

# HackMaster™

**GAMEMASTER'S SHIELD**



Immediately facing the players are two panels of inspiring, heroic artwork, designed to motivate them to perform at their highest level. A mighty battle rages outside a looming fortress, and a heroic adventurer and his lady set forth to combat their foes. Not only does this scene evoke everything you have come to love about HackMaster, but also it has been proven to stop projectiles such as dice or pencils from as far away as 40 feet.



Adorning the outside of the shield, the player side, are all manner of useful charts. Let's face it, your players are lazy, opportunistic jackals, and are more apt to make something up than bother to check their Player's Handbook. So we've put the essential weapon and equipment tables on their side so they have no excuse to fudge their results. It will also help you speed up the game and get to the important part: killing PCs.

The exclusive Pizza Matrix makes the ordering of necessary snacks easier than ever. Just track the likes and dislikes of everyone and you'll be able to decide on an acceptable meal in no time. Never bicker about toppings again!

The HackMaster GameMaster's Shield is the physical representation of everything that makes you the master of the game. Your power, your honor, your knowledge and your wisdom are made incarnate by your shield that clearly separates you, both physically and mentally, from your players. While other games may provide a flimsy screen that is better suited to a dinner party than a serious game, HackMaster delivers a Shield designed to be used as the defensive barrier for which it is named. Brilliantly engineered for ease of use and maximum information display, the GameMaster's shield is a revolutionary development in the world of gaming. Treat it with the respect it deserves, and it will be your best friend. But should you fail to learn its inner workings, you are unfit to sit behind its hallowed walls.



The backsides of the combat flip flaps are two more panels of artwork, designed to intimidate the players with their images of their impending doom. When the panels are flipped, the battle for the mountain fortress has taken a turn for the worse. The Lizardmen have gained the upper hand, a dragon has begun attacking the castle and our arrogant hero has met the working end of a Lizardman spear. You should make the flipping of these panels an elaborate action that inspires the appropriate amount of fear, especially the first time.



It is strongly recommended that once the combat panels are flipped that you enforce a strict demilitarized zone (DMZ) extending 1 foot from the base of the shield in all directions. Anything belonging to the players (dice, pencils, miniatures, children) is subject to seizure and will be held for the duration of the combat. This will protect you and the shield from spills or other unnecessary damage and clearly distinguish the two sides of the battle: you and the players.

**COMBAT MODE.** Your GM shield will spend most of its time in this mode, and for that reason we have added a few special features. When you flip the general in-game flip flaps over to transform the screen to combat mode, the screen changes for the players as well, signally that things have gotten even more serious, and that the real game is afoot.















-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
20	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
20	20	20	21	22	23	24	25	26	27	28	29	30	31	32	33
20	20	20	20	21	22	23	24	25	26	27	28	29	30	31	32
20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	31
19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21
8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21
7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

\*\* Any plus above +2 equals another hit die, i.e. 6+3 equals 7 hit dice.

**8D (GMG pg 90): Standard Modifiers to Initiative**

Specific Situation	Modifier
Hasted	-10
Slowed	+10
On higher ground	-1
Set to receive a charge	-3
Slippery footing	+3
Wading in deep water	+6
Foreign environment*	+8
Hindered (tangled, climbing, held)	+5
Waiting (see Chapter 14)	+1
Attacking with weapon	Weapon speed
Draw a weapon	Weapon speed + 5
Fist or natural weaponry	-2
Breath weapon	-1
Casting a spell	Casting time
Innate spell ability	Casting time as if spell
Magical items	Casting time as if spell
Search for item	+d4
For every 1/10th movement rate traveled	+1

\*This applies to situations in which the character is in a completely different environment (swimming underwater without the aid of a Ring of Free Action, for example).  
Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a -1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

**FATIGUE FACTOR (GMG pg 107)**

The fatigue save is an ability check: combine WIS and CON scores (add fractional values as well), then divide the result by two and truncate the result to an integer. (See GMG pg 107 for more info.) A character's Fatigue Factor is calculated by multiplying half of the character's Constitution score (truncate all fractions) by his current encumbrance modifier as shown on Table 8DD: Encumbrance Modifiers.\* (GMG pg 107)  
\* Unencumbered = 1, Light = .75, Moderate = .5, Heavy-laden = .25, Severe = 0

**TRAUMA DAMAGE:** (GMG pg 105) Make a threshold of pain (ToP) check. Save vs. death (add Wisdom bonus) or fall to the ground incapacitated with pain for a number of rounds equal to the amount by which the saving throw fell short.

**THE COMBAT SEQUENCE (GMG pg 90)**

1. Announce beginning of initiative. To cast a spell during this round players must shout, "Spell!" (name spell to be cast).
  2. Roll for initiative. Those using readied missile weapons need not roll.
  3. Actions are made/taken in the order of modified initiative.
- Repeat these steps until combat ends.

**8E (GMG pg 91): Monster Attack Routine Initiative**

Number of Attacks	Die Rolled	Segment #s
1	d10	roll normally
2	d5	1-5, 1-5+5 (add to d5 roll)
3	d3	1-3, 1-3+3, 1-3+6 (add to d3 roll)
4	d3	1-3, 1-3+2, 1-3+4, 1-3+6
5	d2	1-2, 1-2+2, 1-2+4, 1-2+6, 1-2+8

**8U (GMG pg 100): Cover & Concealment AC Modifiers**

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

**8Z (GMG pg 106): Morale Check Circumstances**

Faced by obviously superior force\* check each round  
25% of party\*\* eliminated or slain check at +5%  
Leader falls or appears down check at +10%  
50%+ of party\*\* eliminated or slain check at +15%  
Leader obviously slain or deserts check at + 25%

\* Such as in melee - one force hits twice as often as the other.  
\*\* Or individual taking this much wound damage.

**8AA (GMG pg 106): Other Morale Check Modifiers**

Each enemy deserting	-5%
Each enemy slain	-10%
Chieftain present	-10%
Inflicting casualties without receiving any	-20%
Each ally slain	+10%
Taking casualties without receiving any	+10%
Each ally deserting	+15%
Outnumbered & outclassed by 3 or more to 1	+20%

**8BB (GMG pg 106): Morale Failure Results**

Failed By	Result
1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

**8R: (GMG pg 99): Boulder Damage**

Distance	Weight (pounds)				
	5	10	20	30	40
5'	1	d3	d4	1d6	2d6
10'	d3	d6	2d6	3d6	4d6
15'	d6	2d6	3d6	4d6	5d6
20'	3d3	3d6	4d6	5d6	6d6
25'	2d6	4d6	5d6	6d6	7d6
30'	5d3	5d6	6d6	7d6	8d6
35'	3d6	6d6	7d6	8d6	9d6
40'	7d3	7d6	8d6	9d6	10d6
45'	4d6	8d6	9d6	10d6	11d6
50'	9d3	9d6	10d6	11d6	12d6
55'	5d6	10d6	11d6	12d6	13d6
60'	11d3	11d6	12d6	13d6	14d6

**GREAT HONOR:** All creatures and NPCs with Great Honor receive +1 to ALL their die rolls and can choose to take a mulligan at any time, once per game session. Monsters do not earn Honor Dice. Intelligent creatures may attempt to steal honor from or target those PCs with Great Honor.

**8F (GMG pg 91): Missile Weapon Initiative**

ROF	Readied		Modifier*
	Initiative	Not Readied	
1/2 or worse	1	**	
1	1		+5
2	1, 6		+4
3	1, 5, 9		+3
4	1, 4, 7, 10		+2
5	1, 3, 5, 7, 9		+1

\* Modifier to initiative roll.  
\*\* Weapon cannot be fired this round.

**8Q: (GMG pg 98): Grenade-like Missiles**

Missile	Content	Area of Effect	Splash Dmg	Direct Hit Dmg
Acid	1/2 pint (8 oz.)	1' diameter	1 h.p.	2-8 h.p.
Holy/Unholy Water	1/4 pint (4 oz.)	1' diameter	2 h.p.	2-12 h.p.
Oil, alight	1 pint (16 oz.)	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p
Poison	1/4 pint (4 oz.)	1' diameter	special	special
Alcohol	1 pint (16 oz.)	3' diameter	1 h.p.**	1-6 + 1-3
Greek Fire	1 pint (16 oz.)	2' diameter	1 h.p.***	special****
Hot Coals	3 coals	none	n/a	2 pt per coal*****

\* Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.  
\*\* Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.  
\*\*\* Greek Fire burns for but one second on a splash. A direct hit causes 2-12 hit points of damage the first round, then 1-6 points of damage each successive round until a 1 damage is rolled, at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.  
\*\*\*\* Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

**8S & 8T: (GMG pg 99): Grenade-like Missile Misses**

Grenade-like Missile Misses		Bouncing Items	
Roll (1d6)	Direction	Roll (1d6)	Bounce Direction
1	long* right	1	back**
2	right	2	right
3	short right	3	long right
4	short (before)	4	long
5	short left	5	long left
6	left	6	left
7	long left		
8	long (over)		

\* If missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and along the ceiling or down and along the floor.  
\*\* Back toward the thrower.



### 6E: (GMG pg 71): Skill Level of Difficulty Modifiers

Skill Type	Easy	Average	Difficult	Very Difficult
Academia	+65%	+30%	0	-10%
Language	+75%	+35%	+10%	0
Musical	+85%	+40%	+10%	-10%
Task: Combat	+35%	+15%	0	-15%
Task: Artisan	+60%	+30%	+15%	0
Task: Sophisticated	+40%	+20%	0	-5%
Social Interaction	+75%	+35%	+15%	0

### 6A-6B: (GMG pg 70):

#### COMBINED Skill Check Conditional Modifiers

Weather	Modifier	Other Weather	Modifier
Precipitation		Thunder: Booming	-10%
Rain: Drizzle*	-5%	Thunder: Ominous	-5%
Rain: Steady*	-15%	Thunder: Portentous	+5%
Rain: Heavy*	-25%	Thunder: Background	0%
Rain: Endless*	-35%	Lightning: Cinematic	-5%
Rain: amphibian	-15%	Lightning: Ominous	-5%
Rain: feline	-20%	Lightning: Illuminating	+5%
Rain: canine	-25%	<b>Light Quality</b>	
Rain: feline and canine	-35%	Light: Complete Darkness	-75%
Rain: Blood**	-25%	Light: Mostly Darkness	-50%
Rain: Body Parts: Extremities**	-20%	Light: Twilight	-15%
Rain: Body Parts: Torsos**	-40%	Light: Dim	-5%
Sleet	-5%	Light: Normal	0%
Hail: Small	-10%	Light: Good Lighting	+5%
Hail: Large	-15%	Light: Bright	-5%
Hail: Fist-sized***	-25%	Light: Very Bright	-10%
Snow: Light Cosmetic	+5%	<b>Noise</b>	
Snow: Moderate	-5%	Violent	-10%
Snow: Heavy	-20%	Surprising	-15%
Snow: Blizzard	-50%	Embarrassing	-20%
Wind		Ominous	-5%
Wind: Breeze (1-15 mph)	+5%	Loud	-5%
Wind: Brisk (16-30 mph)	-5%	Annoying: Loud	-10%
Wind: Stiff (31-60 mph)	-15%	Annoying: Soft	-15%
Wind: Heavy (61-90 mph)	-25%	Annoying: Constant	-10%
Wind: Gale Force (91+ mph)	-50%	<b>Other Situations</b>	
Temperature****		Using improvised tools	-30%
Cold: Extreme (below 0°)	-30%	Unfamiliar tools	-5%
Cold: Severe (0°-32°)	-20%	Unfamiliar workmen/hirelings	-15%
Cold: Moderate (33°-50°)	-10%	Unfamiliar subject	-20%
Cold: Light (51°-60°)	-5%	Restrained	-25%
Temperate (61°-79°)	0%	One-handed	-35%
Heat: Light (80°-85°)	-5%	Rushed: half normal duration	-20%
Heat: Moderate (86°-95°)	-10%	Rushed: quarter normal duration	-45%
Heat: Severe (96°-110°)	-20%	While otherwise occupied	-20%
Heat: Extreme (111°+)	-30%	Familiar subject	+5%
		Familiar situation	+5%

\* Acid Rain has an additional -5% modifier and doubles degradation rate of armor and weapons.

\*\* In addition to the skill penalty, rain of this nature forces all witnesses to save vs. paralysis or cease all actions to vomit.

\*\*\* Fist-sized hail does 1d4-1 damage to anyone caught without cover.

\*\*\*\* These modifiers assume that the character lacks the appropriate clothing and accessories (i.e. water, fan, etc.) to deal with the temperature. Those with the appropriate clothing suffer no penalty for light and moderate temperature, and only half for severe and extreme temperatures.

† The modifier is doubled if the character is working on an object or person with a significant amount of metal.

### 5D: (PHB pg 90): Cleric/Paladin Atonement

1	Character must voluntarily inflict 1d4 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. <sup>1</sup>	9-10	Sacrifice most cherished possession and 2 points from ability scores. <sup>2</sup>
2	Character must voluntarily inflict 1d6 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. <sup>1</sup>	11	Sacrifice most cherished possession and 3 points from ability scores. <sup>2</sup>
3	Character must voluntarily inflict 1d8 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. <sup>1</sup>	12	Character must purge his Honor.
4	Pay 1d20*100 gps to church/temple of character's faith	13	Continuously bear an enormous Holy Symbol of character's faith for 1d20 months.
5	Pay 2d20*100 gps to church/temple of character's faith	14	Pay monthly tithe of 100 gps to church/temple of character's faith for 1 year.
6	Sacrifice most cherished possession and pilgrimage to holy site 1d10 days away.	15-16	Temporarily retire from adventuring to perform community service for 1 month. <sup>1</sup>
7-8	Sacrifice most cherished possession and pilgrimage to holy site 1d20+10 days away.	17-18	Temporarily retire from adventuring to perform community service for 6 months.
		19-20+	Temporarily retire from adventuring to perform community service for 1 year.

<sup>1</sup> - duration is determined by the GM. <sup>2</sup> - points sacrificed may be taken from one or more abilities

### 9C: (GMG pg 131): Climbing Success Modifiers

Situation	Mod.		
Abundant handholds (brush, trees, ledges, etc.)	+40%	Halting	-15%
Rope and wall*	+55%	Pixie fairy	-50%
Surface inclined		Half-orc	+5%
from 95 to 120 degrees	+30%	Half-ogre	+20%
greater than 120 degrees	+60%	Encumbrance	
from 65-85 degrees	-40%	Light	-10%
less than 65 degrees	-90%	Moderate	-25%
Armor		Heavy	-45%
none	+10%	Severe	-70%
Banded, splint	-40%	Surface condition	
Plate (all types)	-60%	Wall is Very Smooth	-20%
Ring, hide, brigandine	-25%	Wall is Smooth	-5%
Scale, chain	-25%	Wall is Fairly Rough	+10%
Studded leather, padded	-25%	Wall is Non-Slippery	+5%
Character Race **		Slightly slippery (wet or crumbling)	-25%
Dwarf	+5%	Slippery (icy, slimy)	-40%
Gnome	-15%	Climber wounded (below 1/2 hp)	-10%
Gnomeling	-15%		

\* The PC must be able to brace his feet on the wall as he pulls himself up the rope.

\*\* Same as PHB Table 3NN: Thieving Skill Racial Adjustments

### 9E: (GMG pg 132): Rates of Climbing

Type of Surface	Normal	Slightly Slippery	Slippery
Very Smooth *	1/4	-- **	-- **
Smooth *	1/2	1/3	1/4
Rough *	1	1/3	1/4
Rough w/ledges	1	1/2	1/3
Ice wall*	--	--	1/4
Tree	4	3	2
Sloping wall	3	2	1
Rope and wall	2	1	1/2

\* Non-thief characters must be mountaineers and use appropriate tools to climb these surfaces.

\*\* Thieves can climb these at 1/4. Other characters cannot climb them at all.

### 9D: (GMG pg 131): Resolution of Failed Climb Attempts\*

Situation	Modifier	Surface inclined:	Modifier
Surface is slightly slippery	+10%	Less than 85 degrees	+5
Surface is slippery	+50%	Greater than 95 degrees	-5
Surface is very smooth	+30%		
Surface is smooth	+20%		
Surface is very rough	-10%		
Regain Hold Mods**			
Surface is slightly slippery	+1		
Surface is slippery	+5		
Surface is very smooth	+5		
Surface is smooth	+3		
Surface is very rough	-5		

\* Base Chance for Climber to Slip During Failed Climb Attempt = 5%

\*\* Modifiers to DEX Check to Regain Hold.

### 10C: (GMG pg 136): Divine Intervention Beseachment Modifiers\*

5%	First time this character has called for help
-5%	Each previous intervention on behalf of character
-5%	Alignment behavior only medial
-10%	Alignment behavior borderline
-20%	Situation requires confrontation w/ another gawd
1%	Character opposing forces of gawd's diametrically opposed alignment
25%	Character serving gawd through direct instructions (or by means of intermediary)
1%	Per character experience level
3%	Cleric
5%	Paladin

\* Note: gawds will not intervene on planes that are the habitation of other gawds, i.e., outer planes. Neither will they venture into the elemental nor the Positive or Negative Material Planes. Intervention occurs only on the Prime Material, Astral or Ethereal Planes.



