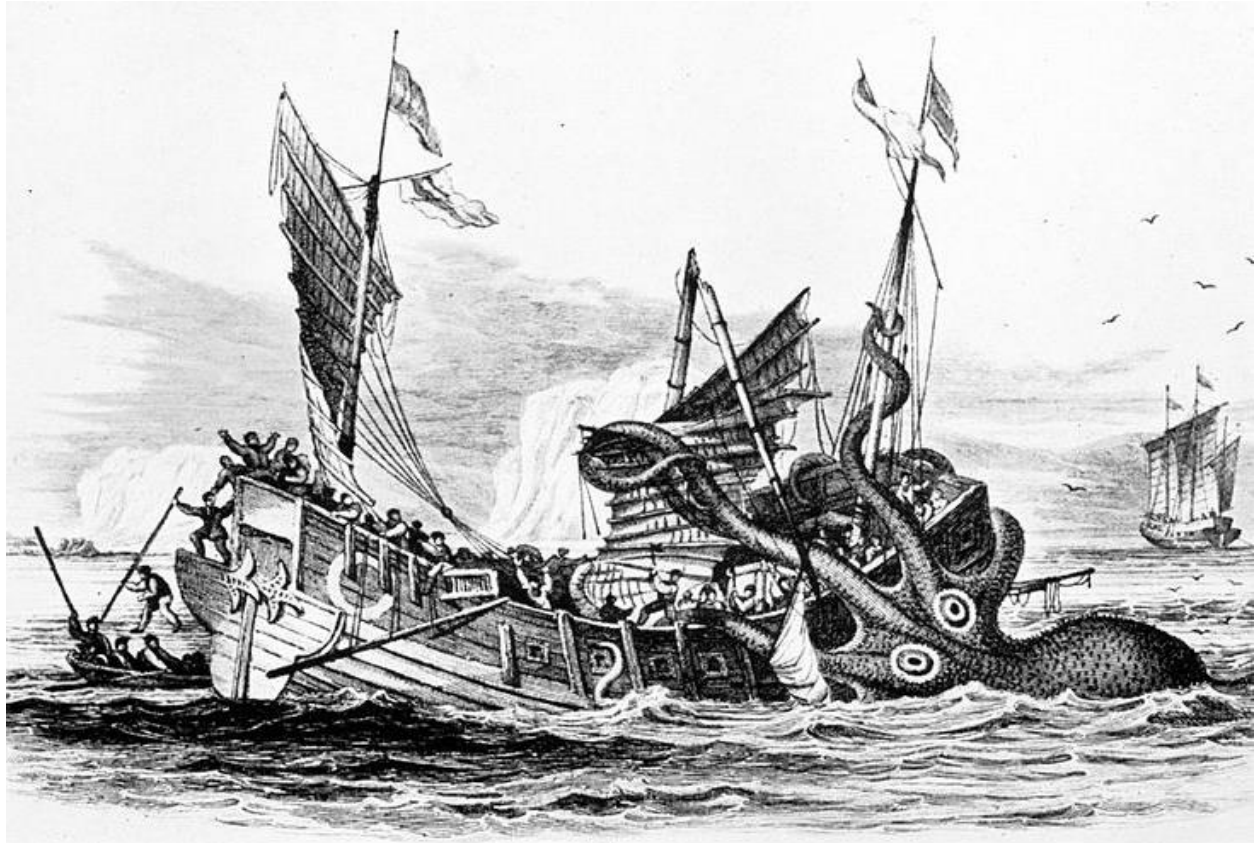


# HYPERBOREAN ENCOUNTER TABLES II

BY BEN BALL



**DIRECTIONS:** When an encounter occurs, roll 3d6 on the appropriate column of the **HYPERBOREAN ENCOUNTER TABLES** for the region, geographical feature, body of water, or settlement currently occupied. If the result is in lower case italics (e.g., “*5d6 red deer*”), then that monster encounter occurs. If the result is in lower case bold (e.g., “**Hunting Party**”), then that special encounter (as defined in **Appendix I**) occurs. If the result is in upper case bold (e.g., “**PREHISTORIC**”), then roll 3d6 on that column of the current **HYPERBOREAN TERRAIN TABLE** to determine the specific monster or special encounter which occurs. If an encounter is impossible due to a qualifier (e.g., “*night only*” during daylight hours), then this should be treated as “no encounter”. *Example:* The PCs are currently in a sandy desert hex in Sharath, and an encounter check indicates that an encounter occurs. The roll on the **Sharath** column of the **HYPERBOREAN ENCOUNTER TABLES** is ‘11’, indicating an **UNDEAD** encounter. The roll on the **UNDEAD** column of the **HYPERBOREAN TERRAIN TABLE: DESERT (Sandy)** is ‘7’, indicating that 1d6 large skeletons are met. The 1d6 roll is ‘4’, so the bones of four huge apes – buried in the trackless alkali dusts since time immemorial – burst forth to rend the interlopers to pieces.

## TABLE OF CONTENTS

|    |   |  |
|----|---|--|
| 1  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Abbica's Mere – Bogrest</i> )          |
| 2  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Brigand's Bay – Diamond Desert</i> )   |
| 3  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Dunwich – Gal City</i> )               |
| 4  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Gal Hills – IX</i> )                   |
| 5  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Khromarium – Lemurian Remnant</i> )    |
| 6  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Leng Plateau – Narath and Tarath</i> ) |
| 7  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>New Amazonia – Port Greely</i> )       |
| 8  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Port Zangerios – River Omo</i> )       |
| 9  | - | HYPERBOREAN ENCOUNTER TABLES ( <i>River Vhuurmis – Stonebrook</i> )      |
| 10 | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Striped Gulf – Valley of Mists</i> )   |
| 11 | - | HYPERBOREAN ENCOUNTER TABLES ( <i>Vikland – Zangerios Islands</i> )      |
| 12 | - | HYPERBOREAN TERRAIN TABLE: DESERT (Sandy)                                |
| 13 | - | HYPERBOREAN TERRAIN TABLE: DESERT (Steppe)                               |
| 14 | - | HYPERBOREAN TERRAIN TABLE: FOREST  |
| 15 | - | HYPERBOREAN TERRAIN TABLE: HILLS and Rocky Islands                       |
| 16 | - | HYPERBOREAN TERRAIN TABLE: HILLS (Glaciated)                             |
| 17 | - | HYPERBOREAN TERRAIN TABLE: MOUNTAINS                                     |
| 18 | - | HYPERBOREAN TERRAIN TABLE: MOUNTAINS (Glaciated)                         |
| 19 | - | HYPERBOREAN TERRAIN TABLE: PLAINS and Lush Islands                       |
| 20 | - | HYPERBOREAN TERRAIN TABLE: RAINFOREST                                    |
| 21 | - | HYPERBOREAN TERRAIN TABLE: TAR PITS                                      |
| 22 | - | HYPERBOREAN TERRAIN TABLE: TUNDRA  |
| 23 | - | HYPERBOREAN TERRAIN TABLE: VOLCANIC                                      |
| 24 | - | HYPERBOREAN TERRAIN TABLE: VOLCANIC (Glaciated)                          |
| 25 | - | HYPERBOREAN TERRAIN TABLE: WETLANDS                                      |
| 26 | - | HYPERBOREAN TERRAIN TABLE: LAKE  |
| 27 | - | HYPERBOREAN TERRAIN TABLE: RIVER   |
| 28 | - | HYPERBOREAN TERRAIN TABLE: OCEAN   |
| 29 | - | HYPERBOREAN TERRAIN TABLE: CITY  |
| 30 | - | HYPERBOREAN TERRAIN TABLE: CITY (Coastal)                                |
| 31 | - | HYPERBOREAN TERRAIN TABLE: CITY (Desert)                                 |
| 32 | - | HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE                                  |
| 33 | - | HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Coastal)                        |
| 34 | - | HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Desert)                         |

Appendix I: Special Encounters

Appendix II: Quick NPC Parties

Appendix III: Quick NPC Names

1. HYPERBOREAN ENCOUNTER TABLES

|     |                                 |                                  |                                |
|-----|---------------------------------|----------------------------------|--------------------------------|
| 3d6 | <i>Abbica's Mere</i>            | <i>Alus Mercury</i>              | <i>Anlates Isles</i>           |
| 03  | CELESTIAL                       | ALIEN                            | CELESTIAL                      |
| 04  | Shining Mist                    | PREHISTORIC                      | 5d10 wild berserkers (naked)   |
| 05  | Fog Bank                        | NATURAL                          | GIANT                          |
| 06  | ANIMAL                          | MYTHICAL                         | 1d6 wild berserkers (naked)    |
| 07  | NATURAL                         | MEN                              | ANIMAL                         |
| 08  | Geyser                          | ANIMAL                           | GIANT                          |
| 09  | ANIMAL                          | GIANT                            | 1d6 wild berserkers (naked)    |
| 10  | NATURAL                         | NATURAL                          | ANIMAL                         |
| 11  | ANIMAL                          | ANIMAL                           | NATURAL                        |
| 12  | NATURAL                         | NATURAL                          | ANIMAL                         |
| 13  | Fog Bank                        | ANIMAL                           | NATURAL                        |
| 14  | GIANT                           | UNDEAD                           | 5d10 wild berserkers (naked)   |
| 15  | ANIMAL                          | ANIMAL                           | NATURAL                        |
| 16  | Geyser                          | GIANT                            | ANIMAL                         |
| 17  | GIANT                           | UNDEAD                           | 5d10 wild berserkers (naked)   |
| 18  | Witch (12 <sup>th</sup> -level) | CELESTIAL                        | GIANT                          |
| 3d6 | <i>Atlantica</i>                | <i>Barrier Mountains</i>         | <i>Black Forest Inlet</i>      |
| 03  | ALIEN                           | CELESTIAL                        | CELESTIAL                      |
| 04  | UNDEAD                          | ALIEN                            | 1d2 nagas                      |
| 05  | NATURAL                         | MEN                              | 1d6 wyverns                    |
| 06  | MYTHICAL                        | NATURAL                          | 1 hippogriff                   |
| 07  | Light Patrol (Atlanteans)       | Hunting Party (Esquimaux)        | 1d6 harpies                    |
| 08  | ANIMAL                          | ANIMAL                           | 1d6 giant weasels (night only) |
| 09  | Hunting Party (Atlanteans)      | NATURAL                          | 4d6 stirges                    |
| 10  | NATURAL                         | ANIMAL                           | NATURAL                        |
| 11  | ANIMAL                          | NATURAL                          | ANIMAL                         |
| 12  | Hunting Party (Atlanteans)      | PREHISTORIC                      | 1d6 wild berserkers (naked)    |
| 13  | NATURAL                         | ANIMAL                           | 1d4+1 owl bears                |
| 14  | GIANT                           | Hunting Party (Half-Blood Picts) | 1d2 griffins                   |
| 15  | ANIMAL                          | NATURAL                          | 5d10 wild berserkers (naked)   |
| 16  | Light Patrol (Atlanteans)       | ALIEN                            | 1d6 cockatrices                |
| 17  | MEN                             | UNDEAD                           | 1 chimaera                     |
| 18  | CELESTIAL                       | CELESTIAL                        | 1d2 lamiae                     |
| 3d6 | <i>Black River Yleil</i>        | <i>Black Waste</i>               | <i>Bogrest</i>                 |
| 03  | 1 lich                          | CELESTIAL                        | UNDEAD                         |
| 04  | ALIEN                           | ALIEN                            | NATURAL                        |
| 05  | MYTHICAL                        | NATURAL                          | GIANT                          |
| 06  | 2d8 ghouls                      | MYTHICAL                         | Light Patrol (Kelts)           |
| 07  | PREHISTORIC                     | ANIMAL                           | MEN                            |
| 08  | 1d6 zombies                     | UNDEAD                           | ANIMAL                         |
| 09  | 2d4 skeletons                   | GIANT                            | NATURAL                        |
| 10  | ANIMAL                          | NATURAL                          | MEN                            |
| 11  | NATURAL                         | ANIMAL                           | NATURAL                        |
| 12  | GIANT                           | PREHISTORIC                      | ANIMAL                         |
| 13  | 10d20 skeletons                 | 1 banshee (night only)           | Light Patrol (Kelts)           |
| 14  | 1d6 ghouls                      | NATURAL                          | ANIMAL                         |
| 15  | 4d6 zombies                     | GIANT                            | 1 rust monster                 |
| 16  | 1d4 ghasts                      | NATURAL                          | MEN                            |
| 17  | 1d10 ghosts (night only)        | ALIEN                            | 1d4 rust monsters              |
| 18  | CELESTIAL                       | 1 lich                           | CELESTIAL                      |

## 2. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Brigand's Bay</i>                    | <i>Broken Coast</i>             | <i>Calencia Village</i>                         |
|-----|---|---------------------------------|---|
| 03  | UNDEAD                                  | CELESTIAL                       | ALIEN   |
| 04  | Heavy Cavalry ("nobles")                | UNDEAD                          | UNDEAD  |
| 05  | 1d10x10 bandits                         | NATURAL                         | GIANT   |
| 06  | Light Cavalry ("nobles")                | ANIMAL                          | Witch   |
| 07  | MEN                                     | NATURAL                         | Light Patrol (Half-Blood Picts)                 |
| 08  | NATURAL                                 | ANIMAL                          | ANIMAL  |
| 09  | 2d6 bandits                             | GIANT                           | Light Patrol (Half-Blood Picts)                 |
| 10  | ANIMAL                                  | NATURAL                         | MEN   |
| 11  | NATURAL                                 | ANIMAL                          | NATURAL   |
| 12  | Hunting Party ("nobles")                | NATURAL                         | ANIMAL  |
| 13  | ANIMAL                                  | ANIMAL                          | MEN   |
| 14  | Light Patrol ("nobles")                 | NATURAL                         | ANIMAL  |
| 15  | Medium Patrol ("nobles")                | PREHISTORIC                     | PREHISTORIC                                     |
| 16  | Light Patrol ("nobles")                 | NATURAL                         | Light Patrol (Half-Blood Picts)                 |
| 17  | MEN                                     | MYTHICAL                        | 1d6 ape-men                                     |
| 18  | CELESTIAL                               | ALIEN                           | CELESTIAL                                       |
| 3d6 | <i>Cape Calencia</i>                    | <i>City in the Clouds</i>       | <i>Crab Archipelago</i>                         |
| 03  | UNDEAD                                  | CELESTIAL                       | 4d6x10 crab-men                                 |
| 04  | MEN                                     | ALIEN                           | Hunting Party (crab-kin)                        |
| 05  | ANIMAL                                  | UNDEAD                          | NATURAL   |
| 06  | Light Patrol (Half-Blood Picts)         | MYTHICAL                        | War Party (crab-kin)                            |
| 07  | Hunting Party (Half-Blood Picts)        | MEN                             | GIANT   |
| 08  | PREHISTORIC                             | GIANT                           | ANIMAL  |
| 09  | Hunting Party (Half-Blood Picts)        | Medium Patrol (Amazons)         | Hunting Party (crab-kin)                        |
| 10  | ANIMAL                                  | NATURAL                         | ANIMAL  |
| 11  | NATURAL                                 | MEN                             | NATURAL   |
| 12  | 1d6 ape-men                             | ANIMAL                          | ANIMAL  |
| 13  | GIANT                                   | NATURAL                         | NATURAL   |
| 14  | ANIMAL                                  | Medium Patrol (Amazons)         | Hunting Party (crab-kin)                        |
| 15  | MEN                                     | ANIMAL                          | GIANT   |
| 16  | 6d6 ape-men                             | Medium Patrol (Amazons)         | 1d6 crab-men                                    |
| 17  | NATURAL                                 | ALIEN                           | MEN   |
| 18  | CELESTIAL                               | CELESTIAL                       | CELESTIAL                                       |
| 3d6 | <i>Dagon Bay</i>                        | <i>Death Valley</i>             | <i>Diamond Desert</i>                           |
| 03  | CELESTIAL                               | CELESTIAL                       | CELESTIAL                                       |
| 04  | 5d20x10 fish-man hybrids (coastal only) | 1d6 fire salamanders            | 1d6x3 giant radioactive ants                    |
| 05  | UNDEAD                                  | 4d6 lesser daemons (class 1d2)  | 1d6 giant scorpions (night only, not in winter) |
| 06  | Light Patrol (degenerates)              | MYTHICAL                        | PREHISTORIC                                     |
| 07  | ANIMAL                                  | NATURAL                         | MEN   |
| 08  | Hunting Party (degenerates)             | UNDEAD                          | 1d6 giant scorpions (night only, not in winter) |
| 09  | ANIMAL                                  | GIANT                           | ANIMAL  |
| 10  | NATURAL                                 | ANIMAL                          | NATURAL   |
| 11  | ANIMAL                                  | NATURAL                         | ANIMAL  |
| 12  | Hunting Party (degenerates)             | PREHISTORIC                     | NATURAL   |
| 13  | MEN                                     | ALIEN                           | 1d6 giant scorpions (night only, not in winter) |
| 14  | PREHISTORIC                             | NATURAL                         | 1 purple worm                                   |
| 15  | 2d6 fish-man hybrids (coastal only)     | UNDEAD                          | UNDEAD  |
| 16  | 2d6 fish-men (coastal only)             | 1d2 fire giants                 | 2d4 giant radioactive ants                      |
| 17  | ALIEN                                   | 1d3 greater daemons (class 1d3) | ALIEN   |
| 18  | 2d4x10 fish-men (coastal only)          | CELESTIAL                       | 3d4 purple worms                                |

### 3. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Dunwich</i>                | <i>Erikssgard</i>                   | <i>Esquimaux Bay</i>                         |
|-----|-------------------------------|-------------------------------------|--|
| 03  | ALIEN                         | CELESTIAL                           | ALIEN  |
| 04  | GIANT                         | Medium Patrol (Vikings)             | GIANT  |
| 05  | ANIMAL                        | NATURAL                             | War Party (Esquimaux)                        |
| 06  | Light Patrol (Kelts)          | ANIMAL                              | MEN  |
| 07  | NATURAL                       | Medium Patrol (Vikings)             | PREHISTORIC                                  |
| 08  | Light Patrol (Kelts)          | MEN                                 | 5d6 red deer                                 |
| 09  | NATURAL                       | Light Patrol (Vikings)              | Hunting Party (Esquimaux)                    |
| 10  | MEN                           | NATURAL                             | ANIMAL                                       |
| 11  | NATURAL                       | MEN                                 | NATURAL                                      |
| 12  | ANIMAL                        | ANIMAL                              | ANIMAL                                       |
| 13  | MEN                           | NATURAL                             | Hunting Party (Esquimaux)                    |
| 14  | ANIMAL                        | MEN                                 | NATURAL                                      |
| 15  | MEN                           | Light Patrol (Vikings)              | 1d2 giant elk                                |
| 16  | NATURAL                       | NATURAL                             | 1 woolly mammoth                             |
| 17  | UNDEAD                        | Runegraver                          | UNDEAD                                       |
| 18  | CELESTIAL                     | UNDEAD                              | CELESTIAL                                    |
| 3d6 | <i>Eyries</i>                 | <i>Fazuuum</i>                      | <i>Fidib</i>                                 |
| 03  | Hermit                        | CELESTIAL                           | Shaman (12 <sup>th</sup> level)              |
| 04  | 1d6 archaeopteryges           | 1 giant asp                         | 1d6 giant phase spiders                      |
| 05  | 1d2 gorgons                   | Necromancer                         | 1d6 giant wolf spiders (evil, not in winter) |
| 06  | 1d2 manticores                | ANIMAL                              | MEN  |
| 07  | 2d6 griffins                  | MEN                                 | Light Patrol (Picts)                         |
| 08  | 2d4 minotaurs                 | Slaves                              | MEN  |
| 09  | 4d6 stirges                   | Light Patrol (Ixians)               | ANIMAL                                       |
| 10  | ANIMAL                        | NATURAL                             | MEN  |
| 11  | NATURAL                       | MEN                                 | NATURAL                                      |
| 12  | 1d6 harpies                   | ANIMAL                              | Light Patrol (Picts)                         |
| 13  | 1d6 wyverns                   | MEN                                 | GIANT  |
| 14  | 2d6 hippogriffs               | Light Patrol (Ixians)               | 1d4+1 giant crab spiders (not in winter)     |
| 15  | 1 chimaera                    | NATURAL                             | 1d6 giant trapdoor spiders (not in winter)   |
| 16  | 1d6 pegasus                   | Priest                              | NATURAL                                      |
| 17  | 1 greater gorgon              | 1 giant spitting cobra              | UNDEAD                                       |
| 18  | CELESTIAL                     | UNDEAD                              | CELESTIAL                                    |
| 3d6 | <i>Fields of Vol</i>          | <i>Floating Island of Paradoxon</i> | <i>Gal City</i>                              |
| 03  | CELESTIAL                     | CELESTIAL                           | CELESTIAL                                    |
| 04  | 4d6x10 woolly mammoths        | ALIEN                               | ANIMAL                                       |
| 05  | MEN                           | MYTHICAL                            | Medium Patrol (Kelts)                        |
| 06  | Light Cavalry (Kimmerians)    | NATURAL                             | GIANT  |
| 07  | 5d6 wild horses               | Medium Patrol (Amazons)             | ANIMAL                                       |
| 08  | 2d6 boars                     | GIANT                               | NATURAL                                      |
| 09  | Hunting Party (Kimmeri-Kelts) | MEN                                 | Light Patrol (Kelts)                         |
| 10  | NATURAL                       | ANIMAL                              | NATURAL                                      |
| 11  | ANIMAL                        | NATURAL                             | MEN  |
| 12  | 5d6 red deer                  | Hunting Party (Amazons)             | ANIMAL                                       |
| 13  | 1d6 ape-men                   | MYTHICAL                            | MEN  |
| 14  | Light Cavalry (Kimmeri-Kelts) | ANIMAL                              | Light Patrol (Kelts)                         |
| 15  | 4d6 aurochs                   | Medium Patrol (Amazons)             | NATURAL                                      |
| 16  | 2d10x10 red deer              | UNDEAD                              | MEN  |
| 17  | 2d6 thew waggons              | ALIEN                               | MYTHICAL                                     |
| 18  | 6d6 ape-men                   | CELESTIAL                           | UNDEAD                                       |

#### 4. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Gal Hills</i>                       | <i>Gibbering Fields</i>                | <i>Great Obelisk</i>            |
|-----|--|--|---------------------------------|
| 03  | ALIEN                                  | CELESTIAL                              | CELESTIAL                       |
| 04  | 1d6 giant wolf spiders (not in winter) | Violet Lotus                           | ALIEN                           |
| 05  | 1 tiger                                | 3d10 giant hyaenas                     | MYTHICAL                        |
| 06  | 1d6 lions                              | 1d4 sabre-tooth tigers                 | PREHISTORIC                     |
| 07  | Druid                                  | PREHISTORIC                            | NATURAL                         |
| 08  | 1 mountain lion                        | 1d6+6 woolly mammoths                  | ALIEN                           |
| 09  | Hunting Party (Kelts)                  | 4d6 aurochs                            | ANIMAL                          |
| 10  | ANIMAL                                 | NATURAL                                | NATURAL                         |
| 11  | NATURAL                                | ANIMAL                                 | ANIMAL                          |
| 12  | 2d4 wolves                             | 1d6 hyaena-men                         | NATURAL                         |
| 13  | Light Patrol (Kelts)                   | Geyser                                 | ALIEN                           |
| 14  | 1 black bear                           | 1d6+6 dire wolves                      | NATURAL                         |
| 15  | MEN                                    | 6d6 hyaena-men                         | GIANT                           |
| 16  | 1 brown bear                           | UNDEAD                                 | UNDEAD                          |
| 17  | UNDEAD                                 | White-Speckled Blue Lotus              | ALIEN                           |
| 18  | CELESTIAL                              | 2d4 vampires (incorporeal, night only) | CELESTIAL                       |
| 3d6 | <i>Hyperborean Sea</i>                 | <i>Ice Lake</i>                        | <i>Islands of the Ape-Men</i>   |
| 03  | CELESTIAL                              | ALIEN                                  | CELESTIAL                       |
| 04  | 1 giant octopus                        | UNDEAD                                 | 6d6 ape-men                     |
| 05  | UNDEAD                                 | War Party (Esquimaux)                  | GIANT                           |
| 06  | 1 giant crocodile (not in winter)      | PREHISTORIC                            | PREHISTORIC                     |
| 07  | MEN                                    | Hunting Party (Esquimaux)              | GIANT                           |
| 08  | 1d4 giant crabs                        | NATURAL                                | PREHISTORIC                     |
| 09  | PREHISTORIC                            | ANIMAL                                 | 1d6 ape-men                     |
| 10  | ANIMAL                                 | NATURAL                                | ANIMAL                          |
| 11  | NATURAL                                | ANIMAL                                 | NATURAL                         |
| 12  | GIANT                                  | Hunting Party (Esquimaux)              | PREHISTORIC                     |
| 13  | 2d6 great white sharks                 | NATURAL                                | NATURAL                         |
| 14  | 1d4 killer whales                      | GIANT                                  | 1d6 ape-men                     |
| 15  | MYTHICAL                               | ANIMAL                                 | NATURAL                         |
| 16  | 1 sea serpent                          | NATURAL                                | ANIMAL                          |
| 17  | 1 giant squid                          | MYTHICAL                               | NATURAL                         |
| 18  | ALIEN                                  | CELESTIAL                              | UNDEAD                          |
| 3d6 | <i>Isle of Ghul</i>                    | <i>Isles of Thur</i>                   | <i>IX</i>                       |
| 03  | Necromancer (12 <sup>th</sup> -level)  | CELESTIAL                              | CELESTIAL                       |
| 04  | UNDEAD                                 | ANIMAL                                 | 1d3 greater daemons (class 1d3) |
| 05  | 2d8 ghouls                             | MYTHICAL                               | UNDEAD                          |
| 06  | NATURAL                                | ANIMAL                                 | Necromancer                     |
| 07  | 4d6 zombies                            | Light Patrol (Thurssonnns)             | 4d6 zombies                     |
| 08  | NATURAL                                | NATURAL                                | Slaves                          |
| 09  | 1d6 zombies                            | Hunting Party (Thurssonnns)            | 10d20 skeletons                 |
| 10  | NATURAL                                | ANIMAL                                 | NATURAL                         |
| 11  | 2d4 skeletons                          | NATURAL                                | 2d4 skeletons                   |
| 12  | NATURAL                                | ANIMAL                                 | Light Patrol (Ixians)           |
| 13  | 10d20 skeletons                        | MEN                                    | 1d6 zombies                     |
| 14  | NATURAL                                | GIANT                                  | NATURAL                         |
| 15  | 1d6 ghouls                             | NATURAL                                | Witch                           |
| 16  | NATURAL                                | Medium Patrol (Thurssonnns)            | 1d8 lesser daemons (class 1d4)  |
| 17  | UNDEAD                                 | NATURAL                                | 1 banshee (night only)          |
| 18  | CELESTIAL                              | UNDEAD                                 | CELESTIAL                       |

5. HYPERBOREAN ENCOUNTER TABLES

|     |                                  |                                |                             |
|-----|----------------------------------|--------------------------------|-----------------------------|
| 3d6 | <i>Khromarium</i>                | <i>Kimmerian Steppe</i>        | <i>Kitasion Archipelago</i> |
| 03  | CELESTIAL                        | PREHISTORIC                    | CELESTIAL                   |
| 04  | UNDEAD                           | MEN                            | MEN                         |
| 05  | MEN                              | 1d6+6 woolly mammoths          | 1d2 gorgons                 |
| 06  | Medium Patrol (city mercenaries) | 5d6 bactrian camels            | 1d2 manticores              |
| 07  | ANIMAL                           | 2d10x10 musk oxen              | MYTHICAL                    |
| 08  | MEN                              | Light Cavalry (Kimmerians)     | Hunting Party (villagers)   |
| 09  | Light Patrol (city mercenaries)  | 4d6 aurochs                    | NATURAL                     |
| 10  | MEN                              | NATURAL                        | ANIMAL                      |
| 11  | NATURAL                          | ANIMAL                         | NATURAL                     |
| 12  | ANIMAL                           | NATURAL                        | ANIMAL                      |
| 13  | Light Patrol (city mercenaries)  | 5d6 wild horses                | NATURAL                     |
| 14  | GIANT                            | Light Cavalry (Kimmerians)     | 1d6 harpies                 |
| 15  | MEN                              | 5d6 dromedary camels           | Hunting Party (villagers)   |
| 16  | PREHISTORIC                      | Heavy Cavalry (Kimmerians)     | 1 cyclops                   |
| 17  | MYTHICAL                         | 3d4 woolly rhinoceroses        | 1d2 basilisks               |
| 18  | ALIEN                            | CELESTIAL                      | 2d4 cyclopes                |
| 3d6 | <i>Kor</i>                       | <i>Kren-Fak</i>                | <i>Krimmea</i>              |
| 03  | ALIEN                            | CELESTIAL                      | ALIEN                       |
| 04  | Magician (ape-man)               | 1d6 crab-men                   | MEN                         |
| 05  | Medium Patrol (ape-men)          | 1d4 giant crabs                | Medium Patrol (Kimmerians)  |
| 06  | Slaves                           | ANIMAL                         | GIANT                       |
| 07  | GIANT                            | MEN                            | ANIMAL                      |
| 08  | Slaves                           | GIANT                          | Light Patrol (Kimmerians)   |
| 09  | Light Patrol (ape-men)           | ANIMAL                         | ANIMAL                      |
| 10  | NATURAL                          | MEN                            | MEN                         |
| 11  | 1d6 ape-men                      | NATURAL                        | ANIMAL                      |
| 12  | ANIMAL                           | Light Patrol (crab-kin)        | Light Patrol (Kimmerians)   |
| 13  | 1d6 ape-men                      | NATURAL                        | MEN                         |
| 14  | Light Patrol (ape-men)           | Light Patrol (crab-kin)        | GIANT                       |
| 15  | PREHISTORIC                      | Slaves                         | MEN                         |
| 16  | Fighter (ape-man)                | 1d6 crab-men                   | ANIMAL                      |
| 17  | 6d6 ape-men                      | ALIEN                          | MEN                         |
| 18  | CELESTIAL                        | 4d6x10 crab-men                | UNDEAD                      |
| 3d6 | <i>Lake Nova</i>                 | <i>Larchmere Yys</i>           | <i>Lemurian Remnant</i>     |
| 03  | MEN                              | CELESTIAL                      | CELESTIAL                   |
| 04  | UNDEAD                           | MEN                            | ALIEN                       |
| 05  | Hunting Party (Kimmerians)       | 2d6 bandits (Dagonite raiders) | GIANT                       |
| 06  | 1 aqua-hydra                     | NATURAL                        | MEN                         |
| 07  | NATURAL                          | ANIMAL                         | Light Patrol (Lemurians)    |
| 08  | Hunting Party (Kelts)            | MEN                            | NATURAL                     |
| 09  | ANIMAL                           | Light Patrol (Apollonians)     | Hunting Party (Lemurians)   |
| 10  | NATURAL                          | MEN                            | NATURAL                     |
| 11  | ANIMAL                           | NATURAL                        | PREHISTORIC                 |
| 12  | NATURAL                          | ANIMAL                         | GIANT                       |
| 13  | ANIMAL                           | NATURAL                        | Hunting Party (Lemurians)   |
| 14  | Hunting Party ("nobles")         | Light Patrol (Apollonians)     | PREHISTORIC                 |
| 15  | GIANT                            | NATURAL                        | Light Patrol (Lemurians)    |
| 16  | 1d2 aqua-hydras                  | MEN                            | PREHISTORIC                 |
| 17  | ALIEN                            | ANIMAL                         | UNDEAD                      |
| 18  | CELESTIAL                        | GIANT                          | CELESTIAL                   |

## 6. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Leng Plateau</i>       | <i>Lizard Coast</i>                       | <i>Lug Wasteland</i>                               |
|-----|---------------------------|---|--|
| 03  | CELESTIAL                 | CELESTIAL                                 | ALIEN  |
| 04  | 1d4 cave bears            | UNDEAD                                    | War Party (Kimmeri-Kelts)                          |
| 05  | 1d4 sabre-tooth tigers    | Smoky Lotus                               | MEN  |
| 06  | 6d6 leaper camels         | 2d6 thew waggons                          | 2d6 giant fire beetles (night only, not in winter) |
| 07  | Hunting Party (Esquimaux) | 1d6 lizard-men (not in winter)            | MEN  |
| 08  | NATURAL                   | 1 giant water snake (not in winter)       | Hunting Party (city-dwellers)                      |
| 09  | 2d10x10 musk oxen         | 1d6 lizard-men (not in winter)            | ANIMAL   |
| 10  | NATURAL                   | ANIMAL                                    | NATURAL  |
| 11  | ANIMAL                    | NATURAL                                   | ANIMAL   |
| 12  | 3d4 woolly rhinoceroses   | 1d2 giant elk                             | GIANT  |
| 13  | PREHISTORIC               | 1d4+1 giant draco lizards (not in winter) | 1d6 giant fire beetles (night only, not in winter) |
| 14  | 1d6+6 dire wolves         | 1 giant python (not in winter)            | ANIMAL   |
| 15  | 1d4 polar bears           | 1d6x10 lizard-men (not in winter)         | 1d6 giant fire beetles (night only, not in winter) |
| 16  | 3d6 men of Leng           | Violet Lotus                              | PREHISTORIC  |
| 17  | 2d4 winter wolves         | Black Lotus                               | MYTHICAL   |
| 18  | CELESTIAL                 | 2d12 tree-men (evil)                      | CELESTIAL  |
| 3d6 | <i>Minotaurios</i>        | <i>Mount Forp</i>                         | <i>Mount Vhuurmithadon</i>                         |
| 03  | CELESTIAL                 | CELESTIAL                                 | CELESTIAL  |
| 04  | ANIMAL                    | Uncanny Vertigo                           | ALIEN  |
| 05  | GIANT                     | UNDEAD                                    | UNDEAD   |
| 06  | MYTHICAL                  | ANIMAL                                    | ALIEN  |
| 07  | 2d4 minotaurs             | ALIEN                                     | 5d6 vhuurmis                                       |
| 08  | GIANT                     | Shining Mist                              | PREHISTORIC  |
| 09  | NATURAL                   | ANIMAL                                    | 2d6 vhuurmis                                       |
| 10  | ANIMAL                    | NATURAL                                   | ANIMAL   |
| 11  | NATURAL                   | ANIMAL                                    | NATURAL  |
| 12  | ANIMAL                    | NATURAL                                   | 2d6 vhuurmis                                       |
| 13  | 1 minotaur                | Shining Mist                              | GIANT  |
| 14  | NATURAL                   | ALIEN                                     | 5d6 vhuurmis                                       |
| 15  | ANIMAL                    | GIANT                                     | ALIEN  |
| 16  | MYTHICAL                  | PREHISTORIC                               | MYTHICAL   |
| 17  | (1d4+1)x10 minotaurs      | ALIEN                                     | ALIEN  |
| 18  | MYTHICAL                  | CELESTIAL                                 | CELESTIAL  |
| 3d6 | <i>Mount Ymir</i>         | <i>Mu Minor</i>                           | <i>Narath and Tarath</i>                           |
| 03  | CELESTIAL                 | CELESTIAL                                 | 10d10 cave-men                                     |
| 04  | 1d8 elder things          | UNDEAD                                    | Shaman (cave-man, level 1d6)                       |
| 05  | NATURAL                   | ANIMAL                                    | PREHISTORIC  |
| 06  | MYTHICAL                  | NATURAL                                   | NATURAL  |
| 07  | 1d2 frost giants          | GIANT                                     | 1d6 cave-men                                       |
| 08  | PREHISTORIC               | NATURAL                                   | GIANT  |
| 09  | ANIMAL                    | Hunting Party (Mu folk)                   | 1d6 cave-men                                       |
| 10  | NATURAL                   | ANIMAL                                    | NATURAL  |
| 11  | ANIMAL                    | NATURAL                                   | ANIMAL   |
| 12  | NATURAL                   | ANIMAL                                    | PREHISTORIC  |
| 13  | GIANT                     | Hunting Party (Mu folk)                   | 1d6 cave-men                                       |
| 14  | ANIMAL                    | ANIMAL                                    | PREHISTORIC  |
| 15  | 1d2 frost giants          | NATURAL                                   | NATURAL  |
| 16  | ANIMAL                    | Light Patrol (Mu folk)                    | GIANT  |
| 17  | 2d10 frost giants         | MYTHICAL                                  | 6d6 cave-men                                       |
| 18  | CELESTIAL                 | ALIEN                                     | CELESTIAL  |



