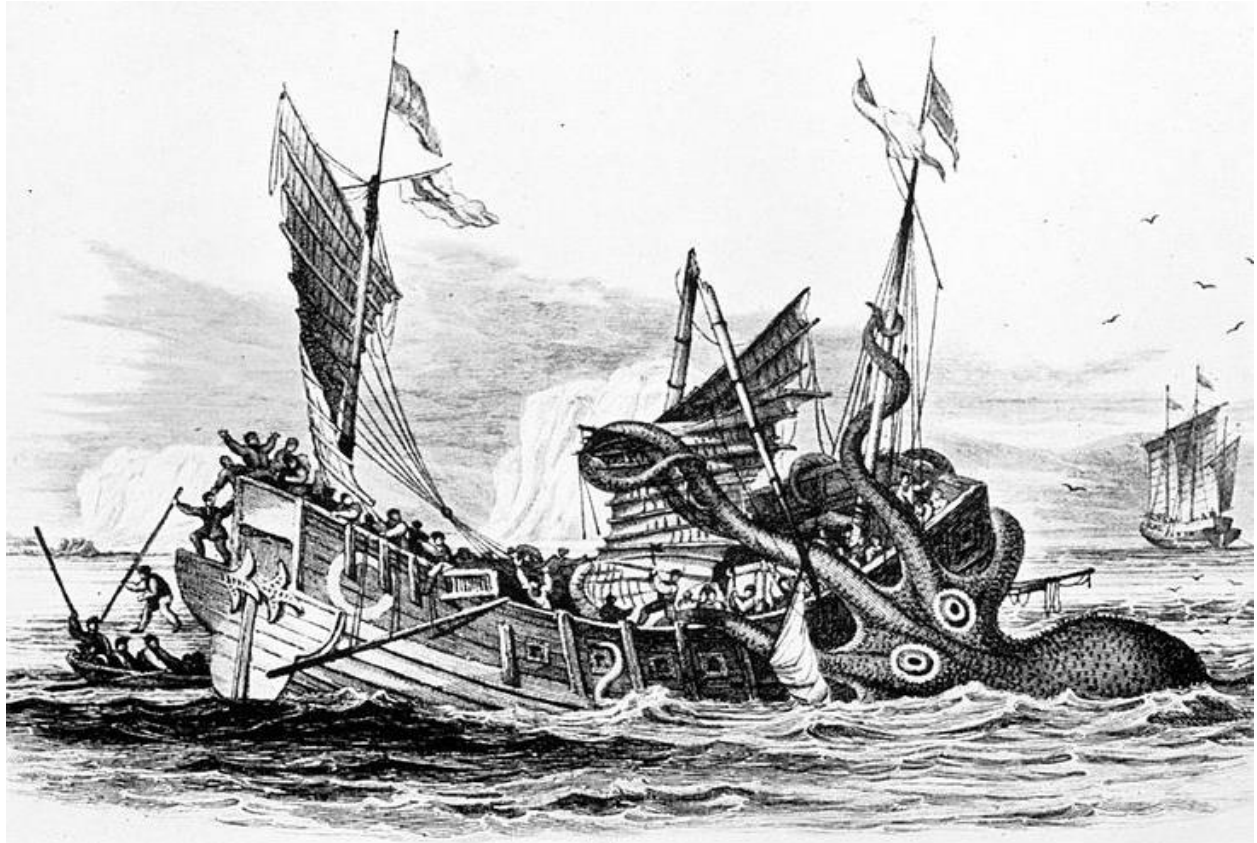


HYPERBOREAN ENCOUNTER TABLES

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 ‘13’, 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.

HYPERBOREAN ENCOUNTER TABLES

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

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Brigand's Bay</i>	<i>Broken Coast</i>	<i>Cape Calencia</i>
03	UNDEAD	CELESTIAL	UNDEAD
04	Heavy Cavalry ("nobles")	UNDEAD	MEN
05	1d10x10 bandits	NATURAL	ANIMAL
06	Light Cavalry ("nobles")	ANIMAL	Light Patrol (<i>Half-Blood Picts</i>)
07	MEN	NATURAL	Hunting Party (<i>Half-Blood Picts</i>)
08	NATURAL	ANIMAL	PREHISTORIC
09	2d6 bandits	GIANT	Hunting Party (<i>Half-Blood Picts</i>)
10	ANIMAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	Hunting Party ("nobles")	NATURAL	1d6 ape-men
13	ANIMAL	ANIMAL	GIANT
14	Light Patrol ("nobles")	NATURAL	ANIMAL
15	Medium Patrol ("nobles")	PREHISTORIC	MEN
16	Light Patrol ("nobles")	NATURAL	6d6 ape-men
17	MEN	MYTHICAL	NATURAL
18	CELESTIAL	ALIEN	CELESTIAL
3d6	<i>City in the Clouds</i>	<i>Crab Archipelago</i>	<i>Dagon Bay</i>
03	CELESTIAL	3d6x10 crab-men	CELESTIAL
04	ALIEN	Hunting Party (<i>crab-kin</i>)	UNDEAD
05	UNDEAD	NATURAL	MYTHICAL
06	MYTHICAL	War Party (<i>crab-kin</i>)	Light Patrol (<i>degenerates</i>)
07	MEN	GIANT	ANIMAL
08	GIANT	ANIMAL	Hunting Party (<i>degenerates</i>)
09	Medium Patrol (<i>Amazons</i>)	Hunting Party (<i>crab-kin</i>)	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	MEN	NATURAL	ANIMAL
12	ANIMAL	ANIMAL	Hunting Party (<i>degenerates</i>)
13	NATURAL	NATURAL	MEN
14	Medium Patrol (<i>Amazons</i>)	Hunting Party (<i>crab-kin</i>)	NATURAL
15	ANIMAL	GIANT	PREHISTORIC
16	Medium Patrol (<i>Amazons</i>)	1d6 crab-men	2d6 fish-men (<i>coastal only</i>)
17	ALIEN	MEN	ALIEN
18	CELESTIAL	CELESTIAL	2d4x10 fish-men (<i>coastal only</i>)
3d6	<i>Death Valley</i>	<i>Diamond Desert</i>	<i>Dunwich</i>
03	CELESTIAL	CELESTIAL	ALIEN
04	1d6 fire salamanders	UNDEAD	GIANT
05	ALIEN	1d6 giant scorpions	ANIMAL
06	MYTHICAL	PREHISTORIC	Light Patrol (<i>Kelts</i>)
07	NATURAL	MEN	NATURAL
08	UNDEAD	1d6 giant scorpions	Light Patrol (<i>Kelts</i>)
09	GIANT	ANIMAL	NATURAL
10	ANIMAL	NATURAL	MEN
11	NATURAL	ANIMAL	NATURAL
12	PREHISTORIC	NATURAL	ANIMAL
13	ALIEN	1d6 giant scorpions	MEN
14	NATURAL	1 purple worm	ANIMAL
15	UNDEAD	UNDEAD	MEN
16	1d2 fire giants	1 purple worm	NATURAL
17	1d3 daemons (<i>class 1d3</i>)	ALIEN	UNDEAD
18	CELESTIAL	3d4 purple worms	CELESTIAL

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Erikssgard</i>	<i>Esquimaux Bay</i>	<i>Fazzuum</i>
03	CELESTIAL	ALIEN	CELESTIAL
04	Medium Patrol (Vikings)	GIANT	1 giant asp
05	NATURAL	War Party (Esquimaux)	Necromancer
06	ANIMAL	MEN	ANIMAL
07	Medium Patrol (Vikings)	PREHISTORIC	MEN
08	MEN	5d6 red deer	Slaves
09	Light Patrol (Vikings)	Hunting Party (Esquimaux)	Light Patrol (Ixians)
10	NATURAL	ANIMAL	NATURAL
11	MEN	NATURAL	MEN
12	ANIMAL	ANIMAL	ANIMAL
13	NATURAL	Hunting Party (Esquimaux)	MEN
14	MEN	NATURAL	Light Patrol (Ixians)
15	Light Patrol (Vikings)	1d2 giant elk	NATURAL
16	NATURAL	1 woolly mammoth	Priest
17	MEN	UNDEAD	1 giant cobra
18	UNDEAD	CELESTIAL	UNDEAD
3d6	<i>Fidib</i>	<i>Fields of Vol</i>	<i>Floating Island of Paradoxon</i>
03	Shaman (12 th -level)	CELESTIAL	CELESTIAL
04	1d6 giant phase spiders	1d6+6 woolly mammoths	ALIEN
05	1d6 giant wolf spiders (evil)	MEN	MYTHICAL
06	MEN	Light Cavalry (Kimmerians)	NATURAL
07	Light Patrol (Picts)	5d6 wild horses	Medium Patrol (Amazons)
08	MEN	1d6 boars	GIANT
09	ANIMAL	Hunting Party (Kimmeri-Kelts)	MEN
10	MEN	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	Light Patrol (Picts)	5d6 red deer	Hunting Party (Amazons)
13	GIANT	1d6 ape-men	MYTHICAL
14	1d4+1 giant crab spiders	Light Cavalry (Kimmeri-Kelts)	ANIMAL
15	1d6 giant trapdoor spiders	4d6 aurochs	Medium Patrol (Amazons)
16	NATURAL	2d10x10 red deer	UNDEAD
17	UNDEAD	2d6 thew wagons	ALIEN
18	CELESTIAL	6d6 ape-men	CELESTIAL
3d6	<i>Gal City</i>	<i>Gal Hills</i>	<i>Gibbering Fields</i>
03	CELESTIAL	ALIEN	CELESTIAL
04	ANIMAL	1d6 giant wolf spiders	Violet Lotus
05	Medium Patrol (Kelts)	1 tiger	3d10 giant hyaenas
06	GIANT	1d6 lions	1d4 sabre-tooth tigers
07	ANIMAL	Druid	PREHISTORIC
08	NATURAL	1 mountain lion	1d6+6 woolly mammoths
09	Light Patrol (Kelts)	Hunting Party (Kelts)	4d6 aurochs
10	NATURAL	ANIMAL	NATURAL
11	MEN	NATURAL	ANIMAL
12	ANIMAL	2d4 wolves	1d6 hyaena-men
13	MEN	Light Patrol (Kelts)	Geyser
14	Light Patrol (Kelts)	1 black bear	1d6+6 dire wolves
15	NATURAL	MEN	6d6 hyaena-men
16	MEN	1 brown bear	UNDEAD
17	MYTHICAL	UNDEAD	White-Speckled Blue Lotus
18	UNDEAD	CELESTIAL	2d4 vampires (incorporeal, night only)

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Great Obelisk</i>	<i>Hyperborean Sea</i>	<i>Ice Lake</i>
03	CELESTIAL	CELESTIAL	ALIEN
04	ALIEN	1 giant octopus	UNDEAD
05	MYTHICAL	UNDEAD	War Party (<i>Esquimaux</i>)
06	PREHISTORIC	1 giant crocodile	PREHISTORIC
07	NATURAL	MEN	Hunting Party (<i>Esquimaux</i>)
08	ALIEN	1d4 giant crabs	NATURAL
09	ANIMAL	PREHISTORIC	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	ANIMAL
12	NATURAL	GIANT	Hunting Party (<i>Esquimaux</i>)
13	ALIEN	2d6 great white sharks	NATURAL
14	NATURAL	1d4 killer whales	GIANT
15	GIANT	MYTHICAL	ANIMAL
16	UNDEAD	1 sea serpent	NATURAL
17	ALIEN	1 giant squid	MYTHICAL
18	CELESTIAL	ALIEN	CELESTIAL
3d6	<i>Islands of the Ape-Men</i>	<i>Isle of Ghul</i>	<i>Isles of Thur</i>
03	CELESTIAL	Necromancer (12 th -level)	CELESTIAL
04	6d6 ape-men	UNDEAD	ANIMAL
05	GIANT	2d8 ghouls	MYTHICAL
06	PREHISTORIC	NATURAL	ANIMAL
07	GIANT	4d6 zombies	Light Patrol (<i>Thurssonns</i>)
08	PREHISTORIC	NATURAL	NATURAL
09	1d6 ape-men	1d6 zombies	Hunting Party (<i>Thurssonns</i>)
10	ANIMAL	NATURAL	ANIMAL
11	NATURAL	2d4 skeletons	NATURAL
12	PREHISTORIC	NATURAL	ANIMAL
13	NATURAL	3d10 skeletons	MEN
14	1d6 ape-men	NATURAL	GIANT
15	NATURAL	1d6 ghouls	NATURAL
16	ANIMAL	NATURAL	Medium Patrol (<i>Thurssonns</i>)
17	NATURAL	UNDEAD	NATURAL
18	UNDEAD	CELESTIAL	UNDEAD
3d6	<i>IX</i>	<i>Khromarium</i>	<i>Kimmerian Steppe</i>
03	CELESTIAL	CELESTIAL	PREHISTORIC
04	1d3 daemons (class 1d3)	UNDEAD	MEN
05	UNDEAD	MEN	1d6+6 woolly mammoths
06	Necromancer	Medium Patrol (city mercenaries)	5d6 bactrian camels
07	4d6 zombies	ANIMAL	2d10x10 musk oxen
08	Slaves	MEN	Light Cavalry (<i>Kimmerians</i>)
09	3d10 skeletons	Light Patrol (city mercenaries)	4d6 aurochs
10	NATURAL	MEN	NATURAL
11	2d4 skeletons	NATURAL	ANIMAL
12	Light Patrol (<i>Ixians</i>)	ANIMAL	NATURAL
13	1d6 zombies	Light Patrol (city mercenaries)	5d6 wild horses
14	NATURAL	GIANT	Light Cavalry (<i>Kimmerians</i>)
15	Witch	MEN	5d6 dromedary camels
16	UNDEAD	PREHISTORIC	Heavy Cavalry (<i>Kimmerians</i>)
17	1 banshee (night only)	MYTHICAL	3d4 woolly rhinoceroses
18	CELESTIAL	ALIEN	CELESTIAL

