelry (1,500gp)	88	1,100sp
23	300gp	55	7 x gems (100gp)	89	200sp
24	700cp	56	450gp	90	8 x gems (15gp)
25	800ep	57	1,800sp	91	1,700sp
26	900cp	58	950ep	92	600gp
27	Magic Item	59	150pp	93	3 pc jewelry (1,000gp)
28	300sp	60	2,000sp	94	150pp
29	1,100sp	61	1,200cp	95	Magic Item
30	1,200cp	62	1,150ep	96	300gp
31	250pp	63	650gp	97	2,100cp
32	1,800cp	64	700gp	98	250pp
		65	450gp	99	5 x gems (100gp)
		66	150pp	100	1,500sp

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items & Potions (Level II)

1d10	Result
1	Sword -1, Cursed
2	Scroll – Prot. Lycanthropes
3	Ring of Fire Resistance
4	Scroll (MU) – 3 spells (1-3)
5	Spear +3
6	Potion: Animal Control
7	Potion: Flying
8	Sword+1/+3 vs. Trolls (N)
9	Scroll- Prot./Undead
10	Scroll (CI) – 1 spell (1-3)

TREASURE ASSORTMENTS by LEVEL continued

Level III Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	850ep	33	2,700cp	67	1,150ep
2	300pp	34	Magic Item	68	2,900cp
3	1,050ep	35	1,050ep	69	650gp
4	900gp	36	2,300sp	70	1,100ep
5	1,150ep	37	2,200cp	71	3,000cp
6	400pp	38	3,100cp	72	1,250ep
7	2,600sp	39	250pp	73	Magic Item
8	900gp	40	2,100cp	74	2,500cp
9	3,200cp	41	1,050ep	75	650gp
10	3,100cp	42	1,050ep	76	1,050ep
11	Magic Item	43	Magic Item	77	1,150ep
12	2,600cp	44	3,000sp	78	1,250ep
13	2,600cp	45	1,200ep	79	300pp
14	2,100cp	46	700gp	80	3,000cp
15	Magic Item	47	Magic Item	81	1,150ep
16	750gp	48	Magic Item	82	2pc jewelry (3,000gp)
17	1,250ep	49	250pp	83	550gp
18	1 gem (950gp)	50	600gp	84	600gp
19	2,800sp	51	550gp	85	2,800sp
20	2,400sp	52	2,100sp	86	550gp
21	300pp	53	2,600cp	87	3,100sp
22	2pc jewelry (2,000gp)	54	2,200cp	88	2,100sp
23	1,200ep	55	Magic Item	89	2,500sp
24	2,500sp	56	Magic Item	90	250pp
25	2,500sp	57	2,800sp	91	750gp
26	Magic Item	58	1,250sp	92	Magic Item
27	Magic Item	59	2,100sp	93	Magic Item
28	650gp	60	2,900cp	94	800gp
29	850ep	61	800gp	95	2,600cp
30	600gp	62	Magic Item	96	1pc jewelry (1,000gp)
31	1,300ep	63	Magic Item	97	2,300cp
32	2,600sp	64	1,200ep	98	Magic Item
		65	350pp	99	3,100cp
		66	2,200cp	100	9x gems (500gp)

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items (Level III)

1d10	Result
1	Sword +1
2-3	Potion (see Sub-table)
4	2x Potion
5	Cloak of Elvenkind
6	Shield +1
7	Scroll (MU): 1 spell (1-3)
8	Sword +1/+2vs. Lycan. (CE)
9	Dagger +2
10	Rope of Climbing
11	Scroll (CL): 3 spells (1-3)
12	Sword +1 Red Dragon Slaying (LG)

Potions (Level III)

1d8	Result
1	Gaseous Form
2	Flying
3	Fire Resistance
4	Diminuation
5	Growth
6	Healing
7	Extra-healing
8	Animal Control

TREASURE ASSORTMENTS by LEVEL continued

Level IV Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	1,200gp	33	Magic Item	67	1pc jewelry (3,000gp)
2	Magic Item	34	10x gems (100gp)	68	2x Magic Item
3	3,500cp	35	3,700cp	69	300pp
4	3,700sp	36	700gp	70	3,900cp
5	450pp	37	Magic Item	71	900cp + 800gp
6	3,800sp	38	3,400sp	72	1,850ep
7	14x gems (500gp)	39	1,850sp	73	3,800sp
8	4,200sp	40	3,200cp	74	4,200sp
9	3,700sp	41	Sword +1	75	1,650ep
10	600gp	42	400pp	76	Magic Item
11	3,200cp	43	350pp	77	450pp
12	Magic Item	44	400pp	78	Magic Item
13	4,100cp	45	Magic Item	79	Magic Item
14	4pc jewelry (2,500gp)	46	3,200sp	80	3,300sp
15	1,100gp	47	2x Magic Item	81	1,100gp
16	350pp	48	800gp	82	400pp
17	700gp	49	2x Magic Item	83	1,650ep
18	800gp	50	4,100sp	84	Magic Item
19	1,300ep	51	350sp	85	400pp
20	500pp	52	Magic Item	86	3,200sp
21	1,100gp	53	1,900ep	87	3,300cp
22	4,100sp	54	3,800sp	88	2x Magic Item
23	3,700sp	55	2x Magic Item	89	3,700sp
24	3,400cp	56	3,100cp	90	1,800ep
25	800gp	57	1,000gp	91	3,900sp
26	3,800sp	58	Magic Item	92	300pp
27	3,400sp	59	3,700cp	93	1,700ep
28	2,100gp	60	1,600ep	94	Magic Item
29	1,150ep	61	1,650ep	95	800gp
30	Magic Item	62	1,650ep	96	4,200cp
31	Magic Item	63	3,600sp	97	Magic Item
32	1,100ep	64	1,700ep	98	450pp
		65	Magic Item	99	350pp
		66	4,200sp	100	3,600cp

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items (Level IV)

1d20	Result	1d20	Result
1	Shield +1	13	Bag of Devouring
2-3	Potion (see Sub-table)	14	Ring of Delusion
4	Staff of Striking	15	Rope of Climbing
5	Scroll: <i>Prot. Undead</i>	16	Ring of Weakness
6	Ring of Invisibility	17	Mace +1
7	Scroll (CI): 2 spells (1-3)	18	Dagger +2
8	Wand of Enemy Det.	19	Scroll (MU): 3 spells (1-4)
9	Chainmail +1	20	Cloak of Elvenkind
10	Ring of Protection +1		
11	Sword -2, Cursed		
12	Longbow +1		

Potions (Level IV)

1d8	Result
1	Dragon Control
2	Growth
3	Gaseous Form
4	Invisibility
5	Diminuation
6	Delusion
7	ESP
8	Poison

TREASURE ASSORTMENTS by LEVEL continued

Level V Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	6,200cp	33	1,400gp	67	6,200cp
2	1,400gp	34	Magic Item	68	5,600sp
3	1,600gp	35	5,700sp	69	2,500ep
4	450pp	36	2x Magic Item	70	2,100ep
5	5,700sp	37	Magic Item	71	Magic Item
6	5,500sp	38	Magic Item	72	2,400ep
7	500pp	39	1,600gp	73	5,100sp
8	350pp	40	Magic Item	74	400pp
9	Magic Item	41	5,300sp	75	5,300sp
10	Magic Item	42	1,300gp	76	1,500gp
11	5,700sp	43	5,500sp	77	450pp
12	1,600gp	44	2,400ep	78	1,400gp
13	Magic Item	45	2x Magic Item	79	2x Magic Item
14	1,600gp	46	6,100sp	80	5,400sp
15	1,400gp	47	2x Magic Item	81	Magic Item
16	5,700sp	48	5,500sp	82	2,100ep
17	1pc jewelry (3,000gp)	49	500pp	83	5,300sp
18	1,600gp	50	1,400gp	84	1,500gp
19	Magic Item	51	2x Magic Item	85	2x Magic Item
20	5,800sp	52	6,000cp	86	Magic Item
21	13x gems (50gp)	53	5,300sp	87	1,500gp
22	5,900sp	54	2,200ep	88	Magic Item
23	3pc jewelry (3,000gp)	55	5,100cp	89	Magic Item
24	2x Magic Item	56	2x Magic Item	90	5,300sp
25	2x Magic Item	57	Magic Item	91	400pp
26	2,200ep	58	2,300ep	92	6,200sp
27	5,300sp	59	1,500gp	93	2,600ep
28	2,500ep	60	5,200ep	94	5,400sp
29	2,300ep	61	1,400gp	95	2,200ep
30	1,600gp	62	6,100sp	96	6,100sp
31	5,600sp	63	5 pc jewelry (2,500gp)	97	5,900cp
32	5,600sp	64	4pc jewelry (4,500gp)	98	5,900cp
		65	2x Magic Item	99	450pp
		66	2,500ep	100	6,100sp

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items (Level V)

1d20	Result
1	Scroll: <i>Cursed</i>
2-3	Potion (see Sub-table)
4	2 Potion (see Sub-table)
5	Shield +2
6	Boots of Elvenkind
7	Shield +1
8	Sword +1
9	Scroll (MU): 3 spells (1-3)
10	Ring of Delusion
11	Spear +2
12	Ring of Invisibility

Potions (Level V)

1d8	Result
1	Giant Strength
2	Healing
3	Undead Control
4	Growth
5	Poison
6	Clairvoyance
7	Heroism
8	Longevity

TREASURE ASSORTMENTS by LEVEL continued

Level VI Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	450pp	33	400pp	67	1,700gp
2	Magic Item	34	550pp	68	1,700gp
3	Magic Item	35	1,700gp	69	6,100sp + 6,400cp
4	Magic Item	36	7,200sp + 6,100cp	70	3pc jewelry (4,500gp)
5	Magic Item	37	6,700sp + 6,100cp	71	450pp
6	2,000gp	38	14x gems (100gp)	72	6,800sp
7	Magic Item	39	3,100ep	73	1,800gp
8	7,000sp	40	6,900sp + 7,000cp	74	2x Magic Item
9	6,400sp	41	3,300ep	75	10x gems (500gp)
10	6,200sp	42	500pp	76	6,200sp
11	Magic Item	43	3x Magic Item	77	3,200ep
12	3,400ep	44	7,000sp	78	1,800gp
13	3x Magic Item	45	6,400sp + 6,300cp	79	Magic Item
14	2x Magic Item	46	1,700gp	80	6,700sp
15	6,600sp	47	Magic Item	81	2x Magic Item
16	3,600ep	48	6,900sp	82	3x Magic Item
17	2x Magic Item	49	3,500ep	83	6,300sp + 6,200cp
18	2,000gp	50	6,400sp + 6,200cp	84	1,700gp
19	Magic Item	51	Magic Item	85	2,000gp
20	3,600ep	52	3,600ep	86	6,300sp + 6,500cp
21	1,700gp	53	2x Magic Item	87	1,900gp
22	1,800gp	54	5pc jewelry (5,000gp)	88	1,900gp
23	1,900gp	55	1,700gp	89	2,000gp
24	500pp	56	1,800gp	90	Magic Item
25	7,000sp	57	14x gems (50gp)	91	15x gems (100gp)
26	6pc jewelry (3,500gp)	58	7pc jewelry (3,000gp)	92	13x gems (500gp)
27	Magic Item	59	1,800gp	93	6,800sp + 6,100cp
28	19x gems (100gp)	60	Magic Item	94	6,900sp + 6,600cp
29	6,900sp	61	19x gems (100gp)	95	5,900sp + 6,500cp
30	3,500ep	62	17x gems (50gp)	96	Magic Item
31	16x gems (100gp)	63	7,000sp	97	2,000cp
32	19x gems (100gp)	64	Magic Item	98	3x Magic Item
Notes: Values in parenthesis are for each gem/piece of jewelry.		65	2x Magic Item	99	3,500ep
		66	7,000sp + 6,100cp	100	6,100sp + 6,800cp

Magic Items (Level VI)

1d20	Result		
1	2x Potion (see Sub-table)	13	Plate Mail +1
2-3	Potion (see Sub-table)	14	Leather Armor +2
4	Scroll (MU): 1 spell (2-5)	15	1-20 Arrows +1
5	Spear +1	16	Scroll: Prot. Undead
6	Spear +2	17	Scroll: Cursed
7	Sword +1	18	Dagger +1
8	Shield +1	19	Chainmail +2
9	Chainmail +1	20	Scroll (CI): 2 spells (1-4)
10	Bag of Holding		
11	Staff of Healing		
12	Ring of Water Walking		

Potions (Level VI)

1d8	Result
1	Levitation
2	Invisibility
3	Gaseous Form
4	Flying
5	Fire Resistance
6	Healing
7	Delusion
8	Poison

TREASURE ASSORTMENTS by LEVEL continued

Level VII Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	4,600ep	33	Magic Item	67	550pp
2	600p	34	4,300ep, 6,700sp, 7,300cp	68	3x Magic Item
3	4,100ep, 6,200sp, 7,400cp	35	4,500ep, 7,000sp, 7,200cp	69	Magic Item
4	4,100ep	36	500pp	70	15x gems (500gp)
5	4,500ep	37	2,500gp	71	2,300gp
6	3x Magic Item	38	2x Magic Item	72	6pc jewelry (4,500gp)
7	4,700ep, 6,800sp, 8,000cp	39	Magic Item	73	2,400gp
8	6,800sp	40	4,400ep, 6,100sp, 8,000cp	74	4,600ep
9	6,100sp	41	Magic Item	75	2,500gp
10	Magic Item	42	2,100gp	76	6,100sp
11	4,200ep, 6,400sp, 8,000cp	43	4,500ep	77	4x Magic Item
12	4,800ep, 6,200sp, 7,400cp	44	6,400sp	78	7,000sp
13	4,500ep	45	15x gems (100gp)	79	600gp
14	4,600ep, 6,200sp, 7,100cp	46	550pp	80	6,900sp
15	7,000sp	47	600pp	81	2,300gp
16	2,300gp	48	Magic Item	82	2,300gp
17	450pp	49	5pc jewelry (4,000gp)	83	600pp
18	600pp	50	450pp	84	4,800ep, 7,000sp, 7,500cp
19	17x gems (100gp)	51	4,400ep	85	4x Magic Item
20	4,300ep	52	4,100ep, 6,300sp, 7,500cp	86	6,900sp
21	4,300ep, 6,800sp, 7,400cp	53	6,100sp	87	3x Magic Item
22	2,100gp	54	4,800ep	88	Magic Item
23	7pc jewelry (4,500gp)	55	6,900sp	89	2,500gp
24	2x Magic Item	56	600pp	90	450pp
25	4x Magic Item	57	Magic Item	91	18x gems (100gp)
26	4700ep	58	2x Magic Item	92	19x gems (500gp)
27	Magic Item	59	4,500ep, 6,900sp, 7,800cp	93	4,800ep
28	Magic Item	60	Magic Item	94	18x gems (500gp)
29	2,200gp	61	2,600gp	95	2,400gp
30	2,400gp	62	6,300sp	96	6,200sp
31	2,100gp	63	2,400gp	97	6,100sp
32	2x Magic Item	64	2x Magic Item	98	4,600sp
Notes: Values in parenthesis are for each gem/piece of jewelry.		65	5pc jewelry (4,000gp)	99	500pp
		66	2pc jewelry (5,000gp)	100	2,200gp