## 7. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>New Amazonia</i>        | <i>New Pictland</i>                          | <i>New Vinland</i>              |
|-----|----------------------------|--|---------------------------------|
| 03  | CELESTIAL                  | 1d6 giant phase spiders                      | CELESTIAL                       |
| 04  | MYTHICAL                   | MEN  | UNDEAD                          |
| 05  | MEN                        | 1d6 giant trapdoor spiders (not in winter)   | NATURAL                         |
| 06  | Medium Patrol (Amazons)    | 1d4 giant black widows (not in winter)       | Light Patrol (Vikings)          |
| 07  | MYTHICAL                   | Light Patrol (Picts)                         | MEN                             |
| 08  | NATURAL                    | 1d4+1 giant crab spiders (not in winter)     | ANIMAL                          |
| 09  | Hunting Party (Amazons)    | ANIMAL                                       | Hunting Party (Vikings)         |
| 10  | ANIMAL                     | NATURAL                                      | ANIMAL                          |
| 11  | NATURAL                    | ANIMAL                                       | NATURAL                         |
| 12  | ANIMAL                     | Hunting Party (Picts)                        | ANIMAL                          |
| 13  | GIANT                      | NATURAL                                      | GIANT                           |
| 14  | Medium Patrol (Amazons)    | 1d6 giant ogre-faced spiders (not in winter) | Hunting Party (Vikings)         |
| 15  | ANIMAL                     | GIANT  | ANIMAL                          |
| 16  | MEN                        | Light Patrol (Picts)                         | Runegraver                      |
| 17  | UNDEAD                     | 1d6 giant wolf spiders (evil, not in winter) | Medium Patrol (Vikings)         |
| 18  | ALIEN                      | CELESTIAL                                    | MYTHICAL                        |
| 3d6 | <i>Nod's Chain</i>         | <i>Onja Cot</i>                              | <i>Orcust</i>                   |
| 03  | ALIEN                      | CELESTIAL                                    | ALIEN                           |
| 04  | MEN                        | UNDEAD                                       | 1d3 greater daemons (class 1d3) |
| 05  | MYTHICAL                   | NATURAL                                      | NATURAL                         |
| 06  | NATURAL                    | War Party (naked Picts)                      | 1d8x10 orcs                     |
| 07  | ALIEN                      | GIANT  | ANIMAL                          |
| 08  | PREHISTORIC                | NATURAL                                      | 1d6 orcs                        |
| 09  | ANIMAL                     | Hunting Party (naked Picts)                  | ANIMAL                          |
| 10  | NATURAL                    | ANIMAL                                       | NATURAL                         |
| 11  | ANIMAL                     | NATURAL                                      | 1d6 orcs                        |
| 12  | NATURAL                    | ANIMAL                                       | NATURAL                         |
| 13  | GIANT                      | NATURAL                                      | GIANT                           |
| 14  | Hunting Party (Kimmerians) | Hunting Party (naked Picts)                  | 1d8x10 orcs                     |
| 15  | NATURAL                    | ANIMAL                                       | NATURAL                         |
| 16  | UNDEAD                     | Hunting Party (naked Picts)                  | 1 swine daemon                  |
| 17  | ALIEN                      | PREHISTORIC                                  | 5d10x10 orcs                    |
| 18  | CELESTIAL                  | Shaman (12 <sup>th</sup> level)              | CELESTIAL                       |
| 3d6 | <i>Pandoros</i>            | <i>Plain of Leng</i>                         | <i>Port Greely</i>              |
| 03  | CELESTIAL                  | 6d6 abominable snow-men                      | CELESTIAL                       |
| 04  | UNDEAD                     | 6d6 leaper camels                            | 5d20x10 fish-man hybrids        |
| 05  | MYTHICAL                   | War Party (Esquimaux)                        | Fog Bank                        |
| 06  | NATURAL                    | 1d6 abominable snow-men                      | Light Patrol (degenerates)      |
| 07  | Medium Patrol (Amazons)    | 3d4 woolly rhinoceroses                      | GIANT                           |
| 08  | ANIMAL                     | NATURAL                                      | 2d6 fish-men                    |
| 09  | NATURAL                    | 2d10x10 musk oxen                            | NATURAL                         |
| 10  | MEN                        | NATURAL                                      | Light Patrol (degenerates)      |
| 11  | NATURAL                    | ANIMAL                                       | NATURAL                         |
| 12  | Medium Patrol (Amazons)    | Hunting Party (Esquimaux)                    | ANIMAL                          |
| 13  | MEN                        | PREHISTORIC                                  | Light Patrol (degenerates)      |
| 14  | GIANT                      | 1d6+6 woolly mammoths                        | 2d6 fish-man hybrids            |
| 15  | MEN                        | Hunting Party (Esquimaux)                    | Fog Bank                        |
| 16  | Medium Patrol (Amazons)    | 3d6 men of Leng                              | 2d6 fish-men                    |
| 17  | MYTHICAL                   | 1d2 foxes (black)                            | ALIEN                           |
| 18  | ALIEN                      | CELESTIAL                                    | 2d4x10 fish-men                 |

## 8. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Port Zangerios</i>                                   | <i>Ptarmigan Rock</i>                             | <i>Ragnarrheim</i>                 |
|-----|---|---|------------------------------------|
| 03  | ALIEN   | CELESTIAL   | UNDEAD                             |
| 04  | Medium Patrol ( <i>guild mercenaries</i> )              | MEN   | Medium Patrol ( <i>Vikings</i> )   |
| 05  | Slaves  | UNDEAD  | NATURAL                            |
| 06  | ANIMAL  | Shaman  | MEN                                |
| 07  | Medium Patrol ( <i>guild mercenaries</i> )              | 1d4+1 giant crab spiders ( <i>not in winter</i> ) | GIANT                              |
| 08  | MEN   | Light Patrol ( <i>Picts</i> )                     | ANIMAL                             |
| 09  | Light Patrol ( <i>guild mercenaries</i> )               | ANIMAL  | Light Patrol ( <i>Vikings</i> )    |
| 10  | NATURAL   | Light Patrol ( <i>Picts</i> )                     | NATURAL                            |
| 11  | MEN   | NATURAL   | MEN                                |
| 12  | ANIMAL  | GIANT   | ANIMAL                             |
| 13  | Light Patrol ( <i>guild mercenaries</i> )               | NATURAL   | MEN                                |
| 14  | GIANT   | 1d4+1 giant crab spiders ( <i>not in winter</i> ) | Medium Patrol ( <i>Vikings</i> )   |
| 15  | NATURAL   | Light Patrol ( <i>Picts</i> )                     | NATURAL                            |
| 16  | MEN   | MEN   | ANIMAL                             |
| 17  | UNDEAD  | 1d6 giant phase spiders                           | Runegraver                         |
| 18  | CELESTIAL   | ALIEN   | CELESTIAL                          |
| 3d6 | <i>Red Desert</i>                                       | <i>Rim of the World</i>                           | <i>River Leng</i>                  |
| 03  | MEN   | CELESTIAL   | CELESTIAL                          |
| 04  | 1d6 blink dogs  | ALIEN   | UNDEAD                             |
| 05  | 2d4 giant chameleons ( <i>not in winter</i> )           | UNDEAD  | PREHISTORIC                        |
| 06  | GIANT   | ALIEN   | ALIEN                              |
| 07  | 2d4 asps ( <i>not in winter</i> )                       | MYTHICAL  | GIANT                              |
| 08  | 5d6 bactrian camels                                     | GIANT   | Hunting Party ( <i>Esquimaux</i> ) |
| 09  | 1d6 hyaena-men  | NATURAL   | NATURAL                            |
| 10  | NATURAL   | GIANT   | ANIMAL                             |
| 11  | ANIMAL  | NATURAL   | NATURAL                            |
| 12  | NATURAL   | PREHISTORIC                                       | PREHISTORIC                        |
| 13  | 5d6 dromedary camels                                    | NATURAL   | ANIMAL                             |
| 14  | 5d6 horses  | PREHISTORIC                                       | Hunting Party ( <i>Esquimaux</i> ) |
| 15  | 1d6 giant tuataras ( <i>night only, not in winter</i> ) | NATURAL   | ANIMAL                             |
| 16  | 6d6 hyaena-men  | MEN   | War Party ( <i>Esquimaux</i> )     |
| 17  | Violet Lotus  | ALIEN   | MEN                                |
| 18  | CELESTIAL   | CELESTIAL   | ALIEN                              |
| 3d6 | <i>River Maedbh</i>                                     | <i>River Okeanos</i>                              | <i>River Omo</i>                   |
| 03  | UNDEAD  | ALIEN   | CELESTIAL                          |
| 04  | MYTHICAL  | MEN   | UNDEAD                             |
| 05  | GIANT   | 1 giant octopus                                   | NATURAL                            |
| 06  | Light Patrol ( <i>Kelts</i> )                           | 1d4 sea serpents                                  | PREHISTORIC                        |
| 07  | ANIMAL  | MYTHICAL  | MYTHICAL                           |
| 08  | Hunting Party ( <i>Kelts</i> )                          | 2d6 great white sharks                            | GIANT                              |
| 09  | GIANT   | PREHISTORIC                                       | NATURAL                            |
| 10  | NATURAL   | NATURAL   | ANIMAL                             |
| 11  | ANIMAL  | ANIMAL  | NATURAL                            |
| 12  | NATURAL   | GIANT   | ANIMAL                             |
| 13  | MEN   | 1d4 killer whales                                 | GIANT                              |
| 14  | Hunting Party ( <i>Vikings</i> )                        | 1 giant crocodile ( <i>not in winter</i> )        | MEN                                |
| 15  | ANIMAL  | 4d4 giant crabs                                   | ANIMAL                             |
| 16  | Light Patrol ( <i>Vikings</i> )                         | 1d4 giant squids                                  | GIANT                              |
| 17  | MEN   | UNDEAD  | MEN                                |
| 18  | CELESTIAL   | CELESTIAL   | ALIEN                              |

9. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>River Vhuurmis</i>                     | <i>River Vol</i>                        | <i>River Ys</i>                        |
|-----|---|---|--|
| 03  | ALIEN                                     | UNDEAD                                  | CELESTIAL                              |
| 04  | MEN                                       | PREHISTORIC                             | GIANT                                  |
| 05  | UNDEAD                                    | Hunting Party ( <i>Kimmeri-Kelts</i> )  | MEN                                    |
| 06  | GIANT                                     | Light Cavalry ( <i>Kimmerians</i> )     | Hunting Party ( <i>degenerates</i> )   |
| 07  | ALIEN                                     | NATURAL                                 | ANIMAL                                 |
| 08  | 2d6 <i>vhuurmis</i>                       | Light Cavalry ( <i>ape-men of Kor</i> ) | Hunting Party ( <i>Apollonians</i> )   |
| 09  | PREHISTORIC                               | ANIMAL                                  | NATURAL                                |
| 10  | NATURAL                                   | NATURAL                                 | ANIMAL                                 |
| 11  | ANIMAL                                    | ANIMAL                                  | NATURAL                                |
| 12  | GIANT                                     | Hunting Party ( <i>Kimmeri-Kelts</i> )  | Hunting Party ( <i>degenerates</i> )   |
| 13  | 2d6 <i>vhuurmis</i>                       | PREHISTORIC                             | ANIMAL                                 |
| 14  | MEN                                       | Light Cavalry ( <i>Kimmeri-Kelts</i> )  | GIANT                                  |
| 15  | NATURAL                                   | Light Cavalry ( <i>ape-men of Kor</i> ) | Hunting Party ( <i>Esquimaux</i> )     |
| 16  | MYTHICAL                                  | GIANT                                   | ANIMAL                                 |
| 17  | 5d6 <i>vhuurmis</i>                       | 6d6 <i>ape-men</i>                      | UNDEAD                                 |
| 18  | CELESTIAL                                 | CELESTIAL                               | ALIEN                                  |
| 3d6 | <i>Savage Boreal Coast</i>                | <i>Scythium</i>                         | <i>Sharath</i>                         |
| 03  | ALIEN                                     | CELESTIAL                               | CELESTIAL                              |
| 04  | UNDEAD                                    | Necromancer                             | 1d3 <i>greater daemons (class 1d3)</i> |
| 05  | War Party ( <i>Half-Blood Picts</i> )     | Light Patrol ( <i>Ixians</i> )          | MEN                                    |
| 06  | ANIMAL                                    | 2d4 <i>rattlesnakes</i>                 | ALIEN                                  |
| 07  | Hunting Party ( <i>Half-Blood Picts</i> ) | Light Patrol ( <i>Ixians</i> )          | Necromancer                            |
| 08  | GIANT                                     | NATURAL                                 | 1d6 <i>night-gaunts</i>                |
| 09  | ANIMAL                                    | Slaves                                  | ALIEN                                  |
| 10  | NATURAL                                   | ANIMAL                                  | NATURAL                                |
| 11  | ANIMAL                                    | NATURAL                                 | UNDEAD                                 |
| 12  | Hunting Party ( <i>Half-Blood Picts</i> ) | Light Patrol ( <i>Ixians</i> )          | NATURAL                                |
| 13  | ANIMAL                                    | GIANT                                   | 1d6 <i>night-gaunts</i>                |
| 14  | GIANT                                     | 3d10 <i>vipers</i>                      | ALIEN                                  |
| 15  | NATURAL                                   | Slaves                                  | 1d6 <i>night-gaunts</i>                |
| 16  | MEN                                       | 1d6 <i>spitting cobras</i>              | 1d8 <i>lesser daemons (class 1d4)</i>  |
| 17  | Black Lotus                               | 2d4 <i>asps</i>                         | 1 <i>lich</i>                          |
| 18  | CELESTIAL                                 | UNDEAD                                  | CELESTIAL                              |
| 3d6 | <i>Skarag Coast</i>                       | <i>Spiral Mountain Array</i>            | <i>Stonebrook</i>                      |
| 03  | CELESTIAL                                 | CELESTIAL                               | CELESTIAL                              |
| 04  | UNDEAD                                    | MEN                                     | GIANT                                  |
| 05  | GIANT                                     | GIANT                                   | MEN                                    |
| 06  | 1d8x10 <i>orcs</i>                        | NATURAL                                 | NATURAL                                |
| 07  | 1d6 <i>cave-men</i>                       | MYTHICAL                                | ANIMAL                                 |
| 08  | GIANT                                     | ALIEN                                   | Light Patrol ( <i>ducal troops</i> )   |
| 09  | 1d6 <i>orcs</i>                           | GIANT                                   | ANIMAL                                 |
| 10  | ANIMAL                                    | NATURAL                                 | MEN                                    |
| 11  | NATURAL                                   | ANIMAL                                  | NATURAL                                |
| 12  | ANIMAL                                    | PREHISTORIC                             | Light Patrol ( <i>ducal troops</i> )   |
| 13  | 1d6 <i>orcs</i>                           | ALIEN                                   | GIANT                                  |
| 14  | ANIMAL                                    | UNDEAD                                  | MEN                                    |
| 15  | NATURAL                                   | 1d8 <i>carnivorous apes (winged)</i>    | Medium Patrol ( <i>ducal troops</i> )  |
| 16  | 1 <i>swine daemon</i>                     | ANIMAL                                  | NATURAL                                |
| 17  | 6d6 <i>cave-men</i>                       | UNDEAD                                  | Light Patrol ( <i>ducal troops</i> )   |
| 18  | ALIEN                                     | CELESTIAL                               | UNDEAD                                 |

10. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Striped Gulf</i>                     | <i>Swampgate</i>           | <i>Thaumagorga's Teeth</i>      |
|-----|---|----------------------------|---------------------------------|
| 03  | 4d6x10 crab-men                         | CELESTIAL                  | CELESTIAL                       |
| 04  | War Party (Esquimaux)                   | NATURAL                    | 1 greater daemon (class 1d6+1)  |
| 05  | 1d6 crab-men                            | MEN                        | 4d6 lesser daemons (class 1d2)  |
| 06  | GIANT                                   | ANIMAL                     | UNDEAD                          |
| 07  | 1d4 giant crabs                         | Ranger                     | ALIEN                           |
| 08  | Hunting Party (Esquimaux)               | ANIMAL                     | NATURAL                         |
| 09  | ANIMAL                                  | Light Patrol (militia)     | 5d6 pterodactyls                |
| 10  | NATURAL                                 | MEN                        | NATURAL                         |
| 11  | ANIMAL                                  | NATURAL                    | 5d6 pterodactyls                |
| 12  | NATURAL                                 | ANIMAL                     | NATURAL                         |
| 13  | Hunting Party (crab-kin)                | NATURAL                    | ALIEN                           |
| 14  | 1d6 crab-men                            | Light Patrol (militia)     | NATURAL                         |
| 15  | 4d4 giant crabs                         | GIANT                      | 1d8 lesser daemons (class 1d4)  |
| 16  | War Party (crab-kin)                    | ANIMAL                     | 1d3 greater daemons (class 1d3) |
| 17  | 1 monstrous crab                        | MEN                        | 2d6 bandits (castaways)         |
| 18  | CELESTIAL                               | UNDEAD                     | CELESTIAL                       |
| 3d6 | <i>Thorgunna's Island</i>               | <i>Tinsaar</i>             | <i>Trog Inlet</i>               |
| 03  | CELESTIAL                               | ALIEN                      | CELESTIAL                       |
| 04  | UNDEAD                                  | MEN                        | NATURAL                         |
| 05  | GIANT                                   | Medium Patrol (Amazons)    | Light Patrol (ape-men of Kor)   |
| 06  | 5d10 wild berserkers (naked)            | NATURAL                    | PREHISTORIC                     |
| 07  | PREHISTORIC                             | Light Patrol (mercenaries) | Light Patrol (ape-men of Kor)   |
| 08  | ANIMAL                                  | ANIMAL                     | GIANT                           |
| 09  | 1d6 wild berserkers (naked)             | MEN                        | 1d6 ape-men                     |
| 10  | ANIMAL                                  | NATURAL                    | ANIMAL                          |
| 11  | NATURAL                                 | MEN                        | NATURAL                         |
| 12  | ANIMAL                                  | Light Patrol (mercenaries) | PREHISTORIC                     |
| 13  | GIANT                                   | NATURAL                    | 1d6 ape-men                     |
| 14  | 1d6 wild berserkers (naked)             | GIANT                      | ANIMAL                          |
| 15  | ANIMAL                                  | MEN                        | GIANT                           |
| 16  | NATURAL                                 | ANIMAL                     | PREHISTORIC                     |
| 17  | 5d10 wild berserkers (naked)            | UNDEAD                     | 6d6 ape-men                     |
| 18  | Witch (12 <sup>th</sup> -level)         | CELESTIAL                  | ALIEN                           |
| 3d6 | <i>Trogos</i>                           | <i>Ullr's Island</i>       | <i>Valley of Mists</i>          |
| 03  | 1 phoongh                               | CELESTIAL                  | UNDEAD                          |
| 04  | 1d3 oon (level 1d12 scouts, night only) | Shaman                     | NATURAL                         |
| 05  | 1d6x10 troglodytes (night only)         | ANIMAL                     | MYTHICAL                        |
| 06  | ALIEN                                   | GIANT                      | UNDEAD                          |
| 07  | ANIMAL                                  | PREHISTORIC                | GIANT                           |
| 08  | PREHISTORIC                             | Hunting Party (Vikings)    | ALIEN                           |
| 09  | GIANT                                   | NATURAL                    | ANIMAL                          |
| 10  | NATURAL                                 | ANIMAL                     | NATURAL                         |
| 11  | ANIMAL                                  | NATURAL                    | ANIMAL                          |
| 12  | 1d6 ape-men                             | ANIMAL                     | NATURAL                         |
| 13  | 2d4 troglodytes (night only)            | Hunting Party (Vikings)    | ALIEN                           |
| 14  | GIANT                                   | NATURAL                    | NATURAL                         |
| 15  | PREHISTORIC                             | ANIMAL                     | ANIMAL                          |
| 16  | 6d6 ape-men                             | Runegraver                 | ALIEN                           |
| 17  | MEN                                     | PREHISTORIC                | PREHISTORIC                     |
| 18  | CELESTIAL                               | CELESTIAL                  | CELESTIAL                       |

11. HYPERBOREAN ENCOUNTER TABLES

| 3d6 | <i>Vikland</i>                   | <i>Wold Phellora</i>             | <i>Xambaala</i>                 |
|-----|----------------------------------|----------------------------------|---------------------------------|
| 03  | CELESTIAL                        | Priest (12 <sup>th</sup> -level) | CELESTIAL                       |
| 04  | Light Patrol (Vikings)           | ALIEN                            | GIANT                           |
| 05  | ANIMAL                           | UNDEAD                           | Light Patrol (mercenaries)      |
| 06  | Medium Patrol (Vikings)          | ALIEN                            | MEN                             |
| 07  | MEN                              | NATURAL                          | Slaves                          |
| 08  | NATURAL                          | Light Patrol (cultists)          | Light Patrol (mercenaries)      |
| 09  | Hunting Party (Vikings)          | ANIMAL                           | ANIMAL                          |
| 10  | ANIMAL                           | NATURAL                          | MEN                             |
| 11  | NATURAL                          | Light Patrol (cultists)          | NATURAL                         |
| 12  | ANIMAL                           | NATURAL                          | Light Patrol (mercenaries)      |
| 13  | Light Patrol (Vikings)           | GIANT                            | Slaves                          |
| 14  | GIANT                            | ANIMAL                           | ANIMAL                          |
| 15  | Hunting Party (Vikings)          | ALIEN                            | GIANT                           |
| 16  | MYTHICAL                         | Light Patrol (cultists)          | Slaves                          |
| 17  | Runegraver                       | ALIEN                            | MEN                             |
| 18  | UNDEAD                           | CELESTIAL                        | UNDEAD                          |
| 3d6 | <i>Xenadon</i>                   | <i>Xin</i>                       | <i>Yithorium</i>                |
| 03  | CELESTIAL                        | CELESTIAL                        | CELESTIAL                       |
| 04  | Medium Patrol (renegade Amazons) | 5d8 scorpoids of Xin             | MEN                             |
| 05  | NATURAL                          | Aurora                           | NATURAL                         |
| 06  | ANIMAL                           | 1d4 scorpoids of Xin             | Medium Patrol (mercenaries)     |
| 07  | PREHISTORIC                      | UNDEAD                           | Slaves                          |
| 08  | Hunting Party (renegade Amazons) | ALIEN                            | GIANT                           |
| 09  | NATURAL                          | GIANT                            | ANIMAL                          |
| 10  | ANIMAL                           | NATURAL                          | MEN                             |
| 11  | NATURAL                          | ANIMAL                           | NATURAL                         |
| 12  | ANIMAL                           | NATURAL                          | Light Patrol (mercenaries)      |
| 13  | GIANT                            | PREHISTORIC                      | MEN                             |
| 14  | ANIMAL                           | 1d4 scorpoids of Xin             | ALIEN                           |
| 15  | Medium Patrol (renegade Amazons) | Aurora                           | ANIMAL                          |
| 16  | ANIMAL                           | Monk                             | UNDEAD                          |
| 17  | Hunting Party (renegade Amazons) | 1 banshee (night only)           | Medium Patrol (mercenaries)     |
| 18  | Witch (12 <sup>th</sup> -level)  | CELESTIAL                        | Witch (12 <sup>th</sup> -level) |
| 3d6 | <i>Ythaqqa Plateau</i>           | <i>Zakath Desert</i>             | <i>Zangerios Islands</i>        |
| 03  | CELESTIAL                        | CELESTIAL                        | ALIEN                           |
| 04  | ALIEN                            | ALIEN                            | MEN                             |
| 05  | NATURAL                          | Light Cavalry (mercenaries)      | UNDEAD                          |
| 06  | GIANT                            | Prospector                       | NATURAL                         |
| 07  | 1d6 abominable snow-men          | NATURAL                          | MEN                             |
| 08  | NATURAL                          | Hunting Party (nomads)           | ANIMAL                          |
| 09  | ANIMAL                           | GIANT                            | Hunting Party (city-dwellers)   |
| 10  | NATURAL                          | ANIMAL                           | NATURAL                         |
| 11  | ANIMAL                           | NATURAL                          | ANIMAL                          |
| 12  | NATURAL                          | ANIMAL                           | NATURAL                         |
| 13  | 1d2 albino apes (night only)     | Hunting Party (mercenaries)      | MEN                             |
| 14  | ALIEN                            | GIANT                            | GIANT                           |
| 15  | 1d4+6 albino apes (night only)   | Light Cavalry (nomads)           | ANIMAL                          |
| 16  | ANIMAL                           | MEN                              | MEN                             |
| 17  | 6d6 abominable snow-men          | UNDEAD                           | UNDEAD                          |
| 18  | CELESTIAL                        | ALIEN                            | CELESTIAL                       |

12. HYPERBOREAN TERRAIN TABLE: DESERT (Sandy)

| 3d6 | <i>ALIEN</i>   | <i>ANIMAL</i>                    | <i>CELESTIAL</i>          |
|-----|--|----------------------------------|---------------------------|
| 03  | 1 ghul   | 1 mountain lion                  | Wind from the Gulf        |
| 04  | 1 albino ape superior (night only)                   | 2d4 hyaenas                      | Voice of Doom             |
| 05  | 2d6 mi-go  | 1 falcon                         | Weird Vibrations          |
| 06  | 2d4 giant radioactive ants                           | 2d4 rattlesnakes (not in winter) | Planetary Alignment       |
| 07  | 1d6 giant wolf spiders (evil, not in winter)         | 1d100 bats (night only)          | Star Stone                |
| 08  | 1d2 albino apes (night only)                         | 1 viper (not in winter)          | Meteor Shower             |
| 09  | 1 leaper camel                                       | 5d6 bactrian camels              | Stellar Conjunction       |
| 10  | 1d4 rust monsters                                    | 5d6 red deer                     | Aurora                    |
| 11  | 1d6 hyaena-men                                       | 5d6 dromedary camels             | Falling Star              |
| 12  | 1d6 night-gaunts                                     | 2d10 rats                        | Lights in the Sky         |
| 13  | 1 giant weasel (evil, night only)                    | 2d8 wild dogs                    | Fortean Fall              |
| 14  | 2d12 snake-men (2 <sup>nd</sup> -level illusionists) | 1d6 boars                        | Mocking Star              |
| 15  | 1d6 giant phase spiders                              | 2d4 wolves                       | Lunar Eclipse             |
| 16  | 1d6 Great Race                                       | 1 spitting cobra (not in winter) | Comet                     |
| 17  | 1 purple worm  | 1d6 lions                        | Dread Silence             |
| 18  | 1 colour out of space (night only)                   | 2d4 asps (not in winter)         | The Stars Are Right       |
| 3d6 | <i>GIANT</i>   | <i>MEN</i>                       | <i>MYTHICAL</i>           |
| 03  | 1d2 giant stag beetles (not in winter)               | Warlock                          | 1d2 minotaur superiors    |
| 04  | 1 giant asp (not in winter)                          | Pilgrims                         | 1d2 pyro-hydrae           |
| 05  | 1d4 giant black widows (not in winter)               | NPC Party                        | 1d2 manticores            |
| 06  | 1d6 giant ticks (not in winter)                      | Pyromancer                       | 2d4 minotaurs             |
| 07  | 1d6 giant scorpions (night only, not in winter)      | Witch                            | 1d6 wyverns               |
| 08  | 1d4+1 giant crab spiders (not in winter)             | Huntsman                         | 1d6 cockatrices           |
| 09  | 1 giant chameleon (not in winter)                    | Fighter                          | 1 minotaur                |
| 10  | 1d6 giant ferrets                                    | 2d6 bandits                      | 1 cockatrice              |
| 11  | 3d4 giant black centipedes (not in winter)           | Scout                            | 2d6 stirges               |
| 12  | 1d6 giant bees (not in winter)                       | Barbarian                        | 1 wyvern                  |
| 13  | 1d10 giant bats (night only)                         | Cleric                           | 4d6 stirges               |
| 14  | 1 giant tuatara (night only, not in winter)          | Shaman                           | 2d4 minotaurs             |
| 15  | 1d6 giant trapdoor spiders (not in winter)           | Prospector                       | 4d6 stirges               |
| 16  | 1d6 giant ogre-faced spiders (not in winter)         | Merchants                        | 1 pyro-hydra              |
| 17  | 3d6 giant ants (not in winter)                       | Hermit                           | 1d6 fire salamanders      |
| 18  | 1 giant spitting cobra (not in winter)               | Monk                             | 1d2 lamiae                |
| 3d6 | <i>NATURAL</i>                                       | <i>PREHISTORIC</i>               | <i>UNDEAD</i>             |
| 03  | Ball Lightning                                       | 10d10 cave-men                   | 1 lich                    |
| 04  | Flash Flood  | 1d6 archaeopteryges              | 1 banshee (night only)    |
| 05  | Oasis  | 1 pegomastax                     | 1d6 wights (night only)   |
| 06  | Sandstorm  | 1 archaeopteryx                  | 1d4 shadows (night only)  |
| 07  | Heat Wave  | 2d6 giant hyaenas                | 1d6 large skeletons       |
| 08  | Insect Swarm   | 3d10 giant rats                  | 1d6 ghouls                |
| 09  | Fever  | 3d6 giant rats                   | 1d6 medium undead animals |
| 10  | Lost   | 1d6 ape-men                      | 1d6 zombies               |
| 11  | Vermin   | 1d6 cave-men                     | 2d4 skeletons             |
| 12  | Mirage   | 1 pterodactyl                    | 1d6 small undead animals  |
| 13  | Heatstroke   | 6d6 cave-men                     | 1d2 large undead animals  |
| 14  | Sand Pit   | 6d6 ape-men                      | 1d4 ghosts                |
| 15  | Dust Devil   | 1 pegomastax                     | 1d4 giant skeletons       |
| 16  | Heat Lightning                                       | 1d6 pegomastaxes                 | 1 mummy                   |
| 17  | Cloudburst   | 5d6 pterodactyls                 | 1 spectre (night only)    |
| 18  | Earthquake   | 3d10 giant hyaenas               | 1 ghost (night only)      |

13. HYPERBOREAN TERRAIN TABLE: DESERT (Steppe)

| 3d6 | <i>ALIEN</i>                                    | <i>ANIMAL</i>                  | <i>CELESTIAL</i>          |
|-----|---|--------------------------------|---------------------------|
| 03  | 1d6 lesser daemons (class 1d6+4)                | 1d4 tigers                     | The Stars Are Right       |
| 04  | 1 albino ape superior (night only)              | 1d6 brown bears                | Comet                     |
| 05  | 1d6 giant phase spiders                         | 1 falcon                       | Planetary Alignment       |
| 06  | 1d20x10 swinish shades (night only)             | 1 viper (not in winter)        | Lunar Eclipse             |
| 07  | 1d4+6 albino apes (night only)                  | 5d6 bactrian camels            | Fortean Fall              |
| 08  | 1d6 night-gaunts                                | 2d8 wild dogs                  | Mocking Star              |
| 09  | 1d4 rust monsters                               | 1d12+6 wolves                  | Lights in the Sky         |
| 10  | 1d6 hyaena-men                                  | 2d10x10 musk oxen              | Falling Star              |
| 11  | 1d6 orcs  | 5d6 reindeer                   | Aurora                    |
| 12  | 6d6 leaper camels                               | 4d6 aurochs                    | Stellar Conjunction       |
| 13  | 1d10+10 blink dogs                              | 5d6 wild horses                | Meteor Shower             |
| 14  | 3d4 worms of Ymir (night only)                  | 2d6 boars                      | Star Stone                |
| 15  | 1 tentacular horror                             | 1d10x100 bats (night only)     | Shining Mist              |
| 16  | 1 purple worm                                   | 5d10 hyaenas                   | Accursed Moonbeam         |
| 17  | 1d8 lesser daemons (class 1d4)                  | 6d4 lions                      | Weird Vibrations          |
| 18  | 1d2 transmundane                                | 1d2 wolverines                 | Wind from the Gulf        |
| 3d6 | <i>GIANT</i>                                    | <i>MEN</i>                     | <i>MYTHICAL</i>           |
| 03  | 1d6 giant scorpions (night only, not in winter) | Warlock                        | 1d2 lamiae                |
| 04  | 1d6 giant ticks (not in winter)                 | Ranger                         | 1d6 wyverns               |
| 05  | 1d10x10 giant bats (night only)                 | Pilgrims                       | 4d6 stirges               |
| 06  | 1d6 giant wolf spiders (not in winter)          | NPC Party                      | 1d2 manticores            |
| 07  | 1d4+1 giant draco lizards (not in winter)       | Merchants                      | 1d6 cockatrices           |
| 08  | 1d6 giant toads (not in winter)                 | Huntsman                       | 4d6 stirges               |
| 09  | 2d4 giant chameleons (not in winter)            | Barbarian                      | 1 minotaur                |
| 10  | 1d6 giant ferrets                               | Scout                          | 1 cockatrice              |
| 11  | 3d10 giant rats                                 | 2d6 bandits                    | 2d6 stirges               |
| 12  | 1d4+1 giant crab spiders (not in winter)        | 1d6 wild berserkers            | 1 wyvern                  |
| 13  | 1d6 giant weasels (night only)                  | Fighter                        | 2d4 minotaurs             |
| 14  | 1d6 giant tuataras (night only, not in winter)  | Berserker                      | 1d6 wyverns               |
| 15  | 1d6 giant trapdoor spiders (not in winter)      | Cataphract                     | 2d4 minotaurs             |
| 16  | 3d6 giant ants (not in winter)                  | Runegraver                     | 1d6 cockatrices           |
| 17  | 1d2 giant stag beetles (not in winter)          | Cleric                         | 4d6 stirges               |
| 18  | 1d2 giant wolverines                            | Paladin                        | 1d2 minotaur superiors    |
| 3d6 | <i>NATURAL</i>                                  | <i>PREHISTORIC</i>             | <i>UNDEAD</i>             |
| 03  | Earthquake                                      | 1 woolly mammoth superior      | 1 lich                    |
| 04  | Tornado   | 5d6 pterodactyls               | 1 spectre (night only)    |
| 05  | Flash Flood                                     | 1d6+6 woolly mammoths          | 1 mummy                   |
| 06  | Heat Wave                                       | 2d6 giant hyaenas              | 1d4 shadows (night only)  |
| 07  | Thunderstorm                                    | 6d6 cave-men                   | 1d6 medium undead animals |
| 08  | Heatstroke                                      | 1 woolly mammoth               | 1d6 ghouls                |
| 09  | Insect Swarm                                    | 1d6 lizard-men (not in winter) | 1 medium undead animal    |
| 10  | Vermin  | 1d6 cave-men                   | 1 small undead animal     |
| 11  | Lost  | 1d6 ape-men                    | 2d4 skeletons             |
| 12  | Fever   | 1 pterodactyl                  | 1 large undead animal     |
| 13  | Oasis   | 6d6 ape-men                    | 1d6 small undead animals  |
| 14  | Frostbite                                       | 1d6+6 dire wolves              | 1d4 ghosts                |
| 15  | Deep Freeze                                     | 1d4 sabre-tooth tigers         | 1d2 large undead animals  |
| 16  | Windstorm                                       | 10d10 cave-men                 | 2d8 ghouls                |
| 17  | Wildfire  | 3d10 giant hyaenas             | 10d20 skeletons           |
| 18  | White-Speckled Blue Lotus                       | 1 sabre-tooth tiger superior   | 1 ghost (night only)      |