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Kitasion Archipelago</i>	<i>Kor</i>	<i>Krimmea</i>
03	CELESTIAL	ALIEN	ALIEN
04	MEN	Magician (<i>ape-man</i>)	MEN
05	1d2 gorgons	Medium Patrol (<i>ape-men</i>)	Medium Patrol (<i>Kimmerians</i>)
06	1d2 manticores	Slaves	NATURAL
07	MYTHICAL	GIANT	ANIMAL
08	Hunting Party (<i>villagers</i>)	Slaves	Light Patrol (<i>Kimmerians</i>)
09	NATURAL	Light Patrol (<i>ape-men</i>)	ANIMAL
10	ANIMAL	NATURAL	MEN
11	NATURAL	1d6 <i>ape-men</i>	NATURAL
12	ANIMAL	ANIMAL	Light Patrol (<i>Kimmerians</i>)
13	NATURAL	1d6 <i>ape-men</i>	MEN
14	1d6 harpies	Light Patrol (<i>ape-men</i>)	GIANT
15	Hunting Party (<i>villagers</i>)	PREHISTORIC	MEN
16	1 cyclops	Fighter (<i>ape-man</i>)	ANIMAL
17	1d2 basilisks	6d6 <i>ape-men</i>	NATURAL
18	2d4 cyclopes	CELESTIAL	UNDEAD
3d6	<i>Lake Nova</i>	<i>Larchmere Ys</i>	<i>Leng Plateau</i>
03	MEN	CELESTIAL	CELESTIAL
04	UNDEAD	MEN	1d4 cave bears
05	Hunting Party (<i>Kimmerians</i>)	2d6 bandits (<i>Dagonite raiders</i>)	1d4 sabre-tooth tigers
06	1 <i>aqua-hydra</i>	NATURAL	6d6 leaper camels
07	NATURAL	ANIMAL	Hunting Party (<i>Esquimaux</i>)
08	Hunting Party (<i>Kelts</i>)	MEN	NATURAL
09	ANIMAL	Light Patrol (<i>Apollonians</i>)	2d10x10 musk oxen
10	NATURAL	MEN	NATURAL
11	ANIMAL	NATURAL	ANIMAL
12	NATURAL	ANIMAL	3d4 woolly rhinoceroses
13	ANIMAL	NATURAL	PREHISTORIC
14	Hunting Party ("nobles")	Light Patrol (<i>Apollonians</i>)	1d6+6 dire wolves
15	GIANT	NATURAL	1d4 polar bears
16	1d2 <i>aqua-hydras</i>	MEN	3d6 men of Leng
17	ALIEN	ANIMAL	2d4 winter wolves
18	CELESTIAL	GIANT	CELESTIAL
3d6	<i>Lizard Coast</i>	<i>Lug Wasteland</i>	<i>Minotaurios</i>
03	CELESTIAL	ALIEN	CELESTIAL
04	UNDEAD	War Party (<i>Kimmeri-Kelts</i>)	ANIMAL
05	Smoky Lotus	MEN	GIANT
06	2d6 <i>thew wagons</i>	2d6 giant fire beetles (<i>night only</i>)	MYTHICAL
07	1d6 lizard-men	MEN	2d4 minotaurs
08	1 water snake	Hunting Party (<i>city-dwellers</i>)	GIANT
09	1d6 lizard-men	ANIMAL	NATURAL
10	ANIMAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	1d2 giant elk	GIANT	ANIMAL
13	1d4+1 giant draco lizards	1d6 giant fire beetles (<i>night only</i>)	1 minotaur
14	1 giant python	ANIMAL	NATURAL
15	1d6x10 lizard-men	1d6 giant fire beetles (<i>night only</i>)	ANIMAL
16	Violet Lotus	PREHISTORIC	MYTHICAL
17	Black Lotus	MYTHICAL	(1d4+1)x10 minotaurs
18	2d12 tree-men (<i>evil</i>)	CELESTIAL	MYTHICAL

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Mount Forptycle</i>	<i>Mount Vhuurmithadon</i>	<i>Mount Ymir</i>
03	CELESTIAL	CELESTIAL	CELESTIAL
04	Uncanny Vertigo	ALIEN	1d8 elder things
05	UNDEAD	UNDEAD	NATURAL
06	ANIMAL	ALIEN	MYTHICAL
07	ALIEN	5d6 vhuurmis	1d2 frost giants
08	Shining Mist	PREHISTORIC	PREHISTORIC
09	ANIMAL	2d6 vhuurmis	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	ANIMAL
12	NATURAL	2d6 vhuurmis	NATURAL
13	Shining Mist	GIANT	GIANT
14	ALIEN	5d6 vhuurmis	ANIMAL
15	GIANT	ALIEN	1d2 frost giants
16	PREHISTORIC	MYTHICAL	ANIMAL
17	ALIEN	ALIEN	2d10 frost giants
18	CELESTIAL	CELESTIAL	CELESTIAL
3d6	<i>Mu Minor</i>	<i>Narath and Tarath</i>	<i>New Amazonia</i>
03	CELESTIAL	6d6 cave-men	CELESTIAL
04	UNDEAD	Shaman (level 1d6 cave-man)	MYTHICAL
05	ANIMAL	PREHISTORIC	MEN
06	NATURAL	NATURAL	Medium Patrol (Amazons)
07	GIANT	1d6 cave-men	MYTHICAL
08	NATURAL	GIANT	NATURAL
09	Hunting Party (Mu folk)	1d6 cave-men	Hunting Party (Amazons)
10	ANIMAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	ANIMAL	PREHISTORIC	ANIMAL
13	Hunting Party (Mu folk)	1d6 cave-men	GIANT
14	ANIMAL	PREHISTORIC	Medium Patrol (Amazons)
15	NATURAL	NATURAL	ANIMAL
16	Light Patrol (Mu folk)	GIANT	MEN
17	MYTHICAL	6d6 cave-men	UNDEAD
18	ALIEN	CELESTIAL	ALIEN
3d6	<i>New Pictland</i>	<i>New Vinland</i>	<i>Nod's Chain</i>
03	1d6 giant phase spiders	CELESTIAL	ALIEN
04	MEN	UNDEAD	MEN
05	1d6 giant trapdoor spiders	NATURAL	MYTHICAL
06	1d4 giant black widows	Light Patrol (Vikings)	NATURAL
07	Light Patrol (Picts)	MEN	ALIEN
08	1d4+1 giant crab spiders	ANIMAL	PREHISTORIC
09	ANIMAL	Hunting Party (Vikings)	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	ANIMAL
12	Hunting Party (Picts)	ANIMAL	NATURAL
13	NATURAL	GIANT	GIANT
14	1d6 giant ogre-faced spiders	Hunting Party (Vikings)	Hunting Party (Kimmerians)
15	GIANT	ANIMAL	NATURAL
16	Light Patrol (Picts)	NATURAL	UNDEAD
17	1d6 giant wolf spiders (evil)	Medium Patrol (Vikings)	ALIEN
18	CELESTIAL	MYTHICAL	CELESTIAL

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Onja Cot</i>	<i>Orcust</i>	<i>Pandoros</i>
03	CELESTIAL	ALIEN	CELESTIAL
04	UNDEAD	1d3 daemons (class 1d3)	UNDEAD
05	NATURAL	NATURAL	MYTHICAL
06	War Party (naked Picts)	1d8x10 orcs	NATURAL
07	GIANT	ANIMAL	Medium Patrol (Amazons)
08	NATURAL	1d6 orcs	ANIMAL
09	Hunting Party (naked Picts)	ANIMAL	NATURAL
10	ANIMAL	NATURAL	MEN
11	NATURAL	1d6 orcs	NATURAL
12	ANIMAL	NATURAL	Medium Patrol (Amazons)
13	NATURAL	GIANT	MEN
14	Hunting Party (naked Picts)	1d8x10 orcs	GIANT
15	ANIMAL	NATURAL	MEN
16	Hunting Party (naked Picts)	1 swine daemon	Medium Patrol (Amazons)
17	PREHISTORIC	5d10x10 orcs	MYTHICAL
18	Shaman (12 th -level)	CELESTIAL	ALIEN
3d6	<i>Plain of Leng</i>	<i>Port Greely</i>	<i>Port Zangerios</i>
03	6d6 abominable snow-men	CELESTIAL	ALIEN
04	6d6 leaper camels	UNDEAD	Medium Patrol (guild mercenaries)
05	War Party (Esquimaux)	Fog Bank	Slaves
06	1d6 abominable snow-men	Light Patrol (degenerates)	ANIMAL
07	3d4 woolly rhinoceroses	GIANT	Medium Patrol (guild mercenaries)
08	NATURAL	2d6 fish-men	MEN
09	2d10x10 musk oxen	NATURAL	Light Patrol (guild mercenaries)
10	NATURAL	Light Patrol (degenerates)	NATURAL
11	ANIMAL	NATURAL	MEN
12	Hunting Party (Esquimaux)	ANIMAL	ANIMAL
13	NATURAL	Light Patrol (degenerates)	Light Patrol (guild mercenaries)
14	PREHISTORIC	ANIMAL	GIANT
15	1d6+6 woolly mammoths	Fog Bank	NATURAL
16	Hunting Party (Esquimaux)	2d6 fish-men	MEN
17	3d6 men of Leng	ALIEN	UNDEAD
18	CELESTIAL	2d4x10 fish-men	CELESTIAL
3d6	<i>Ptarmigan Rock</i>	<i>Red Desert</i>	<i>River Leng</i>
03	CELESTIAL	MEN	CELESTIAL
04	MEN	1d6 blink dogs	UNDEAD
05	UNDEAD	2d4 giant chameleons	PREHISTORIC
06	Shaman	GIANT	ALIEN
07	1d4+1 giant crab spiders	2d4 asps	GIANT
08	Light Patrol (Picts)	5d6 bactrian camels	Hunting Party (Esquimaux)
09	ANIMAL	1d6 hyaena-men	NATURAL
10	Light Patrol (Picts)	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	GIANT	NATURAL	PREHISTORIC
13	NATURAL	5d6 dromedary camels	ANIMAL
14	1d4+1 giant crab spiders	5d6 horses	Hunting Party (Esquimaux)
15	Light Patrol (Picts)	1d6 giant tuataras (night only)	ANIMAL
16	MEN	6d6 hyaena-men	War Party (Esquimaux)
17	1d6 giant phase spiders	Violet Lotus	MEN
18	ALIEN	CELESTIAL	ALIEN