Magic Items (Level VII)

1d20	Result		Result
1	Scroll: Cursed	13	Scale Armor of Vulnerability
2-3	Potion (see Sub-table)	14	2-handed Sword +1
4	Sword +1, Flamebrand	15	Scroll: Prot. from Lycan.
5	Shield +3	16	Scroll: Prot. from Undead
6	Ring of Invisibility	17	Scroll (CI): 3 spells (2-4)
7	Crossbow of Speed	18	Scroll (MU): 2 spells (1-6)
8	Shield +1	19	Scroll: Prot. from Elementals
9	Mace +2	20	Wand of Metal Detection
10	Spear +2		
11	Snake Staff		
12	Bag of Holding		

Potions (Level VII)

1d12	Result
1	Delusion
2	Diminuation
3	Giant Strength
4	Heroism
5	Growth
6	Poison
7	Plant Control
8	Undead Control
9	Flying
10	Dragon Control
11	Polymorph Self
12	Extra-Healing

TREASURE ASSORTMENTS by LEVEL continued

Level VIII Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	3,400gp	33	4x Magic Item	67	3,100gp, 5,900ep, 8,000sp
2	7,500sp	34	3x Magic Item	68	Magic Item
3	18x gems (500gp)	35	3,500gp	69	6,200ep
4	3,700gp	36	5,800ep	70	6,900ep
5	25x gems (100gp)	37	3,200gp	71	4x Magic Item
6	550pp	38	3,300gp, 5,300ep, 7,200sp	72	14x gems (500gp)
7	3x Magic Item	39	3,100gp	73	3,400gp, 5,700ep, 7,200sp
8	19x gems (100gp)	40	7,500sp	74	20x gems (100gp)
9	6,200ep	41	6,100ep	75	3,800gp
10	650pp	42	3,300gp, 5,800ep, 7,200sp	76	8pc jewelry (5,500gp)
11	6,000ep	43	19x gems (100gp)	77	5,100ep
12	4x Magic Item	44	5,600ep	78	13x gems (1,000gp)
13	7,600sp	45	3,500gp	79	3,400gp
14	3,500gp, 5,600ep, 7,300sp	46	23x gems (100gp)	80	Magic Item
15	21x gems (500gp)	47	3pc jewelry (2,000gp)	81	3pc jewelry (5,000gp)
16	3,700gp, 5,600ep, 7,800sp	48	4x Magic Item	82	4x Magic Item
17	3,400gp, 5,200ep, 8,000sp	49	21x gems (100gp)	83	5,900ep
18	3,600gp, 5,900ep, 7,300sp	50	5,300ep	84	3,400gp, 5,200ep, 8,000cp
19	3,700gp, 6,200ep, 7,600sp	51	600pp	85	3,800gp, 5,400ep, 7,400cp
20	3,500gp	52	4x Magic Item	86	6,100ep
21	600pp	53	26x gems (100gp)	87	6,000ep
22	22x gems (100gp)	54	4x Magic Item	88	3pc jewelry (4,500gp)
23	7,400sp	55	5,100ep	89	3,500gp, 6,200ep, 7,700sp
24	7,100sp	56	7,600sp	90	700pp
25	7,800sp	57	3,400gp, 5,400ep, 7,700sp	91	5,500ep
26	3,100gp, 5,200ep, 7,800sp	58	Magic Item	92	7,800sp
27	7,300sp	59	600pp	93	5,100ep
28	3,300gp	60	3,500gp	94	7,500sp
29	3,700gp	61	2pc jewelry (1,500gp)	95	3,700gp
30	3,600gp	62	600pp	96	3,100gp
31	Magic Item	63	8,000sp	97	3pc jewelry (5,000gp)
32	2x Magic Item	64	7,900sp	98	7,200sp
		65	7,500sp	99	6pc jewelry (6,000gp)
		66	650pp	100	Magic Item

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items (Level VIII)

1d20	Result		
1	Sword +2, Dragon-slayer	13	Scroll: Cursed
2-3	Potion	14	Sword +1, Locator
4	Scroll: Prot. from Magic	15	Ring of Contrariness
5	Wand of Cold [20]	16	Sword +2 (N)
6	Scroll (MU): 1-3 spells (1-8)	17	Crystal Ball
7	Amulet vs. Scrying	18	Sword +1
8	2-20 Arrows +1	19	Medallion of ESP
9	Scroll (CI) 1-3 spells (1-6)	20	Polearm +2
10	Rod of Cancellation		
11	Sword -2, Cursed		
12	Wand of Fear		

Potions (Level VIII)

1d10	Result
1	Levitation
2	Extra-healing
3	ESP
4	Oil of Etherealness
5	Longevity
6	Invisibility
7	Poison
8	Invulnerability
9	Plant Control
10	Healing

TREASURE ASSORTMENTS by LEVEL continued

Level IX Treasures

d%	Treasure	d%	Treasure	d%	Treasure
1	Magic Item	33	6,600ep	67	6,900ep
2	6,500ep	34	4,500gp	68	650pp, 4,200gp, 7,100ep
3	Magic Item	35	22x gems (1,000gp)	69	650pp, 4,600gp, 6,300ep
4	4,300gp	36	750pp, 4,400gp, 7,200ep	70	800pp, 4,400gp, 7,000ep
5	8,500sp	37	10pc jewelry (4,500gp)	71	20x gems (1,000gp)
6	8pc jewelry (5,000gp)	38	650pp, 4,800gp, 6,300ep	72	4,700gp
7	5x Magic Item	39	21x gems (500gp)	73	750pp, 4,600gp, 6,700ep
8	8,400sp	40	5x Magic Item	74	Magic Item
9	750pp	41	4,200gp	75	8,100sp
10	4,600gp	42	6,300ep	76	6,400ep
11	16x gems (1,000gp)	43	4x Magic Item	77	4,500gp
12	700pp	44	Magic Item	78	4x Magic Item
13	2x Magic Item	45	2x Magic Item	79	4,200gp
14	4,100gp	46	8,300sp	80	8,800sp
15	700pp, 4,300gp, 6,700ep, 8,800sp	47	Magic Item	81	7,200ep
16	6,800ep	48	5x Magic Item	82	7,100ep
17	25x gems (500gp)	49	8,500sp	83	21x gems (500gp)
18	4,300gp	50	800pp	84	8,200sp
19	4x Magic Item	51	6,100ep	85	Magic Item
20	700pp, 4,500gp, 6,600ep, 8,400sp	52	800pp	86	700pp
21	2x Magic Item	53	8,900sp	87	23x gems (1,000gp)
22	4,400gp	54	Magic Item	88	4,700gp
23	4,700gp	55	8,700sp	89	650pp
24	700pp	56	650pp	90	4,400gp
25	20x gems (100gp)	57	7,000ep	91	4x Magic Item
26	800pp, 4,300gp, 6,300ep, 8,900sp	58	3x Magic Item	92	900pp
27	7,100ep	59	5x Magic Item	93	650pp, 4,700gp, 6,700ep
28	4,600gp	60	25x gems (500gp)	94	9pc jewelry (7,000gp)
29	Magic Item	61	800pp, 4,600gp, 6,900ep	95	4,100gp
30	6,800ep	62	8,500sp	96	6x Magic Item
31	6,200ep	63	5x Magic Item	97	9,000sp
32	4,800gp	64	750pp	98	4,300gp
		65	6,300ep	99	750pp
		66	7,000ep	100	8,900sp

Notes: Values in parenthesis are for each gem/piece of jewelry.

Magic Items (Level IX)

1d20	Result	1d20	Result
1	Helm of Alignment Change	13	Scroll: Prot. Elementals
2-3	Potion	14	Scroll: Prot. Magic
4	Ring of Spell Storing	15	Mace +2
5	Shield +2	16	Horn of Valhalla
6	Crystal Ball	17	Cloak of Protection +1
7	Scroll (MU): 1-3 spells (1-8)	18	Ring of Protection +1
8	Wand of Magic Detection	19	Bag of Beans
9	Warhammer +2	20	Ring of X-Ray Vision
10	Scroll (CI): 1-4 spell (1-6)		
11	Boots of Elvenkind		
12	Sword +2 (CG)		

Potions (Level IX)

1d10	Result
1	Oil of Slipperiness
2	ESP
3	Flying
4	Extra-healing
5	Gaseous Form
6	Invisibility
7	Levitation
8	Clairaudience
9	Healing
10	Oil of Etherealness

TREASURE ASSORTMENTS: by TYPE

Type A: Large Hoard (Lich, Bandits)

1d20 Treasure

1	300cp + 6,000 gp + 21x gems (2,800gp)
2	1,500cp + 330ep + 8,000gp + 315pp + 33x gems (4,700gp) + 13pc jewelry (36,000gp)
3	2,000ep + 21pc jewelry (57,000gp)
4	1,500sp
5	340pp + 25x gems (19,000gp)
6	12x gems (2,000gp) + 11pc jewelry (29,000gp) + Ring of Free Action, Pipes of the Sewers, Longsword +1/+3 vs. Lycanthropes
7	1,000cp + 8,500gp + 19x gems (19,000gp)
8	500cp + 1,500sp + 1,000ep + 27x gems (6,000gp)
9	3,000sp + 27x gems (11,000gp) + 19pc jewelry (40,000gp)
10	4,500ep + 275pp + 32xgems (18,000gp) + 16pc jewelry (53,700gp)
11	5,000sp + 2,000ep + 4,500gp + 15x gems (4,000gp)
12	5,000gp + 3,000ep + 7,000gp + 27x gems (12,500gp) + Potion of Extra-Healing, 2 Maps
13	1,700sp + 3,000gp
14	4,000gp + 18xgems (5,500gp) + 15pc jewelry (31,000gp) + Rod of Lordly Might [40], Cloak of Protection +2, Spear +1
15	2,000ep + 25x gems (7,500gp)
16	20x gems (5,300gp)
17	175ep + 3,800gp + 360pp + 13x gems (12,600gp) + 22pc jewelry (78,000gp)
18	270pp + 16x gems (7,000gp) + 14pc jewelry (47,000gp)
19	30x gems (9,500gp)
20	Scroll: Protection from Petrification, 2 Maps

Type B: Large Hoard (Halflings)

1d20 Treasure

1	7,000cp
2	500sp
3	None/Previously Looted
4	2,000cp
5	5,000cp + 3pc jewelry (6000gp)
6	400cp + 2,000sp + 2,000ep + 3 x gems (600gp)
7	7,000cp + 1,800gp
8	6,000cp + 5,000sp + 800ep + 2pc jewelry (10,000gp)
9	4,000sp + 4 x gems (550gp)
10	3,800ep + 600gp + 1 gem (1000gp)
11	65ep + 3 x gems (13,000gp)
12	6x gems (1,200gp) + 4pc jewelry (12,500gp) + Longsword +1
13	600ep
14	900cp
15	5,000sp + 850gp + 4x gems (24,000)
16	1,900cp + 2,600ep
17	5,900cp + 1pc jewelry (1,000gp)
18	4pc jewelry (27,000gp)
19	6,300cp + 1,900gp + Splint Mail +1
20	None/Previously Looted

Type C: Large Hoard (Goblins)

Treasure

1	1pc jewelry (2,000gp)
2	5,500sp + 2pc jewelry (2,000gp)
3	4,000sp
4	5,000sp + 1,800ep + Broadsword +1, Dagger +2/+3 vs. Large Creatures
5	2pc jewelry (2,200gp)
6	None/Previously Looted
7	6,000sp
8	None/Previously Looted
9	None/Previously Looted
10	6,000sp + 2,000ep + 1pc jewelry (4,000gp)
11	None/Previously Looted
12	None/Previously Looted
13	4,000sp
14	None/Previously Looted
15	12,000cp + 6pc jewelry (1,200gp)
16	4,900sp
17	3,000sp + 2pc jewelry (2,700gp)
18	6,000cp + 300ep + 3pc jewelry (1,900gp)
19	None/Previously Looted
20	None/Previously Looted

TREASURE ASSORTMENTS by TYPE continued

Type D: Medium Hoard (Hobgoblins, Lizardmen)

1d20 Treasure

- | | |
|----|--|
| 1 | 3,000gp + 5x gems (750gp) |
| 2 | 3,000sp + 4,000ep + Potion :Healing, Rope of Climbing, Leather Armor +1 |
| 3 | 3,000ep + Potion: Invisibility, 11 Bolts +2, 1 Map |
| 4 | Potion: Climbing, Potion: Undead Control (Zombies), Wand of Magic Missiles [19] |
| 5 | 5,502ep + 1 gem (800gp) |
| 6 | 4,500ep + 1,500gp + 2x gems (500gp) + Potion of Healing, Potion of Invisibility, Axe +2 |
| 7 | 4,305cp + 5,571sp + 1,232gp + 3x gems (610gp) + 3pc jewelry (8,700gp) |
| 8 | None/Previously Looted |
| 9 | 600cp + 100gp + 6x gems (1,100gp) |
| 10 | 50sp + 1,500gp + 2x gems (600gp) |
| 11 | 5,700ep |
| 12 | 7,000sp + 5,200gp + 5pc jewelry (14,000gp) |
| 13 | 8x gems (9,000gp) + Potion: Treas. Finding, Amulet of Proof/Detection, Shortsword +1 |
| 14 | None/Previously Looted |
| 15 | 6,000sp + 7x gems (1,800gp) |
| 16 | 4,400ep + 3,300gp + 2pc jewelry (8,000gp) |
| 17 | 3,000cp + 3,000gp + 6pc jewelry (20,000gp) |
| 18 | None/Previously Looted |
| 19 | 5,500cp + 5x gems (250gp) |
| 20 | 9x gems (3000gp) + Potion: Polymorph Self + 2 Maps |