14. HYPERBOREAN TERRAIN TABLE: FOREST

| 3d6 | <i>ALIEN</i>                                 | <i>ANIMAL</i>                    | <i>CELESTIAL</i>           |
|-----|--|----------------------------------|----------------------------|
| 03  | 1d2 transmundane                             | 1d6 lions                        | Dread Silence              |
| 04  | 1 brown jenkins                              | 2d4 mountain lions               | Weird Vibrations           |
| 05  | 1d2 behirs                                   | 1 python (not in winter)         | Accursed Moonbeam          |
| 06  | 1 phoongh                                    | 3d10 vipers (not in winter)      | Shining Mist               |
| 07  | 1d6 giant phase spiders                      | 5d10 rats                        | Mad Whispers               |
| 08  | 1 giant weasel (evil, night only)            | 1d3 black bears                  | Meteor Shower              |
| 09  | 1d4 rust monsters                            | 4d6 aurochs                      | Stellar Conjunction        |
| 10  | 3d4 worms of Ymir (night only)               | 1d6 squirrels                    | Aurora                     |
| 11  | 1d6 orcs                                     | 2d10x10 red deer                 | Falling Star               |
| 12  | 1d4+1 owl bears                              | 1d12+6 wolves                    | Lights in the Sky          |
| 13  | 1d6 giant wolf spiders (evil, not in winter) | 2d6 boars                        | Mocking Star               |
| 14  | 1d3+1 tree-man crawlers                      | 1d10x100 bats (night only)       | Lunar Eclipse              |
| 15  | 1 swine daemon                               | 1 falcon                         | Planetary Alignment        |
| 16  | 1d2 nagas                                    | 1d6 brown bears                  | Comet                      |
| 17  | 2d12 tree-men                                | 2d4 hyaenas                      | Voice of Doom              |
| 18  | 1 colour out of space (night only)           | 1d4 tigers                       | The Stars Are Right        |
| 3d6 | <i>GIANT</i>                                 | <i>MEN</i>                       | <i>MYTHICAL</i>            |
| 03  | 1d6 giant ogre-faced spiders (not in winter) | 1 werewolf superior (human form) | 1d2 minotaur superiors     |
| 04  | 3d12 giant ticks (not in winter)             | Shaman                           | 1d2 basilisks              |
| 05  | 5d8 giant bees (not in winter)               | Hermit                           | 1d6 harpies                |
| 06  | 1d4 giant komodo dragons (not in winter)     | NPC Party                        | 2d4 minotaurs              |
| 07  | 1 giant python (not in winter)               | Ranger                           | 1d4 trolls                 |
| 08  | 1d4+1 giant draco lizards (not in winter)    | 1d10x10 bandits                  | 1 harpy                    |
| 09  | 2d6 giant frogs (not in winter)              | Barbarian                        | 1 cockatrice               |
| 10  | 4d4 giant pink centipedes (not in winter)    | Huntsman                         | 1 minotaur                 |
| 11  | 3d12 giant black centipedes (not in winter)  | Scout                            | 2d6 stirges                |
| 12  | 1d6 giant toads (not in winter)              | Fighter                          | 1 wyvern                   |
| 13  | 1d2 giant stag beetles (not in winter)       | Berserker                        | 4d6 stirges                |
| 14  | 4d6 giant bombardier beetles (not in winter) | 5d10 wild berserkers             | 1 basilisk                 |
| 15  | 1d4+1 giant crab spiders (not in winter)     | Pilgrims                         | 1d6 cockatrices            |
| 16  | 3d6 giant ants (not in winter)               | Witch                            | 1d6 wyverns                |
| 17  | 1d4 giant black widows (not in winter)       | Druid                            | 1 cyclops                  |
| 18  | 1d6 giant trapdoor spiders (not in winter)   | 2d4 werewolves (human form)      | 1 chimaera                 |
| 3d6 | <i>NATURAL</i>                               | <i>PREHISTORIC</i>               | <i>UNDEAD</i>              |
| 03  | Black Lotus                                  | 1 sabre-tooth tiger superior     | 1 ghost (night only)       |
| 04  | Army Ants                                    | 1d8 carnivorous apes             | 1 zuwembie (night only)    |
| 05  | Thunderstorm                                 | 6d6 ape-men                      | 1d4 ghosts                 |
| 06  | Hailstorm                                    | 1d10x10 giant bats (night only)  | 2d8 ghouls                 |
| 07  | Sleet Storm                                  | 2d4 ground sloths                | 1d2 large undead animals   |
| 08  | Cloudburst                                   | 1 mountain ape                   | 1 ghost                    |
| 09  | Fever  | 1d6 lizard-men (not in winter)   | 1d6 small undead animals   |
| 10  | Lost   | 1d6 cave-men                     | 2d4 skeletons              |
| 11  | Vermin                                       | 1d6 ape-men                      | 1d6 zombies                |
| 12  | Insect Swarm                                 | 2d6 giant elk                    | 1d6 ghouls                 |
| 13  | Fog Bank                                     | 3d10 giant rats                  | 1d6 medium undead animals  |
| 14  | Quicksand                                    | 1 pterodactyl                    | 1d6+5 intestine zombies    |
| 15  | Snowstorm                                    | 1 archaeopteryx                  | 4d6 zombies                |
| 16  | Blizzard                                     | 1d4 sabre-tooth tigers           | 1d6 wights (night only)    |
| 17  | White-Speckled Blue Lotus                    | 1 cave bear                      | 1d4 wraiths (night only)   |
| 18  | Earthquake                                   | 2d6 giant hyaenas                | 1d3 zuwembies (night only) |



15. HYPERBOREAN TERRAIN TABLE: HILLS and Rocky Islands

| 3d6 | <i>ALIEN</i>                                 | <i>ANIMAL</i>                    | <i>CELESTIAL</i>         |
|-----|--|----------------------------------|--------------------------|
| 03  | 1 colour out of space (night only)           | 1d6 lions                        | Uncanny Vertigo          |
| 04  | 1 swine daemon                               | 1 mountain lion                  | Weird Vibrations         |
| 05  | 1d6 giant phase spiders                      | 1 brown bear                     | Comet                    |
| 06  | 1d3 spore-men                                | 1 black bear                     | Star Stone               |
| 07  | 1d2 albino apes (night only)                 | 1d6 boars                        | Meteor Shower            |
| 08  | 1d6 night-gaunts                             | 2d10 rats                        | Stellar Conjunction      |
| 09  | 1d4 rust monsters                            | 1d12+6 wolves                    | Fortean Fall             |
| 10  | 1d6 hyaena-men                               | 4d6 aurochs                      | Aurora                   |
| 11  | 1d6 orcs                                     | 5d6 red deer                     | Falling Star             |
| 12  | 3d4 bird-men                                 | 5d6 reindeer                     | Lights in the Sky        |
| 13  | 1 owl bear                                   | 1d100 bats (night only)          | Mocking Star             |
| 14  | 1d20x10 swinish shades (night only)          | 2d8 wild dogs                    | Lunar Eclipse            |
| 15  | 1d6 abominable snow-men                      | 1d6 falcons                      | Planetary Alignment      |
| 16  | 1 tree-man                                   | 1 viper (not in winter)          | Shining Mist             |
| 17  | 1 albino ape superior (night only)           | 2d4 hyaenas                      | Voice of Doom            |
| 18  | 2d10x10 mi-go                                | 1 tiger                          | Wind from the Gulf       |
| 3d6 | <i>GIANT</i>                                 | <i>MEN</i>                       | <i>MYTHICAL</i>          |
| 03  | 1d6 giant wolf spiders (not in winter)       | 1 werewolf superior (human form) | 1d2 minotaur superiors   |
| 04  | 1d6 giant trapdoor spiders (not in winter)   | Hermit                           | 1 pyro-hydra             |
| 05  | 1d4+1 giant crab spiders (not in winter)     | Pilgrims                         | 1 cyclops                |
| 06  | 1d4 giant bombardier beetles (not in winter) | Ranger                           | 1d4 fomorians            |
| 07  | 1d4+1 giant draco lizards (not in winter)    | Berserker                        | 1d6 cockatrices          |
| 08  | 1 giant weasel (night only)                  | 1d6 wild berserkers              | 1d4 gargoyles            |
| 09  | 3d4 giant brown centipedes (not in winter)   | Fighter                          | 1 wyvern                 |
| 10  | 2d4 giant pink centipedes (not in winter)    | Scout                            | 1 minotaur               |
| 11  | 3d4 giant black centipedes (not in winter)   | 2d6 bandits                      | 2d6 stirges              |
| 12  | 1d6 giant ferrets                            | Barbarian                        | 1 cockatrice             |
| 13  | 1 giant tuatara (night only, not in winter)  | Huntsman                         | 4d6 stirges              |
| 14  | 1d6 giant toads (not in winter)              | Druid                            | 1d6 harpies              |
| 15  | 1d6 giant bees (not in winter)               | NPC Party                        | 1d4 trolls               |
| 16  | 1d6 giant ticks (not in winter)              | Prospector                       | 1 gorgon                 |
| 17  | 2d4 giant chameleons (not in winter)         | 1 werewolf (human form)          | 1 chimaera               |
| 18  | 3d6 giant ants (not in winter)               | Witch                            | 2d6 fomorians            |
| 3d6 | <i>NATURAL</i>                               | <i>PREHISTORIC</i>               | <i>UNDEAD</i>            |
| 03  | Golden Lotus                                 | 1 sabre-tooth tiger superior     | 1 ghost (night only)     |
| 04  | Fever  | 1d4 cave bears                   | 1 banshee (night only)   |
| 05  | Flash Flood                                  | 2d6 giant hyaenas                | 10d20 skeletons          |
| 06  | Snowstorm                                    | 1 ground sloth                   | 1 mummy                  |
| 07  | Sleet Storm                                  | 1d6 dire wolves                  | 1d6 wights (night only)  |
| 08  | Box Canyon                                   | 1 pterodactyl                    | 2d8 ghouls               |
| 09  | Lost   | 3d6 giant rats                   | 1d6+5 intestine zombies  |
| 10  | Vermin                                       | 1d6 ape-men                      | 1d6 zombies              |
| 11  | Fog Bank                                     | 1d6 cave-men                     | 2d4 skeletons            |
| 12  | Rockslide                                    | 1d2 giant elk                    | 1d6 ghouls               |
| 13  | Thunderstorm                                 | 1 woolly mammoth                 | 1d4 ghosts               |
| 14  | Insect Swarm                                 | 1d10 giant bats (night only)     | 4d6 zombies              |
| 15  | Hailstorm                                    | 1d6 mountain apes                | 1d4 wraiths (night only) |
| 16  | Blizzard                                     | 1 sabre-tooth tiger              | 1 spectre (night only)   |
| 17  | White-Speckled Blue Lotus                    | 1 archaeopteryx                  | 1 zuwemie (night only)   |
| 18  | Earthquake                                   | 1 woolly mammoth superior        | 1 vampire (night only)   |

16. HYPERBOREAN TERRAIN TABLE: HILLS (Glaciated)

| 3d6 | <i>ALIEN</i>                       | <i>ANIMAL</i>                | <i>CELESTIAL</i>          |
|-----|------------------------------------|------------------------------|---------------------------|
| 03  | 1 albino ape superior (night only) | 1d4 polar bears              | White Death               |
| 04  | 1d6 Great Race                     | 1 tiger                      | Wind from the Gulf        |
| 05  | 1d6 men of Leng                    | 1d2 owls (night only)        | Comet                     |
| 06  | 1d6 lesser daemons (class 1d6+4)   | 1 black bear                 | Red Fog                   |
| 07  | 1d8 lesser daemons (class 1d4)     | 1 mountain lion              | Star Stone                |
| 08  | 1 tentacular horror                | 1d6 boars                    | Mocking Star              |
| 09  | 1d2 ice toads                      | 1d12 hares                   | Lights in the Sky         |
| 10  | 1d6 blink dogs                     | 2d10x10 musk oxen            | Falling Star              |
| 11  | 1d6 hyaena-men                     | 5d6 reindeer                 | Aurora                    |
| 12  | 1d3 spore-men                      | 4d6 aurochs                  | Stellar Conjunction       |
| 13  | 1 gibbering mouther                | 2d4 wolves                   | Meteor Shower             |
| 14  | 1d4+6 albino apes (night only)     | 1d2 weasels                  | Lunar Eclipse             |
| 15  | 6d6 abominable snow-men            | 1d20 ravens                  | Shining Mist              |
| 16  | 1d4 lesser daemons (class 1d2+10)  | 1 brown bear                 | Weird Vibrations          |
| 17  | 1d3 ice daemons                    | 1d2 wolverines               | Voice of Doom             |
| 18  | 1d4 ice salamanders                | 1d6 lions                    | Uncanny Vertigo           |
| 3d6 | <i>GIANT</i>                       | <i>MEN</i>                   | <i>MYTHICAL</i>           |
| 03  | 1d6 giant toads (white)            | Witch                        | 1d2 minotaur superiors    |
| 04  | 1d10x10 giant bats (night only)    | NPC Party                    | 2d4 winter wolves         |
| 05  | 1d6 giant toads (white)            | Bard                         | 1 gorgon                  |
| 06  | 1d10 giant bats (night only)       | Shaman                       | 1d4 fomorians             |
| 07  | 1d6 giant ferrets                  | Cryomancer                   | 2d4 centaurs              |
| 08  | 1d6 giant weasels (night only)     | Fighter                      | 1 cyclops                 |
| 09  | 1d10 giant bats (night only)       | Scout                        | 1 minotaur                |
| 10  | 1d6 giant ferrets                  | Barbarian                    | 1d4 gargoyles             |
| 11  | 1 giant weasel (night only)        | 1d6 wild berserkers          | 1 minotaur                |
| 12  | 1d6 giant toads (white)            | Huntsman                     | 1 winter wolf             |
| 13  | 1d6 giant ferrets                  | Berserker                    | 1d4 trolls                |
| 14  | 1d10 giant bats (night only)       | Ranger                       | 1d4 fomorians             |
| 15  | 1d6 giant weasels (night only)     | Runegraver                   | 1d4 gargoyles             |
| 16  | 1d2 giant wolverines               | Warlock                      | 2d4 minotaurs             |
| 17  | 1d6 giant ferrets                  | Hermit                       | 2d6 fomorians             |
| 18  | 1d10x10 giant bats (night only)    | Prospector                   | 2d4 cyclopes              |
| 3d6 | <i>NATURAL</i>                     | <i>PREHISTORIC</i>           | <i>UNDEAD</i>             |
| 03  | Earthquake                         | 1 woolly mammoth superior    | 1 ice mummy noble         |
| 04  | Heavy Blizzard                     | 1 ground sloth               | 1 banshee (night only)    |
| 05  | Windstorm                          | 3d4 woolly rhinoceroses      | 10d20 skeletons           |
| 06  | Avalanche                          | 1 sabre-tooth tiger          | 2d6 ice mummies           |
| 07  | Snowstorm                          | 6d6 cave-men                 | 4d6 zombies               |
| 08  | Box Canyon                         | 1d6 dire wolves              | 4d6 ice mummy thralls     |
| 09  | Thin Ice                           | 1 mountain ape               | 1d6 medium undead animals |
| 10  | Frostbite                          | 1d6 ape-men                  | 1d6 zombies               |
| 11  | Lost                               | 1d6 cave-men                 | 2d4 skeletons             |
| 12  | Fever                              | 1 woolly mammoth             | 1d6 small undead animals  |
| 13  | Crevasse                           | 1 woolly rhinoceros          | 1d2 large undead animals  |
| 14  | Snow Blind                         | 1d6 mountain apes            | 1d6 ice mummies           |
| 15  | Hailstorm                          | 6d6 ape-men                  | 1d6 wights (night only)   |
| 16  | Blizzard                           | 1 cave bear                  | 1 spectre (night only)    |
| 17  | Static Electricity                 | 10d10 cave-men               | 4d6x10 ice mummy thralls  |
| 18  | Deep Freeze                        | 1 sabre-tooth tiger superior | 1 ghost (night only)      |

17. HYPERBOREAN TERRAIN TABLE: MOUNTAINS

| 3d6 | <i>ALIEN</i>                           | <i>ANIMAL</i>                    | <i>CELESTIAL</i>          |
|-----|--|----------------------------------|---------------------------|
| 03  | 1 earth elemental (class 1d3)          | 1d2 owls (night only)            | Uncanny Vertigo           |
| 04  | 1d4 lesser daemons (class 1d2+13)      | 1d12+6 wolves                    | Wind from the Gulf        |
| 05  | 1d6 giant phase spiders                | 1 owl (night only)               | Weird Vibrations          |
| 06  | 6d6 hyaena-men                         | 1d20 ravens                      | Planetary Alignment       |
| 07  | 1d6 abominable snow-men                | 1d100 bats (night only)          | Star Stone                |
| 08  | 1d3 spore-men                          | 1 viper (not in winter)          | Meteor Shower             |
| 09  | 3d4 bird-men                           | 1 falcon                         | Stellar Conjunction       |
| 10  | 1d6 hyaena-men                         | 2d4 wolves                       | Aurora                    |
| 11  | 1d6 orcs                               | 1d12 hares                       | Falling Star              |
| 12  | 1d6 night-gaunts                       | 1d2 weasels                      | Lights in the Sky         |
| 13  | 1d2 albino apes (night only)           | 1 black bear                     | Mocking Star              |
| 14  | 1d8 lesser daemons (class 1d4)         | 1 mountain lion                  | Mad Whispers              |
| 15  | 1d6 lesser daemons (class 1d6+4)       | 1 brown bear                     | Lunar Eclipse             |
| 16  | 1d4 lesser daemons (class 1d2+10)      | 1d6 falcons                      | Comet                     |
| 17  | 1d8x10 orcs                            | 2d4 mountain lions               | Voice of Doom             |
| 18  | 1 albino ape superior (night only)     | 1d10x100 bats (night only)       | The Stars Are Right       |
| 3d6 | <i>GIANT</i>                           | <i>MEN</i>                       | <i>MYTHICAL</i>           |
| 03  | 3d6 giant ants (not in winter)         | 1 werewolf superior (human form) | 1d6 giant eagles (good)   |
| 04  | 1d6 giant wolf spiders (not in winter) | <b>NPC Party</b>                 | 1 pyro-hydra              |
| 05  | 1d6 giant ticks (not in winter)        | <b>Prospector</b>                | 1d2 manticores            |
| 06  | 1d4+1 crab spiders                     | <b>Ranger</b>                    | 1d4 fomorians             |
| 07  | 1d10 giant bats (night only)           | <b>Huntsman</b>                  | 4d6 centaurs              |
| 08  | 1d6 giant bees (not in winter)         | <b>Fighter</b>                   | 1d4 gargoyles             |
| 09  | 1d6 giant ferrets                      | 1d6 wild berserkers              | 1 harpy                   |
| 10  | 1 giant chameleon (not in winter)      | <b>Scout</b>                     | 1 wyvern                  |
| 11  | 1 giant weasel (night only)            | 2d6 bandits                      | 1 minotaur                |
| 12  | 1 giant ant (not in winter)            | <b>Barbarian</b>                 | 1 hippogriff              |
| 13  | 1d6 giant eagles                       | <b>Berserker</b>                 | 1d2 griffins              |
| 14  | 1d6 giant toads (not in winter)        | <b>Cleric</b>                    | 1d4 trolls                |
| 15  | 1d6 giant eagles                       | <b>Witch</b>                     | 1 cyclops                 |
| 16  | 2d4 giant chameleons (not in winter)   | <b>Hermit</b>                    | 1 chimaera                |
| 17  | 1d10x10 giant bats (night only)        | 1 werewolf (human form)          | 1d2 minotaur superiors    |
| 18  | 3d6 giant eagles                       | <b>Pilgrims</b>                  | 1 pegasus                 |
| 3d6 | <i>NATURAL</i>                         | <i>PREHISTORIC</i>               | <i>UNDEAD</i>             |
| 03  | <b>Earthquake</b>                      | 5d6 vhuurmis                     | 10d20 skeletons           |
| 04  | <b>Flash Flood</b>                     | 1 archaeopteryx                  | 4d6 zombies               |
| 05  | <b>Blizzard</b>                        | 6d6 cave-men                     | 1d6 wights (night only)   |
| 06  | <b>Frostbite</b>                       | 1d4 cave bears                   | 1d6 zombies               |
| 07  | <b>Hailstorm</b>                       | 6d6 cave-men                     | 1d6 medium undead animals |
| 08  | <b>Rockslide</b>                       | 2d6 vhuurmis                     | 1 large undead animal     |
| 09  | <b>Box Canyon</b>                      | 1 mountain ape                   | 1 small undead animal     |
| 10  | <b>Vermin</b>                          | 1d6 ape-men                      | 1d6 zombies               |
| 11  | <b>Lost</b>                            | 1d6 cave-men                     | 2d4 skeletons             |
| 12  | <b>Fever</b>                           | 1 cave bear                      | 1 medium undead animal    |
| 13  | <b>Cloudburst</b>                      | 1d6 mountain apes                | 1d6 small undead animals  |
| 14  | <b>Snowstorm</b>                       | 2d6 vhuurmis                     | 1d6+5 intestine zombies   |
| 15  | <b>Thunderstorm</b>                    | 6d6 ape-men                      | 1d2 large undead animals  |
| 16  | <b>Avalanche</b>                       | 6d6 ape-men                      | 1d6 large skeletons       |
| 17  | <b>Heavy Blizzard</b>                  | 5d6 vhuurmis                     | 1d4 giant skeletons       |
| 18  | <b>Deep Freeze</b>                     | 10d10 cave-men                   | 1 ghost (night only)      |

18. HYPERBOREAN TERRAIN TABLE: MOUNTAINS (Glaciated)

| 3d6 | <i>ALIEN</i>                       | <i>ANIMAL</i>         | <i>CELESTIAL</i>          |
|-----|------------------------------------|-----------------------|---------------------------|
| 03  | 1 albino ape superior (night only) | 1d4 polar bears       | White Death               |
| 04  | 1 shoggoth                         | 1d2 wolverines        | Dread Silence             |
| 05  | 1d4 ice salamanders                | 1 mountain lion       | Comet                     |
| 06  | 1d8 elder things                   | 1d2 weasels           | Red Fog                   |
| 07  | 1d4+6 albino apes (night only)     | 2d4 wolves            | Lunar Eclipse             |
| 08  | 1d8 lesser daemons (class 1d4)     | 1 brown bear          | Mocking Star              |
| 09  | 1 tentacular horror                | 1d2 foxes             | Lights in the Sky         |
| 10  | 2d6 ice toads                      | 2d4 wolves            | Falling Star              |
| 11  | 1d6 hyaena-men                     | 1d12 hares            | Aurora                    |
| 12  | 1d3 spore-men                      | 1 black bear          | Stellar Conjunction       |
| 13  | 1 gibbering mouther                | 1 owl (night only)    | Meteor Shower             |
| 14  | 1d6 lesser daemons (class 1d6+4)   | 1 polar bear          | Star Stone                |
| 15  | 1d6 men of Leng                    | 1d4+1 foxes           | Shining Mist              |
| 16  | 6d6 abominable snow-men            | 1d20 ravens           | Planetary Alignment       |
| 17  | 1d3 ice daemons                    | 1d2 owls (night only) | Wind from the Gulf        |
| 18  | 1d6 Great Race                     | 1d12+6 wolves         | Uncanny Vertigo           |
| 3d6 | <i>GIANT</i>                       | <i>MEN</i>            | <i>MYTHICAL</i>           |
| 03  | 1d10x10 giant bats (night only)    | Witch                 | 1d2 minotaur superiors    |
| 04  | 1d2 giant wolverines               | NPC Party             | 1d2 frost giants          |
| 05  | 1d10 giant bats (night only)       | Bard                  | 2d4 winter wolves         |
| 06  | 1d6 giant ferrets                  | Shaman                | 2d4 minotaurs             |
| 07  | 1d6 giant weasels (night only)     | Cryomancer            | 1 cyclops                 |
| 08  | 1d10 giant bats (night only)       | Fighter               | 2d4 centaurs              |
| 09  | 1d6 giant toads (white)            | Scout                 | 1d4 gargoyles             |
| 10  | 1 giant weasel (night only)        | Barbarian             | 1 winter wolf             |
| 11  | 1d6 giant ferrets                  | 1d6 wild berserkers   | 1 minotaur                |
| 12  | 1 giant weasel (night only)        | Huntsman              | 1 winter wolf             |
| 13  | 1d10 giant bats (night only)       | Berserker             | 1d4 trolls                |
| 14  | 1d6 giant ferrets                  | Ranger                | 2d4 centaurs              |
| 15  | 1d6 giant weasels (night only)     | Runegraver            | 1d4 fomorians             |
| 16  | 1d6 giant ferrets                  | Warlock               | 1d2 frost giants          |
| 17  | 1d6 giant toads (white)            | Hermit                | 4d6 centaurs              |
| 18  | 1d6 giant weasels (night only)     | Prospector            | 2d10 frost giants         |
| 3d6 | <i>NATURAL</i>                     | <i>PREHISTORIC</i>    | <i>UNDEAD</i>             |
| 03  | Earthquake                         | 10d10 cave-men        | 1 ice mummy noble         |
| 04  | Heavy Blizzard                     | 1d4 cave bears        | 1 ghost (night only)      |
| 05  | Windstorm                          | 6d6 ape-men           | 10d20 skeletons           |
| 06  | Avalanche                          | 6d6 cave-men          | 1d6 ice mummies           |
| 07  | Snowstorm                          | 2d6 vhuurmis          | 1d6 wights (night only)   |
| 08  | Box Canyon                         | 1 cave bear           | 4d6 ice mummy thralls     |
| 09  | Thin Ice                           | 1d6 cave-men          | 1d6 small undead animals  |
| 10  | Frostbite                          | 1d6 ape-men           | 1d6 zombies               |
| 11  | Lost                               | 1d6 cave-men          | 2d4 skeletons             |
| 12  | Fever                              | 1 mountain ape        | 1d6 medium undead animals |
| 13  | Crevasse                           | 2d6 vhuurmis          | 1d2 large undead animals  |
| 14  | Snow Blind                         | 1 mountain ape        | 1d6 ice mummies           |
| 15  | Hailstorm                          | 2d6 vhuurmis          | 4d6 zombies               |
| 16  | Blizzard                           | 1d6 mountain apes     | 2d6 ice mummies           |
| 17  | Static Electricity                 | 6d6 cave-men          | 4d6x10 ice mummy thralls  |
| 18  | Deep Freeze                        | 5d6 vhuurmis          | 1d10 ghosts (night only)  |

19. HYPERBOREAN TERRAIN TABLE: PLAINS and Lush Islands

| 3d6 | <i>ALIEN</i>                                       | <i>ANIMAL</i>                       | <i>CELESTIAL</i>          |
|-----|--|-------------------------------------|---------------------------|
| 03  | 1 colour out of space (night only)                 | 2d4 asps (not in winter)            | The Stars Are Right       |
| 04  | 1 swine daemon                                     | 1d3 black bears                     | Comet                     |
| 05  | 1d6 giant phase spiders                            | 1d6 spitting cobras (not in winter) | Planetary Alignment       |
| 06  | 1d20x10 swinish shades (night only)                | 1d100 bats (night only)             | Lunar Eclipse             |
| 07  | 2d6 thew waggons                                   | 2d10 rats                           | Fortean Fall              |
| 08  | 1d6 night-gaunts                                   | 1d12+6 wolves                       | Mocking Star              |
| 09  | 1 owl bear   | 2d8 wild dogs                       | Lights in the Sky         |
| 10  | 1d6 hyaena-men                                     | 5d6 wild horses                     | Falling Star              |
| 11  | 1d6 orcs   | 4d6 aurochs                         | Aurora                    |
| 12  | 1d4 rust monsters                                  | 5d6 red deer                        | Stellar Conjunction       |
| 13  | 1 giant weasel (evil, night only)                  | 2d6 boars                           | Meteor Shower             |
| 14  | 1d12x10 worms of Ymir (night only)                 | 1d6 falcons                         | Star Stone                |
| 15  | 1 phoongh  | 5d10 hyaenas                        | Shining Mist              |
| 16  | 1 purple worm                                      | 6d4 lions                           | Mad Whispers              |
| 17  | 1d2 nagas  | 2d4 mountain lions                  | Weird Vibrations          |
| 18  | 1d2 transmundane                                   | 1d4 tigers                          | Voice of Doom             |
| 3d6 | <i>GIANT</i>                                       | <i>MEN</i>                          | <i>MYTHICAL</i>           |
| 03  | 1 giant asp (not in winter)                        | 1 werewolf superior (human form)    | 1d6 wyverns               |
| 04  | 1d6 giant trapdoor spiders (not in winter)         | Witch                               | 1d6 cockatrices           |
| 05  | 1d2 giant stag beetles (not in winter)             | Pilgrims                            | 1 cyclops                 |
| 06  | 1d4 giant black widows (not in winter)             | Assassin                            | 4d6 stirges               |
| 07  | 1d6 giant ticks (not in winter)                    | NPC Party                           | 1 wyvern                  |
| 08  | 1d6 giant bees (not in winter)                     | Barbarian                           | 2d6 stirges               |
| 09  | 1d6 giant ferrets                                  | Fighter                             | 1 cockatrice              |
| 10  | 2d4 giant pink centipedes (not in winter)          | Scout                               | 1 minotaur                |
| 11  | 3d4 giant black centipedes (not in winter)         | 2d6 bandits                         | 2d6 stirges               |
| 12  | 1d6 giant fire beetles (night only, not in winter) | Cataphract                          | 1 wyvern                  |
| 13  | 2d6 giant frogs (not in winter)                    | Huntsman                            | 1 minotaur                |
| 14  | 1d4+1 giant draco lizards (not in winter)          | Merchants                           | 1 cockatrice              |
| 15  | 1d6 giant ogre-faced spiders (not in winter)       | Cleric                              | 1d4 trolls                |
| 16  | 1 giant komodo dragon (not in winter)              | Warlock                             | 4d6 stirges               |
| 17  | 1 giant spitting cobra (not in winter)             | 1 werewolf (human form)             | 2d4 minotaurs             |
| 18  | 3d6 giant ants (not in winter)                     | Paladin                             | 2d4 cyclopes              |
| 3d6 | <i>NATURAL</i>                                     | <i>PREHISTORIC</i>                  | <i>UNDEAD</i>             |
| 03  | Earthquake   | 1 woolly mammoth superior           | 1d3 zuembies (night only) |
| 04  | White-Speckled Blue Lotus                          | 3d10 giant hyaenas                  | 10d20 skeletons           |
| 05  | Blizzard   | 2d4 ground sloths                   | 1d6 wights (night only)   |
| 06  | Sinkhole   | 1d8 carnivorous apes                | 2d8 ghouls                |
| 07  | Hailstorm  | 3d6 giant rats                      | 1d2 large undead animals  |
| 08  | Thunderstorm                                       | 1d6+6 woolly mammoths               | 1 ghost                   |
| 09  | Fog Bank   | 1d6 lizard-men (not in winter)      | 1d6 small undead animals  |
| 10  | Vermin   | 1d6 cave-men                        | 1d6 zombies               |
| 11  | Lost   | 1d6 ape-men                         | 2d4 skeletons             |
| 12  | Fever  | 2d6 giant elk                       | 1d6 ghouls                |
| 13  | Insect Swarm                                       | 1d6+6 dire wolves                   | 1d6 medium undead animals |
| 14  | Sleet Storm  | 1d10 giant bats (night only)        | 1d4 ghosts                |
| 15  | Snowstorm  | 5d6 pterodactyls                    | 1d6+5 intestine zombies   |
| 16  | Violet Lotus                                       | 1d4 sabre-tooth tigers              | 4d6 zombies               |
| 17  | Tornado  | 1d6 archaeopteryges                 | 1 zuembie (night only)    |
| 18  | Wildfire   | 1 sabre-tooth tiger superior        | 1 ghost (night only)      |

20. HYPERBOREAN TERRAIN TABLE: RAINFOREST

| 3d6 | <i>ALIEN</i>                                 | <i>ANIMAL</i>                    | <i>CELESTIAL</i>           |
|-----|--|----------------------------------|----------------------------|
| 03  | 1d2 transmundane                             | 1d6 lions                        | Dread Silence              |
| 04  | 1d2 behirs                                   | 2d4 mountain lions               | Weird Vibrations           |
| 05  | 1 phoongh                                    | 1 python (not in winter)         | Accursed Moonbeam          |
| 06  | 1d6 giant phase spiders                      | 3d10 vipers (not in winter)      | Shining Mist               |
| 07  | 1 giant weasel (evil, night only)            | 5d10 rats                        | Mad Whispers               |
| 08  | 2d6 thew waggons                             | 1d3 black bears                  | Meteor Shower              |
| 09  | 1d4 rust monsters                            | 4d6 aurochs                      | Stellar Conjunction        |
| 10  | 3d4 worms of Ymir (night only)               | 1d6 flying squirrels             | Aurora                     |
| 11  | 1d6 orcs                                     | 2d10x10 red deer                 | Falling Star               |
| 12  | 1d4+1 owl bears                              | 1d12+6 wolves                    | Lights in the Sky          |
| 13  | 1d6 giant wolf spiders (evil, not in winter) | 2d6 boars                        | Mocking Star               |
| 14  | 1d3+1 tree-man crawlers                      | 1d10x100 bats (night only)       | Lunar Eclipse              |
| 15  | 1 swine daemon                               | 1 falcon                         | Planetary Alignment        |
| 16  | 1d2 nagas                                    | 1d6 brown bears                  | Comet                      |
| 17  | 2d12 tree-men                                | 2d4 hyaenas                      | Voice of Doom              |
| 18  | 1 colour out of space (night only)           | 1d4 tigers                       | The Stars Are Right        |
| 3d6 | <i>GIANT</i>                                 | <i>MEN</i>                       | <i>MYTHICAL</i>            |
| 03  | 1d6 giant ogre-faced spiders (not in winter) | 1 werewolf superior (human form) | 1d2 minotaur superiors     |
| 04  | 3d12 giant ticks (not in winter)             | Shaman                           | 1d2 basilisks              |
| 05  | 5d8 giant bees (not in winter)               | Hermit                           | 1d6 harpies                |
| 06  | 1d4 giant komodo dragons (not in winter)     | NPC Party                        | 2d4 minotaurs              |
| 07  | 1 giant python (not in winter)               | Ranger                           | 1d4 trolls                 |
| 08  | 1d4+1 giant draco lizards (not in winter)    | 1d10x10 bandits                  | 1 harpy                    |
| 09  | 2d6 giant frogs (not in winter)              | Barbarian                        | 1 cockatrice               |
| 10  | 4d4 giant pink centipedes (not in winter)    | Huntsman                         | 1 minotaur                 |
| 11  | 3d12 giant black centipedes (not in winter)  | Scout                            | 2d6 stirges                |
| 12  | 2d4 giant dragonflies (not in winter)        | Fighter                          | 1 wyvern                   |
| 13  | 1d6 giant toads (not in winter)              | Berserker                        | 4d6 stirges                |
| 14  | 4d6 giant bombardier beetles (not in winter) | 5d10 wild berserkers             | 1 basilisk                 |
| 15  | 1d4+1 giant crab spiders (not in winter)     | Pilgrims                         | 1d6 cockatrices            |
| 16  | 3d6 giant ants (not in winter)               | Witch                            | 1d6 wyverns                |
| 17  | 1d4 giant black widows (not in winter)       | Druid                            | 1 cyclops                  |
| 18  | 1d6 giant trapdoor spiders (not in winter)   | 2d4 werewolves (human form)      | 1 chimaera                 |
| 3d6 | <i>NATURAL</i>                               | <i>PREHISTORIC</i>               | <i>UNDEAD</i>              |
| 03  | Earthquake                                   | 1 sabre-tooth tiger superior     | 1 ghost (night only)       |
| 04  | Black Lotus                                  | 1d8 carnivorous apes             | 1 zuwembie (night only)    |
| 05  | Quicksand                                    | 6d6 ape-men                      | 1d4 ghosts                 |
| 06  | Hailstorm                                    | 1d10x10 giant bats (night only)  | 2d8 ghouls                 |
| 07  | Insect Swarm                                 | 2d4 ground sloths                | 1d2 large undead animals   |
| 08  | Cloudburst                                   | 1 mountain ape                   | 1 ghast                    |
| 09  | Fever  | 1d6 lizard-men (not in winter)   | 1d6 small undead animals   |
| 10  | Fog Bank                                     | 1d6 cave-men                     | 2d4 skeletons              |
| 11  | Lost   | 1d6 ape-men                      | 1d6 zombies                |
| 12  | Vermin                                       | 2d6 giant elk                    | 1d6 ghouls                 |
| 13  | Sleet Storm                                  | 3d10 giant rats                  | 1d6 medium undead animals  |
| 14  | Thunderstorm                                 | 1 pterodactyl                    | 1d6+5 intestine zombies    |
| 15  | Sinkhole                                     | 1 archaeopteryx                  | 4d6 zombies                |
| 16  | Army Ants                                    | 1d4 sabre-tooth tigers           | 1d6 wights (night only)    |
| 17  | White-Speckled Blue Lotus                    | 1 cave bear                      | 1d4 wraiths (night only)   |
| 18  | Golden Lotus                                 | 2d6 giant hyaenas                | 1d3 zuwembies (night only) |