**1B: (GMG pg 18): Strength Check Modifiers**

Circumstance	Modifier
Inebriated*	-1/+1
Sitting	-2
Prone	-4
Feet not touching the ground	-2
Has momentum	+2
Encumbered**	-1 to -4
Target resisting	-2

\* See Table 12V on GMG pg 170  
 \*\* Characters receive a cumulative -1 to all Strength checks for each category of encumbrance beyond unencumbered.

**1E: (GMG pg 18): Intelligence Check Modifiers**

Circumstance	Modifier
Pertaining to PCs home town	+3
Pertaining to PCs home area	+1
Inebriated*	-1 to -6
Has a headache	-1
Has a migraine	-3

\* See Table 12V on GMG pg 170

**2I: (GMG pg 35): Pickpocket Victim Racial Modifiers**

Intended Victim	Modifier
Dwarf	-20% Gnomeling -5%
Elf	+10% Half-elf +5%
Gnome	-10% Halfling -5%

**16D: (GMG pg 201): Armor and Shield Maintenance**

Armor Type	Max. Time		Adj. To Time	
	w/o Maint.	Material	w/o Maint.	
Robes/garments	1 week	Adamantite	x12 months	
Leather	1 week	Bronze	-3 days	
Padded	4 days	Elven Steel	x8	
Ring mail	3 days	Fine Steel	x2	
Studded Leather	4 days	Gold	x1/3	
Scale mail	6 days	Iron	-1 day	
Hide	5 days	Silver	x1/2	
Brigandine	1 week	Mithril	x10	
Chain mail	1 week	Dwarven iron	x20	
Chain mail, elven	2 months			
Bronze plate mail	2 days	Shield Materials		
Banded mail	5 days	Leather	-2 days	
Splint mail	4 days	Wicker	-3 days	
Plate mail	5 days	Wood	-1 day	
Field plate	4 days			
Full plate	3 days			
Shield-buckler	2 weeks			
Spiked buckler	1 week			
Small Shield	5 days			
Medium Shield	3 days			
Body shield	2 days			

**9AA: (PHB pg 122): Stowage Capacity**

Item	Weight Cap.	Volume
Backpack	50 lbs.	3'x2'x1'
Basket, large	20 lbs.	2'x2'x2'
Basket, small	10 lbs.	1'x1'x1'
Belt pouch, large	8 lbs.	6"x8"x2"
Belt pouch, small	5 lbs.	4"x6"x2"
Chest, large	100 lbs.	3'x2'x2'
Chest, small	40 lbs.	2'x1'x1'
Sack, large	30 lbs.	2'x2'x1'
Sack, small	15 lbs.	1'x1'x8"
Saddle bags, large	30 lbs.	18"x1'x6"
Saddle bags, small	20 lbs.	1'x1'x6"

**9Z (PHB pg 121): Carrying Capacities of Animals**

Mount	Base Move	2/3 Move	1/3 Move
Camel	0-330 lbs.	331-500 lbs.	501-660 lbs.
Dawg	0-15 lbs.	16-20 lbs.	21-30 lbs.
Elephant	0-500 lbs.	501-750 lbs.	751-1,000 lbs.
Horse, draft	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, heavy	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, light	0-170 lbs.	171-255 lbs.	256-340 lbs.
Horse, medium	0-220 lbs.	221-330 lbs.	331-440 lbs.
Horse, riding	0-180 lbs.	181-270 lbs.	271-360 lbs.
Llama	0-165 lbs.	166-250 lbs.	251-335 lbs.
Mule	0-250 lbs.	251-375 lbs.	376-500 lbs.
Ox	0-220 lbs.	221-330 lbs.	331-440 lbs.
Pack Ape	0-170 lbs.	171-255 lbs.	256-340 lbs.
Yak	0-220 lbs.	221-330 lbs.	331-440 lbs.

**Recovery of Spells (GMG pg 77)**

SPELL	Rest
LEVEL	Time (hours)
1-2	4
3-4	6
5-6	8
7-8	10
9	12

**8DD: (GMG pg 107): Encumbrance Modifiers**

Encumbrance	Modifier
Unencumbered	1
Light	.75
Moderate	.5
Heavy-laden	.25
Severe	0

**9Y: (PHB pg 121): Character Encumbrance**

Character	Strength						Max. Car. Weight
	Unencum.	Light	Moderate	Heavy	Laden	Severe	
1	0-1	2-3	4-5	6-7	8-9	9	
1/51	0-2	3-4	5-6	7-8	9-10	10	
2	0-3	4-5	6-7	8-9	10-11	11	
2/51	0-4	5-6	7-8	9-10	11-12	12	
3	0-5	6-7	8-9	10-11	12-15	15	
3/51	0-7	8-9	10-11	12-14	15-21	21	
4	0-9	10-11	12-14	15-18	19-27	27	
4/51	0-11	12-14	15-17	18-22	23-33	33	
5	0-13	14-16	17-20	21-26	27-39	39	
5/51	0-15	16-19	20-23	24-30	31-45	45	
6	0-18	19-23	24-27	28-36	37-54	54	
6/51	0-21	22-26	27-32	33-42	43-63	63	
7	0-24	25-30	31-36	37-48	49-72	72	
7/51	0-27	28-34	35-41	42-54	55-81	81	
8	0-30	31-38	39-45	46-60	61-90	90	
8/51	0-33	34-41	42-50	51-66	67-99	99	
9	0-36	37-45	46-54	55-72	73-108	108	
9/51	0-39	40-49	50-59	60-78	79-117	117	
10	0-43	44-54	55-65	66-86	87-129	129	
10/51	0-47	48-59	60-71	72-94	95-141	141	
11	0-51	52-64	65-77	78-102	103-153	153	
11/51	0-55	56-69	70-83	84-110	111-165	165	
12	0-59	60-74	75-89	90-118	119-177	177	
12/51	0-63	64-79	80-95	96-126	127-189	189	
13	0-67	68-84	85-101	102-134	135-201	201	
13/51	0-71	72-89	90-107	108-142	143-213	213	
14	0-76	77-95	96-114	115-152	153-228	228	
14/51	0-81	82-101	102-122	123-162	163-243	243	
15	0-86	87-108	109-129	130-172	173-258	258	
15/51	0-91	92-114	115-137	138-182	183-273	273	
16	0-97	98-121	122-146	147-194	195-291	291	
16/51	0-103	104-129	130-155	156-206	207-309	309	
17	0-109	110-136	137-164	165-218	219-327	327	
17/51	0-115	116-144	145-173	174-230	231-345	345	
18	0-130	131-163	164-195	196-260	261-390	390	
18/51	0-160	161-200	201-240	241-320	321-480	480	
19	0-200	201-250	251-300	301-400	401-600	600	
19/51	0-300	301-375	376-450	451-600	601-900	900	
20	0-400	401-500	501-600	601-800	801-1200	1200	
20/51	0-500	501-625	626-750	751-1000	1001-1500	1500	
21	0-600	601-750	751-900	901-1200	1201-1800	1800	
21/51	0-700	701-875	876-1050	1051-1400	1401-2100	2100	
22	0-800	801-1000	1001-1200	1201-1600	1601-2400	2400	
22/51	0-900	901-1125	1126-1350	1351-1800	1801-2700	2700	
23	0-1,000	1001-1250	1251-1500	1501-2000	2001-3000	3000	
23/51	0-1,100	1101-1375	1376-1650	1651-2200	2201-3300	3300	
24	0-1,200	1201-1500	1501-1800	1801-2400	2401-3600	3600	
24/51	0-1,300	1301-1625	1626-1950	1951-2600	2601-3900	3900	
25	0-1,500	1501-1875	1876-2250	2251-3000	3001-4500	4500	

**10A: (GMG pg 134): The HackMaster Smartass Smackdown Table**

(ver. 4.1a) Roll 1d100+\*

Roll	Result
1-10	Twit
11-20	Bad omen
21-30	Grudge NPC
31-40	Grudge monster
41-50	Theft
51-60	Unnatural hatred by powerful NPC
61-70	Unnatural love by powerful NPC
71-80	Flesh-eating bacteria
81-90	Natural disaster
91-100	Extreme religious unction
101-110	Gains a Quirk
111-120	Undead relative
121-130	Leprosy
130 +	Act of Gawd

\*For each successive roll on the HSST, add 15 (cumulative) to the total:  
 1st roll: +0  
 2nd roll: +15  
 3rd roll: +30... etc

**1G: (GMG pg 18): Charisma Check Modifiers**

Circumstance	Modifier
Told a funny joke	+1
Been publicly humiliated	-1
Been publicly disgraced	-2
Honorable	+1
Great Honor	+3
Dishonorable	-3
Well dressed*	+1
Well groomed*	+1
Bloody**	-1/+1

\* Cumulative, i.e. a well dressed, well-groomed person gets a +2 modifier.  
 \*\* Refer to GMG pg 18, Table 1G notes.

**1C: (GMG pg 18): Dexterity Check Modifiers**

Circumstance	Modifier
Inebriated*	-2 to -5
Movement restricted	-3
Unable to move	-6
Feet bound together	-5
Slippery surface: water	-1
Slippery surface: grease	-3
Slippery surface: other	-2
Encumbered**	-1 to -4

\* See Table 12V on GMG pg 170  
 \*\* Characters receive a cumulative -1 to all Dexterity checks for each category of encumbrance beyond unencumbered.

**1D: (GMG pg 18): Constitution Check Modifiers**

Circumstance	Modifier
Illness: minor	-2
Illness: major	-4
Illness: debilitating	-6
Encumbered*	-1 to -4
Lost 25% of max. hit points	-1
Lost 50% of max. hit points	-2
Lost 75%+ of max. hit points	-4

\* Characters receive a cumulative -1 to all Constitution checks for each category of encumbrance beyond unencumbered.

**1F: (GMG pg 18): Wisdom Check Modifiers**

Circumstance	Modifier
Inebriated*	-1 to -7
Mental illness: minor**	-1
Mental illness: major**	-2
Lack of sufficient sleep	-1
Character is middle-aged	+1
Character is old	+2
Character is venerable	+3

\* See Table 12V on GMG pg 170  
 \*\* Varies by the nature of the illness.



Table 8HH-8Jj: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
4,589-4,684	Inner joint	1	1	3	3	4	4, al	6, al	6,al,ws	8,a,2,ws	8,a,2,ws, sl	x2,a,2,ws, sl	x2,wa,2, tl,s2,tl,ib	x2,wa,3, tl,s2,tl,ib	x2,wa,3,tl, s2,bl,ib
4,685-5,308	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a,1,ws	x2,a,1,ws, sl	x2,a,2,ws, sl	x2,a,2, ws,s2	x2,a,3, ws,s2	x2, wa,3, s2
5,309-5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a,1,ws	x2,a,1,ws, sl	x2,a,2,w, sl	x2,a,2, ws, s2	x2,a,3, ws, s2	x2,w, a,3, s2
5,837-5,908	Wrist, back	1	3	3	4,ws	4,ws, al	6,ws, al,sl	8,ws, al,sl	8,ws, a,2,sl	8,ws,a,2, tl,sl,tl,ib	8,wa,2, tl,sl,tl,ib	8,wa,2, tl,s2,tl,ib	x2,wa,2, tl,s2,tl,ib	x2,wa,3, tl,s2,tl,ib	x2,wa,3,tl, s2,bl,ib
5,909-5,980	Wrist, front	1	3	3	4,ws	4,ws, al	6,ws, al,sl	8,ws, a,2,sl	8,ws, a,2,sl	8,ws,a,2, tl,sl,tl,ib	8,wa,2, tl,sl,tl,ib	8,wa,2, tl,s2,tl,ib	x2,wa,2, tl,s2,tl,ib	x2,wa,3, tl,s2,tl,ib	x2,wa,3,tl, s2,bl,ib
5,981-6,052	Hand, back	1	1	3	3	4	4	6,tl, bl,ib	6,a,1, tl,bl,ib	8,a,1, tl,bl,ib	8,a,2, tl,bl,ib	x2,a,2, tl,bl,ib	x2,a,2, tl,bl,s1,ib	x2,a,2, tl,bl,s2,ib	x2,a,2,tl, b2,s2,ib
6,053-6,076	Palm	1	1	3	3	4	4	6	6	6, tl,bl,ib	6,a,1, tl,bl,ib	8,a,1, tl,bl,ib	8,a,2, tl,bl,ib	x2,a,2, tl,bl,ib	x2,a,2, tl,bl, sl,ib
6,077-6,220	Finger(s)	1	1	3	3	4	4	6,tl, bl,ib	6,tl, bl,ib	8, tl,bl,ib	8,tl, bl,ib	x2,tl, bl,ib	x2,tl, bl,ib	x2,tl, bl,ib	x2,tl, bl,ib
6,221-7,180	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a,1,ws	x2,a,1,ws, sl	x2,a,2,ws, sl	x2,a,2,ws, s2	x2,a,3,ws, s2	x2,a,3,w, s2
7,181-9,100	Shoulder, top	1	3	4	6	8	x2	x2,a,1, ws	x2,a,1,ws, sl	x2,a,2,ws, sl	x2,a,2,ws, s2	x2,a,3,d1,ws, s2	x2,a,3, d1,ws,s2	x3,a,3, d1,ws,s2	x3,a,3, d1,w, s3
9,101-9,121	Neck, front	3	4	6	8	x2	x2,ws, al,d1	x2,w, al,d1	x2,f, al,d1	x2,a,2, d2,f	x2,a,2, d2,f,mc	x2,a,2, d2,f,mc	x3,a,3, d3,u	x3,a,3, d3,u	x3,a,3, d3,u, mc
9,122-9,142	Neck, back	3	4	6	8	x2	x2, ws,a,1, d1	x2, wa,1, d1	x2,f, al,d1,p	x2,a,2, d2,f,p	x2,a,2, d2,f,p	x2,a,2, d2,f,p	x3,a,2, d3,u	x3,a,2, d3,u	x3,a,2, d3,u, mc
9,143-9,373	Neck, side	3	4	6	8	x2	x2, ws,a,1, d1	x2, wa,1, d1	x2,f, al,d1	x2,a,2, d2,f	x2,a,2, d2,f,mc	x2,a,2, d2,f,p	x3,a,2, d3,f,mtl	x3,a,2, d3,f,mtl	x3,a,2, d3,u, mtl, mtl,pb
9,374-9,653	Head, side	6	8	x2	x2,f	x2, al, d1,f	x2, a,2, d2,f	x3, a,2, d2,f	x3,a,3, d3,f	x3,a,3, d3,f	x3,a,4, d4,f	x3,a,4, d4,f,mc	x4,a,4, d4,f,sc	x4,a,5, d5,u,sc	x4,a,6, d6, u,sc
9,654-9,688	Head, back lower	6	8	x2	x2,f	x2, al, d1,f	x2, a,1, d2,f	x3, al, d2,f	x3,a,2, d3,f	x3,a,2, d3,f,p	x3,a,3, d4,f	x3,a,3, d4,f,mc	x4,a,3, d4,f,sc,p	x4,a,4, d5,u,sc	x4,a,5, d6, u,sc
9,689-9,768	Face, lower side	4	6	8	x2	x2,f	x2, al,f	x2, a,2,u	x3,a,3,d1, f,mtl	x3,a,3,d1, u,mtl	x3,a,4,d2, f,mc	x3,a,4,d2, u,mc	x4,a,4,d2, u,mc	x4,a,3,d1, f,sc,mt2	x4,a,3,d1, u,mc,bf1
9,769-9,788	Face, lower center	4	6	8	x2	x2,f	x2, al, d1,f	x2, a,2, d2,u	x3,a,3, d3,f	x3,a,3, d3,u	x3,a,4,d4, f,mtl	x3,a,4,d4, mc	x4,a,4,d4, u,mc	x4,a,3,d3, f,mc,bl,mt2	x4,a,3,d3, u,mc,bl, bl,r2
9,789-9,823	Head, back upper	6	8	x2	x2,f	x2,a,1, d1,f	x2, a,2, d2,f	x3, a,2, d2,f	x3,a,3, d3,f	x3,a,3, d3,f	x3,a,4, d4,f	x3,a,4, d4,f,mc	x4,a,4, d4,f,sc	x4,a,5,d5, u,sc,mtl,mtl	x4,a,6, d6, u,sc
9,824-9,903	Face, upper side	6	8	x2	x2,f	x2,a,1, d1,f	x2, a,2, d2,f	x3, a,2, d2,f	x3,a,3, d3,f	x3,a,3, d3,f	x3,a,4, d4,f	x3,a,4, d4,f,mc	x4,a,4, d4,f,sc	x4,a,5, d5,u,sc	x4,a,6, d6, u,sc
9,904-9,923	Face, upper center	6	8	x2	x2,f	x2,a,1, d1,f	x2, a,2, d2,f	x3, a,2, d2,f	x3,a,3, d3,f	x3,a,3, d3,f	x3,a,4, d4,f	x3,a,4, d4,f,mc	x4,a,4, d4,f,sc	x4,a,5, d5,u,sc	x4,a,6, d6, u,sc
9,924-10,000	Head, top	8	x2	x2,f	x2, al, d1,f	x2,a,2, d2,f	x3, a,2, d2,f	x3, a,3, d3,f	x3,a,3, d3,f	x3,a,4, d4,f	x3,a,4, d4,f,mc	x4,a,4, d4,u,sc	x4,a,5, d5,u,sc	x4,a,6, d6,u,sc	x4,a,6, d6, u,sc

