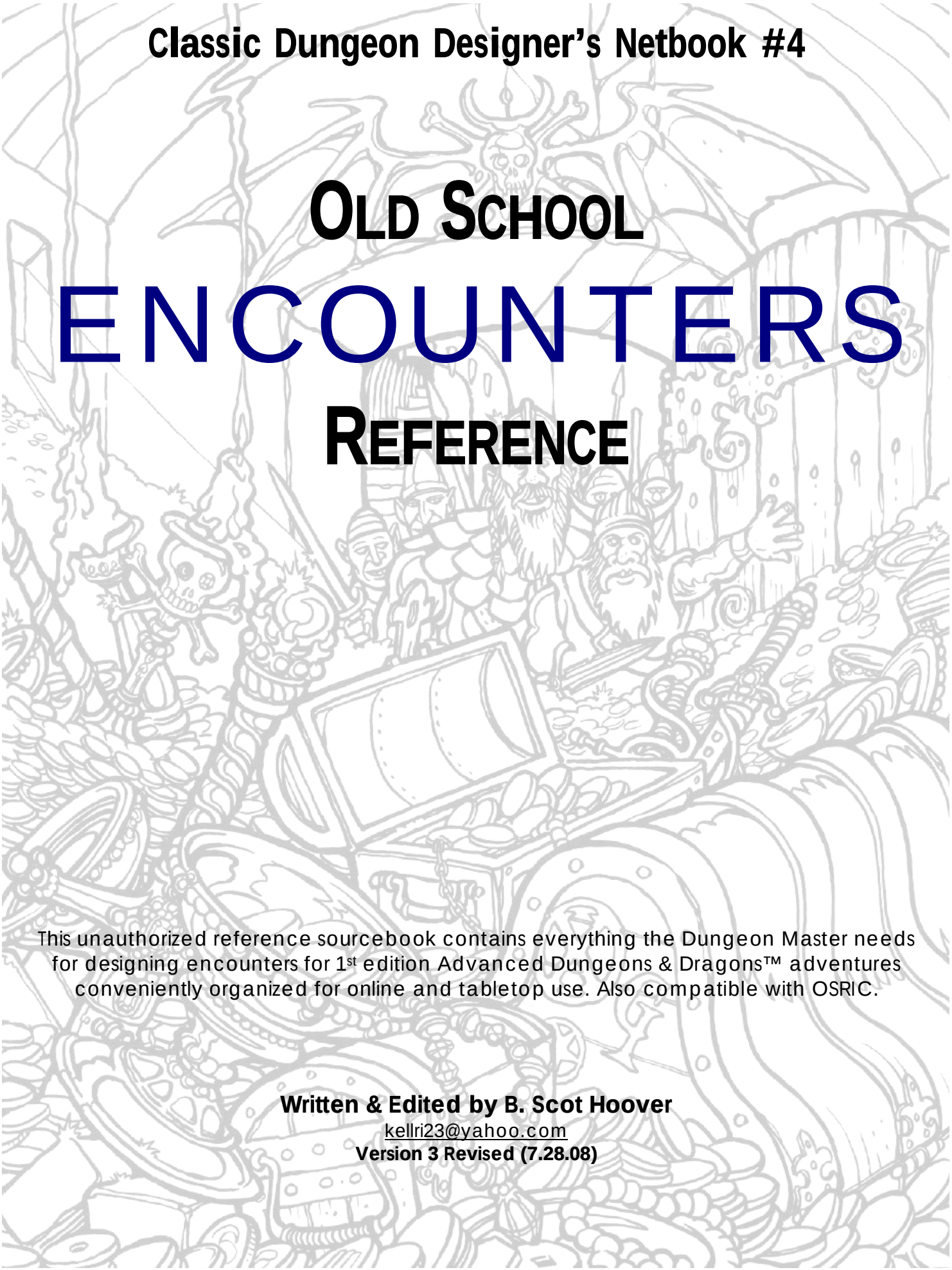
Classic Dungeon Designer's Netbook #4

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. Also 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 *

MM	*Monster Manual*
MMII	*Monster Manual II*
PHB	*Player's Handbook*
DMG	*Dungeon Master's Guide*
UA	*Unearthed Arcana*
RG	*Rogue's Gallery*
MT	*Monster & Treasure Assortments*

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 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. (Ex: First roll 12 (Location) and second roll 9 (Keep). The character is motivated to keep or protect a certain location (probably a lair).
- **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

% Roll	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	

Continued on next page

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	1	M	LE	8	16	14	14	9	10	5	8	1		1-4	
		CL	1											1			
2	Elf	MU	2	M	CE	14	9	10	13	10	14	10	8	1		1-6	
		FT	2												1/1		
		TH	2														
3	1/2 Elf	RG	5	F	CG	15	17	15	12	17	7	42	6		1/1	1-3	SC
		CL	5											3			
4	Dwarf	FT	2	M	LE	10	8	12	17	14	10	13	8		1/1	1-4	
		TH	2														
5	Elf	MU	3	M	N	12	12	12	14	11	9	16	8	2		1-4	
		FT	3												1/1		
		TH	3														
6	Gnome	FT	2	M	NE	12	7	10	16	11	6	11	8		1/1	1-2	S,SH
		TH	2														
7	Elf	FT	1	M	N	15	9	10	19	10	17	9	8		1/1	1-10	
		TH	1														
8	Halfling	FT	3	M	CN	10	10	7	12	17	9	22	8		1/1	1-4	
		TH	3														
9	1/2 Orc	FT	10	M	NE	9	11	8	12	13	6	39	8		3/2	1-2	S
		TH	6														
10	1/2 Orc	FT	2	F	LE	13	9	7	13	12	7	15	8		1/1	1-3	
		TH	3														
11	Elf	MU	9	M	LG	12	12	13	12	9	14	28	8	5		1-6	M
		FT	5														
12	1/2 Elf	MU	3	M	NG	11	15	6	13	13	11	14	4	2	1/1	1-4	P
		FT	3														
13	Elf	MU	4	M	NE	11	13	12	7	11	12	16	6	2		1-5	
		FT	4												1/1		
14	1/2 Orc	FT	3	F	CN	16	8	12	10	19	6	34	5		1/1	1-2	
		CL	3											2			
15	Halfling	FT	3	M	N	11	6	11	10	11	11	12	8		1/1	1-4	
		TH	3														
16	1/2 Orc	FT	3	F	CN	12	8	11	11	14	8	14	8		1/1	1-3	
		TH	4														
17	Elf	FT	4	M	LG	13	13	13	11	9	8	15	7		1/1	1-3	S,SH
		MU	3											2			
18	Gnome	FT	4	F	CN	14	11	8	14	12	11	22	8		1/1	1-4	M
		TH	4														
19	1/2 Elf	FT	5	M	CE	15	8	9	14	10	7	19	8		1/1	1-3	
		TH	5														
20	1/2 Orc	AS	1	M	CE	12	14	13	12	18	7	5	8			1-3	
		CL	1											1			
21	1/2 Orc	AS	5	M	LE	14	11	9	12	17	8	33	7			1-3	
		FT	5														
22	Elf	TH	4	M	LE	13	16	8	13	12	9	11	8			1-4	
		MU	3											2			
23	1/2 Orc	AS	8	F	CE	14	12	9	14	13	4	37	7			1	S
		FT	7												3/2		
24	1/2 Elf	RG	3	M	NG	13	14	16	12	14	12	25	3		1/1	1-5	OW
		CL	4														
25	Gnome	IL	1	M	CG	14	15	11	16	8	12	7	2	1		1-5	
		FT	1												1/1		

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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	5	F	LN	10	15	12	16	9	10	19	8	3		1-4	P
		TH	5														
27	1/2 Orc	CL	4	M	CN	7	8	14	13	15	11	16	8	2		1-4	
		TH	3														
28	1/2 Elf	CL	4	M	N	13	11	13	10	16	6	23	5	2		1-2	P
		FT	4												1/1		
29	1/2 Elf	CL	5	M	CN	8	16	14	14	8	12	16	8	3		1-5	M,R
		MU	6											3			
30	1/2 Elf	CL	2	F	NG	17	7	13	13	10	7	8	8	1		1-3	
		FT	1												1/1		
31	Gnome	CL	4	M	LN	15	11	13	8	14	7	27	4	2		1-3	R
		FT	9												3/2		
32	1/2 Elf	IL	3	M	NG	10	15	10	16	10	12	13	8	2		1-5	
		TH	4														
33	1/2 Elf	RG	3	F	CG	13	13	14	9	14	6	14	4		1/1	1-2	W
		CL	2											1			
34	Elf	MU	1	F	LE	12	14	13	16	10	16	6	7	1		1-8	
		CL	2											1			
35	1/2 Elf	MU	3	M	CE	10	14	8	15	8	15	20	2	2		1-7	
		FT	4												1/1		
36	1/2 Elf	MU	3	M	NE	10	16	9	9	10	12	17	5	2		1-5	P
		FT	4												1/1		
37	Elf	TH	3	F	CN	7	14	12	16	10	12	10	8			1-5	
		MU	2											1			
38	1/2 Elf	TH	4	M	NE	16	10	6	14	11	11	15	8			1-4	S
		FT	4												1/1		
39	1/2 Orc	TH	5	F	N	11	8	9	14	14	10	24	8			1-4	P
		FT	5														
40	1/2 Elf	TH	5	F	CE	13	12	8	13	14	11	20	8			1-4	P
		FT	5														
		MU	4											2			
41	Elf	MU	5	M	NE	15	15	11	15	12	11	16	8	3		1-4	SC
		FT	4												1/1		
		TH	5														
42	1/2 Elf	MU	3	M	LE	9	16	12	12	15	8	14	8	2		1-3	SC
		TH	4														
43	Elf	FT	5	F	LE	13	9	11	12	10	8	24	8		1/1	1-3	P
		TH	5														
44	Elf	FT	4	M	LE	10	13	10	9	13	14	21	4		1/1	1-6	P
		MU	4											2			
45	Dwarf	FT	7	F	CN	17	7	13	13	13	16	40	8		3/2	1-8	R
		TH	7														
46	Halfling	FT	1	M	CE	14	11	10	14	11	11	8	8		1/1	1-4	
		TH	1														
47	Gnome	FT	1	M	N	13	11	13	13	12	17	5	8		1/1	1-10	
		TH	1														
48	1/2 Elf	CL	2	M	CN	12	9	17	7	9	11	6	4			1-4	
		FT	1												1/1		
49	1/2 Elf	CL	5	F	CG	13	13	14	9	14	18	24	5	3		1-15	
		RG	4												1/1		
50	1/2 Elf	CL	3	F	NG	9	14	13	11	9	14	10	7	2			
		MU	3														

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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	6	M	N	12	14	15	15	10	10	25	8	3		1-4	OW,P
		TH	10														
52	1/2 Elf	CL	5	M	NE	12	10	13	17	11	8	25	7	3		1-3	
		FT	5														
53	Elf	FT	5	M	CG	13	13	11	13	11	9	19	4		1/1	1-4	
		MU	4											2			
54	Gnome	FT	3	M	LE	13	15	13	16	16	16	20	4		1/1	1-6	A
		IL	2											1			
55	Dwarf	FT	2	F	LN	12	10	7	15	13	15	14	8		1/1	1-7	S
		TH	3														
56	Dwarf	FT	4	M	CE	12	11	10	16	14	10	20	7		1/1	1-4	A
		TH	5														
57	Elf	FT	5	F	LN	10	15	7	16	10	8	19	8		1/1	1-3	SC,P,R
		MU	4											2			
		TH	5														
58	Elf	MU	5	M	CN	11	13	9	13	11	10	15	8	3		1-4	
		TH	6														
59	Gnome	IL	5	M	LE	9	15	7	16	16	13	29	8	3			
		TH	7														
60	1/2 Orc	CL	4	F	CE	14	10	12	12	13	12	28	3	2		1-5	R
		AS	6												1/1		
61	1/2 Orc	CL	4	M	LE	9	8	12	13	13	7	25	8	2		1-3	
		TH	6														
62	1/2 Orc	CL	4	F	LE	13	11	11	13	13	8	16	7	2		1-3	A
		AS	6														
63	1/2 Elf	FT	6	F	CE	12	12	7	9	11	7	26	2		1/1	1-3	A,S,SH
		MU	6											3			
64	Elf	FT	1	M	CN	17	10	8	15	9	9	1	7	8		1-4	
		TH	1														
65	Gnome	FT	4	M	N	13	7	11	13	12	8	27	8			1-4	
		TH	5														
66	1/2 Elf	FT	3	M	CN	14	8	13	15	15	12	15	8		1/1	1-5	S
		TH	4														
67	Halfling	FT	3	M	LN	11	7	11	15	13	6	14	8			1-2	
		TH	3														
68	1/2 Orc	FT	4	F	N	16	9	10	13	13	10	21	18		1/1	1-4	S
		TH	5														
69	Elf	FT	3	M	LE	12	12	9	17	9	16	15	7		1/1	1-8	P
		TH	3														
70	Gnome	FT	4	F	LE	15	15	13	17	14	9	14	7		1/1	1-4	
		IL	4											2			
71	1/2 Elf	FT	3	M	CE	12	11	7	15	10	7	16	7			1-3	
		TH	3														
72	1/2 Orc	FT	3	M	CE	13	13	9	14	13	10	13	8		1/1	1-4	
		AS	2														
73	1/2 Elf	FT	3	F	NG	13	14	11	11	11	9	18	8		1/1	1-4	
		MU	3											2			
		TH	4														
74	1/2 Elf	MU	4	F	LE	8	12	8	12	12	18	17	8	2		1-15	R,OW
		TH	4											4			
75	Dwarf	FT	7	M	CG	14	9	17	12	12	10	32	4		1/1	1-4	P,R
		TH	8														

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

BARDS

d20	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

d20	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		Humankinds (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	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	Grummash	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)
1-2	8	18 Con	5 Int
3-4	7	16 Str, 18 Wis, 15 Dex	7 Con
5-6	4	15 Con	6 Cha
7-8	2	18 Wis	5 Str, 7 Con
9-10	2	16 Str	8 Dex, 8 Cha
11-12	6	17 Str. 15 Dex, 15 Con	12 Cha
13-14	9	18 Con	None
15-16	5	16 Str, 16 Wis, 15 Con	10 Dex
17-18	3	18/02 Str	4 Cha
19-20	6	15 Wis	6 Dex
21-22	3	16 Dex	8 Str
23-24	9	16 Dex, 18 Cha	7 Con, 6 Int
25-26	9	17 Dex, 18 Con	5 Wis
27-28	4	17 Str, 16 Dex	9 Int, 7 Wis
29-30	7	15 Cha	6 Wis, 8 Con
31-32	5	17 Cha	5 Int, 5 Wis
33-34	3	16 Str, 17 Wis	None
35-36	4	18 Wis	7 Int
37-38	2	16 Str, 17 Wis	8 Con
39-40	8	17 Cha	6 Str
41-42	5	18/00 Str, 17 Wis, 17 Cha	8 Dex, 7 Int
43-44	2	18 Dex	5 Con
45-46	9	15 Wis, 18 Cha	4 Dex
47-48	4	17 Wis, 15 Con	6 Cha
49-50	4	16 Con	7 Wis, 7 Int
51-52	5	17 Str, 18 Dex	7 Con
53-54	3	18/60 Str, 15 Dex	8 Con, 7 Wis
55-56	2	18/71 Str, 15 Wis	7 Cha, 8 Int
57-58	3	17 Str, 17 Dex	5 Con
59-60	5	15 Con	None
61-62	7	15 Cha	6 Int
63-64	6	18 Wis	None
65-66	7	17 Str	4 Cha
67-68	9	16 Str, 18 Con	2 Dex
69-70	3	16 Dex	4 Str
71-72	5	18/00 Str	5 Dex, 6 Wis, 6 Cha
73-74	7	17 Str, 17 Con	6 Int, 7 Cha
75-76	4	16 Str, 18 Dex	None
77-78	2	18/06 Str	8 Con, 5 Cha
79-80	7	18 Str	6 Cha, 6 Int
81-82	9	18/50 Str, 18 Con	6 Wis, 6 Int, 5 Cha
83-84	7	16 Str, 18 Wis	8 Dex
85-86	4	18 Wis	6 Con, 4 Str
87-88	5	18/00 Str	5 Wis, 7 Cha
89-90	2	16 Dex	7 Str
91-92	9	18 Cha	2 Int
93-94	4	16 Str, 15 Wis	None
95-96	9	18 Con	5 Dex
97-98	7	18 Wis	None
99-100	3	18 Dex	7 Str