21. HYPERBOREAN TERRAIN TABLE: TAR PITS

| 3d6 | <i>ALIEN</i>                                       | <i>ANIMAL</i>                  | <i>CELESTIAL</i>          |
|-----|--|--------------------------------|---------------------------|
| 03  | 1 colour out of space (night only)                 | 1d6 lions                      | Voice of Doom             |
| 04  | 1 will-o'-wisp                                     | 2d4 hyaenas                    | Weird Vibrations          |
| 05  | 1d4 lesser daemons (class 1d2+13)                  | 1 falcon                       | Planetary Alignment       |
| 06  | 1 phoongh  | 1d100 bats (night only)        | Shining Mist              |
| 07  | 1d4 lesser daemons (class 1d2+10)                  | 1 black bear                   | Fortean Fall              |
| 08  | 1d20x10 swinish shades (night only)                | 1 viper (not in winter)        | Meteor Shower             |
| 09  | 1d8 lesser daemons (class 1d4)                     | 2d4 wolves                     | Stellar Conjunction       |
| 10  | 1 green slime                                      | 5d6 red deer                   | Aurora                    |
| 11  | 1d4 rust monsters                                  | 4d6 aurochs                    | Falling Star              |
| 12  | 1 giant weasel (evil, night only)                  | 1d6 boars                      | Lights in the Sky         |
| 13  | 1d6 lesser daemons (class 1d6+4)                   | 1d20 ravens                    | Mocking Star              |
| 14  | 1d6 giant wolf spiders (evil, not in winter)       | 2d10 rats                      | Mad Whispers              |
| 15  | 1d6 giant phase spiders                            | 1 brown bear                   | Lunar Eclipse             |
| 16  | 1 black pudding                                    | 1 mountain lion                | Red Fog                   |
| 17  | 1 swine daemon                                     | 1 python (not in winter)       | Comet                     |
| 18  | 1 behir  | 1 tiger                        | The Stars Are Right       |
| 3d6 | <i>GIANT</i>                                       | <i>MEN</i>                     | <i>MYTHICAL</i>           |
| 03  | 1d6 giant ogre-faced spiders (not in winter)       | Pilgrims                       | 1d2 minotaur superiors    |
| 04  | 1d6 giant ticks (not in winter)                    | Prospector                     | 1d6 wyverns               |
| 05  | 1 giant python (not in winter)                     | NPC Party                      | 2d4 minotaurs             |
| 06  | 1d4+1 giant draco lizards (not in winter)          | Warlock                        | 1d6 cockatrices           |
| 07  | 1d4 giant bombardier beetles (not in winter)       | Cleric                         | 1d4 trolls                |
| 08  | 1d6 giant ferrets                                  | Fighter                        | 1 harpy                   |
| 09  | 1d6 giant fire beetles (night only, not in winter) | Huntsman                       | 2d6 stirges               |
| 10  | 2d4 giant pink centipedes (not in winter)          | Scout                          | 1 minotaur                |
| 11  | 3d4 giant black centipedes (not in winter)         | 2d6 bandits                    | 2d6 stirges               |
| 12  | 3d4 giant brown centipedes (not in winter)         | Barbarian                      | 1 cockatrice              |
| 13  | 1 giant ant (not in winter)                        | Ranger                         | 1 wyvern                  |
| 14  | 1 giant chameleon (not in winter)                  | Shaman                         | 1 minotaur                |
| 15  | 1 giant tuatara (night only, not in winter)        | Druid                          | 4d6 stirges               |
| 16  | 1d6 giant bees (not in winter)                     | Witch                          | 1d6 harpies               |
| 17  | 1d4+1 giant crab spiders (not in winter)           | Monk                           | 4d6 stirges               |
| 18  | 1d6 giant trapdoor spiders (not in winter)         | Necromancer                    | 1d2 nagas                 |
| 3d6 | <i>NATURAL</i>                                     | <i>PREHISTORIC</i>             | <i>UNDEAD</i>             |
| 03  | Black Lotus  | 1 woolly mammoth superior      | 1d4 wraiths (night only)  |
| 04  | Plague   | 1 archaeopteryx                | 4d6 zombies               |
| 05  | Army Ants  | 1 ground sloth                 | 2d8 ghouls                |
| 06  | Sinkhole   | 6d6 cave-men                   | 1d4 ghosts                |
| 07  | Fog Bank   | 1 pterodactyl                  | 1d6 large skeletons       |
| 08  | Cloudburst   | 1d6 dire wolves                | 1d6 medium undead animals |
| 09  | Fever  | 1 woolly mammoth               | 1d6 ghouls                |
| 10  | Insect Swarm                                       | 1d6 lizard-men (not in winter) | 1d6 zombies               |
| 11  | Vermin   | 1d6 cave-men                   | 2d4 skeletons             |
| 12  | Lost   | 1d2 giant elk                  | 1d6 small undead animals  |
| 13  | Quicksand  | 3d6 giant rats                 | 1 ghost                   |
| 14  | Thunderstorm                                       | 1d10 giant bats (night only)   | 1d2 large undead animals  |
| 15  | Poison Gas   | 1 sabre-tooth tiger            | 1d4 giant skeletons       |
| 16  | Smoky Lotus  | 2d6 giant hyaenas              | 1d6 wights (night only)   |
| 17  | Violet Lotus                                       | 1d10x10 cave-men               | 10d20 skeletons           |
| 18  | Earthquake   | 1 sabre-tooth tiger superior   | 1 ghost (night only)      |

22. HYPERBOREAN TERRAIN TABLE: TUNDRA

| 3d6 | <i>ALIEN</i>                       | <i>ANIMAL</i>                | <i>CELESTIAL</i>                       |
|-----|------------------------------------|------------------------------|--|
| 03  | 1 albino ape superior (night only) | 1 tiger                      | The Stars Are Right                    |
| 04  | 1d2 remorhaz                       | 1d4 polar bears              | Wind from the Gulf                     |
| 05  | 1d6 purple spiders of Leng         | 2d4 hyaenas                  | Comet                                  |
| 06  | 1d4 lesser daemons (class 1d2+13)  | 1 black bear                 | Planetary Alignment                    |
| 07  | 1d4+6 albino apes (night only)     | 5d6 dromedary camels         | Lunar Eclipse                          |
| 08  | 1d6 lesser daemons (class 1d6+4)   | 2d8 wild dogs                | Mocking Star                           |
| 09  | 1d10+10 blink dogs                 | 4d6 aurochs                  | Lights in the Sky                      |
| 10  | 6d6 leaper camels                  | 2d10x10 musk oxen            | Falling Star                           |
| 11  | 1d6 hyaena-men                     | 2d10x10 reindeer             | Aurora                                 |
| 12  | 1d8 lesser daemons (class 1d4)     | 1d12+6 wolves                | Stellar Conjunction                    |
| 13  | 1 tentacular horror                | 5d6 bactrian camels          | Meteor Shower                          |
| 14  | 1d4 lesser daemons (class 1d2+10)  | 1 mountain lion              | Star Stone                             |
| 15  | 2d4 winter wolves                  | 1d6 boars                    | Red Fog                                |
| 16  | 1d4 ice salamanders                | 1 brown bear                 | Mad Whispers                           |
| 17  | 6d6 abominable snow-men            | 1d6 lions                    | Weird Vibrations                       |
| 18  | 1d2 transmundane                   | 1d2 wolverines               | Uncanny Vertigo                        |
| 3d6 | <i>GIANT</i>                       | <i>MEN</i>                   | <i>MYTHICAL</i>                        |
| 03  | 1d2 giant wolverines               | Witch                        | 1d2 minotaur superiors                 |
| 04  | 1d10 giant bats (night only)       | Pilgrims                     | 3d6 men of Leng                        |
| 05  | 1d6 giant weasels (night only)     | NPC Party                    | 2d4 minotaurs                          |
| 06  | 1d6 giant ferrets                  | Bard                         | 3d6 men of Leng                        |
| 07  | 1 giant weasel (night only)        | Cryomancer                   | 1 minotaur                             |
| 08  | 1d10 giant bats (night only)       | Fighter                      | 1d6 men of Leng                        |
| 09  | 1d6 giant ferrets                  | Berserker                    | 1 minotaur                             |
| 10  | 1 giant weasel (night only)        | Barbarian                    | 1d6 men of Leng                        |
| 11  | 1d6 giant ferrets                  | 1d6 wild berserkers          | 1 minotaur                             |
| 12  | 1 giant weasel (night only)        | Scout                        | 1d6 men of Leng                        |
| 13  | 1d10 giant bats (night only)       | Huntsman                     | 1 minotaur                             |
| 14  | 1d6 giant ferrets                  | Ranger                       | 1d6 men of Leng                        |
| 15  | 1d10 giant bats (night only)       | Shaman                       | 2d4 minotaurs                          |
| 16  | 1d6 giant ferrets                  | Warlock                      | 1d6 men of Leng                        |
| 17  | 1d2 giant wolverines               | Hermit                       | 1d2 minotaur superiors                 |
| 18  | 1d10x10 giant bats (night only)    | Prospector                   | 3d6 men of Leng                        |
| 3d6 | <i>NATURAL</i>                     | <i>PREHISTORIC</i>           | <i>UNDEAD</i>                          |
| 03  | Earthquake                         | 1 woolly mammoth superior    | 1 lich                                 |
| 04  | Heavy Blizzard                     | 1d4 sabre-tooth tigers       | 1d4 spectres (night only)              |
| 05  | Deep Freeze                        | 6d6 cave-men                 | 4d6x10 ice mummy thralls (winter only) |
| 06  | Crevasse                           | 2d6 giant hyaenas            | 1 spectre (night only)                 |
| 07  | Snowstorm                          | 1d6+6 woolly mammoths        | 4d6 ice mummy thralls (winter only)    |
| 08  | Vermin                             | 1 woolly rhinoceros          | 1d6 ice mummies (winter only)          |
| 09  | Snow Blind                         | 1d2 giant elk                | 1d2 large undead animals               |
| 10  | Fever                              | 1d6 ape-men                  | 1d6 small undead animals               |
| 11  | Lost                               | 1d6 cave-men                 | 2d4 skeletons                          |
| 12  | Frostbite                          | 1 woolly mammoth             | 1d6 medium undead animals              |
| 13  | Thin Ice                           | 1d6 dire wolves              | 4d6 ice mummy thralls (winter only)    |
| 14  | Windstorm                          | 1 sabre-tooth tiger          | 10d20 skeletons                        |
| 15  | Blizzard                           | 3d4 woolly rhinoceroses      | 2d6 ice mummies (winter only)          |
| 16  | Sinkhole                           | 1d6+6 dire wolves            | 1 ghost (night only)                   |
| 17  | Static Electricity                 | 6d6 ape-men                  | 1 ice mummy noble (winter only)        |
| 18  | Ball Lightning                     | 1 sabre-tooth tiger superior | 1d10 ghosts (night only)               |



23. HYPERBOREAN TERRAIN TABLE: VOLCANIC

| 3d6 | <i>ALIEN</i>                             | <i>ANIMAL</i>              | <i>CELESTIAL</i>          |
|-----|--|----------------------------|---------------------------|
| 03  | 1 albino ape superior (night only)       | 1d10x100 bats (night only) | Uncanny Vertigo           |
| 04  | 1d4 lesser daemons (class 1d2+13)        | 1d6 falcons                | Wind from the Gulf        |
| 05  | 1 nightmare                              | 1 viper (not in winter)    | Weird Vibrations          |
| 06  | 1d6 lesser daemons (class 1d6+4)         | 1 owl (night only)         | Planetary Alignment       |
| 07  | 1d2 albino apes (night only)             | 1d100 bats (night only)    | Star Stone                |
| 08  | 1d3 spore-men                            | 1d2 weasels                | Meteor Shower             |
| 09  | 1d8 lesser daemons (class 1d4)           | 2d4 wolves                 | Stellar Conjunction       |
| 10  | 1d6 hyaena-men                           | 1 falcon                   | Aurora                    |
| 11  | 1d6 orcs                                 | 1d12 hares                 | Falling Star              |
| 12  | 3d4 bird-men                             | 1d2 foxes                  | Lights in the Sky         |
| 13  | 1d6 night-gaunts                         | 1 black bear               | Mocking Star              |
| 14  | 1d6 abominable snow-men                  | 1d20 ravens                | Mad Whispers              |
| 15  | 1d4 lesser daemons (class 1d2+10)        | 1 mountain lion            | Lunar Eclipse             |
| 16  | 1d6 giant phase spiders                  | 1d12+6 wolves              | Comet                     |
| 17  | 4d4 hell shounds                         | 1 brown bear               | Voice of Doom             |
| 18  | 1d3 greater daemons (class 1d5)          | 1d2 owls (night only)      | The Stars Are Right       |
| 3d6 | <i>GIANT</i>                             | <i>MEN</i>                 | <i>MYTHICAL</i>           |
| 03  | 1d10x10 giant bats (night only)          | Prospector                 | 1d2 minotaur superiors    |
| 04  | 3d6 giant ants (not in winter)           | Pilgrims                   | 1d2 pyro-hydrae           |
| 05  | 1d4+1 giant crab spiders (not in winter) | Monk                       | 1 chimaera                |
| 06  | 1d6 giant eagles                         | Ranger                     | 1d4 fomorians             |
| 07  | 1d6 giant ticks (not in winter)          | Huntsman                   | 1d2 manticores            |
| 08  | 1d6 giant bees (not in winter)           | Fighter                    | 1d4 gargoyles             |
| 09  | 1 giant weasel (night only)              | 1d6 wild berserkers        | 1d2 griffins              |
| 10  | 1 giant chameleon (not in winter)        | Scout                      | 1 harpy                   |
| 11  | 1d6 giant ferrets                        | 2d6 bandits                | 1 minotaur                |
| 12  | 1 giant ant (not in winter)              | Barbarian                  | 1 hippogriff              |
| 13  | 1d10 giant bats (night only)             | Berserker                  | 1 wyvern                  |
| 14  | 1d6 giant toads (not in winter)          | Pyromancer                 | 1d4 trolls                |
| 15  | 1d6 giant weasels (night only)           | Shaman                     | 1 cyclops                 |
| 16  | 2d4 giant chameleons (not in winter)     | Hermit                     | 1 pegasus                 |
| 17  | 1d6 giant wolf spiders (not in winter)   | NPC Party                  | 1d6 fire salamanders      |
| 18  | 3d6 giant eagles                         | Witch                      | 2d10 fire giants          |
| 3d6 | <i>NATURAL</i>                           | <i>PREHISTORIC</i>         | <i>UNDEAD</i>             |
| 03  | Russet Lotus                             | 10d10 cave-men             | 1d10 ghosts (night only)  |
| 04  | Lava Eruption                            | 5d6 vhuurmis               | 1d6 wights (night only)   |
| 05  | Blizzard                                 | 1d4 cave bears             | 1d2 large undead animals  |
| 06  | Poison Gas                               | 1d6 mountain apes          | 1d4 giant skeletons       |
| 07  | Thunderstorm                             | 2d6 vhuurmis               | 1d6+5 intestine zombies   |
| 08  | Box Canyon                               | 1 pterodactyl              | 1d6 small undead animals  |
| 09  | Fever                                    | 2d6 vhuurmis               | 1 medium undead animal    |
| 10  | Lost                                     | 1d6 ape-men                | 1d6 zombies               |
| 11  | Vermin                                   | 1d6 cave-men               | 2d4 skeletons             |
| 12  | Rockslide                                | 1 mountain ape             | 1 small undead animal     |
| 13  | Geyser                                   | 2d6 vhuurmis               | 1 large undead animal     |
| 14  | Flash Flood                              | 1 cave bear                | 1d6 large skeletons       |
| 15  | Snowstorm                                | 6d6 cave-men               | 1d6 medium undead animals |
| 16  | Avalanche                                | 6d6 ape-men                | 4d6 zombies               |
| 17  | Ash Eruption                             | 1 archaeopteryx            | 1 ghost (night only)      |
| 18  | Earthquake                               | 5d6 pterodactyls           | 10d20 skeletons           |

24. HYPERBOREAN TERRAIN TABLE: VOLCANIC (Glaciated)

| 3d6 | <i>ALIEN</i>                       | <i>ANIMAL</i>         | <i>CELESTIAL</i>             |
|-----|------------------------------------|-----------------------|------------------------------|
| 03  | 1 albino ape superior (night only) | 1d4 polar bears       | White Death                  |
| 04  | 6d6 abominable snow-men            | 1d2 wolverines        | Dread Silence                |
| 05  | 1d4 ice salamanders                | 1 polar bear          | Comet                        |
| 06  | 1 nightmare                        | 1 owl (night only)    | Red Fog                      |
| 07  | 2d4 hell hounds                    | 1 brown bear          | Lunar Eclipse                |
| 08  | 1d6 lesser daemons (class 1d6+4)   | 1d2 weasels           | Mocking Star                 |
| 09  | 1 tentacular horror                | 1d2 foxes             | Lights in the Sky            |
| 10  | 1d8 lesser daemons (class 1d4)     | 2d4 wolves            | Falling Star                 |
| 11  | 1d6 hyaena-men                     | 1d12 hares            | Aurora                       |
| 12  | 1d3 spore-men                      | 1 black bear          | Stellar Conjunction          |
| 13  | 1 gibbering mouther                | 1d20 ravens           | Meteor Shower                |
| 14  | 1d4+6 albino apes (night only)     | 1d2 wolverines        | Star Stone                   |
| 15  | 1d6 men of Leng                    | 1 mountain lion       | Shining Mist                 |
| 16  | 1d8 elder things                   | 1d12+6 wolves         | Planetary Alignment          |
| 17  | 1 shoggoth                         | 1d4+1 foxes           | Wind from the Gulf           |
| 18  | 1d6 Great Race                     | 1d2 owls (night only) | Uncanny Vertigo              |
| 3d6 | <i>GIANT</i>                       | <i>MEN</i>            | <i>MYTHICAL</i>              |
| 03  | 1d10x10 giant bats (night only)    | Witch                 | 1 fire elemental (class 1d3) |
| 04  | 1d6 giant weasels (night only)     | NPC Party             | 2d6 fomorians                |
| 05  | 1d6 giant toads (white)            | Monk                  | 1d6 fire salamanders         |
| 06  | 1d10 giant bats (night only)       | Ranger                | 2d4 minotaurs                |
| 07  | 1d6 giant ferrets                  | Pyromancer            | 1d2 frost giants             |
| 08  | 1d10 giant bats (night only)       | Fighter               | 1d4 trolls                   |
| 09  | 1d6 giant ferrets                  | Scout                 | 1 cyclops                    |
| 10  | 1 giant weasel (night only)        | Barbarian             | 1 winter wolf                |
| 11  | 1d6 giant ferrets                  | 1d6 wild berserkers   | 1 minotaur                   |
| 12  | 1d10 giant bats (night only)       | Huntsman              | 1d4 gargoyles                |
| 13  | 1d6 giant toads (white)            | Berserker             | 1d4 fomorians                |
| 14  | 1d6 giant weasels (night only)     | Cryomancer            | 2d4 minotaurs                |
| 15  | 1d2 giant wolverines               | Shaman                | 1d2 fire giants              |
| 16  | 1d6 giant weasels (night only)     | Bard                  | 2d4 winter wolves            |
| 17  | 1d6 giant toads (white)            | Hermit                | 1d2 minotaur superiors       |
| 18  | 1d2 giant wolverines               | Prospector            | 2d4 cyclopes                 |
| 3d6 | <i>NATURAL</i>                     | <i>PREHISTORIC</i>    | <i>UNDEAD</i>                |
| 03  | Earthquake                         | 5d6 vhuurmis          | 1 ice mummy noble            |
| 04  | Heavy Blizzard                     | 6d6 cave-men          | 10d20 skeletons              |
| 05  | Avalanche                          | 1d4 cave bears        | 2d6 ice mummies              |
| 06  | Blizzard                           | 6d6 cave-men          | 4d6 zombies                  |
| 07  | Box Canyon                         | 1 cave bear           | 4d6 ice mummy thralls        |
| 08  | Geyser                             | 2d6 vhuurmis          | 1d6 large skeletons          |
| 09  | Thin Ice                           | 1 mountain ape        | 1d6 medium undead animals    |
| 10  | Frostbite                          | 1d6 ape-men           | 1d6 zombies                  |
| 11  | Lost                               | 1d6 cave-men          | 2d4 skeletons                |
| 12  | Fever                              | 2d6 vhuurmis          | 1d6 small undead animals     |
| 13  | Crevasse                           | 1 mountain ape        | 1d2 large undead animals     |
| 14  | Poison Gas                         | 2d6 vhuurmis          | 1d4 giant skeletons          |
| 15  | Deep Freeze                        | 1d6 mountain apes     | 1d6 ice mummies              |
| 16  | Ash Eruption                       | 6d6 ape-men           | 1d6 wights (night only)      |
| 17  | Russet Lotus                       | 5d6 vhuurmis          | 4d6x10 ice mummy thralls     |
| 18  | Lava Eruption                      | 10d10 cave-men        | 1 ghost (night only)         |

25. HYPERBOREAN TERRAIN TABLE: WETLANDS

| 3d6 | <i>ALIEN</i>                                       | <i>ANIMAL</i>                                  | <i>CELESTIAL</i>          |
|-----|--|--|---------------------------|
| 03  | 1 colour out of space (night only)                 | 1d6 lions                                      | Voice of Doom             |
| 04  | 1 black pudding                                    | 1 python (not in winter)                       | Weird Vibrations          |
| 05  | 1 will-o'-wisp                                     | 3d10 vipers (not in winter)                    | Planetary Alignment       |
| 06  | 1d3+1 tree-man crawlers                            | 1d4 electric eels (not in winter)              | Shining Mist              |
| 07  | 1 tree-man   | 1 mountain lion                                | Fortean Fall              |
| 08  | 1d20x10 swinish shades (night only)                | 2d6 boars                                      | Meteor Shower             |
| 09  | 2d6 thew waggons                                   | 5d10 rats                                      | Stellar Conjunction       |
| 10  | 1 green slime                                      | 4d6 aurochs                                    | Aurora                    |
| 11  | 1d4 rust monsters                                  | 5d6 red deer                                   | Falling Star              |
| 12  | 1 giant weasel (evil, night only)                  | 1d12+6 wolves                                  | Lights in the Sky         |
| 13  | 1d6 giant wolf spiders (evil, not in winter)       | 1d3 black bears                                | Mocking Star              |
| 14  | 1d6 giant phase spiders                            | 1d10x100 bats (night only)                     | Mad Whispers              |
| 15  | 1 shambling mound (not in winter)                  | 1d6 brown bears                                | Lunar Eclipse             |
| 16  | 1 swine daemon                                     | 1 tiger  | Red Fog                   |
| 17  | 1d2 behirs   | 2d4 hyaenas                                    | Comet                     |
| 18  | 3d4 lotus women (not in winter)                    | 1 falcon                                       | The Stars Are Right       |
| 3d6 | <i>GIANT</i>                                       | <i>MEN</i>                                     | <i>MYTHICAL</i>           |
| 03  | 3d12 giant ticks (not in winter)                   | 1 werewolf superior (human form)               | 1d2 minotaur superiors    |
| 04  | 5d8 giant bees (not in winter)                     | Hermit   | 1d6 harpies               |
| 05  | 4d6 giant bombardier beetles (not in winter)       | Shaman   | 4d6 stirges               |
| 06  | 4d6 giant frogs (not in winter)                    | Assassin                                       | 1d6 cockatrices           |
| 07  | 1d4+1 giant draco lizards (not in winter)          | Ranger   | 1d4 trolls                |
| 08  | 1d4 giant leeches (not in winter)                  | 1d10x10 bandits                                | 1 harpy                   |
| 09  | 2d6 giant fire beetles (night only, not in winter) | Fighter  | 2d6 stirges               |
| 10  | 4d4 giant pink centipedes (not in winter)          | Barbarian                                      | 1 minotaur                |
| 11  | 3d4 giant brown centipedes (not in winter)         | Scout  | 2d6 stirges               |
| 12  | 3d12 giant black centipedes (not in winter)        | Huntsman                                       | 1 cockatrice              |
| 13  | 1d6 giant toads (not in winter)                    | Witch  | 1 wyvern                  |
| 14  | 1 giant water snake (not in winter)                | Druid  | 2d4 minotaurs             |
| 15  | 1d4 giant black widows (not in winter)             | NPC Party                                      | 4d6 stirges               |
| 16  | 2d4 giant chameleons (not in winter)               | Warlock  | 1d6 wyverns               |
| 17  | 1d6 giant ogre-faced spiders (not in winter)       | 2d4 werewolves (human form)                    | 1d4 trolls                |
| 18  | 3d6 giant ants (not in winter)                     | Pilgrims                                       | 1d2 nagas                 |
| 3d6 | <i>NATURAL</i>                                     | <i>PREHISTORIC</i>                             | <i>UNDEAD</i>             |
| 03  | Black Lotus  | 1 woolly mammoth superior                      | 1 ghost (night only)      |
| 04  | Plague   | 1 archaeopteryx                                | 1 zuwemie (night only)    |
| 05  | Army Ants  | 1 giant python (not in winter)                 | 1d6 wights (night only)   |
| 06  | Sinkhole   | 1d10x10 giant bats (night only)                | 2d8 ghouls                |
| 07  | Fog Bank   | 1d6 giant tuataras (night only, not in winter) | 1d6 bog mummies           |
| 08  | Cloudburst   | 1 ground sloth                                 | 1 ghast                   |
| 09  | Fever  | 3d10 giant rats                                | 1d6 ghouls                |
| 10  | Insect Swarm                                       | 1d2 giant elk                                  | 1d6 zombies               |
| 11  | Vermin   | 1d6 cave-men                                   | 2d4 skeletons             |
| 12  | Lost   | 1 woolly mammoth                               | 1 bog mummy               |
| 13  | Quicksand  | 1d6 dire wolves                                | 1d6+5 intestine zombies   |
| 14  | Thunderstorm                                       | 1d6x10 lizard-men (not in winter)              | 1d4 ghosts                |
| 15  | Poison Gas   | 1 pterodactyl                                  | 4d6 zombies               |
| 16  | Smoky Lotus  | 1 sabre-tooth tiger                            | 10d20 skeletons           |
| 17  | Violet Lotus                                       | 2d6 giant hyaenas                              | 1d4 wraiths (night only)  |
| 18  | Earthquake   | 1 sabre-tooth tiger superior                   | 1d3 zuwemies (night only) |

26. HYPERBOREAN TERRAIN TABLE: LAKE

| 3d6 | <i>ALIEN</i>                               | <i>ANIMAL</i>                                  | <i>CELESTIAL</i>              |
|-----|--|--|-------------------------------|
| 03  | 1 air elemental (class 1d3)                | 1d2 owls (night only)                          | Voice of Doom                 |
| 04  | 1d4 aboleths                               | 1d6 crocodiles (not in winter)                 | Weird Vibrations              |
| 05  | 1 colour out of space (night only)         | 1d100 bats (night only)                        | Accursed Moonbeam             |
| 06  | 1 aboleth                                  | 1d6 crocodiles (not in winter)                 | Shining Mist                  |
| 07  | 1d6x10 lizard-men (not in winter)          | 1d20 ravens                                    | Star Stone                    |
| 08  | 1 giant weasel (evil, night only)          | 1d20 gulls                                     | Meteor Shower                 |
| 09  | 1d6 lizard-men (not in winter)             | 1 falcon                                       | Stellar Conjunction           |
| 10  | 1 giant weasel (evil, night only)          | 2d10 rats                                      | Aurora                        |
| 11  | 1d6 lizard-men (not in winter)             | 1d20 gulls                                     | Falling Star                  |
| 12  | 1 giant weasel (evil, night only)          | 2d10 rats                                      | Lights in the Sky             |
| 13  | 1d6 lizard-men (not in winter)             | 1 falcon                                       | Mocking Star                  |
| 14  | 1 behir                                    | 5d10 rats                                      | Fortean Fall                  |
| 15  | 1 aerial minion                            | 1 owl (night only)                             | Lunar Eclipse                 |
| 16  | 1d2 behirs                                 | 1d4 electric eels (not in winter)              | Planetary Alignment           |
| 17  | 1 water elemental (class 1d3)              | 1d6 falcons                                    | Comet                         |
| 18  | 1d3 greater daemons (class 1d2)            | 1d4 electric eels (not in winter)              | The Stars Are Right           |
| 3d6 | <i>GIANT</i>                               | <i>MEN</i>                                     | <i>MYTHICAL</i>               |
| 03  | 1 giant crocodile (not in winter)          | Warlock (in snekke)                            | 1d2 aqua-hydrae               |
| 04  | 1d4 giant crabs                            | Runegraver (in snekke)                         | 1d2 manticores                |
| 05  | 2d6 giant frogs (not in winter)            | Shaman (in canoe)                              | 1 aqua-hydra                  |
| 06  | 1 giant water snake (not in winter)        | NPC Party (in snekke)                          | 1d6 harpies                   |
| 07  | 2d6 giant frogs (not in winter)            | Merchants (on river barge)                     | 4d6 stirges                   |
| 08  | 1 giant weasel (night only)                | Assassin (on raft)                             | 1 harpy                       |
| 09  | 3d4 giant brown centipedes (not in winter) | Fighter (in snekke)                            | 2d6 stirges                   |
| 10  | 2d4 giant pink centipedes (not in winter)  | Huntsman (in canoe)                            | 1 cockatrice                  |
| 11  | 3d4 giant black centipedes (not in winter) | Scout (in canoe)                               | 2d6 stirges                   |
| 12  | 1d6 giant ferrets                          | Barbarian (in canoe)                           | 1 wyvern                      |
| 13  | 1 giant water snake (not in winter)        | Ranger (in canoe)                              | 2d6 stirges                   |
| 14  | 1d4 giant crabs                            | 1d10x10 bandits (pirates on river barge)       | 1d6 cockatrices               |
| 15  | 1d6 giant weasels (night only)             | Druid (in canoe)                               | 1 aqua-hydra                  |
| 16  | 1d4 giant leeches (not in winter)          | Pilgrims (on river barge)                      | 1d6 wyverns                   |
| 17  | 4d6 giant frogs (not in winter)            | Cleric (in snekke)                             | 1d2 aqua-hydrae               |
| 18  | 1 monstrous crab                           | Witch (on raft)                                | 1 chimaera                    |
| 3d6 | <i>NATURAL</i>                             | <i>PREHISTORIC</i>                             | <i>UNDEAD</i>                 |
| 03  | Ball Lightning                             | 1d6 giant tuataras (night only, not in winter) | 1d10 ghosts (night only)      |
| 04  | Plague                                     | 1d10 giant bats (night only)                   | 1 banshee (night only)        |
| 05  | Thunderstorm                               | 3d10 giant rats                                | 1 spectre (night only)        |
| 06  | Funeral Barge                              | 1d6 lizard-men (not in winter)                 | 2d8 ghouls (lacedons)         |
| 07  | Snowstorm                                  | 1d10 giant bats (night only)                   | 4d6 zombies                   |
| 08  | Insect Swarm                               | 3d6 giant rats                                 | 1d6 ghouls (lacedons)         |
| 09  | Fever                                      | 1d6 lizard-men (not in winter)                 | 1d6+5 intestine zombies       |
| 10  | Vermin                                     | 3d6 giant rats                                 | 1d6 ghouls (lacedons)         |
| 11  | Fog Bank                                   | 1d6 lizard-men (not in winter)                 | 1d6 zombies                   |
| 12  | Cloudburst                                 | 1 giant tuatara (night only, not in winter)    | 1d6 ghouls (lacedons)         |
| 13  | Sleet Storm                                | 1d6 lizard-men (not in winter)                 | 1d6 wights (on funeral barge) |
| 14  | Windstorm                                  | 1 giant tuatara (night only, not in winter)    | 2d8 ghouls (lacedons)         |
| 15  | Flash Flood                                | 3d6 giant rats                                 | 1d4 wraiths (night only)      |
| 16  | Hailstorm                                  | 1d10 giant bats (night only)                   | 2d8 ghouls (lacedons)         |
| 17  | Blizzard                                   | 1d6x10 lizard-men (not in winter)              | 1 ghost (night only)          |
| 18  | Earthquake                                 | 1d10x10 giant bats (night only)                | 1d4 spectres (night only)     |

27. HYPERBOREAN TERRAIN TABLE: RIVER

| 3d6 | <i>ALIEN</i>                               | <i>ANIMAL</i>                                  | <i>CELESTIAL</i>              |
|-----|--|--|-------------------------------|
| 03  | 1 air elemental (class 1d3)                | 1d2 owls (night only)                          | Voice of Doom                 |
| 04  | 1d4 aboleths                               | 1d6 crocodiles (not in winter)                 | Weird Vibrations              |
| 05  | 1 colour out of space (night only)         | 1d100 bats (night only)                        | Accursed Moonbeam             |
| 06  | 1 aboleth                                  | 1d6 crocodiles (not in winter)                 | Shining Mist                  |
| 07  | 1d6x10 lizard-men (not in winter)          | 1d20 ravens                                    | Star Stone                    |
| 08  | 1 giant weasel (evil, night only)          | 1d20 gulls                                     | Meteor Shower                 |
| 09  | 1d6 lizard-men (not in winter)             | 1 falcon                                       | Stellar Conjunction           |
| 10  | 1 giant weasel (evil, night only)          | 2d10 rats                                      | Aurora                        |
| 11  | 1d6 lizard-men (not in winter)             | 1d20 gulls                                     | Falling Star                  |
| 12  | 1 giant weasel (evil, night only)          | 2d10 rats                                      | Lights in the Sky             |
| 13  | 1d6 lizard-men (not in winter)             | 1 falcon                                       | Mocking Star                  |
| 14  | 1 behir                                    | 5d10 rats                                      | Fortean Fall                  |
| 15  | 1 aerial minion                            | 1 owl (night only)                             | Lunar Eclipse                 |
| 16  | 1d2 behirs                                 | 1d4 electric eels (not in winter)              | Planetary Alignment           |
| 17  | 1 water elemental (class 1d3)              | 1d6 falcons                                    | Comet                         |
| 18  | 1d3 greater daemons (class 1d2)            | 1d4 electric eels (not in winter)              | The Stars Are Right           |
| 3d6 | <i>GIANT</i>                               | <i>MEN</i>                                     | <i>MYTHICAL</i>               |
| 03  | 1 giant crocodile (not in winter)          | Warlock (in snekke)                            | 1d2 aqua-hydrae               |
| 04  | 1d4 giant crabs                            | Runegraver (in snekke)                         | 1d2 manticores                |
| 05  | 2d6 giant frogs (not in winter)            | Shaman (in canoe)                              | 1 aqua-hydra                  |
| 06  | 1 giant water snake (not in winter)        | NPC Party (in snekke)                          | 1d6 harpies                   |
| 07  | 2d6 giant frogs (not in winter)            | Merchants (on river barge)                     | 4d6 stirges                   |
| 08  | 1 giant weasel (night only)                | Assassin (on raft)                             | 1 harpy                       |
| 09  | 3d4 giant brown centipedes (not in winter) | Fighter (in snekke)                            | 2d6 stirges                   |
| 10  | 2d4 giant pink centipedes (not in winter)  | Huntsman (in canoe)                            | 1 cockatrice                  |
| 11  | 3d4 giant black centipedes (not in winter) | Scout (in canoe)                               | 2d6 stirges                   |
| 12  | 1d6 giant ferrets                          | Barbarian (in canoe)                           | 1 wyvern                      |
| 13  | 1 giant water snake (not in winter)        | Ranger (in canoe)                              | 2d6 stirges                   |
| 14  | 1d4 giant crabs                            | 1d10x10 bandits (pirates on river barge)       | 1d6 cockatrices               |
| 15  | 1d6 giant weasels (night only)             | Druid (in canoe)                               | 1 aqua-hydra                  |
| 16  | 1d4 giant leeches (not in winter)          | Pilgrims (on river barge)                      | 1d6 wyverns                   |
| 17  | 4d6 giant frogs (not in winter)            | Cleric (in snekke)                             | 1d2 aqua-hydrae               |
| 18  | 1 monstrous crab                           | Witch (on raft)                                | 1 chimaera                    |
| 3d6 | <i>NATURAL</i>                             | <i>PREHISTORIC</i>                             | <i>UNDEAD</i>                 |
| 03  | Ball Lightning                             | 1d6 giant tuataras (night only, not in winter) | 1d10 ghosts (night only)      |
| 04  | Plague                                     | 1d10 giant bats (night only)                   | 1 banshee (night only)        |
| 05  | Thunderstorm                               | 3d10 giant rats                                | 1 spectre (night only)        |
| 06  | Funeral Barge                              | 1d6 lizard-men (not in winter)                 | 2d8 ghouls (lacedons)         |
| 07  | Snowstorm                                  | 1d10 giant bats (night only)                   | 4d6 zombies                   |
| 08  | Insect Swarm                               | 3d6 giant rats                                 | 1d6 ghouls (lacedons)         |
| 09  | Fever                                      | 1d6 lizard-men (not in winter)                 | 1d6+5 intestine zombies       |
| 10  | Vermin                                     | 3d6 giant rats                                 | 1d6 ghouls (lacedons)         |
| 11  | Fog Bank                                   | 1d6 lizard-men (not in winter)                 | 1d6 zombies                   |
| 12  | Cloudburst                                 | 1 giant tuatara (night only, not in winter)    | 1d6 ghouls (lacedons)         |
| 13  | Sleet Storm                                | 1d6 lizard-men (not in winter)                 | 1d6 wights (on funeral barge) |
| 14  | Windstorm                                  | 1 giant tuatara (night only, not in winter)    | 2d8 ghouls (lacedons)         |
| 15  | Flash Flood                                | 3d6 giant rats                                 | 1d4 wraiths (night only)      |
| 16  | Hailstorm                                  | 1d10 giant bats (night only)                   | 2d8 ghouls (lacedons)         |
| 17  | Blizzard                                   | 1d6x10 lizard-men (not in winter)              | 1 ghost (night only)          |
| 18  | Earthquake                                 | 1d10x10 giant bats (night only)                | 1d4 spectres (night only)     |