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>River Okeanos</i>	<i>River Omo</i>	<i>River Vol</i>
03	ALIEN	CELESTIAL	UNDEAD
04	MEN	UNDEAD	PREHISTORIC
05	1 giant octopus	NATURAL	Hunting Party (Kimmeri-Kelts)
06	1d4 sea serpents	PREHISTORIC	Light Cavalry (Kimmerians)
07	MYTHICAL	MYTHICAL	NATURAL
08	2d6 great white sharks	GIANT	Light Patrol (ape-men of Kor)
09	PREHISTORIC	NATURAL	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	ANIMAL
12	GIANT	ANIMAL	Hunting Party (Kimmeri-Kelts)
13	1d4 killer whales	GIANT	PREHISTORIC
14	1 giant crocodile	MEN	Light Cavalry (Kimmeri-Kelts)
15	4d4 giant crabs	ANIMAL	Light Patrol (ape-men of Kor)
16	1d4 giant squids	GIANT	GIANT
17	UNDEAD	MEN	6d6 ape-men
18	CELESTIAL	ALIEN	CELESTIAL
3d6	<i>River Ys</i>	<i>Savage Boreal Coast</i>	<i>Scythium</i>
03	CELESTIAL	ALIEN	CELESTIAL
04	GIANT	UNDEAD	Necromancer
05	MEN	War Party (Half-Blood Picts)	Light Patrol (Ixians)
06	Hunting Party (degenerates)	ANIMAL	2d4 rattlesnakes
07	ANIMAL	Hunting Party (Half-Blood Picts)	Light Patrol (Ixians)
08	Hunting Party (Apollonians)	GIANT	NATURAL
09	NATURAL	ANIMAL	Slaves
10	ANIMAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	NATURAL
12	Hunting Party (degenerates)	Hunting Party (Half-Blood Picts)	Light Patrol (Ixians)
13	ANIMAL	ANIMAL	GIANT
14	GIANT	GIANT	3d10 vipers
15	Hunting Party (Esquimaux)	NATURAL	Slaves
16	ANIMAL	MEN	1d6 cobras
17	UNDEAD	Black Lotus	2d4 asps
18	ALIEN	CELESTIAL	UNDEAD
3d6	<i>Sharath</i>	<i>Skarag Coast</i>	<i>Spiral Mountain Array</i>
03	CELESTIAL	CELESTIAL	CELESTIAL
04	1d3 daemons (class 1d3)	UNDEAD	MEN
05	MEN	GIANT	GIANT
06	ALIEN	1d8x10 orcs	NATURAL
07	Necromancer	1d6 cave-men	MYTHICAL
08	1d6 night-gaunts	GIANT	ALIEN
09	ALIEN	1d6 orcs	GIANT
10	NATURAL	ANIMAL	NATURAL
11	UNDEAD	NATURAL	ANIMAL
12	NATURAL	ANIMAL	PREHISTORIC
13	1d6 night-gaunts	1d6 orcs	ALIEN
14	ALIEN	ANIMAL	UNDEAD
15	1d6 night-gaunts	NATURAL	2d4 carnivorous apes (winged)
16	1d3 daemons (class 1d3)	1 swine daemon	ANIMAL
17	1 lich	6d6 cave-men	UNDEAD
18	CELESTIAL	ALIEN	CELESTIAL

HYPERBOREAN ENCOUNTER TABLES

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

HYPERBOREAN ENCOUNTER TABLES

3d6	<i>Valley of Mists</i>	<i>Vikland</i>	<i>Wold Phellora</i>
03	UNDEAD	CELESTIAL	Priest (12 th -level)
04	NATURAL	Light Patrol (Vikings)	ALIEN
05	MYTHICAL	ANIMAL	UNDEAD
06	UNDEAD	Medium Patrol (Vikings)	ALIEN
07	GIANT	MEN	NATURAL
08	ALIEN	NATURAL	Light Patrol (cultists)
09	ANIMAL	Hunting Party (Vikings)	ANIMAL
10	NATURAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	Light Patrol (cultists)
12	NATURAL	ANIMAL	NATURAL
13	ALIEN	Light Patrol (Vikings)	GIANT
14	NATURAL	GIANT	ANIMAL
15	ANIMAL	Hunting Party (Vikings)	ALIEN
16	ALIEN	MYTHICAL	Light Patrol (cultists)
17	PREHISTORIC	MEN	ALIEN
18	CELESTIAL	UNDEAD	CELESTIAL
3d6	<i>Xenadon</i>	<i>Xin</i>	<i>Yithorium</i>
03	CELESTIAL	CELESTIAL	CELESTIAL
04	Medium Patrol (renegade Amazons)	1 banshee (night only)	MEN
05	NATURAL	Aurora	NATURAL
06	ANIMAL	ALIEN	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	Monk	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 th -level)	CELESTIAL	ALIEN
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

HYPERBOREAN TERRAIN TABLE: BLUFFS/HILLS

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 colour out of space (night only)	1 tiger	Uncanny Vertigo
04	1 sabre-tooth tiger superior	2d4 mountain lions	Weird Vibrations
05	1 tree-man	1 black bear	Comet
06	2d10x10 mi-go	1 viper	Star Stone
07	1d4 gargoyles	2d10 rats	Meteor Shower
08	1 owl bear	2d8 wild dogs	Stellar Conjunction
09	3d4 bird-men	5d6 reindeer	Fortean Fall
10	1d6 hyaena-men	4d6 aurochs	Aurora
11	1d6 orcs	5d6 red deer	Falling Star
12	1d4 rust monsters	1d10x100 bats (night only)	Lights in the Sky
13	1d6 night-gaunts	1d6 boars	Mocking Star
14	1d6 abominable snow-men	1d12+6 wolves	Lunar Eclipse
15	1d3 spore-men	1d6 falcons	Planetary Alignment
16	1d6 giant phase spiders	2d4 hyaenas	Shining Mist
17	1 swine daemon	1 brown bear	Voice of Doom
18	1 albino ape superior (night only)	1d6 lions	Wind from the Gulf
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant trapdoor spiders	1 werewolf (human form)	1d2 minotaur superiors
04	1d4 giant bombardier beetles	Pilgrims	1d4 fomorians
05	1d4+1 giant crab spiders	Druid	1 gorgon
06	1d6 giant ferrets	Witch	1d6 abominable snow-men
07	1d6 giant tuataras (night only)	Prospector	1d6 harpies
08	1 giant weasel (night only)	4d10 wild berserkers	1d6 night-gaunts
09	3d4 giant black centipedes	Fighter	1d6 wyverns
10	1 giant chameleon	Scout	1d6 mountain apes
11	3d6 giant rats	1d10x10 bandits	3d6 stirges
12	1d6 giant bees	Ranger	2d4 minotaurs
13	2d4 giant pink centipedes	Barbarian	1d6 cockatrices
14	3d6 giant ants	Berserker	1d4 gargoyles
15	1d6 giant toads	Shaman	1 cyclops
16	1d4+1 giant draco lizards	NPC Party	1d4 trolls
17	1d6 giant ticks	Hermit	1 pyro-hydra
18	1d6 giant wolf spiders	Bard	1 chimaera
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Golden Lotus	1 woolly mammoth superior	1 ghost (night only)
04	Fever	1d4 cave bears	1d4 spectres (night only)
05	Flash Flood	1 sabre-tooth tiger	1 mummy
06	Snowstorm	1d2 albino apes (night only)	1d6 wights (night only)
07	Sleet Storm	1d6 mountain apes	1d6 large skeletons
08	Box Canyon	1 woolly mammoth	1d6 ghouls
09	Lost	1d2 giant elk	1d6 medium animal skeletons
10	Vermin	1d6 ape-men	3d10 skeletons
11	Fog Bank	1d6 cave-men	1d6 small animal skeletons
12	Rockslide	1d10x10 giant bats (night only)	4d6 zombies
13	Thunderstorm	1 pterodactyl	1 large animal skeleton
14	Insect Swarm	1d6+6 dire wolves	1d4 ghosts
15	Hailstorm	1 giant weasel (night only)	1d4 giant skeletons
16	Blizzard	2d6 giant hyaenas	1d4 wraiths (night only)
17	White-Speckled Blue Lotus	1 ground sloth	1 banshee (night only)
18	Earthquake	1 archaeopteryx	1 vampire (night only)

HYPERBOREAN TERRAIN TABLE: BLUFFS/HILLS (Glaciated)

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

HYPERBOREAN TERRAIN TABLE: DESERT (Sandy)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 ghul	1 cobra	Wind from the Gulf
04	1 albino ape superior (night only)	2d4 hyenas	Voice of Doom
05	1d6 fire salamanders	3d10 vipers	Weird Vibrations
06	2d12 snake-men (2 nd -level illusionists)	5d10 rats	Planetary Alignment
07	1d2 albino apes (night only)	2d4 wolves	Star Stone
08	1d6 night gaunts	1 rattlesnake	Meteor Shower
09	1d6 hyaena-men	1d6 boars	Stellar Conjunction
10	1d6 ape-men	5d6 dromedary camels	Aurora
11	1d6 cave-men	5d6 red deer	Falling Star
12	1 leaper camel	5d6 bactrian camels	Lights in the Sky
13	1d4 rust monsters	2d8 wild dogs	Fortean Fall
14	2d6 mi-go	1 asp	Mocking Star
15	1 purple worm	1d6 falcons	Lunar Eclipse
16	1d6 giant phase spiders	1d100 bats (night only)	Comet
17	1d4+1 Great Race	1 mountain lion	Dread Silence
18	1 colour out of space (night only)	1d6 lions	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant wolf spiders	Necromancer	1 ghul
04	1d6 giant ticks	Pilgrims	1d2 lamiae
05	1d4 giant black widows	NPC Party	1 fire elemental (class 1d3)
06	1d4+1 giant crab spiders	Magician	1d2 manticores
07	1 giant asp	Witch	1 wyvern
08	1d2 giant stag beetles	Pyromancer	1d2 albino apes (night only)
09	2d4 giant chameleons	Barbarian	1 minotaur
10	3d4 giant black centipedes	Fighter	3d6 stirges
11	3d6 giant rats	Scout	1 giant weasel (evil, night only)
12	3d6 giant ants	Ranger	1d6 night-gaunts
13	1 giant tuatara (night only)	Cleric	1d6 cockatrices
14	1d6 giant bees	Warlock	1 archaeopteryx
15	1 giant cobra	Monk	1 pyro-hydra
16	1d6 giant scorpions	Prospector	1d2 minotaur superiors
17	1d6 giant ogre-faced spiders	Hermit	1d3 daemons (class 1d3)
18	1d6 giant trapdoor spiders	Illusionist	1d6 fire salamanders
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Ball Lightning	2d12 snake-men (2 nd -level illusionists)	1 lich
04	Flash Flood	1 giant asp	1 banshee (night only)
05	Oasis	1 giant tuatara (night only)	1d6 wights (night only)
06	Sandstorm	3d4 giant black centipedes	1 shadow (night only)
07	Heat Wave	2d4 giant chameleons	1 large animal skeleton
08	Insect Swarm	3d6 giant rats	1d6 ghouls
09	Fever	1d6 giant ferrets	1d6 medium animal skeletons
10	Lost	1d6 cave-men	3d10 skeletons
11	Vermin	1d6 ape-men	1d6 small animal skeletons
12	Mirage	1 giant weasel (night only)	4d6 zombies
13	Heatstroke	1d10 giant bats (night only)	1d6 large skeletons
14	Sand Pit	1 pterodactyl	1d4 ghosts
15	Dust Devil	1d2 albino apes (night only)	1d4 giant skeletons
16	Heat Lightning	2d6 giant hyaenas	1 mummy
17	Cloudburst	1 archaeopteryx	1 ghost (night only)
18	Earthquake	1 giant cobra	1d4 spectres (night only)