NPC DETAILS

d%	Sex
01-50	Female
51-00	Male

d%	Complexion
01-30	Fair
31-69	Tanned
70-90	Dark
91-00	Disfigured *

d%	Age
01-25	11-20
26-50	21-30
51-65	31-40
66-75	41-50
76-90	51-60
91-97	61-80
98-99	80-100
00	> 100 *

d%	Hair
01-20	Black
21-35	Dark Brown
36-45	Salt & Pepper
46-60	Sandy Brown
61-75	Light Brown
76-90	Blond
91-98	Red
99-00	Other (*)

d%	Appearance
01-15	Filthy
16-25	Dirty
26-40	Ragged
41-60	Unkempt
61-75	Neat
76-85	Very Neat
86-95	Fashionable
96-00	Immaculate

d%	Eye Color
01-25	Dark Brown
26-50	Brown
51-70	Hazel
71-80	Green
81-95	Blue
96-98	Blue + Green
99-00	Other *

d%	Height
01-04	Dwarfism *
05-15	Very Short
16-30	Short
31-75	Average
76-90	Tall
91-99	Very Tall
00	Gigantism *

d%	Weight
01-05	Very Skinny
06-15	Skinny
16-30	Thin
31-75	Average
76-90	Heavy-set
91-98	Fat
99-00	Corpulent

d%	Sanity
01-10	Insane *
11-20	Fanatical
21-60	Sane
61-70	Neurotic
71-80	Steady
81-90	Eccentric
91-00	Unshakeable

d%	Class
01-05	Begger
06-15	Commoner
16-20	Expert
21-28	Noble
29-49	Fighter
50	Paladin
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

d%	Level
01-45	1st
46-55	2nd
56-60	3rd
61-65	4th
66-70	5th
71-75	6th
76-78	7th
79-81	8th
82-85	9th
86-89	10th
90-92	11th
93-95	12th
96-97	13th
98-99	14th
00	≥15th

d%	Alignment
01-07	Lawful Good
08-22	Neutral Good
23-29	Chaotic Good
30-44	Lawful Neutral
45-56	Neutral
57-71	Chaotic Neutral
72-78	Lawful Evil
79-93	Neutral Evil
94-00	Chaotic Evil

d%	Moral Trend
01-29	Good
30-70	Neutral
71-00	Evil

d%	Apparent Age
01-10	Child
10-30	Youth
31-70	Adult
71-85	Middle Aged
86-95	Old
96-00	Elderly

d%	Possessions
01-15	None
16-40	Very poor
41-70	Poor
71-85	Comfortable
86-98	Wealthy
99-00	Filthy Rich

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/Mischevious	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

	Human	Elf	Dwarf	Gnome	Halfling	½ Orc	½ Elf
Frequency	1 roll/1d2yrs	1 roll/1d8yrs	1 roll/1d6yrs	1 roll/1d6yrs	1 roll/1d3yrs	1 roll/1yrs	1 roll/1d6yrs

Progression (d%)

Event	Fighter	Paladin	Ranger	Magic 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	Nil	Nil	Death of friend/relative	New Friend/Ally
06-15	Blinded			Loss of random Magic Item	Gain Status/position
16-20	Insanity			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		+1 level		Cursed *	Gain special ability/skill
76-80	-1d2 hp		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:

1. **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.)
2. **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.)
3. **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!)
4. **Repeat the process for any subsequent Progressions.** (Ex: At this point the DM would resolve Jibb's remaining 4 Progressions).
5. **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

d%	Quality
01-04	Natural aptitude in training field
05-08	Affinity with animal genus
09-12	Eagle-eyed
13-16	Sixth-sense
17-20	Acute Hearing
21-24	Sensitive
25-28	Excellent Sense of Smell
29-32	Good Sense of Smell
33-36	Rapid Healer
37-40	Light Sleeper
41-44	Lucky
45-48	High Language Aptitude
49-52	Good Judge of Character
53-56	Good Judge of Value
57-60	Excellent Tolerance for Drugs/Alcohol
61-64	Heightened Resistance to Petrification
65-68	Heightened Resistance to Charm
69-72	Heightened Resistance to Illusions
73-76	Heightened Resistance to Magic
77-80	Heightened Resistance to Poison
81-84	Heightened Resistance to Undead
85-88	Heightened Resistance to Disease
89-92	Mental Stability
93-96	Heightened Charisma/Comeliness
97-00	Psionic

HINDERANCES

d%	Quality
01-04	Learning impediment
05-08	Hostility with animal genus
09-12	Weak vision
13-16	Night Blindness
17-20	Bad hearing
21-24	Nearly deaf
25-28	Bad Sense of Smell
29-32	No Sense of Smell
33-36	Slow Healer
37-40	Heavy Sleeper
41-44	Ill-fated
45-48	Poor Language Aptitude
49-52	Poor Judge of Character
53-56	No Sense of Value
57-60	Poor Tolerance for Drugs/Alcohol
61-64	Heightened Susceptibility to Petrification
65-68	Heightened Susceptibility to Charm
69-72	Heightened Susceptibility to Illusions
73-76	Heightened Susceptibility to Magic
77-80	Heightened Susceptibility to Poison
81-84	Heightened Susceptibility to Undead
85-88	Heightened Susceptibility to Disease
89-92	Mental Instability
93-96	Insane/Criminal
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

1d20	Activity
1	Sleeping
2	Feasting
3	Toiletry
4	Lounging
5	Partying
6	Inspecting
7	Ceremony
8	Studying
9	Exploring
10	Hunting
11	Visiting
12	Trance
13	Interrogating
14	Experimenting
15	Practicing
16	Drinking/Snacking
17	Meeting
18	Meditating
19	Dictating
20	Sitting in State

NPC Criminal Records

1d20	Records
1	Widely suspected of Unlicensed Prostitution, it has never been proven
2	Famous city-wide for Smuggling
3	Suspected of Lewd Behaviour
4	A string of Murder charges
5	A long list of arrests including Sorcery, Rape, and several for Grave Robbery
6	A clean record!
7	Arrested and laten proven innocent of Witchcraft
8	Widely suspected of Spying, it has never been proven
9	Arrested and laten proven innocent of Flight from Slavery
10	A variety of charges including Desertion, Poisoning, and several for Tax Evasion
11	Suspected of Pedophilia
12	Arrested and later proven innocent of Horse Theft
13	The main culprit in an unsolved case of Gaming without License
14	A long list of arrests including Arson, Kidnapping, and several for Oath-breaking
15	Suspected by the crown of Lese Majesty, it has never been proven
16	Famous city-wide for Kidnapping
17	A rather serious charge of Poisoning
18	A rather serious charge of Sorcery
19	Guilty of several instances of Adultery
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' Discretion***	***DM' Discretion***	***DM' Discretion***

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

	% CHANCE of FINDING CANDIDATE					
Method	**Village**	**Town**	**City**	**Capital**	**Time**	**Cost**
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 Barbarian**	**Thief Assassin Acrobat**	**Cleric Monk Druid**	**Paladin Ranger Cavalier**	**Magic User 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%
1st 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 HUMAN TYPES & EQUIPMENT

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
81-00	Hvy. Horse	Platemail + Shield	Lance + 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	Weapons
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)

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

Lairs

+ 2-20 Prisoners, 5-30 Camp Followers

80%	Informal Hideout	
10%	Cave Complex	+ Secret Entrance
10%	Castle	+ 1-4 Light Catapults

Equipment

1d8	Equipment
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	+1st lvl Fighter	
Every 20 berserkers	+2nd lvl Fighter	
Every 30 berserkers	+3rd lvl Fighter	*"Shield-brothers"*
Every 40 berserkers	+4th lvl Fighter	
Every 50 berserkers	+5th 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 (3rd/4th lvl Clerics)

Clans & Chiefs

% Roll	Clan	Subchiefs	Warchiefs	Clanmaster	Special Followers
01-60	Wearbear	Fighter 10th lvl	Fighter 12th lvl	Fighter 15th lvl	Bard
61-70	Werewolf	Druid 7th lvl	Druid 9th lvl	Druid 12th lvl	Stone Giant
71-80	Wereboar	Druid 8th lvl	Druid 10th lvl	Druid 13th lvl	Hill Giant
81-90	Wererat	Cleric 6th lvl	Cleric 8th lvl	Cleric 11th lvl	Wererat
91-00	Weretiger	Fighter 9th lvl	Fighter 11th lvl	Fighter 14th 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	6th–lvl Fighter
1	4th–lvl Fighter
1	2nd–lvl Fighter
3	1st –lvl Fighters
13	Men-at-Arms
	Scale mail, shield, shortbow, and mace (AC 5)

Group #2

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

Group #3

#	Type
1	7th–lvl Ranger
1	4th–lvl Ranger
1	2nd–lvl Ranger
4	1st–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	+ 3rd-lvl Fighter	15% + 12th-15th-lvl Cleric, 10% + 6th-8th-lvl MU
Every 100 buccaneers	+5th –lvl Fighter	
<200 buccaneers	+ Captain (8th-lvl Fighter)	+ Lieutenant (6th/7th-lvl Fighter)
>200 buccaneers	+ Captain (10th-lvl Fighter)	+ 4 Mates (4th-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	Equipment
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	+3rd lvl Fighter	
Every 10 Cavemen	10% 3rd lvl Cleric/Shaman	
All cavemen groups	+Chief 5th lvl Fighter	1d4 Subchiefs 4th 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 (6th-11th-lvl Fighter)
		+ Lieutenant (Leader's lvl -1)
		+12 Guards (2nd-lvl Fighters)
Every 50 persons	10% 6th-8th-lvl Magic-User	
"	5% 5th-7th –lvl Cleric	
"	15% 8th-10th-lvl Thief	+ 1-4 Thieves (3rd-7th-lvl)

Equipment

2d4	Equipment
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	+3rd lvl Fighter		
Every 40 dervishes	+4th lvl Fighter		
Every 50 dervishes	+5th lvl Fighter	10% 7th/8th lvl Magic User	+2 Assistant 3rd/4th lvl Magic Users
Every 60 dervishes	+6th lvl Fighter		
<50 dervishes	2 Assistant 4th lvl Clerics		
<100 dervishes	2 Assistant 5th lvl Clerics		
<150 dervishes	2 Assistant 6th lvl Clerics		
<200 dervishes	2 Assistant 7th lvl Clerics		
>200 dervishes	2 Assistant 8th lvl Clerics		
<125 dervishes	Patriarch 10th lvl Cleric		
<250 dervishes	Patriarch 11th lvl Cleric		

Equipment

d%	Steed	Armor	Weapon(s)
01-25	Medium Warhorse	Chain & Shield (AC 4)	Lance & Sword
26-30	Medium Warhorse	Chain & Shield (AC 4)	Composite Bow & Sword
31-80	Light Warhorse	Leather & Shield (AC 6)	Lance & Sword
81-90	Light Warhorse	Leather & Shield (AC 6)	Composite Bow & Sword
91-00	Light Warhorse	Leather & Shield (AC 6)	Light Crossbow & Mace

TRIBESMEN (MM, p67-8)

Tribesmen

 # Appearing: 10-100 (1d10x10)

Every 10 Tribesmen	+3rd lvl Fighter	+4th lvl Cleric
Every 30 Tribesmen	+6th lvl Cleric	
All Tribesmen Groups	+8th 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	Weapon(s) & Armor
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	4th–lvl Fighter
1	3rd–lvl Fighter
1	1st–lvl Magic-User
12	Mercenaries

Guards Group #2

#	Type
1	4th–lvl Fighter
1	3rd–lvl Fighter
1	1st–lvl Magic-User
10	Mercenaries

Guards Group #3

#	Type
1	2nd–lvl Fighter
1	1st–lvl Magic-User
7	Mercenaries

Guards Group #4

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

Equipment

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

Day-Watchmen

Group #1

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

Group #3

#	Type
1	1st–lvl Fighter
1	5th–lvl Cleric
5	Mercenaries

Night-Watchmen

Group #2

#	Type
1	5th–lvl Fighter
1	4th–lvl Cleric
10	Mercenaries

Group #4

#	Type
1	4th–lvl Fighter
1	2nd–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 (8th-lvl Cleric)	+ 3rd-lvl Cleric Assistant	+ 5th-lvl Cleric Assistant
All Pilgrim Groups	+1d6 2nd-lvl Clerics	+ 1d4 4th-lvl Clerics	1d2 6th-lvl Clerics
All Pilgrim Groups	25% Monk 5th-6th-lvl		
Every 10 Pilgrims	10% 1d10 1st-8th-lvl Fighters	10% 1d6 2nd-7th-lvl Thieves	5% 6th-9th-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	2nd–lvl Clerics
4	4th–lvl Clerics
1	6th–lvl Cleric
1	8th–lvl Cleric
1	1st–lvl Fighter
2	2nd–lvl Fighters
3	3rd–lvl Fighters
1	5th–lvl Fighter
1	8th–lvl Fighter
1	6th-lvl Thief
2	9th–lvl Thieves
1	6th–lvl Monk*
Total	103 figures

Group #2

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

Group #3

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

Group #4

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

NPC ADVENTURING PARTIES

#1	Lvl/Class	Magic Items
N	1st–lvl Fighter	scroll of ***protection from magic***
NE	1st–lvl Fighter	
CE	1st–lvl Thief	
LE	2nd–lvl Cleric	
	5x Men-at-Arms	

#2	Lvl/Class	Magic Items
	2nd –lvl Paladin	**+1 shield, +1 dagger**
	1st–lvl Ranger	
LG	1st–lvl Fighter	
	1st–lvl Magic-User	
	1st–lvl Cleric	
	3x Men-at-Arms	

#3	Lvl/Class	Magic Items
	2nd–lvl Cleric	
Any	½E 1st–lvl F/MU	
	5x Men-at-Arms	

#4	Lvl/Class	Magic Items
	1st –lvl Paladin	**+1 plate mail**
LG	2nd–lvl Cleric	
	½E 1st–lvl F/MU	
	Dw 2nd-lvl Fighter	
	2x Men-at-Arms	

#5	Lvl/Class	Magic Items
N	D 3rd–lvl Fighter	+**1 arrows** (x10)
NE	½E 3rd–lvl F/MU	
CE	4th–lvl Thief	
LE	2nd–lvl Fighter	
	3rd–lvl Cleric	+**1 mace**
	4x Men-at-Arms	

#6	Lvl/Class	Magic Items
N	D 3rd–lvl Fighter	+**1 shield**
NG	D 3rd–lvl Fighter	
NE	2nd–lvl Magic-User	+**1 dagger**
CE	4th–lvl Cleric	+**1 mace,** S: ***augury***
LE	G 1st-lvl F/Ill	S: ***paralyzation***
	½ 3rd–lvl Thief	**bracers AC 5,** P: **healing**
	3rd–lvl Fighter	

#7	Lvl/Class	Magic Items
	4th–lvl Cleric	
	1st–lvl Cleric	
LE	3rd–lvl Thief	**ring of protection, +1**
	4th –lvl Magic-User	P: ***invisibility***
	½-O 1st-lvl Fighter	P: ***heroism***
	4th–lvl Monk	

#8	Lvl/Class	Magic Items
	4th–lvl Cleric	+**1 mace**
	2nd–lvl Fighter	+**1 shield**
Any	1st–lvl Fighter/MU	+**1 chain mail**
	5th–lvl Fighter	+ 2 **bolts** (x15)
	2nd–lvl Fighter	
	3rd–lvl Fighter	P: **Extra-healing**

#9	Lvl/Class	Magic Items
	6th–lvl Magic-User	**+1 dagger, ring of protection +2**
	6th–lvl Fighter	
Any	½E 6th–lvl C/MU	**+1 chain mail**
	2nd–lvl Fighter	

#10	Lvl/Class	Magic Items
	7th–lvl Assassin	**+1 leather, ring/prot. +1**
NE	6th–lvl Thief	**+1 leather, +1 sword**
CE		P: ***Healing***
LE	4th–lvl Fighter	S: ***Prot. From Possession***
	5th–lvl Magic-User	**+1 dagger**, P: ***Invisibility***
		P: ***Growth*****,** P: ***Healing***
	½O 3rd–lvl Cleric	

#11	Lvl/Class	Magic Items
	5th–lvl Cleric	P: ***Healing***
	E 5th-lvl Fighter/MU	
	5th–lvl Fighter	**+2 bolts (x4)**
N	2nd–lvl Fighter	
CE	1st–lvl Cleric	
NE	E 4th–lvl Cleric	***+1 mace***
LE	½ E 2nd –lvl MU/Thief	***Ring of Protection +1***
	2nd–lvl Fighter	

#12	Lvl/Class	Magic Items
	5th –lvl Fighter	
	½ E 2nd-lvl F/MU/C	P: ***Growth***
		S: ***Extension II, Levitate***
		Phantasmal Force
N	3rd –lvl Fighter	**+1 shield**
NE	2nd –lvl Thief	**+1 sword**
		S: ***Prot. From Undead***
	6th–lvl Magic User	**ring of protection, +1**
		P: ***Climbing*** P: ***Flying***
	D 1st–lvl Fighter	**+1 battleaxe**
	4th –lvl Cleric	**+1 shield, +1 mace**
	2nd–lvl Fighter	