Type E: Medium Hoard (Giants)

2d10 Treasure

- | | |
|----|--|
| 2 | 6pc jewelry (16,000gp) + MU Scroll (6), Wand of Secret Location [2], Longsword +1 |
| 3 | 1,000ep + 8,000gp + Potion: Levitation, MU Scroll (7), Quaal's Feather Token (Tree), 1 Map |
| 4 | None/Previously Looted |
| 5 | 4,000sp + 3,000ep + 4,000gp |
| 6 | 9,000sp |
| 7 | None/Previously Looted |
| 8 | 8,000gp |
| 9 | 8,500cp + 5,000ep |
| 10 | 4pc jewelry (16,000gp) + Potion: Water Breathing, Potion: Poison, Scroll: Protection from Lycanthropes, Ring of Water Walking |
| 11 | 11,000sp + 12x gems (3,000gp) |
| 12 | 11,000sp + 9x gems (3,000gp) |
| 13 | None/Previously Looted |
| 14 | 1,500gp |
| 15 | 3,000sp + 9x gems (3,000gp) |
| 16 | 7,700sp |
| 17 | 8,200sp + 7x gems (1,600gp) |
| 18 | 10,000sp |
| 19 | 6,500gp |
| 20 | 3x gems (200gp) |

Type F: Medium Hoard (Basilisk, Chimera)

Treasure

- | |
|---|
| 11, 000sp + 7,500gp + 14x gems (9,800gp) + Potion: Super-heroism, Philtre of Persuasiveness, Scroll: Protection from Undead, 2 Maps |
| 16,500sp + 3,000ep + 700pp + 19x gems (4,000gp) |
| 400pp + 20x gems (4,000gp) |
| 125ep + 6,000gp + 700pp + 4pc jewelry (9,000gp) |
| None/Previously Looted |
| 9,000gp |
| 8,000gp + 400pp + 7pc jewelry (25,000gp) + Potion: Clairaudience, MU Scroll (5), Instrument of the Bards (Cli Lyre), Leather Armor +1 (human-sized), 1 Map |
| 8,700sp |
| None/Previously Looted |
| None/Previously Looted |
| 19x gems (4,800gp) |
| 4,000gp + 330pp + 17x gems (4,000gp) |
| 189pp + Potion: Climbing, Potion: Plant Control, Potion: Clairvoyance, MU Scroll (4), 1 Map |
| 750gp + 175pp + 13x gems (3,500gp) + Potion: Invisibility, MU Scroll (1), Ring of Telekinesis (1000gp), Leather Armor +1 (human-sized), 1 Map |
| 12,500sp + 10,000ep |
| 3,000gp + 400pp |
| 280pp |
| 300pp + Potion: Plant Control, Healing, Censer Controlling Air Elementals, 2 Scrolls: Protection from Devils, Petrification |
| 7,000ep + 6,500gp |

TREASURE ASSORTMENTS by TYPE continued

Type G: Small Hoard (Dwarves, Elves)

1d20	Treasure
1	1,900pp
2	1,225pp
3	None/Previously Looted
4	24,000gp
5	30,000gp
6	None/Previously Looted
7	21,000gp + 1,700pp
8	2pc jewelry (8,000gp) + 2 Scrolls of Protection from Petrification , MU Scroll (7l), Robe of Powerlessness , Ring Mail +1 (human-sized)
9	23,500gp + 8pc jewelry (22,000gp)
10	11x gems (4,800gp) + Potion: Flying , Clerical Scroll (1) , Deck of Many Things , Talisman of Zagy , Plate Mail +1 (dwarf-sized)
11	430pp + 13x gems (3,000gp)
12	29,000gp + 475pp + 13x gems (10,000gp)
13	None/Previously Looted
14	23,500gp + 340pp
15	27,000gp + 7xpc jewelry (11,600gp)
16	26,000gp + 1,500pp
17	31,000gp + 1,800pp + 16x gems (3,300gp)
18	27,000gp + 8x gems (2,900gp)
19	30,000gp + 180pp + 2pc jewelry (5,900gp)
20	520pp

Type H: Small Hoard (Dragons)

Treasure
48,000sp
40,000gp
22,000ep + 24pc jewelry (72,000gp)
19,000gp + 20x gems (8,800gp) + 25pc jewelry (74,000gp)
23,000sp + 26,000ep + 34,000gp + 19x gems (13,000gp) + 27pc jewelry (68,000gp)
6,000sp + 41,000gp + 79x gems (26,000gp) + 24pc jewelry (58,000gp)
25,000ep + 31,000gp + 4,000pp + 28x gems (12,000gp) + 29pc jewelry (78,000gp)
11,000cp + 34,000gp
52,500sp + 25,000ep + 31,000gp + 25pc jewelry (55,500)
18,000cp + 2,500pp + 62x gems (21,500gp) + 23pc jewelry (76,000gp)
22,000ep + 27,000gp
35,000gp + 3,000pp + 23pc jewelry (68,000gp)
20,000cp + 34,000gp + 55x gems (18,000gp) + 26pc jewelry (66,000gp)
14,500cp + 13,000sp + 2,500pp + 8x gems (2,000gp)
87,000sp + 26,000ep + 35,000gp + 1 gem (1,000gp) + 25pc jewelry (84,000gp)
6,000sp + 51,000gp + 63x gems (38,000gp) + Potion: Animal Control Avians , Gaseous Form + Scroll: Protection from Possession + Clerical Scroll (2) + Dagger +1/+2 vs. Small Creatures + 1 Map
2,700pp + 26pc jewelry (60,000gp)
69,000sp + 38,000gp + 21pc jewelry (54,000gp)
17,500cp + 26pc jewelry (87,000gp)
79,000sp + 26,000ep + 38,000gp + 23pc jewelry (63,500gp)

Type I: Small Hoard (Beholders, Dragons)

Treasure
1,168pp + 6pc jewelry (13,200gp)
None/Previously Looted
1,109pp + 1pc jewelry (700gp)
1pc jewelry (1,000gp)
Clerical Scroll (6)
5x gems (184gp)
12pc jewelry (38,400gp)
8x gems (770gp) + Wand of Magic Missiles [3]
616pp + 1pc jewelry (1000gp)
2x gems (1,140gp)
1,292pp + 11pc jewelry (24,200gp)
538pp
1 gem (2,000gp)
4pc jewelry (14,300gp)
10pc jewelry (33,100gp)
1,100pp + 3x gems (530gp) + 6pc jewelry (15,000gp) + Manual of Gainful Exercise
770pp + 3x gems (300gp) + 8pc jewelry (14,000gp)
9pc jewelry (20,000gp)
8x gems (6,700gp) + 10pc jewelry (17,000gp)
2x gems (150gp) + 10pc jewelry (24,000gp)

TREASURE ASSORTMENTS by TYPE continued

Types J~Q: Individual Treasure

1d20	Type J	Type K	Type L	Type M	Type N	Type O	Type P	Type Q
1	22cp	9sp	9ep	5gp	1pp	None	44sp	None
2	10cp	10sp	10ep	6gp	5pp	None	None	2x gems (70gp)
3	11cp	13sp	8ep	6gp	2pp	1,400sp	None	None
4	17cp	10sp	4ep	3gp	5pp	None	700cp + 650sp	None
5	15cp	3sp	8ep	3gp	4pp	None	180ep	1 gem (10gp)
6	17cp	9sp	12ep	6gp	4pp	None	1,000ep	None
7	12cp	10sp	7ep	5gp	3pp	600sp	None	4x gems (1,110gp)
8	15cp	12sp	4ep	6gp	2pp	None	800sp + 90ep	2x gems (15gp)
9	11cp	17sp	10ep	4gp	6pp	None	None	None
10	15cp	9sp	12ep	4gp	6pp	None	None	4x gems (120gp)
11	13cp	14sp	7ep	6gp	1pp	None	None	4x gems (10,000gp)
12	18cp	13sp	9ep	3gp	2pp	500cp	None	None
13	9cp	9sp	8ep	5gp	5pp	None	None	4x gems (900gp)
14	17cp	14sp	7ep	4gp	1pp	2,000cp	1,100ep	None
15	19cp	7sp	7ep	8gp	1pp	3,700cp + 1,100sp	None	2x gems (200gp)
16	22cp	9sp	9ep	5gp	3pp	1,500cp	1,700sp	None
17	11cp	9sp	11ep	6gp	6pp	None	None	2x gems (1,000gp)
18	17cp	4sp	9ep	6gp	3pp	120cp	None	None
19	9cp	11sp	11ep	4gp	1pp	None	None	None
20	18cp	9sp	8ep	5gp	4pp	1,700cp + 2,600sp	None	None

Type R: Buried/Cached Treasures

1d20	Treasure
1	4,700sp + 10x gems (950gp) + 4pc jewelry (14,000gp)
2	3,400sp + 4,200gp
3	7pc jewelry (9,000gp)
4	3,000sp + 25x gems (11,000gp) + 2pc jewelry (6,000gp)
5	3,600sp + 3,200gp
6	3,500sp + 10pc jewelry (35,000gp)
7	17x gems (4,500gp)
8	4,000sp + 10x gems (3,500gp) + 3pc jewelry (3,000gp)
9	3,000gp + 8pc jewelry (28,000gp)
10	21x gems (4,000gp)
11	3,000gp
12	3,000gp + 6pc jewelry (11,000gp)
13	2,000sp + 11pc jewelry (36,000gp)
14	4,000gp + 16x gems (6,000gp)
15	None/Previously Looted
16	7,800gp + 3,600pp + 28x gems (7,700gp) + 3pc jewelry (22,000gp)
17	3,300pp + 21x gems (5,100gp)
18	None/Previously Looted
19	None/Previously Looted
20	3,200gp + 1pc jewelry (2,000gp)

TREASURE ASSORTMENTS by TYPE continued

Type S: Potions

1d20 Potions

- | | |
|----|---|
| 1 | Potions of Super-Heroism, Clairvoyance, Water-Breathing; Philtre of Love; Oil of Slipperiness |
| 2 | Potions of Poison, Diminuation; Philtre of Love x2; Philtre of Persuasiveness |
| 3 | Potions of Fire Resistance, Super-heroism, Diminuation, Clairvoyance, Plant Control, ESP |
| 4 | Potions of Healing, Clairvoyance, Slipperiness, Flying, Climbing |
| 5 | Potions of Invisibility, Invulnerability, ESP, Flying, Animal Control (All), Gaseous Form; Philtre of Love |
| 6 | Potions of Longevity, Clairaudience, Sweet Water, Treasure Finding, Flying, Healing |
| 7 | Potions of Climbing, Healing, Water Breathing, ESP, Frost Giant Strength, Growth |
| 8 | Potions of Invulnerability, Undead Control (Ghasts), Delusion (Dragon Control), Clairvoyance |
| 9 | Potions of Flying, Flying; Oil of Etherealness |
| 10 | Potions of Speed, Growth, ESP, Animal Control (All), Invulnerability; Philtre of Persuasiveness |
| 11 | Potions of Plant Control, Clairvoyance, Healing, Human Control (½ Orcs), Dragon Control (Silver), Super-heroism, Clairaudience |
| 12 | Potions of Poison, Invisibility, Healing, Human Control (½ Orcs); Oil of Etherealness |
| 13 | Potions of Super-heroism, Heroism, Longevity, Fire Resistance, Treasure Finding; Oil of Etherealness |
| 14 | Potions of Growth, Super-heroism, Invulnerability |
| 15 | Potions of Gaseous Form, Heroism, Fire Resistance, Extra-healing |
| 16 | None/Previously Looted |
| 17 | Potions of Clairvoyance, Clairaudience, Polymorph Self, Plant Control, Invisibility, Longevity, Delusion (Undead Control) |
| 18 | Potions of Water Breathing, Animal Control (Fish), Gaseous Form x2, Growth, Love |
| 19 | None/Previously Looted |
| 20 | Potions of Clairvoyance, Heroism, Hill Giant Strength, Persuasiveness, Longevity, Dragon Control (Black), Poison, Oil of Etherealness |

Type T: Scrolls

1d20 Scrolls

- | | |
|----|---|
| 1 | Scroll: Protection from Elementals, MU Scroll (Knock, Massmorph, Distance Distortion, Magic Jar, Control Weather, Delayed Blast Fireball, Gate), MU Scroll (Clairvoyance, Hallucinatory Terrain, Limited Wish, Trap the Soul) |
| 2 | MU Scroll (Identify, Mirror Image, Invisibility), Scroll: Protection from Petrification, Illusionist Scroll (Continual Light, Paralyzation, Shadow Monsters, Shadow Magic, Permanent Illusion, Programmed Illusion) |
| 3 | MU Scroll (Blink), Clerical Scroll (Cure Critical Wounds), MU Scroll (Phantasmal Force) |
| 4 | Clerical Scroll (Word of Recall, Part Water, Holy/Unholy Word), MU Scroll (Knock, Detect Evil, Monster Summoning II), Scroll: Protection from Petrification, Scroll: Protection from Magic |
| 5 | MU Scroll (Magic Aura) |
| 6 | None/Previously Looted |
| 7 | None/Previously Looted |
| 8 | MU Scroll (Affect Normal Fires, Mirror Image, Slow, Extension III, Forceful Hand), MU Scroll (Darkness 15'), MU Scroll (Extension I) |
| 9 | Clerical Scroll (Detect Charm, Exorcise), Illusionist Scroll (Fear, Hallucinatory Terrain, Invisibility 10', Minor Creation, Confusion, Phantasmal Killer, Astral Spell), MU Scroll (Wall of Force) |
| 10 | Scroll: Protection from Lycanthropes, MU Scroll (Push, Invisibility 10', Wall of Fire, Monster Summoning III, Invisible Stalker) |
| 11 | Clerical Scroll (Resist Fire, Lower Water, Detect Lie, Quest, Cure Critical Wounds), Clerical Scroll (Lower Water, Detect Lie, Divination, Word of Recall, Speak with Monsters, Control Weather, Earthquake), MU Scroll (Friends) |
| 12 | None/Previously Looted |
| 13 | MU Scroll (Plant Growth, Fear, Glasse, Geas, Monster Summoning IV, Mind Blank), MU Scroll (Tongues), Scroll: Protection from Petrification, Scroll: Protection from Magic |
| 14 | MU Scroll (Gust of Wind, Reincarnation, Monster Summoning IV, Control Weather, Disintegrate, Enchant an Item), Scroll: Protection from Demons, Scroll: Protection from Elementals |
| 15 | MU Scroll (Confusion), MU Scroll (Hold Monster), Scroll: Protection from Elementals |
| 16 | Illusionist Scroll (Detect Invisibility, Chaos, Mass Suggestion, Shades), MU Scroll (Hold Monster), MU Scroll (Mending, Dig, Fire Shield, Teleport, Faithful Hound, Spiritwrack), Scroll: Protection from Petrification |
| 17 | Scroll: Protection from Possession |
| 18 | None/Previously Looted |
| 19 | MU Scroll (Enlarge) |
| 20 | MU Scroll (Floating Disk), Scroll: Protection from Magic |