HYPERBOREAN TERRAIN TABLE: DESERT (Steppe)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 albino ape superior (night only)	6d4 lions	The Stars Are Right
04	1d6 giant phase spiders	1 brown bear	Comet
05	1d2 giant wolverines	1d2 wolverines	Planetary Alignment
06	1d6 night-gaunts	1 viper	Lunar Eclipse
07	1 tentacular horror	1d6 boars	Fortean Fall
08	1d4 rust monsters	1d12+6 wolves	Mocking Star
09	6d6 hyaena-men	4d6 aurochs	Lights in the Sky
10	1d6 cave-men	5d6 reindeer	Falling Star
11	1d6 orcs	5d6 wild horses	Aurora
12	1d6 ape-men	2d10x10 musk oxen	Stellar Conjunction
13	1d6 lizard-men	5d6 dromedary camels	Meteor Shower
14	1d10+10 blink dogs	1d100 bats (night only)	Star Stone
15	1 leaper camel	1d6 falcons	Shining Mist
16	1d2 albino apes (night only)	1 black bear	Accursed Moonbeam
17	1 sabre-tooth tiger superior	5d10 hyaenas	Weird Vibrations
18	1 purple worm	1d4 tigers	Wind from the Gulf
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant scorpions	Paladin	1d3 daemons (class 1d3)
04	1d6 giant wolf spiders	Shaman	1d2 lamiae
05	1d6 giant ticks	Merchants	1d2 minotaur superiors
06	1d4+1 giant draco lizards	Pilgrims	1d2 manticores
07	1 giant tuatara (night only)	Berserker	1d6 cockatrices
08	1d6 giant toads	Cataphract	1d6 night gaunts
09	3d6 giant ants	Fighter	1 minotaur
10	3d6 giant rats	Scout	1 giant weasel (evil, night only)
11	1d6 giant ferrets	2d6 bandits	3d6 stirges
12	1d10 giant bats (night only)	Barbarian	1d2 giant wolverines
13	2d4 giant chameleons	1d6 wild berserkers	1d2 albino apes (night only)
14	1 giant weasel (night only)	Ranger	1d4 gargoyles
15	1d2 giant stag beetles	NPC Party	1 wyvern
16	3d10 giant hyaenas	Cleric	1d6 giant wolf spiders (evil)
17	1d4+1 giant crab spiders	Witch	1 succubus
18	1d6 giant trapdoor spiders	1 werewolf (human form)	1d2 nagas
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Earthquake	1 woolly mammoth superior	1 vampire (incorporeal, night only)
04	Tornado	3d10 giant hyaenas	1 ghost (night only)
05	Flash Flood	1d4 sabre-tooth tigers	1d6 wights (night only)
06	Heat Wave	1d2 albino apes (night only)	1d4 giant skeletons
07	Thunderstorm	1 pterodactyl	1d4 ghasts
08	Heatstroke	1d6 giant ferrets	1 large animal skeleton
09	Insect Swarm	3d6 giant rats	1d6 ghouls
10	Vermin	1d6 ape-men	1d6 small animal skeletons
11	Lost	1d6 cave-men	3d10 skeletons
12	Fever	1d6 lizard-men	1d6 medium animal skeletons
13	Oasis	1 giant weasel (night only)	1d4 large skeletons
14	Frostbite	1d10 giant bats (night only)	1 shadow (night only)
15	Deep Freeze	1d6+6 dire wolves	1 mummy
16	Windstorm	1d2 giant wolverines	1d4 wraiths (night only)
17	Wildfire	1 woolly mammoth	1d4 spectres (night only)
18	White-Speckled Blue Lotus	1 sabre-tooth superior	1 lich

HYPERBOREAN TERRAIN TABLE: FOREST

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 colour out of space (night only)	1 python	Dread Silence
04	1d2 nagas	1d6 lions	Weird Vibrations
05	1d6 giant phase spiders	1 mountain lion	Accursed Moonbeam
06	1 sabre-tooth tiger superior	1d3 black bears	Shining Mist
07	1d6 giant weasels (evil, night only)	3d6 giant rats	Mad Whispers
08	1d4+1 owl bears	1d10x100 bats (night only)	Meteor Shower
09	1d6 lizard-men	3d10 vipers	Stellar Conjunction
10	1d6 cave-men	4d6 aurochs	Aurora
11	1d6 orcs	5d6 red deer	Falling Star
12	6d6 ape-men	2d10 rats	Lights in the Sky
13	1d4 rust monsters	1d6 boars	Mocking Star
14	1 mountain ape	1d12+6 wolves	Lunar Eclipse
15	2d4 carnivorous apes	1d6 falcons	Planetary Alignment
16	1 behir	1d6 brown bears	Comet
17	1 swine daemon	2d4 hyaenas	Voice of Doom
18	2d12 tree-men	1d4 tigers	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d4 giant black widows	2d4 werewolves (human form)	1d2 nagas
04	1d4+1 giant draco lizards	Bard	1 chimaera
05	1 giant komodo dragon	NPC Party	1d6 giant wolf spiders (evil)
06	2d6 giant frogs	Witch	1d2 basilisks
07	4d6 giant bombardier beetles	Berserker	1d6 harpies
08	1d6 giant tuataras (night only)	4d10 wild berserkers	1d6 cockatrices
09	2d4 giant pink centipedes	Ranger	1 mountain ape
10	2d4 giant chameleons	1d10x10 bandits	3d6 stirges
11	3d4 giant black centipedes	Scout	1d6 giant weasels (evil, night only)
12	3d6 giant ants	Fighter	2d4 minotaurs
13	1d6 giant toads	Barbarian	1d6 wyverns
14	5d6 giant bees	Druid	1d6 archaeopteryges
15	1d2 giant stag beetles	Pilgrims	1d4 trolls
16	1 giant python	Magician	1 cyclops
17	1d6 giant ticks	Hermit	1d2 minotaur superiors
18	1d4+1 giant crab spiders	Illusionist	1d3 daemons (class 1d3)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Black Lotus	2d4 carnivorous apes	1d4 spectres (night only)
04	Army Ants	1d4 sabre-tooth tigers	1 banshee (night only)
05	Thunderstorm	1d6 archaeopteryges	1d4 wraiths (night only)
06	Hailstorm	2d6 giant hyaenas	1d4 giant skeletons
07	Sleet Storm	1d6 giant weasels (night only)	1d4 ghosts
08	Cloudburst	1d2 giant elk	2d8 ghouls
09	Fever	1 mountain ape	1d6 medium animal skeletons
10	Lost	1d6 cave-men	3d10 skeletons
11	Vermin	6d6 ape-men	1d6 small animal skeletons
12	Insect Swarm	1d6 lizard-men	4d6 zombies
13	Fog Bank	3d6 giant rats	1 large animal skeleton
14	Quicksand	1 pterodactyl	1d6 large skeletons
15	Snowstorm	1d10x10 giant bats (night only)	1 shadow (night only)
16	Blizzard	2d4 ground sloths	1d6 wights (night only)
17	White-Speckled Blue Lotus	1 cave bear	1 ghost (night only)
18	Earthquake	1 giant python	1 vampire (night only)

HYPERBOREAN TERRAIN TABLE: GRASSLANDS/PLAINS/SCRUBLANDS

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1d2 nagas	1d4 tigers	The Stars Are Right
04	1 purple worm	1 mountain lion	Comet
05	1d6 giant phase spiders	5d10 hyaenas	Planetary Alignment
06	2d6 thew wagons	1 black bear	Lunar Eclipse
07	1 owl bear	1d100 bats (night only)	Fortean Fall
08	1d6 lizard-men	1 viper	Mocking Star
09	6d6 ape-men	1d6 boars	Lights in the Sky
10	1d6 orcs	2d10x10 red deer	Falling Star
11	1d6 cave-men	4d6 aurochs	Aurora
12	6d6 hyaena-men	5d6 wild horses	Stellar Conjunction
13	1d4 rust monsters	2d8 wild dogs	Meteor Shower
14	1d6 night-gaunts	1d12+6 wolves	Star Stone
15	1 giant weasel (evil, night only)	1d6 falcons	Shining Mist
16	1 sabre-tooth tiger superior	1 cobra	Mad Whispers
17	1 swine daemon	6d4 lions	Weird Vibrations
18	1 colour out of space (night only)	1 brown bear	Voice of Doom
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant wolf spiders	Paladin	1d2 nagas
04	1d4+1 giant draco lizards	Magician	1 cyclops
05	1d2 giant stag beetles	Warlock	1 swine daemon
06	2d6 giant frogs	Barbarian	1d4 trolls
07	5d6 giant bees	Merchants	1d6 cockatrices
08	1d6 giant tuataras (night only)	Thief	1d4 gargoyles
09	1d6 giant fire beetles (night only)	Cataphract	1 minotaur
10	3d4 giant black centipedes	Scout	1 giant weasel (evil, night only)
11	2d4 giant pink centipedes	2d6 bandits	3d6 stirges
12	3d6 giant ants	Fighter	1d6 night-gaunts
13	1d6 giant toads	Cleric	1 harpy
14	1d4 giant komodo dragons	NPC Party	1 wyvern
15	1d4 giant bombardier beetles	Pilgrims	1 archaeopteryx
16	1d6 giant ticks	Assassin	1d6 giant wolf spiders (evil)
17	1d6 giant trapdoor spiders	Illusionist	1 succubus
18	1 giant cobra	2d4 werewolves (human form)	1d3 daemons (class 1d3)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Earthquake	2d4 carnivorous apes	1 vampire (night only)
04	White-Speckled Blue Lotus	2d4 ground sloths	1 banshee (night only)
05	Blizzard	3d10 giant hyaenas	1d4 wraiths (night only)
06	Sinkhole	1 archaeopteryx	1 shadow (night only)
07	Hailstorm	1d10 giant bats (night only)	1d6 large skeletons
08	Thunderstorm	2d6 giant elk	1 large animal skeleton
09	Fog Bank	1d6 lizard-men	4d6 zombies
10	Vermin	6d6 ape-men	1d6 small animal skeletons
11	Lost	1d6 cave-men	3d10 skeletons
12	Fever	3d6 giant rats	1d6 medium animal skeletons
13	Insect Swarm	1d6 giant ferrets	2d8 ghouls
14	Sleet Storm	1 pterodactyl	1d4 ghosts
15	Snowstorm	1d6+6 dire wolves	1d4 giant skeletons
16	Violet Lotus	1 woolly mammoth	1d6 wights (night only)
17	Tornado	1d4 sabre-tooth tigers	1 ghost (night only)
18	Wildfire	1 woolly mammoth superior	1d4 spectres (night only)

HYPERBOREAN TERRAIN TABLE: MOUNTAINS

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	2d10 fire giants (volcanic only)	3d6 giant eagles	Uncanny Vertigo
04	1 albino ape superior (night only)	1d2 albino apes (night only)	Wind from the Gulf
05	4d4 hell hounds (volcanic only)	1d6 giant ferrets	Weird Vibrations
06	1d6 abominable snow-men	1d4 cave bears	Planetary Alignment
07	1d2 albino apes (night only)	1d6 pterodactyls (volcanic only)	Star Stone
08	1d6 night-gaunts	1d6 falcons	Meteor Shower
09	5d6 vhuurmis	1 black bear	Stellar Conjunction
10	1d6 orcs	1d10x100 bats (night only)	Aurora
11	3d4 bird-men	1d12+6 wolves	Falling Star
12	1d6 hyaena-men	1 viper	Lights in the Sky
13	1 giant weasel (evil, night only)	2d4 mountain lions	Mocking Star
14	1d4 gargoyles	1 brown bear	Mad Whispers
15	1d3 spore-men	1 giant weasel (night only)	Lunar Eclipse
16	1 nightmare (volcanic only)	1d10x10 giant bats (night only)	Comet
17	1d6 giant phase spiders	1d6 giant toads	Voice of Doom
18	1d6 fire salamanders (volcanic only)	1d6 archaeopteryges	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	2d6 fomorians	1 werewolf (human form)	2d10 fire giants (volcanic only)
04	1 cyclops	Pilgrims	1d2 pyro-hydras
05	1d4+1 giant crab spiders	Hermit	1d2 manticores
06	1d10x10 giant bats (night only)	Witch	1d6 pegasuses
07	1d6 giant ticks	Shaman	1d6 giant eagles (good)
08	1 giant chameleon	Ranger	1d4 trolls
09	1d6 mountain apes	Fighter	1d6 harpies
10	1 giant weasel (night only)	1d10x10 bandits	2d6 hippogriffs
11	1d6 giant toads	Scout	2d4 minotaurs
12	1d6 giant ferrets	Barbarian	2d6 griffins
13	3d6 giant ants	4d10 wild berserkers	1d6 wyverns
14	1d6 giant bees	Berserker	1 cyclops
15	3d6 giant eagles	Druid	2d6 fomorians
16	1d4 cave bears	Prospector	1 chimaera
17	1d6 giant wolf spiders	NPC Party	1d2 minotaur superiors
18	2d10 fire giants (volcanic only)	Monk	1d6 fire salamanders (volcanic only)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Russet Lotus (volcanic only)	1d6 giant ticks	1 lich
04	Lava Eruption (volcanic only)	1d6 archaeopteryges	1 ghost (night only)
05	Blizzard	1d6 giant toads	1d6 wights (night only)
06	Poison Gas (volcanic only)	1d10x10 giant bats (night only)	1d4 ghasts
07	Thunderstorm	1d6 giant ferrets	1d6 large skeletons
08	Box Canyon	1 giant chameleon	1d6 ghouls
09	Fever	1 giant weasel (night only)	1d6 medium animal skeletons
10	Lost	1d6 cave-men	2d4 skeletons
11	Vermin	1d6 ape-men	1d6 small animal skeletons
12	Rockslide	1d6 mountain apes	1d6 zombies
13	Geyser (volcanic only)	5d6 vhuurmis	1 large animal skeleton
14	Flash Flood	1d6 pterodactyls (volcanic only)	1 shadow (night only)
15	Snowstorm	3d6 giant eagles	1d4 giant skeletons
16	Avalanche	1d2 albino apes (night only)	1d4 wraiths (night only)
17	Ash Eruption (volcanic only)	1d6 abominable snow-men	1 spectre (night only)
18	Earthquake	1d4 cave bears	1 vampire (night only)