28. HYPERBOREAN TERRAIN TABLE: OCEAN

| 3d6 | <i>ALIEN</i>                      | <i>ANIMAL</i>                        | <i>CELESTIAL</i>                |
|-----|-----------------------------------|--------------------------------------|---------------------------------|
| 03  | 1d3 greater daemons (class 1d2)   | 1d4+1 blue whales                    | The Stars Are Right             |
| 04  | 2d4x10 fish-men                   | 1 giant squid                        | Seas Turned to Blood            |
| 05  | 1d4 aboleths                      | 2 blue whales                        | Weird Vibrations                |
| 06  | 1d6 Great Race                    | 2d6 great white sharks               | Planetary Alignment             |
| 07  | 1d8 elder things                  | 1d6 falcons (coastal only)           | Lunar Eclipse                   |
| 08  | 1 aboleth                         | 1d6 crocodiles (not in winter)       | Mocking Star                    |
| 09  | 2d6 fish-men                      | 1d20 gulls (coastal only)            | Lights in the Sky               |
| 10  | 1d6 crab-men                      | 1 great white shark                  | Falling Star                    |
| 11  | 2d6 fish-men                      | 1d20 gulls (coastal only)            | Aurora                          |
| 12  | 1d6 crab-men                      | 1 killer whale                       | Stellar Conjunction             |
| 13  | 1d6 night-gaunts                  | 1d20 ravens (coastal only)           | Meteor Shower                   |
| 14  | 1 shoggoth                        | 1d20x100 gulls (coastal only)        | Fortean Fall                    |
| 15  | 1d4 class xiii lesser daemons     | 1d4 killer whales                    | Shining Mist                    |
| 16  | 1 aerial minion                   | 2d6 great white sharks               | Comet                           |
| 17  | 4d6x10 crab-men                   | 1d4 killer whales                    | Voice of Doom                   |
| 18  | 1d2 transmundane (in skyship)     | 1d4 giant squids                     | Wind from the Gulf              |
| 3d6 | <i>GIANT</i>                      | <i>MEN</i>                           | <i>MYTHICAL</i>                 |
| 03  | 1d4 giant squids                  | Pyromancer (on cog)                  | 1 air elemental (class 1d3)     |
| 04  | 1 monstrous crab                  | Ixian Slavers                        | 1d4 sea serpents                |
| 05  | 4d4 giant crabs                   | NPC Party (on knarr)                 | 1d2 aqua-hydrae                 |
| 06  | 1 giant squid                     | Magician (on cog)                    | 1 sea serpent                   |
| 07  | 1d4 giant crabs                   | Cleric (on cog)                      | 1d2 lamiae (marine)             |
| 08  | 1 giant octopus                   | Merchants (on carrack)               | 1 sea serpent                   |
| 09  | 1d4 giant crabs                   | Warship                              | 2d6 stirges (coastal only)      |
| 10  | 1 giant octopus                   | Fighter (on cog)                     | 1 aqua-hydra                    |
| 11  | 1d4 giant crabs                   | 1d10x10 bandits (pirates on carrack) | 2d6 stirges (coastal only)      |
| 12  | 1 giant crocodile (not in winter) | Explorers                            | 1 aqua-hydra                    |
| 13  | 1d4 giant crabs                   | False Merchant Ship                  | 4d6 stirges (coastal only)      |
| 14  | 1 giant crocodile (not in winter) | Berserk Raiders                      | 1 narwhale                      |
| 15  | 1d4 giant crabs                   | Warlock (on cog)                     | 1d2 aqua-hydrae                 |
| 16  | 1 giant squid                     | Pilgrims (on carrack)                | 1d2 lamiae (marine)             |
| 17  | 4d4 giant crabs                   | Treasure Ship                        | 1 water elemental (class 1d3)   |
| 18  | 1 colossal squid                  | Cryomancer (on cog)                  | 1d4 narwhales                   |
| 3d6 | <i>NATURAL</i>                    | <i>PREHISTORIC</i>                   | <i>UNDEAD</i>                   |
| 03  | Hurricane                         | 1d4 giant squids                     | 1d10 ghosts (night only)        |
| 04  | Hailstorm                         | 1 monstrous crab                     | 1 spectre (night only)          |
| 05  | Ghost Ship                        | 4d4 giant crabs                      | 2d8 ghouls (lacedons)           |
| 06  | Snowstorm                         | 1 giant squid                        | 1d4 wraiths (night only)        |
| 07  | Vermin                            | 1d4 giant crabs                      | 2d8 ghouls (lacedons)           |
| 08  | Becalmed                          | 1 giant octopus                      | 10d20 skeletons (on ghost ship) |
| 09  | Fever                             | 1d4 giant crabs                      | 1d6 ghouls (lacedons)           |
| 10  | Fog Bank                          | 1 giant octopus                      | 4d6 zombies (on ghost ship)     |
| 11  | Lost                              | 1d4 giant crabs                      | 1d6 ghouls (lacedons)           |
| 12  | Cloudburst                        | 1 giant crocodile (not in winter)    | 10d20 skeletons (on ghost ship) |
| 13  | Sleet Storm                       | 1d4 giant crabs                      | 1d6 ghouls (lacedons)           |
| 14  | Iceberg                           | 1 giant crocodile (not in winter)    | 1d6 wights (on ghost ship)      |
| 15  | Thunderstorm                      | 1d4 giant crabs                      | 2d8 ghouls (lacedons)           |
| 16  | Whirlpool                         | 1 giant squid                        | 1 banshee (night only)          |
| 17  | Waterspout                        | 4d4 giant crabs                      | 1 ghost (night only)            |
| 18  | Plague                            | 1 colossal squid                     | 1d4 spectres (night only)       |

29. HYPERBOREAN TERRAIN TABLE: CITY

| 3d6 | <i>ALIEN</i>                                | <i>ANIMAL</i>                               | <i>CELESTIAL</i>         |
|-----|---|---|--------------------------|
| 03  | 1d3 oon (level 1d12 assassins, night only)  | 1d20 ravens                                 | Dread Silence            |
| 04  | 1 aerial minion                             | 1 light warhorse                            | Voice of Doom            |
| 05  | 1 invisible stalker                         | 1 aurochs (domesticated)                    | Accursed Moonbeam        |
| 06  | 1d4 lesser daemons (class 1d2+10)           | 1 falcon                                    | Mad Whispers             |
| 07  | 1 brown jenkins                             | 1 riding horse                              | Star Stone               |
| 08  | 1d8 lesser daemons (class 1d4)              | 5d10 rats                                   | Meteor Shower            |
| 09  | 2d6 wererats                                | 1 riding horse                              | Stellar Conjunction      |
| 10  | 1 rust monster                              | 1 cat                                       | Aurora                   |
| 11  | 3d4 bird-men                                | 2d10 rats                                   | Falling Star             |
| 12  | 1d6 night-gaunts                            | 1 aurochs (domesticated)                    | Mocking Star             |
| 13  | 1d6 lesser daemons (class 1d6+4)            | 1 donkey                                    | Lunar Eclipse            |
| 14  | 1d6 giant phase spiders                     | 2d6 cats                                    | Fortean Fall             |
| 15  | 1d4 lesser daemons (class 1d2+13)           | 1 draught horse                             | Planetary Alignment      |
| 16  | 1 snake-man (level 1d12 necromancer)        | 1d100 bats (night only)                     | Comet                    |
| 17  | 1d3 greater daemons (class 1d3)             | 1 viper (not in winter)                     | Weird Vibrations         |
| 18  | 1d2 transmundane                            | 1 heavy warhorse                            | The Stars Are Right      |
| 3d6 | <i>GIANT</i>                                | <i>MEN</i>                                  | <i>MYTHICAL</i>          |
| 03  | 1d6 giant wolf spiders (not in winter)      | Necromancer                                 | 1 succubus               |
| 04  | 3d10 giant rats                             | 2d6 wererats (human form)                   | 1 bronze automaton       |
| 05  | 4d4 giant pink centipedes (not in winter)   | Legerdemainist                              | 1 flesh automaton        |
| 06  | 3d6 giant rats                              | NPC Party                                   | 1 black cat (evil)       |
| 07  | 1d6 giant bees (not in winter)              | Druid/Priest/Shaman (as appropriate)        | 4d6 stirges              |
| 08  | 3d4 giant brown centipedes (not in winter)  | Thief                                       | 1d6 cockatrices          |
| 09  | 3d6 giant rats                              | Drunks                                      | 2d6 stirges              |
| 10  | 3d4 giant black centipedes (not in winter)  | Beggars                                     | 1 cockatrice             |
| 11  | 3d6 giant rats                              | 2d6 bandits (thugs)                         | 2d6 stirges              |
| 12  | 2d4 giant pink centipedes (not in winter)   | Harlots                                     | 1 cockatrice             |
| 13  | 3d6 giant rats                              | Fighter                                     | 1d4 gargoyles            |
| 14  | 1d6 giant ferrets                           | Assassin                                    | 1d6 cockatrices          |
| 15  | 3d12 giant black centipedes (not in winter) | Illusionist                                 | 4d6 stirges              |
| 16  | 3d10 giant rats                             | Magician                                    | 1 clay automaton         |
| 17  | 1d4+1 giant crab spiders (not in winter)    | Purloiner                                   | 1 stone automaton        |
| 18  | 1d6 giant trapdoor spiders (not in winter)  | Monk  | 1 iron automaton         |
| 3d6 | <i>NATURAL</i>                              | <i>PREHISTORIC</i>                          | <i>UNDEAD</i>            |
| 03  | Earthquake                                  | 1d6 cave-men                                | 1 zwebbie (night only)   |
| 04  | Plague                                      | 3d12 giant black centipedes (not in winter) | 1d6 wights (night only)  |
| 05  | Windstorm                                   | 3d10 giant rats                             | 2d8 ghouls               |
| 06  | Poison Gas                                  | 1d6 cave-men                                | 1d4 shadows (night only) |
| 07  | Thunderstorm                                | 3d4 giant brown centipedes (not in winter)  | 1d6+5 intestine zombies  |
| 08  | Snowstorm                                   | 1d6 cave-men                                | 1 large undead animal    |
| 09  | Fog Bank                                    | 1 woolly mammoth (domesticated)             | 1d6 zombies              |
| 10  | Fever                                       | 3d6 giant rats                              | 1 small undead animal    |
| 11  | Vermin                                      | 1d6 cave-men                                | 2d4 skeletons            |
| 12  | Cloudburst                                  | 3d6 giant rats                              | 1 medium undead animal   |
| 13  | Sleet Storm                                 | 3d4 giant black centipedes (not in winter)  | 1d6 ghouls               |
| 14  | Hailstorm                                   | 1 woolly mammoth (domesticated)             | 1 ghost                  |
| 15  | Blizzard                                    | 2d4 giant pink centipedes (not in winter)   | 1d4 ghosts               |
| 16  | Sinkhole                                    | 1d6 cave-men                                | 4d6 zombies              |
| 17  | Heavy Blizzard                              | 1 woolly mammoth (domesticated)             | 1 ghost (night only)     |
| 18  | Ball Lightning                              | 4d4 giant pink centipedes (not in winter)   | 1 vampire (night only)   |

30. HYPERBOREAN TERRAIN TABLE: CITY (Coastal)

| 3d6 | <i>ALIEN</i>                               | <i>ANIMAL</i>                               | <i>CELESTIAL</i>         |
|-----|--|---|--------------------------|
| 03  | 1d3 oon (level 1d12 assassins, night only) | 1 light warhorse                            | Dread Silence            |
| 04  | 1 snake-man (level 1d12 necromancer)       | 1d20 ravens                                 | Voice of Doom            |
| 05  | 1 aerial minion                            | 1 falcon                                    | Accursed Moonbeam        |
| 06  | 1 brown jenkins                            | 1 donkey                                    | Mad Whispers             |
| 07  | 1d8 lesser daemons (class 1d4)             | 5d10 rats                                   | Star Stone               |
| 08  | 1 rust monster                             | 1 aurochs (domesticated)                    | Meteor Shower            |
| 09  | 2d6 wererats                               | 5d10 rats                                   | Stellar Conjunction      |
| 10  | 2d6 fish-man hybrids                       | 2d6 cats                                    | Aurora                   |
| 11  | 3d4 bird-men                               | 5d10 rats                                   | Falling Star             |
| 12  | 2d6 fish-men                               | 1d20 gulls                                  | Mocking Star             |
| 13  | 1d6 night-gaunts                           | 1 riding horse                              | Lunar Eclipse            |
| 14  | 1d6 lesser daemons (class 1d6+4)           | 2d6 cats                                    | Fortean Fall             |
| 15  | 1 invisible stalker                        | 1 draught horse                             | Planetary Alignment      |
| 16  | 1d6 giant phase spiders                    | 1d100 bats (night only)                     | Comet                    |
| 17  | 1d3 greater daemons (class 1d3)            | 1 viper (not in winter)                     | Weird Vibrations         |
| 18  | 1d2 transmundane                           | 1 heavy warhorse                            | The Stars Are Right      |
| 3d6 | <i>GIANT</i>                               | <i>MEN</i>                                  | <i>MYTHICAL</i>          |
| 03  | 1d6 giant trapdoor spiders (not in winter) | <b>Necromancer</b>                          | 1 iron automaton         |
| 04  | 1d4 giant crabs                            | <b>Legerdemainist</b>                       | 1d2 lamiae (marine)      |
| 05  | 1d6 giant bees (not in winter)             | 2d6 wererats (human form)                   | 1 bronze automaton       |
| 06  | 1d4 giant crabs                            | <b>Druid/Priest/Shaman</b> (as appropriate) | 1 flesh automaton        |
| 07  | 3d10 giant rats                            | <b>NPC Party</b>                            | 4d6 stirges              |
| 08  | 3d4 giant brown centipedes (not in winter) | <b>Fighter</b>                              | 1d6 cockatrices          |
| 09  | 1d4 giant crabs                            | <b>Beggars</b>                              | 2d6 stirges              |
| 10  | 3d4 giant black centipedes (not in winter) | <b>Drunks</b>                               | 1 cockatrice             |
| 11  | 3d10 giant rats                            | <b>Harlots</b>                              | 2d6 stirges              |
| 12  | 2d4 giant pink centipedes (not in winter)  | 2d6 bandits (thugs)                         | 1d4 gargoyles            |
| 13  | 3d10 giant rats                            | <b>Thief</b>                                | 4d6 stirges              |
| 14  | 1d6 giant ferrets                          | <b>Assassin</b>                             | 1 black cat (evil)       |
| 15  | 3d10 giant rats                            | <b>Illusionist</b>                          | 1 clay automaton         |
| 16  | 1d4 giant crabs                            | <b>Magician</b>                             | 1d2 lamiae (marine)      |
| 17  | 1d4+1 giant crab spiders (not in winter)   | 1d10x10 bandits (pirates)                   | 1 stone automaton        |
| 18  | 1d6 giant wolf spiders (not in winter)     | <b>Purloiner</b>                            | 1 succubus               |
| 3d6 | <i>NATURAL</i>                             | <i>PREHISTORIC</i>                          | <i>UNDEAD</i>            |
| 03  | <b>Hurricane</b>                           | 1d6 cave-men                                | 1 zuwombie (night only)  |
| 04  | <b>Heavy Blizzard</b>                      | 3d12 giant black centipedes (not in winter) | 1d6 wights (night only)  |
| 05  | <b>Plague</b>                              | 3d10 giant rats                             | 2d8 ghouls               |
| 06  | <b>Poison Gas</b>                          | 1d6 cave-men                                | 1d4 shadows (night only) |
| 07  | <b>Thunderstorm</b>                        | 3d4 giant brown centipedes (not in winter)  | 1d6+5 intestine zombies  |
| 08  | <b>Snowstorm</b>                           | 1d6 cave-men                                | 1 large undead animal    |
| 09  | <b>Vermin</b>                              | 1 woolly mammoth (domesticated)             | 1d6 zombies              |
| 10  | <b>Fever</b>                               | 3d10 giant rats                             | 1 small undead animal    |
| 11  | <b>Fog Bank</b>                            | 1d6 cave-men                                | 2d4 skeletons            |
| 12  | <b>Cloudburst</b>                          | 3d10 giant rats                             | 1 medium undead animal   |
| 13  | <b>Sleet Storm</b>                         | 3d4 giant black centipedes (not in winter)  | 1d6 ghouls               |
| 14  | <b>Hailstorm</b>                           | 1 woolly mammoth (domesticated)             | 1 ghost                  |
| 15  | <b>Blizzard</b>                            | 2d4 giant pink centipedes (not in winter)   | 1d4 ghosts               |
| 16  | <b>Sinkhole</b>                            | 1d6 cave-men                                | 4d6 zombies              |
| 17  | <b>Windstorm</b>                           | 1 woolly mammoth (domesticated)             | 1 ghost (night only)     |
| 18  | <b>Earthquake</b>                          | 4d4 giant pink centipedes (not in winter)   | 1 vampire (night only)   |



31. HYPERBOREAN TERRAIN TABLE: CITY (Desert)

| 3d6 | <i>ALIEN</i>   | <i>ANIMAL</i>                                   | <i>CELESTIAL</i>         |
|-----|--|---|--------------------------|
| 03  | 1d3 oon (level 1d12 assassins, night only)           | 1 light warhorse                                | Dread Silence            |
| 04  | 1 aerial minion                                      | 1 falcon  | Voice of Doom            |
| 05  | 1 invisible stalker                                  | 1d100 bats (night only)                         | Accursed Moonbeam        |
| 06  | 1d4 lesser daemons (class 1d2+10)                    | 2d6 cats  | Mad Whispers             |
| 07  | 1 brown jenkins                                      | 1 rattlesnake (not in winter)                   | Star Stone               |
| 08  | 1d8 lesser daemons (class 1d4)                       | 1 bactrian camel (domesticated)                 | Meteor Shower            |
| 09  | 2d6 wererats   | 1 donkey  | Stellar Conjunction      |
| 10  | 1 rust monster                                       | 1 dromedary camel (domesticated)                | Aurora                   |
| 11  | 3d4 bird-men   | 2d10 rats                                       | Falling Star             |
| 12  | 1d6 night-gaunts                                     | 1 cat   | Mocking Star             |
| 13  | 2d12 snake-men (2 <sup>nd</sup> -level illusionists) | 1 aurochs (domesticated)                        | Lunar Eclipse            |
| 14  | 1d6 lesser daemons (class 1d6+4)                     | 5d10 rats                                       | Fortean Fall             |
| 15  | 1d6 giant phase spiders                              | 1 riding horse                                  | Planetary Alignment      |
| 16  | 1d4 lesser daemons (class 1d2+13)                    | 1 draught horse                                 | Comet                    |
| 17  | 1d3 greater daemons (class 1d3)                      | 1 asp (not in winter)                           | Weird Vibrations         |
| 18  | 1d2 transmundane                                     | 1 spitting cobra (not in winter)                | The Stars Are Right      |
| 3d6 | <i>GIANT</i>   | <i>MEN</i>                                      | <i>MYTHICAL</i>          |
| 03  | 1d6 giant wolf spiders (not in winter)               | Magician  | 1 iron automaton         |
| 04  | 4d4 giant pink centipedes (not in winter)            | Pyromancer                                      | 1d2 lamiae               |
| 05  | 1d6 giant scorpions (night only, not in winter)      | NPC Party                                       | 1 bronze automaton       |
| 06  | 3d12 giant black centipedes (not in winter)          | Purloiner                                       | 1 flesh automaton        |
| 07  | 1d6 giant ferrets                                    | Druid/Priest/Shaman (as appropriate)            | 4d6 stirges              |
| 08  | 1 giant ant (not in winter)                          | Fighter   | 1d6 cockatrices          |
| 09  | 3d6 giant rats                                       | Drunks  | 2d6 stirges              |
| 10  | 2d4 giant pink centipedes (not in winter)            | 2d6 bandits (thugs)                             | 1 cockatrice             |
| 11  | 3d4 giant black centipedes (not in winter)           | Beggars   | 2d6 stirges              |
| 12  | 3d4 giant brown centipedes (not in winter)           | Harlots   | 1d4 gargoyles            |
| 13  | 1d6 giant bees (not in winter)                       | Thief   | 4d6 stirges              |
| 14  | 3d10 giant rats                                      | Assassin  | 1 black cat (evil)       |
| 15  | 1d6 giant scorpions (night only, not in winter)      | Illusionist                                     | 1 clay automaton         |
| 16  | 1d4+1 giant crab spiders (not in winter)             | Legerdemainist                                  | 1 ghul                   |
| 17  | 1d6 giant scorpions (night only, not in winter)      | Necromancer                                     | 1 stone automaton        |
| 18  | 1d6 giant trapdoor spiders (not in winter)           | 2d6 wererats (human form)                       | 1 succubus               |
| 3d6 | <i>NATURAL</i>                                       | <i>PREHISTORIC</i>                              | <i>UNDEAD</i>            |
| 03  | Flash Flood  | 1 woolly mammoth (domesticated)                 | 1 ghost (night only)     |
| 04  | Ball Lightning                                       | 1d6 cave-men                                    | 10d20 skeletons          |
| 05  | Plague   | 1 woolly mammoth (domesticated)                 | 1 mummy                  |
| 06  | Heat Wave  | 3d12 giant black centipedes (not in winter)     | 1d4 ghosts               |
| 07  | Poison Gas   | 1d6 cave-men                                    | 2d8 ghouls               |
| 08  | Dust Devil   | 2d4 giant pink centipedes (not in winter)       | 1d6 large skeletons      |
| 09  | Sandstorm  | 1d6 cave-men                                    | 1 ghost                  |
| 10  | Fever  | 3d4 giant black centipedes (not in winter)      | 1d6 ghouls               |
| 11  | Vermin   | 1d6 cave-men                                    | 2d4 skeletons            |
| 12  | Heatstroke   | 3d4 giant brown centipedes (not in winter)      | 1d6 zombies              |
| 13  | Windstorm  | 3d6 giant rats                                  | 1d6+5 intestine zombies  |
| 14  | Sinkhole   | 1d6 giant scorpions (night only, not in winter) | 1d4 giant skeletons      |
| 15  | Insect Swarm   | 3d6 giant rats                                  | 1d4 shadows (night only) |
| 16  | Heat Lightning                                       | 4d4 giant pink centipedes (not in winter)       | 4d6 zombies              |
| 17  | Cloudburst   | 1 pegomastax                                    | 1d6 wights (night only)  |
| 18  | Earthquake   | 1d6 giant scorpions (night only, not in winter) | 1 vampire (night only)   |

32. HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE

| 3d6 | <i>ALIEN</i>                                | <i>ANIMAL</i>                               | <i>CELESTIAL</i>          |
|-----|---|---|---------------------------|
| 03  | 1d2 transmundane                            | 1 light warhorse                            | The Stars Are Right       |
| 04  | 1 swine daemon                              | 1d20 ravens                                 | Accursed Moonbeam         |
| 05  | 1 werewolf superior                         | 1d100 bats (night only)                     | Comet                     |
| 06  | 1d4 lesser daemons (class 1d2+13)           | 5d6 reindeer (domesticated)                 | Planetary Alignment       |
| 07  | 1 invisible stalker                         | 1 donkey                                    | Lunar Eclipse             |
| 08  | 1d8 lesser daemons (class 1d4)              | 1 cat                                       | Mocking Star              |
| 09  | 3d4 bird-men                                | 2d10 rats                                   | Lights in the Sky         |
| 10  | 1d6 night-gaunts                            | 1 draught horse                             | Falling Star              |
| 11  | 3d4 bird-men                                | 1 aurochs (domesticated)                    | Aurora                    |
| 12  | 1 werewolf                                  | 1d6 hunting dogs                            | Fortean Fall              |
| 13  | 1d6 lesser daemons (class 1d6+4)            | 1 riding horse                              | Stellar Conjunction       |
| 14  | 1d4 lesser daemons (class 1d2+10)           | 1d12 hares                                  | Meteor Shower             |
| 15  | 1 brown jenkins                             | 1 falcon                                    | Star Stone                |
| 16  | 1d6 giant phase spiders                     | 5d10 rats                                   | Mad Whispers              |
| 17  | 1d3 greater daemons (class 1d3)             | 1 viper (not in winter)                     | Shining Mist              |
| 18  | 1d3 oon (level 1d12 scouts, night only)     | 1 heavy warhorse                            | Weird Vibrations          |
| 3d6 | <i>GIANT</i>                                | <i>MEN</i>                                  | <i>MYTHICAL</i>           |
| 03  | 4d4 giant pink centipedes (not in winter)   | 1 werewolf superior (human form)            | 1 succubus                |
| 04  | 1d4+1 giant crab spiders (not in winter)    | Ranger                                      | 1d6 cockatrices           |
| 05  | 1d6 giant bees (not in winter)              | Huntsman                                    | 1d4 gargoyles             |
| 06  | 1d2 giant stag beetles (not in winter)      | NPC Party                                   | 1 black cat (evil)        |
| 07  | 1d6 giant bees (not in winter)              | Druid/Priest/Shaman (as appropriate)        | 4d6 stirges               |
| 08  | 3d6 giant rats                              | Harlots                                     | 1d6 cockatrices           |
| 09  | 1d6 giant ferrets                           | Beggars                                     | 2d6 stirges               |
| 10  | 3d4 giant brown centipedes (not in winter)  | Fighter                                     | 1 cockatrice              |
| 11  | 3d4 giant black centipedes (not in winter)  | Drunks                                      | 2d6 stirges               |
| 12  | 3d6 giant rats                              | Scout                                       | 1 cockatrice              |
| 13  | 2d4 giant pink centipedes (not in winter)   | Thief                                       | 1d4 gargoyles             |
| 14  | 3d4 giant black centipedes (not in winter)  | 2d6 bandits                                 | 4d6 stirges               |
| 15  | 2d4 giant pink centipedes (not in winter)   | Barbarian                                   | 1d6 cockatrices           |
| 16  | 3d10 giant rats                             | Witch                                       | 4d6 stirges               |
| 17  | 3d12 giant black centipedes (not in winter) | 1 werewolf (human form)                     | 1 black cat (evil)        |
| 18  | 1d2 giant stag beetles (not in winter)      | Illusionist                                 | 1 flesh automaton         |
| 3d6 | <i>NATURAL</i>                              | <i>PREHISTORIC</i>                          | <i>UNDEAD</i>             |
| 03  | Earthquake                                  | 1d6 cave-men                                | 1 zwebbie (night only)    |
| 04  | Plague                                      | 3d12 giant black centipedes (not in winter) | 4d6 zombies               |
| 05  | Heavy Blizzard                              | 3d10 giant rats                             | 2d8 ghouls                |
| 06  | Insect Swarm                                | 1d6 cave-men                                | 1d2 large undead animals  |
| 07  | Thunderstorm                                | 3d4 giant brown centipedes (not in winter)  | 1 ghast                   |
| 08  | Snowstorm                                   | 1d6 cave-men                                | 1d6 ghouls                |
| 09  | Fog Bank                                    | 1 woolly mammoth (domesticated)             | 1d6 zombies               |
| 10  | Fever                                       | 3d6 giant rats                              | 1d6 small undead animals  |
| 11  | Vermin                                      | 1d6 cave-men                                | 2d4 skeletons             |
| 12  | Cloudburst                                  | 3d6 giant rats                              | 1d6 medium undead animals |
| 13  | Sleet Storm                                 | 3d4 giant black centipedes (not in winter)  | 1d6 zombies               |
| 14  | Hailstorm                                   | 1 woolly mammoth (domesticated)             | 1d6+5 intestine zombies   |
| 15  | Blizzard                                    | 2d4 giant pink centipedes (not in winter)   | 1d4 ghasts                |
| 16  | Sinkhole                                    | 1d6 cave-men                                | 4d6 zombies               |
| 17  | Tornado                                     | 1 woolly mammoth (domesticated)             | 1 ghost (night only)      |
| 18  | Ball Lightning                              | 4d4 giant pink centipedes (not in winter)   | 1 vampire (night only)    |

33. HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Coastal)

| 3d6 | <i>ALIEN</i>                               | <i>ANIMAL</i>                               | <i>CELESTIAL</i>          |
|-----|--|---|---------------------------|
| 03  | 1d2 transmundane                           | 1 light warhorse                            | The Stars Are Right       |
| 04  | 1d6 giant phase spiders                    | 1d20 ravens                                 | Accursed Moonbeam         |
| 05  | 1 invisible stalker                        | 1d100 bats (night only)                     | Comet                     |
| 06  | 1d4 lesser daemons (class 1d2+13)          | 1 riding horse                              | Planetary Alignment       |
| 07  | 1d6 lesser daemons (class 1d6+4)           | 1d6 hunting dogs                            | Lunar Eclipse             |
| 08  | 1 werewolf                                 | 1 draught horse                             | Mocking Star              |
| 09  | 2d6 fish-men                               | 1 aurochs (domesticated)                    | Lights in the Sky         |
| 10  | 3d4 bird-men                               | 1d20 gulls                                  | Falling Star              |
| 11  | 2d6 fish-man hybrids                       | 5d10 rats                                   | Aurora                    |
| 12  | 1d6 night-gaunts                           | 2d6 cats                                    | Fortean Fall              |
| 13  | 1d8 lesser daemons (class 1d4)             | 1 donkey                                    | Stellar Conjunction       |
| 14  | 1d4 lesser daemons (class 1d2+10)          | 1d20 gulls                                  | Meteor Shower             |
| 15  | 1 brown jenkin                             | 1 falcon                                    | Star Stone                |
| 16  | 1 swine daemon                             | 5d6 reindeer (domesticated)                 | Mad Whispers              |
| 17  | 1 werewolf superior                        | 1 viper (not in winter)                     | Shining Mist              |
| 18  | 1d3 oon (level 1d12 scouts, night only)    | 1 heavy warhorse                            | Weird Vibrations          |
| 3d6 | <i>GIANT</i>                               | <i>MEN</i>                                  | <i>MYTHICAL</i>           |
| 03  | 1d6 giant trapdoor spiders (not in winter) | Illusionist                                 | 1 succubus                |
| 04  | 1d2 giant stag beetles (not in winter)     | 1 werewolf (human form)                     | 1d2 lamiae (marine)       |
| 05  | 1d6 giant bees (not in winter)             | Huntsman                                    | 1d4 gargoyles             |
| 06  | 1d4 giant crabs                            | Barbarian                                   | 1 black cat (evil)        |
| 07  | 3d10 giant rats                            | Druid/Priest/Shaman (as appropriate)        | 4d6 stirges               |
| 08  | 3d4 giant brown centipedes (not in winter) | Thief                                       | 1d6 cockatrices           |
| 09  | 1d4 giant crabs                            | Drunks                                      | 2d6 stirges               |
| 10  | 3d4 giant black centipedes (not in winter) | Fighter                                     | 1 cockatrice              |
| 11  | 3d10 giant rats                            | Harlots                                     | 2d6 stirges               |
| 12  | 2d4 giant pink centipedes (not in winter)  | Scout                                       | 1 cockatrice              |
| 13  | 3d10 giant rats                            | Beggars                                     | 1d4 gargoyles             |
| 14  | 1d6 giant ferrets                          | 2d6 bandits                                 | 4d6 stirges               |
| 15  | 3d10 giant rats                            | NPC Party                                   | 1d6 cockatrices           |
| 16  | 1d4 giant crabs                            | Witch                                       | 4d6 stirges               |
| 17  | 1d4+1 giant crab spiders (not in winter)   | 1d10x10 bandits (pirates)                   | 1 black cat (evil)        |
| 18  | 1d6 giant wolf spiders (not in winter)     | 1 werewolf superior (human form)            | 1 flesh automaton         |
| 3d6 | <i>NATURAL</i>                             | <i>PREHISTORIC</i>                          | <i>UNDEAD</i>             |
| 03  | Hurricane                                  | 1d6 cave-men                                | 1 zuwembie (night only)   |
| 04  | Heavy Blizzard                             | 3d12 giant black centipedes (not in winter) | 4d6 zombies               |
| 05  | Plague                                     | 3d10 giant rats                             | 2d8 ghouls                |
| 06  | Insect Swarm                               | 1d6 cave-men                                | 1d2 large undead animals  |
| 07  | Thunderstorm                               | 3d4 giant brown centipedes (not in winter)  | 1 ghast                   |
| 08  | Snowstorm                                  | 1d6 cave-men                                | 1d6 ghouls                |
| 09  | Vermin                                     | 1 woolly mammoth (domesticated)             | 1d6 zombies               |
| 10  | Fever                                      | 3d10 giant rats                             | 1d6 small undead animals  |
| 11  | Fog Bank                                   | 1d6 cave-men                                | 2d4 skeletons             |
| 12  | Cloudburst                                 | 3d10 giant rats                             | 1d6 medium undead animals |
| 13  | Sleet Storm                                | 3d4 giant black centipedes (not in winter)  | 1d6 zombies               |
| 14  | Hailstorm                                  | 1 woolly mammoth (domesticated)             | 1d6+5 intestine zombies   |
| 15  | Blizzard                                   | 2d4 giant pink centipedes (not in winter)   | 1d4 ghasts                |
| 16  | Sinkhole                                   | 1d6 cave-men                                | 4d6 zombies               |
| 17  | Windstorm                                  | 1 woolly mammoth (domesticated)             | 1 ghost (night only)      |
| 18  | Earthquake                                 | 4d4 giant pink centipedes (not in winter)   | 1 vampire (night only)    |

34. HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Desert)

| 3d6 | <i>ALIEN</i>   | <i>ANIMAL</i>                                   | <i>CELESTIAL</i>        |
|-----|--|---|-------------------------|
| 03  | 1d2 transmundane                                     | 1 light warhorse                                | The Stars Are Right     |
| 04  | 1 werewolf superior                                  | 1 falcon  | Accursed Moonbeam       |
| 05  | 2d12 snake-men (2 <sup>nd</sup> -level illusionists) | 1d100 bats (night only)                         | Comet                   |
| 06  | 1d4 lesser daemons (class 1d2+13)                    | 2d6 cats  | Planetary Alignment     |
| 07  | 1 invisible stalker                                  | 1 rattlesnake (not in winter)                   | Lunar Eclipse           |
| 08  | 1d8 lesser daemons (class 1d4)                       | 1 bactrian camel (domesticated)                 | Mocking Star            |
| 09  | 3d4 bird-men   | 1 donkey  | Lights in the Sky       |
| 10  | 1d6 night-gaunts                                     | 1 dromedary camel (domesticated)                | Falling Star            |
| 11  | 3d4 bird-men   | 2d10 rats                                       | Aurora                  |
| 12  | 1 werewolf   | 1 cat   | Fortean Fall            |
| 13  | 1d6 lesser daemons (class 1d6+4)                     | 1 aurochs (domesticated)                        | Stellar Conjunction     |
| 14  | 1d4 lesser daemons (class 1d2+10)                    | 5d10 rats                                       | Meteor Shower           |
| 15  | 1 brown jenkin                                       | 1 riding horse                                  | Star Stone              |
| 16  | 1d6 giant phase spiders                              | 1 draught horse                                 | Mad Whispers            |
| 17  | 1d3 greater daemons (class 1d3)                      | 1 asp (not in winter)                           | Shining Mist            |
| 18  | 1d3 oon (level 1d12 scouts, night only)              | 1 spitting cobra (not in winter)                | Weird Vibrations        |
| 3d6 | <i>GIANT</i>   | <i>MEN</i>                                      | <i>MYTHICAL</i>         |
| 03  | 1d6 giant wolf spiders (not in winter)               | 1 werewolf superior (human form)                | 1 succubus              |
| 04  | 4d4 giant pink centipedes (not in winter)            | <b>NPC Party</b>                                | 1d2 lamiae              |
| 05  | 1d6 giant scorpions (night only, not in winter)      | <b>Huntsman</b>                                 | 4d6 stirges             |
| 06  | 3d12 giant black centipedes (not in winter)          | <b>Druid/Priest/Shaman</b> (as appropriate)     | 1 black cat (evil)      |
| 07  | 1d6 giant ferrets                                    | 2d6 bandits                                     | 1d6 cockatrices         |
| 08  | 1 giant ant (not in winter)                          | <b>Assassin</b>                                 | 1d4 gargoyles           |
| 09  | 3d6 giant rats                                       | <b>Drunks</b>                                   | 2d6 stirges             |
| 10  | 2d4 giant pink centipedes (not in winter)            | <b>Fighter</b>                                  | 1 cockatrice            |
| 11  | 3d4 giant black centipedes (not in winter)           | <b>Beggars</b>                                  | 2d6 stirges             |
| 12  | 3d4 giant brown centipedes (not in winter)           | <b>Thief</b>                                    | 1 cockatrice            |
| 13  | 1d6 giant bees (not in winter)                       | <b>Harlots</b>                                  | 2d6 stirges             |
| 14  | 3d10 giant rats                                      | <b>Scout</b>                                    | 4d6 stirges             |
| 15  | 1d6 giant scorpions (night only, not in winter)      | <b>Barbarian</b>                                | 1d4 gargoyles           |
| 16  | 1d4+1 giant crab spiders (not in winter)             | <b>Pyromancer</b>                               | 1d6 cockatrices         |
| 17  | 1d6 giant scorpions (night only, not in winter)      | 1 werewolf (human form)                         | 1 ghul                  |
| 18  | 1d6 giant trapdoor spiders (not in winter)           | <b>Witch</b>                                    | 1 flesh automaton       |
| 3d6 | <i>NATURAL</i>                                       | <i>PREHISTORIC</i>                              | <i>UNDEAD</i>           |
| 03  | <b>Flash Flood</b>                                   | 1 woolly mammoth (domesticated)                 | 1 ghost (night only)    |
| 04  | <b>Ball Lightning</b>                                | 1d6 cave-men                                    | 10d20 skeletons         |
| 05  | <b>Plague</b>  | 1 woolly mammoth (domesticated)                 | 1 mummy                 |
| 06  | <b>Heat Wave</b>                                     | 3d12 giant black centipedes (not in winter)     | 1d4 ghaunts             |
| 07  | <b>Insect Swarm</b>                                  | 1d6 cave-men                                    | 2d8 ghouls              |
| 08  | <b>Dust Devil</b>                                    | 2d4 giant pink centipedes (not in winter)       | 1d6 large skeletons     |
| 09  | <b>Sandstorm</b>                                     | 1d6 cave-men                                    | 1 ghast                 |
| 10  | <b>Fever</b>   | 3d4 giant black centipedes (not in winter)      | 1d6 ghouls              |
| 11  | <b>Vermin</b>  | 1d6 cave-men                                    | 2d4 skeletons           |
| 12  | <b>Heatstroke</b>                                    | 3d4 giant brown centipedes (not in winter)      | 1d6 zombies             |
| 13  | <b>Windstorm</b>                                     | 3d6 giant rats                                  | 1d6+5 intestine zombies |
| 14  | <b>Sinkhole</b>                                      | 1d6 giant scorpions (night only, not in winter) | 1d4 giant skeletons     |
| 15  | <b>Sand Pit</b>                                      | 3d6 giant rats                                  | 1d4 ghaunts             |
| 16  | <b>Heat Lightning</b>                                | 4d4 giant pink centipedes (not in winter)       | 4d6 zombies             |
| 17  | <b>Cloudburst</b>                                    | 1 pegomastax                                    | 2d8 ghouls              |
| 18  | <b>Earthquake</b>                                    | 1d6 giant scorpions (night only, not in winter) | 1 vampire (night only)  |

## APPENDIX I: SPECIAL ENCOUNTERS

**GENERAL NOTES:** The alignment of group special encounters (e.g., **Light Patrol**) can be determined in several ways. First, the referee may simply select an alignment. Second, the referee may roll on the table used to determine the alignment of an **NPC Party** (see **Appendix II**). Third, the referee may assume all NPC special encounter groups are Neutral (though this lacks a certain amount of flavor). Fourth, and perhaps most in keeping with the themes of pulp fantasy, alignments may be assigned based on the racial stock of the NPCs. One suggested method is as follows:

| Racial Stock  | Alignment    |
|---|--------------|
| Esquimaux, Hyperboreans, Kimmeri-Kelts, Picts, Vikings, cultists, degenerates, renegade Amazons | Chaotic Evil |
| Kelts, Kimmerians, Thurssonn  | Chaotic Good |
| Ixians  | Lawful Evil  |
| Amazons, Apollonians  | Lawful Good  |
| All others  | Neutral      |

Any of these methods can be used to determine the alignment of individual special encounters (e.g., **Fighter**); if random determination produces an inappropriate alignment for a character class, it should be rerolled until a suitable result is found. Equipment and treasure of individuals encountered can be determined per **Appendix II**. Racial stock of individuals encountered can be assumed to be the local dominant stock, or else randomly rolled per **Appendix II**. Unless otherwise specified, the level of all individual special encounters (and leaders of group encounters) may be determined per **Appendix II**. Individuals and groups encountered on ships will always be accompanied by enough crew to operate the vessel.