TREASURE ASSORTMENTS by TYPE continued

Type U: Mixed Hoard (Dragons)

1d20 Treasure

- | | |
|----|--|
| 1 | 48x gems (34,000 gp) + Ring of Free Action , Rod of Cancellation , Well of Many Worlds , Leather +1 (gnome/halfling-sized), Longsword +4 , 5 Arrows +3 , 1 Map |
| 2 | 44x gems (10,000gp) + 19pc jewelry (50,000gp) + Ring of Warmth , Wand of Negation [31], Chime of Hunger , Chain mail +2 (human-sized), Broadsword +1 , Hammer +2 , 1 Map |
| 3 | 39x gems (17,500gp) + 15pc jewelry (37,500gp) + Ring of Invisibility , Rod of Cancellation , Periapt of Wound Closure , Plate Mail +1 (human-sized), Hammer +2 , 1 Map , Longsword +2 Nine Lives Stealer (NE, I16,E9, Speech, Detect Slopes 10', Detect Traps 10', Detect Gems 5') |
| 4 | 48x gems (16,000gp) + 19pc jewelry (44,000gp) + Ring of Feather Falling , Wand of Magic Detection [80], Cloak of Elvenkind , Plate Mail of Vulnerability (human-sized), Longsword +1/+2 vs Enchanted , 1 Map , Spear +2 (NG, I16,E8, Speech, Detect Shifting 10', Detect Invisible 10', Locate Object 120', Detect Precious Metals 20') |
| 5 | 43x gems (16,000gp) + 12pc jewelry (28,000gp) |
| 6 | 40x gems (25,500gp) + 24pc jewelry (64,000gp) + Ring of Feather Falling , Wand of Negation [51], Talisman of the Spheres , Shield +3 , Bastard Sword +1 , Dagger +2/+3 vs. Large , 1 Map |
| 7 | 48x gems (16,000gp) + 22pc jewelry (75,000gp) + Ring of Feather Falling , Rod of Smiting [24], Wings of Flying , Plate Mail of Vulnerability (human-sized), Longsword -2 Cursed , 14 Bolts +2 , 1 Map |
| 8 | 43x gems (20,000gp) + 14pc jewelry (34,500gp) + Ring of Fire Resistance , Wand of Enemy Detection [52], Cube of Frost Resistance , Splint Mail +1 (human-sized), Broadsword +1 , Hammer +2 , 1 Map |
| 9 | 51x gems (13,000gp) + 20pc jewelry (36,000gp) |
| 10 | 41x gems (9,000gp) |
| 11 | 55 x gems (14,000gp) + 21pc jewelry (68,500) + Ring of Free Action , Rod of Rulership [40], Pipes of the Sewers , Leather Armor +1 (elf-sized), Longsword +1 Cursed , 13 Arrows +1 , 1 Map |
| 12 | 51x gems (11,000gp) + Mace +1 (N, I15,E5, Speech, Detect Traps 10', Detect Evil/Good 10', Detect Shifting 10') |
| 13 | 45 x gems (19,000gp) + 16pc jewelry (60,000) + Ring of Delusion , Wand of Fear [62], Trident of Fish Command , Shield -1 Missile Attractor , Broad sword +1 , 1 Map |
| 14 | 44 x gems (11,000gp) + Ring of Fire Resistance , Rod of Resurrection [15], Talisman of Zagy , Shield +3 , Longsword +1/+2 vs Magic , 9 Arrows +2 , 1 Map |
| 15 | 53 x gems (24,000gp) + 21pc jewelry (43,700gp) + Ring of Telekinesis [250gp], Rod of Cancellation , Broom of Flying , Scale Mail +2 (human-sized), Broadsword +1 Flametongue , Mace +2 , 1 Map |
| 16 | 48x gems (13,500gp) + 20pc jewelry (56,000gp) + Ring of Protection +1 , Wand of Lightning (94), Horn of Bubbles , Broadsword +1 Flametongue , Bow +1 , Shield -1 Missile Attractor , 1 Map |
| 17 | 54x gems (20,000gp) + 17pc jewelry (66,000gp) + Ring of Free Action , Wand of Polymorphing (74), Bracers of Defense (AC4), Shield +1 , Longsword +1/+2 vs. Enchanted Creatures , 14x Arrows +1 , 1 Map |
| 18 | 48x gems (24,000gp) + 12pc jewelry (43,500gp) + Ring of Regeneration , Wand of Lightning (58), Fochluchan Bandore , Ring Mail +1 (human), Arrow of Slaying , Longsword +1 (NG, I15,E5, Speech, Detect Evil 10', Detect Sloping Passages 10', Detect Magic 10'), 1 Map |
| 19 | 39x gems (22,800gp) + 19pc jewelry (60,000gp) + Ring of Spell Turning , Rod of Resurrection (4), Cloak of Elvenkind , Plate Mail +4 (Elven), Longsword +1/+4 vs. Reptiles , Bow +1 , 1 Map |
| 20 | 49x gems (12,000gp) |

TREASURE ASSORTMENTS by TYPE continued

Type V: Magic Items

2d8 Magic Items

- | | |
|----|--|
| 2 | Ring of Weakness, Ring of Water Walking, Wand of Fire [27], Wand of Illusion [5], Helm of Comprehending Languages, Amulet of Proof against Detection, Shield +2, Plate Mail +2 (human-sized), Longsword +2 Giant Slayer (LG,I13,E6, Empathy, Detect Slope 10', Detect Magic 10'), Longsword +1/+3 vs Regenerating, Military Pick +1, 2 Maps |
| 3 | Ring of Water Walking, Ring of Fire Resistance, Rod of Cancellation, Wand of Secret Door Detection [29], Rope of Entanglement, Boots of Striding & Springing, Shield +2, Splint Mail +2 (human-sized), Longsword +1/+3 vs Lycanthropes, Longsword +1/+2 vs Magic, 14 Bolts +2, 9 Arrows +3, 2 Maps |
| 4 | Ring of Mammal Control, Ring of Three Wishes, Wand of Magic Missiles [95], Wand of Metal Detection [81], Brazier Commanding Fire Elementals, Incense of Meditation, Ring Mail +1 (elf-sized), Chain Mail +1 (human-sized), Shortsword +1/+2 vs. Magic, Longsword +1/+4 vs Reptiles (NG, I14,E9, Speech, Detect Evil/Good 10', Detect Precious Metals 20', Detect Shifting 10'), Dagger +2/+3 vs. Large, Dagger +2/+3 vs. Large, 2 Maps |
| 5 | Ring of Water Walking, Ring of Protection +1, Wand of Metal Detection [72], Wand of Secret Door Detection [19], Quaal's Feather Token (Tree), Horseshoes of Speed, Shield -1 Missile Attractor, Plate Mail of Vulnerability (human-sized), Longsword +1, Longsword +3 (N, I12,E4, Semi-empathy, Detect Shifting 10'), 8 Arrows +3, Mace +1, 2 Maps |
| 6 | Ring of Protection +1, Ring of Djinni Summoning, Staff of the Magi [13], Wand of Magic Detection [56], Amulet of Proof Against Detection, Instrument of the Bards (Fochlucan Bandore), Plate Mail +2 (human-sized), Splint Mail +4 (human-sized), Longsword +1 (LG,I12,E2, Semi-empathy, Detect Evil 10'), Shortsword +3 Frost Brand, Hammer +1, Military Pick +1, 2 Maps |
| 7 | Ring of Weakness, Ring of Protection +1, Wand of Negation [97], Wand of Magic Detection [73], Brazier of Sleep Smoke, Brooch of Shielding, Plate Mail of Vulnerability (elf-sized), Chain Mail +3 (dwarf-sized), Shortsword +1/+2 vs. Magic, Longsword +1/+3 vs. Regenerating, 10 Arrows +1, Dagger +2/+3 vs. Large, 2 Maps |
| 8 | Ring of Human Influence, Ring of Spell Turning, Staff of the Serpent, Rod of Cancellation, Amulet of Inescapable Location, Efreeti Bottle, Splint Mail +1 (human-sized), Shield +1, Broadsword +1/+2 vs. Magic (LG, I17,E15, Speech & Telepathy, Detect Traps 10', Detect Shifting 10', Detect Slopes 10', Teleportation (1/day <6000gp), Broadsword +1/+3 vs Regenerating, Spear +2 (LG,I15,E7, Speech, Detect Magic 10', Detect Evil 10', Detect Secret Doors 5', Detect Traps 10'), 16 Bolts +2, 2 Maps |
| 9 | Ring of Delusion, Ring of Warmth, Rod of Lordly Might [25], Wand of Magic Missiles [50], Tome of Understanding, Book of Exalted Deeds, Shield +4, Plate Mail +3 (human-sized), Broadsword +1 Cursed (N, I12,E2, Semi-Empathy, Detect Evil/Good 10'), Longsword +1, Scimitar +2, Javelin +2, 2 Maps |
| 10 | Ring of X-ray Vision, Ring of Feather Falling, Wand of Metal Detection [66], Staff of Curing [4], Helm of Underwater Action, Horseshoes of Speed, Ring Mail +1 (elf-sized), Chain Mail +2(human-sized), Longsword of Wounding (NG,I15,E6, Speech, Detect Gems 5', Detect Magic 10', Detect Precious Metals 20'), Longsword +2, Hammer +2 (CN, I13,E4, Empathy, Detect Shifting 10', Locate Object 120'), Scimitar +2, 2 Maps |
| 11 | Ring of Swimming, Ring of Delusion, Wand of Lightning [42], Wand of Magic Missiles [57], Mirror of Opposition, Figurine of Wondrous Power (Marble Elephant), Shield +1, Plate Mail +3 (human-sized), Longsword +1/+3 vs. Lycanthropes, Bastard Sword +1 (LG,I12, E2, Semi-empathy, Detect Shifting 10'), Scimitar +2, Axe +2 (LG, I13,E4, Empathy, Detect Traps 10', Detect Sloping 10'), 2 Maps |
| 12 | Ring of Contrariness, Ring of Normal Regeneration, Wand of Enemy Detection [26], Wand of Fire [34], Bracers of Defense [AC6], Cloak of Elvenkind, Plate Mail +1 (human-sized), Plate Mail +2 (human-sized), Broadsword +1, Broadsword -2 Cursed, Dagger +1/+2 vs. Small (LN, I16, E9, Speech, Detect Traps 10', Detect Magic 10', Detect Evil/Good 10'), Mace +1, 2 Maps |
| 13 | Ring of Contrariness (Levitation), Ring of Telekinesis (500gp), Wand of Paralyzation [59], Staff of Command [8], Stone of Controlling Earth Elementals, 3 Javelins of Lightning, Plate Mail +1 (human-sized), Plate Mail +2 (gnome/halfling-sized), Shortsword +2 Dragon-slayer, Bastard Sword +2 Cursed Berserking, 11 Arrows +1, Dagger of Venom, 2 Maps |
| 14 | Ring of Protection +1, Ring of Weakness, Wand of Fear [12], Wand of Fear [52], Mattock of the Titans, Amulet of Life Protection, Plate Mail +2 (human-sized), Splint Mail +3 (human-sized), Longsword +1/+ 3 vs Lycanthropes (LN, I12,E5, Semi-empathy, Detect Evil/Good 10'), Longsword +2 Dragon-slayer, Flail +1, Hammer +3 Dwarven Thrower (NG, I14,E9, Speech, Detect Slopes 10', Detect Secret Doors '), 2 Maps |
| 15 | Ring of Invisibility, Ring of Feather Falling, Wand of Negation [17], Staff of Power [18], Bracers of Defense [AC7], Horn of Valhalla (Bronze), Shield +2, Splint Mail +3 (human-sized), Shortsword +2 Cursed Berserking, Longsword +1, Spear +1, Axe +2 Throwing, 2 Maps |
| 16 | Ring of Water Walking, Ring of Protection +6/+1, Wand of Magic Missiles [22], Wand of Magic Detection [83], Bracers of Defense [AC6], Brazier Commanding Fire Elementals, Shield +2, Chain Mail +3 (human-sized), Broadsword +2 Dragon-slayer, Broadsword +1 Flametongue, Axe +2 Throwing, Mace +1, 2 Maps |

TREASURE ASSORTMENTS by TYPE continued

Type W: Treasure Chests		Type X: Personal Magic	Type Y: Gold Treasure
1d20	Treasure	Treasure	Treasure
1	12,000gp + 300pp + 42x gems (14,000 gp) + 29pc jewelry (85,500gp) + 1 Map	Potion: Animal Control, Manual of Bodily Health	6,047gp
2	37 x gems (25,000gp) + 22 pc jewelry (57,700gp) + 1 Map	Potion: Healing, Cloak of Protection +2	None
3	31 x gems (7,000gp) + 24 pc jewelry (76,600gp) + 1 Map	Potion: Extra-healing, Keoghtom's Ointment	1,212gp
4	44 x gems (20,000gp) + 23 pc jewelry (60,100gp) + 1 Map	Potion: Diminuation, Broom of Animated Attack	4,714gp
5	19,000gp + 28 pc jewelry (89.800gp)	Potion: Flying, Eyes of Minute Seeing	6,340gp
6	14, 000gp + 60 x gems (14,000gp) + 1 Map	None/Previously Looted	3,660gp
7	None/Previously Looted	Potion: Polymorph Self, Bag of Holding (500lb)	8,141gp
8	19.000gp + 47 x gems (22,000gp) + 1 Map	None/Previously Looted	None
9	19,000gp + 43 x gems (30,000gp) + 22 pc jewelry (57,00gp)	Potion: Longevity, Nolzur's Marvelous Pig-ments	11,204gp
10	22,000gp + 41 x gems (17,000gp) + 20 pc jewelry (46,00gp) + 1 Map	Philtre of Persuasiveness, Amulet of the Planes	4,087gp
11	26,000gp + 49 x gems (20,000gp) + 1 Map	Oil of Slipperiness, Fig-urine of Wondrous Power (Onyx Dog)	3,742gp
12	None/Previously Looted	Potion: Speed, 3 Javelins of Lightning	6,397gp
13	37 x gems (14,000gp) + 14 pc jewelry (42,00gp)	None/Previously Looted	4,140gp
14	20,000gp + 52 x gems (13,500gp) + 1 Map	None/Previously Looted	5,923gp
15	None/Previously Looted	None/Previously Looted	4,705gp
16	260pp + 57x gems (9,900gp) + 22pc jewelry (50,000gp)	None/Previously Looted	None
17	43x gems (20,000gp) + 1 Map	Potion of Stone Giant Control, Decanter of Endless Water	None
18	48x gems (38,000gp) + 21pc jewelry (60,000gp)	Potion of Levitation, Dust of Appearance	None
19	16,000gp + 40x gems (22,000gp) + 22pc jewelry (71,000gp)	Potion: Fire Resistance, Arrow of Direction	5,900gp
20	52x gems (20,000gp) + 1 Map	Potion of Water Breathing, Stone of Good Luck	None