HYPERBOREAN TERRAIN TABLE: MOUNTAINS (Glaciated)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1d6 fire salamanders (volcanic only)	1d2 giant wolverines	White Death
04	1 shoggoth	1d6 archaeopteryges (volcanic only)	Dread Silence
05	1d8 elder things	1d6 giant toads (white)	Comet
06	3d6 men of Leng	2d4 mountain lions	Red Fog
07	6d6 abominable snow-men	1d6 dire wolves	Lunar Eclipse
08	1d4 gargoyles	1 brown bear	Mocking Star
09	1 gibbering mouther	1d2 wolverines	Lights in the Sky
10	2d6 vhuurmis	2d4 wolves	Falling Star
11	1d6 hyaena-men	1 black bear	Aurora
12	1d3 spore-men	1 giant weasel (night only)	Stellar Conjunction
13	1 tentacular horror	1d6 pterodactyls (volcanic only)	Meteor Shower
14	2d4 hell hounds (volcanic only)	1d6 giant ferrets	Star Stone
15	1 nightmare (volcanic only)	1d10x10 giant bats (night only)	Shining Mist
16	1 albino ape superior (night only)	1d4 polar bears	Planetary Alignment
17	1d4 ice salamanders	1d4+6 albino apes (night only)	Wind from the Gulf
18	1d4+1 Great Race	1d4 cave bears	Uncanny Vertigo
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d2 fire giants (volcanic only)	Hermit	1d4 ice salamanders
04	1 cyclops	Monk	1d2 fire giants (volcanic only)
05	1 giant python (white-furred)	Cleric	2d6 fomorians
06	1d2 giant wolverines	Warlock	3d6 men of Leng
07	1d10x10 giant bats (night only)	Shaman	1 nightmare (volcanic only)
08	1d6 dire wolves	Ranger	1d4 trolls
09	1d6 giant fire beetles (volcanic only)	Barbarian	2d4 winter wolves
10	1d6 giant toads (white)	Scout	2d4 minotaurs
11	1 giant weasel (night only)	1d6 wild berserkers	1d6 mountain apes
12	1d6 mountain apes	Fighter	1d4 gargoyles
13	1d6 giant ferrets	Berserker	6d6 abominable snow-men
14	1d4+6 albino apes (night only)	Witch	2d4 hell hounds (volcanic only)
15	1d4 cave bears	Druid	1 cyclops
16	6d6 abominable snow-men	Necromancer	1d2 minotaur superiors
17	2d6 fomorians	NPC Party	2d10 frost giants
18	2d10 frost giants	Bard	1d6 fire salamanders (volcanic only)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Earthquake	6d6 abominable snow-men	1 vampire (incorporeal, night only)
04	Heavy Blizzard	1d6 archaeopteryges (volcanic only)	1 spectre (night only)
05	Avalanche	1d10x10 giant bats (night only)	1 banshee (night only)
06	Blizzard	1 giant python (white-furred)	1d4 giant skeletons
07	Box Canyon	1d6 giant toads (white)	1d6 wights (night only)
08	Geyser (volcanic only)	2d6 vhuurmis	1 large animal skeleton
09	Thin Ice	1d6 mountain apes	1d6 zombies
10	Frostbite	1d6 ape-men	1 small animal skeleton
11	Lost	6d6 cave-men	2d4 skeletons
12	Fever	1 giant weasel (night only)	1 medium animal skeleton
13	Crevasse	1d6 giant ferrets	1 shadow (night only)
14	Poison Gas (volcanic only)	1d6 dire wolves	1d6 large skeletons
15	Deep Freeze	1d6 pterodactyls (volcanic only)	1 mummy
16	Ash Eruption (volcanic only)	1d2 giant wolverines	1d4 wraiths (night only)
17	Russet Lotus (volcanic only)	1d4+6 albino apes (night only)	1 ghost (night only)
18	Lava Eruption (volcanic only)	1d4 cave bears	1 lich

HYPERBOREAN TERRAIN TABLE: SWAMP/MARSH (Wetlands)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1d2 nagas	1d6 lions	Voice of Doom
04	1 will-o'-wisp (night only)	2d4 hyaenas	Weird Vibrations
05	3d4 lotus women	1d6 brown bears	Planetary Alignment
06	1 black pudding	1 python	Shining Mist
07	2d12 tree-men	1d3 black bears	Fortean Fall
08	1 shambling mound	3d10 vipers	Meteor Shower
09	2d6 thew wagons	5d10 rats	Stellar Conjunction
10	1 green slime	4d6 aurochs	Aurora
11	1d6x10 lizard-men	5d6 red deer	Falling Star
12	1d4 rust monsters	1d6 boars	Lights in the Sky
13	1d6 giant weasels (evil, night only)	1d10x100 bats (night only)	Mocking Star
14	1 sabre-tooth tiger superior	1d6 falcons	Mad Whispers
15	1d6 giant phase spiders	1d12+6 wolves	Lunar Eclipse
16	1 swine daemon	1 mountain lion	Red Fog
17	1d2 behirs	1 tiger	Comet
18	1 colour out of space (night only)	1d4 electric eels	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1 giant python	Warlock	1d2 nagas
04	1d4+1 giant crab spiders	Pilgrims	1 succubus
05	4d6 giant bombardier beetles	Cleric	3d4 lotus women
06	5d6 giant bees	NPC Party	1 swine daemon
07	1d6 giant tuataras (night only)	Thief	1d6 giant wolf spiders (evil)
08	1d6 giant toads	Druid	1d6 harpies
09	2d4 giant chameleons	Barbarian	1d6 cockatrices
10	2d4 giant pink centipedes	Scout	3d6 stirges
11	3d4 giant black centipedes	1d10x10 bandits	1d6 giant weasels (evil, night only)
12	2d6 giant fire beetles (night only)	Fighter	2d4 minotaurs
13	3d6 giant ants	Witch	1d6 wyverns
14	1d4 giant leeches	Ranger	1 archaeopteryx
15	2d6 giant frogs	Assassin	1d4 trolls
16	1 water snake	Hermit	1 will-o'-wisp (night only)
17	1d4+1 giant draco lizards	Necromancer	1d2 minotaur superiors
18	1d6 giant ticks	2d4 werewolves (human form)	1d3 daemons (class 1d3)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Black Lotus	1 sabre-tooth tiger superior	1d4 spectres (night only)
04	Plague	1 ground sloth	1d4 wraiths (night only)
05	Army Ants	1 sabre-tooth tiger	1d6 wights (night only)
06	Sinkhole	1d6+6 dire wolves	1d4 ghosts
07	Fog Bank	1d10x10 giant bats (night only)	1d4 large skeletons
08	Cloudburst	1 pterodactyl	2d8 ghouls
09	Fever	1d6 giant weasels (night only)	1d6 medium animal skeletons
10	Insect Swarm	1d6 cave-men	3d10 skeletons
11	Vermin	1d6x10 lizard-men	1d6 small animal skeletons
12	Lost	3d6 giant rats	4d6 zombies
13	Quicksand	1d6 giant ferrets	1 large animal skeleton
14	Thunderstorm	1d2 giant elk	1 shadow (night only)
15	Poison Gas	1 woolly mammoth	1 mummy (bog body)
16	Smoky Lotus	2d6 giant hyaenas	1d4 giant skeletons
17	Violet Lotus	1 archaeopteryx	1 ghost (night only)
18	Earthquake	1 woolly mammoth superior	1 vampire (night only)

HYPERBOREAN TERRAIN TABLE: TUNDRA

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 albino ape superior (night only)	1 polar bear	The Stars Are Right
04	1 remorhaz	2d4 hyaenas	Wind from the Gulf
05	3d6 men of Leng	1 black bear	Comet
06	1 sabre-tooth tiger superior	1d6 boars	Planetary Alignment
07	1 winter wolf	1 mountain lion	Lunar Eclipse
08	1d10+10 blink dogs	5d6 bactrian camels	Mocking Star
09	6d6 leaper camels	2d8 wild dogs	Lights in the Sky
10	1d6 hyaena-men	2d10x10 reindeer	Falling Star
11	1d6 ape-men	2d10x10 musk oxen	Aurora
12	1 giant weasel (evil, night only)	4d6 aurochs	Stellar Conjunction
13	1 tentacular horror	1d12+6 wolves	Meteor Shower
14	6d6 abominable snow-men	5d6 dromedary camels	Star Stone
15	1d4+6 albino apes (night only)	1d2 wolverines	Red Fog
16	1d2 giant wolverines	1 tiger	Mad Whispers
17	1d6 purple spiders of Leng	1 brown bear	Weird Vibrations
18	1d4 ice salamanders	1d6 lions	Uncanny Vertigo
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1 woolly mammoth superior	1 werewolf (human form)	1d3 daemons (class 1d3)
04	2d6 giant hyaenas	Hermit	1d4 ice salamanders
05	3d4 woolly rhinoceroses	Pilgrims	1d2 minotaur superiors
06	1d4+6 albino apes (night only)	Bard	1d4 trolls
07	1 sabre-tooth tiger	Witch	6d6 abominable snow-men
08	1d6+6 dire wolves	Berserker	1 giant python (white-furred)
09	1d10 giant bats (night only)	Barbarian	1 minotaur
10	1 giant weasel (night only)	1d6 wild berserkers	1 giant weasel (evil, night only)
11	1d6 giant toads (white)	Scout	1d6 giant toads (white)
12	1d6 giant ferrets	Fighter	1 mountain ape
13	2d6 giant elk	Ranger	1d4+6 albino apes (night only)
14	1d6+6 woolly mammoths	Shaman	1d2 giant wolverines
15	1 giant python (white-furred)	Cleric	1 winter wolf
16	1d2 giant wolverines	Monk	3d6 men of Leng
17	6d6 abominable snow-men	NPC Party	1 succubus
18	1 sabre-tooth tiger superior	Necromancer	1d2 frost giants
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Earthquake	1 sabre-tooth tiger superior	1 vampire (incorporeal, night only)
04	Heavy Blizzard	6d6 abominable snow-men	1 ghost (night only)
05	Deep Freeze	1d2 giant wolverines	1d4 wraiths (night only)
06	Crevasse	1 sabre-tooth tiger	1d6 wights (night only)
07	Snowstorm	1d6+6 dire wolves	1d6 large skeletons
08	Vermin	1d10 giant bats (night only)	1 large animal skeleton
09	Snow Blind	1 giant weasel (night only)	1d6 zombies
10	Fever	1d6 ape-men	1 small animal skeleton
11	Lost	6d6 cave-men	2d4 skeletons
12	Frostbite	2d6 giant elk	1 medium animal skeleton
13	Thin Ice	1d6 giant ferrets	1 shadow (night only)
14	Windstorm	1d6+6 woolly mammoths	1 mummy (iceman)
15	Blizzard	1d4+6 albino apes (night only)	1d4 giant skeletons
16	Sinkhole	3d4 woolly rhinoceroses	1 banshee (night only)
17	Static Electricity	2d6 giant hyaenas	1 spectre (night only)
18	Ball Lightning	1 woolly mammoth superior	1 lich