Not every encounter need end in a bloodbath. Human NPCs in particular can be a potential source of information, assistance, alliances, and even henchmen – depending on alignment, PC actions, and reaction rolls.

**Accursed Moonbeam:** Night hours under a visible moon only. A randomly-selected PC becomes lit by a sickly beam of pale moonlight. Even if the PC takes shelter indoors, the insidious ray will somehow find its way inside within 1d3 rounds (perhaps shining through cracks in the walls or under the door). While lit by the moonbeam, the PC cannot sleep, cannot hide in shadows or move silently, is considered to be at -2 on TA and CA, and can be attacked at +2. The sinister moonbeam fades away in 7 hours or at dawn, whichever comes first.

**Army Ants:** Does not apply in winter. This encounter initially takes the form of 1d3 different types of animals (rolled on the **ANIMAL** column of the current **TERRAIN TABLE**) fleeing directly toward the PCs. These animals are only interested in escaping the ants, and fight only if the PCs block their escape route (in which case they attack with savage desperation to clear a path). 1d3 turns later 3d100+200 voracious ants appear at the standard encounter distance and move toward the PCs at a rate of 20. The ants won't cross water or a deep chasm, but are otherwise unaffected by terrain. They can only be affected by area effect attacks (such as incendiary oil) and by damaging area effect spells – any of which will kill 1 ant for every hit point of damage inflicted. A PC overtaken by the ants is swarmed and suffers damage equal to his current AC (exclusive of shield, dexterity, and magical bonuses) for every 50 ants in the swarm, per round until he escapes the ants. A PC killed by the ants is skeletonized and can't normally be raised from the dead.

**Ash Eruption:** This deadly cloud covers an area 1d20 miles in diameter, centered on the PCs. It does immediate damage as a **death smoke cloud**, then acts as a **smoke cloud** lasting 2d4 days unless dispersed by strong natural or magical winds.

**Assassin:** The assassin is always encountered alone and disguised as someone of another profession (at worst a scout or thief, but more likely someone harmless and perhaps elderly). The assassin is 25% likely to attempt to join the PC party if disguised as an adventuring type, being on the lookout for quick gain and perhaps some practice at cutting throats. If any PC had previously angered any powerful personages, the assassin is 25% likely to be targeting that PC specifically – in which case the assassin will *always* attempt to join the PC party.

**Aurora:** Brilliant streamers of red, green, and purple light the sky above for 1d6 hours. At the end of this period there is a 25% chance of an extra encounter, automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Avalanche:** Fall and winter only. This onrush of snow occurs with very little warning. Every PC suffers 2d20 damage, with an *avoidance* save for half damage. Any PC who suffers 20 or more points of damage is buried and suffocates in 5d4 rounds unless rescued. PCs climbing when the avalanche hits must pass a *test of strength* or fall 1d10x10 feet; falling is automatic for any climbing PC who suffers 20 or more points of damage, or who is knocked unconscious by damage. PCs who fall are automatically buried.

**Ball Lightning:** This phenomenon manifests as a luminous sphere some two or three feet in diameter, initially appearing the standard encounter distance away from the PCs. Every round thereafter it will move 2d6x10 yards in a random direction. Each round there is a 10% chance that the ball lightning will spontaneously discharge and disappear with a loud pop, leaving behind a strong smell of ozone. If the ball lightning gets within 40 yards of the PCs, it will be drawn toward the PC with the greatest weight of metal worn and carried. Should the ball lightning touch any PC before spontaneously discharging, it will explode in a 4d6 electrical **fire ball** centered on that PC. There is no known way to discharge the ball lightning deliberately, as it is not magical and spells such as **dispel magic** have no effect on it.

**Barbarian:** There is a 75% chance the barbarian is unaccompanied. Otherwise, the barbarian has one companion of equal level and like alignment, whose class is rolled on the following table:

| 1d100 | Companion's Class |
|-------|-------------------|
| 01-50 | Barbarian         |
| 51-75 | Fighter           |
| 76-00 | Thief             |

**Bard:** The bard is always encountered alone. The higher the level of a bard, the dafter the behavior and the more irrational the song. A bard of any level is 90% likely to challenge any PC bard to a contest of music or magic.

**Becalmed:** The party's ship finds itself in calm waters with no wind, conditions which last for 2d6 days (unless a subsequent encounter with a storm ends them earlier). During that time, no other ships will be encountered. Unless provided with oars or a magical source of wind, the party's ship can make no headway while becalmed.

**Beggars:** 1d10 beggars persistently seek coins from the PCs. Each beggar has a 10% chance of being a 1<sup>st</sup>-level thief, who is armed with a hidden dagger and who will attempt to pick pockets while the PCs are distracted by other beggars. Each beggar also has a 5% chance of knowing useful information, but will only provide this if given coins. Giving coins to a group of beggars will immediately attract another group of 1d10.

**Berserk Raiders:** A snekke approaches, bearing a crew of 1d12+12 2<sup>nd</sup>-level berserkers and a 5<sup>th</sup>-level berserker leader – all Chaotic Evil. They attempt to board the party's ship with intent to rape and pillage.

**Berserker:** There is a 75% chance the berserker is alone. If not, he is accompanied by 2d6 wild berserkers of like alignment.

**Black Lotus:** Does not apply in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the deadly plant.

**Blizzard:** Winter only. 2d10+10 inches of snow fall in 4d6 hours, accompanied by howling winds. Movement and sighting distance are reduced to ¼ normal during this time, and the chance of getting lost is doubled. Tracking is impossible during the blizzard, and climbing is suicidal (automatic fall at the halfway point).

**Box Canyon:** The PCs have managed to get themselves trapped in a dead-end canyon, and must spend one full day extricating themselves before they can make any further progress.

**Cataphract:** In addition to the equipment given in **Appendix II**, the cataphract is armed with a lance and mounted on a heavy warhorse; the mount has barding similar to the cataphract’s own armour. The cataphract is accompanied by 2d6 0<sup>th</sup>-level heavy cavalymen of like alignment with treasure class L. Impudent PCs are likely to be challenged to a joust, if not ridden down on the spot.

**Cleric:** The cleric is accompanied by 2d6 mercenaries and 1d3 assistant clerics of like alignment, as given in the table below:

| Cleric Level                      | Mercenaries   | Assistant Clergy       |
|-----------------------------------|---|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level halberdiers with treasure class N        | 5 <sup>th</sup> -level |

**Cloudburst:** Does not apply in winter. 2d4 inches of rain fall in 1d6 hours. Sighting distance and movement are halved during this time, as are the chances to track and climb. The chance of getting lost increases by 1-in-6. Non-magical bows of all types are unusable during a cloudburst. If the downpour occurs in desert, river, or lake terrain, there is a 25% chance it will be followed by a **Flash Flood** (q.v.).

**Comet:** A dazzling comet burns in the sky above Hyperborea for 5d4+10 days. There is a 50% chance that all sorcerers will cast spells at +1d4 CA during this time; otherwise, all spells are cast at -1d4 CA. There may be additional effects during this time (e.g., interference with certain spells, or all encounters rolled on the **ALIEN** column of the current **TERRAIN TABLE**) at the referee’s discretion.

**Crevasse:** The way forward is blocked by a crack in the glacial ice, (2d6+6)x10 feet wide and (3d6+6)x10 feet deep, extending for a considerable distance in both directions. If the PCs wish to continue in the same direction as before, they must either use some magical means to bridge the crevasse, climb down into it and back out, or detour 2d12 hours to get around it.

**Cryomancer:** The cryomancer is accompanied by 2d6 mercenaries and 1d3 apprentice cryomancers of like alignment, as given in the table below:

| Cryomancer Level                  | Mercenaries   | Apprentices            |
|-----------------------------------|---|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level halberdiers with treasure class N        | 5 <sup>th</sup> -level |

**Deep Freeze:** Winter only. Temperatures plunge to record lows, even for Hyperborea, and remain at that level for 1d20 days. Any PC who lacks magical protection from cold must pass a *test of constitution* every day or suffer 1d20 points of damage, unless the PCs have very secure shelter (i.e., a deep cave or well-mortared stone building) or start a roaring fire. In addition, PCs without this type of shelter are in danger of **Frostbite** (q.v.) every day.

**Dread Silence:** Terrifying preternatural silence falls over an area 1d10 miles in diameter, centered on the PCs. This period of absolute silence lasts for 4d6 hours. During this time, spells cannot be cast, verbal communication is impossible, and all creatures within the area are treated as deaf. Even magic item use is impossible if the item requires a command word to activate. Every hour each PC must make a *sorcery* save or go stark mad from the awful brooding silence, running about and screaming (albeit soundlessly) until able to hear sounds of some sort again. No power short of direct divine intervention can end the dread silence prematurely.

**Druid:** The druid is accompanied by allied animals, the type and number being determined by rolling on the **ANIMAL** column of the current **TERRAIN TABLE**. These animal allies may or may not be apparent to the PCs. Druids can be a rich source of information about the natural world, provided the reaction roll is favorable and the PCs haven't committed sacrilege against anything that druids hold sacred.

**Drunks:** 2d6 drunks stagger toward the PCs, looking for trouble or perhaps brand new friends. If the reaction roll is negative, the drunks don't like the faces of the PCs and decide to rearrange them. They attack as bandits at -2 to hit, using an assortment of clubs and daggers. If the reaction roll is positive, the drunks attach themselves to the PCs, demanding their new "friends" drink with them and becoming belligerent if refused. In the case of a neutral reaction, the drunks will ignore the party unless the PCs unwisely do something to attract their attention.

**Dust Devil:** Does not apply in winter. The dust devil forms at the standard encounter distance from the PCs. It is the approximate size and shape of a class II air elemental with commensurate ground movement rate and damage potential. The dust devil moves directly toward the party and attacks a random PC each round for 1d6 rounds. As a natural phenomenon, it can't be engaged in combat and is immune to spells such as **dispel magic**. After 1d6 rounds have passed, the dust devil either whirls away in a random direction or dissipates (referee's option).

**Earthquake:** The quake affects an area 1d10+10 miles in diameter, centered on the PCs, and consists of 1d6 separate shocks. Each shock follows 1d6 turns after the previous shock. Regardless of terrain, each shock causes 2d10 points of damage to each PC unless an *avoidance* save is made. Additional effects depend on the terrain currently occupied:

| Current Terrain  | Effects of Each Shock  |
|--|--|
| Desert (any), plains, tundra                                   | Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom)   |
| Forest, rainforest   | Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom) plus fallen trees halve movement within the area of the quake |
| Hills  | <b>Rockslide</b> (q.v.)  |
| Hills (glaciated), mountains (glaciated), volcanic (glaciated) | <b>Avalanche</b> (q.v.)  |
| Mountains, volcanic  | <b>Avalanche</b> (q.v.) or <b>rockslide</b> (q.v.) according to season   |
| Tar pits   | Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom) plus release of <b>poison gas</b> (q.v.)                      |
| Wetlands   | Release of <b>poison gas</b> (q.v.) plus fallen trees halve movement within the area of the quake  |
| Lake, river  | <b>Flash flood</b> (q.v.)  |
| City (any), town/village (any)                                 | PC damage is increased to 3d10 if <i>avoidance</i> save is not made  |



Halving of movement in forest, rainforest, and wetlands areas is not cumulative with additional shocks. Buildings will be greatly damaged by an earthquake, the weaker sort collapsing after a single shock, and even stronger ones succumbing to several shocks (per referee discretion). At a minimum, even sturdy stone buildings will require extensive repairs after a quake of three or more shocks. At the referee's option, fires may start in occupied structures.

**Explorers:** This expedition is carried by cog and led by a scout. It generally consists of 2d6 0<sup>th</sup>-level light crossbowmen, 2d6 0<sup>th</sup>-level light infantrymen, the crew of the cog, and two or three specialists (possibilities include a sage, a scribe for mapping, etc.). The explorers are 25% likely to be accompanied by a cleric. Except for the scout and cleric (who have standard treasure for their levels as given in **Appendix II**) all personnel have treasure class L. The expedition always carries ample food and water, as well as such equipment as ropes and torches. There is a 25% chance the explorers have a treasure map. PCs may be invited to join the expedition, although this is likely to be a ruse in the case of Evil explorers.

**Falling Star:** A single meteor flashes across the sky. Each player should roll 1d20; the high roller spotted the falling star and is considered to be under a *bless* spell for the next 12 hours.

**False Merchant Ship:** A carrack approaches; all obvious signs point to this vessel being operated by **Merchants** (q.v.). The usual merchant guards are present on the deck of the ship. However, this vessel is a trap – either operated by pirates trying to draw in real merchant ships, or conversely by some government or merchants who are trying to destroy pirates by presenting a seemingly tempting target. (The referee may allow equal chances of either, or perhaps base it on the alignment of the NPCs.) Hidden below decks on the false merchant ship are 6d6 0<sup>th</sup>-level longbowmen with treasure class L, led by a fighter. There is a 10% chance that a magician will also be present. The false merchant ship carries no cargo (apart from provisions) and no treasure beyond the personal wealth of the mercenaries onboard.

**Fever:** A random PC has contracted a fever. This has the same effects as the disease caused by the bite of a bat, except that it ends after 2d6 days instead of causing death (although the referee need not tell the player this in advance). The fever is not particularly contagious, and can be ended by a **cure disease** spell.

**Fighter:** The fighter is accompanied by 3d6 mercenaries of like alignment, as given in the table below:

| Fighter Level                     | Mercenaries   |
|-----------------------------------|---|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level heavy infantrymen with treasure class N  |

If the fighter is an ape-man of Kor, he is accompanied by 3d6 ape-men with levels and equipment as above.

**Flash Flood:** Except when an **Earthquake** (q.v.) roils a river or lake, does not apply in winter. A standalone flash flood encounter always begins with a **Cloudburst** (q.v.). Following this torrential downpour, waters will rise to dangerous levels, with effects determined by the terrain:

| Terrain  | Effects  |
|--|--|
| Desert (any), city (desert), town/village (desert) | For PC's not sheltering indoors, water halves or quarters movement (50% chance of either) and each PC must pass a <i>test of strength</i> each turn or be swept away (and drown if unable to swim) |
| Hills, mountains, volcanic                         | <b>Rockslide</b> (q.v.) plus each PC must pass a <i>test of strength</i> each turn or be swept off the hill or mountain by rushing water   |
| Lake, river  | Party's ship is tossed like a toy and suffers 1d6 hull points of damage per turn   |

The dangerous effects of the flash flood last 1d6 turns, although waters may remain unusually high for some time afterwards.

**Fog Bank:** Does not apply in winter. A bank of heavy fog forms, 1d10 miles in diameter and centering on the PCs. This lasts 1d12 hours, and has exactly the same effects on vision as a **fog cloud** spell.

**Fortean Fall:** An unnatural substance or creature falls from the sky for 1d10 rounds. The exact type of substance or creature can be chosen by the referee, or rolled randomly on the table below:

| 1d12 | Substance or Creature |
|------|-----------------------|
| 01   | Acid Rain*            |
| 02   | Ambrosia              |
| 03   | Black Hail*           |
| 04   | Blood                 |
| 05   | Fish                  |
| 06   | Frogs                 |
| 07   | Manna                 |
| 08   | Raw Meat              |
| 09   | Spiders*              |
| 10   | Stones*               |
| 11   | Tongues of Fire*      |
| 12   | Worms                 |

Substances marked with \* do 1d4 points of damage per round after the first if the PCs fail to take shelter indoors. Ambrosia acts as a full day's rations and a **cure light wounds** spell if a handful is eaten (this can only benefit a PC once per day). Fish, frogs, manna, raw meat, and worms can all be eaten safely, if the PCs are hungry enough. Rains of blood have no special effect or value. Apart from ambrosia and manna (which evaporate overnight if collected and stored) all these substances and creatures have a normal period of existence after falling from the sky, depending on local conditions and PC actions.

**Frostbite:** Winter only. A randomly-determined PC suffers the effects of extreme cold. Unless magically protected from cold, the PC must pass a *test of constitution* or suffer 1d10 points of damage. A PC who suffers damage must additionally make a *death save* or lose a number of fingers or toes (50% chance of either) equal to the damage rolled.

**Funeral Barge:** A funeral barge floats on the lake or river, draped in garlands of withered flowers. If explored, it is found to contain a shriveled corpse and treasure class B.

**Geyser:** A randomly-determined PC must make an *avoidance save* or suffer 2d10 points of damage from scalding water.

**Ghost Ship:** A derelict carrack with tattered sails drifts toward the party's ship. If boarded, no trace of the crew is found. Below decks is a full cargo (50% likely to be worth 1d6x10,000 g.p., otherwise rotted and worthless) and treasure class R in locked and trapped chests.

**Golden Lotus:** Does not apply in fall and winter. Unless the party includes a barbarian, ranger, witch, druid, shaman, or scout they pass the lotus without seeing it (treated as "no encounter"). If the party includes one of the aforementioned classes, the PCs have spotted the lotus and may harvest it if they wish.

**Hailstorm:** Does not apply in winter. Fist-sized hail falls from the sky for 5d4 rounds. Unless the PCs seek shelter indoors, each PC suffers 1d4 points of damage every round after the first.

**Harlots:** 1d3 harlots approach the PCs, offering wares at a rate ranging from 1d3 c.p. to 1d10 g.p. each (depending on the referee's judgment of local health, quality, supply, and demand). Taking advantage of this offer can be hazardous to PC health anywhere (especially at the single copper level) and more so in certain venues (e.g., in Erikssgard, if the harlots are Vikings and the customers aren't). Harlots are also a potential source of valuable rumors and information, though this will cost the PCs at least as much as enjoying their favors – a girl has to eat. All harlots are 1<sup>st</sup>-level thieves, and keep a hidden dagger handy even in situations where this seems anatomically improbable. A harlot with a favorable reaction roll might agree to join an adventuring party and put her other talents to use.

**Heat Lightning:** Does not apply in winter. The desert heat becomes ever more oppressive over a period of 4d6 minutes. At the end of this time, a silent lightning bolt streaks down from a clear sky to hit the PC carrying and wearing the greatest weight of metal for 6d6 points of damage (*avoidance* save for half damage).

**Heat Wave:** Summer only. Record high temperatures hold the region in their grip for 1d20 days. All PCs (and mounts, if any) require twice as much water as usual. In addition, if travelling and moving more than one-quarter speed, every PC (and mount, if any) is subject to **Heatstroke** (q.v.). Any type of precipitation ends a heat wave immediately.

**Heatstroke:** Summer only. A randomly-determined PC suffers the effects of extreme heat. Unless magically protected from heat, the PC must pass a *test of constitution* or suffer 1d10 points of damage. A PC who suffers damage must additionally make a *death* save or fall unconscious for 1 hour for each point of damage taken. Unless the PC is given water and care by companions during this period of unconsciousness, he automatically takes a further 1d10 points of damage per hour spent unconscious.

**Heavy Blizzard:** Winter only. 3d10+10 inches of snow fall in 3d4 hours, accompanied by howling winds. Movement and sighting distance are reduced to  $\frac{1}{8}$  normal during this time. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking is impossible during a heavy blizzard, and climbing is suicidal (automatic fall at the halfway point).

**Heavy Cavalry:** This group consists of 5d4+10 0<sup>th</sup>-level heavy cavalymen with treasure class L, led by a cataphract (who will have – in addition to the appropriate equipment for his level as given in **Appendix II** – lance and heavy warhorse with barding similar to his own armour). There is a 10% chance of the cavalry being accompanied by a cleric, likewise mounted on a barded heavy warhorse. The cavalry are on patrol and very likely to challenge interlopers.

**Hermit:** The hermit dwells in a cave or simple shack, and maintains very few possessions. The hermit is 25% likely to be a classed NPC character of random class and level (without equipment or treasure, though perhaps retaining spells), and 25% likely to be insane. Mad or not, hermits appreciate no one's company. But, with a good reaction roll, the hermit may grudgingly provide valuable information about the nearby area.

**Hunting Party:** This group consists of 5d4 0<sup>th</sup>-level shortbowmen with treasure class L, led by a 5<sup>th</sup>-level shortbowman with treasure class M and accompanied by 3d6 hunting dogs. There is a 10% chance of a cleric, druid, or shaman (as appropriate for the region and racial stock of the hunters) advising the hunt; this holy man may be in overall charge if his level exceeds 5<sup>th</sup>. The group is 25% likely to be carrying a dead game animal (rolled randomly on the **ANIMAL** column of the current **TERRAIN TABLE** – if the specified animal is too big for the hunting party to credibly move, they have taken cuts and haunches and left the rest to rot). Though primarily interested in obtaining game, the hunting party won't hesitate to challenge obvious intruders, especially if the reaction roll is poor.

**Huntsman:** The huntsman is 75% likely to be alone. If the reaction roll is bad, a lone huntsman will usually attempt to hide from the PCs; if this attempt is successful, then there is no encounter. If the huntsman is not alone, he is accompanied by a tamed animal as given in the table below:

| Huntsman Level                    | Tamed Animal      |
|-----------------------------------|-------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | Wolf              |
| 5 <sup>th</sup> -8 <sup>th</sup>  | Dire wolf         |
| 9 <sup>th</sup> -12 <sup>th</sup> | Sabre-tooth tiger |

A tamed animal will fight in defense of the huntsman.

**Hurricane:** Does not apply in winter. 3d4 inches of rain fall in 1d12 hours, accompanied by deadly winds. **On land:** Each PC without sturdy shelter (i.e., a cave or stone building) must make an *avoidance* save every hour or suffer 1d10 points of damage from flying debris. Movement and sighting are reduced to  $\frac{1}{8}$  during the hurricane. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking and missile fire are impossible during a hurricane, and climbing is suicidal (automatic fall at the halfway point). **At sea:** The party's ship has a 10% chance of sinking outright and taking all aboard to the bottom; if not, the ship suffers 1d6 points of hull damage per hour, each PC on deck must make an *avoidance* save every hour or suffer 1d10 points of damage, no missiles can be fired, and the ship (if it survives) is left with severely torn sails (and broken oars, if applicable). During the storm, the ship is tossed at random and automatically becomes lost. The hurricane is always immediately followed by the ship becoming **Becalmed** (q.v.).

**Iceberg:** Winter only. Deadly floating ice fills the surrounding seas. If the PCs are surprised, the party's ship has a 25% chance of striking an iceberg and suffering 7d4 points of hull damage. Whether or not a collision occurs, the ship is forced to travel at  $\frac{1}{4}$  maximum rate for 1d10 days until clear seas are again reached; exceeding this speed means a 25% chance per day of a collision and damage as above.

**Illusionist:** The illusionist is always encountered alone and, if the reaction roll is bad, will usually attempt to cloak himself in illusion or invisibility. If this attempt is successful, then there is no encounter. Any encounter with an illusionist, even a friendly one, should be a maddening exercise in confusion and misdirection.

**Insect Swarm:** Does not apply in winter. A cloud of vicious biting insects forms, 100 yards in diameter and centering on the PCs. This has all the effects of an **insect plague** spell. If nothing effective is done to disperse the insects, they depart after 1d6 turns.

**Ixian Slavers:** A black-sailed carrack appears, blown by no natural wind and steering itself without a crew. Onboard is a level 1d6+6 Ixian necromancer (with standard equipment and spells per **Appendix II**, plus 1d4+1 doses of **dust of paralysis**), accompanied by either 4d4+10 0<sup>th</sup>-level Ixian light infantrymen with treasure class L or 4d4+10 zombies (50% chance of either). The necromancer casts disabling spells and employs **dust of paralysis**; meanwhile, his minions swarm the party's ship with intent to seize slaves (if the minions are zombies, they have been commanded not to bite the "merchandise"). Below decks on the slave ship are 1d10x10 shackled slaves of random racial stocks, possibly including some Ixian renegades being returned to Fazzuum for punishment.

**Lava Eruption:** An eruption of flaming lava, accompanied by a thunderous roaring and release of dense choking smoke, threatens an area 1d20 miles in diameter centered on the PCs. The flaming globs of lava hurtle through the air for 1d12 hours. Each hour, there is 10% chance that a flaming lava ball will land near a random PC, exploding and doing damage exactly as a **fire ball** of 2d4 dice. After the lava eruption proper has ended, the sulfurous vapors continue to act as a **smoke cloud** lasting 2d4 days unless dispersed by strong natural or magical winds.

**Legerdemainist:** The legerdemainist is always encountered alone. If the reaction roll is poor and the area crowded, the legerdemainist will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the legerdemainist will probably try to interest the PCs in some criminal escapade.

**Light Cavalry:** This group consists of 5d4+20 0<sup>th</sup>-level light cavalrymen with treasure class L, led by a 5<sup>th</sup>-level light cavalryman with treasure class M. There is a 10% chance of the cavalry being accompanied by a druid, shaman, or priest (as appropriate for the region and racial stock of the cavalry) mounted on a light warhorse. In the case of the ape-men of Kor, the group consists of 5d4+20 ape-men equipped as light cavalrymen, led by a 5<sup>th</sup>-level ape-man fighter likewise equipped as a light cavalryman, and possibly accompanied by an ape-man priest. (Ape-man cavalry carry fighting nets for the purpose of capturing human slaves.) In all cases, the cavalry are on patrol and very likely to challenge interlopers.

**Light Patrol:** This group consists of 6d4 0<sup>th</sup>-level light infantrymen with treasure class L, led by a fighter. There is a 10% chance of the patrol being accompanied by a magician. In the case of the ape-men of Kor, the patrol consists of 6d4 ape-men equipped as light infantrymen, led by an ape-man of the fighter class, and possibly accompanied by an ape-man magician. In all cases, the patrol is alert for obvious intruders and troublemakers.

**Lights in the Sky:** 1d12 lights of various colors are seen dancing in the sky for 1d3 turns. At the end of this period, there is a 50% chance of an additional encounter, automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Lost:** The PCs are automatically lost for the day (or the next day, if the encounter occurs during a rest period). They can find their way again through the usual process.

**Lunar Eclipse:** Night hours only. The dread shadow of Hyperborea falls across one of its moons. During the 1d3 hours of the eclipse, all sorcerers are considered to be at +2 CA for purposes of spell effects.

**Mad Whispers:** The PCs are assailed by faint mocking and insinuating whispers for 1d6 turns. None but the PCs can hear them, a fact that may cause PCs to question their own sanity. Even among the PCs, there will be disagreement about the source of the sounds: one will believe they originate from the earth, one from the air, one from a locked chest, and so forth. The PCs will also disagree about how many entities are speaking and the apparent language of the whispers, although in any case they remain maddeningly just beyond comprehension. For every turn that the PCs hear the whispers – and there is no escaping them, even with a **silence** spell – each PC must make a *spell* save or lose 1 point each of INT and WIS. Any PC whose INT or WIS falls below 3 goes violently insane until the whispering stops. When the whispers finally end, there is a 25% chance of an immediate encounter rolled on the **ALIEN** column of the current **TERRAIN TABLE**. Lost points of INT and WIS are restored after the whispers cease at the rate of 1 each per turn, but any PC who went temporarily insane must make another *spell* save or develop a permanent insanity.

**Magician:** The magician is accompanied by 2d6 mercenaries and 1d3 apprentice magicians of like alignment, as given in the table below:

| Magician Level                    | Mercenaries   | Apprentices            |
|-----------------------------------|---|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level halberdiers with treasure class N        | 5 <sup>th</sup> -level |

If the magician is an ape-man of Kor, the apprentices are also ape-men and he is accompanied by 2d6 ape-men with levels and equipment as above.

**Medium Patrol:** This group consists of 6d4 0<sup>th</sup>-level medium infantrymen with treasure class L, led by a fighter. There is a 10% chance of the patrol being accompanied by a magician. In the city-state of Kor, the patrol consists of 6d4 ape-men equipped as medium infantrymen, led by an ape-man of the fighter class, and possibly accompanied by an ape-man magician. In all cases, the patrol is alert for obvious intruders and troublemakers.

**Merchants:** This group of traders consists of 1d20 actual merchants (level 1d4 thieves with appropriate equipment) accompanied by guards consisting of 6d4 0<sup>th</sup>-level heavy crossbowmen with treasure class L and 6d4 0<sup>th</sup>-level halberdiers with treasure class L, led by a fighter. There is a 10% chance of a magician accompanying the merchants, and a 10% chance of a cleric. The goods being transported are valued at 1d6x10,000 g.p.; except at sea, these goods are carried on one ox cart (with drover) per 500 g.p. value. At sea, the merchants are aboard a carrack with full crew. Hidden somewhere in the caravan or ship is a locked and trapped pay chest containing treasure class R (if the random rolls indicate no treasure is actually present, the chest is full of rocks and the merchants are planning to cheat their employees).

**Meteor Shower:** A dazzling array of meteors light up the sky, an omen of great significance. The PC with the best *sorcery* save must roll it. If the saving throw succeeds, all members of the party are under a **bless** spell for 24 hours; if the saving throw fails, all are under a **blight** spell for the same period.

**Mirage:** Does not apply in winter or at night. In the distance, the PCs see what appears to be a cool oasis amidst the desert sands. If they attempt to head toward it, progress is maddeningly slow; in fact, the oasis almost seems to be mocking the PCs by moving away as they approach. In truth, this is nothing more than a heat mirage. For every hour that PCs move toward the mirage, the standard chance of getting lost is secretly rolled by the referee. The mirage has a 25% chance of vanishing every hour, and always does so when the sun goes down. If the PCs are suffering from a lack of water, they all must make *sorcery* saves when the mirage vanishes; those who fail develop a random insanity.

**Mocking Star:** Night hours only. One randomly-selected PC becomes certain that a particularly unwholesome star is leering and winking at him. The PC must make a *sorcery* saving throw or lose one point each of INT and WIS for the next 12 hours, at which time the mocking star ceases to bedevil him.

**Monk:** The monk is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Monks can be a potentially useful source of information, but this can be a frustrating process since a monk rarely provides a straight answer to any question. Furthermore, the monk will often challenge any PC monk (especially one of a different alignment) to unarmed single combat.

**Necromancer:** The necromancer is always accompanied by undead under his command, even if the level of the necromancer wouldn't allow a PC to accomplish this. These undead servants are given on the table below:

| Necromancer Level                 | Undead Servants |
|-----------------------------------|-----------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 2d4 skeletons   |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 1d6 zombies     |
| 9 <sup>th</sup> -12 <sup>th</sup> | 1d6 ghouls      |

Necromancers are noted as morbid conversationalists.

**NPC Party:** A quick method for creating NPC parties is described in **Appendix II**.

**Oasis:** In the distance, the PCs see what appears to be a cool oasis amidst the desert sands. Green vegetation grows around an inviting pool of clear water. Though the water appears wholesome, there is a 25% chance that it is undrinkable (either due to natural factors, such as salt, or deliberate poisoning by depraved individuals). If a PC drinks the tainted water, he must make a *death* (poison) save or suffer the effects of a level 1d5 ingestible poison. If the water is safe to drink, there is a 50% chance that animals will be present, the number and type determined randomly on the **ANIMAL** column of the current **TERRAIN TABLE**.

**Paladin:** In addition to the equipment given in **Appendix II**, the paladin is armed with a lance and mounted on a heavy warhorse; the mount has barding similar to the paladin's own armour. The paladin is 75% likely to be alone, but will otherwise be accompanied by 2d6 0<sup>th</sup>-level Lawful Good heavy cavalymen with treasure class L (these are loyal followers, not mercenaries). No compromise with Evil PCs is likely to be countenanced.

**Pilgrims:** These travelers are on their way to a location they deem sacred, such as a shrine or miraculous spring. The pilgrims consist of 10d10 men and women of various ages, treated as 0<sup>th</sup>-level fighters armed with an assortment of staves, clubs, and daggers; they have no treasure. The pilgrimage is led by a druid or priest (as appropriate for the deity worshipped and alignment of the pilgrims) with 1d3 assistant druids or priests as given on the table below:

| Leader Level                      | Assistant Druids or Priests |
|-----------------------------------|-----------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 1 <sup>st</sup> -level      |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 3 <sup>rd</sup> -level      |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level      |

In addition, there is a 25% chance that 1d3 monks are with the pilgrims, a 15% chance of 1d3 fighters, and a 10% chance of a magician. If the pilgrims are Lawful Good, there is a 10% chance of a paladin accompanying the group. If the pilgrims are Chaotic Good, there is a 10% chance of a ranger accompanying the group. If the pilgrims are Evil, there is a 10% chance of 1d3 warlocks accompanying the group. If the pilgrims are Neutral, there is a 10% chance of 1d3 additional druids or priests with levels per the assistant clergy. All classed characters have standard equipment for their level per **Appendix II**, but carry no treasure. Pilgrims aren't usually looking for trouble – though Evil ones may be seeking sacrifices to honor their gods – and may provide useful information (or even ask the PCs to join their trek, with a favorable reaction roll). If the referee decides the pilgrims have a specific god in common, rather than simply a sacred destination, the deity venerated may be selected from the following suggested list:

| Alignment    | Suggested Deities   |
|--------------|---|
| Chaotic Evil | Aurorus, Azathoth, Kraken, Kthulhu, Thaumagorga, Ullr, Xathoqqua, Ymir, Yug       |
| Chaotic Good | Boreas, Krimmr, Xathoqqua   |
| Lawful Evil  | Thaumagorga, Yig  |
| Lawful Good  | Apollo, Artemis   |
| Neutral      | Helios, Lunaqqua, Mordezzan, Raven, Rel, Tlakk-Nakka, Yikkorth, Yoon'Deh, Ythaqqa |

**Plague:** The PCs encounter a particularly virulent disease, carried by miasmas rising from the deep parts of the earth or born among masses of people living in squalid conditions. Every PC must pass a *test of constitution* or become infected with a leprous condition that has all the effects of mummy rot. If the plague occurs in a city, town, or village PCs must pass a new *test of constitution* every day they remain within that settlement; they will also see 2d20 bodies a day being carted off and hastily burned, a death toll which can potentially depopulate a smaller settlement. Infected PCs can spread the illness to uninfected PCs or anyone else they meet. A plague in a settlement remains dangerous for 8d4 days.