MAPS

Form	Type		
2d8 Map	d% Result		
2	Crude graffiti on a wall	01 -05	False map
3	Rough map etched in a plank of wood	06-70	Map to monetary treasure
4	Inscribed piece of tanned monster hide	71 -90	Map to magic treasure
5	An etching on a lizard/dragon scale	91-00	Map to a combined hoard
6	Personal letter detailing directions		
7	Coded note on a scrap of parchment		
8	Map disguised to appear as a magical scroll		
9	Carved bit of whalebone		
10	Detailed engineering plans of the location		
11	A jigsaw puzzle, revealing the location		
12	A parchment rubbing of an ancient inscription		
13	A map drawn in magical/invisible ink		
14	A symbolic wall/floor mosaic		
15	An astrological chart		
16	A tapestry		

Status of the Treasure	
1d10	Result
1	Untouched & unguarded
2	Hidden underwater
3	Stashed in a well-guarded lair
4	Buried under ruins
5	Entombed in a burial crypt
6	Secreted in a town
7	In the Astral/Ethereal Plane
8-10	Treasure already looted.

MISCELLANEOUS TREASURES

Jewelry & Gems

1d20	Jewelry	Gems	Value
1	Bracelet	Agate	1gp
2	Mask	Quartz	5 gp
3	Comb	Diamond	15 gp
4	Nose Ring	Lapis Lazuli	20 gp
5	Pendant	Malachite	25 gp
6	Anklet	Jacinth	50 gp
7	Belt Buckle	Turquoise	100 gp
8	Arm Band	Pearl	150 gp
9	Circlet	Emerald	200 gp
10	Necklace	Carnelian	250 gp
11	Crown	Ruby	300 gp
12	Tiara	Jasper	400 gp
13	Ring	Onyx	500 gp
14	Earrings	Peridot	600 gp
15	Brooch	Sapphire	700 gp
16	Pin	Amethyst	800 gp
17	Torc	Garnet	1000 gp
18	Cup	Jade	1500 gp
19	Plate	Opal	2000 gp
20	Eating Utensils	Topaz	5000 gp

Treasure Containers

1d12	Container	Locking Mechanism
1	Bag(s)	Snap/Buckle/Rope tie
2	Barrel (s)	Wax Seal/Band
3	Sack(s)	Snap/Buckle/Rope tie
4	Small coffer(s)	Latch/Clasp/Key/Padlock
5	Chest(s)	Latch/Lock/Padlock
6	Huge Chest(s)	Latch/Lock/Padlock
7	Large Jar(s)	Wax Seal/Stopper
8	Pottery Urn(s)	Wax Seal/Stopper
9	Metal Urn(s)	Wax Seal/Stopper/Lid
10	Trunk(s)	Latch/Lock/Padlock
11	Floor/Wall Niche	Latch/Lock/Padlock
12	Loose	-

Cargo Commodities

d%	Common Goods	Unit Value
01-08	Raw Cotton	15gp
09-12	Raw Wool	12gp
13-18	Raw Flax	30gp
19-20	Furs	400gp
21-27	Hides & Skins	250gp
28-31	Iron Ingots	350gp
32-35	Copper Ingots	480gp
36-38	Lead Ingots	100gp
39-40	Tin Ingots	800gp
41-47	Lumber	75gp
48-54	Wine/Ale	40gp
55-58	Grain	5gp
59-60	Livestock	10gp
61-62	Pipeweed	250gp
63-67	Hemp/Jute	20gp
68-70	Dressed Stone	125gp
71-78	Cloth	360gp
79-82	Luxury Cloth	1,500gp
83-86	Leather Goods	600gp
87-93	Pewter/Bronze/Copperware	400gp
94-96	Wooden Items	125gp
97-98	Steel bar-stock	1,600gp
99-00	Slaves	50gp

d%	Luxury Goods	Unit Value
01-06	Armor	400gp
07-09	Artworks	2,500gp
10-14	Coffee/Tea	2,000gp
15-16	Diamonds	12,000gp
17-18	Dried/Exotic Fruits	400gp
19-21	Fine Armor	800gp
22-27	Fine Leathers	750gp
28-30	Fine Weapons	1,800gp
31-33	Gemstones	8,000gp
34-35	Gold	6,000gp
36-44	Herbs	1,200gp
45-48	Ivory	2,500gp
49-51	Jewelry	8,000gp
52-53	Magic Items	10,000gp
54-55	Narcotics	4,500gp
56-57	Pearls	6,000gp
58-61	Perfumes	400gp
62-64	Rare Metals	250gp
65-66	Rare Woods	350gp
67-68	Religious Artifacts	500gp
69-73	Salt	500gp
74-77	Scrolls/Books	900gp
78-81	Silver Ingots	1,200gp
82-83	Spell Components	800gp
84-91	Spices	2,500gp
92-94	Sugar	1,500gp
95-00	Weapons	250gp

LITERATURE

Mundane Books

d%	Subject	% Chance Valuable
01-15	Common Text (accounting records, laundry lists, etc.)	5%
16-23	Legal Text (contracts, writs, subpoenas, etc.)	10%
24-30	Erotica (poetry, cartoons, etc.)	15%
31-40	Literature (poetry, epics, plays, etc.)	10%
41-50	Religious (scriptures, tracts, hymnals, etc.)	20%
51-60	History (general or specific)	15%
61-70	Medicinal (herbals, pharmaceuticals, anatomies, etc.)	20%
71-74	Biography (both truthful and otherwise)	15%
75	Autobiography (famous or obscure)	20%
76-82	Philosophy (manifestos, discourses, rants, etc.)	15%
83-87	Travel (travelogues, journals, gazetteers, ship's logs, etc.)	25%
88-90	Magical/Alchemical Journal (typically encoded)	50%
91-98	Maps	50%
99-00	Spellbook or Magical Tome (<i>DM's Choice</i>)	N/A

Legend Lore Results

3d6	Information Gained
3	How many charges left
4	Whether item is intelligent
5	Whether items is cursed
6	Gold Piece Value
7	Name
8	Famous past owners
9	Age of item
10	What race created it
11	Where it was made
12	Who crafted it
13	Alignment of owners
14	Who can use it
15	General effects
16	How to activate it
17	Item type (as per <i>DMG</i>)
18	Complete (as per <i>DMG</i>)

Mundane Scrolls

d%	Subject	% Chance Valuable
01-30	Old Message	8%
31-40	List/Inventory	5%
41-50	Literature	10%
51-60	Letter (personal, administrative)	10%
61-70	Formula (alchemical/herbal/pharmaceutical/poison)	25%
71-80	Medicinal text	20%
81-90	Proclamation/Announcements	40%
91-00	Map	50%

Proclamations/Announcements

3d6	Subject
3	Insurrection (Weapons/armor banned)
4	Submission (Outsiders must register)
5	Criminal Bounty
6	Tax on all outsiders (1d6gp)
7	Games/Tournament Announcement
8	Temple tax on all citizens (1d10sp)
9	Tribute tax on everyone (1d4sp)
10	New Law Enacted
11	Noble Obituary
12	Noble Birth Announcement
13	Noble Marriage Announcement
14	Holiday/Feast Announcement
15	Call to Arms/Declaration of War
16	Employees Wanted Advertisement
17	Expedition Announcement
18	Prophecy/Religious Decree

Bounties

1d10	Bounty	Conditions	Crime(s)
1	1d4 x 10gp	Return	Thievery
2	50gp	Return	Murder
3	100gp	Return	Necromancy
4	200gp	Capture	Demonology
5	300gp	Capture	Treason
6	500gp	Capture	Heresy
7	600gp	Proof of Crime(s)	Smuggling
8	700gp	Proof of Crime(s)	Escaped Slave
9	800gp	Dead or Alive	Rape
10	1,000gp	Dead or Alive	'Nefarious Crimes'
11	1,500gp	Dead or Alive	Political
12	2,000gp	Bring the Head	Immorality

QUICK & WEIRD MAGIC ITEMS

1: Item Type		2: Number of Powers		3: Weapon Powers		4: Number of Uses	
d%	Type	d%	# of Powers	d%	Result	d%	# of Uses
01-05	Helm	01-05	1	01-40	+1	01-05	1
06-15	Clothing	06-15	1-2	41-70	+2	06-15	2
16-30	Weapon	16-30	1-3	71-90	+3	16-30	3
31-50	Wand/Rod	31-50	1-4	91-95	+4	31-50	1/day
51-70	Staff	51-70	1-5	96-97	+5	51-70	2/day
71-85	Book	71-85	1-6	98-99	*Cursed -1*	71-85	3/day
86-95	Ring/Amulet	86-95	1-8	00	*Cursed -2*	86-95	1/week
96-00	Gemstone/Rock	96-00	1-10			96-00	3/week

Magical Powers

d%	Power	d%	Power	d%	Power
01	+1 to AC	35	Etherealness	69	Protection from Evil
02	+2 to AC	36	Astral Travel	70	Protection from Evil 10'
03	+3 to AC	37	Petrification	71	Know Alignment
04	+1 to Saving Throws	38	Disintegration	72	Clairvoyance
05	+2 to Saving Throws	39	Paralyzation	73	Clairaudience
06	+3 to Saving Throws	40	Blindness	74	Raise Dead
07	+1 to AC/Saving Throws	41	Finger of Death	75	Animate Dead
08	+2 to AC/Saving Throws	42	Feeblemind	76	Heal
09	+3 to AC/Saving Throws	43	Fly (1 hr)	77	Cure Disease
10	+4 AC or Saving Throws	44	Airy Water (1 hr)	78	Cure Blindness
11	Pyrotechnics	45	Detect Invisible (1hr)	79	Remove Curse
12	Fireball	46	ESP (1 hr)	80	Wall of Force
13	Delayed Blast Fireball	47	See Ethereal (1 hr)	81	Force Sculpture
14	Cone of Cold	48	Invisibility (at will)	82	Cause Fear
15	Lightning Bolt	49	Telekinesis	83	Remove Fear
16	Acid Arrow	50	1 Wish	84	Phantasmal Force
17	Lightning Bolt	51	2 Wishes	85	Phantasmal Killer
18	Chain Lightning	52	3 Wishes	86	Audible Glamer
19	+25% Magic Resistance	53	Minor Globe of Invulnerability	87	Prismatic Spray
20	+50% Magic Resistance	54	Globe of Invulnerability	88	Tongues
21	+75% Magic Resistance	55	Shield	89	Wizard Lock
22	+100% Magic Resistance	56	Push	90	Knock
23	Regenerate 1/hp round	57	*Cursed*	91	Light
24	Regenerate 2/hp round	58	Summon Earth Elemental	92	Darkness 15'
25	Regenerate 3/hp round	59	Summon Air Elemental	93	Silence
26	Immunity to Cold	60	Summon Fire Elemental	94	Silence 15'
27	Immunity to Fire	61	Summon Water Elemental	95	Dancing Lights
28	Immunity to Lightning	62	Charm Person	96	Faerie Fire
29	Immunity to Acid	63	Monster Summoning I	97	Feather Fall
30	Wall of Fire	64	Monster Summoning II	98	Jump
31	Wall of Stone	65	Monster Summoning III	99	Polymorph Other
32	*Cursed*	66	Monster Summoning IV	100	*Cursed*
33	Magic Missile	67	Monster Summoning V		
34	Color Spray	68	Monster Summoning VI		

MAGIC ITEM CREATION

Magic Item Creation Materials, Times & Costs

Item Type	Material(s)	Process	Cost	Time	XP Value
Potions					
Single draught	1 Rare	1 Common	XP value	1 day/100gp	200-1,000
Multiple draughts	1 Exotic	1 Rare	XP value	1 day/100gp	250-1,000
Scrolls					
Spell	1 Rare + 1 Common	Variable	½ XP value	1 day/spell level	100/spell level
Protection	1 Exotic	1 Rare	½ XP value	6 days	1,000-2,500
Rings					
Single function	1 Exotic	1 Common	XP value	1 week/100gp	1,000-4,000
Multiple function	1 Exotic/function	1 Exotic/function	2x XP value	1 week/100gp	3,000-5,000
Limited use	1 Exotic	1 Exotic ¹	2x XP value	1 week/100gp	1,000-5,000
Rods					
Single use	1 Exotic	1 Rare	1/5 XP value	1 week/1,000gp	4,000-10,000
Single function	1 Exotic	1 Rare	1/5 XP value	1 week/100gp	5,000-10,000
Multiple functions	1 Exotic	1 Exotic/function	1/5 XP value	2 weeks/200gp	6,000-10,000
Limited use	1 Exotic	1 Exotic/use	1/5 XP value	4 weeks/100gp	4,000-10,000
Staff					
Single function	1 Rare	1 Rare	1/5 XP value	1 week/100gp	5,000-8,000
Multiple function	1 Exotic	1 Exotic/function	1/5 XP value	2 weeks/100gp	7,000-15,000
Limited use	1 Exotic	1 Exotic/use	1/5 XP value	4 weeks/100gp	2,500-5,000
Wand					
Single function	1 Rare	1 Rare	1/5 XP value	1 week/100gp	2,000-4,000
Multiple function	1 Exotic	1 Exotic/function	1/5 XP value	2 weeks/100gp	4,000-7,000
Limited use	1 Exotic	1 Exotic/use	1/5 XP value	4 weeks/100gp	4,000-6,000
Miscellaneous					
Single use	1 Exotic	1 Exotic	2x XP value	1 week/100gp	200-2,000
Single function	1 Exotic	1 Exotic	3x XP value	1 week/100gp	2,000-10,000
Multiple functions	1 Exotic/function	1 Rare/function ²	4x XP value	1 week/100gp	2,500-10,000
Limited use	1 Exotic/use	1 Exotic/use ²	2x XP value	3 weeks/300gp	500-2,500
Armor					
Single function	1 Exotic	1 Rare + 1 Common	2x XP value	3 weeks/1,000gp	250-800 per +
Multiple function	1 Exotic/function	1 Exotic/function ³	2x XP value	4 weeks/1,000gp	Add values
Limited use	1 Exotic/use	1 Exotic/use ³	2x XP value	2 weeks/1,000gp	3,000-5,000
Weapon					
Single use	1 Rare	1 Common	XP value	1week/100gp	20-50 per +
Single function	1 Exotic	1 Rare + 1 Common	2x XP value	3weeks/1,000gp	400-600 per +
Multiple functions	1Exotic/function	1 Exotic/function ³	2x XP value	4 weeks/1,000gp	Add values
Limited use	1 Exotic/use	1 Exotic/use ³	2x XP value	2 weeks/1,000gp	1,000-5,000

Notes: ¹ One common process also is required; ² One exotic process also is required; ³ One rare and one common process also are required.