**Critical Hits Severity Codes**

(GMG pg 118 for definitions)

- numeral X** – Extra Damage. Suffer damage of dX type
- aX** – To-hit Reduction. penalty of -X to-hit
- bX** – Broken Bone. Paralysis if spine; weapon dropped if arm or shoulder; 15% chance of pb and 15% chance of ib if torso
- bfX** – Broken Bone, Compound Fracture. p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
- bmX** – Broken Bone, Multiple Fracture. Same as bfX, see p.118
- bsX** – Bone Shatter. Same as bfX, see p.118
- dX** – Dexterity Reduction. Reduce DEX by X amount
- f** – Fall to Ground. Fall prone and drop all held items
- hX** – Temporal Honor Lost. Suffer loss of X times 5% of temporal Honor
- ib** – Internal Bleeding. 1d4 damage/hour; Con check or shock ls – Limb Severed. Suffer pb unless finger or toe
- m1** – Movement Loss. 50% move for 1 rd, 10% for 2d4 rds
- m2** – Movement Loss. 50% move for 2 rds, 25% for 2d10 rds
- m3** – Movement Loss. m1, then 25% for 1d6 turns
- m4** – Movement Loss. 50% move for 1d12 hours
- m5** – Movement Loss. m4, then 25% for 1d12 days
- m6** – Movement Loss. 75% for 6 hours, 50% for 2d12 days
- m7** – Movement Loss. 75% for 6 hours, 50% for 4d12 days
- m8** – Movement Loss. 75% for 6 hours, 50% for 1d3 months
- m9** – Movement Loss. 75% for 1 day, 50% for 1d4 months
- m10** – Movement Loss. 75% for 1 week, 50% for d6 months

- mc** – Minor Concussion. Temporarily gain migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
- mtX** – Muscle Tear. See Fig. 8.4 or 8.5 GMG pg 120-121 to determine muscle torn. ws if arm; 3% x severity level of pb
- p** – Paralysis. 5% x severity level chance of paralysis
- pb** – Profuse Bleeding. Bleed to death in Con/2 rounds
- sX** – Strength Reduction. Reduce Strength by X amount.
- sc** – Severe Concussion. Temporarily gain migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
- tX** – Torn Ligaments or Tendons. See tIX GMG pg. 118. ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
- u** – Unconscious. Defender remains comatose until hit points suffered from wound are healed (naturally or magically).
- w** – Weapon Drop. Drop all carried weapons or items
- ws** – Weapon Drop. As w unless check at 1/2 STR made
- vX** – Vital Organ. Roll on Table 8GG:Vital Organ Damage Effects. ws (-10); ib; 3% x severity chance of pb.
- xX** – Multiple Damage. X times the number of damage dice, include penetration damage.

**Notes for "m" results:** Most longer durations will be permanent. See the Permanency of Critical Hits section for more details. (GMG pg 118)

**Critical Hits Table Color Key**

- Black = All Weapons**
- Blue = Hacking Weapons**
- Green = Crushing Weapons**
- Red = Puncturing Weapons**

**Using the COMBINED Critical Hits Location and Severity Table**

1. Player rolls 1d10,000.
2. Apply Critical Hit Location Size Adjustment (Table 8EE) and determine hit location.
3. GM calculates the attacker's BSL (GMG pg 110).
4. Modify the severity level if a specific piece of armor is worn on that body part.
5. Consult the COMBINED Critical Hits tables. Severity codes shown in black represent damage caused by any of the three types of weapons. The codes shown in blue, green or red indicate damage caused by one weapon type, either hacking, crushing or puncturing. Apply all black severity result codes as well as any codes that appear in the color that matches the attacker's weapon type.



Table 8HH-8JJ: **COMBINED Critical Hits Location and Severity** (GMG pgs 112-117)

15	16	17	18	19	20	21	22	23	24
x2.wa3,t1, s3,t1,ib	x2.wa3,b1, t2,s3,t1,ib	x2.wa4,b1, t2,s3,t2,ib	x2.wa4,t2,bf2, s3,bm2,ib,mt1	x2.wa4,t2,bf2, s4,t2,bm2,ib,mt2	x2.wa4,t2,bm2, s4,bf2,ib,b2	x2.wa5,t2,bm2, s4,bf2,t2,ib,b2	x2.wa5,ls, s4,bs2,bm2	x2.wa5, ls,s4,bs2,bs2	x2.wa5, ls,s4,bs2,t2,ls
x2, wa3, s3	x2,a3,w, mt1,s3, mt1,pb	x2.wa3,b1, s3	x2.wa3,b1, mt1,s3,mt1, pb	x2.wa3,bf2,mt2, s3,bf2,mt2, mt1,pb	x2.wa3,bm2, mt2,s3,bm2, bm2,b2,pb	x2,a4,w,mt2, bm2,s3,mt2, bm2,b2,pb	x2,a3,w,bf2, mt2,s3,bf2, mt2,b2,pb	x2.wa4,bm2, mt2,s4,bm2, mt2,b2,pb	x3,a4,w, ls,s4,bs2, mt2,ls
x2.w, a3, s3	x2.wa3,mt1, s3,mt1,pb	x2.wa3,b1, s3	x2.wa3,b1, mt2,s3,mt1, pb	x2.wa3,bf2, mt2,s3,bf2, mt2,b2,pb	x2.wa3,bm2, mt2,s3,bm2, mt2,b2,pb	x2,a4,w,mt3, bm2,s3,mt3, bm2,b2,pb	x2,a3,w,bf2, mt3,s3,bf2, mt3,mt2,pb	x2.wa4,bm2, mt3,s4,bm2, mt3,b2,pb	x3,a4,w, ls,s4,bs2, mt3,ls
x2.wa3,t1, s3,t1,ib	x2.wa3,b1, t1,s3,t1,ib	x2.wa3,b1, t1,s3,t1,ib	x2.wa3,t1,bf1, s3,bm1,ib,mt1	x2.wa3,t1,bf1, s3,t1,bm1,ib,mt1	x2.wa3,t1,bm1, s3,bf1,ib,b1	x2.wa3,t1,bm1, s3,bf1,t1,ib,b1	x2.wa3,ls, s3,bs1,bm1	x2.wa3, ls,s3,bs1,bs1	x2.wa3,ls, s3,bs1,t1,ls
x2.wa3,t1, s3,t1,a3	x2.wa3,b1, t1,s3,t1,ib	x2.wa3,b1, t1,s3,t1,ib	x2.wa3,t1,bf1, s3,bm1,ib,mt1	x2.wa3,t1,bf1, s3,t1,bm1,ib,mt1	x2.wa3,t1,bm1, s3,bf1,ib,b1	x2.wa3,t1,bm1, s3,bf1,t1,ib,b1	x2.wa3,ls, s3,bs1,bm1	x2.wa3, ls,s3,bs1,bs1	x2.wa3,ls, s3,bs1,t1,ls
x2,a2,ws,t1, b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2.wa3, t2,b2,s2,ib	x2.wa3,t2,b1, bm2,s2,ib,b1	x2.wa3,t2,b1, bm2,s2,ib,b1	x2.wa3,t2, bf2,s2,ib,mt1	x2,a3,w,t2,bm2, bf2,s2,ib,b2	x2.wa3, ls,bs2,s2,bs2	x2.wa3,ls, bs2,s2,ls
x2,a2, t2,b1, s2,ib	x2,a2, t2,b1,s2, ib	x2,a2,ws, t2,b1,s2,ib	x2,a3,ws, t2,b1,s2, ib	x2,a3,ws, t1,mt2,b1,s2, ib,pb	x2,w,a3,b1, t1,mt2, s2,ib,pb	x2,w,a3,t1, t1,mt2, s2,ib,pb,mt1	x2,w,a3,t1, t2,w,a3,t1, s2,ib,pb,b1	x2,w,a3,t1, t2,w,a3,t1, s2,bs1	x2,w,a3, ls,bs1, s2,ls
x2,t1, bl,ib	x2,b1, t1,ib	x2,bm1,t1, b1,b1,ib	x2,bm1,t1, b1,b1,ib	x2,ls, bml,ls	x2,ls, bml,ls	x2,ls, bfl,ls	x2,ls, bfl,ls	x2,ls, bs1,ls	x2,ls, bs1,ls
x2.wa3, s3	x2,a3,w, mt1,s3, mt1,pb	x2,a3,b1,w, s3	x3,a3,b1,w, mt1,s3,mt1, pb	x3,wa3, bf1,mt2,s3,bf1, mt2,mt1,pb	x3,wa3,bm1, mt3,s3,bm1, mt2,b1,pb	x3,a4,w,mt1, bm4,s3,mt3, bml,pb,b1	x4,a3,w,mt4, bfl,s3,bf1, mt3,pb,mt2	x3,a4,w, mt4,bml,s4, bml,mt4,pb,b1	x3,a4,ls, s4,bs1, mt4,w,ls
x3,a3, d2,w, s3	x3,a3, d2,w,mt1, s3,mt1,pb	x3,a3,d2,w, t2,s3,t1,ib	x3,a3,d2,w, t2,mt1,s3, t2,mt1,ib,pb	x3,a3,d2, bf1,mt1,s3,bf1, mt2,w,mt1,pb	x3,a3,d2,bm2, mt1,s3,bm2, mt2,w,b1,pb	x3,a3,d2,w,b3, mt1,t2,s3,b3, mt3,t2,b2,pb,ib	x3,a3,d2,bf3, mt1,t2,s3,bf3,mt3, t2,w,mt2,pb,ib	x3,a3,d2, bm3,mt1,t2,s3,bm3, mt3,t2,w,b3,pb,ib	x3,a3,d2, ls,s3,bs3, mt3,t2,w,ls
x3,a3, u,p,mc, d4,d3,d4	x3,a3, u,mc, d5,d4,d5	x4,a4,u,sc, d6,d5,b1, d6	x4,a5,u,sc, p,d6,b1,p	x4,pb,ib,v1, a5,d6,b1,u,sc, pb,ib,v1	x4,v1,pb,ib, a5,d6,b2,u, sc,pb,ib	x4,p,sc,bs1, bs1, b1,ib,v1	x4,pb,ib,v2,windpipe crushed,choking, x4,pb,ib,ib,v2	decapitated (dead), neck snapped (dead), x4,pb,ib,ib,v2	(dead), decapitated, neck snapped, decapitated
x3,a2, d3,u, p,mc	x3,a3, d4,u,mc	x4,a4, d5,b1,u,sc	x4,a5,d6,b1, v1,u,sc, ib	x4,p,u,sc, bml,bm1, b1	x4,p,v1,u,sc, bml,bm1, b1,ib	x4,p,sc,bs1, bs1, b1,ib,v1	x4,p,v1,u,sc, bs1,bs1, ib,bf1	decapitated (dead), neck snapped (dead), x4,pb,ib,ib,v1	(dead), decapitated, neck snapped, decapitated
x3,a2,d3,u, mt1, mt1,pb	x3,a3,d4,u, mt1,mt2, pb	x4,a4,d5,u,mc, mt2,mt2, pb	x4,a5,d6, u,sc,mt2, mt2,pb	x4,p,u,sc, bml,bm1, b1	x4,p,v1,u,sc, bm2,bm2, b1,ib	x4,p,sc,bs2, bs2, b2,ib,v2	x4,p,v2,u,sc, bs2,bs2, ib,bf2	decapitated (dead), neck snapped (dead), x4,pb,ib,ib,v2	(dead), decapitated, neck snapped, decapitated
x4,a6, d6, u,sc	x4,a7, d7, u,sc	x4,a7,d7, d7,b1,u,sc	x4,a7,d7, u,sc, b1,b1,t1	x4,a8,d8,v1, u,sc,b1, b1,t2,ib	x4,a8,d8,v1, u,sc,bml,bm1, b1,ib	x4,a9,d9,v1, u,sc,bml, bml,b1,ib	x4,a9,d9,v1, u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo
x4,a5, d6, u,sc,p	x4,a6, d7,u,sc,p	x4,a6, d7,u,sc,p, b0,b1,t1	x4,a6,d7, u,sc, b1,b1,t1	x4,a7,d8,v1, u,sc,b2, b2,t1,ib	x4,a7,d8, u,sc,bm3,v2, bm2,v1,b1,ib,v1	x4,p,v2, u,sc,bm3, bm3,b2,ib	x4,p,v2, u,sc,bs3, bs3,ib	skull caved-in	brain goo
x4,a4,d2, f,mc,bm1, bm2,b1	x4,a5,d3, f,mc, bf2,bf2,mt2	x4,a5,d3,f,mc, bm2,bm2,b1	x4,a5,d3, f,mc,bf3, bf3,mt2	x4,a5,d3, f,sc,bm3, bm3,b1	x4,a6,d4, u,mc,bm3, bm3,b2	x4,a6,d4, u,sc,bf3, bf3,mt2	x4,a6,d4, u,sc,bm3, bm3,b2	x4,a7,d5, u,sc,bs3, bs3,ib	jaw removed
x4,a4,d4, f,mc,b1, b1,t2	x4,a5,d5, f,mc, b2,b2,t2	x4,a5,d5,f,mc, b2,b2,t2	x4,a5,d5, f,mc,bm2, bm2,b1	x4,a5,d5, f,sc,bm3, bm2,b2	x4,a5,d5, u,sc,bm3, bm3,b2	x4,a5,d5, u,sc,bm3, bm3,b3	x4,a5,d5, u,sc,bs3, bs3,ib,v1	x4,a5,d5, u,sc,bs3, bs3,ib,v1	skull caved-in
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, b1,b1,mt1	x4,a7,d7, u,sc,b1, b1,mt1	x4,a8,d8,v1, u,sc,b1,b1, mt1,ib	x4,a8,d8,v1, u,sc,bml, bml,b1,ib	x4,a9,d9, v1,u,sc,bml, bml,b1,ib	x4,a9,d9,v1, u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, b1,b1,mt1	x4,a7,d7, u,sc,b1, b1,mt1	x4,a7,d7,v1, u,sc,b1, b2,mt1,ib	x4,a8,d8,v1, u,sc,bm2, bm2,b1,ib	x4,a8,d8, v1,u,sc,bm2, bm2,b2,ib	x4,a9,d9,v1, u,sc,bs2, bs2,ib,bf2	skull caved-in	brain goo
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, b1,b1,mt1	x4,a7,d7, u,sc,b1, b1,mt1	x4,a8,d8, v1,u,sc,b2, b2,mt2,ib	x4,a8,d8,v1, u,sc,bm2, bm2,b1,ib	x4,a9,d9, v1,u,sc,bm3, bm3,b2,ib	x4,a9,d9,v1, u,sc,bs3, bs3,ib,bf3	skull caved-in	brain goo
x4,a7, d7, u,sc	x4,a7,d7,u, sc,b1,b0,t1	x4,a7,d7,u,sc, b1,b1,mt1	x4,a8,d8,v1, u,sc,b1, b1,mt1,ib	x4,a8,d8,v1, u,sc,bml, bml,b1,ib	x4,a9,d9,v1, u,sc,bml, bml,b1,ib	x4,a9,d9, v1,u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo	

**8GG: (GMG pg 118): Vital Organ Damage Effects**

Roll	Damage Effect	71-80	81-90	91-100
1-25	no additional effects	death in 1d12 hours	death in 1d12 rounds	death in 1d12 segments
26-50	lose 2d6 points of Constitution*			
51-70	death in 1d12 days			

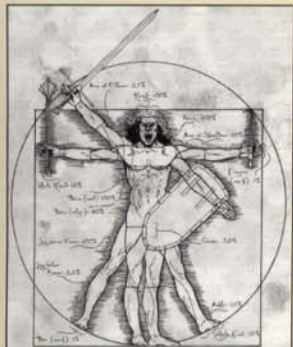
\* 1 point returns per day over 1d6 days, unreturned points are lost permanently. Substitute Intelligence (80%) or Dexterity (20%) if the injury is to the head or spine.