**Planetary Alignment:** Multiple planets are in conjunction with Saturn, an occasion of profound occult significance. During the 1d3 hours of this alignment, all sorcerers are considered to be at +3 CA for purposes of spell effects.

**Poison Gas:** A reeking cloud of marsh vapors or sewer gas is released from the bowels of the earth, covering an area 30 feet in diameter centered on the PCs. This is 75% likely to function as a **stinking cloud** spell; otherwise, it has the effects of a **cloudkill** spell. The poison gas dissipates in 1d10 rounds.

**Priest:** The priest is accompanied by 1d3 assistant priests of like alignment, as given in the table below:

| Priest Level                      | Assistant Priests      |
|-----------------------------------|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level |

Offended priests can summon a lynch mob (3d10 0<sup>th</sup>-level fighters equipped with assorted staves, clubs, and daggers), who arrive in 2d6 rounds to deal with the blasphemers.

**Prospector:** The prospector is an obsessive in search of mineral wealth or buried treasure. The prospector is 25% likely to be a classed NPC character of random class and level (with standard equipment per **Appendix II**, but no treasure). There is a 25% chance the prospector has a map to buried treasure or a rich mine, which is 50% likely to be a fake or the work of a madman (possibly the prospector himself).

**Purloiner:** The purloiner is always encountered alone. If the reaction roll is poor and the area crowded, the purloiner will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the purloiner will probably try to interest the PCs in some criminal escapade (and may also attempt to convert them to a faith of holy thievery).

**Pyromancer:** The pyromancer is accompanied by 2d6 mercenaries and 1d3 apprentice pyromancers of like alignment, as given in the table below:

| Pyromancer Level                  | Mercenaries   | Apprentices            |
|-----------------------------------|---|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level halberdiers with treasure class N        | 5 <sup>th</sup> -level |

**Quicksand:** Does not apply in winter. A randomly-determined PC has stepped in quicksand and is sinking. The PC will be pulled under in a number of rounds equal to his AC (exclusive of dexterity and magical bonuses). A PC who hasn't been pulled under can be easily rescued in one round by another PC with a rope or pole. If no help is at hand, the PC can struggle to safety by performing an *extraordinary feat of strength*; the chance of success is increased by a percentage equal to his AC (exclusive of dexterity and magical bonuses). Once a PC sinks, he can no longer rescue himself and must perform an *extraordinary feat of constitution* every round or suffocate. Attempts by others to retrieve the PC after he sinks from sight must be adjudicated by the referee, but it should be difficult at best.

**Ranger:** The ranger is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Rangers are among the best sources of information about the nearby area, but are generally men of few words with small patience for Evil PCs.

**Red Fog:** A bloody red fog descends from the stars and blankets an area 1d6x100 yards in diameter centered on the PCs. The red fog disperses after 6 rounds; during that time it functions exactly as an **acid cloud** spell.



**Rockslide:** Does not apply in winter. Rocks and assorted debris tumble down a slope directly at the PCs. Every PC suffers 2d20 damage, with an *avoidance* save for half damage. Any PC who suffers 20 or more points of damage is buried and suffocates in 5d4 rounds unless rescued. PCs climbing when the rockslide hits must pass a *test of strength* or fall 1d10x10 feet; falling is automatic for any climbing PC who suffers 20 or more points of damage, or who is knocked unconscious by damage. PCs who fall are automatically buried.

**Runegraver:** The runegraver is always accompanied by 2d6 wild berserkers of like alignment. It is 90% likely that the runegraver will challenge any PC runegraver to a contest of kennings and runic sorcery.

**Russet Lotus:** Does not apply in fall or winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant.

**Sand Pit:** A sinkhole 1d6x10 feet deep opens beneath a random PC. Falling damage is halved due to the soft surface, but for the same reason the PC will be unable to climb out.

**Sandstorm:** Merciless winds raise a blinding storm of sand in an area 1d20 miles in diameter, centered on the PCs and lasting 4d6 hours. Movement and sighting distance are reduced to  $\frac{1}{8}$  normal during this time. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking and missile fire are impossible during a sandstorm, and climbing is suicidal (automatic fall at the halfway point). PCs who don't seek shelter, and who don't take precautions to protect their mouths, must make an *avoidance* save every turn or suffer 1d6 points of choking damage.

**Scout:** The scout is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Scouts are among the best sources of information about the nearby area, but this intelligence can come at a steep price, depending on alignment and reaction rolls. The scout is 10% likely to have a treasure map which the PCs might convince him to share (or remove from his bloody corpse, as the case may be).

**Seas Turned to Blood:** An area of ocean, 5d4 miles in diameter and centering on the party's ship, turns a ghastly sanguine color for 1d20 days. This is widely considered to be the worst omen imaginable, and all NPCs have their morale and loyalty halved for as long as the ship remains in the bloody sea and for one week thereafter. For every day that the party's ship lingers in the crimson waters, there is a 10% chance that the fresh water stored aboard the ship will turn to actual blood. Also, every night spent within the sanguinary seas there is a 10% chance of encountering a ghost ship carrying 2d4 bloodthirsty vampires.

**Shaman:** The shaman is 75% likely to be alone. If the reaction roll is bad, a lone shaman will usually attempt to cloak himself in illusion or invisibility. If this attempt is successful, then there is no encounter. If not alone, the shaman is accompanied by 2d6 0<sup>th</sup>-level shortbowmen with treasure class L, of like alignment and race; these are fellow tribesmen, not mercenaries. The outré nature (and seeming irrationality) of a shaman's speech and deeds increases with level.

**Shining Mist:** An area of shining white mist 1d6 miles across appears, centered on the PCs and lasting 1d8 days. Effects on vision are the same as a *fog cloud* spell. Movement is halved and the chance of becoming lost is doubled. All random encounters within the mist are rolled on the **ALIEN** column of the current **TERRAIN TABLE**. When PCs leave the mist, they are 25% likely to have been transported 1d10x10 miles in a random direction from the point where they entered.

**Sinkhole:** A hole suddenly opens in the earth, 1d6x10 feet in diameter and 2d6x10 feet deep. Each PC must pass a *test of dexterity* or fall into the pit, suffering standard damage. In marshy terrain the pit will rapidly fill with water, and PCs who don't escape will drown like rats in 6d6 rounds.

**Slaves:** 1d10x10 slaves of various random racial stocks are encountered. In a settlement they will be chained together in a coffle while being escorted to a place of work, embarkation, or sale by a **light patrol** (q.v.) of the prevailing local racial stock. In the countryside they will be working the fields, or perhaps doing such labor as digging ditches, while a similar light patrol acts as guards and overseers. All guards have whips in addition to their other gear. Slaves can serve as a valuable source of information, and could perhaps even be provoked to revolt by an excellent reaction roll to a sufficiently charismatic PC, but the guards will try to discourage any interaction between slaves and PCs.

**Sleet Storm:** Does not apply in summer. 1d4 inches of ice fall in 1d6 hours. Movement and sighting distance are reduced to  $\frac{3}{4}$  during this time. The chance of successfully tracking or climbing is halved during the sleet storm.

**Smoky Lotus:** Does not apply at night or in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant.

**Snow Blind:** Winter and daylight hours only. A randomly-determined PC is overcome by the dazzle of sunlight off the glacial expanses. Unless the PC passes a *test of constitution*, he is blinded for 1d4 hours.

**Snowstorm:** Winter only. 3d6 inches of snow fall in 4d6 hours. Movement and sighting distance are reduced to  $\frac{1}{2}$  normal during this time, and the chance of getting lost is increased by 1-in-6. The chance of successfully tracking or climbing is halved during the snowstorm.

**Star Stone:** A meteorite is seen plunging to earth 1d4 miles from the PCs. If recovered, the star stone is worth 1d12x1d10 thousand gold pieces at a major city; however, for as long as the PCs have the stone, all random encounters are rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Static Electricity:** Winter only. Lethal electrical charges build up in the grinding Hyperborean glaciers, and are occasionally released in spectacular displays. A 6d6 lightning bolt arcs forth to strike the PC with the greatest weight of metal worn and carried (*avoidance* save for half damage). There is a 25% chance that the electrical discharge will be followed 1d20 minutes later by an **Aurora** (q.v.).

**Stellar Conjunction:** A cryptic alignment of significant stars lasts 1d3 hours. During this time, all sorcerers are considered to be at +1 CA for purposes of spell effects.

**The Stars Are Right:** All the stars in the firmament align in a surpassingly rare pattern of monumental occult significance, the effects of which last 1d20 days. Evil sorcerers (only) have their CA *doubled* for purposes of spell effects, undead and daemons cannot be turned, and all random encounters are rolled on the **ALIEN** column of the current **TERRAIN TABLE**. There may be additional game-changing effects at the referee's option (e.g., Kthulhu rises from his frozen grave and ravages Hyperborea).

**Thief:** The thief is always encountered alone. If the reaction roll is poor and the area crowded, the thief will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the thief will probably try to interest the PCs in some criminal escapade.

**Thin Ice:** Does not apply in winter. A randomly-determined PC falls through deceptively sturdy-looking ice and into a hole 1d6x10 feet deep, suffering standard damage. If the PC tries to climb out unaided, the chance of successfully climbing is halved due to ice on the walls of the pit.

**Thunderstorm:** Does not apply in winter. 1d8 inches of rain fall in 1d4 hours, accompanied by frequent thunder and lightning. Sighting distance and movement are halved during this time, as are the chances to track and climb. The chance of getting lost increases by 1-in-6. Non-magical bows of all types are unusable during a thunderstorm. If PCs fail to seek shelter, there is a 10% chance per turn of a 6d6 lightning bolt striking the PC with the greatest weight of metal worn and carried (*avoidance* save for half damage). If the thunderstorm occurs in hill, desert, mountain, river, or lake terrain, there is a 25% chance it will be followed by a **Flash Flood** (q.v.).

**Tornado:** Does not apply in winter. The tornado is always preceded by a **Hailstorm** (q.v.). Then the sky turns blackish-green and the tornado descends, accompanied by a **Thunderstorm** (q.v.). The tornado is 500 feet in diameter and has the same effects as the tornado caused by a **control weather** spell, plus massive property damage. The tornado manifests 1d6x100 yards away from the PCs and moves toward them at a rate of 60, leaving a trail of destruction in its wake. (If the tornado encounter occurs in a town or village, it will instead appear in the area of poorest-quality housing.) The tornado will chase the PCs and wreak havoc for 2d6 rounds before moving off in another direction, but the accompanying **Thunderstorm** will continue for the standard duration.

**Treasure Ship:** This carrack is bringing salvaged wealth home to the nearest major naval power (i.e., Khromarium, Pandoros, Fazzuum, Eriksgard, or Port Zangerios). In addition to the standard crew (all of them equipped as marines), it carries 5d4+20 0<sup>th</sup>-level longbowmen with treasure class L, led a fighter of level 1d6+6. There is a 25% chance of a magician of level 1d6+6 being aboard the ship, and a 25% chance of a cleric of similar level. The treasure is stored below decks in a number of locked and trapped strongboxes. It consists of treasure class H with double chances of each category of wealth being present (so gold, gems, and jewelry will always be present) but no magic items.

**Uncanny Vertigo:** All of the PCs become sickeningly aware that they are standing on a flat disk floating in the depths of the illimitable Black Gulf. Each PC must roll a *sorcery* save or be left retching and incapacitated for 1d6 hours. If the roll on this saving throw is a 1, the PC actually falls off of Hyperborea and into the Black Gulf.

**Vermin:** Does not apply in winter. A randomly-determined PC has his rations infested by vermin, such as rats or insects. 1d100 rolled on the following table determines whether food, water, or both are ruined:

| 1d100 | Rations Infested    |
|-------|---------------------|
| 01-50 | Food                |
| 51-75 | Water               |
| 76-00 | Both food and water |

**Violet Lotus:** Does not apply in winter. Unless the party includes a barbarian, ranger, witch, druid, shaman, or scout they pass the lotus without seeing it (treated as “no encounter”). If the party does include one of the aforementioned classes, the PCs have spotted the lotus and may harvest it if they wish.

**Voice of Doom:** The PCs hear a terrible voice from the empty air, booming blasphemies and maledictions for 1d6 rounds. None but the PCs can hear this voice. Each PC must make a *sorcery* save or suffer 1d10 points of damage (and also fall to the ground, bleeding from the eyes and ears). All those who suffer damage from hearing the voice must make a second *sorcery* save or be cursed, the exact effect of which is randomly rolled as if a cursed scroll had been read.

**War Party:** This band consists of 5d4+30 0<sup>th</sup>-level shortbowmen with treasure class L, led by a 5<sup>th</sup>-level shortbowman with treasure class M. There is a 25% chance of a shaman accompanying the war party; this holy man will be in overall charge if his level exceeds 5<sup>th</sup>. There is a 25% chance that the bowmen will be using poisoned arrows (class 1d3 penetrative poison). These savages are on the warpath, and strangers will most likely be met with a hail of arrows unless the reaction roll is quite favorable.

**Warlock:** The warlock is accompanied by 2d6 mercenaries and 1d3 apprentice warlocks of like alignment, as given in the table below:

| Warlock Level                     | Mercenaries   | Apprentices            |
|-----------------------------------|---|------------------------|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  | 1 <sup>st</sup> -level |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M | 3 <sup>rd</sup> -level |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level heavy infantrymen with treasure class N  | 5 <sup>th</sup> -level |

**Warship:** This patrolling vessel belongs to the nearest major naval power (i.e., Khromarium, Pandoros, Fazzuum, Erikssgard, or Port Zangerios). In coastal waters near the home city, this will be a war galley with full crew (all equipped as marines). In open waters, or far from the home city, this will be a carrack with ballistae fore and aft. The carrack has a full crew (all equipped as marines) and 5d4+20 0<sup>th</sup>-level longbowmen with treasure class L. Either type of vessel is commanded by a level 1d6+6 fighter, and is 25% likely each to have a magician or cleric of like levels aboard. Any vessel met by the warship will be hailed and asked to give an accounting of itself, and vessels that look remotely suspicious or piratical (or who give an unsatisfactory answer, as determined by the reaction roll) are likely to be boarded or attacked.

**Waterspout:** Does not apply in winter. The waterspout forms at the standard encounter distance from the PCs. It is the approximate size and shape of a class III air elemental with commensurate water (same as ground) movement rate and damage potential. The waterspout moves directly toward the party's ship and attacks a random PC on deck each round for 1d6 rounds. It also inflicts 1d6 points of hull damage to the party's ship every round. As a natural phenomenon, it can't be engaged in combat and is immune to spells such as **dispel magic**. After 1d6 rounds have passed, the waterspout either moves away in a random direction or dissipates (referee's option).

**Weird Vibrations:** The entire party is assailed by cacodaemoniacal melodies and the music of unholy spheres for 1d6 hours. All PCs are at -2 on CA and TA, -2 to hit and damage, and -2 on saving throws. In addition, each PC must make a *sorcery* save each hour or lose 1d3 points of INT and WIS. Any PC who falls below 3 in either INT or WIS goes violently insane until the daemonic music stops. When the vibrations cease, INT and WIS are regained at the rate of 1d3 points each per turn, but any PC who went temporarily insane must make another *sorcery* save or suffer 1d3 permanent insanities.

**Whirlpool:** Does not apply in winter. The whirlpool forms 1d10x10 yards away from the party's ship. The ship has a percentage chance equal to the distance to the whirlpool (in yards) to escape being dragged to its doom. If the ship is unable to escape, it may be swallowed by the whirlpool and sink. It is 75% likely that a given whirlpool can only swallow a small ship (fifty feet or less); otherwise it can swallow a ship of any size. A ship that doesn't escape, but that is too large to swallow, suffers 2d6 hull points of damage before the whirlpool dissipates. The fate of the passengers and crew of a swallowed ship must be adjudicated by the referee.

**White Death:** The glaciers of Hyperborea, impregnated with the malice of the Ashen Worm, reach out icy hands to seize interlopers and transgressors. The PCs suddenly find themselves in a glacial field that seemingly slopes upward at a vertiginous angle in every direction. This sinister effect covers an area 1d10 miles in diameter centered on the PCs. If this uncanny new topography is greatly at variance with known reality (e.g., if the PCs are actually on a mountain peak), then each PC must make a *spell* save or develop a random insanity. While within the unnatural zone of white death, the PCs are automatically lost and can only wander at random, moving at ¼ speed on the steep glacial slopes. All encounters during this time are automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**. The effect only ends if the PCs manage to move out of the affected area – whereupon the impossibly-steep glacial fields vanish as if they never existed, and normal topography is seen once more.

**White-Speckled Blue Lotus:** Does not apply at night or in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant. If the lotus exists in an inhabited region (defined as a region with at least one **MEN** result on its **ENCOUNTER TABLE**), then 1d6 white-speckled blue zombies lurk nearby and will attack either after the lotus sprays a PC or after the party passes the lotus without seeing it.

**Wildfire:** Summer only. This encounter always begins with a **Heat Wave** (q.v.) lasting 1d6 days; if any precipitation occurs during this time, the **Heat Wave** ends and the actual wildfire is preempted. The wildfire proper begins with the smell of smoke and an onrush of fleeing animals; 1d3 different types of animals (rolled on the **ANIMAL** column of the current **TERRAIN TABLE**) flee directly toward the PCs, accompanied by numerous small and harmless beasts. These animals are only interested in escaping the fire, and fight only if the PCs block their escape route (in which case they attack with savage desperation to clear a path). 1d3 turns later a line of smoke and flames 1d10 miles long (centered on the PCs) appears at the standard encounter distance and moves directly toward the PCs at a rate of 20. In all ways it acts as an extremely large **wall of fire** doing 8 dice damage. The wildfire is only halted by a river (or larger body of water) or firebreaks requiring many men to dig (referee's discretion). The fire is not magical and can't be extinguished by spells like **dispel magic**, but precipitation from a **control weather** spell (for example) might suffice.

**Wind from the Gulf:** Outdoors only. A daemonic freezing wind blasts down on the PCs from directly above for 2d6 hours. Each PC is considered to be under a **blight** spell during this period, and all attempts to turn undead and daemons are at -2 TA. Any PC who fails to seek sturdy shelter (i.e., a cave or stone building) must make a *death* save every hour or suffer 1d20 points of damage. At the referee's discretion, something may arrive from the Black Gulf during this period.

**Windstorm:** Dangerously high winds blow for 1d6 hours. Each PC without sturdy shelter (i.e., a cave or stone building) must make an *avoidance* save every hour or suffer 1d10 points of damage from flying debris. If PCs are in a sailed boat on a river or lake, the boat is driven onto the shore and suffers 3d6 hull points of damage.

**Witch:** The witch is always encountered alone and, if the reaction roll is bad, will usually attempt to cloak herself in illusion or darkness. If this attempt is successful, then there is no encounter. (However, if the witch is female and any male PC has a charisma of 13 or higher, then the witch is 75% likely to shadow the party and attempt to **charm** the male PC with the highest charisma.) A witch, even an Evil one, will rarely attack openly and will usually not admit to being a witch. A hostile witch is much more likely to attempt to **charm** as many PCs as possible and use these dupes to deal with the rest, while herself employing potions and enchantments from the shadows.



## APPENDIX II: QUICK NPC PARTIES

### PROCEDURE

1. The alignment of all members of the NPC party is determined by rolling 1d10 on the **Alignment Table** once.
2. The total number of characters in the NPC party is determined by rolling 1d6+6. The number of classed characters is determined by rolling 2d3; all additional characters in the party are hired mercenaries.
3. The level of all classed characters in the NPC party is determined by rolling 3d6 on the **Level Table** once.
4. The class of each classed character is determined by rolling 3d10 on the **Class Table**. An alternative is given for any case where party alignment would disallow the first option.
5. The race of each character in the NPC party is determined by rolling 4d4 on the **Race Table**. At the referee's option, this can instead be rolled once and applied to the entire party, or it can simply be assumed that the party is of Common racial stock.
6. Each classed character is completed per the individual class tables (**Fighters** et al). Spells and runes are cumulative for every level, but equipment is not. Above-average ability scores are listed for each class; for simplicity, all others can be assumed to be 11. Weapon specialization, familiars, and the like can be ignored, or handled however the referee wishes. NPCs can have whatever additional mundane gear (rations, rope, torches, etc.) the referee feels is appropriate. Either gender can be assumed to be equally likely for any character.
7. All mercenaries have the levels and equipment given on the **Mercenary Table**.
8. A name for each character (based on race and gender) can be rolled on the tables in **Appendix III**.

### ALIGNMENT TABLE

| 1d10  | Party Alignment |
|-------|-----------------|
| 01-02 | Chaotic Good    |
| 03-04 | Chaotic Evil    |
| 05-08 | Neutral         |
| 09    | Lawful Evil     |
| 10    | Lawful Good     |

### LEVEL TABLE

| 3d6 | Level            |
|-----|------------------|
| 03  | 11 <sup>th</sup> |
| 04  | 9 <sup>th</sup>  |
| 05  | 7 <sup>th</sup>  |
| 06  | 5 <sup>th</sup>  |
| 07  | 4 <sup>th</sup>  |
| 08  | 3 <sup>rd</sup>  |
| 09  | 2 <sup>nd</sup>  |
| 10  | 1 <sup>st</sup>  |
| 11  | 1 <sup>st</sup>  |
| 12  | 2 <sup>nd</sup>  |
| 13  | 3 <sup>rd</sup>  |
| 14  | 4 <sup>th</sup>  |
| 15  | 6 <sup>th</sup>  |
| 16  | 8 <sup>th</sup>  |
| 17  | 10 <sup>th</sup> |
| 18  | 12 <sup>th</sup> |

## CLASS TABLE

| 3d10 | Character Class   |
|------|---|
| 03   | Cryomancer (if party is Chaotic, Pyromancer instead)          |
| 04   | Magician  |
| 05   | Priest  |
| 06   | Witch (if party is Lawful, Illusionist instead)               |
| 07   | Purloiner (if party is Lawful Good, Monk instead)             |
| 08   | Bard (if party is Lawful, Illusionist instead)                |
| 09   | Runegraver (if party is not Chaotic, Priest instead)          |
| 10   | Shaman (if party is Lawful, Priest instead)                   |
| 11   | Berserker (if party is not Chaotic, Huntsman instead)         |
| 12   | Huntsman  |
| 13   | Cataphract  |
| 14   | Scout (if party is Lawful Good, Ranger instead)               |
| 15   | Thief (if party is Lawful Good, Huntsman instead)             |
| 16   | Fighter   |
| 17   | Fighter   |
| 18   | Barbarian (if party is not Chaotic, Huntsman instead)         |
| 19   | Thief (if party is Lawful Good, Huntsman instead)             |
| 20   | Assassin (if party is Good, Huntsman instead)                 |
| 21   | Cleric  |
| 22   | Druid (if party is not Neutral, Priest instead)               |
| 23   | Ranger (if party is Evil, Scout instead)                      |
| 24   | Monk  |
| 25   | Warlock   |
| 26   | Legerdemainist (if party is Lawful Good, Illusionist instead) |
| 27   | Paladin (if party is not Lawful Good, Cataphract instead)     |
| 28   | Illusionist   |
| 29   | Necromancer (if party is Good, Illusionist instead)           |
| 30   | Pyromancer (if party is Lawful, Cryomancer instead)           |

## RACE TABLE

| 4d4 | Character or Party Race |
|-----|-------------------------|
| 04  | Hyperborean             |
| 05  | Ixian                   |
| 06  | Esquimaux               |
| 07  | Kimmeri-Keltic          |
| 08  | Kimmerian               |
| 09  | Viking                  |
| 10  | Common                  |
| 11  | Common                  |
| 12  | Keltic                  |
| 13  | Pictish                 |
| 14  | Half-Blood Pictish      |
| 15  | Amazon                  |
| 16  | Atlantean               |



## FIGHTERS (Strength 16)

| Level            | Equipment  |
|------------------|--|
| 1 <sup>st</sup>  | Scale armour, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L   |
| 2 <sup>nd</sup>  | Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L   |
| 3 <sup>rd</sup>  | Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M   |
| 4 <sup>th</sup>  | Banded mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M  |
| 5 <sup>th</sup>  | Banded mail, small shield, <b>battle axe +1</b> , short bow, quiver of 12 arrows, treasure class M                                   |
| 6 <sup>th</sup>  | Plate mail, small shield, <b>battle axe +1</b> , short bow, quiver of 12 arrows, treasure class M                                    |
| 7 <sup>th</sup>  | Plate mail, <b>small shield +1</b> , <b>battle axe +1</b> , short bow, quiver of 12 arrows, treasure class N                         |
| 8 <sup>th</sup>  | Plate mail, <b>small shield +1</b> , <b>battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N                         |
| 9 <sup>th</sup>  | Field plate, <b>small shield +1</b> , <b>battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N                        |
| 10 <sup>th</sup> | Field plate, <b>small shield +1</b> , <b>battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N+Q                      |
| 11 <sup>th</sup> | Full plate, <b>small shield +1</b> , <b>battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N+Q                       |
| 12 <sup>th</sup> | <b>Full plate +1</b> , <b>small shield +1</b> , <b>battle axe +2</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q |

## MAGICIANS (Intelligence 16)

| Level            | Equipment   | Spells  |
|------------------|---|---|
| 1 <sup>st</sup>  | Quarterstaff, dagger, treasure class L  | <b>Magic missile, shield</b>                          |
| 2 <sup>nd</sup>  | Quarterstaff, dagger, treasure class L  | <b>Protection from evil</b>                           |
| 3 <sup>rd</sup>  | Quarterstaff, dagger, <b>scroll of friends</b> , treasure class M   | <b>Invisibility, ray of enfeeblement</b>              |
| 4 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of friends</b> , treasure class M   | <b>Detect magic, detect invisibility</b>              |
| 5 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of scare</b> , treasure class M   | <b>Dispel magic</b>                                   |
| 6 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of scare</b> , treasure class M   | <b>Shove, mirror image, sepia snake sigil</b>         |
| 7 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of haste</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N         | <b>Remove curse</b>                                   |
| 8 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of haste</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N         | <b>Levitate, fly, lesser globe of invulnerability</b> |
| 9 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of fire shield</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N   | <b>Friends, feeblemind</b>                            |
| 10 <sup>th</sup> | Quarterstaff, dagger, <b>scroll of fire shield</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N+Q | <b>Haste, fire shield, teleport</b>                   |
| 11 <sup>th</sup> | Quarterstaff, dagger, <b>scroll of passwall</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N+Q    | <b>Scare, greater globe of invulnerability</b>        |
| 12 <sup>th</sup> | Quarterstaff, dagger, <b>scroll of passwall</b> , wand of magic missiles, <b>potion of gaseous form</b> , treasure class N+Q    | <b>Polymorph other, hold monster, geas</b>            |

**CLERICS** (*Wisdom 16*)

| Level            | Equipment  | Spells  |
|------------------|--|---|
| 1 <sup>st</sup>  | Scale armour, small shield, footman's mace, treasure class L   | Bless, command                                    |
| 2 <sup>nd</sup>  | Chain mail, small shield, footman's mace, treasure class L   | Cure light wounds                                 |
| 3 <sup>rd</sup>  | Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M                   | Hold person, silence                              |
| 4 <sup>th</sup>  | Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M                   | Incantation                                       |
| 5 <sup>th</sup>  | Chain mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M               | Remove fear, dispel magic                         |
| 6 <sup>th</sup>  | Splint mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M              | Remove curse                                      |
| 7 <sup>th</sup>  | Splint mail, small shield+1, footman's mace +1, scroll of animate dead, treasure class N             | Serpent charm, protection from evil 15' r         |
| 8 <sup>th</sup>  | Splint mail +1, small shield+1, footman's mace +1, scroll of animate dead, treasure class N          | Neutralize poison                                 |
| 9 <sup>th</sup>  | Splint mail +1, small shield+1, footman's mace +1, scroll of cure serious wounds, treasure class N   | Detect magic, animate dead, flame strike          |
| 10 <sup>th</sup> | Splint mail +1, small shield+1, footman's mace +1, scroll of cure serious wounds, treasure class N+Q | Dispel evil                                       |
| 11 <sup>th</sup> | Splint mail +1, small shield+1, footman's mace +2, scroll of quest, treasure class N+Q               | Invisibility to undead, cure serious wounds, heal |
| 12 <sup>th</sup> | Splint mail +1, small shield+1, footman's mace +2, scroll of quest, treasure class N+Q               | Blade barrier                                     |

**THIEVES** (*Dexterity 16*)

| Level            | Equipment  |
|------------------|--|
| 1 <sup>st</sup>  | Leather armour, small shield, long sword, dagger, treasure class L               |
| 2 <sup>nd</sup>  | Studded armour, small shield, long sword, dagger, treasure class L               |
| 3 <sup>rd</sup>  | Studded armour, small shield, long sword, dagger, treasure class M               |
| 4 <sup>th</sup>  | Studded armour, small shield, long sword +1, dagger, treasure class M            |
| 5 <sup>th</sup>  | Studded armour, small shield +1, long sword +1, dagger, treasure class M         |
| 6 <sup>th</sup>  | Studded armour +1, small shield +1, long sword +1, dagger, treasure class M      |
| 7 <sup>th</sup>  | Studded armour +1, small shield +1, long sword +1, dagger, treasure class N      |
| 8 <sup>th</sup>  | Studded armour +1, small shield +1, long sword +2, dagger, treasure class N      |
| 9 <sup>th</sup>  | Studded armour +1, small shield +1, long sword +2, dagger +1, treasure class N   |
| 10 <sup>th</sup> | Studded armour +1, small shield +1, long sword +2, dagger +1, treasure class N+Q |
| 11 <sup>th</sup> | Studded armour +1, small shield +1, long sword +2, dagger +2, treasure class N+Q |
| 12 <sup>th</sup> | Studded armour +2, small shield +1, long sword +2, dagger +2, treasure class N+Q |

**BARBARIANS** (*Strength 13, Dexterity 13, Constitution 13*)

| Level            | Equipment   |
|------------------|---|
| 1 <sup>st</sup>  | Leather armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L               |
| 2 <sup>nd</sup>  | Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L               |
| 3 <sup>rd</sup>  | Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class M               |
| 4 <sup>th</sup>  | Studded armour, bastard sword +1, dagger, short bow, quiver of 12 arrows, treasure class M            |
| 5 <sup>th</sup>  | Studded armour, bastard sword +1, dagger, short bow +1, quiver of 12 arrows, treasure class M         |
| 6 <sup>th</sup>  | Studded armour, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class M      |
| 7 <sup>th</sup>  | Studded armour +1, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class N   |
| 8 <sup>th</sup>  | Studded armour +1, bastard sword +2, dagger +1, short bow +1, quiver of 12 arrows, treasure class N   |
| 9 <sup>th</sup>  | Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N   |
| 10 <sup>th</sup> | Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N+Q |
| 11 <sup>th</sup> | Studded armour +1, bastard sword +2, dagger +2, short bow +2, quiver of 12 arrows, treasure class N+Q |
| 12 <sup>th</sup> | Studded armour +2, bastard sword +2, dagger +2, short bow +2, quiver of 12 arrows, treasure class N+Q |

**BERSERKERS** (Strength 15, Constitution 15)

| Level            | Equipment  |
|------------------|--|
| 1 <sup>st</sup>  | Leather armour, small shield, great axe, falcata, treasure class L   |
| 2 <sup>nd</sup>  | Studded armour, small shield, great axe, falcata, treasure class L   |
| 3 <sup>rd</sup>  | Studded armour, small shield, great axe, falcata, treasure class M   |
| 4 <sup>th</sup>  | Studded armour, small shield, <b>great axe +1</b> , falcata, treasure class M                                    |
| 5 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>great axe +1</b> , falcata, treasure class M                         |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>great axe +1</b> , <b>falcata +1</b> , treasure class M              |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>great axe +1</b> , <b>falcata +1</b> , treasure class N              |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>great axe +2</b> , <b>falcata +1</b> , treasure class N              |
| 9 <sup>th</sup>  | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>great axe +2</b> , <b>falcata +1</b> , treasure class N   |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>great axe +2</b> , <b>falcata +1</b> , treasure class N+Q |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>great axe +2</b> , <b>falcata +2</b> , treasure class N+Q |
| 12 <sup>th</sup> | <b>Studded armour +2</b> , <b>small shield +1</b> , <b>great axe +2</b> , <b>falcata +2</b> , treasure class N+Q |

**CATAPHRACTS** (Strength 13, Charisma 13)

| Level            | Equipment   |
|------------------|---|
| 1 <sup>st</sup>  | Laminated armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class L   |
| 2 <sup>nd</sup>  | Splint armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class L  |
| 3 <sup>rd</sup>  | Splint armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class M  |
| 4 <sup>th</sup>  | Plate mail, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class M   |
| 5 <sup>th</sup>  | Plate mail, small shield, <b>horseman's pick +1</b> , short bow, quiver of 12 arrows, treasure class M                                    |
| 6 <sup>th</sup>  | Plate mail, small shield, <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class M                         |
| 7 <sup>th</sup>  | Plate mail, small shield, <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                         |
| 8 <sup>th</sup>  | Field plate, small shield, <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                        |
| 9 <sup>th</sup>  | Field plate, <b>small shield +1</b> , <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N             |
| 10 <sup>th</sup> | Field plate, <b>small shield +1</b> , <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q           |
| 11 <sup>th</sup> | Full plate, <b>small shield +1</b> , <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q            |
| 12 <sup>th</sup> | <b>Full plate +1</b> , <b>small shield +1</b> , <b>horseman's pick +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q |

**HUNTSMEN** (Strength 13, Wisdom 13, Charisma 13)

| Level            | Equipment  |
|------------------|--|
| 1 <sup>st</sup>  | Leather armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class L   |
| 2 <sup>nd</sup>  | Studded armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class L   |
| 3 <sup>rd</sup>  | Studded armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class M   |
| 4 <sup>th</sup>  | Studded armour, short spear, falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M  |
| 5 <sup>th</sup>  | <b>Studded armour +1</b> , short spear, falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M   |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , <b>short spear +1</b> , falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M                                    |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , <b>short spear +1</b> , falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N                                    |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , <b>short spear +1</b> , <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N                         |
| 9 <sup>th</sup>  | <b>Studded armour +2</b> , <b>short spear +1</b> , <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N                         |
| 10 <sup>th</sup> | <b>Studded armour +2</b> , <b>short spear +1</b> , <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q            |
| 11 <sup>th</sup> | <b>Studded armour +2</b> , <b>short spear +1</b> , <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q            |
| 12 <sup>th</sup> | <b>Studded armour +2</b> , <b>short spear +1</b> , <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q |

**PALADINS** (Strength 13, Charisma 15)

| Level            | Equipment  | Spells                |
|------------------|--|-----------------------|
| 1 <sup>st</sup>  | Chain mail, small shield, long sword, dagger, treasure class L                           |                       |
| 2 <sup>nd</sup>  | Banded mail, small shield, long sword, dagger, treasure class L                          |                       |
| 3 <sup>rd</sup>  | Banded mail, small shield, long sword, dagger, treasure class M                          |                       |
| 4 <sup>th</sup>  | Banded mail, small shield, <b>long sword+1</b> , dagger, treasure class M                |                       |
| 5 <sup>th</sup>  | Banded mail, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class M     |                       |
| 6 <sup>th</sup>  | Plate mail, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class M      |                       |
| 7 <sup>th</sup>  | Plate mail, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class N      | Bless                 |
| 8 <sup>th</sup>  | Plate mail, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class N      | Protection from evil  |
| 9 <sup>th</sup>  | Plate mail +1, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class N   | Incantation           |
| 10 <sup>th</sup> | Plate mail +1, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class N+Q | Aid                   |
| 11 <sup>th</sup> | Plate mail +1, <b>small shield +1</b> , <b>long sword+1</b> , dagger, treasure class N+Q | Create food and water |
| 12 <sup>th</sup> | Plate mail +1, <b>small shield +1</b> , <b>long sword+2</b> , dagger, treasure class N+Q | Prayer                |

**RANGERS** (Strength 13, Wisdom 13)

| Level            | Equipment   | Spells                |
|------------------|---|-----------------------|
| 1 <sup>st</sup>  | Leather armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class L   |                       |
| 2 <sup>nd</sup>  | Studded armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class L   |                       |
| 3 <sup>rd</sup>  | Studded armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class M   |                       |
| 4 <sup>th</sup>  | Studded armour, small shield, short spear, hand axe, <b>short bow +1</b> , quiver of 12 arrows, treasure class M  |                       |
| 5 <sup>th</sup>  | Studded armour, small shield, short spear, <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class M   |                       |
| 6 <sup>th</sup>  | Studded armour, small shield, <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class M                                    |                       |
| 7 <sup>th</sup>  | Studded armour, small shield, <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                                    | Speak with animals    |
| 8 <sup>th</sup>  | Studded armour, small shield, <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                                    | Protection from evil  |
| 9 <sup>th</sup>  | Studded armour, small shield, <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                                    | Charm person or beast |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , small shield, <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q                       | Detect invisibility   |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N+Q            | Hold animal           |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>short spear +1</b> , <b>hand axe +1</b> , <b>short bow +1</b> , quiver of 12 <b>arrows +1</b> , treasure class N+Q | Flame arrow           |