Materials: The actual ingredients, elements or objects necessary to form the item itself.

Process: The ingredients, elements or objects that are consumed during the enchantment process

Cost: The cost in gold pieces.

Time: The length of uninterrupted work needed to enchant the item.

XP Value: Normal range of experience point value for the particular type of item

CHAPTER VII: THE CAMPAIGN

The Words of the Game

From its inception, Dungeons and Dragons has provided a cornucopia of new vocabulary to its mostly younger audience. As a child, I was filled with wonderment at my first encounter with electrum coins, potions of diminution, and lycanthropic foes. What joy to find treasure hoards full of sardonyxes, olivines, and my semi-eponymous favourite, chrysoprases. How delightful to slay one's imaginary foes with a halberd, guisarme or bec de corbin (this last one was particularly amusing because one of the guys in my gaming group was named Corbin, although I don't ever recall his characters using one). And without the game, thousands of youths would still be holding on to the misconception that a brazier is a support undergarment.

I remember vividly an encounter with my seventh-grade French teacher, who was astonished that I knew the word 'toxic'; I was (and am still) astonished that she was astonished, as I considered it quite ordinary. I told her at the time that it was a 'D&D word', although in actuality I think that toxic is one of those words that all parents should teach their children as soon as possible! It's true that if you want your child simply to learn words outside of any context, Scrabble is a much better vocabulary-building game, but in my experience, Scrabble is mostly about using existing vocabulary, and that in a decontextualized way. Give me D&D any day, and I'll give you a child who learns to love words.

One side effect of a game that is played by so many children, and uses such a rich vocabulary of obscure terms, is that non-standard words acquire considerable currency. So, for instance, the older and etymologically correct but less common petrification has achieved great popularity from its use in D&D and is now over twice as common on the Internet (41000 to 17400 Google pages) over the formerly standard petrification. The nonsense-word vorpal used by Lewis Carroll in his poem "Jabberwocky", which from context in the poem probably means 'deadly, keen', through transference to the general term 'vorpal weapon' in D&D, has come to acquire the sense 'capable of beheading'. This abundance of odd words can be a double-edged sword, or perhaps a guisarme of linguistic confusion amidst an arsenal of linguistic joy.

- excerpt from ***From the Dungeon to the Dictionary***, by Stephen Chrisomalis

- **Adventure Design:** These tables offer a variety of adventure situations which can be expanded upon by the DM to create an entire adventure.
- **Friends & Foes:** These tables offer a selection of interesting antagonists and protagonists for a campaign.
- **Exotic Times & Places:** The DM can use these tables for inspiration when planning a new adventure or campaign. They might also be consulted when applying the effects of certain spells, like a *wish*.
- **Deities & Demigods:** These tables can be used to generate interesting new deities for the campaign. Additional tables have been included for detailing the deities' spheres of influence, demeanor, appearance, and sacred artifacts, if any.
- **Arcane Magic:** These are inspirational tables sharing the common theme of magic. The DM may consult them for ideas when planning a scenario or campaign involving spellcasters.

ADVENTURE DESIGN

Adventure Missions

d%	Type	Pre-Published Example
1-2	Assault on a Fortress/Castle	<u>A3: Assault on the Slavelord's Aerie</u>
3-4	Raid on a Lair	<u>G1-3: Against the Giants</u>
5-6	Lost World	<u>X1: Isle of Dread</u>
7-8	Artifact Recovery	<u>C2: The Ghost Tower of Inverness</u>
9-10	Skirmish/Raid	<u>G1-3 Against the Giants</u>
11-12	Kidnapping	<u>AC3: Kidnapping of Princess Arelina</u>
13-14	Lost City	<u>I1: Dwellers in the Forbidden City</u>
15-16	Time Travel/Alternate Worlds	<u>CM6: Where Chaos Reigns</u>
17-18	Lost Civilization	<u>B4: The Lost City</u>
19-20	Treasure Hunt	<u>S4: Lost Caverns of Tsojcanth</u>
21-22	Tomb Robbery	<u>S1: Tomb of Horrors</u>
23-24	Jailbreak	<u>A4: In the Dungeons of the Slave Lords</u>
25-26	Religious Crusade	<u>T1-4: Temple of Elemental Evil</u>
27-28	Puzzles/Problem-Solving	<u>C1: Hidden Shrine of Tamoachan</u>
29-30	Raid	<u>U2: Danger at Dunwater</u>
31-32	Defend the Homestead	<u>B10: Night's Dark Terror</u>
33-34	Undersea Adventures	<u>U3: The Final Enemy</u>
35-36	Duel, Alone or w/Party	<u>OA5: Mad Monkey vs. Dragon Claw</u>
37-38	Pocket Dimension	<u>UK1: Beyond the Crystal Cave</u>
39-40	Dungeon Delving	<u>B1: Keep on the Borderlands</u>
41-42	Execution/Assassination	<u>X8: Drums on Fire Mountain</u>
43-44	Regional Exploration	<u>L1: The Secret of Bone Hill</u>
45-46	Extra-planar Adventures	<u>H4: The Throne of Bloodstone</u>
47-48	Quest/Geas	<u>UK2-3: The Adlerweg Series</u>
49-50	Hijacking	<u>CM4: Earthshaker!</u>
51-52	Hunting	<u>WG6: Isle of the Ape</u>
53-54	Ancient Mystery	<u>I3-5: Desert of Desolation Series</u>
55-56	Intrigue	<u>B6: The Veiled Society</u>
57-58	Exiled/Stranded	<u>N4: Treasure Hunt</u>
59-60	Madman on the Loose	<u>LNQ1: Slayers of Lankmar</u>
61-62	Obstacle Course/Gauntlet	<u>S1: White Plume Mountain</u>
63-64	Science Fantasy	<u>S3: Expedition to the Barrier Peaks</u>
65-66	Difficult Journey	<u>UK5: Eye of the Serpent</u>
67-68	Escort	<u>LNA3: Prince of Lankmar</u>
69-70	Piracy	<u>CB1: Conan Unchained!</u>
71-72	Defend the Economy	<u>I2: Tomb of the Lizard King</u>
73-74	Secret Antagonist	<u>Q1: Queen of the Demonweb Pits</u>
75-76	In Service to the King	<u>OA1: Swords of the Daimyo</u>
77-78	Evil Unleashed	<u>WG4: Forgotten Temple of Tharizdun</u>
79-80	Literary Crossover	<u>X2: Castle Amber</u>
81-82	Salvage/Transport	<u>I11: Needle</u>
83-84	Smuggling	<u>U1: Sinister Secret of Saltmarsh</u>
85-86	Investigation	<u>L2: The Assassin's Knot</u>
87-88	Spy/Undercover	<u>OA4: Blood of the Yakuza</u>
89-90	Whimsical Fantasy	<u>WG7: Castle Greyhawk</u>
91-92	Hunter & Prey	<u>I6: Ravenloft</u>
93-94	Tournament	<u>CM1: Test of the Warlords</u>
95-96	Trailblazing	Judges Guild's Wilderlands Series
97-98	Vengeance	<u>A1-4: Scourge of the Slavelords</u>
99-00	War	<u>X10: Red Arrow, Black Shield</u>

Mythical Modules

1d20	Name
1	<u>To the Aid of Unnfor</u>
2	<u>The Curse of Damvyr</u>
3	<u>Swords of the Under-tunnels</u>
4	<u>Throne of the Great Labyrinth</u>
5	<u>Terror in the Den</u>
6	<u>Destiny of Evil</u>
7	<u>The Forest of Malward</u>
8	<u>The Black Mariner's Curse</u>
9	<u>Crypt of the True Seekers</u>
10	<u>Temple of the Boiling Dread</u>
11	<u>The Artifact of Damamos</u>
12	<u>The Dying Mines</u>
13	<u>Journey to the Lost Beyond</u>
14	<u>The Isle of Maranranrya</u>
15	<u>Adventure in the Caves of Forever</u>
16	<u>Into the Tunnels</u>
17	<u>Journey to the Depths of Terror</u>
18	<u>The Mount of Dire Dread</u>
19	<u>Crown of the Lawful</u>
20	<u>Return to the Vault of Power</u>

ADVENTURE DESIGN continued

Adventure Locations

1d12	Wilderness	Borderlands	Civilized
1	A huge sandswept desert	A small keep	A capitol city
2	A distant jungle	A field of barrows	A well-traveled road
3	On another Plane	An abandoned mine	An arena
4	The northern arctic tundra	A ruined/deserted town	A Sewer system
5	A mountain peak	On a riverbank	A trading house
6	The middle of the ocean	A workcamp	A pub/tavern/inn
7	An infamous wasteland	An oasis	A prison
8	A trackless plain	Mist-shrouded moors	A boom town
9	An uncharted south sea island	A dark wood	In a large citadel
10	In the deep forest	A box canyon	At a large magic school
11	A vast swamp	An old battlefield	In a palace/castle
12	Deep under the earth	A hilltop	In a thieves' guildhouse

Adventure Name/Theme

1d10	Adventure Name	Place	Thing	Type	Foe
1	Against the [Foe]	Unknown	Throne	Adventure	Monster
2	Into the [Place]	Depths	Hand/Fist	Terror	Mad Wizard
3	Journey to the [Place]	Beyond	Artifact	The Secrets	Demon Prince
4	The [Thing] of [Foe]	Forest	Weapon	The Dwellers	Archdevil
5	In Search of [Type]	Castle	Armor	Horrors	Undead
6	Quest for [Thing]	Dungeon	Staff/Rod/Wand	Danger	Evil NPCs
7	[Place] of [Type]	Temple	Crown	Death	Humanoids
8	The Lair of [Foe]	Isle	Spells/Magics	Evil	Monsters
9	[Type] of [Foe]	Caves	Treasure	Dread	Evil God
10	Lost [Place]	Tower	Gem/Jewelry	The Gods	Thieves/Assassins

Antagonist/Patron Groups by Alignment

1d20	Evil Groups	Good Groups	1d12	Neutral Groups
1	Necromancer	Paladins	1	Modrons
2	Evil Cultists	Rangers	2	Druids
3	Assassins	Witch Hunters	3	City Guard or Watch
4	Giants	Healers	4	A Judge
5	Thieves	Innocent women & children	5	A mercenary group
6	Bandits/Brigands	Adventurers	6	Slaadi
7	Maniac	Secret group of protectors	7	An Illusionist
8	Devil/Demon-worshippers	Dwarves	8	Daemons
9	Political Rival	Elves	9	Thieves
10	Undead	Fey Creatures	10	Clerics
11	Terrible Ancient Dragon	Mermen/Tritons	11	Merchants
12	Witches' Coven	Druids	12	Fey Creatures
13	Lycanthrope Clan	Settlers/Farmers		
14	Ghoul Pack	Clerics		
15	Doppelgangers	Gnomes		
16	Berserkers	Halflings		
17	Power-mad Wizard	Old Hermit		
18	Tribe of Humanoids	Kindly Wizard		
19	Evil Demi-humans	An Order of Knights		
20	Mindflayers	A Nobleman		

FRIENDS & FOES

Powerful Arch-Enemies

1d12	Name & Details
1	Memnisir the Undying ~Necromancer Pharaoh
2	Kyuss the Lich-lord~Inimical Wizard-king
3	Serpedon~Prince of Assassins
4	The Ebon Web~Drow spies in the service of Lolth
5	The Iron League ~Lawful Evil slavers & cultists
6	The Krill ~Alien Mindflayers & their Gith minions
7	The Chaos Hunt ~Brotherhood of Anti-paladins
8	Garl Osthar ~Maniac dwarf serial-murderer
9	Flagellent Pilgrims ~Aggressive Lawful mobs
10	Yebora & Joffrei ~Succubus/Incubus couple
11	The Baphomet Society ~Wealthy demon-worshippers
12	Emerikol the Chaotic ~Pyromaniac Mage

Guilds

1d12	Name
1	Thieves' Guild
2	Crafts Guild
3	Adventurer's Guild
4	Engineer's Guild
5	Entertainer's Guild
6	Merchant's Guild
7	Jeweler's Guild
8	Alchemist's Guild
9	Miner's Guild
10	Beggar's Guild
11	Fighter's Guild
12	Assassin's Guild

Mercenary Groups

1d12	Name
1	Harngrim's Engineering Corps
2	Sir Pelbric's Lancers
3	Grubbag's Boys
4	The Sophite Phalanx
5	The Gryn Aelfen Archers
6	Zerbix' Horde
7	The Golden Company
8	Sons of Brok
9	Cernathi Fighting Guildsmen
10	Everoth's Mounted Company
11	Rainbow Condottieri
12	Sissasline's Slingers

Magical Cabals

1d12	Name & Details
1	Unknown Heiropphants of Zufar
2	The Sons of Memn
3	The Brown Druids of Briarbarrow
4	The Reformed Octagon
5	The Conclave of the Fiery Ankh
6	The Theosophic Society
7	The Grand Illuminated Magi Prime
8	Constellation of Dweomercrafters
9	The Circle of Eleven
10	The Main Ten
11	The Orthodox Union of Clergy & Hedgewizards
12	Super-Planar & Ethereal League of Legerdemain