#13	Lvl/Class	Magic Items
N NG NE	7th–lvl Thief 1st–lvl Cleric 6th–lvl Thief 1/2 E 2nd–lvl Druid G 7th–lvl Illusionist 2nd–lvl Assassin	**+3 sword, Bracers (AC4)** P: ***X-healing*, Dust of App.**

#14	Lvl/Class	Magic Items
N NE CE LE NG	D 6th–lvl Fighter 6th–lvl Magic-User 6th–lvl Fighter 4th–lvl Cleric D 5th–lvl Thief 5th–lvl Magic-User 2nd–lvl Cleric	**+2 sword** **Bracers (AC6)** W: **Enemy Detection** **+2 plate mail, +3 shield** **+1 mace**, S: ***Neut. Poison*** **Psuedo-dragon** R:**Invisibility,** Weasel

#15	Lvl/Class	Magic Items
LG NG CG	8th–lvl Magic-User 3rd–lvl Fighter 2nd–lvl Fighter ½E 5th–lvl C/R E 5th–lvl F/MU 4th–lvl Fighter 2nd–lvl Fighter	**Ring of Protection +3** **Potion of Hill Giant Strength** +**1 arrows** (x10 + **2 splint mall** **Javelin of lightning**

#16	Lvl/Class	Magic Items
N NE NG	7th–lvl Illusionist 5th–lvl Bard 5th–lvl C/4th–lvl Thief G 5th–lvl Fighter D 9th–lvl Fighter	**Boots of Speed** **Ring of Spell Turning** **Serpent Staff** **+1 shield, +1 chain mail** **+2 warhammer**

#17	Lvl/Class	Magic Items
N NE	9th–lvl Fighter 6th–lvl Druid 6th–lvl Thief 5th–lvl Fighter 9th–lvl Fighter 7th–lvl Cleric 6th–lvl Fighter 4th–lvl Fighter	**+2 Mace, +1 Banded Armor** **Brooch of Shielding** **Boots of Elvenkind** **Crossbow of Speed** **+4 Splint Mail**

#18	Lvl/Class	Magic Items
N NE	½E 5th–lv Cleric/MU E 9th–lvl MU/Thief ½E 5th–lvl Fighter ½E 8th–lvl Fighter E 4th–lvl Thief ½E 7th–lvl Druid	**+1 Mace, Elven Cloak** **+1 Leather, Ring of Spell Storing** **+1 Chainmail, +1 Sword** **+1 Shield, +2 B Mail, Elven Cloak** **+1 Leather, +1 Dagger** **Ring of Prot., Robe of Blending**

#19	Lvl/Class	Magic Items
LG NG CG	10th–lvl Cleric E 5th–lvl F/MU ½E 4th–lvl C/MU 6th–lvl Assassin 9th–lvl Magic-User 6th–lvl Fighter 5th–lvl Fighter 10th–lvl Magic-User 1/2 4th–lvl Fighter 6th–lvl Cleric 9th–lvl Cleric 6th–lvl Magic User 6th–lvl Fighter 2nd–lvl Fighter 10th–lvl Fighter 7th–lvl Ranger 6th–lvl Fighter	**ring of invisibility** **+ 2 javelin** **bracers of defense, AC 4** **+ 1 dagger** **gauntlets of ogre power** **+ 1 dagger** **ring of protection, + 3** **+ 1 chain mail** **Potion: healing** **staff of striking** **ring of protection, + 1** **wand of negation** **+ 1 mace** **javelin of lightning** (x2) **robe of blending** **+ 1 sword**

#20	Lvl/Class	Magic Items
NE CE LE	½ O 8th–lvl Thief ½ O 6th–lvl Fighter ½ O A11/C4 10th –lvl Fighter 9th –lvl Magic User 8th –lvl Cleric 5th –lvl Fighter	**+ 1 leather armor** **+ 1 sword** **scroll: prot from demons** **+ 1 dagger** **+ 1 spear** **+ 1 leather armor** **+ 1 shield** **Potion: extra-healing** **+ 1 chain mall** **+ 1 shield, + 1 sword** **ring of protection, + 2** **+ 2 dagger** **+ 1 mace** **scroll: remove curse**

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, Deeppockets, 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, Revenance, 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	**Level 1:** *Read Magic, Charm Person, Protection from Evil, Melt, Alarm, Serpent Missile, Affect Normal Fires* **Level 2:** *Preserve, ESP, Scare, Forget, Ray of Enfeeblement* **Level 3:** *Radiant Baton, Flame Arrow, Fireball, Suggestion, Tiny Hut, Fireball, Crystal Rhythms* **Level 4:** *Resilient Sphere, Dimension Door*
2	**Level 1:** *Read Magic, Enlarge, Unseen Servant, Charm Person, Sleep, Chime of Release, Taunt* **Level 2:** *Flaming Sphere, Vocalize, Soothing Vibrations, Darkness 15' Radius* **Level 3:** *Material, Protection from Normal Missiles, Flame Arrow, Force Umbrella* **Level 4:** *Instant Exit, Wall of Fire, Ultravision, Dimension Door, Confusion, Dig, Tool Box, Electric Arc*
3	**Level1:** *Read Magic, Light, Jump, Magic Missile, Shocking Grasp, Sleep, Firewater* **Level 2:** *Dextrous Digits, Boiling Bath, Scent Mask, Detect Evil, Swift Mount* **Level 3:** *Suggestion, Lightning Bolt ,Crystal Dirk, Tongues* **Level 4:** *Confusion, Giant Strength, Lightburst, Tool Box, Charm monster, Lightburst, Dig, Staff of Smiting*
4	**Level 1:** *Read Magic,Jump, Charm Person, Detect Magic, Magic Missile, Sleep* **Level 2:** *Soothing Vibrations, Pyrotechnics, Skull Watch* **Level 3:** *Water Breathing, Feign Death, Lightning Bolt, Minute Meteors* **Level 4:** *Monster Summoning II, Master of Arms, Polymorph Self, Ice storm , Stoneskin, Battering Gauntlets*
5	**Level 1:** *Read Magic, Shocking Grasp, Magic Missile,Charm Person* **Level 2:** *Darkness 15' Radius, Continual Light, Magic Mouth, Pyrotechnics* **Level 3:** *Lightning Bolt, Dispel Magic, Hold Person* **Level 4:** *Massmorph, Polymorph Self, Battering Gauntlets, Plant Growth, Polymorph self, Polymorph other*
6	**Level 1:** *Read Magic, Shocking Grasp, Detect Magic, Magic Missile, Run, Protection from Avians* **Level 2:** *Fools Gold,Mirror Image, Scent Mask, Invisibility, Magnify, Forget, Protection from Cantrips* **Level 3:** *Protection from Evil 10' radius, Water Breathing, Infravision* **Level 4:** *Confusion, Battering Gauntlets, Hallucinatory terrain, Grue Conjuration, Master of Arms*
7	**Level 1:** *Read Magic,Jump, Enlarge, Ventriloquism, Magic Missile, Charm Person, Hold Portal* **Level 2:** *Darkness 15' Radius,Web, Skull Watch, Rope Trick, Mirror Image* **Level 3:** *Monster Summoning I, Lightning Bolt, Feign Death, Blink* **Level 4:** *Minor globe of inv.,Resilient Sphere, Tool Box, Charm monster, Minor globe of inv., Hallucinatory terrain*
8	**Level 1:** *Read Magic, Flare, Jump, Magic Missile, Push, Flash, Mount, Message* **Level 2:** *Darkness 15' Radius, Ray of Enfeeblement, Invisibility, Blackmote, Rope Trick, Mirror Image* **Level 3:** *Haste, Protection from Normal Missiles, Dispel Magic, Flame Arrow, Tiny Hut, Slow, Iron Sack* **Level 4:** *Fire Trap, Charm Monster, Protection from Slime, Fumble, Minor globe of inv., Monster Summoning II*

SPELLBOOK ASSORTMENTS continued

9th to 11th Level Magic Users

1d8	Spellbook Contents
1	**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*
2	**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 Conjuration, Dimension Door* **Level 5:** *Cone of Cold*
3	**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*
4	**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*
5	**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*
6	**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*
7	**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*
8	**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*

SPELLBOOK ASSORTMENTS continued

12th or 13th Level Magic Users

1d8	Spellbook Contents
1	**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*
2	**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*
3	**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*
4	**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*
5	**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*
6	**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*
7	**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*
8	**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*

SPELLBOOK ASSORTMENTS continued

14th or 15th Level Magic Users

1d8	Spellbook Contents
1	**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*
2	**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*
3	**Level 1:** *Read Magic, Push, 1, 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*
4	**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*
5	**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*
6	**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*
7	**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*
8	**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	**Level 1:** *Read Magic, Firewater, Charm Person, Hold Portal* **Level 2:** *Levitate, Uncontrollable Laughter, Levitate, Ray of Enfeeblement* **Level 3:** *Eye of the Eagle, Crystal Rhythms, Phantasmal Force, Crystal Dirk, Expenitious Fire Extinguisher, Fly* **Level 4:** *Magic Mirror, Fear, Minor globe of inv., Dimension door, Massmorph, Protection from Gas* **Level 5:** *Wall of Force, Stone Shape, Teleport, Dispelling Screen, Wall of Iron* **Level 6:** *Repulsion, Ensnarement, Freezing Sphere, Invisible Stalker, Monster Summoning IV* **Level 7:** *Instant Summons, Monster Summoning V, Spell Immunity, Antipathy & sympathy* **Level 8:** *Maze, Unlife, Mass Charm, Maze, Spell Immunity*
2	**Level 1:** *Read Magic, Charm Person, Jump, Chime of Release* **Level 2:** *Crystal Dagger, Deep Pockets, Forget, Rope Trick, Encompassing Vision, Detect Invisibility, Web* **Level 3:** *Phantasmal Force, Tiny Hut, Suggestion, Blink, Flame Arrow, Monster Summoning I* **Level 4:** *Fear, Spell Enhancer, Fire Trap, Polymorph self, Instant Exit, Bestow curse, Fire Trap* **Level 5:** *Dismissal, Telekinesis, Distance Distortion, Extension II* **Level 6:** *Disintegrate, Anti Magic Shell, Death Spell, Extension III, Death Spell, Orb of Containment* **Level 7:** *Statue, Mass Invisibility, Instant Summons* **Level 8:** *Polymorph Any Object, Symbol*
3	**Level 1:** *Read Magic, Charm Person, Magic Missile, Shield* **Level 2:** *Magnify, Scare, Invisibility, Darkness 15' Radius* **Level 3:** *Flame Arrow, Fireball, Blink, Infravision* **Level 4:** *Blacklight Burst, Extension I, Charm monster, Dig, Drums of Despair* **Level 5:** *Teleport, Replay of the Past, Conjure Elemental, Teleport* **Level 6:** *Globe of Invulnerability, Reincarnation, Antimagic shell, Disintegrate, Monster Summoning IV* **Level 7:** *Monster Summoning V, Limited Wish* **Level 8:** *Monster Summoning VI, Irresistible Dance, Clone*
4	**Level 1:** *Read Magic, Melt, Friends, Magic Missile* **Level 2:** *Detect Evil , Levitate, Web, ESP* **Level 3:** *Lightning Bolt, Haste, Infravision, Pugnacious Pugilist, Fireball* **Level 4:** *Minor globe of inv., Fumble, Steaming Sphere* **Level 5:** *Gong of Isolation, Wall of Stone* **Level 6:** *Control Weather, Chain Lightning, Project Image, Repulsion, Orb of Containment* **Level 7:** *Teleport without Error, Duo Dimension, Reverse Gravity* **Level 8:** *Sunburst, Monster Summoning VI, Spell Immunity*
5	**Level 1:** *Read Magic, Protection from Evil, Push, Magic Aura, Charm Person, Sleep, Dancing Lights, Floating Disc* **Level 2:** *Dispel Silence, ESP, Pyrotechnics, Scare, Know Alignment* **Level 3:** *Monster Summoning I, Haste, Protection from Normal Missiles, Suggestion, Dispel Magic* **Level 4:** *Wall of fire, Lightburst, Confusion, Confusion, Memory Alteration, Wall of fire* **Level 5:** *Faithful Hound, Electrical Screen* **Level 6:** *Forceful Hand, Control Weather, Repulsion, Death Spell* **Level 7:** *Mass Invisibility, Statue, Banishment* **Level 8:** *Maze, Mass Charm, Telekinetic Sphere*
6	**Level 1:** *Read Magic, Detect Magic, Dancing Werelight, Magic Missile, Charm Person, Comp.Languages* **Level 2:** *Invisibility, Detect Evil , Scare* **Level 3:** *Gust of Wind, Defense Against Reptiles, Tongues, Phantasmal Force, Fireball* **Level 4:** *Memory Alteration, Massmorph, Protection from Gas, Drums of Despair* **Level 5:** *Interposing Hand, Wall of Force, Gong of Isolation, Monster Summoning III, Wall of Iron* **Level 6:** *Globe of Invulnerability, Invisible Stalker, Control Weather* **Level 7:** *Torment, Monster Summoning V, Mass Invisibility, Instant Summons* **Level 8:** *Mass Charm, Antipathy & sympathy, Permanency, Monster Summoning VI*

SPELLBOOK ASSORTMENTS continued

18th+ Level Magic Users

1d6	Spellbook Contents
1	**Level 1:** *Read Magic, Charm Person, Protection from Evil, Jump, Magic Missile, Shocking Grasp, Enlarge* **Level 2:** *Detect Evil , Ray of Enfeeblement, Web, Hunting Hawk, Rope Trick, Tones of Forgetfulness, ESP* **Level 3:** *Slow, Fireball, Revenance, Secret Page, Pugnacious Pugilist, Crystal Dirk, Force Umbrella* **Level 4:** *Charm monster, Tin Soldiers, Wall of fire, Fire Trap, Hallucinatory terrain, Dispel Illusion* **Level 5:** *Superior Spell Enhancer, Conjure Elemental, Passwall, Telekinesis, Wall of Iron* **Level 6:** *Project Image, Lucubration, Repulsion, Freezing Sphere, Invisible Stalker* **Level 7:** *Mass Invisibility, Instant Summons, Duo Dimension* **Level 8:** *Irresistible Dance, Symbol, Mass Charm* **Level 9:** *Prismatic Sphere, Time Stop, Imprisonment*
2	**Level 1:** *Read Magic, Sleep, Jump, , Protection from Evil, Push, Magic Aura, Charm Person* **Level 2:** *Stinking Cloud, Mirror Image, Detect Evil, Blazing Beam, Forget* **Level 3:** *Crystal Dirk, Explosive Runes, Phantasmal Force, Blink, Water Breathing, Suggestion,* **Level 4:** *Wall of fire, Polymorph self, Bestow curse, Mnemonic Enhancer, Magic Mirror* **Level 5:** *Wall of Iron, Conjure Elemental, Magic Jar, Distance Distortion* **Level 6:** *Freezing Sphere, Geas* **Level 7:** *Cacodemon, Charm Plants* **Level 8:** *Irresistible Dance, Irresistible Dance, Symbol, Antipathy & Sympathy* **Level 9:** *Prismatic Sphere, Temporal Stasis, Meteor swarm, Time Stop*
3	**Level 1:** *Read Magic, Chime of Release, Firewater, Sleep* **Level 2:** *Magic Mouth, Breath of Life, Ray of Enfeeblement, Know Alignment, Mirror Image, Invisibility, Pyrotechnics, Detect Rope Trick, Levitate* **Level 3:** *Explosive Runes, Defense Against Reptiles, Monster Summoning I, Revenance* **Level 4:** *Hallucinatory terrain, Dig, Shout, Dispel Illusion, Tonal Attack* **Level 5:** *Superior Spell Enhancer* **Level 6:** *Death Spell, Protection from Scrying, Extension III* **Level 7:** *Reverse Gravity, Statue, Monster Summoning V, Instant Summons, Mass Invisibility* **Level 8:** *Spell Immunity, Clone* **Level 9:** *Disjunction, Monster Summoning VII, Time Stop, Temporal Stasis*
4	**Level 1:** *Read Magic, Protection from Evil, Enlarge, Charm Person* **Level 2:** *Scent Mask, Locate Object, Soothing Vibrations, Invisibility* **Level 3:** *Iron Sack, Lightning Bolt, Lightning Bolt, Infravision* **Level 4:** *Charm monster, Bestow curse, Ice storm, Tonal Attack, Dig, Hallucinatory Terrain* **Level 5:** *Sending, Distance Distortion, Conjure Elemental* **Level 6:** *Part Water, Repulsion, Orb of Containment, Project Image, Stone to Flesh* **Level 7:** *Delayed Blast Fireball, Phase Door* **Level 8:** *Clenched Fist, Glassteel* **Level 9:** *Crushing Hand, Prismatic Sphere*
5	**Level 1:** *Read Magic, Charm Person, Magic Missile* **Level 2:** *Breath of Life, Invisibility, Breath of Life, Blackmote, Forget* **Level 3:** *Haste, Defense Against Lycanthropes, Lightning Bolt, Fireball, Suggestion* **Level 4:** *Fire shield, Drums of Despair, Staff of Smiting, Plant growth, Tonal Attack, Fire Charm, Minor Globe of Invulnerability* **Level 5:** *Private Sanctum, Stone Shape, Dispelling Screen* **Level 6:** *Repulsion, Move Earth, Besieging Bolt, Disintegrate* **Level 7:** *Monster Summoning V, Phase Door, Duo Dimension, Statue, Reverse Gravity* **Level 8:** *Clenched Fist, Spell Immunity* **Level 9:** *Gate, Monster Summoning VII*
6	**Level 1:** *Read Magic, Serpent Missile, Sleep, Comp.Languages, Magic Missile, Dancing Lights, Light Step, Jump* **Level 2:** *Scare, Blackmote, Magnify, ESP, Pyrotechnics, Detect Invisibility, Uncontrollable Laughter* **Level 3:** *Protection from Normal Missiles, Slow, Fireball, Dispel Magic* **Level 4:** *Staff of Smiting, Wall of fire, Charm monster, Wall of fire, Death's Door* **Level 5:** *Airy Water, Magic Jar, Dismissal* **Level 6:** *Phantom Guardian, Disintegrate, Urgent Utterance, Freezing Sphere* **Level 7:** *Sword, Duo Dimension, Teleport without Error* **Level 8:** *Power Word Blind, Unlife, Maze* **Level 9:** *Power Word Kill, Monster Summoning VII, Temporal Stasis*