**WARLOCKS** (Strength 13, Intelligence 13)

| Level            | Equipment   | Spells           |
|------------------|---|------------------|
| 1 <sup>st</sup>  | Studded armour, small shield, war pick, light crossbow, case of 20 bolts, treasure class L                                  | Dash, jump       |
| 2 <sup>nd</sup>  | Chain mail, small shield, war pick, light crossbow, case of 20 bolts, treasure class L                                      |                  |
| 3 <sup>rd</sup>  | Banded mail, small shield, war pick, light crossbow, case of 20 bolts, treasure class M                                     | Strengthen       |
| 4 <sup>th</sup>  | Banded mail, small shield, war pick, light crossbow, case of 20 bolts, scroll of charm person, treasure class M             |                  |
| 5 <sup>th</sup>  | Banded mail, small shield, war pick, light crossbow, case of 20 bolts, scroll of charm person, treasure class M             | Twofold missile  |
| 6 <sup>th</sup>  | Banded mail, small shield, war pick +1, light crossbow, case of 20 bolts, scroll of mirror image, treasure class M          |                  |
| 7 <sup>th</sup>  | Banded mail, small shield, war pick +1, light crossbow, case of 20 bolts, scroll of mirror image, treasure class N          | Charm person     |
| 8 <sup>th</sup>  | Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of hold person, treasure class N        | Mirror image     |
| 9 <sup>th</sup>  | Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of hold person, treasure class N        | Summon monster I |
| 10 <sup>th</sup> | Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of slow, treasure class N+Q             | Enlargement      |
| 11 <sup>th</sup> | Banded mail +1, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of slow, treasure class N+Q          | Invisibility     |
| 12 <sup>th</sup> | Banded mail +1, small shield +1, war pick +1, light crossbow +1, case of 20 bolts, scroll of suggestion, treasure class N+Q | Hold person      |

**CRYOMANCERS** (Intelligence 13, Wisdom 13)

| Level            | Equipment   | Spells   |
|------------------|---|--|
| 1 <sup>st</sup>  | Short spear, hand axe, treasure class L   | Magic ice dart, shield                               |
| 2 <sup>nd</sup>  | Short spear, hand axe, treasure class L   | Precipitate  |
| 3 <sup>rd</sup>  | Short spear, hand axe, scroll of protection from evil, treasure class M                               | Cool metal   |
| 4 <sup>th</sup>  | Short spear, hand axe, scroll of protection from evil, treasure class M                               | Cold resistance, ice armour                          |
| 5 <sup>th</sup>  | Short spear, hand axe, scroll of wall of vapours, treasure class M                                    | Hold person  |
| 6 <sup>th</sup>  | Short spear, hand axe, scroll of wall of vapours, treasure class M                                    | Protection from evil, frost sphere, dispel magic     |
| 7 <sup>th</sup>  | Short spear, hand axe, wand of paralysis, scroll of slow, potion of climbing, treasure class N        | Fire shield  |
| 8 <sup>th</sup>  | Short spear, hand axe, wand of paralysis, scroll of slow, potion of climbing, treasure class N        | Wall of vapours, cold protection, change temperature |
| 9 <sup>th</sup>  | Short spear, hand axe, wand of paralysis, scroll of ice storm, potion of climbing, treasure class N   | Hold portal, transform to winter wolf                |
| 10 <sup>th</sup> | Short spear, hand axe, wand of paralysis, scroll of ice storm, potion of climbing, treasure class N+Q | Slow, wall of ice, hold monster                      |
| 11 <sup>th</sup> | Short spear, hand axe, wand of paralysis, scroll of shout, potion of climbing, treasure class N+Q     | Gust of wind, summon ice daemon                      |
| 12 <sup>th</sup> | Short spear, hand axe, wand of paralysis, scroll of shout, potion of climbing, treasure class N+Q     | Ice storm, control winds, summon aerial minion       |

**ILLUSIONISTS** (*Dexterity 13, Intelligence 13*)

| Level            | Equipment  | Spells   |
|------------------|--|--|
| 1 <sup>st</sup>  | Quarterstaff, dagger, treasure class L   | Darkness, phantasm                               |
| 2 <sup>nd</sup>  | Quarterstaff, dagger, treasure class L   | Mirror image                                     |
| 3 <sup>rd</sup>  | Quarterstaff, dagger, <b>scroll of disguise self</b> , treasure class M  | Invisibility                                     |
| 4 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of disguise self</b> , treasure class M  | Terrify, improved phantasm                       |
| 5 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of phantasmal armour</b> , treasure class M  | Dispel phantasm                                  |
| 6 <sup>th</sup>  | Quarterstaff, dagger, <b>scroll of phantasmal armour</b> , treasure class M  | Disguise self, hypnotic pattern, fear            |
| 7 <sup>th</sup>  | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of suggestion</b> , <b>potion of invisibility</b> , treasure class N        | Confusion  |
| 8 <sup>th</sup>  | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of suggestion</b> , <b>potion of invisibility</b> , treasure class N        | Phantasmal armour, paralyze, phantasmal killer   |
| 9 <sup>th</sup>  | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of dispel magic</b> , <b>potion of invisibility</b> , treasure class N      | Detect magic, maze                               |
| 10 <sup>th</sup> | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of dispel magic</b> , <b>potion of invisibility</b> , treasure class N+Q    | Suggestion, emotion, incite chaos                |
| 11 <sup>th</sup> | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of phantasmal door</b> , <b>potion of invisibility</b> , treasure class N+Q | Glitterdust, mass suggestion                     |
| 12 <sup>th</sup> | Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of phantasmal door</b> , <b>potion of invisibility</b> , treasure class N+Q | Dispel magic, advanced spectral phantasm, shades |

**NECROMANCERS** (*Intelligence 13, Wisdom 13*)

| Level            | Equipment  | Spells  |
|------------------|--|---|
| 1 <sup>st</sup>  | Quarterstaff, sickle, whip, treasure class L   | Command, scare                                    |
| 2 <sup>nd</sup>  | Quarterstaff, sickle, whip, treasure class L   | Protection from evil                              |
| 3 <sup>rd</sup>  | Quarterstaff, sickle, whip, <b>scroll of invisibility to undead</b> , treasure class M   | Ray of enfeeblement                               |
| 4 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>scroll of invisibility to undead</b> , treasure class M   | Detect magic, cause blindness                     |
| 5 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>scroll of darkness</b> , treasure class M   | Strangle  |
| 6 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>scroll of darkness</b> , treasure class M   | Invisibility to undead, ghoul touch, slow         |
| 7 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of hold person</b> , <b>potion of levitation</b> , treasure class N          | Animate dead                                      |
| 8 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of hold person</b> , <b>potion of levitation</b> , treasure class N          | Darkness, sepia snake sigil, shroud of fear       |
| 9 <sup>th</sup>  | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of inflict madness</b> , <b>potion of levitation</b> , treasure class N      | Chill touch, death                                |
| 10 <sup>th</sup> | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of inflict madness</b> , <b>potion of levitation</b> , treasure class N+Q    | Hold person, turn sticks to serpents, plague rats |
| 11 <sup>th</sup> | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of shadow conjuration</b> , <b>potion of levitation</b> , treasure class N+Q | Zombie visage, animate dead II                    |
| 12 <sup>th</sup> | Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of shadow conjuration</b> , <b>potion of levitation</b> , treasure class N+Q | Vampiric touch, inflict madness, finger of death  |

**PYROMANCERS** (Intelligence 13, Wisdom 13)

| Level            | Equipment   | Spells   |
|------------------|---|--|
| 1 <sup>st</sup>  | Scimitar, curved dagger, treasure class L   | Flaming missile, smoke cloud                                   |
| 2 <sup>nd</sup>  | Scimitar, curved dagger, treasure class L   | Sorcerous armour   |
| 3 <sup>rd</sup>  | Scimitar, curved dagger, scroll of detect magic, treasure class M   | Heat metal   |
| 4 <sup>th</sup>  | Scimitar, curved dagger, scroll of detect magic, treasure class M   | Flash, produce flame   |
| 5 <sup>th</sup>  | Scimitar, curved dagger, scroll of pyrotechnics, treasure class M   | Flame arrow  |
| 6 <sup>th</sup>  | Scimitar, curved dagger, scroll of pyrotechnics, treasure class M   | Detect magic, glitterdust, dispel magic                        |
| 7 <sup>th</sup>  | Scimitar, curved dagger, wand of illuming, scroll of illusory wall of fire, potion of fire resistance, treasure class N | Fire shield  |
| 8 <sup>th</sup>  | Scimitar, curved dagger, wand of illuming, scroll of illusory wall of fire, potion of fire resistance, treasure class N | Pyrotechnics, incinerate normal missiles, wall of fire         |
| 9 <sup>th</sup>  | Scimitar, curved dagger, wand of illuming, scroll of produce bonfire, potion of fire resistance, treasure class N       | Light, summon firefly swarm                                    |
| 10 <sup>th</sup> | Scimitar, curved dagger, wand of illuming, scroll of produce bonfire, potion of fire resistance, treasure class N+Q     | Illusory wall of fire, controlled blast fireball, flame strike |
| 11 <sup>th</sup> | Scimitar, curved dagger, wand of illuming, scroll of breathe fire, potion of fire resistance, treasure class N+Q        | Flaming sphere, death ray of immolation                        |
| 12 <sup>th</sup> | Scimitar, curved dagger, wand of illuming, scroll of breathe fire, potion of fire resistance, treasure class N+Q        | Produce bonfire, teleport, summon fire elemental               |

**WITCHES** (Intelligence 13, Charisma 13)

| Level            | Equipment  | Spells  |
|------------------|--|---|
| 1 <sup>st</sup>  | Dagger, treasure class L   | Alter self, charm person                                |
| 2 <sup>nd</sup>  | Dagger, dose of ingestible poison I, soporific potion, treasure class L  | Friends   |
| 3 <sup>rd</sup>  | Dagger, dose of ingestible poison I, soporific potion, philtre, scroll of detect magic, treasure class M   | Darkness  |
| 4 <sup>th</sup>  | Dagger, dose of ingestible poison II, soporific potion, paralytic potion, philtre, scroll of detect magic, treasure class M  | Protection from evil, hypnotism                         |
| 5 <sup>th</sup>  | Dagger, dose of ingestible poison II, soporific potion, paralytic potion, philtre, scroll of hold person, treasure class M   | Phantasm  |
| 6 <sup>th</sup>  | Dagger, dose of ingestible poison III, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of hold person, treasure class M   | Detect magic, obscure, dispel magic                     |
| 7 <sup>th</sup>  | Dagger, wand of polymorphing, magic broom, dose of ingestible poison III, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of slow, treasure class N             | Polymorph self  |
| 8 <sup>th</sup>  | Dagger, wand of polymorphing, magic broom, dose of ingestible poison IV, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of slow, treasure class N              | Hold person, summon insect swarm, hallucinatory terrain |
| 9 <sup>th</sup>  | Dagger, wand of polymorphing, magic broom, dose of ingestible poison IV, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of contagion, treasure class N         | Scare, magic jar  |
| 10 <sup>th</sup> | Dagger, wand of polymorphing, magic broom, dose of ingestible poison V, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of contagion, treasure class N+Q        | Slow, plant growth, shadow conjuration                  |
| 11 <sup>th</sup> | Dagger, wand of polymorphing, magic broom, dose of ingestible poison V, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of summon elemental, treasure class N+Q | Ungovernable hideous laughter, geas                     |
| 12 <sup>th</sup> | Dagger, wand of polymorphing, magic broom, dose of ingestible poison V, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of summon elemental, treasure class N+Q | Contagion, sleep everlasting, summon invisible stalker  |

**DRUIDS** (Wisdom 13, Charisma 13)

| Level            | Equipment  | Spells   |
|------------------|--|--|
| 1 <sup>st</sup>  | Leather armour, small shield, scimitar, dagger, treasure class L   | Entangle, sanctuary from animals                                       |
| 2 <sup>nd</sup>  | Studded armour, small shield, scimitar, dagger, treasure class L   | Influence normal fire  |
| 3 <sup>rd</sup>  | Studded armour, small shield, scimitar, dagger, scroll of detect magic, treasure class M                       | Heat metal   |
| 4 <sup>th</sup>  | Studded armour, small shield, scimitar +1, dagger, scroll of detect magic, treasure class M                    | Light, cure light wounds   |
| 5 <sup>th</sup>  | Studded armour, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M           | Call lightning   |
| 6 <sup>th</sup>  | Studded armour +1, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M        | Detect magic, barkskin, neutralize poison                              |
| 7 <sup>th</sup>  | Studded armour +1, small shield, scimitar +1, dagger, scroll of summon insect swarm, treasure class N          | Summon animal I  |
| 8 <sup>th</sup>  | Studded armour +1, small shield +1, scimitar +1, dagger, scroll of summon insect swarm, treasure class N       | Charm person or beast, hold animal, dispel magic                       |
| 9 <sup>th</sup>  | Studded armour +1, small shield +1, scimitar +1, dagger, scroll of lightning protection, treasure class N      | Speak with animals, summon animal II                                   |
| 10 <sup>th</sup> | Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of lightning protection, treasure class N+Q | Summon insect swarm, plant portal, turn sticks to serpents             |
| 11 <sup>th</sup> | Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of flame strike, treasure class N+Q         | Gust of wind, summon animal III  |
| 12 <sup>th</sup> | Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of flame strike, treasure class N+Q         | Messenger bird, lightning protection, pass tree, summon fire elemental |

**MONKS** (Dexterity 13, Wisdom 13)

| Level            | Equipment  |
|------------------|--|
| 1 <sup>st</sup>  | Quarterstaff, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L               |
| 2 <sup>nd</sup>  | Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L            |
| 3 <sup>rd</sup>  | Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class M            |
| 4 <sup>th</sup>  | Quarterstaff +1, hand axe, dagger, light crossbow +1, case of 20 bolts, treasure class M         |
| 5 <sup>th</sup>  | Quarterstaff +1, hand axe +1, dagger, light crossbow +1, case of 20 bolts, treasure class M      |
| 6 <sup>th</sup>  | Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class M   |
| 7 <sup>th</sup>  | Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N   |
| 8 <sup>th</sup>  | Quarterstaff +2, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N   |
| 9 <sup>th</sup>  | Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N   |
| 10 <sup>th</sup> | Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N+Q |
| 11 <sup>th</sup> | Quarterstaff +2, hand axe +2, dagger +1, light crossbow +2, case of 20 bolts, treasure class N+Q |
| 12 <sup>th</sup> | Quarterstaff +2, hand axe +2, dagger +2, light crossbow +2, case of 20 bolts, treasure class N+Q |



**PRIESTS** (*Wisdom 13, Charisma 13*)

| Level            | Equipment  | Spells   |
|------------------|--|--|
| 1 <sup>st</sup>  | Quarterstaff, dagger, treasure class L   | Bless, command, protection from evil                                   |
| 2 <sup>nd</sup>  | Quarterstaff, dagger, treasure class L   | Sanctuary  |
| 3 <sup>rd</sup>  | Quarterstaff, dagger, scroll of cure light wounds, treasure class M                    | Incantation, silence   |
| 4 <sup>th</sup>  | Quarterstaff, dagger, scroll of cure light wounds, treasure class M                    | Detect magic, hold person  |
| 5 <sup>th</sup>  | Quarterstaff, dagger, scroll of fire resistance, treasure class M                      | Dispel magic, magic vestment   |
| 6 <sup>th</sup>  | Quarterstaff, dagger, scroll of fire resistance, treasure class M                      | Serpent charm, prayer  |
| 7 <sup>th</sup>  | Quarterstaff, dagger, scarab of protection, scroll of remove curse, treasure class N   | Cure light wounds, protection from evil 15' r, turn sticks to serpents |
| 8 <sup>th</sup>  | Quarterstaff, dagger, scarab of protection, scroll of remove curse, treasure class N   | Meld into stone, cure serious wounds                                   |
| 9 <sup>th</sup>  | Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N    | Fire resistance, dispel evil, finger of death                          |
| 10 <sup>th</sup> | Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N+Q  | Light, shroud of fear, insect plague                                   |
| 11 <sup>th</sup> | Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q | Remove curse, aerial minion, control weather                           |
| 12 <sup>th</sup> | Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q | Invisibility to undead, raise dead, heal                               |

**RUNEGRAVERS** (*Strength 13, Wisdom 13*)

| Level            | Equipment  | Runes                                   |
|------------------|--|---|
| 1 <sup>st</sup>  | Studded armour, small shield, battle axe, dagger, ale horn, treasure class L           | Command                                 |
| 2 <sup>nd</sup>  | Chain mail, small shield, battle axe, dagger, ale horn, treasure class L               | Enlargement                             |
| 3 <sup>rd</sup>  | Chain mail, small shield, battle axe, dagger, ale horn, treasure class M               | Mount, hold person                      |
| 4 <sup>th</sup>  | Chain mail, small shield, battle axe +1, dagger, ale horn, treasure class M            | Black cloud                             |
| 5 <sup>th</sup>  | Chain mail +1, small shield, battle axe +1, dagger, ale horn, treasure class M         | Fool's gold, twofold missile            |
| 6 <sup>th</sup>  | Chain mail +1, small shield +1, battle axe +1, dagger, ale horn, treasure class M      | Inflict disease                         |
| 7 <sup>th</sup>  | Chain mail +1, small shield +1, battle axe +2, dagger, ale horn, treasure class N      | Create food and water, dweomered weapon |
| 8 <sup>th</sup>  | Chain mail +2, small shield +1, battle axe +2, dagger, ale horn, treasure class N      | Ice storm                               |
| 9 <sup>th</sup>  | Chain mail +2, small shield +1, battle axe +2, dagger +1, ale horn, treasure class N   | Freeze surface, flame strike            |
| 10 <sup>th</sup> | Chain mail +2, small shield +1, battle axe +2, dagger +1, ale horn, treasure class N+Q | True seeing                             |
| 11 <sup>th</sup> | Chain mail +2, small shield +2, battle axe +2, dagger +1, ale horn, treasure class N+Q | Control water                           |
| 12 <sup>th</sup> | Chain mail +2, small shield +2, battle axe +2, dagger +2, ale horn, treasure class N+Q | Reincarnation                           |

**SHAMANS** (*Intelligence 13, Wisdom 13*)

| Level            | Equipment   | Spells                                |
|------------------|---|---------------------------------------|
| 1 <sup>st</sup>  | Leather armour, war club, dagger, short bow, quiver of 12 arrows, treasure class L  | Bless, precipitate                    |
| 2 <sup>nd</sup>  | Studded armour, war club, dagger, short bow, quiver of 12 arrows, treasure class L  | Friends, spider climb                 |
| 3 <sup>rd</sup>  | Studded armour, war club, dagger, short bow, quiver of 12 arrows, <b>scroll of cure light wounds</b> , treasure class M                                       | Darkness                              |
| 4 <sup>th</sup>  | Studded armour, war club, dagger, short bow, quiver of 12 arrows, <b>scroll of charm person</b> , treasure class M  | Invisibility                          |
| 5 <sup>th</sup>  | Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of silence</b> , treasure class M                                      | Prayer                                |
| 6 <sup>th</sup>  | Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of stinking cloud</b> , treasure class M                               | Phantasm                              |
| 7 <sup>th</sup>  | Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of remove curse</b> , treasure class N                                 | Cure light wounds, perform exorcism   |
| 8 <sup>th</sup>  | Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of protection from normal missiles</b> , treasure class N              | Charm person, polymorph other         |
| 9 <sup>th</sup>  | Studded armour, <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of cure serious wounds</b> , treasure class N               | Silence, cure madness                 |
| 10 <sup>th</sup> | Studded armour, <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of hallucinatory terrain</b> , treasure class N+Q           | Stinking cloud, summon elemental      |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of raise dead</b> , treasure class N+Q           | Remove curse, animate objects         |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>war club +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of magic jar</b> , treasure class N+Q | Protection from normal missiles, geas |

**ASSASSINS** (*Dexterity 13, Intelligence 13*)

| Level            | Equipment   |
|------------------|---|
| 1 <sup>st</sup>  | Short sword, dagger, light crossbow, case of 20 bolts, treasure class L   |
| 2 <sup>nd</sup>  | Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison I, treasure class L  |
| 3 <sup>rd</sup>  | Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison I, dose of penetrative poison I, treasure class M  |
| 4 <sup>th</sup>  | Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison II, dose of penetrative poison I, treasure class M   |
| 5 <sup>th</sup>  | Short sword, dagger, <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison II, dose of penetrative poison II, treasure class M   |
| 6 <sup>th</sup>  | Short sword, dagger, <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison III, dose of penetrative poison II, treasure class M  |
| 7 <sup>th</sup>  | Short sword, <b>venom dagger +2 (penetrative poison III)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison III, dose of penetrative poison III, treasure class N           |
| 8 <sup>th</sup>  | <b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison III)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison III, treasure class N |
| 9 <sup>th</sup>  | <b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison IV, treasure class N   |
| 10 <sup>th</sup> | <b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison IV, treasure class N+Q |
| 11 <sup>th</sup> | <b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison V, dose of penetrative poison IV, treasure class N+Q  |
| 12 <sup>th</sup> | <b>Short sword +2</b> , <b>venom dagger +2 (penetrative poison V)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison V, dose of penetrative poison V, treasure class N+Q    |

**BARDS** (*Dexterity 13, Charisma 15*)

| Level            | Equipment   | Spells                       |
|------------------|---|------------------------------|
| 1 <sup>st</sup>  | Leather armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class L  | Pass without trace           |
| 2 <sup>nd</sup>  | Studded armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class L  | Phantasm                     |
| 3 <sup>rd</sup>  | Studded armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class M  | Charm person or beast        |
| 4 <sup>th</sup>  | Studded armour, small shield, <b>broadsword +1</b> , dagger, short bow, quiver of 12 arrows, lyre, treasure class M   | Invisibility                 |
| 5 <sup>th</sup>  | Studded armour, small shield, <b>broadsword +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class M  | Black cloud                  |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>broadsword +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class M   | Spectral phantasm            |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>broadsword +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N  | Hallucinatory terrain        |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N                             | Phantasmal killer            |
| 9 <sup>th</sup>  | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N                             | Entangle, obscure            |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N+Q                           | Darkness, hypnotic pattern   |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N+Q                           | Call lightning, dispel magic |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, <b>lyre of time and space</b> , treasure class N+Q | Fear, confusion              |

**LEGERDEMAINISTS** (*Dexterity 13, Intelligence 13*)

| Level            | Equipment   | Spells              |
|------------------|---|---------------------|
| 1 <sup>st</sup>  | Leather armour, small shield, long sword, dagger, treasure class L  | Charm person, sleep |
| 2 <sup>nd</sup>  | Studded armour, small shield, long sword, dagger, treasure class L  |                     |
| 3 <sup>rd</sup>  | Studded armour, small shield, long sword, dagger, <b>scroll of detect magic</b> , treasure class M                                      | Invisibility        |
| 4 <sup>th</sup>  | Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of detect magic</b> , treasure class M                           |                     |
| 5 <sup>th</sup>  | Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of levitate</b> , treasure class M                               | Clairvoyance        |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of levitate</b> , treasure class M                    |                     |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N                | Detect magic        |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N                | Levitate            |
| 9 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of suggestion</b> , treasure class N       | Dispel magic        |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of suggestion</b> , treasure class N+Q     | Unseen servant      |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of fly</b> , treasure class N+Q | Knock               |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of fly</b> , treasure class N+Q | Suggestion          |

**PURLOINERS** (*Dexterity 13, Wisdom 13*)

| Level            | Equipment   | Spells             |
|------------------|---|--------------------|
| 1 <sup>st</sup>  | Leather armour, small shield, long sword, dagger, treasure class L  | Command, sanctuary |
| 2 <sup>nd</sup>  | Studded armour, small shield, long sword, dagger, treasure class L  |                    |
| 3 <sup>rd</sup>  | Studded armour, small shield, long sword, dagger, <b>scroll of detect magic</b> , treasure class M  | Silence            |
| 4 <sup>th</sup>  | Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of detect magic</b> , treasure class M                                       |                    |
| 5 <sup>th</sup>  | Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of find traps</b> , treasure class M   | Locate object      |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of find traps</b> , treasure class M                              |                    |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N                            | Detect magic       |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N                            | Find traps         |
| 9 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of meld into stone</b> , treasure class N              | Dispel magic       |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of meld into stone</b> , treasure class N+Q            | Omen               |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of speak with dead</b> , treasure class N+Q | Hold person        |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of speak with dead</b> , treasure class N+Q | Meld into stone    |

**SCOUTS** (*Dexterity 13, Intelligence 13*)

| Level            | Equipment   |
|------------------|---|
| 1 <sup>st</sup>  | Leather armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class L   |
| 2 <sup>nd</sup>  | Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class L   |
| 3 <sup>rd</sup>  | Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class M   |
| 4 <sup>th</sup>  | Studded armour, small shield, <b>falcata +1</b> , dagger, short bow, quiver of 12 arrows, treasure class M  |
| 5 <sup>th</sup>  | Studded armour, small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class M   |
| 6 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class M                                    |
| 7 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class N                                    |
| 8 <sup>th</sup>  | <b>Studded armour +1</b> , small shield, <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N                         |
| 9 <sup>th</sup>  | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N              |
| 10 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 <b>arrows +1</b> , treasure class N+Q |
| 11 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 <b>arrows +1</b> , treasure class N+Q |
| 12 <sup>th</sup> | <b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +2</b> , <b>dagger +1</b> , <b>short bow +2</b> , quiver of 12 <b>arrows +1</b> , treasure class N+Q |

## MERCENARY TABLE

| Classed Character Level           | Mercenaries   |
|-----------------------------------|---|
| 1 <sup>st</sup> -4 <sup>th</sup>  | 0 <sup>th</sup> -level light infantrymen with treasure class L  |
| 5 <sup>th</sup> -8 <sup>th</sup>  | 2 <sup>nd</sup> -level medium infantrymen with treasure class M |
| 9 <sup>th</sup> -12 <sup>th</sup> | 5 <sup>th</sup> -level heavy infantrymen with treasure class N  |

## QUICK ADVENTURING GEAR

In some cases NPCs may join with a PC party, putting all of the NPC gear at PC disposal, or else PCs may loot their corpses. In either of these circumstances, the referee may not wish to choose compete gear for each NPC from scratch. If this is the case, each NPC classed character and mercenary can be assumed to have the following in addition to the listed arms, armour, and treasure: backpack, 1 week iron rations, 1 full wineskin, a winter blanket, a tinderbox, and 3 torches. Strong NPCs (13+ strength) also have 50' of hemp rope, a pry bar, a hammer, and 12 iron spikes. Character classes that use holy symbols and/or thieves' tools can be assumed to have them. Character classes that use spell books can be assumed to have them on their person 50% of the time; these contain all memorized spells and any additional ones the referee cares to add. (For more flavor and distinction between the classes, the referee may wish to use the **Quick Start Equipage Packs** on pp 128-129 of the *AS&SH* hardcover to determine equipment other than arms and armor.)

## EXAMPLE OF CREATING AN NPC PARTY

A roll of 1d10 on the **Alignment Table** is '3', so the party is Chaotic Evil in alignment. A roll of 1d6+6 indicates that there are 9 total characters in the party. A roll of 2d3 determines that 5 of these characters are classed, leaving a balance of 4 as hired mercenaries. A roll of 3d6 on the **Level Table** is '14', so the classed members of the party are 4<sup>th</sup>-level. 3d10 is then rolled on the **Class Table** for each classed character; the results are scout ('14'), cataphract ('13'), berserker ('11'), fighter ('16'), and another scout ('14'). Because the classed characters are 4<sup>th</sup>-level, the mercenaries are all 0<sup>th</sup>-level light infantrymen (per the **Mercenary Table**). 4d4 is rolled on the **Race Table** for each classed character and mercenary, with the results being Keltic ('12'), Viking ('9'), Keltic ('12'), Kimmeri-Keltic ('7'), Keltic ('12'), Kimmerian ('8'), Viking ('9'), Common ('10'), and Common ('11'). The gender of each character is then rolled on 1d100, with equal chance of either gender, and a name is generated for each by rolling 1d12 on the appropriate table (determined by race and gender) in **Appendix III**. The party consists of Brighid (4<sup>th</sup>-level female Keltic scout), Snorri (4<sup>th</sup>-level male Viking cataphract), Dughlas (4<sup>th</sup>-level male Keltic berserker), Malamhin (4<sup>th</sup>-level female Kimmeri-Keltic fighter), Lachlann (4<sup>th</sup>-level male Keltic scout), Andronikos (0<sup>th</sup>-level male Kimmerian light infantryman), Eirikr (0<sup>th</sup>-level male Viking light infantryman), Korxai (0<sup>th</sup>-level male Common light infantryman) and Felxell (0<sup>th</sup>-level male Common light infantryman). No sorcerers here - this is a hard-headed bunch of swordsmen out for loot and plunder!

## APPENDIX III: QUICK NPC NAMES TABLE

|            |                           |                           |                           |                      |                    |                    |                      |
|------------|---------------------------|---------------------------|---------------------------|----------------------|--------------------|--------------------|----------------------|
| <i>d12</i> | <i>Amazon (F)</i>         | <i>Amazon (M)</i>         | <i>Atlantean (F)</i>      | <i>Atlantean (M)</i> | <i>Common (F)</i>  | <i>Common (M)</i>  | <i>Esquimaux</i>     |
| 01         | Alexandra                 | Antigonos                 | Agape                     | Agathon              | Duntanna           | Conrhan            | Aguta                |
| 02         | Ambrosia                  | Antipatros                | Aphrodisia                | Alexandros           | Qardunnia          | Felxell            | Kakortok             |
| 03         | Andromeda                 | Demetrios                 | Apollonia                 | Archimedes           | Qarullesta         | Gar                | Karpok               |
| 04         | Artemisia                 | Dionysios                 | Elpis                     | Demosthenes          | Raidalla           | Korxai             | Ningakpok            |
| 05         | Demetria                  | Galenos                   | Euphemia                  | Galenos              | Ramdailia          | Pen                | Salaksartok          |
| 06         | Eudoxia                   | Kallias                   | Kallisto                  | Helidoros            | Relrennia          | Ren                | Sangilak             |
| 07         | Eupraxia                  | Lysandros                 | Kleopatra                 | Heron                | Rhelesta           | Rhul               | Suka                 |
| 08         | Hypatia                   | Philon                    | Lysandra                  | Kleon                | Rhulrhana          | Vun                | Tartok               |
| 09         | Lysistrate                | Simonides                 | Pelagia                   | Pelagios             | Sampenna           | Vunzon             | Tulukaruk            |
| 10         | Pelagia                   | Thales                    | Sostrate                  | Solon                | Vairxanna          | Zai                | Tuluwaq              |
| 11         | Sophia                    | Tryphon                   | Tryphosa                  | Straton              | Xilquillia         | Zenquan            | Tuwawi               |
| 12         | Theodosia                 | Zenobios                  | Xenia                     | Themistokles         | Zullesta           | Zon                | Ulva                 |
| <i>d12</i> | <i>Hyperborean (F)</i>    | <i>Hyperborean (M)</i>    | <i>Ixian (F)</i>          | <i>Ixian (M)</i>     | <i>Keltic (F)</i>  | <i>Keltic (M)</i>  | <i>Kimmerian (F)</i> |
| 01         | Shadarivol                | Dorizin                   | Alda                      | Abragos              | Ana                | Aonghus            | Aristomache          |
| 02         | Shadarizor                | Dunukar                   | Amage                     | Ardaros              | Brighid            | Artair             | Demonstrate          |
| 03         | Shagoruzul                | Galugon                   | Apama                     | Baxagos              | Echna              | Bran               | Euthalia             |
| 04         | Shagulizar                | Gonaxil                   | Arite                     | Chodios              | Fionuir            | Brion              | Helene               |
| 05         | Sharkoraplo               | Gulogan                   | Leimeia                   | Gaos                 | Laoise             | Conall             | Kallisto             |
| 06         | Shaploidun                | Kolovol                   | Mada                      | Insazagos            | Muireall           | Conan              | Korinna              |
| 07         | Shavilozol                | Korivan                   | Maiosara                  | Olgasos              | Riona              | Dughlas            | Lysandra             |
| 08         | Shavunovun                | Polivon                   | Saruke                    | Ourbazos             | Ros                | Fearghas           | Phoibe               |
| 09         | Shaxanavor                | Volaxar                   | Storane                   | Pharnes              | Saraid             | Lachlann           | Ptolemais            |
| 10         | Shazaravan                | Xurupol                   | Tamura                    | Phoros               | Sorcha             | Niall              | Sappho               |
| 11         | Shazorixon                | Zulozir                   | Tirgatao                  | Sattion              | Treasa             | Ross               | Syntyché             |
| 12         | Shazulugol                | Zunodor                   | Uparmiya                  | Xorbas               | Tuathla            | Taran              | Xenia                |
| <i>d12</i> | <i>Kimmerian (M)</i>      | <i>Kimmeri-Keltic (F)</i> | <i>Kimmeri-Keltic (M)</i> |                      | <i>Pictish (F)</i> | <i>Pictish (M)</i> |                      |
| 01         | Alexios                   | Euphemia                  | Anrothan                  |                      | Barita             | Arviragos          |                      |
| 02         | Andronikos                | Grainne                   | Ariston                   |                      | Bodicca            | Caratacos          |                      |
| 03         | Argyros                   | Kallisto                  | Artagan                   |                      | Brighid            | Cassivellaunos     |                      |
| 04         | Drakon                    | Liamhain                  | Bran                      |                      | Cartimandua        | Cunomoros          |                      |
| 05         | Herakleios                | Liobhan                   | Curnan                    |                      | Ciar               | Dubnovellaunos     |                      |
| 06         | Herodotos                 | Malamhin                  | Maon                      |                      | Cunoarda           | Dumnocoveros       |                      |
| 07         | Leonidas                  | Mealla                    | Onchu                     |                      | Cunovinda          | Dumnovellaunos     |                      |
| 08         | Nikephoros                | Neasa                     | Orthanach                 |                      | Huctia             | Motios             |                      |
| 09         | Pantheras                 | Orlaith                   | Praxiteles                |                      | Mordag             | Senaculos          |                      |
| 10         | Sokrates                  | Photine                   | Sionn                     |                      | Neasa              | Tasciovanos        |                      |
| 11         | Theron                    | Sidheag                   | Solon                     |                      | Verctissa          | Tincommios         |                      |
| 12         | Zosimos                   | Xenia                     | Ultan                     |                      | Verica             | Vellocatos         |                      |
| <i>d12</i> | <i>Half-Blood Pictish</i> | <i>Viking (F)</i>         | <i>Viking (M)</i>         | <i>Other (F)</i>     | <i>Other (M)</i>   | <i>Other (F)</i>   | <i>Other (M)</i>     |
| 01         | Ch'aak                    | Alfhildr                  | Arnstein                  | Astri                | Alero              | Aroon              | Hebbalvalith         |
| 02         | Ch'eeet                   | Frida                     | Audmundr                  | Fulotha              | Baartcos-Oth       | Leroora            | Hellis               |
| 03         | Dis                       | Gunna                     | Bjorn                     | Ilcemor              | Eros               | Llish              | Lirnandoon           |
| 04         | Gayeis                    | Gunnhildr                 | Eirikr                    | Illotroi             | Ganos              | Lyroon             | Mibdin-Zabra         |
| 05         | Gooch                     | Helga                     | Hakon                     | Indulbra             | Ilyron             | Piris              | Nash                 |
| 06         | Shaa                      | Hildr                     | Hermundr                  | Istar                | Imbos              | Pombo              | Sainoth              |
| 07         | Taan                      | Oddny                     | Hrafn                     | Lustaiyon            | Lultar             | Sippy              | Ten-Kai              |
| 08         | Toos                      | Ragnhildr                 | Ivarr                     | Phaleor              | Ossargo            | Tinuscra           | Thoom                |
| 09         | X'aan                     | Signy                     | Ragnarr                   | Simpralleor          | Thandor            | Tobol              | Toongrothroman       |
| 10         | Xaas                      | Sigrun                    | Snorri                    | Sinuthaim            | Thulornos          | Trin               | Trang                |
| 11         | X'atgu                    | Ulla                      | Stein                     | Tnendaim             | Ummoros            | Zrernarb           | Yang                 |
| 12         | Yeik                      | Ullhildr                  | Ullmundr                  | Ulaskim              | Undar              | Zunda              | Zaumnos              |



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