Martial Orders

1d12	Name
1	Knights of the Hammer ~ Protectors of Pilgrims
2	Sisterhood of Justice ~ Witch-hunters
3	Knights of the Rose ~ Chivalric Romancers
4	Order of the Golden Scabbard ~ Noble posers
5	Fraternity of the Arcane Philippic ~ Bards & Rangers
6	Brothers of the Bear/Wolf ~ Berserker/Lycanthropes
7	The Black Knights ~ Seccessionists
8	The Brotherhood of the Corsairs ~ Pirates/Buccaneers
9	Order of the Thistle & Briar ~ Elven Noblemen
10	Immortal Chain of Champions ~Chaotic champions
11	Maritime Brotherhood ~Sailors & Seamen
12	The Wild Hunt ~ Rangers, Bards and Druids

Barbarian Tribes

1d12	Type & Real World Corollary
1	Arctic Hunters ~Inuit
2	Sub-Arctic Reindeer Herdsmen ~Laplanders
3	Seaborne Raiders ~Vikings
4	Woodland Farmers & Herders ~Celts
5	Horse Mounted Nomads ~Scythians
6	Horse Mounted Archers ~Mongols
7	Jungle Hunters ~Amazonian
8	Ocean Explorers ~Polynesians
9	Desert Nomads ~Bedouin
10	Woodland Hunters ~Iroquois
11	Headhunters + Roll Again
12	Cannibals + Roll Again

EXOTIC PLACES & TIMES

Into H.P. Lovecraft's *Dreamlands*

d%	Place	d%	Place
01	Ai River	51	Mhor
02	Aira	52	Land of Mnar
03	Akurion	53	Mtal
04	Aphorat	54	The Nameless Rock
05	Mount Aran	55	Naraxa
06	Baharna	56	Narg
07	Banof	57	Narthos
08	Basalt Pillars of the West	58	Mount Ngranek
09	Bnazic Desert	59	Nir
10	Castle of the Great Ones	60	Nithra River
11	Cathuria	61	Noton
12	Cavern of Flame	62	Ogrothan
13	Celephais	63	Olathoe
14	Cerenarian Sea	64	The Onyx Quarries
15	The Cold Waste	65	Oonai
16	Cuppar-Nombo	66	Ooth-Nargai
17	Diakos	67	Oriab
18	Dothar	68	Oukranos River
19	Drinen	69	Forest of Parg
20	Dylath-Leen	70	Quicksand Marsh
21	The Enchanted Wood	71	Pillars of the West
22	The Forbidden Lands	72	Rinar
23	Gak	73	Rokol
24	Gate of Deeper Slumber	74	Sarkia
25	Golthoth	75	Sarkomand
26	Hatheg	76	Sarnath
27	Mount Hatheg-Kla	77	Sarrub
28	Hazuth-Kleg	78	Selarn
29	City of Hlanith	79	Serranian
30	House of the Worm	80	Sinara
31	Ib	81	The Six Kingdoms
32	Ilarneke	82	River Skai
33	Ilek-Vad	83	Sona-Nyl
34	Hills of Implan	84	Southern Sea
35	Inganok	85	Stethelos
36	Jaren	86	The Sunken City
37	Kaar	87	The Stony Desert
38	Kadath in the Cold Waste	88	The Sunset Sea
39	Kadatheron	89	Sydathria
40	Mount Kadiphonek	90	Tanarian Hills
41	Karthian Hills	91	City of Teloth
42	Kiran	92	City of Thalarion
43	Jungle of Kled	93	Thorabon
44	River Kra	94	Ulthar
45	Lelag-Leng	95	Urg
46	Plateau of Leng	96	Vornai
47	Mount Lerion	97	Xura
48	Lhosk	98	Zais
49	Liranian Desert	99	Zar
50	Lomar	100	Zulan-Thekl

Temporal Locations

3d6	Era
3	The Dawn of Creation
4	The Pleistocene/Ice Age
5	1d00 x 10 years in the past
6	1d00 years in the past
7	1d00 hours in the past
8	Yesterday
9	The Present
10	Tomorrow
11	1d00 hours in the future
12	3d00 days in the future
13	1d20 years in the future
14	1d00 years in the future
15	1d00 x 10 years in the future
16	1d00 x 100 years in the future
17	1d00 x 1000 years in the future
18	1d10 million years in the future

Notable Milieux

1d20	Milieu
1	E. Gary Gygax's The World of Greyhawk
2	M.A.R. Barker's Tekumel: The Empire of the Petal Throne
3	Robert Asprin's Thieves' World
4	Fritz Leiber's Nehwon The City of Lankmar
5	Glen Rahman's Minaria The World of Divine Right
6	TSR's D&D setting Mystara: The Known World
7	Dave Arneson's Blackmoor
8	Judges Guild's Wilderness of High Fantasy
9	TSR UK/Imagine Magazine's The World of Pelinore
10	HP Lovecraft's Dreamlands
11	Clark Ashton Smith's Zothique & Hyperborea
12	Dave Hargrave's Arduin: World of Khaas
13	J.R.R. Tolkien's Middle Earth
14	Robert E. Howard's Hyboria
15	Terry Pratchett's Discworld
16	Mervyn Peake's Gormenghast
17	Lord Dunsany's Pegana
18	Dante's Inferno & Paradise Lost
19	Lewis Carroll's Wonderland
20	Edgar Rice Burrough's Pellucidar

EXOTIC PLACES & TIMES continued

Other Planes of Existence

Cultural Motifs

1d20	Inner Plane	1d20	Outer Plane	2d20	Culture	2d20	Culture
1	Alternate Prime	1	Concordant Opposition	2	Aboriginal	21	Hittite
2	Positive Material	2	Arcadia	3	Amazonian	22	Indian
3	Para-Elemental Dust	3	Nirvana	4	Amerindian	23	Japanese
4	Para-Elemental Heat	4	Acheron	5	Anglo-Saxon	24	Khmer
5-6	Elemental Earth	5	Nine Hells	6	Arabic	25	Lost Culture
7-8	Elemental Fire	6	Gehenna	7	Assyrian	26	Mayan
9-10	Prime Material	7	Hades	8	Aztec	27	Mongolian
11-12	Ethereal	8	Tartarus	9	Babylonian	28	Norse/Viking
13-14	Elemental Water	9-11	Astral	10	Byzantine	29	North African
15-16	Elemental Air	12	Abyss	11	Canaanite	30	Persian
17	Para-Elemental Ice	13	Pandemonium	12	Cannibal	31	Phoenician
18	Para-Elemental Vapor	14	Limbo	13	Carthaginian	32	Pictish
19	Negative Material	15	Gladshiem	14	Celtic	33	Polynesian
20	Plane of Shadow	16	Olympus	15	Chinese	34	Roman
		17	Happy Hunting Grounds	16	Degenerate	35	Russian
		18	Elysium	17	Egyptian	36	Scythian/Hun
		19	Twin Paradieses	18	Finnish	37	Slavic
		20	Seven Heavens	19	Frankish	38	Spanish
				20	Germanic	39	Hebrew
						40	Korean

Adventuring Locales

Climates & Conditions

1d20	Locale	1d20	Climate/Condition
1	Underwater	1	The Dead of Winter - Subzero, blizzards, frost-bite.
2	In a subterranean dungeon	2	Drought - Little or no water. No money either.
3	In a trackless swamp	3	Maddening Heat Wave - Tempers are on edge.
4	In a big capital city	4	The Spring Equinox - Love and magic are in the air.
5	On board a ship	5	Rainy Season - Monsoons, torrential downpours, flooding.
6	In the air	6	The Stars are Right - Unsettling astrological event(s).
7	In or around a small village	7	The Mist - Pea-soup fog blankets everything.
8	On the borderlands	8	High Time - Wild, drunken merrymaking in the square.
9	On another Plane	9	Bad Moon Rising - A weird time of the month.
10	On the top of a mountain	10	High Holy Day - The one time of year everyone's at the temple.
11	In a demi-human settlement	11	Hunting Season - The hounds are baying for blood.
12	In a temple or shrine	12	The Summer Solstice - Festival of the Aelfqueen.
13	At a school/university	13	Planting Season - Everybody is busy this time of year.
14	In another time	14	Plague - Death rides the land bringing bitter fruit.
15	In another universe	15	Harvest Time - Feasting and fun now that they're done.
16	In a lost city	16	Rumors of War - Bad news is on everyone's lips.
17	In a castle or fortress	17	Ghost Month - Devils, demons and undead walk the land.
18	In a graveyard or cemetery	18	The Right Time - Spells and enchantments get a boost.
19	While traveling along a road	19	The Mean Season - Chaos is the only constant.
20	In an illusory place	20	New Trends - A fashionable fad either good or evil sweeps the land.

Other Old School RPGs ~ Cross-Genre Inspiration

Science Fantasy	<i>Gamma World</i> (TSR), <i>Traveller</i> (GDW), <i>Star Frontiers</i> (TSR), <i>Shadowrun</i> (FASA)
Historical/Mythic Fantasy	<i>Runequest</i> (Avalon Hill/Chaosium), <i>GURPS</i> (SJG), <i>Pendragon</i> (Chaosium)
High Fantasy	<i>Middle Earth Roleplaying</i> (ICE), <i>Earthdawn</i> (FASA), <i>Harn</i> (Mayfair)
Swords & Sorcery	<i>Empire of the Petal Throne</i> (TSR), <i>Conan: the RPG</i> (TSR), <i>Eric</i> (Chaosium)
Horror	<i>Warhammer FRP</i> (GW), <i>Call of Cthulhu: Dark Ages</i> (Chaosium)
Whimsical	<i>Tunnels & Trolls</i> (Flying Buffalo), <i>Lords of Creation</i> (Avalon Hill)

DEITIES & DEMIGODS

Type of Deity		Deity's Power			Artifacts
1d6	Type	1d10	Power	Domain(s)	#
1-2	God	1-4	Demi-	1d2	1d2
4-5	Goddess	5-9	Minor	1d3	1d4
6	Deity	10	Major	1d4 + 1	1d6

Deity's Domain(s)

d%	Domain	d%	Domain	d%	Domain	d%	Domain
1	Air	26	Farmers	51	Magic	76	Storms
2	Alchemy	27	Fate	52	Mercenaries	77	Strength
3	Apes	28	Fathers	53	Mercy	78	Sun
4	Art	29	Felines	54	Molds	79	Swamps
5	Assassins	30	Fire	55	Moon	80	Swordsmen
6	Bears	31	Fishing	56	Mothers	81	The Astral Plane
7	Beauty	32	Forests	57	Mountains	82	The Ethereal
8	Beer & Ale	33	Fungi	58	Murder	83	The Underworld
9	Birds	34	Gamblers	59	Music	84	The Unknown
10	Canines	35	Giants	60	Nightmares	85	Thieves
11	Children	36	Gnomes	61	Oceans	86	Time
12	Death	37	Goblins	62	Orators	87	Tombs
13	Deserts	38	Health	63	Orcs	88	Trade
14	Dishonesty	39	Herdsmen	64	Pestilence	89	Travelers
15	Doom	40	Hills	65	Plague	90	Trees
16	Dragons	41	Hunting	66	Plains	91	Ugliness
17	Dreams	42	Illusion	67	Plants	92	Undeath
18	Druids	43	Insanity	68	Plunder	93	Visions
19	Dwarves	44	Insects	69	Rangers	94	War
20	Earth	45	Justice	70	Revenge	95	Warriors
21	Elves	46	Kings	71	Rivers	96	Water
22	Entertainers	47	Lakes/Ponds	72	Sailors	97	Weakness
23	Entropy	48	Learning	73	Shadows	98	Wine
24	Evil	49	Light	74	Snakes	99	Wisdom
25	Famine	50	Lizards	75	Stars	100	Witches/Warlocks

Deity's Alignment

1d20	Alignment(s)	1d20	Alignment(s)
1	LG	11	CE
2	LN	12	~ Chaotic ~
3	LE	13	~ Good ~
4	~ Lawful ~	14	~ Evil ~
5	NG	15	LN-LG
6	N	16	NG-N
7	NE	17	CG-CN
8	~ Neutral ~	18	LN-LE
9	CG	19	N-NE
10	CN	20	CN-CE

Deity's Following

d%	Following	Follower(s)
01-10	Forgotten/Dead Deity	None
11-15	Very Small Cult	5d10
16-25	Small Local Cult	10d10
26-35	Small Regional Cult	1d4x100
36-50	Medium Local Cult	1d4 x 1,000
51-65	Medium Regional Cult	1d10 x 1,000
66-80	Large Local Cult	1d20 x 1,000
81-95	Large Regional Cult	d00 x 1,000
96-98	Worldwide Cult	d00 x 10,000
99-00	Extra-planar Cult	Variable

Notes: The DM should exercise good judgment in when using results from these tables, rejecting any illogical or improper results after due consideration (e.g. A chaotic evil god of justice).

DEITIES & DEMIGODS continued

Deity's Relationship with Worshippers

1d6	Worshipper Preferences	Involvement	Enemies/Allies
1	No Preferences	Self-Interested	Worshippers & the Deity only
2	Male or Female	Very Concerned	1 Allied race/group/deity
3	Nonhumans	Concerned	2 Allied races/groups/deities
4	Demi-humans	Mildly Concerned	3 Allied races/groups/deities
5	Humans	Rarely Concerned	4 to 6 Allied races/groups/deities
6	Social Subset of Race	Completely Oblivious	7 or more Allied races/groups/deities

Note: If the god is Lawful then 15 is subtracted from the die roll and if it is chaotic then 29 should be added. As with his special abilities, the god's races are very individual sorts of things, and there is no chart which could adequately simulate them. In most cases, the races are absolutely loyal to the god, though occasionally a god has a problem with one or part of a race (2-3%).