HYPERBOREAN TERRAIN TABLE: WATERCOURSES (Lakes and Rivers)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 aboleth	1d4 giant crabs	Voice of Doom
04	1 water elemental (class 1d3)	1d4 electric eels	Weird Vibrations
05	1 aerial minion	1 giant tuatara (night only)	Accursed Moonbeam
06	1d2 nagas	2d4 giant pink centipedes	Shining Mist
07	1 behir	1d6 falcons	Star Stone
08	1d4 gargoyles	1 python	Meteor Shower
09	1 giant weasel (evil, night only)	1d100 bats (night only)	Stellar Conjunction
10	1d6x10 lizard-men	3d6 giant rats	Aurora
11	3d4 bird-men	5d10 rats	Falling Star
12	1d6 night-gaunts	1d6 crocodiles	Lights in the Sky
13	1 black pudding	1 giant weasel (night only)	Mocking Star
14	1d6 giant phase spiders	3d4 giant black centipedes	Fortean Fall
15	1 aqua-hydra	1 water snake	Lunar Eclipse
16	1 will-o'-wisp (night only)	1d6 giant ferrets	Planetary Alignment
17	1 colour out of space (night only)	2d6 giant frogs	Comet
18	1d3 daemons (class 1d2)	1d4 giant leeches	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1 monstrous crab	Illusionist (in rowboat)	1d3 daemons (class 1d2)
04	1d4+1 giant draco lizards	Warlock (in snekke)	1d2 manticores
05	1d6 giant ferrets	Cleric (in snekke)	1 archaeopteryx
06	1 giant tuatara (night only)	NPC Party (in snekke)	1 chimaera
07	1d4 giant crabs	Thief (in rowboat)	1d4 gargoyles
08	1d6 giant toads	Merchants (on river barge)	1 harpy
09	3d4 giant black centipedes	Ranger (in canoe)	1d6 night-gaunts
10	2d6 giant frogs	Fighter (in snekke)	1 giant weasel (evil, night only)
11	3d6 giant rats	Scout (in canoe)	3d6 stirges
12	1 giant weasel (night only)	Barbarian (in canoe)	1 cockatrice
13	2d4 giant pink centipedes	1d10x10 bandits (on river barge)	1 wyvern
14	1 water snake	Druid (in canoe)	1 hippogriff
15	1d6 giant bees	Pilgrims (on river barge)	1d2 griffins
16	1d4 giant leeches	Witch (on raft)	1 aqua-hydra
17	1 giant python	Assassin (in rowboat)	1d2 nagas
18	1 giant crocodile	Magician (in snekke)	1 water elemental (class 1d3)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Ball Lightning	1 giant crocodile	1 lich (on funeral barge)
04	Plague	1d4 giant leeches	1 ghost (night only)
05	Thunderstorm	2d6 giant frogs	1d4 wraiths (night only)
06	Funeral Barge	1 water snake	1 mummy (on funeral barge)
07	Snowstorm	3d4 giant black centipedes	1d4 ghosts (on funeral barge)
08	Insect Swarm	1d6 giant ferrets	1 large animal skeleton (python)
09	Fever	1 giant weasel (night only)	4d6 zombies (on funeral barge)
10	Vermin	1d6 cave-men (in canoe)	3d10 skeletons (on funeral barge)
11	Fog Bank	1d6x10 lizard-men	1d6 small animal skeletons (fish)
12	Cloudburst	1 pterodactyl	1d6 med. animal skeletons (crocodiles)
13	Sleet Storm	3d6 giant rats	2d8 ghouls (lacedons)
14	Windstorm	1 giant tuatara (night only)	1 shadow (night only)
15	Flash Flood	1d10 giant bats (night only)	1d6 wights (on funeral barge)
16	Hailstorm	2d4 giant pink centipedes	1 banshee (night only)
17	Blizzard	1 archaeopteryx	1d4 spectres (night only)
18	Earthquake	1 monstrous crab	1 vampire (on funeral barge)

HYPERBOREAN TERRAIN TABLE: WATERCOURSES (Sea)

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1 air elemental (class 1d3)	1 colossal squid	The Stars Are Right
04	1d4+1 Great Race	1 monstrous crab	Seas Turned to Blood
05	1 giant octopus	1 giant crocodile	Weird Vibrations
06	1 shoggoth	1 giant squid	Planetary Alignment
07	1d8 elder things	1d100 bats (night and coastal only)	Lunar Eclipse
08	1d4 trolls (coastal only)	1d4+1 blue whales	Mocking Star
09	1d6 night-gaunts	1d6 crocodiles	Lights in the Sky
10	2d4x10 fish-men	1 killer whale	Falling Star
11	1d6x10 lizard-men (coastal only)	1 great white shark	Aurora
12	1d4 gargoyles	1d4 giant crabs	Stellar Conjunction
13	1d6 crab-men	1d6 falcons (coastal only)	Meteor Shower
14	1d2 aqua-hydras	1d4 narwhales	Fortean Fall
15	1 aerial minion	1d10 giant bats (night and coastal only)	Shining Mist
16	1d4 aboleths	1 pterodactyl (coastal only)	Comet
17	1 water elemental (class 1d3)	1 archaeopteryx (coastal only)	Voice of Doom
18	1d3 daemons (class 1d2)	1 giant octopus	Wind from the Gulf
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1 giant octopus	Treasure Ship	1 water elemental (class 1d3)
04	1d2 aqua-hydras	Magician (on cog)	1 sea serpent
05	1 giant crocodile	Ixian Slavers	1 pegasus (coastal only)
06	1 sea serpent	Pilgrims (on carrack)	1d2 manticores (coastal only)
07	1d6 giant bees (coastal only)	False Merchant Ship	1d6 harpies (coastal only)
08	1 giant weasel (night and coastal only)	NPC Party (on knarr)	1d2 griffins (coastal only)
09	1d4 giant crabs	Merchants (on carrack)	1d4 gargoyles
10	1 great white shark	Fighter (on cog)	3d6 stirges (coastal only)
11	1 killer whale	1d10x10 bandits (pirates on carrack)	1d4 narwhales
12	1d4+1 blue whales	Explorers	1d6 night-gaunts
13	3d6 giant rats (coastal only)	Warship	1 hippogriff (coastal only)
14	1d6 giant ferrets (coastal only)	Cleric (on cog)	1d4 trolls (coastal only)
15	1 giant squid	Berserk Raiders	1d2 aqua-hydras
16	1d4 narwhales	Warlock (on cog)	1 giant octopus
17	1 monstrous crab	Illusionist (on knarr)	1 colossal squid
18	1 colossal squid	Pyromancer (on cog)	1d3 daemons (class 1d2)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Hurricane	1 colossal squid	1 vampire (on ghost ship)
04	Hailstorm	1 monstrous crab	1 ghost (night only)
05	Ghost Ship	1d4+1 blue whales	1d4 wraiths (night only)
06	Snowstorm	1 archaeopteryx (coastal only)	1 mummy (on ghost ship)
07	Vermin	1d4 giant crabs	1d4 ghaunts (on ghost ship)
08	Becalmed	1 great white shark	1 large animal skeleton (shark)
09	Fever	1 pterodactyl (coastal only)	4d6 zombies (on ghost ship)
10	Fog Bank	1d6 ape-men (in canoe, coastal only)	1d6 small animal skeletons (fish)
11	Lost	1d6 cave-men (in canoe, coastal only)	3d10 skeletons (on ghost ship)
12	Cloudburst	1d6x10 lizard-men (coastal only)	1d6 med. animal skeletons (dolphins)
13	Sleet Storm	3d6 giant rats (coastal only)	2d8 ghouls (lacedons)
14	Iceberg	2d4x10 fish-men	1 shadow (night only)
15	Thunderstorm	1 killer whale	1d6 wights (on ghost ship)
16	Whirlpool	1 giant crocodile	1 banshee (night only)
17	Waterspout	1 giant squid	1 spectre (night only)
18	Plague	1 giant octopus	1 lich (on ghost ship)

HYPERBOREAN TERRAIN TABLE: CITY

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1d3 daemons (class 1d3)	2d4 giant pink centipedes	Dread Silence
04	1 snake-man (level 1d12 necromancer)	1 falcon	Voice of Doom
05	1 aerial minion	1 woolly mammoth (domesticated)	Accursed Moonbeam
06	1d6 giant wolf spiders (evil)	1 light warhorse	Mad Whispers
07	1 rust monster	1 bactrian camel (domesticated)	Star Stone
08	2d6 wererats	1 draught horse	Meteor Shower
09	3d4 bird-men	3d6 giant rats	Stellar Conjunction
10	1d6 cave-men	1 aurochs (domesticated)	Aurora
11	3d6 stirges	5d10 rats	Falling Star
12	1 giant weasel (evil, night only)	1 riding horse	Mocking Star
13	1d6 night-gaunts	1 donkey (domesticated)	Lunar Eclipse
14	1d4 gargoyles	1 dromedary camel (domesticated)	Fortean Fall
15	1 invisible stalker	1 viper	Planetary Alignment
16	1d6 giant phase spiders	1 heavy warhorse	Comet
17	1 ghul (desert only)	1d100 bats (night only)	Weird Vibrations
18	1d3 oon (level 1d12 scouts)	3d4 giant black centipedes	The Stars Are Right
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant wolf spiders	Illusionist	1 giant octopus (coastal only)
04	1d4 giant black widows	Legerdemainist	1d2 lamiae (desert only)
05	1d10 giant bats (night only)	Cleric	1 succubus
06	1 giant ant	Assassin	1 archaeopteryx
07	1d6 giant fire beetles (night only)	NPC Party	1 wyvern
08	1 giant weasel (night only)	2d6 bandits (thugs)	1d4 gargoyles
09	2d4 giant pink centipedes	Fighter	1 cockatrice
10	3d6 giant rats	Drunks	3d6 stirges
11	3d4 giant black centipedes	Beggars	1 giant weasel (evil, night only)
12	1 woolly mammoth (domesticated)	Thief	1d6 night-gaunts
13	1 giant chameleon	Harlots	1 harpy
14	1d6 giant ferrets	Priest	1d6 giant wolf spiders (evil)
15	1d6 giant bees	Magician	1d2 griffins
16	1d4+1 giant crab spiders	Warlock	1 swine daemon
17	1d6 giant trapdoor spiders	2d6 wererats (human form)	1 ghul (desert only)
18	1d6 giant phase spiders	Pyromancer	1d3 daemons (class 1d3)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Earthquake	1d6 giant wolf spiders	1 vampire (night only)
04	Hurricane (coastal only)	1d4+1 giant crab spiders	1d4 wraiths (night only)
05	Blizzard (non-desert only)	1d6 giant bees	1 mummy
06	Plague	3d4 giant black centipedes	1d4 giant skeletons
07	Snowstorm (non-desert only)	1 pterodactyl	1 ghast
08	Sleet Storm (non-desert only)	1d6 giant ferrets	1d6 ghouls
09	Vermin	3d6 giant rats	1 medium animal skeleton
10	Fever	1 aurochs (domesticated)	3d10 skeletons
11	Fog Bank (non-desert only)	1d6 cave-men	1 small animal skeleton
12	Cloudburst (non-desert only)	1 woolly mammoth (domesticated)	4d6 zombies
13	Thunderstorm (non-desert only)	3d4 bird-men	1 large animal skeleton
14	Sandstorm (desert only)	1 giant chameleon	1d6 large skeletons
15	Heat Wave (desert only)	2d4 giant pink centipedes	1 shadow (night only)
16	Hailstorm (non-desert only)	1 archaeopteryx	1d6 wights (night only)
17	Poison Gas	1d6 giant trapdoor spiders	1d10 ghosts (night only)
18	Heavy Blizzard (non-desert only)	1 snake-man (level 1d12 necromancer)	1d4 spectres (night only)

HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE

3d6	<i>ALIEN</i>	<i>ANIMAL</i>	<i>CELESTIAL</i>
03	1d3 oon (level 1d12 scouts)	1d2 giant stag beetles	The Stars Are Right
04	1 snake-man (level 1d12 necromancer)	3d4 giant black centipedes	Accursed Moonbeam
05	1 succubus	1d100 bats (night only)	Comet
06	1d6 giant phase spiders	1 woolly mammoth (domesticated)	Planetary Alignment
07	2d4 werewolves	3d6 giant rats	Lunar Eclipse
08	1d6 night-gaunts	1 donkey (domesticated)	Mocking Star
09	2d6 fish-men (coastal only)	1 riding horse	Lights in the Sky
10	3d6 stirges	5d10 rats	Falling Star
11	1d6 cave-men	1 aurochs (domesticated)	Aurora
12	3d4 bird-men	1 draught horse	Fortean Fall
13	1 giant weasel (evil, night only)	5d6 reindeer (domesticated)	Stellar Conjunction
14	1d4 gargoyles	1 viper	Meteor Shower
15	1 invisible stalker	1 falcon	Star Stone
16	1 aerial minion	1 black bear	Mad Whispers
17	1 ghul (desert only)	1d6 giant bees	Shining Mist
18	1d3 daemons (class 1d3)	2d4 giant pink centipedes	Weird Vibrations
3d6	<i>GIANT</i>	<i>MEN</i>	<i>MYTHICAL</i>
03	1d6 giant phase spiders	2d4 werewolves (human form)	1d3 daemons (class 1d3)
04	1d4+1 giant crab spiders	Witch	1 ghul (desert only)
05	1d6 giant bees	Assassin	1 archaeopteryx
06	1 giant ant	NPC Party	1d6 giant wolf spiders (evil)
07	1d10 giant bats (night only)	Harlots	1 wyvern
08	1 woolly mammoth (domesticated)	Beggars	1d4 gargoyles
09	1d6 giant ferrets	Scout	1 cockatrice
10	3d4 giant black centipedes	Fighter	1 giant weasel (evil, night only)
11	3d6 giant rats	Drunks	3d6 stirges
12	2d4 giant pink centipedes	Thief	1d6 night-gaunts
13	1 giant weasel (night only)	2d6 bandits (thugs)	1 harpy
14	1 giant chameleon	Barbarian	1d2 griffins
15	1d6 giant fire beetles (night only)	Druid/Priest/Shaman (as appropriate)	1 swine daemon
16	1d2 giant stag beetles	Ranger	1 succubus
17	1d4 giant black widows	Magician	1d2 lamiae (desert only)
18	1d6 giant wolf spiders	Bard	1 giant octopus (coastal only)
3d6	<i>NATURAL</i>	<i>PREHISTORIC</i>	<i>UNDEAD</i>
03	Hurricane (coastal only)	1 snake-man (level 1d12 necromancer)	1 spectre (night only)
04	Tornado (non-desert only)	1d4+1 giant crab spiders	1 banshee (night only)
05	Plague	1d6 giant bees	1d6 wights (night only)
06	Hailstorm (non-desert only)	3d4 bird-men	1d4 giant skeletons
07	Thunderstorm (non-desert only)	1 pterodactyl	1 ghast
08	Sleet Storm (non-desert only)	1 giant weasel (night only)	1 large animal skeleton
09	Vermin	1 woolly mammoth (domesticated)	1d6 zombies
10	Fog Bank (non-desert only)	1d6 cave-men	1 small animal skeleton
11	Fever	1 aurochs (domesticated)	2d4 skeletons
12	Cloudburst (non-desert only)	3d6 giant rats	1 medium animal skeleton
13	Sandstorm (desert only)	1d6 giant ferrets	1d6 ghouls
14	Heat Wave (desert only)	3d4 giant black centipedes	1d6 large skeletons
15	Snowstorm (non-desert only)	2d4 giant pink centipedes	1 shadow (night only)
16	Blizzard (non-desert only)	1d10 giant bats (night only)	1d4 wraiths (night only)
17	Heavy Blizzard (non-desert only)	1 archaeopteryx	1 ghost (night only)
18	Earthquake	1d2 giant stag beetles	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, Thurssonns	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**). 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) is determined by rolling 1d12. 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:

d100	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 1st-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 2nd-level berserkers and a 5th-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 0th-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 st -4 th	0 th -level light infantrymen with treasure class L	1 st -level
5 th -8 th	2 nd -level medium infantrymen with treasure class M	3 rd -level
9 th -12 th	5 th -level halberdiers with treasure class N	5 th -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.

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 *spellcraft* 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
Hills	Rockslide (q.v.)
Glaciated hills, glaciated mountains	Avalanche (q.v.)
Desert, grassland, tundra	Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom)
Forest	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
Mountains	Avalanche (q.v.) or rockslide (q.v.) according to season
Swamp	Release of poison gas (q.v.) plus fallen trees halve movement within the area of the quake
River or lake	Flash flood (q.v.)
City, town, or village	PC damage is increased to 3d10 if <i>avoidance</i> save is not made

Halving of movement in forest and marsh 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 0th-level light crossbowmen, 2d6 0th-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 0th-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 st -4 th	0 th -level light infantrymen with treasure class L
5 th -8 th	2 nd -level medium infantrymen with treasure class M
9 th -12 th	5 th -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
Hills or mountains	Rockslide (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
Desert	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)
River or lake	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: 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:

d12	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 river or lake, 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 Eriksgard, 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 1st-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 0th-level heavy cavalrymen 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 0th-level shortbowmen with treasure class L, led by a 5th-level shortbowman with treasure class M and accompanied by 3d6 hunting dogs. There is a 10% chance of a shaman, druid, or cleric (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 5th. 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.

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 0th-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 0th-level light cavalymen with treasure class L, led by a 5th-level light cavalryman with treasure class M. There is a 10% chance of the cavalry being accompanied by a priest, druid, or shaman (as appropriate for the region and racial stock of the cavalry) mounted on a light warhorse. The cavalry are on patrol and very likely to challenge interlopers.

Light Patrol: This group consists of 6d4 0th-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 city-state 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 *sorcery* 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 *sorcery* 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 st -4 th	0 th -level light infantrymen with treasure class L	1 st -level
5 th -8 th	2 nd -level medium infantrymen with treasure class M	3 rd -level
9 th -12 th	5 th -level halberdiers with treasure class N	5 th -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 0th-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 0th-level heavy crossbowmen with treasure class L and 6d4 0th-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 st -4 th	3d10 skeletons
5 th -8 th	4d6 zombies
9 th -12 th	2d8 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 0th-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 0th-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 st -4 th	1 st -level
5 th -8 th	3 rd -level
9 th -12 th	5 th -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 with levels per the assistant druids. 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 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, Rel, Tlakk-Nakka, Xathoqqua, 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 st -4 th	1 st -level
5 th -8 th	3 rd -level
9 th -12 th	5 th -level

Offended priests can summon a lynch mob (3d10 0th-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).

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 st -4 th	0 th -level light infantrymen with treasure class L	1 st -level
5 th -8 th	2 nd -level medium infantrymen with treasure class M	3 rd -level
9 th -12 th	5 th -level halberdiers with treasure class N	5 th -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.

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 0th-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 city 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, Erikssgard, or Port Zangerios). In addition to the standard crew (all of them equipped as marines), it carries 5d4+20 0th-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 0th-level shortbowmen with treasure class L, led by a 5th-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 5th. 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 st -4 th	0 th -level light infantrymen with treasure class L	1 st -level
5 th -8 th	2 nd -level medium infantrymen with treasure class M	3 rd -level
9 th -12 th	5 th -level heavy infantrymen with treasure class N	5 th -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 0th-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 *sorcery* 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 1d12 once.
4. The class of each classed character is determined by rolling 2d12 on the **Class Table**. Alternatives are given for cases when 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 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 **Mercenaries** table.
8. A name for each character (based on race and gender) can be rolled on the tables in **Appendix III**.

ALIGNMENT TABLE

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

CLASS TABLE

2d12	Character Class
02	Legerdemainist (if party is Lawful Good, ranger instead)
03	Necromancer (if party is Good, illusionist instead)
04	Bard (if party is Lawful, illusionist instead)
05	Priest (if party is Neutral, shaman instead)
06	Monk
07	Magician
08	Assassin (if party is Good, monk instead)
09	Berserker (if party is not Chaotic, cataphract instead)
10	Cataphract
11	Thief (if party is Lawful Good, ranger instead)
12	Fighter
13	Fighter
14	Barbarian (if party is not Chaotic, cataphract instead)
15	Scout (if party is Lawful Good, ranger instead)
16	Cleric (if party is Neutral, druid instead)
17	Ranger (if party is Evil, warlock instead)
18	Shaman (if party is Lawful, priest instead)
19	Druid (if party is not Neutral, priest instead)
20	Witch (if party is Lawful, illusionist instead)
21	Warlock
22	Illusionist
23	Pyromancer (if party is Lawful, illusionist instead)
24	Paladin (if party is not Lawful Good, cataphract 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 st	Scale armour, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L
2 nd	Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L
3 rd	Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M
4 th	Banded mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M
5 th	Banded mail, small shield, battle axe +1 , short bow, quiver of 12 arrows, treasure class M
6 th	Plate mail, small shield, battle axe +1 , short bow, quiver of 12 arrows, treasure class M
7 th	Plate mail, small shield +1 , battle axe +1 , short bow, quiver of 12 arrows, treasure class N
8 th	Plate mail, small shield +1 , battle axe +2 , short bow, quiver of 12 arrows, treasure class N
9 th	Field plate, small shield +1 , battle axe +2 , short bow, quiver of 12 arrows, treasure class N
10 th	Field plate, small shield +1 , battle axe +2 , short bow, quiver of 12 arrows, treasure class N+Q
11 th	Full plate, small shield +1 , battle axe +2 , short bow, quiver of 12 arrows, treasure class N+Q
12 th	Full plate +1 , small shield +1 , battle axe +2 , short bow +1 , quiver of 12 arrows, treasure class N+Q

MAGICIANS (Intelligence 16)

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

CLERICS (*Wisdom 16*)

Level	Equipment	Spells
1 st	Scale armour, small shield, footman's mace, treasure class L	Bless, command
2 nd	Chain mail, small shield, footman's mace, treasure class L	Cure light wounds
3 rd	Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M	Hold person, silence
4 th	Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M	Incantation
5 th	Chain mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M	Remove fear, dispel magic
6 th	Splint mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M	Remove curse
7 th	Splint mail, small shield+1, footman's mace +1, scroll of animate dead, treasure class N	Serpent charm, protection from evil 15' r
8 th	Splint mail +1, small shield+1, footman's mace +1, scroll of animate dead, treasure class N	Neutralize poison
9 th	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 th	Splint mail +1, small shield+1, footman's mace +1, scroll of cure serious wounds, treasure class N+Q	Dispel evil
11 th	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 th	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 st	Leather armour, small shield, long sword, dagger, thieves' tools, treasure class L
2 nd	Studded armour, small shield, long sword, dagger, thieves' tools, treasure class L
3 rd	Studded armour, small shield, long sword, dagger, thieves' tools, treasure class M
4 th	Studded armour, small shield, long sword +1, dagger, thieves' tools, treasure class M
5 th	Studded armour, small shield +1, long sword +1, dagger, thieves' tools, treasure class M
6 th	Studded armour +1, small shield +1, long sword +1, dagger, thieves' tools, treasure class M
7 th	Studded armour +1, small shield +1, long sword +1, dagger, thieves' tools, treasure class N
8 th	Studded armour +1, small shield +1, long sword +2, dagger, thieves' tools, treasure class N
9 th	Studded armour +1, small shield +1, long sword +2, dagger +1, thieves' tools, treasure class N
10 th	Studded armour +1, small shield +1, long sword +2, dagger +1, thieves' tools, treasure class N+Q
11 th	Studded armour +1, small shield +1, long sword +2, dagger +2, thieves' tools, treasure class N+Q
12 th	Studded armour +2, small shield +1, long sword +2, dagger +2, thieves' tools, treasure class N+Q

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

Level	Equipment
1 st	Leather armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L
2 nd	Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L
3 rd	Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class M
4 th	Studded armour, bastard sword +1, dagger, short bow, quiver of 12 arrows, treasure class M
5 th	Studded armour, bastard sword +1, dagger, short bow +1, quiver of 12 arrows, treasure class M
6 th	Studded armour, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class M
7 th	Studded armour +1, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class N
8 th	Studded armour +1, bastard sword +2, dagger +1, short bow +1, quiver of 12 arrows, treasure class N
9 th	Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N
10 th	Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N+Q
11 th	Studded armour +1, bastard sword +2, dagger +2, short bow +2, quiver of 12 arrows, treasure class N+Q
12 th	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 st	Leather armour, small shield, great axe, falcata, treasure class L
2 nd	Studded armour, small shield, great axe, falcata, treasure class L
3 rd	Studded armour, small shield, great axe, falcata, treasure class M
4 th	Studded armour, small shield, great axe +1 , falcata, treasure class M
5 th	Studded armour +1 , small shield, great axe +1 , falcata, treasure class M
6 th	Studded armour +1 , small shield, great axe +1 , falcata +1 , treasure class M
7 th	Studded armour +1 , small shield, great axe +1 , falcata +1 , treasure class N
8 th	Studded armour +1 , small shield, great axe +2 , falcata +1 , treasure class N
9 th	Studded armour +1 , small shield +1 , great axe +2 , falcata +1 , treasure class N
10 th	Studded armour +1 , small shield +1 , great axe +2 , falcata +1 , treasure class N+Q
11 th	Studded armour +1 , small shield +1 , great axe +2 , falcata +2 , treasure class N+Q
12 th	Studded armour +2 , small shield +1 , great axe +2 , falcata +2 , treasure class N+Q