CHAPTER II: DEMI-HUMANS & HUMANOIDS

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-spired, 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 need. 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	*cure light wounds*	1	*augury*	1	*cure blindness*	1	*divination*
2	*detect evil*	2	*chant*	2	*cure disease*	2	*exorcise*
3	*detect magic*	3	*detect charm*	3	*dispel magic*	3	*neutralize poison*
4	*light*	4	*resist fire*	4	*locate object*	4	*tongues*
5	*protection from evil*	5	*snake charm*	5	*prayer*		
6	*resist fear*	6	*speak with animals*	6	*remove curse*		

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	*affect normal fires*	1	*audible glamer*
2	*dancing lights*	2	*detect invisibility*
3	*identify*	3	*invisibility*
4	*push*	4	*levitate*
5	*shield*	5	*magic mouth*
6	*ventriloquism*	6	*scare*

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	Devils
15	Demons
16	Jaguar/Tiger/Lion
17	Elephant/Mastodon
18	Eagle/Hawk
19	Elemental
20	Monster

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

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)	

Lairs

>24 Bugbears	Chief (4HD)	+ Sub-chief (4HD)
Non-combatants	+50& Females	+50% Children

Equipment

d%	Weapon(s)	Armor
01-20	Sword	Shield [AC 4]
21-60	Spear & Club	-
61-80	Morningstar	Shield [AC 4]
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

Lairs

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

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		+5d4 Gnoll Guards
	+50% females		+200% young
(86-00) **Ruins**	Gnoll Chieftain		+5d4 Gnoll Guards
	+50% females		+200% young
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)

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

Equipment

d%	Weapon(s)	Armor
01-10	Short Sword & Military Pick	Leather or Piecemeal armors [AC6]
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	2 gates, 3-6 watchtowers
		Hobgoblin Chief [4HD]	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
	Animal Guardians:	60%: 2d6 Carnivorous Apes	

Equipment

d%	Weapons	Armor
01-20	Sword & Composite Bow	Leather & Lamellar Armor [AC5]
21-30	Sword & Spear	
31-35	Sword & Morning Star	
36-40	Sword & Whip	
41-70	Polearm	
71-80	Spear	
81-00	Morning Star	Dm's Choice

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	
Animal Guardians	65% chance	1d4+1 Wild Boars
	30% chance	1d4 Giant Weasels

Lairs

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

Equipment

d%	Weapons	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]	+1d4 Guards [2+2HD]

Lairs

	Chieftain [4+4HD]	+1d4 Guards [2+2 HD]
Every 10 Lizardmen	10% chance Cleric (3rd-6th 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 4th lvl	+4 Assistants (14hp) Fighter 3rd lvl
>120	Chief (22hp) Fighter 5th lvl	+12 Guards (12-14hp) Fighter 3rd lvl

Lairs

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

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
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)
		1d6 Carts	+ 1d6x10 Slavebearers
	Every 10 orcs	Orc Boss (8hp)	+2 Orc Guards (8hp)
	Every Warparty	Orc Subchief (2HD)	+1d6x5 Orc Guards (8hp)

Lairs

			# Appearing: 30-300 (30d10)
01-25	**Village**	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%	Weapons	Armor
01-05	Sword & Flail	**Armor** 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	DM's Choice

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 (MM, p84)

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 5th-8th lvl Cleric	+1d4 3rd-4th lvl Cleric Assistants
	+1d4x30 Females	+1d4x10 Hatchlings
	+1d4x20 Eggs	
Animal Guardians	2d4 Sharks	
96-00 **Princes' Lair**	Sahuagin Prince (8+8 HD)	+9 Sahuagin Chieftains (4+4 HD)
	Sahuagin High Priestess 8th lvl	+4 Underclerics 4th lvl
Non-Combatants	+1d4x40 Females	+1d4x20 Hatchlings
	+1d4x40 Eggs	
Animal Guardians	4d6 Sharks	

Equipment

d%	Weapon(s)
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

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

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

	Leader [1+3HD]	+2 Lieutenants [1+1HD]
Non-Combatants	+120% Females	+200% Young
Animal Guardians	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 2nd-4th lvl	
>160 Dwarves	Chief- 6th lvl Fighter	
	Lieutenant- 4th lvl Fighter	
>200 Dwarves	3rd-6th/4th-7th lvl Fighter/Cleric	
>320 Dwarves	8th lvl Fighter	+ 7th lvl Fighter
	6th/7th lvl Fighter/Cleric	+2 4th/4th lvl Fighter/Cleric

Lairs / Settlements

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

Equipment

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

Professions

1d10	Profession
1	Miner
2	Craftsman
3	Artisan
4	Merchant
5	Smith
6	Stonemason
7	Scholar
8	Banker
9	Artist/Entertainer
10	Adventurer (see next)

Adventurers

d%	Class
01-30	Fighter
31-40	Cleric
41-50	Thief
51-55	Acrobat
56-65	Assassin
66-70	Cleric/Thief
71-80	Cleric/Fighter
81-87	Fighter/Thief
88-90	Cleric/Assassin
91-00	Fighter/Assassin

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	Grimmli's Blue Banner Ale
17	Blue Goblin Bitter
18	Mt. Gunderbal Special Reserve
19	Orc Valley Headcracker
20	Balin's Rosey-Nosey

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**	96-00 **Dark (Drow)**

Groups

 # Appearing: 20-200 (1d10x20)

Every 20 Elves	2nd/3rd lvl Fighter	
Every 40 Elves	2nd - 3rd/1st - 2nd Fighter/Magic User	
>100 Elves	4th/8th lvl Fighter/Magic User	+ 2x 4th/5th lvl Fighter/Magic Users
	4th/4th/4th Fighter/Magic User/Cleric	
>160 Elves	6th/9th lvl Fighter Magic User	+ 4th /5th lvl Fighter/Magic User
	6th/6th/6th Fighter/Magic User/Cleric	+ 3rd/3rd/3rd Fighter/Magic User/Cleric

Lairs or Settlements

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

Professions

1d20	Profession
1	Forester
2	Craftsman
3	Artisan
4	Entertainer
5	Artist
6	Scholar
7	Boatman
8	Farmer
9	Shopkeeper
10	Herder
11	Merchant
12	Noble
13	Servant
14	Scribe
15	Militiaman
16	Fisherman
17	Hunter
18	Musician
19	Criminal
20	DM's Choice

Adventurers

d%	Class
1	Cleric
2	Druid
3	Fighter
4	Magic-User
5	Thief
6	Assassin
7	Cleric/Fighter
8	Cleric/Magic-User
9	Cleric/Thief
10	Cleric/Assassin
11	Fighter/Magic-User
12	Fighter/Thief
13	Fighter/Assassin
14	Magic-User/Thief
15	Magic-User/Assassin
16	Cleric/Fighter/Magic-User
17	Cleric/Fighter/Thief
18	Cleric/Magic-User/Thief
19	Fighter/Magic-User/Thief
20	DM's Choice

Equipment

d%	Weapon(s)
01-10	Sword & Longbow
11-30	Sword & Spear
31-50	Cleric/Fighter/Thief
51-55	Cleric/Magic-User/Thief
56-85	Fighter/Magic-User/Thief
86-00	Long Bow

d%	Armor
01-10	Scale Mail
11-20	Ringmail
21-30	Chainmail
31-50	Scalemail & Shield
51-80	Chainmail & Shield
81-00	Ringmail & Shield

Age

d%	Age
1–30	100–200
31–50	201–250
51–75	251–300
76–95	301–350

Alignment

1d10	Alignment
1–7	Chaotic Good (CG)
8–10	Neutral Good (NG)
11–12	Lawful Good (LG)
13	Chaotic Evil (CE)
14	Neutral Evil (NE)
15	Lawful Evil (LE)
16–17	Chaotic Neutral (CN)
18–19	Neutral (N)
20	Lawful Neutral (LN)

Elven Magic Items

d%	Item
01-10	***Elfin Long Bow +1***
11-20	***Elfin Chain Mail +1***
21-35	***Cloak of Elvenkind***
36-60	***Boots of Elvenkind***
61-70	***Elfin Short Bow +1***
71-80	***Elfin Long Bow +2***
81-90	***Elfin Chain Mail +2***
91-97	***Elfin Short Bow +2***
98-00	***Ioun Stone*** (Dm's choice)

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

Lairs

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

Equipment

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

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

Professions

1d10	Profession
1	Miner
2	Craftsman
3	Artisan
4	Merchant
5	Smith
6	Stonemason
7	Scholar
8	Banker
9	Artist/Entertainer
10	Adventurer

Adventurers

1d20	Class
1-2	Cleric
3-4	Fighter
5-7	Illusionist
8-9	Thief
10	Assassin
11	Acrobat
12	Cleric/Fighter
13	Cleric/Illusionist
14	Cleric/Thief
15	Cleric/Assassin
16	Fighter/Illusionist
17	Fighter/Thief
18	Fighter/Assassin
19	Illusionist/Thief
20	Illusionist/Assassin

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 **Tallfellow**	96-00 **Stout**

Groups

 # Appearing: 30-300 (1d10x30)

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

Settlements

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

Professions

1d10	Profession
1	Herbalist
2	Farmer
3	Entertainer
4	Merchant
5	Shopkeeper
6	Scholar
7	Herder
8	Hunter
9	Worker
10	Adventurer

Adventurers

1d20	Class
1-2	Cleric
3-4	Druid
5-8	Fighter
9-12	Thief
13	Acrobat
14-15	Cleric/Fighter
16	Cleric/Thief
17	Druid/Fighter
18	Druid/Thief
19-20	Fighter/Thief

Equipment

d%	Weapon(s)	Armor
01-10	Short Sword & Short Bow	All equipped with padded leather 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	Tallfellow Greenflake	2gp
7	Red Seal Shireweed	3gp
8	Olde Glenhollow	5gp
9	Tallfellow 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]
Creature Guards	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 (1st-6th 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 (8th-11th lvl)	4 Assistant Clerics (2nd-5th lvl)
Non-Combatants	+100% Females	+100% Young
Creature Guards	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 wihch 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

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- **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

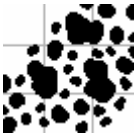

Arrow Slit

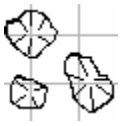

Stone Wall

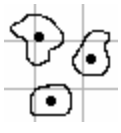

Window


Slide


Pool


Rubble


Stalagmites


Stalagtites

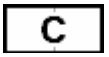

Pool


Altar


Fireplace



Table

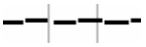


Chest


Bed


Curtain


Railing


Illusionary
Wall

Dais

Stairs

Circular
Staircase

Sliding
Stairs

Winding
Staircase

Stone
Columns

Natural
Staircase

Elevated
Ridge

WANDERING MONSTER ENCOUNTERS

Level I

2d10	Creature	Source	Number
2	Al-mi'raj	FF	1-4
3	Webbird	MM2	2-12
4	Bullywug	FF	3-18
5	Pedipalp, Large	MM2	2-12
6	Bowler	MM2	1-3
7	Bat, Giant	FF	1-4
8	Goblin	MM	6-15
9	Men, Bandit	MM	5-15
10	Bat	MM2	2-20
11	NPC Party	-	variable
12	Orc	MM	7-12
13	Bat, Giant	MM	5-20
14	Kobold	MM	6-17
15	Piercer	MM	1-4
16	Skeleton	MM	1-4
17	Norker	FF	2-8
18	Vulchling	MM2	2-12
19	Gnome	MM	5-15
20	Demon, Nupperibo	MM2	1-3

Level II

2d10	Creature	Source	Number
2	Azer	MM2	1-6
3	Duergar	MM2	2-12
4	Coffer Corpse	FF	1
5	Gas Spore	MM	1
6	Lizard Man	MM	1-12
7	Gnoll	MM	4-10
8	Land Lamprey	MM2	2-8
9	Centipede, Giant	MM	2-8
10	Toad, Giant	MM	1-4
11	NPC Party	-	variable
12	Troglodyte	MM	2-8
13	Centipede, Huge	MM	3-18
14	Grimlock	FF	2-12
15	Stirge	MM	5-15
16	Mongrelman	MM2	2-12
17	Quaggoth	FF	4-10
18	Pedipalp, Huge	MM2	2-8
19	Frog, Killer	MM	2-7
20	Firebat	MM2	1-4

Level III

2d10	Creature	Source	Number
2	Leprechaun	MM	1
3	Mephit (Fire/Smoke)	FF	1-3
4	Phantom	MM2	1
5	Ankheg (4-5HD)	MM	1-3
6	Ochre Jelly	MM	1
7	Kenku	FF	2-8
8	Luck Eater	MM2	1
9	NPC Party	-	variable
10	Ogre	MM	1-4
11	Beetle, Giant boring	MM	1-3
12	Spider, Large	MM	1-4
13	Scorpion, Large	MM	1-4
14	Bugbear	MM	2-7
15	Gelatinous Cube	MM	1
16	Ustilagor	MM2	1-3
17	Shocker	FF	1-3
18	Weasel, Giant	MM	1-4
19	Thoquaa	FF	1-2
20	Elf, Drow	FF	2-8

Level IV

2d10	Creature	Source	Number
2	Lava Children	FF	1-5
3	Meenlock	FF	2-5
4	Hook Horror	FF	2-5
5	Pech	MM2	3-12
6	Owl Bear	MM	1-2
7	Rust Monster	MM	1-2
8	Pseudo-Ghast	MM2	1-4
9	NPC Party	-	variable
10	Yellow Mold	MM	1
11	Scorpion, Huge	MM2	1-5
12	Toad, Poisonous	MM	1-4
13	Gargoyle	MM	1-2
14	Hornet, Giant	FF	1-2
15	Hydra (5-6 heads)	MM	1
16	Ghast	MM	1-4
17	Caterwaul	FF	1
18	Solifugid, Giant	MM2	1-4
19	Spectator	MM2	1
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	Slaad, 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

2d10	Creature	Source	Number
2	Demon, type VI	MM	1
3	Deva, Monadic	MM2	1
4	Devil, Pit Fiend	MM	1
5	Dragon, Red	MM	1
6	Pyrohydra, 12-heads	MM	1
7	Slaad, Grey	FF	1
8	Titan, Minor	MM	1
9	Deva, Movanic	MM2	1
10	NPC Party	-	variable
11	Thessalhydra	MM	1
12	Vampire (C7-10th lvl)	MM	1
13	Golem, Stone	MM	1
14	Dragon, Black	MM	1-2
15	Demodand, Kelubar	MM2	1-2
16	Daemon, Nyca-	FF	1
17	Titan, Major	MM	1
18	Baku	MM2	1
19	Daemon, Ultro-	MM2	1
20	Demilich	MM2	1

Level X

2d10	Creature	Source	Number
2	Demon Prince	All	1
3	Elemental Prince of Evil	FF	1
4	Modron, Quarton	MM2	1
5	Tarrasque	MM2	1
6	Dragon, Red	MM	2
7	Dragon, Blue	MM	2
8	Solar	MM2	1
9	Golem, Iron	MM	1
10	NPC Party	-	variable
11	Planetar	MM2	1
12	Slaad, Death	FF	1
13	Beholder	MM	1
14	Lich	MM	1
15	Vampire (MU 7-12th–lvl)	MM	1
16	Dragon, Cloud	MM2	1
17	Modron, Quinton	MM2	1
18	Titan, Elder	MM	1
19	Daemon, Charon	MM2	1
20	Devil, Duke or Arch-	All	1