**CRITICAL HIT BASE SEVERITY LEVEL (GMG pg 110)**

**BSL** = defender's AC + attacker's current to-hit modifiers - attacker's chance to hit AC15

**NOTE:** A Cure Critical Wounds spell can cure one critical injury per application if the wound has not been healed by another method and one week has not transpired. (GMG pg. 110 & 118)

Figure 8.2: **MAXIMUM CRITICAL DAMAGE MODIFIERS** (GMG pg 111)



Body Part	Max. Dmg
Ankle	15%
Arm at Elbow	25%
Arm at Shoulder	30%
Fingers (each)	1%
Foot (whole)	10%
Groin	20%
Head	100%
Hand (whole)	10%
Leg above Knee	100%
Leg below Knee	25%
Neck	100%
Toes (each)	1%
Torso (edge)	80%
Torso (mid)	100%

**BEE: (GMG pg 110): Critical Hit Location Size Adjustments**

		Attacker Size					
		T	S	M	L	H	G
Defender Size	T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
	S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
	M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
	L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
	H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000	

Note: the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.



Table 8HH-8Jj: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1-100	Foot, top	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2, tl,bl,ib	8,m3, tl,bl,ib	8,m3, tl,bl,ib	x2,m4, tl,bl,ib	x2,m4, tl,bl,ib	x2,m5, tl,bl,ib	x2,m5, tl,bl,ib
101-104	Heel	1	1	3	3	4,m1	4,m1	6,m2, tl,bl, ib	6,m2,a1, tl,bl, ib	8,m3,a1, tl,bl, ib	8,m3,a2, tl,bl,ib	x2,m4,a2, tl,bl,ib	x2,a2, dl,m4, bl,tl,ib	x2,a2,d2, d2,m5, tl,bl,ib	x2,a2,d2, m5,tl,bl, ib
105-136	Toe(s)	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2, tl,bl,ib	8,m3, tl,bl,ib	8,m3, tl,bl,ib	x2,m4, tl,bl,ib	x2,m4, tl,bl,ib	x2,m5, tl,bl,ib	x2,m5, tl,bl,ib
137-140	Foot, arch	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2,a1, tl,bl,ib	8,m3,a1, tl,bl,ib	8,m3,a2, tl,bl,ib	x2,m4,a2, tl,bl,ib	x2,a2,d1, m4,tl,bl,ib	x2,a2,d2, m5,tl,bl,ib	x2,b1, a2,d2,m5
141-170	Ankle, inner	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, tl,bl,ib	x2,d2, f,m4, tl,tl,ib	x2,d2, f,m5, tl,bl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2,tl, bl,bl,ib	x2,d3,f, x2,d3,f, m5,tl,sl, bfl,ib
171-200	Ankle, outer	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, tl,bl,ib	x2,d2, f,m4, tl,tl,ib	x2,d2, f,m5, tl,bl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2,tl, bl,bl,ib	x2,d3,f,m5, tl,mt2,sl, bfl,ib,pb, x2,d2,f
201-220	Ankle, upper/Achilles	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	mtl,m5,m9, tl,pb,m5
221-964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2	x2,d2,f,m2
965-1,006	Calf	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f, m5,mtl, mtl,pb
1,007-1,118	Knee	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, mtl,bl,tl	x2,d2, f,m4, tl,tl,ib	x2,d2,f,m5, mtl,bl,tl	x2,d2,f,m5, tl,tl,ib	x2,d2,f,m5, tl,tl,ib	x2,d2, tl,f,m5, mtl,b2,ib	x2,d3,f, m5,tl,sl, bf2,ib
1,119-1,132	Knee, back	1	1	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2, f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,f,m5, tl,tl,ib	x2,d3,f, m5,tl, sl,tl,ib
1,133-1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1, m3	x2,d2, f,m4	x2,d2, f,m5	x2,d2, f,m5	x2,d2,f,m5, mtl,mtl,tl	x2,d2,f,m5, mtl,bl,mtl	x2,d3,f, m5,tl, sl,bfl,ib	x2,d3,f,m5, tl,sl,bl,ib
1,217-2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1, m3	x2,d2, f,m4	x2,d2, f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5, mt2,bl,mtl	x2,d3,f,m5, bfl,mtl,ib,mt2	x2,d3,f, m5,mt2, sl,bl,pb
2,001-2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2, dl,m3	x2,d2, f,m4	x2,d2,f,m5, bl,bl,tl	x2,d2,f,m5, bl,bl,tl	x3,d2,f,m5, bl,bl,tl	x3,d2,bm1, f,m5	x3,d3,bf2, f,m5	x3,d3, b2,f,m5
2,331-2,405	Groin (Male only)	1,f, hl	3,f, hl	4,f, h2	4,m1, f,h2	6,m1, f,h2	6,m1, f,h3	8,m2, f,h3	8,m2, f,h4	x2,m2, f,h4	x2,m3,f,h4	x2,m3,f,h5	x3,m3,f,h5	x3,m4,f,h5	x3,m4,f,h6
2,406-2,435	Buttock	1	3	4	6	8	x2	x2,m1	x2,m1	x2,m2	x2,m2,mtl	x3,m3	x3,m3,d1	x3,m3,d1, bl,bl,tl	x3,m3,d2, mtl,mtl,pb
2,436-2,570	Abdomen, lower	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws,v1, s2	x3,w,ib,f, s2	x3,w,v1,f, s2	x3,mtl, w,ib,f, s3	x3,mtl, v2,w,f, s3, mtl,ib,pb	x3,v2,f, mtl,s3, mtl,ib,pb
2,571-3,020	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1, ws	x2,a2, ws	x3,a2, ws,mtl	x3,a2,ws, mtl,mtl, mt2	x3,a2,ws, sl	x3,a2,w, sl	x3,a2,w, mtl,s2, mtl,pb
3,021-3,110	Abdomen, upper	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws,v1, s2	x3,w,ib,f, s2	x3,w,v1,f, s2	x3,mtl, w,ib,f,s3	x3,mtl, w,f,v2, s3,v1,v1	x3,v2,f, mtl,s3, mtl,ib,pb
3,111-3,125	Back, small of	3	4	6	8	x2	x2, ws, sl	x2,ib, s2	x2,w,ib, s2	x2,w,mtl, s2	x3,w,ib, s2	x3,w,mtl,ib, s2	x3,w,ib, mtl,s3, mtl,mt2	x3,v1,w, mtl,s3, mtl,mt2	x3,v1,mtl, s3,mtl, ib,pb
3,126-3,155	Back, lower	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws, bl,s2,bl, mtl	x3,w,ib,f, s2	x3,w,f, bl,s2,bl, mtl	x3,mtl, w,ib,f, s3	x3,mtl, w,f, bl,s3,bl	x3,bl,f, mtl, s3,mtl,pb
3,156-3,425	Chest	3	4	6	8	x2	x2, ws, sl	x2,ws, bl,s2, bl,tl	x2,w, bl,bl, s2,tl	x2,w,ib, bl,s2,bl, c2	x3,w, bl,bl,s2, c2	x3,w, bl,s2,bl, c2	x3,w,ib, bm2,s2,bm2, bf2,s3, bf2,bfl	x3,w,mtl, b2,s3,mtl, b2,mt2,c3	x3,v1, b3,s3,b3, ib,b2
3,426-3,455	Side, upper	3	4	6	8	x2	x2, ws, sl	x2,ws, bl,s2, bl,tl	x2,w, bl,bl, s2,tl	x2,w,ib, bl,s2, bl,tl	x3,w, bl,bl,s2, c2	x3,w,bm1, s2	x3,bm1,w, vl,s3	x3,v1,w, bl, s3,bl,c2	x3,v1,w, bl,s3,b2, ib,b2
3,456-3,485	Back, upper	3	4	6	8	x2	x2, ws, sl	x2,ws, s2	x2,w, s2	x2,w,mtl, s2	x3,w,mtl, s2	x3,w,f, s2	x3,w, bl,s3,bl, tl	x3,f,w, mtl,s3, mtl,mt2	x3,f, b2,s3, bl,bl
3,486-3,500	Back, upper middle	3	4	6	8	x2	x2, ws, sl	x2,ws, s2	x2,w, s2	x2,w,mtl, s2	x3,w,mtl, s2	x3,w,f, s2	x3,w, bl,s3,bl, cl	x3,mtl, f,w, s3	x3, f,bl, s3
3,501-3,820	Armpit	1	3	4	6	8	x2, ws	x2,a1, ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,d1,ws, s2	x2,a3, d1,ws2	x3,a3, d1,ws2	x3, a3,d1, ws3
3,821-4,300	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,ws, s2	x2,wa3, s2
4,301-4,492	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2, ws,s2	x2,a3, ws,s2	x2, wa3, s2
4,493-4,588	Elbow	1	1	3	3	4	4,a1, ws	6,a1, ws	6,a1,ws	8,a2,ws	8,a2,w, tl,sl,bl,ib	x2,a2,w, tl,sl,bl,ib	x2,wa2, tl,s2,bl,ib	x2,wa3, tl,s2,bl,ib	x2,wa3,tl, s2,bl,ib