CATAPHRACTS (Strength 13, Charisma 13)

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

PALADINS (Strength 13, Charisma 15)

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

RANGERS (Strength 13, Wisdom 13)

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

WARLOCKS (Strength 13, Intelligence 13)

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

ILLUSIONISTS (*Dexterity 13, Intelligence 13*)

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

NECROMANCERS (*Intelligence 13, Wisdom 13*)

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

PYROMANCERS (Intelligence 13, Wisdom 13)

Level	Equipment	Spells
1 st	Scimitar, curved dagger, treasure class L	Flaming missile, smoke cloud
2 nd	Scimitar, curved dagger, treasure class L	Sorcerous armour
3 rd	Scimitar, curved dagger, scroll of detect magic, treasure class M	Heat metal
4 th	Scimitar, curved dagger, scroll of detect magic, treasure class M	Flash, produce flame
5 th	Scimitar, curved dagger, scroll of pyrotechnics, treasure class M	Flame arrow
6 th	Scimitar, curved dagger, scroll of pyrotechnics, treasure class M	Detect magic, glitterdust, dispel magic
7 th	Scimitar, curved dagger, wand of illumining, scroll of illusory wall of fire, potion of fire resistance, treasure class N	Fire shield
8 th	Scimitar, curved dagger, wand of illumining, scroll of illusory wall of fire, potion of fire resistance, treasure class N	Pyrotechnics, incinerate normal missiles, wall of fire
9 th	Scimitar, curved dagger, wand of illumining, scroll of produce bonfire, potion of fire resistance, treasure class N	Light, summon firefly swarm
10 th	Scimitar, curved dagger, wand of illumining, scroll of produce bonfire, potion of fire resistance, treasure class N+Q	Illusory wall of fire, controlled blast fireball, flame strike
11 th	Scimitar, curved dagger, wand of illumining, scroll of breathe fire, potion of fire resistance, treasure class N+Q	Flaming sphere, death ray of immolation
12 th	Scimitar, curved dagger, wand of illumining, 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 st	Dagger, treasure class L	Alter self, charm person
2 nd	Dagger, soporific potion, treasure class L	Friends
3 rd	Dagger, soporific potion, philtre, scroll of detect magic, treasure class M	Darkness
4 th	Dagger, soporific potion, paralytic potion, philtre, scroll of detect magic, treasure class M	Protection from evil, hypnotism
5 th	Dagger, soporific potion, paralytic potion, philtre, scroll of hold person, treasure class M	Phantasm
6 th	Dagger, soporific potion, paralytic potion, hallucinogenic potion, philtre, scroll of hold person, treasure class M	Detect magic, obscure, dispel magic
7 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of slow, treasure class N	Polymorph self
8 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of slow, treasure class N	Hold person, summon insect swarm, hallucinatory terrain
9 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of contagion, treasure class N	Scare, magic jar
10 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of contagion, treasure class N+Q	Slow, plant growth, shadow conjuration
11 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of summon elemental, treasure class N+Q	Ungovernable hideous laughter, geas
12 th	Dagger, wand of polymorphing, magic broom, soporific potion, paralytic potion, hallucinogenic potion, death poison, philtre, scroll of summon elemental, treasure class N+Q	Contagion, sleep everlasting, summon invisible stalker

DRUIDS (Wisdom 13, Charisma 13)

Level	Equipment	Spells
1 st	Leather armour, small shield, scimitar, dagger, treasure class L	Entangle, sanctuary from animals
2 nd	Studded armour, small shield, scimitar, dagger, treasure class L	Influence normal fire
3 rd	Studded armour, small shield, scimitar, dagger, scroll of detect magic, treasure class M	Heat metal
4 th	Studded armour, small shield, scimitar +1, dagger, scroll of detect magic, treasure class M	Light, cure light wounds
5 th	Studded armour, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M	Call lightning
6 th	Studded armour +1, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M	Detect magic, barkskin, neutralize poison
7 th	Studded armour +1, small shield, scimitar +1, dagger, scroll of summon insect swarm, treasure class N	Summon animal I
8 th	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 th	Studded armour +1, small shield +1, scimitar +1, dagger, scroll of lightning protection, treasure class N	Speak with animals, summon animal II
10 th	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 th	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 th	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 st	Quarterstaff, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L
2 nd	Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L
3 rd	Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class M
4 th	Quarterstaff +1, hand axe, dagger, light crossbow +1, case of 20 bolts, treasure class M
5 th	Quarterstaff +1, hand axe +1, dagger, light crossbow +1, case of 20 bolts, treasure class M
6 th	Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class M
7 th	Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
8 th	Quarterstaff +2, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
9 th	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
10 th	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N+Q
11 th	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +2, case of 20 bolts, treasure class N+Q
12 th	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 st	Quarterstaff, dagger, treasure class L	Bless, command, protection from evil
2 nd	Quarterstaff, dagger, treasure class L	Sanctuary
3 rd	Quarterstaff, dagger, scroll of cure light wounds, treasure class M	Incantation, silence
4 th	Quarterstaff, dagger, scroll of cure light wounds, treasure class M	Detect magic, hold person
5 th	Quarterstaff, dagger, scroll of fire resistance, treasure class M	Dispel magic, magic vestment
6 th	Quarterstaff, dagger, scroll of fire resistance, treasure class M	Serpent charm, prayer
7 th	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 th	Quarterstaff, dagger, scarab of protection, scroll of remove curse, treasure class N	Meld into stone, cure serious wounds
9 th	Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N	Fire resistance, dispel evil, finger of death
10 th	Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N+Q	Light, shroud of fear, insect plague
11 th	Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q	Remove curse, aerial minion, control weather
12 th	Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q	Invisibility to undead, raise dead, heal

SHAMANS (*Intelligence 13, Wisdom 13*)

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

ASSASSINS (*Dexterity 13, Intelligence 13*)

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

BARDS (*Dexterity 13, Charisma 15*)

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

LEGERDEMAINISTS (*Dexterity 13, Intelligence 13*)

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

SCOUTS (*Dexterity 13, Intelligence 13*)

Level	Equipment
1 st	Leather armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, thieves' tools, treasure class L
2 nd	Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, thieves' tools, treasure class L
3 rd	Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, thieves' tools, treasure class M
4 th	Studded armour, small shield, falcata +1 , dagger, short bow, quiver of 12 arrows, thieves' tools, treasure class M
5 th	Studded armour, small shield, falcata +1 , dagger, short bow +1 , quiver of 12 arrows, thieves' tools, treasure class M
6 th	Studded armour +1 , small shield, falcata +1 , dagger, short bow +1 , quiver of 12 arrows, thieves' tools, treasure class M
7 th	Studded armour +1 , small shield, falcata +1 , dagger, short bow +1 , quiver of 12 arrows, thieves' tools, treasure class N
8 th	Studded armour +1 , small shield, falcata +1 , dagger +1 , short bow +1 , quiver of 12 arrows, thieves' tools, treasure class N
9 th	Studded armour +1 , small shield +1 , falcata +1 , dagger +1 , short bow +1 , quiver of 12 arrows, thieves' tools, treasure class N
10 th	Studded armour +1 , small shield +1 , falcata +1 , dagger +1 , short bow +1 , quiver of 12 arrows +1 , thieves' tools, treasure class N+Q
11 th	Studded armour +1 , small shield +1 , falcata +2 , dagger +1 , short bow +1 , quiver of 12 arrows +1 , thieves' tools, treasure class N+Q
12 th	Studded armour +1 , small shield +1 , falcata +2 , dagger +1 , short bow +2 , quiver of 12 arrows +1 , thieves' tools, treasure class N+Q

MERCENARIES

Classed Character Level	Mercenaries
1 st -4 th	0 th -level light infantrymen with treasure class L
5 th -8 th	2 nd -level medium infantrymen with treasure class M
9 th -12 th	5 th -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 feel like choosing 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 who use holy symbols can be assumed to have them. Character classes who 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.

EXAMPLE OF CREATING AN NPC PARTY

A roll of '9' on 1d10 indicates a Lawful Evil party. A roll of '2' on 1d6 is added to 6, indicating that there are 8 total characters in the party. A roll of '5' on 2d3 indicates that 5 members of the party are classed characters (leaving 3 as mercenaries). A roll of '6' on 1d12 indicates that all classed characters are 6th-level. The first classed character is determined to be a priest (2d12 roll of '18', with shaman disallowed because party is Lawful) of Pictish stock (4d4 roll of '13'). The second classed character is determined to be a monk (2d12 roll of '6') of Kimmerian stock (4d4 roll of '8'). The third classed character is determined to be another monk (2d12 roll of '6') of Common stock (4d4 roll of '11'). The fourth classed character is determined to be another priest (2d12 roll of '5') of Kimmerian stock (4d4 roll of '8'). The final classed character is determined to be a third priest (2d12 roll of '18', with shaman again disallowed because the party is Lawful) of Common stock (4d4 roll of '11'). Based on the classed character level of 6th, the three mercenaries are all 2nd-level medium infantrymen; 4d4 rolls indicate them to be of Keltic ('12'), Kimmeri-Keltic ('7') and Kimmeri-Keltic ('7') racial stock. Rolls are then made for each character in the NPC party to determine gender, with either gender being 50% likely, and 1d12 rolled on the appropriate table in **Appendix III** (determined by race and gender) to select the NPC's name. Based on these rolls, the NPC party consists of the following: Cassivellaunos (6th-level male Pictish priest), Sappho (6th-level female Kimmerian monk), Zullesta (6th-level female Common monk), Herakleios (6th-level male Kimmerian priest), Fellxell (6th-level male Common priest), Riona (2nd-level female Keltic mercenary medium infantryman), Malamhin (2nd-level female Kimmeri-Keltic mercenary medium infantryman), and Artagan (2nd-level male Kimmeri-Keltic mercenary medium infantryman). All classed characters have equipment and spells (for the priests) as given in the appropriate class tables.

Noting the wholly ecclesiastical composition of the classed characters, the referee decides that they are depraved high cultists making an evil pilgrimage, and selects Thaumagorga as their wicked deity. This should hopefully create some interesting conflict with the PC party... unless they're just as bad...

APPENDIX III: QUICK NPC NAMES

d12	<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	Dunntanna	Connrhan	Aguta
02	Ambrosia	Antipatros	Aphrodisia	Alexandros	Qarrdunnia	Fellxell	Kakortok
03	Andromeda	Demetrios	Apollonia	Archimedes	Qarrullesta	Garr	Karpok
04	Artemisia	Dionysios	Elpis	Demosthenes	Raidalla	Korrxai	Ningakpok
05	Demetria	Galenos	Euphemia	Galenos	Rammdailia	Penn	Salaksartok
06	Eudoxia	Kallias	Kallisto	Helidoros	Rellrennia	Renn	Sangilak
07	Eupraxia	Lysandros	Kleopatra	Heron	Rhelesta	Rhul	Suka
08	Hypatia	Philon	Lysandra	Kleon	Rhulrhana	Vunn	Tartok
09	Lysistrate	Simonides	Pelagia	Pelagios	Sampenna	Vunnzonn	Tulukaruk
10	Pelagia	Thales	Sostrate	Solon	Vairxanna	Zai	Tuluwaq
11	Sophia	Tryphon	Tryphosa	Straton	Xillquillia	Zennquann	Tuwawi
12	Theodosia	Zenobios	Xenia	Themistokles	Zullesta	Zonn	Ulva
d12	<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	Syntyche
12	Shazulugol	Zunodor	Uparmiya	Xorbas	Tuathla	Taran	Xenia
d12	<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	
d12	<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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