DUNGEONS

Dungeon Types

2d8	Type
2	Mine
3	Communal Lair
4	Prison
5	Natural Caverns
6	Underground Waterway/Lake
7	Ruins
8	Sewers
9	Sunken City/Town
10	Arena/Death Maze
11	Solitary Lair
12	Mad Wizard's Playground
13	Academy/Hermitage
14	Maze
15	Temple
16	Thieves' or Assassin's Guild
17	Tomb
18	Chasm/Bottomless Pit
19	Treasury
20	Colony/Hive

Dungeon Entranceway

1d20	Entrance
1	Cave-in
2	Lair of a monster
3	A basement
4	A secret door
5	Behind a waterfall
6	The mouth of a dark cavern
7	Stone valve
8	Abandoned mine shaft
9	A secret tunnel
10	Half-buried ruin
11	Mouth of a volcano
12	Magically shaped portal
13	A crevasse, fissure, or gorge
14	A cave on the side of cliff
15	A massive stone megalith
16	Teleportation from elsewhere
17	An underwater tunnel
18	An illusion
19	A sewer
20	An insect hive

Dungeon Age

2d6	Age
2	Construction (1d4 mo)
3	Brand New (1-12 mo)
4	Brand New (1-4 yr)
5	Slightly Aged (1-10 yr)
6	Slightly Aged (1d4 x 5 yr)
7	Worn (1d4 x 10 yr)
8	Worn (2d4 x 10 yr)
9	Aged (1d00 yr)
10	Aged (2d00 yr)
11	Ancient (d00 x 10 yr)
12	Ancient (d00 x 100 yr)

Dungeon Master(s)

d%	Type/Race	Examples
01-05	Extra-planar Race	Mind Flayer, Gith, Modron
06-10	Animal	Bear, Wolf
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
24-30	Giant (Hill, Fire, Verbeeg, Titan, etc.)	Fire Giant, Cyclops, Titan
31-40	Human NPC/Group	Necromancer, Anti-paladin, Assassin
41-50	Humanoid	Orc, Goblin, Bugbear
51-60	Plants or Fungus	Vegepygmy, Shroom
61-70	Demihuman NPC/Group	Dwarf, Gnome, Halfling
71-80	Undead	Lich, Vampire, Crypt Thing
81-90	Lycanthrope/Shapechanger	Wererat, Doppleganger
91-95	Demon/Devil	Cambion, Pit Fiend, Succubus
96-00	Insects/Vermin	Giant Rat, Giant Scorpion, Aspis

Dungeon Size

d%	Size
01-25	**Small.** 1d2 levels
26-50	**Average** 1d3 levels
51-70	**Large** 1d8+1 levels.
71-85	**Big** 2d6 levels
86-00	**Immense** 2d10 levels

Dungeon Master's Motives

1d10	Goal
1	Megalomanic 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 %
1	Wooden, simple, free	-
2	Wooden, simple, locked	+15%
3	Wooden, good, free	-
4	Wooden, good, stuck	+10%
5	Wooden, good, locked	+5%
6	Wooden, strong, free	-
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 *Wizard Locked*	*
18	Roll again, door has a padlock	*
19	Roll again, door is trapped	*
20	Roll again, door is magically trapped	*

1d20	Locks	Open Locks %
1-6	Very simple	+10%
7-11	Average	-
12-15	Good	-5%
16-18	Strong	-10%
19	Very Strong	-15%
20	Foolproof	-25%

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

Grave Condition

1d10	Result
1	Completely empty. Never occupied.
2	Contents looted and smashed. (-25% treasure)*
3	Contents looted and smashed. (-50% treasure)*
4	Contents looted and smashed. (-75% treasure)*
5	Completely looted (nil treasure)*
6	Looters lie dead at the entrance. (-5% treasure)
7	Untouched, 50% chance traps sprung
8	Untouched, 25% chance traps sprung
9	Untouched, 10% chance traps sprung
10	Untouched and completely intact.

* 90% chance traps already sprung.

Grave Guardians

Result
None
Undead/Restless Spirit
Rubble/Collapsed Entrance
Monsters
Traps + Tricks
Tricks + Monsters
Traps + Monsters
Traps + Tricks + Monsters
As 8 + Roll Again
DM's Choice

Grave Age

Result
Ancient (d00 x 100 years)
Ancient (1d10 x 100 years)
Very Old (d00 x 10 years)
Very Old (d00 x 5 years)
Old (2d00 years)
Old (d00 years)
New (2d10 years)
New (1d6 years)
Fresh (1d6 weeks)
Fresh. (1d10 days)

Burial Type

1d20	Type (# of Chambers)
1	Open Air (-)
2	Tarpit (-)
3	Grave (-)
4	Cliffside Niche (1)
5	Longship (1)
6	Sarcophagus (1)
7	Cenotaph (1-2)
8	Underwater (var)
9	Cave (var)
10	Catacombs (var)
11	Barrow/Tor (1-6)
12	Burial Mound (2-8)
13	Crypt (1-2)
14	Vault (1-4)
15	Tomb (1-3)
16	Charnel House (1-4)
17	Ossuary (1-10)
18	Mausoleum (2-20)
19	Mastaba (1-8)
20	Pyramid/Necropolis (4-16)

Burial Chambers

Chamber Type
Library/Scriptorium
Armory
Maze
Chapel
Family Crypt
Crematorium
Embalming Chamber
Inscription Chamber
Museum
Mass Grave
Chamber of Statues
Treasury
Gate/Portal
Vault
Well
Wardrobe
Animal Crypt
Fake Treasury
Secret Passageway
Boat/Chariot Storage

Grave Goods

Item(s)
Skins & Furs
Clothing
Weapons & Armor
Jewelry
Chariots
Noble Regalia
Coats of Arms
Trophies
Furniture
Tapestries
Fine linen
Terracotta statuettes
Sacred Texts
Holy Symbols/Talismans
Balms & oils
Incense
Candles
Games
Plaques
Spell Components

Tomb Treasures

Hoard	Personal
J	Lvl 1
K	Lvl 1
L	Lvl 1
J+K+L	Lvl 1
M	Lvl 2
N	Lvl 2
M+N	Lvl 2
Q	Lvl 3
O+Q	Lvl 3
M+N+O+Q	Lvl 3
R	Lvl 4
W	Lvl 4
W+X	Lvl 4
W+X+Y	Lvl 5
F	Lvl 5
E	Lvl 6
D	Lvl 6
C	Lvl 7
B	Lvl 8
A	Lvl 9

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

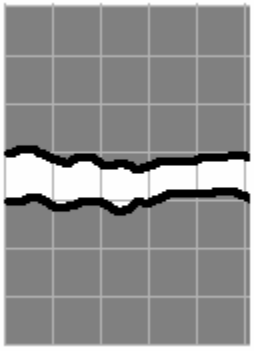
CAVERNS

Random Subterranean Features

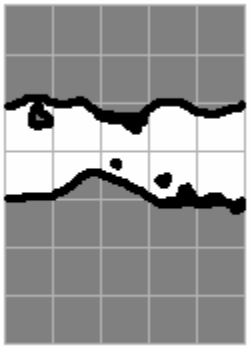
Primary	Secondary	Tertiary	Mine	Feature	Encounter Chance
01-60	01-30	01-10	01-10	Nothing	2 in 10
-	-	11-15	11-13	Passage turns left	1 in 10
-	-	16-20	14-16	Passage turns right	1 in 10
-	-	21-25	17-20	Passage straightens	1 in 10
-	-	26-29	21-23	Passage slopes down	1 in 10
-	-	30-33	24-26	Passage slopes 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

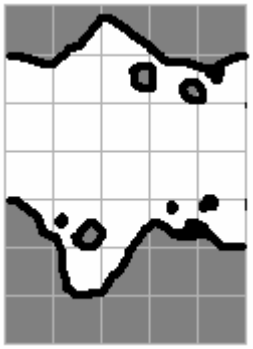
Tertiary Passage
5-10' wide



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	ld6 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**	Smeared 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 captrops/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	*Planeshifts* victim to a Lower Plane
31	Changes victim's gender	69	*Polymorphs* 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	Infects 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
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 feebleminded
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	1d20	Damage	1d20	Damage	1d20	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	*Sleep*	Location	Ogre	Treasure	Eye
2	Intelligence	*Fear*	Name	Troll	Monster	Ear
3	Wisdom	*Bless*	Class	Stone Giant	Settlement	Arm
4	Constitution	*Lightning Bolt* (1d6+4 HD)	Goal	Giant Toad	Exit	Hand
5	Dexterity	*Suggestion* (Flee/Donate)	Origin	Blink Dog	Lair	Foot
6	Charisma	*Geas*	Riddle	Stone Golem	Passage	Leg
7	Level	*Hold Person*	Poem	Beholder	Water	Finger
8	Hit Points	*Raise Dead*	Directions	Lava Child	Portal	Head

QUESTS & GEASES

					Failure Penalties	
1d20	Deed	Action	Creature	Object	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	Drunkeness	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.
- **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
- **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

Note: Roll a d8 for length of Weather and Temperature in hours

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 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	DM's Choice	DM's Choice	DM's Choice	DM's Choice	DM's Choice	DM's Choice

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 Manual*s 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 MONSTERS SUBTABLES by TYPE

Humans

1d10	Type
1	Bandit
2	Berserker
3	Caveman
4	NPC Party
5	Dervish
6	Merchant
7	Nomad
8	Pilgrim
9	Tribesmen
10	Buccaneer

Demi-humans

1d4	Type
1	Dwarf
2	Elf
3	Gnome
4	Halfling

Humanoids

1d8	Type
1	Gnoll
2	Goblin
3	Hobgoblin
4	Kobold
5	Orc
6	Qullan
7	Xvart
8	Bugbear

Lycanthropes

1d6	Type
1	Wearbear
2	Wereboar
3	Wererat
4	Weretiger
5	Werewolf
6	Wereshark

Giants

2d8	Type
2	Cloud
3	Cyclops
4	Ettin
5	Firbolg
6	Fire
7	Fog
8	Formorian
9	Frost
10	Hill
11	Mountain
12	Stone
13	Storm
14	Titan
15	Verbeeg
16	Troll, Giant

Undead

1d20	Type
1	Apparition
2	Coffer Corpse
3	Ghast
4	Ghost
5	Ghoul
6	Huecuva
7	Lich
8	Mummy
9	Penanggalan
10	Shadow
11	Skeleton
12	Son of Kyuss
13	Spectre
14	Vampire
15	Wight
16	Will-o-wisp
17	Wraith
18	Zombie
19	Ju-ju Zombie
20	Monster Skeleton/Zombie

Golems

1d6	Type
1	Caryatid Column
2	Clay
3	Flesh
4	Iron
5	Stone
6	Voudoun

Snakes

1d6	Type
1	Amphisbaena
2	Boalisk
3	Constrictor
4	Jaculi
5	Poisonous
6	Spitting

Spiders

1d4	Type
1	Giant
2	Huge
3	Large
4	Phase

Rodents

1d6	Type
1	Osquip
2	Bat
3	Rat
4	Witherstench
5	Weasel
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	Ixitxachitl	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	Doppleganger	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

d%	Type
01	Adherer
02	Barghest
03-05	Basilisk
06	Beholder
07-08	Blink Dog
09-10	Catoblepas
11-12	Cockatrice
13	Crimson Death
14	Disenchanter
15-16	Displacer Beast
17-20	**DRAGON**
21	Enveloper
22	Eye Killer
23	Firefriend
24	Floating Eye
25	Flumph
26	Forlarren
27	Galltrit
28	Gambado
29-35	Gargoyle
36	Gibbering Mouther
37-40	**GOLEM**
41	Gorgimera
42-45	Gorgon
46-48	Homonculous
49-50	Imp
51	Kamadan
52-55	Lamia
56	Leucrotta
57-58	Mantari
59-64	Manticore
65-68	Margoyle
69	Necrophidius
70-72	Pseudo Dragon
73-80	Ps. Undead
81	Pyrolisk
82-83	Rust Monster
84	Scarecrow
85-90	**SPHINX**
91-94	Su-Monster
95	Tarrasque
96-98	**UNDEAD**
99-00	Yellow Musk Zombie

Plants, Molds & Fungi

d%	Type
01	Algoid
02	Ascomoid
03-04	Basidirond
05-08	Choke Creeper
09	Cifal
10	Crystal Ooze
11	Funghemoth
12-13	Fungi, Violet
14-16	Gas Spore
17-20	Gel. Cube
21	Glittering Slime
22-25	Gray Ooze
26-30	Green Slime
31	Hangman Tree
32	Jelly, Mustard
33	Mantrap
34-35	Mimic
36-40	Mold
41	Myconid
42	Obliviax
43-48	Ochre Jelly
49	Phycomid
50	Pod-Man
51	Protein Polymorph
52-55	Pudding
56	Retch Plant
57-60	Roper
61-63	Shmbl. Mound
64-70	Shreiker
71	Shroom
72	Slime Creature
73	Slime, Olive
74	Storoper
75-77	Strangleweed
78	Stunjelly
79	Sussurus
80	Symbiotic Jelly
81	Tri-Flower Frond
82	Twilight Bloom
83-85	Vampire Moss
86-88	Vegepygmy
89-90	Verminvine
91-92	Whipweed
93	Willow, Black
94	W-I-S-Clothing
95-96	Witherweed
97-98	Yellow Musk
99-00	Zygom

Insects & Vermin

d%	Type
01-02	Ankheg
03	Ant Lion
04-10	Ant, Giant
11	Aspis
12	Assassin Bug
13-15	Bee
16-18	Beetle
19	Bowler
20-25	Carrion Crawler
26	Cave Cricket
27-29	Cave Fisher
30-33	Cave Moray
34	Cavern Glazer
35-40	Centipede
41-44	Dragonfly, Giant
45	Dustdigger
46	Firefriend
47-50	Fly
51	Forester's Bane
52-55	**FROGS & TOADS**
56	Garbug
57	Giant Strider
58	Gloomwing
59	Goldbug
60	Gorbel
61	Grell
62-64	Hornet
65	Lacing Moth
66	Mantis, Giant
67-69	Piercer
70-74	Scorpion
75	Solifugid
76-80	**SPIDERS**
81	Stego-centipede
82-83	Termite
84	Tick, Giant
85	Tiger Fly
86-88	Wasp
89-00	**SLUGS & WORMS**

Dragons

d%	Type
01-10	Black
11-15	Blue
16-20	Brass
21-25	Bronze
26-30	Cloud
31-35	Copper
36-40	Faerie
41-45	Gold
46-50	Green
51-55	Mist
56-60	Red
61-65	Shadow
66-70	Silver
71-75	White
76-00	Hydra

Animals

d%	Type
01-02	Al-Mi'raj
03-04	Auromvorax
05-10	Badger
11-15	**BEAR**
16-18	Beaver, Giant
19	Behemoth
20-25	**BOAR**
26	Bulette
27-35	**BIRD**
36-40	**DINOSAUR**
41	Dire Corby
42-50	**HERD ANIMAL**
51-55	**PACHYDERM**
56-60	**FELINE/CANINE**
61-65	Hippopotamus
66-68	Irish Deer
69-75	**LIZARD**
76-78	Porcupine, Giant
79-80	**PRIMATE**
81-85	Rhinoceros
86-90	**SNAKE**
91-95	Squirrel
96-00	Stag

RANDOM MONSTER SUBTABLES continued

Apes & Primates

1d20	Type
1-4	Ape
5-10	Baboon
9-11	Banderlog
12-13	Dakon
14	Gorilla Bear
15-18	Monkey
20	Squealer

Frogs & Toads

1d10	Type
1-4	Giant Frog
5-6	Killer Frog
7-8	Poisonous Frog
9	Firetoad
10	Froghemoth

Canines & Felines

d%	Type
01 -45	Cat
46-60	Caterwaul
61 -70	Cheetah
71 -00	Dog
01 -30	Hoar Fox
31-50	Hyena
51 -65	Jackal
66-00	Jaguar
01-15	Leopard
16-40	Lion
41 -60	Lynx, Giant
61 -70	Tiger
71-90	Wolf
91-00	Wolverine

Pachyderms

1d10	Type
1	Behir
2-6	Elephant
7	Oliphant
8	Mammoth
9-10	Mastodon

Lizards

1d4	Type
1	Babbler
2	Muckdweller
3	Rock Reptile
4	Remorhaz

Herd Animals

1d8	Type
1	Bull
2	Camel
3	Cattle
4	Goat
5	Horse
6	Mule
7	Ram
8	Stench Kow

Slugs & Worms

1d20	Type
1-2	Throat Leech
3	Slithering Tracker
4-6	Slug, Giant
7-8	Leech, Giant
9	Purple Worm
10-12	Rot Grub
13	Bloodworm, Giant
14	Bookworm
15	Ear Seeker
16	Flail Snail
17-18	Neo-Otyugh
19	Otyugh
20	Volt

Elementals

1d20	Type
1-3	Earth
4-5	Air
7-9	Fire
10-12	Water
13	Xag-Yi
14	Xag-Ya
15	Smoke
16	Steam
17	Magma
18	Dust
19	Heat
20	Ice