Table 8HJ-8J): COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

15	16	17	18	19	20	21	22	23	24
x2,m6, t1,b1,ib	x2,m6, t1,b1,ib	x2,m7, t1,b1,ib	x2,m7, t1,b1,ib	x2,m7,t1,b1, bml,ib,b1	x2,m8,t1,bml, bml,ib,b1	x2,m8,t1,bf1, bf1,ib,mt1	x2,m9,t1,bf1, bf1,ib,mt1	x2,m9, ls,bs1,ls	x2,m10, ls,bs1,ls
x2,a2,d2, m6,t1,b1, ib	x2,a3,d2,m6, t1,b1, ib	x2,a3,d2,m7, t1,b1, ib	x2,b1,a3,d2, m7,t1, ib	x2,a3,d2,m7, t1,bml,bml, ib	x2,a3,d2,m8, t1,bml,bml, ib	x2,a3,d2,m8, t1,bf1,bf1, ib,mt1	x2,a3,d2,m9, t1,bf1,bf1, ib,mt1	x2,a3,d2,m9, t1,bs1,bs1, ib	x2,a3,d2,m10, t1,bs1,bs1, ib
x2,m6, t1,b1,ib	x2,b1,m6, t1,ib	x2,m7,t1,bml, b1,ib,b1	x2,m7,t1,bml, b1,ib,b1	x2,m7, ls,bml,ls	x2,m8, ls,bml,ls	x2,m8, ls,bf1,ls	x2,m9, ls,bf1,ls	x2,m9, ls,bs1,ls	x2,m10, ls,bs1,ls
x2,b1, a2,d2,m6	x2,b1, a3,d2,m6	x2,b1, a3,d2,m7	x2,b1, a3,d2,m7	x2,a3,d2,m7, bml,bml,b1	x2,a3,d2,m8, bml,bml,b1	x2,a3,d2,m8, bfl,bf1,mt1	x2,a3,d2,m9,t1, bfl,bf1,ib,mt1	x2,a3,d2, m9,ls,bs1,ls	x2,a3,d2,m10, ls,bs1,ls
x2,d3,b1, f,m5, t1,s1,t0,ib	x2,d3,f,m6, t1,b1, s2,bm0,ib,b1	x2,d4,f,m7, t1,bml, s2,b1,t0,ib,b1	x2,d5,f,m7, t1,bf1, s2,bf0,ib,mt1	x2,d5,b1, f,m8,t1, s3,t0,ib	x2,f,m8,d6, bml,t1,bml, t1,s3,b1,ib	x2,d6,f,m9, bml,t1,s3, bml,t0,b1,ib	x2,d6,f, m9,ls,s4, bml,t0,b1,ib	x2,d6,m10,f, ls,s5, bs1,t0,ls	x2,d7, m10,f,ls, s5,bs1,t0,ls
x2,d3,f,m6, t1,mt2,s1, b1,t2,ib,pb	x2,d3,f,m6, t1,mt2,b1, s2,bml,ib,pb,b1	x2,d4,f,m7, t1,mt2,b1, s2,b1,t2,ib,pb,b1	x2,d5,f,m7, t1,mt2,bf1, s2,bf1,ib,pb,mt2	x2,d5,f,m8, t1,mt2,bf1,s3, b1,t2,ib,pb,mt2	x2,f,m8,d6,t1, mt2,bml,bml, t2,s3,ib,pb,bml	x2,d6,f,m9,t1, mt2,bml,s3, bml,t2,ib,pb,b1	x2,d6,f, m9,ls,s4, bs1,t2,ls	x2,d6,m10, f1,s5, bs1,t2,ls	x2,d7,m10, f1,s5, bs1,t2,ls
x2,d2,f, t2,m6,b1, m5,ib,m6	x2,d3,f,mt1, m6,t2,b1, m9,t1,pb,m6,ib	x2,d3,f,mt1, b1,t2,m7,bml, m6,pb,b1,ib,m7	x2,d4,f,b1, mt1,m8,t2, m9,t1,pb,m8,ib	x2,d5,f,mt1, bf1,t2,m9,bf2, m6,pb,mt1,ib,m9	x2,d5,f,mt1, bf2,m10,t2,b2,m9, t2,pb,mt2,m10,ib	x2,f,m10,d6,mt1, bm2,t2,bm2,s3, t2,pb,b2,ib	x2,d6,f,m10, mt1,bm2,bm2, t2,pb,b2,ib	x2,d6,ls,m10, bs1,m5,ls,m10	x2,d6,f,ls,m10, s1,bs1,m5,ls,m10
x2,d2,f,mt2, t2,m6,b1, m5,ib,m6	x2,d3,f,mt2, t1,b1,ib	x2,d3,f,m2, t1,b1,bml,ib,b1	x2,d3,f,m3, t1,b1,ib	x2,d4,f,m3, t1,b1,bf1,ib,b1	x2,d5,f,m3, b2,b1,ib,pb,b2	x2,f,m4,d6,t1,b2, bml,s3,ib,b2	x2,d6,f,m4,t1,bf2, mt2,bml,ib,mt1,pb	x2,d6,ls,m10, bs1,m5,ls,m10	x2,d6,f,ls,m10, s1,bs1,m5,ls,m10
x2,d2,f, m5,mt1, b1,pb	x2,d3,f, m6,mt1, b1,mt1,pb	x2,d3,f,m6, t2,mt1, bml,ib,pb	x2,d4,f,m6, t2,mt1, b2,mt2,ib,pb	x2,d5,f,m6, bf2,b1,pb	x2,d5,f,m7, b2,mt2,ib,pb	x2,f,m7,d6,b2, mt1,bm2,s3, mt2,b2,pb	x2,d6,f,m8,t2, mt1,bf2,bm2, mt2,ib,pb,mt1	x2,d6,ls, m10,bs2,m8, mt2,ls,m10	x2,d6,f,ls, m10,s1,bs2, m9,ls,m10
x2,d3,f, m5,t1,b1, s1,b2,t1,ib,b1	x2,d3,f, m6,t1,b1, s1,b2,t1,ib,b1	x2,d4,b2,f, m7,t1, s2,t1,ib	x2,d5,f,m7, t1,b2,s2, bf3,ib,b2	x2,d5,f,m8, t1,bf3,s3, b3,t1,ib,mt1	x2,f,m7,d6, bf1,t1,bml, s3,mt1,ib	x2,d6,f,m9,t1, bm3,s3,bm3, t1,ib,b3	x2,d6,f,ls, m10,s4,b3, t1,m9,ls,m10	x2,d6, m10,f,ls, s5,bs3,t1,ls	x2,d7, m10,f,ls, s5,bs3,t1,ls
x2,d3,f, m5,t1, s1,t1,ib	x2,d3,f, m5,t1, s1,t1,ib	x2,d4,f, m6,t1, s2,t1,ib	x2,d5,b1,f, m6,t1, s2,t1,ib	x2,d5,b1, f,m7,t1, s3,t1,ib	x2,f,m7,d6, bf1,t1,bml, s3,mt1,ib	x2,d6,f,m8, bf1,t1,s3,b1, t1,mt1,ib	x2,d6,m8, bml,t1,bml, t1,s4,b1,ib	x2,d6,u,ls, m10,s5,bs1, t1,m9,ls,m10	x2,d7,u, ls,m10,s5,bs1, t1,m9,ls,m10
x2,d3,f,m6, t1,s1,b1,ib	x2,d3,f,m6, t1,mt1, s2,bml,ib,pb	x2,d4,f,m6, t1,s2,b1,ib	x2,d5,f,m7, t1,s3,b1,ib	x2,d6,m7,f, b1,mt1,t1,bml, s3,b1,pb,ib	x2,d6,f,m8, s3,bml,ib,pb,b1	x2,d6,f,ls,m10, ls,m10	x2,d6,u,ls,m10, ls,m10	x2,d7,u,ls,m10, ls,m10	x3,d8,m10,u, ls,s5,bs1,ls
x2,d3,f, m6,b1,mt3, s1,mt2,pb	x2,d3,f, m6,bf1,mt3, s2,bml,mt3,pb	x2,d4,b1,f, m6,mt3, s2,mt3,pb	x2,d5,f, m7,mt4, s3,b1,pb	x2,d6,f,m7, bf1,mt4,bml, s3,mt3,pb,mt4	x2,d6,f,m8,bml, mt5,s3,bml, mt4,b1,pb	x2,f,d6,ls,pb,m10, bs1,s4,m8,mt4, ls,pb,m10	x2,d6,u,ls, m10,s5,bs1, m9,ls,m10	x2,d7,u, ls,m10,s5,bs1, m9,mt5,ls,m10	x3,d8, m10,u,ls, s5,bs1,mt5,ls
x2,d3,f,m6, m6,b2,b2,b3	x3,d3,f,m6, bm2,bm2,b3	x3d5,b3,f,m6	x3,d3,f,m7, b3,b3,b4	x3,v1,f,m7,d7, bm3,bm3,b4,ib	x3,v1,f,m8,d7, bm3,bm3,b4,ib	x3,v2,f,m8,d8, bs4,bs4,ib	x3,v2,m9,u, d8,bs4,bs4,ib	x4,v2,m9,u, d9,bs4,bs4,ib	x4,v2,m10,u, d9,bs4,bs4,ib
x3,m4,f, h6,v1,ib	x3,m4,f, f6,v1,ib	x3,m4,f, h7,v1,ib	x3,m4,f,h8, v2,v1,ib,v1	x3,m4,f, h9,v2,ib	x3,m5,f, h10,v2,ib	x3,m5,f,h9, v2,b1,ib	x3,m5,f,h10,v2, bml,bml,ib,b1	x3,m5,f,h10,v2, bf1,bf1,ib,mt1	x3,m5,f,h10,v2, bs1,bs1,ib
x3,b1, d2,b1,f	x3,m3,d2,f, ib,mt1,mt1,pb	x3,m3,d2,f,ib, mt1,mt1,pb	x3,m4,d2, b2,f	x3,m5,d3, b2,f	x3,m5,d3,f, b2,b3,b3	x3,m5,d4,b3,f, mt1,mt1,pb	x3,m6,d5,f,bm3,mt1, bm3,mt1,b3,pb	x4,m8,d7,f,bs3, bs3,bs3,ib	x4,m8,d7,f,bs3, mt1,bs3,mt1,ib,pb
x3,f,mt1,v2, s3,mt1,v2, pb,ib,v3	x3,a1, v3,f, s3,ib	x3,a2,v3,f, mt2,s3, mt1,ib,pb	x3,a3,v3,f, s3,ib	x3,a3,f, v3,s3,v4, ib,v4	x3,a3,v4,f, mt2,s3, mt2,pb,ib	x3, u,v3, f,ib	x3,v4,u,f, b1,b1, b2,ib	x4,v4,u, b2,mt2, b2,mt2,b3,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,a2, f, s2	x3,a2, f,mt1, s3,mt1,pb	x3,a3,f, mt2,s3, mt2,pb	x3,a3,ib,f, mt2,s3, mt2,pb	x3,a3,f,v1, mt2,s3,mt2, pb,ib	x3,a4,b1, f,s4	x3,u, b2,mt2, b1,mt2,b1,pb	x3,v2,u, b2,b1, pb,ib	x4,b2,v2, mt2,u, ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,v2,f, mt2,s3, mt2,pb,ib	x3,a1, v2,f, s3,ib	x3,a2,f,v3, mt2,s3,v2, mt2,ib,v2,pb	x3,a3,v3, f,s3,ib	x3,a3,v3, f,s3,ib	x3,a3,v3,f, mt2,s3,mt2, pb,ib	x3,u, v3,f, ib	x3,b1, v3,u, ib	x4,v3,u, b1,mt2, b1,mt2,b2,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,v1,mt2, s3,mt2, pb,ib	x3,b1, v1, s4,ib	x3,b1,v2,f, s5,mt2, s5,mt2,ib,pb	x3,v2,f, bf1,s6,bf1, bml,bml, mt2,ib	x3,v2,f, bml,bml, b1,ib	x3,v2,f,bml, mt2,bml, mt2,b1,pb,ib	x3,v2, bs1,u, bs1,ib	x3,v2,u, bs1, bs1,ib	x4,v2,u, bs1,mt2, bs1,mt2,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,b1, v1,f, s3,ib	x3,a1, v1,f, s3,ib	x3,a2, v1,f,b1, s3,ib	x3,a3,b1,f, v2,s3,v1, ib,v2	x3,a3,v2,f, s3,ib	x3,a3,b1, v2,f, s3,ib	x3,u,b1,v2, mt1, mt1,pb,ib	x3,b1, v2,u, ib	x4,b1, v2,u,mt1, mt1,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,v1,mt2,b3, s3,mt1,b3, pb,ib,b2	x3,b3,v1, s4,b3,v2, mt3,ib,v2	x3,v2,f,s5, b3,mt2,s5,b4, mt1,b2,ib,pb	x3,f,b4,v2, s6,bf4,v2, mt3,ib,v3	x3,f,bm4,v2, bm4,v3, b3,ib,v3	x3,v3,f,m4, mt3,bm4,mt2, b3,mt3,ib	x3,v3,bs4,u, bs4,u, bf4,pb,ib	x3,v3,bs4, bs4,bm4, mt3,ib	x4,v3,u, bs4,mt3, bs4,mt3,bm4,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,v1,w,bm2, s3,bm2, b2,ib	x3,b2, v1,w, s4,ib	x3,b2,v1, f,s5, s5,ib,w	x3,b2,v1, f,s6, ib,w	x3,v1,f,bm2, b1, b2,ib,w	x3,v1,f,bm2, b2, mt2,ib,w	x3,v1,bs2,u, bs2,u, bf2,pb,ib	x3,v1,u,bs2, bs2,bm2, mt2,ib	x4,v1,u, bs2,bs2, bm2,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,f, mt1,s3, mt1,pb	x3,v1,s4,ib	x3,f,s5,b3, s5,b2, b1,ib,v1	x3,v1, b3,s6,b2, b1,ib	x3,bm3,mt2, b3,mt2, b2,pb	x3,v1,bm4, b3,mt2, b2,ib,pb	x3,u,bs4, mt2,bs4,mt2, bf2,ib,v1,pb	x3,v1,u, bs4,mt2,bs4, mt2,bm2,ib,pb	x4,v1,u, bs4,mt2, bs4,mt2,ib,pb	(dead),cut in twain, body cavity crushed, run thru
x3,f, mt1,s3, mt1,pb	x3,v1,s4,ib	x3,f,s5,b2, s5,b2, b1,ib,v1	x3,b2,v1, s6,ib	x3,bm3,mt1, b2,pb	x3,v1,bm3, mt1,bm3,mt1, b3,ib,pb	x3,u,bs3, mt1,bs3,mt1, bf3,ib,v1,pb	x4,v1,u, bs1,mt1,bs3, mt1,bm3,ib,pb	x4,p,v1,u, spine crushed (dead), run thru	(dead),cut in twain, body cavity crushed, run thru
x3, a3,d2, w,s3	x3,a3,d2, w,mt1,s3, mt1,pb	x3,a3,d2,w, t2,s3,t1, mt1,ib,pb	x3,a3,d2,t2, t2,mt1,s3,t2, w,mt1,ib,pb	x3,a3,d2,bf1, mt3,s3,bf1,mt2, w,mt1,pb,w	x3,a3,d2,bm2, mt3,s3,bm2, w,mt1,pb,w	x3,a3,d2,w,b3, mt3,t2,s3,b2,mt3, t3,b2,pb,ib	x3,a3,d2,bf3, mt3,t2,s3,bf3,mt3, t3,w,mt2,pb,ib,w	x3,a3,d2,bm3, mt3,t2,s3,bm3, mt3,t3,w,b3,pb,ib,w	x3,a3,d2,w, ls,s3,bs3, mt3,t3,ls
x2, a3,w, s3	x2,a3,w, mt1,s3, mt1,pb	x2,a3,w, b1,s3,b1, pb	x2,a3,b1,w, mt1,s3,mt1, pb	x2,a3,bf1,mt2, s3,bf1,mt1,w, mt1,pb,w	x2,a3,bml,mt2, s3,bml,mt2,w, mt1,pb,w	x2,a4,mt2, bf1,s3,bml, w,pb,w	x2,a4,bml,mt2, a3,s3,bf1,mt2,w, a4,b1,pb,w	x2,a4,bml,mt2, s4,bml,mt2,w, b1,pb,w	x2,a4,w, ls,s4,bs1, mt2,ls
x2, a3,w, s3	x2,a3,w, mt1,s3, mt1,pb	x2,a3,b1,w, s3	x2,a3,b1,w, mt1,s3,mt1, pb	x2,a3,bf1,mt2, s3,bf1,mt1,w, mt1,pb,w	x2,a3,bml, mt2,s3,bml, mt2,w,b1,pb,w	x2,a4,mt2, bf1,s3,bml, w,pb,w	x2,a4,bml,mt2, a3,s3,bf1,mt2,w, a4,b1,pb,w	x2,a4,bml,mt2, s4,bml,mt2,w, b1,pb,w	x2,a4,w, ls,s4,bs1, mt2,ls
x2,w,a3,t1, s3,b1,ib	x2,w,a3, t1,s3,b1,ib	x2,w,a4, t1,s3,b1,ib	x2,w,a4,t1,b1, s3,bml,ib,b1	x2,w,a4,t1,bf1, s4,bml,ib,b1	x2,w,a4,t1,bf1, s4,bf1,ib,mt1	x2,w,a5,t1,bml, s4,bf1,ib,b1	x2,w,a5,ls, s4,bs1,bml	x2,w,a5, ls,s4,bs1,bs1	x2,w,a5, ls,s4,bs1,ls



9T: (PHB pg 118-119): Weapons

Item	Cost	Weight		Size	Damage Type*	Speed Factor	Damage vs.			Base Availability		
		(lb.)					S	M	L	High	Med	Low
Battle axe	5 gp	7	M	H	2	2d4	2d4	2d4	90	85	80	
Blowgun	5 gp	2	L	—	—	Δ	Δ	Δ	90	85	80	
Bow	—	—	—	—	—	Δ	Δ	Δ	—	—	—	
Composite long bow	100 gp	3	L	—	—	Δ	Δ	Δ	85	80	75	
Composite short bow	75 gp	2	M	—	—	Δ	Δ	Δ	80	75	70	
Great Long bow (elven)	800gp	4	L	—	—	Δ	Δ	Δ	20	10	5	
Long bow	75 gp	3	L	—	—	Δ	Δ	Δ	90	85	80	
Short bow	30 gp	2	M	—	—	Δ	Δ	Δ	90	85	80	
Club	—	3	M	C	-1	1d8	1d6	1d6-2	95	90	85	
Crossbow	—	—	—	—	—	Δ	Δ	Δ	—	—	—	
Hand crossbow	300 gp	3	S	—	—	Δ	Δ	Δ	75	70	65	
Heavy crossbow	50 gp	14	M	—	—	Δ	Δ	Δ	85	80	75	
Light crossbow	35 gp	7	M	—	—	Δ	Δ	Δ	80	75	70	
Peashooter crossbow	350 gp	1/2	S	—	—	Δ	Δ	Δ	55	40	25	
Dagger or dirk	2 gp	1	S	P	-3	1d6	1d6-1	1d6-2	95	90	85	
Dart	5 sp	1/2	S	P	—	1d6-1	1d6-2	1d6-4	95	90	85	
Footman's flail	15 gp	15	M	C	2	1d6	1d6+1	2d4	90	85	80	
Footman's mace	8 gp	10	M	C	2	1d8	1d6+1	1d6	90	85	80	
Footman's pick	8 gp	6	M	P	2	1d6	1d6+1	2d4	95	90	85	
Hand or throwing axe	1 gp	5	M	H	-1	1d8	1d6	1d6-1	95	90	85	
Harpoon	20 gp	6	L	P	2	1d6	2d4	2d6	95	90	85	
Horseman's flail	8 gp	5	M	C	1	1d4+1	1d4+1	1d4+1	90	85	80	
Horseman's mace	5 gp	6	M	C	1	1d8	1d6	1d6-1	90	85	80	
Horseman's pick	7 gp	4	M	P	0	1d6	1d6-1	1d6-2	90	85	80	
Hurled Tankard, Full <sup>1</sup>	—	3 lb	S	C	—	1d6	1d6-1	1d6-2	90	85	80	
Hurled Tankard, Empty	—	2 lb	S	C	—	1d6-1	1d6-2	1d6-4	90	85	80	
Javelin	5 sp	2	M	P	—	1d6	1d6	1d6	95	90	85	
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-2	1d6-4	95	90	85	
Lance <sup>2</sup>	—	—	—	—	—	—	—	—	—	—	—	
Heavy horse lance	15 gp	15	L	P	3	1d6	1d8+1	3d6	85	80	75	
Light horse lance	6 gp	5	L	P	1	1d6-1	1d6	1d8	85	80	75	
Jousting lance	20 gp	20	L	P	5	1d6-3	1d6-2	1d6-4	85	80	75	
Medium horse lance	10 gp	10	L	P	2	1d4+1	1d6+1	2d6	85	80	75	
Mancatcher <sup>3</sup>	30 gp	8	L	—	2	—	—	—	95	90	85	
Morning star	10 gp	12	M	C	2	2d4+1	2d4	1d6+1	85	80	75	
Polearm	—	—	—	—	—	—	—	—	—	—	—	
Axl pike <sup>5</sup>	5 gp	12	L	P	8	1d4	1d6	1d12	90	85	80	
Bardiche	7 gp	12	L	H	4	1d6	2d4	2d6	95	90	85	
Bec de corbin	8 gp	10	L	P/C	4	1d10	1d8	1d6	95	90	85	
Bill-guisarme	7 gp	15	L	P/H	5	1d8	2d4	1d10	95	90	85	
Fauchard	5 gp	7	L	P/H	3	1d4	1d6	1d8	90	85	80	
Fauchard-fork	8 gp	9	L	P/H	3	1d6	1d8	1d10	95	90	85	
Glaive <sup>6</sup>	6 gp	8	L	H	3	1d4	1d6	1d10	95	90	85	
Glaive-guisarme <sup>1</sup>	10 gp	10	L	P/H	4	1d6	2d4	2d6	85	80	75	
Guisarme	5 gp	8	L	H	3	1d10	2d4	1d8	90	85	80	
Guisarme-voulge	8 gp	15	L	P/H	5	2d4	2d4	2d4	95	90	85	
Halberd	10 gp	15	L	P/H	4	1d8	1d10	2d6	85	80	75	
Hook fauchard	10 gp	8	L	P/H	4	1d4	1d4	1d4	85	80	75	
Lucern hammer <sup>3</sup>	7 gp	15	L	P/C	4	2d6	2d4	1d6	90	85	80	
Military fork <sup>4</sup>	5 gp	7	L	P	2	1d6	1d8	2d4	95	90	85	
Partisan <sup>1</sup>	10 gp	8	L	P	4	1d4	1d6	1d6+1	85	80	75	
Ranseur <sup>5</sup>	6 gp	7	L	P	3	2d4	2d4	2d4	90	85	80	
Spetum <sup>1</sup>	5 gp	7	L	P	3	1d4+1	1d6+1	2d6	95	90	85	
Voulge	5 gp	12	L	H	5	2d4	2d4	2d4	90	85	80	
Quarterstaff	—	4	L	C	-1	1d6	1d6	1d6	95	90	85	
Sewing needle <sup>7</sup>	5 sp	**	S	P	-4	.25 pts	.25 pts	.25 pts.	95	90	85	
Scourge	1 gp	2	S	—	0	1d6	1d6-2	1d6-4	95	90	85	
Sickle	6 sp	3	S	H	-1	1d6	1d6-1	1d6-2	95	90	85	
Sling	5 cp.	*	S	—	—	—	—	—	95	90	85	
Spear <sup>1</sup>	8 sp	5	M	P	1	1d6-1	1d6	1d8	90	85	80	
Spear, Great <sup>3</sup>	1 gp	8	L	P	3	1d6	1d8	1d10	90	85	80	
Staff sling	2 sp	2	M	—	—	—	—	—	85	80	75	
Stiletto, Bloodthorn	12 gp	1/2	S	P	-4	1d6-2	1d6-2	1d6-2	75	70	65	
Sword	—	—	—	—	—	—	—	—	—	—	—	
Bastard sword	25 gp	10	M	H	—	—	—	—	90	85	80	
One-handed	—	—	—	—	1	1d6	1d8	1d12	95	90	85	
Two-handed	—	—	—	—	3	1d4	2d4	2d8	85	80	75	
Broad sword	10 gp	4	M	H	0	1d10	2d4	1d6+1	90	85	80	
Khopesh	10 gp	7	M	H	4	1d10+1	2d4	1d6	95	90	85	
Long sword	15 gp	4	M	H	0	1d6	1d8	1d12	90	85	80	
Rapier, Petite	15 gp	1/2	S	P	-4	1d6-2	1d6-1	1d6	80	75	70	
Scimitar	15 gp	4	M	H	0	1d8	1d8	1d8	95	90	85	
Short sword	10 gp	3	S	P	-2	1d6-1	1d6	1d8	90	85	80	
Two-handed sword	50 gp	15	L	H	5	1d6-1	1d10	3d6	85	80	75	
Trident	15 gp	5	L	P	2	1d4	1d6+1	3d4	90	85	80	
Warhammer	2 gp	6	M	C	-1	1d8	1d6	1d4	95	90	85	
Whip	1 sp	2	M	—	3	1d6-2	1d6-4	1	95	90	85	

1. This weapon inflicts double damage against charging creatures of L or greater size.
2. This weapon can dismount a rider on a successful hit.
3. This weapon inflicts double damage when used from the back of a charging mount.
4. This weapon inflicts double damage when firmly set to receive a charge.
5. This weapon inflicts double damage when firmly set to receive a charge.
6. The "Type" category is divided into Crushing (C), Puncturing (P), and Hacking (H). Note that the Edged Weapon categories; honed and serrated from 3rd edition have been combined into the Hacking category. This indicates the type of attack made, which

- may alter the weapon's effectiveness against different types of armor.
7. Sewing needles do a flat .25 (one quarter) hit point of damage.
  8. If a hurled tankard (full) hits its target, roll to see if the victim is temporarily blinded from alcohol.
- \* These items weigh little individually. Ten of these weigh one pound.  
 \*\* These items weigh little individually. Ten of these weigh two grams.  
 Δ The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table 9U, Weapons:Ammo.