Deity's Demeanor

d%	Trait	d%	Trait	d%	Trait	d%	Trait
1	Amoral	26	Devious	51	Inimical	76	Plotting
2	Angry	27	Disgusting	52	Insincere	77	Powerful
3	Benevolent	28	Disinterested	53	Intelligent	78	Revengeful
4	Boastful	29	Distracted	54	Intolerant	79	Rude
5	Bored	30	Disturbed	55	Involved	80	Sarcastic
6	Brooding	31	Domineering	56	Jealous	81	Serious
7	Brusque	32	Doubtful	57	Jubilant	82	Sleepy
8	Bubbly	33	Drunk	58	Kindly	83	Solemn
9	Busy	34	Energetic	59	Lenient	84	Spiteful
10	Carefree	35	Flippant	60	Lonely	85	Stubborn
11	Careless	36	Forgiving	61	Loving	86	Supportive
12	Caring	37	Friendly	62	Manipulative	87	Suspicious
13	Charismatic	38	Generous	63	Melancholy	88	Terrifying
14	Charitable	39	Gentle	64	Merciful	89	Thoughtful
15	Compassionate	40	Gluttonous	65	Mirthful	90	Tranquil
16	Concerned	41	Grateful	66	Mirthless	91	Tricky
17	Conniving	42	Grim	67	Mischievous	92	Turbulent
18	Contented	43	Grumpy	68	Mocking	93	Uncompromising
19	Cool	44	Happy	69	Morbid	94	Unmerciful
20	Cooperative	45	Hateful	70	Neglectful	95	Unsympathetic
21	Crafty	46	Helpful	71	Passionate	96	Vehement
22	Creative	47	Hot-tempered	72	Passive	97	Verbose
23	Curious	48	Hungry	73	Peaceful	98	Vicious
24	Deceptive	49	Hurried	74	Pious	99	Whimsical
25	Destructive	50	Inconsiderate	75	Playful	100	Wise

Deity's Appearance

1d8	Primary Avatar	Age	Animal	Monstrous	Non-Corporeal
1	Biped (as worshippers)	Infant	Snake*	Dragon*	Gaseous Cloud
2	Mixed: Biped + Animal	Child	Spider*	Demon*	Pillar of Smoke/Fire
3	Mixed: Biped + Monstrous	Young	Lizard*	Devil*	Orb of Light/Darkness
4	Animal	Youthful	Insect*	Undead*	Ball Lightning
5	Monstrous	Adult	Canine*	Giant*	Radiation
6	Non-Corporeal	Mature	Feline*	Nonhuman	Illusory Phantasm
7	Giant (as worshippers)	Old	Fish*	1d3 headed	Beam/Ray of Light
8	Elemental * Blob/Mass	Ancient	Vermin*	1d12 headed	Completely Invisible

* Roll on the appropriate Sub-table on pages 87-89 to determine the exact type

ARCANE MAGIC

Types of Magic		Sources of New Spells		Magical Tomes	
1d20	Type	1d20	Source	1d20	Name
1	Alchemy	1	A dragon	1	<i>The 7 Cryptical Tablets</i> of Shan
2	Sorcery	2	A monument	2	<i>The Ebon Shards</i>
3	Illusionism	3	Another plane	3	<i>The Tome of Jade Warding</i>
4	Thaumaturgy	4	A summoned creature	4	<i>Runestones of Gnorrir</i>
5	Elementalism	5	An artifact	5	<i>The Hornbook of the Red Priest</i>
6	Astrology	6	A god/goddess	6	<i>Timonym Fragments</i>
7	Demonology	7	A lich	7	<i>The Canticles</i> of Xarhastur
8	Necromancy	8	An ancient spellbook	8	<i>The Testimony</i> of Memnhisir
9	Druidism	9	A tomb inscription	9	<i>The Flesh Manual</i> of Kyuss
10	Clerical	10	A teacher/master	10	<i>Vivimancy Studies</i> of Horbus Zell
11	Shamanism	11	An old scroll	11	<i>Gargantuan</i> by Eust
12	Witchcraft	12	A library	12	<i>The Living Book</i> of Xagy the Mad
13	Divination	13	A dungeon	13	<i>Damned Spellbook</i> of Eyes
14	Mental/Psionic	14	A wish	14	<i>The 13 Radiant Scrolls</i>
15	Charms/Hypnotism	15	A pact with a demon/devil	15	<i>The Humna Plates</i>
16	Chronomancy	16	Theft from a rival	16	<i>The Alexite Thaumaturgion</i>
17	Druidic	17	Training from a guild	17	<i>The Necronomicon</i>
18	Diabolism	18	A djinni	18	<i>The Neverending Discourses</i> of Ejus
19	Extra-Planar	19	Personal research	19	<i>Gold Plates</i> of the Demiurge Xoxhis
20	Alien/unknown	20	Contracted espionage	20	<i>The Deeds of the Polymaths</i>

Arcane Authors		Little Known Spells		Magical Décor	
1d20	Type	1d20	Spell	1d20	Item
1	Bigby	1	<i>Prata's Sign of Friendship</i>	1	Alchemical glassware
2	Mordenkainen	2	<i>Algolei's Eidetic Posterior</i>	2	Smoking incense braziers
3	Tenser	3	<i>Northrundicandus's Faithful Wife</i>	3	Enchanted houseplants
4	Leomund	4	<i>Pyanpi's Breasts of Leather</i>	4	Familiar's nest/den
5	Melf	5	<i>Ermanaric's Puissant Phlegmball</i>	5	Scorched wall / floors
6	Drawmij	6	<i>Halaster's Orb of Dimwittedness</i>	6	Huge, dusty chained tomes
7	Nystul	7	<i>Ghul's Invisible Editor</i>	7	<i>Continual Light</i> globes
8	Otiluke	8	<i>Tenser's Stinking Disc</i>	8	Telescope /periscope
9	Otto	9	<i>Speak with Llaurenela</i>	9	Illusionary hall of mirrors
10	Rary	10	<i>Emerikol's Blessed Fireball</i>	10	Jars of floating 'parts'
11	Serten	11	<i>Leomund's Tiny Tool</i>	11	Mystical portal /gate
12	Tasha	12	<i>Gro's Canine Ward</i>	12	Wall tapestry maps /charts
13	Tenser	13	<i>Fauster's Blotter Acid</i>	13	Invisible guardians /servants
14	Kyuss	14	<i>Woodgreen's Illusionary Orgy</i>	14	Inscribed summoning circle
15	Emerikol	15	<i>Wheggi's Fearful Fellatio</i>	15	Large cauldron with 'soup'
16	Egg of Coot	16	<i>Onan's Forceful Palm</i>	16	Scrying Bowl /crystal Ball
17	Ran of Ah Foo	17	<i>Puundith's Poisonous Pen</i>	17	Stuffed / preserved corpses
18	Gin of Salik	18	<i>Flax Blental's Voice of Reason</i>	18	Storage cabinets/chests
19	Xarhastur	19	<i>Crimathan's Mask of Greatness</i>	19	Hanging Iron Cage
20	Memnhisir	20	<i>Melan's Cantrip of Choosing</i>	20	Pool/bath

35 Magical Practitioners

Necromancer	Demonologist	Conjurer	Witchdoctor	Alchemist	Hedgewizard	Theurgist
Elementalist	Wizard	Enchanter	Botanomancer	Astrologer	Technomancer	Summoner
Illusionist	Magus	Thaumaturgist	Rhabdomancer	Sorcerer	Chronomancer	Diabolist
Magician	Dweomercrafter	Spellcaster	Charlatan	Adept	Warlock	Geomancer
Cartomancer	Witch	Occultist	Prestidigitator	Runelord	Abjurer	Evoker

CHAPTER VIII: FORMS & APPENDICES

- **APPENDIX A: Dice Conventions & Ranges:** These tables can be used when planning your own random result tables or when determining damage dice.
- **APPENDIX B: Bibliography & Sources:** Published and unpublished resources used in preparing this book.
- **FORM: Ship Record Sheet:** This form is used to record the statistics of boats and ships according to the Dungeon Master's Guide. Additional space is provided for noting the crew, officers, ship's weapons, and cargo carried.
- **FORM: Spell Availability:** The DM can use this chart for listing which published spells are available in his or her campaign by order of rarity. Separate copies should be printed for each "school" of magic.
- **FORM: New Spell Records:** These forms are provided two to a page. All important spell data can be recorded on the form when PC-researched or other new spells are introduced to the campaign.
- **FORM: Dungeon Master's Adventure Log:** This log is provided for the DM to conveniently keep track of the party during play and between sessions.
- **FORM: Settlement Record Sheet:** The DM can use this form to record all important information about a settlement when planning a campaign. Along with a settlement map, this should be enough for a moderately detailed village, town or city.
- **FORM: News, Rumors, Events:** This blank table is provided for the DM to write in rumors or other news events for a certain settlement. During play, the chart can serve as a random rumor table or simply as a reference.
- **FORM: Random Encounters:** This blank table is provided for the DM to record pre-generated random encounters for a certain region or wilderness area. During play, the chart can serve as a random encounter table.
- **FORM: Wandering Monsters:** This blank table is provided for the DM to record pre-generated random encounters for a certain dungeon or other underworld site. During play, the chart can serve as a random encounter / wandering monster table.
- **NPC Cards:** These NPC forms are provided two to a page. For convenience of use, prepare NPC cards for the most prominent NPCs or NPC types in advance. Print on cardstock for extra durability. Attach a portrait of the NPC on the right-hand side. If desired, the DM can fold the portrait over to show the players without revealing the NPC stats.

APPENDIX A: Dice Conventions & Ranges

Note: These tables show the range of possible results and number of single entries possible for all of the standard polyhedral dice (d4, d6, d8, d10, d12, d20) and a few miscellaneous dice rolling conventions as well. The DM can easily refer here when constructing his own tables.

D4	Range	Entries	D6	Range	Entries	D8	Range	Entries	D10	Range	Entries
1d4	1-4	4	1d6	1-6	6	1d8	1-8	8	1d10	1-10	10
2d4	2-8	7	2d6	2-12	11	2d8	2-16	15	2d10	2-20	19
3d4	3-12	10	3d6	3-18	16	3d8	3-24	22	3d10	3-30	27
4d4	4-16	13	4d6	4-24	21	4d8	4-32	29	4d10	4-40	36
5d4	5-20	16	5d6	5-30	26	5d8	5-40	36	5d10	5-50	45
6d4	6-24	19	6d6	6-36	31	6d8	6-48	43	6d10	6-60	54
7d4	7-28	22	7d6	7-42	36	7d8	7-56	50	7d10	7-70	63
8d4	8-32	25	8d6	8-48	41	8d8	8-64	57	8d10	8-80	72
9d4	9-36	28	9d6	9-54	46	9d8	9-72	64	9d10	9-90	81
10d4	10-40	31	10d6	10-60	51	10d8	10-80	71	10d10	10-100	90

D12	Range	Entries	D20	Range	Entries	Misc. Dice	Range	Entries	Notes
1d12	1-12	12	1d20	1-20	20	1d00/d%	01-100	100	-
2d12	2-24	23	2d20	2-40	39	D66	11-66	66	11,12,13...
3d12	3-36	34	3d20	3-60	58	D3	1-3	3	1d6/2
4d12	4-48	45	4d20	4-80	77	D2	1-2	2	Even/Odd
5d12	5-60	56	5d20	5-100	96	D0	0-9	10	1d10/0=0
6d12	6-72	68	6d20	6-120	115				
7d12	7-84	78	7d20	7-140	134				
8d12	8-96	89	8d20	8-160	153				
9d12	9-108	100	9d20	9-180	172				
10d12	10-120	110	10d20	10-200	191				

APPENDIX B: Bibliography & Sources

Anderson, Poul, (1953). *The Broken Sword*. Del Rey.

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SHIP RECORD SHEET

SHIP:

OWNER:

SIZE/TYPE:

HULL VALUE:

LENGTH:

WIDTH:

SPEED:	Normal	Maximum
Sailing		
Rowing/Oaring		

WEAPONS	TYPE	RANGE	DAMAGE	NOTES
Fore				
Aft				
Port				
Starboard				

#	CREW	OFFICER	RACE/TYPE	CLASS	LEVEL/HD	Hp	AC	NOTES

Total:								
#	CREWMEN	RACE/TYPE	CLASS	LEVEL/HD	Hp	AC	NOTES	

Total:								
#	PASSENGER	RACE/TYPE	CLASS	LEVEL/HD	Hp	AC	NOTES	

Total:								

CARGO	WEIGHT	VALUE (gp)

SPELL AVAILABILITY

Campaign: _____

Spell Class:			
Unavailable Spells	Very Rare Spells	Rare Spells	Uncommon Spells

NEW SPELL RECORDS

MAGIC-USER SPELL

Spell Name:

Range:

Duration:

Area of Effect:

Explanation/Description:

Creator:

Type:

Components:

Casting Time:

Saving Throw:

Date:

MAGIC-USER SPELL

Spell Name:

Range:

Duration:

Area of Effect:

Explanation/Description:

Creator:

Type:

Components:

Casting Time:

Saving Throw:

Date:

SETTLEMENT RECORD SHEET

NAME: _____

CAMPAIGN: _____

Population: _____

Government: _____

Population Distribution: _____

Loyalty: _____

Ruler: _____

Alignment: _____

DESCRIPTION

MILITARY

Troop Type	## of Troops	Armor & Weapons

DEFENSES

LOCAL LAWS & LAW ENFORCEMENT

Watch Troops	## of Troops	Armor & Weapons

Misdemeanor Offenses-

Felony Offenses-

Capitol Offenses-

Notes-

CURRENCY, TAXES & TREASURY

FACILITIES

RELIGIONS

IMPORTANT INDUSTRIES & BUSINESSES

Major Resources:

Major Shortages:

Trading Partners:

Shops & Businesses -

IMPORTANT NPCs

Available Hirelings:

IMPORTANT GROUPS

NEWS, RUMORS & EVENTS

Settlement:

1d20	Rumor/Event	Veracity
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

RANDOM ENCOUNTERS

Location:

1d20	Day
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

1d20	Night
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

WANDERING MONSTERS

Dungeon:

1d20	LEVEL:
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

1d20	LEVEL:
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

NPC CARDS

Name		Race/Sex	Class/Lvl
STR		THACO	Alignment
INT		HP	Spells
WIS			
DEX		AC	
CON			
CHA		Equipment/Treasure:	
Physical Description			
Titles, Alias(es), Nicknames			
Goals/Agenda			
Local Knowledge			

Attach
NPC Portrait
Here

Name		Race/Sex	Class/Lvl
STR		THACO	Alignment
INT		HP	Spells
WIS			
DEX		AC	
CON			
CHA		Equipment/Treasure:	
Physical Description			
Titles, Alias(es), Nicknames			
Goals/Agenda			
Local Knowledge			

Attach
NPC Portrait
Here

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