Flyers

1d20	Type
1	Axe Beak
2	Clubnek
3-4	Flightless Bird
5	Achaierai
6	Aarakocra
7	Blood Hawk
8	Couatl
9-10	Crane
11-12	Eagle
13-14	Falcon
15	Gryph
16	Owl
17-18	Raven
19	Roc
20	Vulture

Bears & Boars

1d8	Type
1	Black
2	Brown
3-4	Cave
5	Boar
6	Giant Boar
7	Warthog
8	Polar Bear

Dinosaurs

d%	Type
01-03	Anatosaurus
04-06	Ankylosaurus
07-09	Antrodemus
10-12	Apatosaurus
13-15	Brachiosaurus
16-18	Camarasaurus
19-21	Ceratosaurus
22-24	Cetiosaurus
25-27	Crocodile, Giant
28-35	**FROGS & TOADS**
36-38	Diplodocus
39-41	Gorgosaurus
42-44	Iguanadon
45-50	Lizard, Giant
51-53	Lizard, Minotaur
54-56	Megalosaurus
57-59	Monoclanius
60-70	Small Reptile
71-73	Nothosaurus
74-76	Paleoscincus
77-79	Pentaceratops
80-82	Plateosaurus
83-85	Pterodactyl, Small
86-88	Pteranodon
89-93	**SNAKES**
94-95	Stegosaurus
96-97	Styracosaurus
98	Teratosaurus
99	Triceratops
100	Tyrannosaurus Rex

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)

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)

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)

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)

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 Carbuncle (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)

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)

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)

TROPICAL CIVILIZED ENCOUNTERS

PLAINS

1d10	Encounter
1	Raiding party of 3 Nomads (LE)
2	Lone adventurer: Fura Slycaller (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

SCRUB

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

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)

ROUGH

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

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)

HILLS

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

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)

MARSH

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

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
11-25	As above but only a 5% chance
26-50	As above but only a 5% chance if immediately gifted with one or more magic items
51-75	No chance of aiding the party. 50% chance will make demands if of an opposing alignment than the party
76-90	No chance of aiding the party. Will make demands if of an opposing alignment than the party
91-97	No chance of aiding the party. 50% will make demands regardless of alignment
98-100	No chance of aiding the party. Will make demands regardless of alignment

Demands

d%	Result
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	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	Will demand 10% of the parties' treasure & magic items. Will repeat the demand twice before attacking.
51-75	Will demand 20% of the parties' treasure & magic items. Will repeat the demand twice before attacking.
76-90	Will demand 40% of the parties' treasure & magic items or attack the party.
91-97	Will demand 50% of the parties' treasure & magic items or attack attack the party.
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

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

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

Ghost Ships

d%	Type	Crew
1-40	Longship	10-40 Skeletons
41-80	Galley	10-40 Zombies
81-90	Barge/Raft	5-20 Lacedon Ghouls
91-100	Warship	5-20 Ju Ju Zombies

d%	Officers	Treasure
01-30	1d4 Wights	None
31-40	1d3 Wraiths	G
41-80	1d2 Spectres	H
81-95	1d2 Ghosts	I
96-100	A Lich	R

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	1-4Cargoes	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.

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

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

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

FRESHWATER ENCOUNTERS

SURFACE FRESHWATER

1d10	Small Body of Water
1	4 Nymphs (HD3, hp 19)
2	1 Giant Snapping Turtle (HD10, hp 46)
3	28 Giant Beavers (HD4, hp 19)
4	13 Crocodiles (HD3, hp 17)
5	Ice Floes or Floating Debris
6	2 Hippopotami (HD8, hp 36)
7	25 Lizard Men (HD2+1, hp 7)
8	3 Water Wierds (HD3+3, hp 15)
9	Floating Seaweed
10	49 Nixies (HD1/2, hp 1)

1d10	Large Body of Water
1	Sailed warship (*Tide Star*) - 60 pirates + captain (F9, hp 47) (CE)
2	54 Nixies (HD1/2, hp 3)
3	5 Giant Otters (HD5, hp 27)
4	4 Giant Crayfish (HD4+4, hp 16)
5	Ice Floes or Floating Debris
6	Whirlpool
7	27 Lizard Men (HD2+1, hp 9)
8	Floating Seaweed
9	8 Giant Pikes (HD4, hp 19)
10	Ghost ship: 26 Skeletons (HD1, hp 7) + 1 Spectre (HD7+3, hp 30)

UNDERWATER FRESHWATER

1d10	Shallow Water
1	15 Giant Leeches (HD1/2, hp 1)
2	16 Crocodiles (HD3, hp 16)
3	7 Kapoacinths (Gargoyles) (HD4+4, hp 23)
4	2 Lampreys (HD1+2, hp 4)
5	72 Koalinths (Hobgoblins) (HD 1+1, hp 7)
6	1 Giant Snapping Turtle (HD10, hp 37)
7	A sunken ship - 1 Giant Lamprey (HD5, hp 16)
8	3 Dinicthys (HD10, hp 35)
9	23 Giant Frogs (HD2, hp 14)
10	3 Giant Gars (HD8, hp 49)

1d10	Deep Water
1	3 Giant Otters (HD5, hp 25)
2	1 Dinicthys (HD10, hp 34)
3	7 Hippocampi (HD4, hp 16)
4	3 Giant Snapping Turtles (HD10, hp 39)
5	2 Electric Eels (HD2, hp 10)
6	51 Nixies (HD1/2, hp 2)
7	Whirlpool
8	1 Giant Lamprey (HD5, hp 26)
9	3 Plesiosaurs (HD20, hp 77)
10	1 Water Naga (HD7, hp 38)

SALTWATER ENCOUNTERS

SURFACE SALTWATER

1d10	Small Body of Water
1	Small galley (The Radiir Princess): 26 buccaneers (F1, hp 3) + Captain (F5, hp 27)
2	3 Giant Sharks (HD12, hp 67)
3	7 Dolphins (HD2+2, hp 12)
4	Lone adventurer: Tirerla (A6, LE)
5	7 Giant Crocodiles (HD7, hp 28)
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)
7	8 Kapoacinths (Gargoyles) (HD4+4, hp 20)
8	33 Ixitxachitl (HD1+1, hp 2)
9	3 Giant Sea Turtles (HD15, hp 67)
10	2 Mosasaurs (HD12, hp 43)

1d10	Large Body of Water
1	Floating Seaweed
2	3 Med Carnivorous Whales (HD18, hp 79)
3	30 Tritons (HD3, hp 9)
4	Whirlpool
5	4 Small Whale(s) (HD22, hp 90)
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	55 Sahuagin (HD2+2, hp 6)
8	4 Archelon Ischyras (HD7, hp 40)
9	2 Giant Sharks (HD12, hp 55)
10	103 Mermen (HD1+1, hp 6)

UNDERWATER SALTWATER

1d10	Shallow Water
1	1 Giant Octopus (HD8, hp 32)
2	9 Giant Portuguese Man-o-War (HD2, hp 8)
3	5 Giant Crabs (HD3, hp 12)
4	1 Small Whale (HD22, hp 92)
5	125 Koalinths (Hobgoblins) (HD 1+1, hp 7)
6	48 Ixitxachitl (HD1+1, hp 9)
7	2 Plesiosaurs (HD20, hp 79)
8	6 Mashers (HD8, hp 23)
9	32 Weed Eels (HD1-1, hp 2)
10	17 Giant Sea Horse(s) (HD3, hp 10)

1d10	Deep Water
1	8 Giant Sea Snakes (HD9, hp 40)
2	34 Tritons (HD3, hp 14)
3	101 Locathah (HD2, hp 5)
4	1 Elasmosaurus (HD15, hp 71)
5	2 Giant Sharks (HD12, hp 53)
6	9 Dolphins (HD2+2, hp 10)
7	6 Hippocampi (HD4, hp 16)
8	1 Giant Squid (HD12, hp 48)
9	55 Ixitxachitl (HD1+1, hp 6)
10	Whirlpool

EXTRA-PLANAR ENCOUNTERS

ASTRAL ENCOUNTERS

1d10	Encounter
1	16 Lemures (HD3, hp 18)
2	4 Shedus (HD9+9, hp 41)
3	Normal wake of a Psychic Wind (add 5 hours to travel times)
4	1 Babau Demon (HD7+14, hp 49)
5	11 Manes Demons (HD1, hp 2)
6	1 Lesser Titan (HD17, hp 76)
7	7 Astral Searchers (HD2, hp 14)
8	2 Invisible Stalkers (HD8, hp 39)
9	4 Yagnodaemons (HD13+13, hp 76)
10	Strong Psychic Wind (party is lost for 14 days)

1d10	Encounter
1	Lone adventurer: Shadpasus, T3, NE
2	3 Astral Devas (HD9+36, hp 74)
3	The Platinum Dragon, Bahamut (HD21, 168hp)
4	4 Derghodaemons (HD11+22, hp 64)
5	1 Basilisk (HD6+1, hp 32)
6	1 Night Hag (HD8, hp 52)
7	A Metallic color pool (a portal to an alternate Prime Material Plane)
8	Glasya-Labolas, Princess of Hell (69hp)
9	An astral island
10	2 Horned Devils (HD5+5, hp 37)

ETHEREAL ENCOUNTERS

BORDER ETHEREAL

1d10	Encounter
1	2 Crysmals (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	Droveway	High vegetation on either side
10	Patrol Road	Occasional patrol shacks and camphouses
11	Dirt Road	Road markers & wayshrines
12	Busy Droveway	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	Road Wardens	Border Patrol
5-6	Merchant Caravan	Merchant Caravan	Traveling Peddler
9-10	Wedding Party	Work Gang	Hunting Party
13-14	NPC Adventuring Party	NPC Adventuring Party	NPC Adventuring Party
15-16	Escaped Convicts	Escaped Convicts	Escaped Convicts
23-24	Road Wardens	Local Militia	Bandit Toll
27-28	Pilgrim Group	Traveling Clerics	Itinerant Priest
29-30	Funeral Procession	Graverobbers	Dead Body
31-32	Traveling Peddler	Traveling Peddler	Small Merchant Caravan
37-38	Rangers	Farmers	Demihuman Party
41-42	Plague Cart	Plague-infested Cabin	Diseased Animal Corpse
47-48	Militia on maneuvers	Hunting Party	Solitary Hunter
49-50	Farmers	Farmers	Farmers
53-54	Bandits	Bandits	Solitary Bandit
55-56	Knight Errant	Mounted Adventurer	Injured Knight
57-58	Berserkers	Mercenaries	Humanoid Raiders
59-60	Mercenaries	Demihuman Party	Hunting Party
63-64	Traveling Theatre Troupe	Solitary Troubador	Wild Animal(s)
65-66	Courier	Mounted Messenger	Rangers
73-74	Beggars	Berserkers	RANDOM MONSTER ENCOUNTER
75-76	Slavers	Rangers	RANDOM MONSTER ENCOUNTER
77-78	Traveling Lady	Local Goodwife	Herdsman
85-86	Robbers	Robbers	Robbers
87-88	Refugees	RANDOM MONSTER ENCOUNTER	Dense Overgrowth
89-90	Stranded Travelers	Tribesmen	Tribesmen
91-92	Gypsies	Gypsies	Hermit
93-96	Restless Zombies	Undead	Undead
97-00	A deity in disguise	Humanoid Raiders	Demon/Devil

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

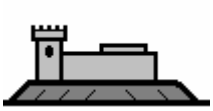
Helpful Wild Herbs

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

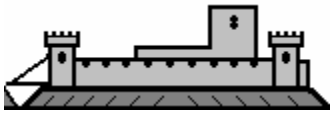
CASTLES

CASTLE TYPES

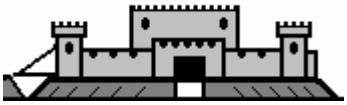
Type A



Type B



Type C



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
01 -45	Small (Type A)	Totally Deserted
46-60		Monster Lair
61 -70		Humans
71 -00		Character-class
01 -30	Medium (Type B)	Totally Deserted
31-50		Monster Lair
51 -65		Humans
66-00		Character-class
01-15	Large (Type C)	Totally Deserted
16-40		Monster Lair
41 -60		Humans
61 -00		Character-class

d%	Class	Level
01-18	Cleric	9th – 12th (1d4 + 8)
19-20	Druid	12th – 13th (1d2 +11)
21 -65	Fighter	9th – 12th (1d4 + 8)
66	Paladin	9th – 10th (1d2 + 11)
67-68	Ranger	10th – 13th (1d3 + 9)
69-80	Magic-User	11th – 14th (1d4 + 10)
81 -85	Illusionist	10th – 13th (1d4 + 9)
86-93	Thief	10th – 14th (1d5 + 9)
94-96	Assassin	14th
94-99	Bard	23rd
00	Monk	9th – 12th (1d4 + 8)

d%	Humans
01 -25	Bandits
26-85	Brigands
86-97	Berserkers
98-00	Dervishes

d%	Monsters
01-30	Humanoid
31-40	Undead
41-50	Demihuman
51-60	Giant
61-70	Nonhuman
71-80	Dragon
81-90	Extra-planar
91-00	Other

Castle Rooms & Outer Features

4d4	Room
4	Throne Room/Reception
5	Kitchen/Scullery/Pantry
6	Armory/Weapons Store
7	Shine/Chapel
8	Bedchamber/Guest Room
9	Crypt/Dungeon
10	Library/Drawing Room
11	Solarium/Vivarium
12	Wizard's/Alchemist's Lab
13	Great Hall/Hall of Mirrors
14	Ballroom/Theatre
15	Training/Classroom
16	Trophy/Hunting Room

1d12	Feature
1	Herbiary/Garden
2	Topiary Maze
3	Courtyard
4	Barracks/Guardpost
5	Stables
6	Outdoor Observatory
7	Zoo/Kennels
8	Archery Range
9	Smithy/Workshop
10	Fishpond
11	Parade Grounds
12	Monument

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	Choose 1+ Roll Again	11	Forbiddance		
12	Bamboo	12	Choose 2 + Roll Again	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.

Kuranes 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 Kuranes 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. Kuranes 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.

Kuranes 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 slipt 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 Kuranes 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

- **Settlements**: These tables are for the DM use in detailing all sizes of settlements, from small camps up to capital cities. The Settlement Record Sheet in Chapter IX is ideal for recording the information generated here and elsewhere.
- **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.

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
01-30	Fighter
31-40	Magic-User
41-66	Cleric
67-84	Ranger
85-92	Paladin
93-97	Thief
98-00	Special Class

1d8	Special Class
1	Assassin
2	Monk
3	Druid
4	Illusionist
5	Barbarian
6	Cavalier
7	Bard
8	Dual/Multi Class

d%	Race
01-30	Dwarf
31-40	Gnome
41-66	Human
67-84	Elf
85-92	Half-Elf
93-00	Monster

d%	Monster Type
01-30	Humanoid (see Sub-table)
31-40	Undead (see Sub-table)
41-50	Gnome
51-60	Ogre
61-70	Troll
71-80	Dragon (see Sub-table)
81-90	Giant (see Sub-table)
91-00	Other (DM's choice)

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

1d8	Special
1	2nd–lvl
2	17th–lvl
3	19th–lvl
4	18th–lvl
5	17th–lvl
6	1st–lvl
7	1st –lvl
8	0-level

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%) 1st-4th 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 1st-4th 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%)

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 1st-4th 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 1st-3rd 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 1st-4th 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
Very Small	1d6
Small	1d8
Medium	1d20
Large	2d20
Huge	5d20

d%	Stall Size	d%	Merchant
01-45	Small spot on the ground	01-45	Local Trader (Poor)
46-65	Small pushcart/wagon	46-65	Traveling Peddler
66-85	Tent or Lean-to	66-85	Local Trader (Rich)
86-95	Large Tent or Pavilion	86-95	Foreign Trader
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
01-10	A
11-20	B
21-45	C
46-70	D
71-85	E
86-00	F

d%	Class	Notes
01-15	Specialist Master	Specializing in a single weapon, art or field
16-45	Martial School	Fighters & Monks
46-60	Fine Arts School	Education for nobles/wealthy merchants
61-90	Magic Academy	(01-65) Magic User, (66-80) Illusionist or (81-00) both
91-98	College	Curriculum-based (usually a single profession)
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	DM's Choice

* 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	TT
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

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 Asscension
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) x100gp	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

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

Temple Leadership & Priesthood

1d6	Leader
1	High Priest
2	High Priest
3	High Priest
4	High Priest
5	Dual Leadership
6	Triumvirate

1d6	Guards/Paladins
1	1d4 1st-lvl
2	1d6 1st-lvl
3	1d4 1st-lvl, 4th-lvl
4	1d6 1st-lvl, 4th-lvl
5	2d4 1st-lvl, 2 3rd-lvl, 5th-lvl
6	2d6 1st-lvl, 1d4 3rd-lvl, 2 5th-lvl, 7th-lvl

2d8	High Priest	Priest(s)
2	4th- -lvl	1d4 x1d3-lvl
3	4th-lvl	2d4 x1d4-lvl
4	5th-lvl	2d6+4 x1d4-lvl
5	6th-lvl	2d6 x1d4+1-lvl
6	6th-lvl	2d10+6 x1d6+1-lvl
7	7th-lvl	3d10 x1d6-lvl
8	7th-lvl	2d6 x1d4+2-lvl
9	7th-lvl	2d10+20 x1d6-lvl
10	8th-lvl	25+3d6 x1d6+1-lvl
11	8th-lvl	30+3d10 x1d8+1-lvl
12	9th-lvl	20+5d8 x1d8-lvl
13	9th-lvl	40+2d10 x1d10+1-lvl
14	10th-lvl	50+2d10 x1d10+1-lvl
15	10th-lvl	10+1d10 x1d6+3-lvl
16	10th-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	Id8 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

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

Curse Duration

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

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

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

UNDERWORLD GUILDS

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

	Settlement Resource Level						
Population	**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

1d20	Attitude
1-3	Persecution
4-7	Hassle
8-11	Opposition
12-13	Mixed
14-17	Tolerant
18-20	Corrupt

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

Merchants

1d20	Attitude
1-2	Warfare
3-6	Active opposition
7-13	Standoff
14-15	Mixed
16	Submissive
17-19	Infiltrated
20	Enslaved

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

Other Guilds

1d20	Attitude
1-2	Hostile
3-5	Indifferent
6-10	Neutral
11-16	Favorable
17-19	Co-operative
20	Close

Modifiers
Law is persecutory or hassling +1
Settlement is Good +1
Settlement is Evil +2

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

Rulership

1d20	Attitude
1-13	Guildmaster
14	Mixed
15	Democratic
16-19	Council (d3+2 members)
20	Unusual Ruler

Unusual Rulers

1d20	Attitude
1-2	Leaderless
3-8	Mixed
9-10	Special guildmaster
11-12	Special council
13-20	Outside controller

Rulership Style

1d20	Attitude
1-4	Weak
5-8	Fairly Weak
9-12	Fairly Strong
13-17	Strong
18-20	Despotic

Attitude To Practicing Non-Members

1d20	Attitude
1-5	Hostility & Persecution ~ Vendetta
6-10	Hostility
11-15	Neutrality
16-18	Co-Operation
19-20	Special Relationship

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 Uzuldaroum, 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 Uzuldaroum, 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

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- **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 find 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 randomly encountered monsters and other NPCs. Also noted in the table headings are other important classifiers useful when placing large treasure hoards possessed by 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.
- **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.