9P: (PHB pg 116): Tack and Harness

Item	Cost	Weight	Base Availability		
			High	Med	Low
Barding Horse**	—	—	—	—	—
Chain	500 gp	70 lbs.	85	80	75
Full plate	2,000 gp	85 lbs.	70	65	60
Full scale	1,000 gp	75 lbs.	75	70	65
Half brigandine	500 gp	45 lbs.	85	80	75
Half padded	100 gp	25 lbs.	90	85	80
Half scale	500 gp	50 lbs.	85	80	75
Leather or padded	150 gp	60 lbs.	95	90	85
Barding, Dolphin	—	—	—	—	—
Chain	1,000 gp	30 lbs.	35	25	10
Leather	500 gp	20 lbs.	45	35	30
Barding, Killer Whale	—	—	—	—	—
Chain	1,700 gp	60 lbs.	35	25	10
Leather	900 gp	50 lbs.	45	35	30
Bit and bridle	15 sp	3 lbs.	95	85	80
Blinders, Horse	05 sp	3 lbs.	95	85	80
Cart harness	2 gp	10 lbs.	95	85	80
Fort, Elephant	400 gp	300 lbs.	55	50	45
Halter	5 cp	*	95	85	80
Horseshoes & shoeing	1 gp	10 lbs.	95	85	80
Saddle, Pack	5 gp	15 lbs.	95	85	80
Saddle, Riding	10 gp	35 lbs.	95	85	80
Saddlebags, Large	4 gp	8 lbs.	95	85	80
Saddlebags, Small	3 gp	5 lbs.	95	85	80
Saddle blanket	3 sp	4 lbs.	95	85	80
Yoke, Horse	5 gp	15 lbs.	95	85	80
Yoke, Ox	3 gp	20 lbs.	95	85	80

\* These items weigh little individually. Ten of these items weigh one pound.  
 \*\* For barding for Elephants multiply price by 3 and weight by four.  
 Bonding with a new mount takes 1d20 days. Until bonding period is complete any new mount is likely to be skittish and have lower morale.

9Q: (PHB pg 116): Transport, Land\*

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Cart, Small	5 gp	—	90	85	80
Carriage, Common	150 gp	—	90	85	80
Carriage, Coach, ornamented	7,000 gp	—	75	70	65
Chariot, Riding	200 gp	—	80	75	70
Chariot, War	500 gp	—	75	70	65
Sedan chair	100 gp	—	90	85	80
Wagon, Two-Wheeled	60 gp	—	90	85	80
Wagon, Four-Wheeled	125 gp	—	85	80	75
Wheel	—	—	—	—	—
Replacement (spoked)	5 gp	65 lbs.	90	85	80
Replacement (planked)	1 gp	125 lbs.	90	85	80

\*Movement rates for this equipment are given in the GMG

16E: (GMG pg 201): Maintenance Materials Cost

Material	Cost	Weight	Base Availability		
			Hi	Med	Low
Armor oil (leathers)	5 cp*	0.1 lbs.	99	95	90
Armor polish (metals)	1 sp*	0.1 lbs.	98	94	80
Shield and Weapon oil (wood)	1 cp*	0.1 lbs.	99	95	90
Weapon polish (metals)	2 cp*	0.1 lbs.	99	96	92
Maintenance tools**	2 cp	0.5 lbs.	96	94	92

\* Cost per application: 1 application = 1 day's maintenance  
 \*\* Armor and weapon tools.

17B: (PHB pg 158): Light Sources

Source	Radius	Burning time
Beacon lantern	240 ft.*	30 hrs./pint
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

\* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a beacon lantern is 90 feet wide. A bullseye lantern has a beam 20 feet wide at its far end.

\*\* Some magical weapons shed light. GMs have details on which ones do so.

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**E18: (GMG pg 329): Miscellaneous Utensils and Personal Items**

1	awl	35	grinder	67	saucer
2	bandages	36	hourglass	68	scraper
3	basin	37	jack (container)	69	scroll
4-5	basket	38	jar	70	shaker
6	beater	39	jug	71	sifter
7	book	40	kettle	72	soap
8-9	bottle	41	knife	73	spigot
10	bowl	42	knucklebones	74	spoon
11	box (small)	43	ladle	75	stopper
12-13	brush	44-45	lamp/lantern	76	statuette/figurine
14	candle	46	masher	77	strainer
15	candle snuffer	47	mirror	78	tankard
16	candlestick	48	mug	79	thongs
17	cone (walking stick)	49	needle(s)	80	thread
18	case	50	oil, cooking (or fuel)	81-84	tinderbox
19	casket (small)	51	oil fuel		(w/flint & steel)
20	chopper	52	oil, scented	85-86	towel
21	coffer	53	pan	87	tray
22	cologne	54	parchment	88	trivet
23	comb	55	pitcher	89	tureen
24	cup	56	pipe, musical	90-91	twine
25	decanter	57	pipe, smoking	92	unguent
26	dipper	58	plate	93	vase
27	dish	59	platter	94	vial
28	earspoon	60	pot	95	wallet
29	ewer	61	pouch	96	washcloth
30	flagon	62	puff	97	wheatstone
31	flask	63	quill	98	wig
32	food	64	razor	99	wool
33	fork	65	rope	100	yarn
34	grater	66	salve		

**E10: (GMG pg 326): Things You Might Find in a Dungeon**

Roll (1d1,000)

1-10	Armor, broken (totalled)	599-600	Iron statue
11-25	Arrows, broken	601-610	Javelin head, blunt
26-35	Ashes	611-615	Leaves (dry) & twigs
36-50	Belt buckle, steel	616-620	Lost button (halfling-sized)
51-60	Blood, dried	621-625	Lost button (ogre sized)
61-70	Bloody crossbow bolt (broken)	626-640	Magical portal
71-85	Bones, gnomeling-sized	641-645	Magically locked door
86-100	Boot with a lost heel	646-660	Melted pile of metal
101-110	Bottle, broken	661-674	Mold (common)
111-125	Boulders, recently disturbed	675-689	Needles
126-135	Broken arrowheads	690-699	Nothing
136-160	Broken lantern	700-707	Ogre-sized muddy boots
161-170	Burnt out torch	708-722	Parchment, scribbled upon
171-175	Chain, corroded	723-731	Pedestal with pouch of sand
176-190	Chalk	732-736	Pick handle
191-200	Charcoal	737-745	Pins
201-215	Clay statue	746-750	Pole, broken (10')
216-225	Club, splintered	751-755	Pottery shards
226-235	Cobwebs, dusty	756-760	Rope, 5 ft. section
236-249	Cobwebs, fresh	761-766	Rope, rotten
250-259	Coin, copper (bent)	767-780	Rope, 10 ft. section
260-284	Cow manure, dried	781-790	Rotting rat carcass
285-294	Cracks, ceiling	791-800	Shield, broken (totalled)
295-319	Cracks, floor	801-810	Slimy coating, ceiling
320-335	Cracks, wall	811-825	Slimy coating, floor
336-349	Dagger hilt	826-835	Slimy coating, wall
350-374	Dampness, wall	836-845	Sling bullets
375-379	Darts	846-855	Spike, rusted
380-389	Door, broken (rusted iron)	856-865	String
390-404	Door, broken (wooden)	866-870	Sword, broken
405-429	Dung	871-880	Teeth/fangs, scattered
430-454	Dust, disturbed	881-890	Thread (multiple colors)
455-459	Dust, thick	891-895	Three inch piece of rope
460-469	Flask, cracked	896-905	Torch, discarded, used
470-479	Food scraps	906-910	Twine
480-498	Fungi, common	911-915	Very small rocks
499-513	Guano, dried	916-920	Wall scratchings
514-518	Guano, fresh	921-930	Wall, badly mortared
519-533	Hair/fur bits	931-935	Water, large puddle
534-543	Helmet, badly dented (totalled)	936-945	Water, small puddle
544-558	Hinge, brass, bent	946-970	Water, trickle
559-574	Horse feed in a burlap sack	971-995	Wax blob (candle stub)
575-583	Horse manure, fresh	996-999	Wax drippings
584-598	Iron bar, bent, rusted	1,000	Wood pieces, rotting

**E1: (GMG pg 323): Mood Enhancer - Dungeons\***

1	abhorrent	26	disturbing	51	musty	76	sludge
2	abundance	27	disused mine shaft	52	nefarious	77	somber
3	abyss	28	dour	53	ominous	78	stale
4	aisle	29	emanates	54	oppressive	79	stench
5	amassment	30	foreboding	55	opulence	80	sumptuous
6	arcane	31	forsaken	56	opulent	81	taciturn
7	armory	32	foul	57	ornate	82	tattered
8	barracks	33	ghastly	58	portal	83	tomb
9	benign	34	ghoulish	59	postern gate	84	torture chamber
10	blasphemous	35	gleam	60	prosperous	85	treasure-trove
11	bleak	36	glint	61	proud	86	triumph
12	catcombs	37	gloomy	62	pungent	87	tunnel
13	cavern	38	grasping	63	purposeful	88	unearthly
14	cell	39	grotto	64	quarry, marble	89	vault
15	chapel house	40	harrowing	65	quivering	90	vestibule
16	cloister	41	hollow	66	reliquary	91	vile
17	cobwebbed	42	horrid	67	reservoir	92	visage
18	crypt	43	impassive	68	scintillating	93	wavering
19	crystalline	44	imposing	69	sepulcher	94	wealth
20	damp	45	labyrinth	70	shimmer	95	wellspring
21	dank	46	lurid	71	shrine	96	wet
22	depths	47	masquerading	72	sinister	97	wicked
23	diaphanous	48	mausoleum	73	skewered	98	worn
24	diminutive	49	minuscule	74	slimy	99	wretched
25	dismal	50	moist	75	slither	100	zealous

\* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.

**E6-E8: (GMG pg 325): Dungeon Air & Odors**

Roll	Air Current	Roll	Odor	Roll	Air Quality
1-5	breeze, slight	1-3	acidic smell	1-70	clear
6-10	breeze, slight, damp	4-5	chlorine smell	71-80	foggy (or steamy)
11-12	breeze, gusting	6-39	dank, moldy smell	81-88	foggy near floor (or steamy)
13-18	cold current	40-49	earthy smell	89-90	hazy (dust)
19-20	downdraft, slight	50-57	manure smell	91-98	hazy (smoke)
21-22	downdraft, strong	58-61	metallic smell	99-100	misty
23-69	still	62-65	ozone smell		
70-75	still, very chill	66-70	putrid smell		
76-85	still, warm (or hot)	71-75	rotting vegetation		
86-87	updraft, slight	76-77	salty, wet smell		
88-89	updraft, strong	78-82	smoky smell		
90-93	wind, strong	83-89	stale, fetid smell		
94-95	wind, strong, gusting	90-95	sulphurous smell		
96-100	wind, strong, moaning	96-100	urine smell		

**E24-E26: (GMG pg 331): Substances**

Roll (1d100)	Consistency	Roll (1d100)	Appearance
1-19	Bubbling	1-29	Clear (transparent)
20-29	Cloudy	30-34	Flecked (transparent and other)
30-39	Effervescent	35-39	Layered (color or transparency)
40-49	Fuming	40-54	Luminous (determine transp.)
50-54	Oily	55-59	Opaline (glowing)
55-64	Smoky	60-69	Phosphorescent (determine transparency)
65-74	Syrupy	70-79	Rainbowed (transparent)
75-79	Vaporous	80-84	Ribboned (det. transparency)
80-84	Viscous	85-94	Translucent
85-100	Watery	95-100	Variiegated (det. colors)

Roll (1d100)	Taste/Odor
1-3	acidic
4-5	bilious
6-10	bitter
11-14	bland
15-16	burning/biting
17-18	buttery
19-20	dusty
21-22	earthy
23-26	fiery
27-29	fishy
30-32	greasy
33-34	herbal
35-39	honeyed
40-42	lemony
43-46	meaty
47-49	metallic
50-51	milky
52-53	musty
54-56	oniony
57-60	peppery
61-62	perfumy
63-65	pickled
66-69	rotten
70-72	salty
73-75	smoked
76-80	soothing/sugary
81-83	sour
84-88	spicy
89-92	sweet
93-95	tart
96-97	vinegary
98-100	watery

**E17: (GMG pg 328): General Description of Container Contents**

1-3	ash
4-6	bark
7-9	bone
10-14	chunks
15-17	cinders
18-22	crystals
23-26	dust
27-28	fibers
29-31	gelatin
32-33	globes
34-37	grains
38-40	greasy
41-43	husks
44-48	leaves
49-56	liquid
57-58	lump(s)
59-61	oily
62-65	paste
66-68	pellets
69-81	powder
82-83	semi-liquid
84-85	skin/hide
86-87	splinters
88-89	stalks
90-92	strands
93-95	strips
96-100	viscous



**E12: (GMG pg 327): Chambers, Rooms, Other Spaces** Roll (1d100)

1-25	Antechamber	300-304	Dressing Room	666-675	Refectory
26-40	Armory	305-309	Entry/Vestibule	676-685	Reliquary
41-45	Audience Chamber	310-324	Gallery	686-695	Robing Rm
46-54	Aviary	325-339	Game Room	696-720	Salon
55-64	Banquet Hall	340-364	Guardroom	721-730	Shrine
65-89	Barracks	365-389	Hall, Great	731-745	Sitting Rm
90-94	Bathing	390-399	Hallway	746-755	Smithy
95-119	Bedroom/Boudoir	400-414	Harem/Seraglio	756-770	Solar
120-124	Bestiary/Zoo	415-429	kennel	771-820	Stable
125-149	Cell (prison)	430-454	Kitchen	821-835	Storage
150-154	Chantry	455-479	Laboratory	836-845	Strongroom/Vault
155-169	Chapel	480-504	Library	846-870	Study
170-174	Cistern	505-524	Lists (jousting yard)	871-885	Temple
175-179	Classroom	525-544	Lounge	886-910	Throne Room
180-184	Closet	545-554	Meditation Chmbr	911-915	Torture Chmbr
185-209	Conjuring Chmbr	555-579	Observatory	916-940	Training/Exer. Rm
210-224	Corridor	580-594	Office	941-945	Trophy/Museum
225-229	Court	595-604	Pantry	946-950	Waiting Room
230-254	Crypt	605-619	Parlor	951-955	Water Closet
255-264	Dining Hall	620-635	Pen/Prison	956-965	Well
265-289	Divination Chamber	636-650	Privy/Secret Rm	966-990	Workroom
290-299	Dormitory	651-665	Reception	991-1,000	Workshop

**E16: (GMG pg 328): Magic-User Furnishings\*** Roll (1d100)

1-3	alembic	32	cruet	54	magic circle	75	skull
4-5	balance & weights	33	crystal ball	55	mortar & pestle	76	spatula
		34	decanter	56	pan	77	spoon, measuring
6-9	beaker	35	desk	57-58	parchment	78	stand
10	bellows	36	dish	59	pentacle	79	stool
11	bladder	37-38	flask	60	pentagram	80	stuffed animal
12-13	bottle	39	funnel	61	phial	81	tank (container)
14-16	book	40	furnace	62	pipette	82	tongs
17	bowl	41-44	herbs	63	pot	83	tripod
18	box	45	horn	64	prism	84	tube (container)
19-22	brazier	46	hourglass	65	quill	85-86	tube (piping)
23	cage	47-48	jar	66-68	retort	87	tweezers
24-25	caldron	49	jug	69	rod, mixing/	88-90	vial
26	candle	50	kettle		stirring	91	waterclock
27	candlestick	51	ladle	70-71	scroll	92	wire
28	carafe	52	lamp	72	scroll tube	93-100	workbench
29-30	chalk	53	lens (concave, convex, etc.)	73	sheet		
31	crucible			74	skin		

\* When placing items in a magic-user's workroom or laboratory, the GM may want to randomly place spell components or even potions in the appropriate containers listed.

**E13: (GMG pg 327): Furnishings/Appointments, General** Roll (1d100)

1	altar	34	crate	72	sack
2	armchair	35	cresset	73	sconce, wall
3	armoire	36	cupboard	74	screen
4	arras	37	cushion	75	sheet
5	bag	38	dais	76-77	shelf
6	barrel	39	desk	78	shrine
7-8	bed	40-42	fireplace & wood	79	sideboard
9	bench	43	fireplace with mantle	80	sofa
10	blanket	44	firkin	81	staff, normal
11	box (large)	45	fountain	82	stand
12	brazier & charcoal	46	fresco	83	statue
13	bucket	47	grindstone	84	stool, high
14	buffet	48	hamper	85	stool, normal
15	bunks	49	hassock	86	table, large
16	butt (large barrel)	50	hawshead	87	table, long
17	cabinet	51	idol (largish)	88	table, low
18	candelabrum	52	keg	89	table, round
19	carpet (largish)	53	loom	90	table, small
20	cask	54	mat	91	table, trestle
21	chandelier	55	mattress	92	tapestry
22	charcoal	56	pail	93	throne
23-24	chair	57	painting	94	trunk
25	chair, padded	58-60	pallet	95	tub
26	chair, padded, arm	61	pedestal	96	tun
27	chest, large	62-64	pegs	97	urn
28	chest, medium	65	pillow	98	wall basin and font
29	chest of drawers	66	pipe (large cask)	99	wood billets
30	closet (wardrobe)	67	quilt	100	workbench
31	coal	68-70	rug (small-medium)		
32-33	couch	71	rushes		

**E15: (GMG pg 328): Torture Chamber Furnishings** Roll (1d100)

1-2	bastinadoes	49-50	pillory
3	bell (huge)	51-54	pincers
4-6	bench	55-56	pliers
7-10	boots (iron)	57-58	pot (huge)
11-15	branding irons	59-66	rack
16-20	brazier	67-68	ropes
21-22	cage	69	stocks
23-26	chains	70-71	stool
27	chair with straps	72-75	strappado
28	clamps	76-78	straw
29-31	cressets	79-80	table
32	fetters	81	thongs
33-35	fire pit	82-85	thumb screws
36	grill	86-88	torches
37-38	hooks	89-90	"U" rack
39-43	iron maiden	91	vice
44	knives	92-93	well
45	manacles	94-96	wheel
46	oubliette (pit)	97-100	whips
47-48	oil (barrel of)		

**E20: (GMG pg 328): Jewelry & Items Typically Jeweled**

Roll (1d100)

1-2	anklet	41-45	earring
3-6	arm bond	46-47	fob
7-9	belt	48-52	goblet
10-12	box (small)	53-54	headband (fillet)
13-16	bracelet	55-57	idol
17-19	brooch	58-59	locket
20-21	buckle	60-62	medal
22-25	chain	63-68	medallion
26	chalice	69-75	necklace
27	choker	76-78	pendant
28-30	clasp	79-83	pin
31-32	coffer	84	orb
33	collar	85-93	ring
34-35	comb	94	sceptre
36	coronet	95-96	seal
37	crown	97-99	statuette
38-39	decanter	100	tiaara
40	diadem		

**E11: (GMG pg 326): Unexplained Sounds and Weird Noises**

1-5	bang, slam	37-39	grating	75-77	scuffling
6	bellow (ing)	40-41	groaning	78	shuffling
7	bong	42	grunting	79-80	slithering
8	buzzing	43-44	hissing	81	snapping
9-10	chanting	45	hooting	82	sneezing
11	chiming	46	horn/trumpet sounding	83	sobbing
12	chirping	47	howling	84	splashing
13	clanking	48	humming	85	splintering
14	clashing	49	jingling	86-87	squeaking
15	clicking	50-53	knocking	88	squealing
16	coughing	54-55	laughter	89-90	tapping
17-18	creaking	56-57	moaning	91-92	thud
19	drumming	58-60	murmuring	93-94	thumping
20-23	footsteps (ahead)	61	music	95	tinkling
24-26	footsteps (approaching)	62	rattling	96	twanging
27-29	footsteps (behind)	63	ringing	97	whining
30-31	footsteps (receding)	64	roar(ing)	98	whispering
32-33	footsteps (side)	65-68	rustling	99-100	whistling
34-35	giggling (faint)	69-72	scratching/scrabbling		
36	gong	73-74	scream(ing)		

**E19: (GMG pg 328): Clothing and Footwear** Roll (1d100)

1-2	apron	23-24	frock/pinafore	47-48	kirtle	78-79	shift
3-4	belt	25-26	gauntlets	49-50	leggings	80-83	slippers
5	blouse	27-28	girdle	51-54	linen (drawers)	84-86	smock
6-8	boots	29	gloves	55-58	linen (undershirt)	87-89	stockings
9	buskins	30-31	gown	59	mantle	90	surcoat
10-11	cap	32-34	hat	60	pantaloons	91	toga
12-13	cape	35	habit	61-62	petticoat	92-94	trousers
14-16	cloak	36-39	hood	63-66	pouch/purse	95-96	tunic
17-18	coat	40-41	hose	67-70	robe	97	veil
19	coif	42-43	jerkin	71-74	sandals	98	vest
20	doublet	44	jupon	75-76	scarf	99-100	wallet
21-22	dress	45-46	kerchief	77	shawl		

**E27: (GMG pg 331): Colors** Roll (1d100)

1	amber	21	citrine	41	grassy	61	ochre	81	sand
2	amethyst	22	colorless	42	gray	62	olive	82	sanguine
3	apricot	23	copper	43	green	63	orange	83	sapphire
4	aquamarine	24	coral	44	heliotrope	64	parchment	84	scarlet
5	auburn	25	cream	45	henna	65	peach	85	silver
6	azure blue	26	crimson	46	indigo	66	pearl	86	sky
7	black	27	dove	47	inky	67	pewter	87	soot
8	blue	28	dun	48	iron	68	pink	88	sorrel
9	bone	29	ebony	49	ivory	69	pitch black	89	steel
10	brass	30	ecru	50	jade	70	plum	90	straw
11	bronze	31	emerald	51	lake	71	purple	91	tan
12	brown	32	fallow brown	52	lavender	72	purple	92	tawny
13	buff	33	fawn	53	lilac	73	red	93	teal
14	carmine	34	flame	54	lime	74	rose	94	terra cotta
15	cerise	35	flaxen	55	madder (rose)	75	ruby	95	turquoise
16	cerulean	36	fog	56	magenta	76	russet	96	ultramarine
17	cherry	37	fuchsia	57	mahogany	77	rust	97	vermillion
18	chestnut	38	ginger	58	maroon	78	sable	98	white
19	chocolate	39	gold	59	mauve	79	saffron	99	woolen gray
20	cinnabar	40	golden	60	neutral	80	salmon	100	yellow



**12G-12J (PHB pg 138-139): Saving Throws for Clerics, Magic-users, Fighters and Thieves**

Lvl.	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph <sup>1</sup>	Breath Weapon <sup>2</sup>	Apology	Spells <sup>3</sup>
0	16	18	17	20	19	19
1	10/14/15/14	14/11/17/15	13/13/16/13	16/15/19/17	15/17/18/16	15/12/18/16
2	10/14/14/13	14/11/16/14	13/13/15/12	16/15/18/16	14/17/18/16	15/12/17/15
3	9/14/13/13	14/11/15/14	13/13/15/12	16/15/17/16	14/16/17/15	15/11/16/15
4	9/14/13/13	13/10/15/13	12/12/14/11	15/14/16/16	13/16/17/15	14/11/16/14
5	9/13/12/12	13/10/14/12	12/12/13/11	15/14/15/15	13/15/16/14	14/11/15/14
6	8/13/11/12	12/10/13/12	11/12/12/11	14/14/14/15	12/15/16/14	13/10/14/13
7	8/13/10/12	12/9/12/12	11/11/11/11	14/13/13/15	12/14/15/13	13/10/13/13
8	7/13/10/12	11/9/12/11	10/11/11/11	13/13/12/15	11/14/15/13	12/10/13/12
9	7/12/9/11	11/8/11/11	10/11/10/10	13/13/11/14	11/13/14/12	12/9/12/12
10	6/12/8/11	10/8/10/10	9/10/9/10	12/12/10/14	10/13/14/12	11/9/11/11
11	6/12/7/11	10/8/9/10	9/10/8/10	12/12/9/14	10/12/13/11	11/9/10/11
12	6/12/7/11	10/7/9/9	9/10/8/10	12/12/8/14	9/12/13/11	11/8/10/10
13	5/11/6/10	9/7/8/9	8/9/7/9	11/11/7/13	9/11/12/10	10/8/9/10
14	5/11/5/10	9/7/7/8	8/9/6/9	11/11/6/13	8/11/12/10	10/8/8/9
15	5/11/4/10	9/6/6/8	8/9/5/9	11/11/5/13	8/10/11/9	10/7/7/9
16	4/11/4/10	8/6/6/7	7/8/5/9	10/10/4/13	7/10/11/9	9/7/7/8
17	4/10/3/9	8/5/5/7	7/8/4/8	10/10/3/12	7/9/10/8	9/7/6/8
18	3/10/3/9	8/5/5/6	6/8/4/8	9/10/2/12	6/9/10/8	8/6/6/7
19	3/10/2/9	6/5/4/6	6/7/3/8	9/9/2/12	6/8/9/7	8/6/5/7
20	2/10/2/9	6/4/4/6	5/7/3/8	8/9/2/12	5/8/9/7	7/6/5/7

<sup>1</sup> Excluding polymorph wand attacks <sup>2</sup> Excluding those that cause petrification or polymorph  
<sup>3</sup> Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

**80: (GMG pg 96): Monk's Stunning Ht/Wt Limit**

Monk's Level	Max. Height*	Max. Weight*
1st	6'6"	300#
2nd	6'8"	350#
3rd	6'10"	400#
4th	7'	450#
5th	7'2"	500#
6th	7'4"	550#
7th	7'6"	600#
8th	7'8"	650#
9th	7'10"	700#
10th	8'	750#
11th	8'2"	800#
12th	8'4"	850#
13th	8'8"	950#
14th	9'	1,050#
15th	9'4"	1,150#
16th	9'8"	1,250#
17th	10'	1,350#
18th	10'6"	1,500#
19th	11'	1,750#
20th	12'	2,250#
21st	13'	2,750#

\* Maximum height or weight of Monk's opponent.

**9V: (PHB pg 120): Missile Weapon Ranges**

Weapon	ROF*	Range (yards)		
		S	M	L
Blowgun	2	10	20	30
Comp. long bow, flight arrow	2	60	120	210
Comp. long bow, sheaf arrow	2	40	80	170
Comp. short bow	2	50	100	180
Great Longbow, flight arrow	1/2	80	160	230
Great Longbow, sheaf arrow	1/2	70	140	210
Longbow, flight arrow	2	70	140	210
Longbow, sheaf arrow	2	50	100	170
Short bow	2	50	100	150
Club	1	10	20	30
Hand crossbow	1	20	40	60
Heavy crossbow	1/2	80	160	240
Light crossbow	1	60	120	180
Peashooter crossbow	2	10	20	30
Dagger	2	10	20	30
Dart	3	10	20	40
Hammer	1	10	20	30
Hand axe	1	10	20	30
Harpoon	1	10	20	30
Javelin	1	20	40	60
Knife	2	10	20	30
Sling bullet	1	50	100	200
Sling stone	1	40	80	160
Spear	1	10	20	30
Staff sling bullet	2	30	60	90
Staff sling stone	2	30	60	90

\* ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.  
 Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range. Arquebuses (if allowed) double all range modifiers.

**2E: (PHB pg 26): Constitution Saving Throw Bonuses**

CON	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5
21-24	+6
25	+7

**3QQ: (PHB pg 69): Backstab Damage Multipliers**

Thief's Level	Extra Damage Dice
1-4	+1
5-8	+2
9-12	+3
13+	+4

**8B (GMG pg 89): Surprise Segment on which Missile Attacks Occur**

Rate of Fire (ROF)	Readied	Not Readied
1/2	1, 11	nil
1	1, 4, 7, 10	6
2	each odd segment	4, 7
3+	1 per segment	4, 7, 10

**8W: (GMG pg 102): Assassination Success\***

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	-	-	-	-
2	55%	50%	40%	30%	15%	2%	-	-	-	-
3	60%	55%	45%	35%	20%	5%	-	-	-	-
4	65%	60%	50%	40%	25%	10%	1%	-	-	-
5	70%	65%	55%	45%	30%	15%	5%	-	-	-
6	75%	70%	60%	50%	35%	20%	10%	1%	-	-
7	80%	75%	65%	55%	40%	25%	15%	5%	-	-
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	-
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	-
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%
16	100%	100%	100%	100%	100%	99%	85%	70%	60%	40%
17	100%	100%	100%	100%	100%	100%	99%	85%	70%	60%
18	100%	100%	100%	100%	100%	100%	100%	99%	85%	70%
19	100%	100%	100%	100%	100%	100%	100%	100%	99%	85%
20	100%	100%	100%	100%	100%	100%	100%	100%	100%	99%

\* Or attacks on magically sleeping and/or helpless opponents by any character class (see Special To-Hit Bonuses).  
 Percentage shown is that for success (instant death) under near optimum conditions. Adjust slightly upwards for perfect conditions (absolute trust, very drunk, unguarded, etc.). Deduct points if intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or on behalf of a player character a complete plan of how the deed is to be done should be prepared by the player, and precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

**8X-Y: (GMG pg 104): Item Saving Throw Matrix (Magical/Non-Magical)**

Item Description	Attack Form	Attack Form										
		Acid	Blow, Crushing	Blow, Normal	Disintegration	Fall	Fireball (or breath)	Fire, Magical	Fire, Normal (oil)	Frost, Magical	Lightning Bolt	Electrical Discharge/Current
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1	
Ceramic	4	18	12	19	11	5	3	2	4	2	1	
Cloth	12	6	3	20	2	20	16	13	1	18	1	
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5	
Glass	5	20	15	20	14	11	7	4	6	17	1	
Leather or Book	10	4	2	20	1	13	6	4	3	13	1	
Liquid*	15	0	0	20	0	15	14	13	12	15	15	
Metal, hard	7	6	2	17	2	6	2	1	1	11	1	
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1	
Mirror***	12	20	15	20	13	14	9	5	6	18	1	
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1	
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2	
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1	
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1	

\* Potions, magical oils, poisons, acids while container remains intact.  
 \*\* Includes pearls of any sort.  
 \*\*\* Silvered glass. Treat silver mirror as "Metal, soft," steel mirror as "Metal, hard."  
 ◇ If exposed to extreme cold then struck against a hard surface with force, saving throw is -10 on die!