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: *Delusion***
2	**Scroll (Cl)** 1 Spell (1-2)
3	1-4 **Arrows +1**
4	**Potion: Levitation**
5	**Leather Armor +1**
6	**Potion: Invisibility**
7	**Scroll (MU)** 1 Spell (1-3)
8	**Potion: *Healing***
9	**Dagger +1**
10	**Potion: *Poison***

Level II Treasures

d%	Treasure
1	1,100cp
2	2,200sp
3	1,900cp
4	**Magic Item**
5	1pc jewelry (1,300gp)
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	900cp
27	**Magic Item**
28	300sp
29	1,100sp
30	1,200cp
31	250pp
32	1,800cp

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

d%	Treasure
33	1,500sp
34	2,100cp
35	**Magic Item**
36	5x gems (100gp)
37	1,100sp
38	38. 450gp
39	39. 1,800sp
40	**Magic Item**
41	**Magic Item**
42	1,050ep
43	1pc jewelry (1,300gp)
44	**Magic Item**
45	1,500cp
46	850ep
47	1,900sp
48	1,050ep
49	200pp
50	2pc jewelry (1,000gp)
51	**Magic Item**
52	1,400sp
53	1,050ep
54	1pc jewelry (1,500gp)
55	7 x gems (100gp)
56	450gp
57	1,800sp
58	950ep
59	150pp
60	2,000sp
61	1,200cp
62	1,150ep
63	650gp
64	700gp
65	450gp
66	150pp

d%	Treasure
67	950ep
68	1,050ep
69	1,600cp
70	250pp
71	450gp
72	1,200ep
73	800ep
74	1,900sp
75	200pp
76	2,100cp
77	650gp
78	1,300sp
79	2,200cp
80	200pp
81	**Magic Item**
82	1,100cp
83	450gp
84	1,500cp
85	150pp
86	1,200sp
87	500gp
88	1,100sp
89	200sp
90	8 x gems (15gp)
91	1,700sp
92	600gp
93	3 pc jewelry (1,000gp)
94	150pp
95	**Magic Item**
96	300gp
97	2,100cp
98	250pp
99	5 x gems (100gp)
100	1,500sp

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 (Cl)** – 1 spell (1-3)

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**
Notes: Values in parenthesis are for each gem/piece of jewelry.		65	350pp	99	3,100cp
		66	2,200cp	100	9x gems (500gp)

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 Dragon Slaying** (Red), **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***

Level IV Treasures

d%	Treasure
1	1,200gp
2	**Magic Item**
3	3,500cp
4	3,700sp
5	450pp
6	3,800sp
7	14x gems (500gp)
8	4,200sp
9	3,700sp
10	600gp
11	3,200cp
12	**Magic Item**
13	4,100cp
14	4pc jewelry (2,500gp)
15	1,100gp
16	350pp
17	700gp
18	800gp
19	1,300ep
20	500pp
21	1,100gp
22	4,100sp
23	3,700sp
24	3,400cp
25	800gp
26	3,800sp
27	3,400sp
28	2,100gp
29	1,150ep
30	**Magic Item**
31	**Magic Item**
32	1,100ep

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

d%	Treasure
33	**Magic Item**
34	10x gems (100gp)
35	3,700cp
36	700gp
37	**Magic Item**
38	3,400sp
39	1,850sp
40	3,200cp
41	Sword +1
42	400pp
43	350pp
44	400pp
45	**Magic Item**
46	3,200sp
47	2x **Magic Item**
48	800gp
49	2x **Magic Item**
50	4,100sp
51	350sp
52	**Magic Item**
53	1,900ep
54	3,800sp
55	2x **Magic Item**
56	3,100cp
57	1,000gp
58	**Magic Item**
59	3,700cp
60	1,600ep
61	1,650ep
62	1,650ep
63	3,600sp
64	1,700ep
65	**Magic Item**
66	4,200sp

d%	Treasure
67	1pc jewelry (3,000gp)
68	2x **Magic Item**
69	300pp
70	3,900cp
71	900cp + 800gp
72	1,850ep
73	3,800sp
74	4,200sp
75	1,650ep
76	**Magic Item**
77	450pp
78	**Magic Item**
79	**Magic Item**
80	3,300sp
81	1,100gp
82	400pp
83	1,650ep
84	**Magic Item**
85	400pp
86	3,200sp
87	3,300cp
88	2x **Magic Item**
89	3,700sp
90	1,800ep
91	3,900sp
92	300pp
93	1,700ep
94	**Magic Item**
95	800gp
96	4,200cp
97	**Magic Item**
98	450pp
99	350pp
100	3,600cp

Magic Items (Level IV)

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

Potions (Level IV)

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

Level V Treasures

d%	Treasure
1	6,200cp
2	1,400gp
3	1,600gp
4	450pp
5	5,700sp
6	5,500sp
7	500pp
8	350pp
9	**Magic Item**
10	**Magic Item**
11	5,700sp
12	1,600gp
13	**Magic Item**
14	1,600gp
15	1,400gp
16	5,700sp
17	1pc jewelry (3,000gp)
18	1,600gp
19	**Magic Item**
20	5,800sp
21	13x gems (50gp)
22	5,900sp
23	3pc jewelry (3,000gp)
24	2x **Magic Item**
25	2x **Magic Item**
26	2,200ep
27	5,300sp
28	2,500ep
29	2,300ep
30	1,600gp
31	5,600sp
32	5,600sp

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

d%	Treasure
33	1,400gp
34	**Magic Item**
35	5,700sp
36	2x **Magic Item**
37	**Magic Item**
38	**Magic Item**
39	1,600gp
40	**Magic Item**
41	5,300sp
42	1,300gp
43	5,500sp
44	2,400ep
45	2x **Magic Item**
46	6,100sp
47	2x **Magic Item**
48	5,500sp
49	500pp
50	1,400gp
51	2x **Magic Item**
52	6,000cp
53	5,300sp
54	2,200ep
55	5,100cp
56	2x **Magic Item**
57	**Magic Item**
58	2,300ep
59	1,500gp
60	5,200ep
61	1,400gp
62	6,100sp
63	5 pc jewelry (2,500gp)
64	4pc jewelry (4,500gp)
65	2x **Magic Item**
66	2,500ep

d%	Treasure
67	6,200cp
68	5,600sp
69	2,500ep
70	2,100ep
71	**Magic Item**
72	2,400ep
73	5,100sp
74	400pp
75	5,300sp
76	1,500gp
77	450pp
78	1,400gp
79	2x **Magic Item**
80	5,400sp
81	**Magic Item**
82	2,100ep
83	5,300sp
84	1,500gp
85	2x **Magic Item**
86	**Magic Item**
87	1,500gp
88	**Magic Item**
89	**Magic Item**
90	5,300sp
91	400pp
92	6,200sp
93	2,600ep
94	5,400sp
95	2,200ep
96	6,100sp
97	5,900cp
98	5,900cp
99	450pp
100	6,100sp

Magic Items (Level V)

1d20	Result
1	**Scroll: *Cursed***
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**
13	**Ring of Fire Resistance**
14	10 **Arrows +1**
15	**Wand of Paralyzation**
16	**Scroll (Cl)**: 2 spells (1-3)
17	**Sword -2, Cursed**
18	**Chainmail +1**
19	**Scroll: *Prot. Elementals***
20	**Cursed Spear -1, *Backbiter***

Potions (Level V)

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

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 (Cl):** 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***

Level VII Treasures

d%	Treasure
1	4,600ep
2	600p
3	4,100ep, 6,200sp, 7,400cp
4	4,100ep
5	4,500ep
6	3x **Magic Item**
7	4,700ep, 6,800sp, 8,000cp
8	6,800sp
9	6,100sp
10	**Magic Item**
11	4,200ep, 6,400sp, 8,000cp
12	4,800ep, 6,200sp, 7,400cp
13	4,500ep
14	4,600ep, 6,200sp, 7,100cp
15	7,000sp
16	2,300gp
17	450pp
18	600pp
19	17x gems (100gp)
20	4,300ep
21	4,300ep, 6,800sp, 7,400cp
22	2,100gp
23	7pc jewelry (4,500gp)
24	2x **Magic Item**
25	4x **Magic Item**
26	4700ep
27	**Magic Item**
28	**Magic Item**
29	2,200gp
30	2,400gp
31	2,100gp
32	2x **Magic Item**

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

d%	Treasure
33	**Magic Item**
34	4,300ep, 6,700sp, 7,300cp
35	4,500ep, 7,000sp, 7,200cp
36	500pp
37	2,500gp
38	2x **Magic Item**
39	**Magic Item**
40	4,400ep, 6,100sp, 8,000cp
41	**Magic Item**
42	2,100gp
43	4,500ep
44	6,400sp
45	15x gems (100gp)
46	550pp
47	600pp
48	**Magic Item**
49	5pc jewelry (4,000gp)
50	450pp
51	4,400ep
52	4,100ep, 6,300sp, 7,500cp
53	6,100sp
54	4,800ep
55	6,900sp
56	600pp
57	**Magic Item**
58	2x **Magic Item**
59	4,500ep, 6,900sp, 7,800cp
60	**Magic Item**
61	2,600gp
62	6,300sp
63	2,400gp
64	2x **Magic Item**
65	5pc jewelry (4,000gp)
66	2pc jewelry (5,000gp)

d%	Treasure
67	550pp
68	3x **Magic Item**
69	**Magic Item**
70	15x gems (500gp)
71	2,300gp
72	6pc jewelry (4,500gp)
73	2,400gp
74	4,600ep
75	2,500gp
76	6,100sp
77	4x **Magic Item**
78	7,000sp
79	600gp
80	6,900sp
81	2,300gp
82	2,300gp
83	600pp
84	4,800ep, 7,000sp, 7,500cp
85	4x **Magic Item**
86	6,900sp
87	3x **Magic Item**
88	**Magic Item**
89	2,500gp
90	450pp
91	18x gems (100gp)
92	19x gems (500gp)
93	4,800ep
94	18x gems (500gp)
95	2,400gp
96	6,200sp
97	6,100sp
98	4,600sp
99	500pp
100	2,200gp

Magic Items (Level VII)

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

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***

Level VIII Treasures

d%	Treasure
1	3,400gp
2	7,500sp
3	18x gems (500gp)
4	3,700gp
5	25x gems (100gp)
6	550pp
7	3x **Magic Item**
8	19x gems (100gp)
9	6,200ep
10	650pp
11	6,000ep
12	4x **Magic Item**
13	7,600sp
14	3,500gp, 5,600ep, 7,300sp
15	21x gems (500gp)
16	3,700gp, 5,600ep, 7,800sp
17	3,400gp, 5,200ep, 8,000sp
18	3,600gp, 5,900ep, 7,300sp
19	3,700gp, 6,200ep, 7,600sp
20	3,500gp
21	600pp
22	22x gems (100gp)
23	7,400sp
24	7,100sp
25	7,800sp
26	3,100gp, 5,200ep, 7,800sp
27	7,300sp
28	3,300gp
29	3,700gp
30	3,600gp
31	**Magic Item**
32	2x **Magic Item**

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

d%	Treasure
33	4x **Magic Item**
34	3x **Magic Item**
35	3,500gp
36	5,800ep
37	3,200gp
38	3,300gp, 5,300ep, 7,200sp
39	3,100gp
40	7,500sp
41	6,100ep
42	3,300gp, 5,800ep, 7,200sp
43	19x gems (100gp)
44	5,600ep
45	3,500gp
46	23x gems (100gp)
47	3pc jewelry (2,000gp)
48	4x **Magic Item**
49	21x gems (100gp)
50	5,300ep
51	600pp
52	4x **Magic Item**
53	26x gems (100gp)
54	4x **Magic Item**
55	5,100ep
56	7,600sp
57	3,400gp, 5,400ep, 7,700sp
58	**Magic Item**
59	600pp
60	3,500gp
61	2pc jewelry (1,500gp)
62	600pp
63	8,000sp
64	7,900sp
65	7,500sp
66	650pp

d%	Treasure
67	3,100gp, 5,900ep, 8,000sp
68	**Magic Item**
69	6,200ep
70	6,900ep
71	4x **Magic Item**
72	14x gems (500gp)
73	3,400gp, 5,700ep, 7,200sp
74	20x gems (100gp)
75	3,800gp
76	8pc jewelry (5,500gp)
77	5,100ep
78	13x gems (1,000gp)
79	3,400gp
80	**Magic Item**
81	3pc jewelry (5,000gp)
82	4x **Magic Item**
83	5,900ep
84	3,400gp, 5,200ep, 8,000cp
85	3,800gp, 5,400ep, 7,400cp
86	6,100ep
87	6,000ep
88	3pc jewelry (4,500gp)
89	3,500gp, 6,200ep, 7,700sp
90	700pp
91	5,500ep
92	7,800sp
93	5,100ep
94	7,500sp
95	3,700gp
96	3,100gp
97	3pc jewelry (5,000gp)
98	7,200sp
99	6pc jewelry (6,000gp)
100	**Magic Item**

Magic Items (Level VIII)

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

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***

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
Notes: Values in parenthesis are for each gem/piece of jewelry.		65	6,300ep	99	750pp
		66	7,000ep	100	8,900sp

Magic Items (Level IX)

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 (Cl):** 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
1pc jewelry (2,000gp)
5,500sp + 2pc jewelry (2,000gp)
4,000sp
5,000sp + 1,800ep + **Broadsword +1, Dagger +2/+3 vs. Large Creatures**
2pc jewelry (2,200gp)
None/Previously Looted
6,000sp
None/Previously Looted
None/Previously Looted
6,000sp + 2,000ep + 1pc jewelry (4,000gp)
None/Previously Looted
None/Previously Looted
4,000sp
None/Previously Looted
12,000cp + 6pc jewelry (1,200gp)
4,900sp
3,000sp + 2pc jewelry (2,700gp)
6,000cp + 300ep + 3pc jewelry (1,900gp)
None/Previously Looted
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

1d20	**Type G:** Small Hoard (Dwarves, Elves)) Treasure	**Type H:** Small Hoard (Dragons) Treasure	**Type I:** Small Hoard (Beholders, Dragons) Treasure
1	1,900pp	48,000sp	1,168pp + 6pc jewelry (13,200gp)
2	1,225pp	40,000gp	None/Previously Looted
3	None/Previously Looted	22,000ep + 24pc jewelry (72,000gp)	1,109pp + 1pc jewelry (700gp)
4	24,000gp	19,000gp + 20x gems (8,800gp) + 25pc jewelry (74,000gp)	1pc jewelry (1,000gp)
5	30,000gp	23,000sp + 26,000ep + 34,000gp + 19x gems (13,000gp) + 27pc jewelry (68,000gp)	**Clerical Scroll** (6)
6	None/Previously Looted	6,000sp + 41,000gp + 79x gems (26,000gp) + 24pc jewelry (58,000gp)	5x gems (184gp)
7	21,000gp + 1,700pp	25,000ep + 31,000gp + 4,000pp + 28x gems (12,000gp) + 29pc jewelry (78,000gp)	12pc jewelry (38,400gp)
8	2pc jewelry (8,000gp) + 2 **Scrolls of Protection from Petrification**, MU Scroll (*7l*), **Robe of Powerlessness**, **Ring Mail +1** (human-sized)	11,000cp + 34,000gp	8x gems (770gp) + **Wand of Magic Missiles** [3]
9	23,500gp + 8pc jewelry (22,000gp)	52,500sp + 25,000ep + 31,000gp + 25pc jewelry (55,500)	616pp + 1pc jewelry (1000gp)
10	11x gems (4,800gp) + **Potion: Flying**, **Clerical Scroll** (*1*), **Deck of Many Things**, **Talisman of Zagy**, **Plate Mail +1** (dwarf-sized)	18,000cp + 2,500pp + 62x gems (21,500gp) + 23pc jewelry (76,000gp)	2x gems (1,140gp)
11	430pp + 13x gems (3,000gp)	22,000ep + 27,000gp	1,292pp + 11pc jewelry (24,200gp)
12	29,000gp + 475pp + 13x gems (10,000gp)	35,000gp + 3,000pp + 23pc jewelry (68,000gp)	538pp
13	None/Previously Looted	20,000cp + 34,000gp + 55x gems (18,000gp) + 26pc jewelry (66,000gp)	1 gem (2,000gp)
14	23,500gp + 340pp	14,500cp + 13,000sp + 2,500pp + 8x gems (2,000gp)	4pc jewelry (14,300gp)
15	27,000gp + 7xpc jewelry (11,600gp)	87,000sp + 26,000ep + 35,000gp + 1 gem (1,000gp) + 25pc jewelry (84,000gp)	10pc jewelry (33,100gp)
16	26,000gp + 1,500pp	6,000sp + 51,000gp + 63x gems (38000gp) + **Potion: Animal Control Avians, Gaseous Form** + **Scroll: Protection from Posession** + **Clerical Scroll** (2) + **Dagger +1/+2 vs. Small Creatures** + 1 **Map**	1,100pp + 3x gems (530gp) + 6pc jewelry (15,000gp) + **Manual of Gainful Exercise**
17	31,000gp + 1,800pp + 16x gems (3,300gp)	2,700pp + 26pc jewelry (60,000gp)	770pp + 3x gems (300gp) + 8pc jewelry (14,000gp)
18	27,000gp + 8x gems (2,900gp)	69,000sp + 38,000gp + 21pc jewelry (54,000gp)	9pc jewelry (20,000gp)
19	30,000gp + 180pp + 2pc jewelry (5,900gp)	17,500cp + 26pc jewelry (87,000gp)	8x gems (6,700gp) + 10pc jewelry (17,000gp)
20	520pp	79,000sp + 26,000ep + 38,000gp + 23pc jewelry (63,500gp)	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, Glassee, 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 Exhalted 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

1d20	Type W: Treasure Chests	Type X: Personal Magic	Type Y: Gold
	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

2d8	Map
2	Crude graffiti on a wall
3	Rough map etched in a plank of wood
4	Inscribed piece of tanned monster hide
5	An etching on a lizard/dragon scale
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

Type

d%	Result
01 -05	False map
06-70	Map to monetary treasure
71 -90	Map to magic treasure
91-00	Map to a combined hoard

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** (DM's discretion)	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 *DMG*)
18	Complete (as per *DMG*)

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

d10	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

d%	Type
01-05	Helm
06-15	Clothing
16-30	Weapon
31-50	Wand/Rod
51-70	Staff
71-85	Book
86-95	Ring/Amulet
96-00	Gemstone/Rock

2: Number of Powers

d%	# of Powers
01-05	1
06-15	1-2
16-30	1-3
31-50	1-4
51-70	1-5
71-85	1-6
86-95	1-8
96-00	1-10

3: Weapon Powers

d%	Result
01-40	+1
41-70	+2
71-90	+3
91-95	+4
96-97	+5
98-99	*Cursed -1*
00	*Cursed -2*

4: Number of Uses

d%	# of Uses
01-05	1
06-15	2
16-30	3
31-50	1/day
51-70	2/day
71-85	3/day
86-95	1/week
96-00	3/week

Magical Powers

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

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 petrifaction. 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

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- **Adventure Design**: These tables offer a variety of adventure situations which can be expanded upon by the DM to create an entire adventure.
- **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, 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.

ADVENTURE DESIGN

Adventure Missions

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

Mythical Modules

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

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
1	Necromancer	Paladins
2	Evil Cultists	Rangers
3	Assassins	Witch Hunters
4	Giants	Healers
5	Thieves	Innocent women & children
6	Bandits/Brigands	Adventurers
7	Maniac	Secret group of protectors
8	Devil/Demon-worshippers	Dwarves
9	Political Rival	Elves
10	Undead	Fey Creatures
11	Terrible Ancient Dragon	Mermen/Tritons
12	Witches' Coven	Druids
13	Lycanthrope Clan	Settlers/Farmers
14	Ghoul Pack	Clerics
15	Dopplegangers	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

1d12	Neutral Groups
1	Modrons
2	Druids
3	City Guard or Watch
4	A Judge
5	A mercenary group
6	Slaadi
7	An Illusionist
8	Daemons
9	Thieves
10	Clerics
11	Merchants
12	Fey Creatures

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 Heirophants 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	% Roll	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	Ilarnek	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 Settings

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	Fritx Leiber's Nehwon The City of Lankhmar
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 Wilderlands of High Fantasy
9	The World of Pelinore TSR UK/Imagine Magazine
10	HP Lovecraft's Dreamlands
11	Clark Ashton Smith's Zothique & Hyperborea
12	Dave Hargrave's Arduin: World of Khaas
13	J.R.R. Tolkein'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

Other Planes of Existence

1d20	Inner Plane
1	Alternate Prime
2	Positive Material
3	Para-Elemental Dust
4	Para-Elemental Heat
5-6	Elemental Earth
7-8	Elemental Fire
9-10	Prime Material
11-12	Ethereal
13-14	Elemental Water
15-16	Elemental Air
17	Para-Elemental Ice
18	Para-Elemental Vapor
19	Negative Material
20	Plane of Shadow

1d20	Outer Plane
1	Concordant Opposition
2	Arcadia
3	Nirvana
4	Acheron
5	Nine Hells
6	Gehenna
7	Hades
8	Tarterus
9-11	Astral
12	Abyss
13	Pandemonium
14	Limbo
15	Gladsheim
16	Olympus
17	Happy Hunting Grounds
18	Elysium
19	Twin Paradises
20	Seven Heavens

Cultural Motifs

2d20	Culture		
2	Aboriginal	21	Hittite
3	Amazonian	22	Indian
4	Amerindian	23	Japanese
5	Anglo-Saxon	24	Khmer
6	Arabic	25	Lost Culture
7	Assyrian	26	Mayan
8	Aztec	27	Mongolian
9	Babylonian	28	Norse/Viking
10	Byzantine	29	North African
11	Canaanite	30	Persian
12	Cannibal	31	Phoenician
13	Carthaginian	32	Pictish
14	Celtic	33	Polynesian
15	Chinese	34	Roman
16	Degenerate	35	Russian
17	Egyptian	36	Scythian/Hun
18	Finnish	37	Slavic
19	Frankish	38	Spanish
20	Germanic	39	Hebrew
		40	Korean

Adventuring Locales

1d20	Locale
1	Underwater
2	In a subterranean dungeon
3	In a trackless swamp
4	In a big capital city
5	On board a ship
6	In the air
7	In or around a small village
8	On the borderlands
9	On another Plane
10	On the top of a mountain
11	In a demi-human settlement
12	In a temple or shrine
13	At a school/university
14	In another time
15	In another universe
16	In a lost city
17	In a castle or fortress
18	In a graveyard or cemetery
19	While traveling along a road
20	In an illusory place

Climates & Conditions

1d20	Climate/Condition
1	The Dead of Winter - Subzero, blizzards, frost-bite.
2	Drought - Little or no water. No money either.
3	Maddening Heat Wave – Tempers are on edge.
4	The Spring Equinox – Love and magic are in the air.
5	Rainy Season – Monsoons, torrential downpours, flooding.
6	The Stars are Right – Unsettling astrological event(s).
7	The Mist - Pea-soup fog blankets everything.
8	High Time – Wild, drunken merrymaking in the square.
9	Bad Moon Rising – A weird time of the month.
10	High Holy Day– The one time of year everyone's at the temple.
11	Hunting Season – The hounds are baying for blood.
12	The Summer Solstice – Festival of the Aelfqueen.
13	Planting Season – Everybody is busy this time of year.
14	Plague – Death rides the land bringing bitter fruit.
15	Harvest Time – Feasting and fun now that they're done.
16	Rumors of War – Bad news is on everyone's lips.
17	Ghost Month – Devils, demons and undead walk the land.
18	The Right Time – Spells and enchantments get a boost.
19	The Mean Season – Chaos is the only constant.
20	New Trends – A fashionable fad either good or evil sweeps the land.

DEITIES & DEMIGODS

Type of Deity

1d6	Type
1-2	God
4-5	Goddess
6	Deity

Deity's Power

1d10	Power	Domain(s)	Artifacts #
1-4	Demi-	1d2	1d2
5-9	Minor	1d3	1d4
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)	d20	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).

Deity's Relationship with Worshippers

d6	Racial 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*	Demonic*	Piller 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	Rodent*	1d12 headed	Completely Invisible

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

ARCANE MAGIC

Types of Magic

1d20	Type
1	Alchemy
2	Sorcery
3	Illusionism
4	Thaumaturgy
5	Elementalism
6	Astrology
7	Demonology
8	Necromancy
9	Druidism
10	Clerical
11	Shamanism
12	Witchcraft
13	Divination
14	Mental/Psionic
15	Charms/Hypnotism
16	Chronomancy
17	Druidic
18	Diabolism
19	Extra-Planar
20	Alien/unknown

Sources of New Spells

1d20	Source
1	A dragon
2	A monument
3	Another plane
4	A summoned creature
5	An artifact
6	A god/goddess
7	A lich
8	An ancient spellbook
9	A tomb inscription
10	A teacher/master
11	An old scroll
12	A library
13	A dungeon
14	A wish
15	A pact with a demon/devil
16	Theft from a rival
17	Training from a guild
18	A djinni
19	Personal research
20	Contracted espionage

Magical Tomes

1d20	Name
1	*The 7 Cryptical Tablets* of Shan
2	*The Ebon Shards*
3	*The Tome of Jade Warding*
4	*Runestones of Gnorrir*
5	*The Hornbook of the Red Priest*
6	*Timonym Fragments*
7	*The Canticles* of Xarhastur
8	*The Testimony* of Memnhisir
9	*The Flesh Manual* of Kyuss
10	*Vivimancy Studies* of Horbus Zell
11	*Gargantuan* by Eust
12	*The Living Book* of Xagyg the Mad
13	*Damned Spellbook* of Eyes
14	*The 13 Radiant Scrolls*
15	*The Humna Plates*
16	*The Alexite Thaumaturgion*
17	*The Necronomicon*
18	*The Neverending Discourses* of Ejjus
19	*Gold Plates* of the Demiurge Xoxhis
20	*The Deeds of the Polymaths*

Arcane Authors

1d20	Type
1	Bigby
2	Mordenkainen
3	Tenser
4	Leomund
5	Melf
6	Drawmij
7	Nystul
8	Otiluke
9	Otto
10	Rary
11	Serten
12	Tasha
13	Tenser
14	Kyuss
15	Emerikol
16	Egg of Coot
17	Ran of Ah Foo
18	Gin of Salik
19	Xarhastur
20	Memnhisir

Little Known Spells

1d20	Spell
1	*Prata's Sign of Friendship*
2	*Algolei's Eidetic Posterior*
3	*Northrundicandus's Faithful Wife*
4	*Pyanpi's Breasts of Leather*
5	*Ermanaric's Puissant Phlegmball*
6	*Halaster's Orb of Dimwittedness*
7	*Ghul's Invisible Editor*
8	*Tenser's Stinking Disc*
9	*Speak with Llaurenela*
10	*Emerikol's Blessed Fireball*
11	*Leomund's Tiny Tool*
12	*Gro's Canine Ward*
13	*Melf's Blotter Acid*
14	*Woodgreen's Illusionary Orgy*
15	*Wheggi's Fellatio of Fear*
16	*Onan's Forceful Palm*
17	*Fauster's Poisonous Pen*
18	*Flax Blental's Voice of Reason*
19	*Crimathan's Mask of Greatness*
20	*Melan's Cantrip of Choosing*

Magical Décor

1d20	Item
1	Alchemical glassware
2	Smoking incense braziers
3	Enchanted houseplants
4	Familiar's nest/den
5	Scorched wall / floors
6	Huge, dusty chained tomes
7	Cabinets
8	Telescope / Periscope
9	Illusionary hall of mirrors
10	Jars of floating 'parts'
11	Mystical portal / gate
12	Wall tapestry maps / charts
13	Invisible guardians / servants
14	Inscribed summoning circle
15	Large cauldron with 'soup'
16	Scrying Bowl / Crystal Ball
17	Stuffed / preserved corpses
18	Storage vault /Chests
19	Hanging Iron Cage
20	Pool/Bath

Magical Titles

Necromancer	Demonologist	Conjurer	Witchdoctor	Alchemist	Hedgewizard	Theurgist
Elementalist	Wizard	Enchantmener	Botanomancer	Astrologer	Technomancer	Summoner
Illusionist	Mage	Thaumaturgist	Rhabdomancer	Sorceror	Chronomancer	Diabolist

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.
- **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
1d4	1-4	4
2d4	2-8	7
3d4	3-12	10
4d4	4-16	13
5d4	5-20	16
6d4	6-24	19
7d4	7-28	22
8d4	8-32	25
9d4	9-36	28
10d4	10-40	31

D6	Range	Entries
1d6	1-6	6
2d6	2-12	11
3d6	3-18	16
4d6	4-24	21
5d6	5-30	26
6d6	6-36	31
7d6	7-42	36
8d6	8-48	41
9d6	9-54	46
10d6	10-60	51

D8	Range	Entries
1d8	1-8	8
2d8	2-16	15
3d8	3-24	22
4d8	4-32	29
5d8	5-40	36
6d8	6-48	43
7d8	7-56	50
8d8	8-64	57
9d8	9-72	64
10d8	10-80	71

D10	Range	Entries
1d10	1-10	10
2d10	2-20	19
3d10	3-30	27
4d10	4-40	36
5d10	5-50	45
6d10	6-60	54
7d10	7-70	63
8d10	8-80	72
9d10	9-90	81
10d10	10-100	90

D12	Range	Entries
1d12	1-12	12
2d12	2-24	23
3d12	3-36	34
4d12	4-48	45
5d12	5-60	56
6d12	6-72	68
7d12	7-84	78
8d12	8-96	89
9d12	9-108	100
10d12	10-120	110

D20	Range	Entries
1d20	1-20	20
2d20	2-40	39
3d20	3-60	58
4d20	4-80	77
5d20	5-100	96
6d20	6-120	115
7d20	7-140	134
8d20	8-160	153
9d20	9-180	172
10d20	10-200	191

Misc. Dice	Range	Entries	Notes
1d00/d%	01-100	100	-
D66	11-66	66	11,12,13…
D3	1-3	3	1d6/2
D2	1-2	2	Even/Odd
D0	0-9	10	1d10/0=0

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Final Note: The editor would like to also thank the members of the Knights & Knaves Alehouse for their helpful ideas, support and for keeping alive that old-school spirit. *~kellri*

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:

Magic User ~ Illusionist Spells			
Unavailable Spells	**Very Rare Spells**	**Rare Spells**	**Uncommon Spells**

NEW SPELL RECORDS

MAGIC-USER SPELL **Creator:**

Spell Name: **Type:**

Range: **Components:**

Duration: **Casting Time:**

Area of Effect: **Saving Throw:**

Explanation/Description:

Date:

MAGIC-USER SPELL **Creator:**

Spell Name: **Type:**

Range: **Components:**

Duration: **Casting Time:**

Area of Effect: **Saving Throw:**

Explanation/Description:

Date:

DUNGEON MASTER'S ADVENTURE LOG

Dungeon Master: **Date:**

Campaign: **Adventure:**

#	Player	Character	Class/Lvl	Race/Sex	Align	Items/Abilities	AC	Hp

Marching Order

Monsters Defeated + XP Values

Treasure Acquired + XP Values

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		Veracity (True/False)
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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