8KK: (GMG pg 124): **Fumbles and Mishaps** Roll (1d1,000)

Loss	Weapon	Non-weapon injury to self, sprain	Weapon damaged/broken
1 - 85	Drop weapon at feet	303 foot, right	501 - 540 Handle Broken -1 to hit
86 - 110	Drop wpn 2 feet away	304 ankle, right	541 - 580 blade/head broken -1 to damage
111 - 130	Drop wpn 3 feet away	305 knee, right	581 - 590 blade shattered (useless)
131 - 144	Drop wpn 4 feet away	306 hip, right	591 - 600 handle/haft sheared (useless)
145 - 154	Drop wpn 5 feet away	307 wrist, right	601 - 610 sheared (useless)
155 - 161	Drop wpn 6 feet away	308 shoulder, right	611 - 630 Handle Badly Broken -2 to hit
162 - 167	Drop wpn 7 feet away	309 elbow, right	631 - 650 Blade/head badly broken -25% to dmg
168 - 172	Drop wpn 8 feet away	310 foot, left	651 - 660 Blade/head sheared/cracked -50% to dmg
173 - 176	Drop wpn 9 feet away	311 ankle, left	661 - 700 edge dulled, nicked and/or cracked (-1 to hit/-1 to damage)
177 - 180	Drop wpn 10 feet away	312 knee, left	<b>Equipment Mishap</b>
181 - 183	Drop wpn 11 feet away	313 hip, left	701 - 715 Boot/footgear breaks, -1 to hit until repaired or discarded
184 - 186	Drop wpn 12 feet away	314 wrist, left	716 - 760 Backpack, pouch or other container strap breaks, -1 to hit until item repaired or discarded
187 - 189	Drop wpn 13 feet away	315 shoulder, left	761 - 790 belt, girdle, etc. breaks
190 - 191	Drop wpn 14 feet away	316 elbow, left	791 - 813 Armor loosened, -1 to-hit until readjusted (by redonning or by another person helping for 1 round)
192 - 193	Drop wpn 15 feet away	317 neck	814 - 820 Armor strap breaks, +1 AC penalty and -1 to hit until repaired
194 - 195	Drop wpn 16 feet away	318 back	821 - 850 Shield strap breaks, -3 to hit until repaired or discarded
196 - 197	Drop wpn 17 feet away	<b>Non-weapon injury to self, pulled muscle</b>	<b>Hindrance*</b>
198	Drop wpn 18 feet away	319 - 336 Roll on crit (puncture) chart, until reasonable result attained	851 - 868 Sweat in eyes, -1 to hit for 1 round
199	Drop wpn 19 feet away	<b>Non-weapon injury to self, hyperextension</b>	869 - 885 Blood in eyes, -3 to hit for 1 turn
200	Drop wpn 20 feet away	337 foot, right	886 - 903 Nearby Ally is Automatically hit
<b>Injure self</b>	Dmg to self; roll dmg as normal, make Dex check to suffer half dmg	338 - 339 ankle, right	904 - 920 Distracted, -4 to-hit and no Dex bonus to AC for 1 round
201 - 262		340 knee, right	<b>Clumsiness</b>
		341 hip, right	921 - 936 Overextend +d4 penalty to next initiative, opponent gains +2 to next attack roll
<b>Non-weapon injury to self, bad twist</b>		342 wrist, right	937 - 952 Hinder ally - takes +d6 initiative penalty suffers -(d4+1) to-hit penalty on next attack or have 25% chance of hitting you off balance +d4 penalty to next initiative
263 - 264	foot, right	343 - 344 shoulder, right	953 - 968 Overextend, opponent gains +2 to next to-hit
265 - 267	ankle, right	345 elbow, right	969 - 984 Slip, opponent gains +2 to next to hit roll, -4 to Dex for one round and make check vs. 1/2 Dex or fall prone.
268 - 270	knee, right	346 foot, left	
271	hip, right	347 - 348 ankle, left	
272 - 273	wrist, right	349 - 350 knee, left	
274 - 276	shoulder, right	351 hip, left	
277 - 279	elbow, right	352 wrist, left	
280 - 281	foot, left	353 shoulder, left	
282 - 284	ankle, left	354 elbow, left	
285 - 287	knee, left	355 - 357 neck	
288	hip, left	358 back	
289 - 290	wrist, left	359 - 400 Damage own armor for d3 points	
291 - 293	shoulder, left	401 - 500 Damage to ally, make Dex check to deliver only half damage	
294 - 296	elbow, left		
297 - 300	neck		
301 - 302	back		

\* If identical results are rolled, then extend the durations.

BLL: (GMG pg 124): **Weapon Quality Modifiers**

Quality	Modifier
Extraordinary	Save twice vs. normal blow
Superior	Save vs. normal blow
Good	Save vs. crushing blow
Average	Standard table result (no effect)
Poor	Roll twice on Table 8KK
Shoddy	Fumble on 1 or 2; roll twice on Table 8KK
Worthless	Fumble on 1-20; roll five times on Table 8KK

8C (GMG pg 89): **NPC Reactions**

Adjusted Die Score	Reaction
1 or lower	Violently hostile, immediate attack*
2-5	Hostile, immediate action*
6-9	Uncertain but 55% prone toward negative
10-11	Neutral - uninterested - uncertain
12-15	Uncertain but 55% prone toward positive
16-19	Friendly, immediate action
20 or higher	Enthusiastically friendly, immediate acceptance

\* In some instances involving henchmen, hirelings, family members, mentors, etc., these results call for a morale check rather than attacks or hostility. For example, if the speaking character were attempting to rouse his troops just before battle, they would not attack him simply because his speech was lousy. But they would need to make an immediate morale check or disperse, leave the battlefield, refuse to break camp, etc.

Name	AC	HP	FF	BSL	Honor	Quirks/Flaws
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						



**11MM: (GMG pg 158): Situational Loyalty Base Modifiers**

Liege dead or surrounded and outnumbered	-25%
Liege removed from combat	-15%
Each henchman dead or removed from combat	-5%
Each hit die or level dead, friendly	-3%
Each hit die or level alive, enemy	-1%
Each hit die or level dead, enemy	+1%
Each hit die or level alive, friendly	+2%
Each henchman present, in sight, alive	+5%
Liege present, in sight, alive	+15%

**Relationship Modifiers**

Enlistment or Association	Modifier
Associated non-player character	-10%
Captured and enlisted	-15%
Crony	+20%
Hanger-on	-40%
Henchman	+5%
Hired mercenary	0%
Hired mercenary, short term	-5%
Sidekick	+10%
Slave	-30%

**Length of Association Modifiers**

Length of Enlistment/Association*	Modifier
Less than 1 month	-5%
Less than 1 year	0%
1 to 5 years	+10%
More than 5 years (incl. sidekicks)	+25%

**Status Modifiers**

Training or Status Level	Modifier
Untrained or peasant	-25%
Little training, levied troops	-15%
Newly recruited regulars	-5%
Trained regulars	+10%
Elite, sub-officers, minor officials/expert hireling	+20%
Guards, officers or major officials/henchmen	+30%

**Salary Modifiers**

Pay or Treasure Shared	Modifier
None	-20%
Partial, late or unfair	-10%
Average	0%
Above average, choice shares	+5%
Exceptional, bonuses, gift items**	+10%
Paid 10% above standard rate	+5%
Paid 20% above standard rate	+10%

**11BB-11MM: (GMG pg 156-158): COMBINED Loyalty Base Score & Modifiers**

**LOYALTY BASE: 50%**

**Liege Modifiers:**

+ (Charisma loyalty base x 5%)  
+5% for Great Honor  
-10% for Dishonorable

**Discipline Modifiers**

Discipline/Activity	Modifier
None/one	-10%
Lax/little	-5%
Firm and harsh/occasional	0%
Firm and fair/often	+10%

**Treatment Modifiers**

General Treatment by Liege***	Modifier
Inhuman and heartless	-25%
Cruel and domineering	-10%
Indifferent and uncaring or variable	-5%
Just and invariable	+10%
Just, kind and invariable	+15%

**Racial Modifiers**

Racial Feelings For:	Liege	Group
Antipathy	-5%	-10%
Good will	+10%	+5%
Hatred	-20%	-15%
Neutral	0%	0%
Preferred	+20%	+15%
Tolerance	0%	-5%

**Alignment Differential Modifiers**

Alignment Compared to:	Liege	Group
Same	+10%	+5%
1 place removed	0%	0%
2 places removed	-15%	-5%
3 places removed	-35%	-20%
4 places removed	-60%	-40%

**Alignment of Liege Modifiers**

Alignment of Liege	Modifier
Lawful good	+15%
Lawful neutral	+10%
Lawful evil	+5%
Neutral good	0%
True neutral	0%
Chaotic good	-5%
Chaotic neutral	-10%
Neutral evil	-15%
Chaotic evil	-20%

**Character of Liege Modifiers**

Special Considerations	Modifier
Killed faithful henchman or hireling in front of a witness(es)	-40%
Tortured faithful henchman or hireling in front of a witness(es)	-30%
Reputed to have slain faithful henchmen or hirelings or actually left them to die	-20%
Foresworn or oath breaker or deserter	-15%
Rumored to have tortured faithful henchmen or hirelings	-10%
Discharged faithful henchmen or hirelings without cause	-5%
Given a choice gift or bonus within last two months (hireling) or three months (henchman)	+5%
Risked life for within last six months (hireling) or one year (henchman)	+10%
Ransomed or rescued within one year	+15%
Saved life directly or personally	+25%
Uses and diminishes his own magic to benefit the NPC (including use of spells, especially cures)	+25%
Returned henchman or hireling to normal state from death-like state, had raised or resurrected	+50%

\* Includes time between service and the length of time that the player character has been generally known and familiar with the figure(s) in question. Cronies do not apply a Length of Enlistment or Association modifier.

\*\* Typically magic items if a henchman is concerned

\*\*\* Applies only when liege is not present, is incapacitated or dead; if liege is near and in power, minuses are treated as pluses.

**Racial Modifiers Note:** Preference adjustments are cumulative, but only with regard to liege and associates, and with respect to the latter group only the most liked/disliked are counted.

**Alignment Differential Examples:** lawful evil - lawful neutral = 1 place removed, lawful evil - lawful good = 2 places removed, lawful evil - neutral = 2 places removed, lawful evil - chaotic neutral = 3 places removed, lawful evil - chaotic good = 4 places removed

**Character of Liege Notes:** Apply only one penalty and one bonus maximum, the highest of each category.

**NPC Loyalty Base Notes:**

Name	Loyalty Base
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____
11. _____	_____
12. _____	_____

**11NN: (GMG pg 158): Loyalty of Henchmen & Allied Creatures**

Adjusted Loyalty Score	Loyalty
≤ 1	None - will attempt to kill, capture, harm, or desert at first opportunity
1-25	Disloyal - always seeks own advantage regardless of circumstance
26-50	Little - will seek own advantage at first sign of weakness
51-75	Fair - will support cause if no great risk is involved
76-100	Loyal - will always attempt to further the ends of the liege, even at great risk to self
> 100	Fanatical - will serve unquestioningly and lay down own life if necessary without hesitation

**11OO: (GMG pg 158): Loyalty/Obedience/Morale Checks**

Situation	Failure Result	Situation	Failure Result
Offered bribe	co-operates	Ordered to rescue liege	refuses
Ordered to testify against liege	agrees	In combat with possibly dangerous foe	runs away
Has a chance to steal goods	steals	Liege incapacitated or slain	runs away
Left alone in possible danger	deserts	Offered surrender terms	surrenders
Abandoned	deserts	Surrounded by superior foe	surrenders
Ordered into possible danger	refuses	Ordered to use up own magic item	refuses
Ordered to perform heroic act and dangerous act	refuses	Ordered to rescue party member(s)	refuses

**4J: (GMG pg 60): Random NPC Honor Effects (Human/Demi-human)**

Result	Honor	Effects
1-25	Dishonorable (DH)	-1 all die rolls
26-75	Average Honor (AH)	no effect
76-95	Great Honor (GH)	+1 all die rolls
96-100	Too Much Honor (TH)	no effect
Modifiers		Effects
	NPC is chaotic	-5
	NPC is lawful	+5
	NPC is an Elf	+2



**IIPP: (GMG pg 159): Underling Rebellion Roll (1d100)**

1st	2nd	3rd+	Effect
1-60	-	-	Acts surly/sulks (1d3 days)
61-80	1-30	-	Spits in food
81-90	31-40	1-10	Writes on back of cloak or armor ("Hack Me!")
91-100	41-45	11-15	Puts pebble in shoe or boot
101-140	46-50	16-20	Puts pebbles/sand in shoes or boots
141-180	51-60	21-25	Does shoddy job (maintenance is effective but items appear dirty, frayed, dented or scratched)
181-200	61-70	26-30	Rigs pants or cloak to fall down (PC loses 0-1 point of Honor)
201+*	71-80	31-35	Spreads nasty rumor about PC (PC loses 1 point of Honor)
	81-85	36-40	Spreads multiple nasty rumors about PC (PC loses 1d3 points of Honor)
	86-90	41-45	Verbally insults PC (PC loses 1-2 pnts Honor)
	91-95	46-50	Verbally insults PC in town/in front of large groups (PC loses 1d3 points Honor)
	96-100	51-55	Pretends to do maintenance (for 1d4 days)
	101-110	56-60	Puts laxative in food or wine
	111-125	61-65	Spits on PC (PC loses one point of Honor)
	126-150	66-70	Steals from PC (2d20 sp or equivalent value)
	151-175	71-75	Steals from PC (2d20 gp or equivalent value)
	176-200	76-80	Steals equipment
	201+*	81-85	Pretends to do maintenance from then on
		86-90	Openly steals from PC (PC loses 1d2 points of Honor)
		91-95	Sabotages saddle straps
		96-100	Sabotages armor straps
		101-110	Punches or kicks PC (just once)
		111-125	Sabotages armor straps
		126-140	Flees PC
		141-160	Attacks PC outright
		161-180	REVOLT! Turns on PC during battle!
		181-200	REVOLT! Attempts to assassinate PC (or hire assassin, if necessary)
		201	UH-OH! Becomes arch-enemy of PC

\*Roll on the next column.

**I IQQ: (GMG pg 159): Rebellion Conditional Modifiers**

Situation	Modifier		
Each previous insult	+5	Underling is chaotic	+10
Each previous successful act of rebellion	+10	PC is evil	+15
Each act of physical violence dealt by PC	+20	Underling is evil	+15
		Each previous roll on 3rd roll column	+25

**NPC Name Generator (Roll 1d100)**

Roll	Female	Male
1-2	Adriana	Arnold
3-4	Agnes	Arthur
5-6	Alyson	Aylwin
7-8	Ameis	Aymon
9-10	Angelie	Barnaby
11-12	Beatrice	Bartholomew
13-14	Birgitta	Berenguer
15-16	Catherine	Brennan
17	Cecily	Carle
18	Chelsea	Dennis
19	Cimerra	Dolman
20	Cristina	Doughan
21-22	Diana	Dufmore
23-24	Doratheia	Edvard
25-26	Elena	Elias
27	Eizabeth	Friedrich
28	Elianora	Geoffrey
29-30	Eliza	Georgios
31-32	Elynn	Gerard
33-34	Emme	Gilbert
35-36	Eve	Godfrey
37-38	Felice	Godwin
39	Ghellis	Gorge
40	Grace	Guy
41-42	Gresilda	Gwaltar
43-44	Greta	Hamon
45-46	Helene	Henry
47-49	Hylde	Heyward
50-51	Ingrid	Hugh
52-53	Isobel	Hugo
54-55	Jane	Ian
56	Jessa	Justin
57	Joanna	Kiel
58-59	Kaelin	Laurence
60-61	Katerina	Milo
62-63	Kateryn	Nigel
64	Leanora	Norman
65	Lovdie	Odoyn
66-67	Maelie	Olyffe
68-69	Margaret	Oswert
70-71	Marina	Owen
72-73	Marjorie	Parnell
74-75	Martha	Patros
76-77	Mary	Paulus
78-79	Matilda	Randolph
80-81	Maude	Reginald
82-83	Maysa	Roger
84	Melanee	Rogahn
85	Mergitta	Roose
86	Natahle	Sam
87	Nicholina	Simon
88	Ophnia	Theobold
89	Rosa	Thomas
90-91	Rose	Tim
92-93	Sigrith	Torqen
94	Sonora	Ulmar
95	Susane	Victor
96	Sybill	Viggo
97	Syssel	Walter
98	Triessa	Warin
99	Ulmaar	Wigham
100	Ylianne	Ytzar

**IIRR-IKKK: (GMG pg 159-160): COMBINED NPC Random Generation**

**Alignment Roll (1d12)**

1	Lawful good
2	Lawful neutral
3	Lawful evil
4	Neutral evil
5	Chaotic evil
6	Chaotic neutral
7	Chaotic good
8	Neutral good
9-12	Neutral

**Possessions/Wealth Roll (1d10)**

1	Piss poor (10-40 gp)
2-3	Scant (20-50 gp)
4-7	Average (30-80 gp)
8	Above average (50-100 gp)
9	Exceptional (75-150 gp)
10	Filthy rich (100-200 gp)

**Honor/Work Ethic Roll (1d8+1d12)**

2-6	Dishonor/Poor (-10%)
7-13	Average/Lax
14-16	Great/Good (+5%)
17-20	Too Much/Solid*

**Appearance Roll (1d10)**

Age	
1	Young (75% base age)
2-3	Youthful (base age)
4-7	Mature (base +variable)
8	Middle-aged (middle age)
9	Old (old age)
10	Ancient (venerable age)
General Appearance	
1	Dirty
2	Clean
3	Unkempt
4	Immaculate
5	Rough
6	Ragged
7	Dandyish
8	Foppish
9	Non-descript
10	Imposing

**Sanity Roll (1d10)**

1	Very stable	8	Unstable
2-6	Normal	9	Insane**
7	Neurotic	10	Maniacal**

**Quirks and Flaws Roll (1d20)\*\***

Rolls on 6A	Rolls on 6A		
1	0	14-17	3
2-7	1	18-19	4
8-13	2	20	5

**General Tendencies Roll (1d100)**

1-4	Optimist
5-8	Pessimist
9-12	Hedonist
13-16	Altruist
17-20	Helpful/kindly
21-24	Careless
25-28	Capricious/mischievous
29-32	Sober
33-36	Curious/inquisitive
37-40	Moody
41-44	Trusting
45-50	Suspicious/cautious
51-54	Precise/exacting
55-58	Perceptive
59-62	Opinionated/contrary
63-66	Violent/warlike
67-70	Studious
71-74	Foul/barbaric
75-78	Cruel/callous
79-82	Practical joker/prankster
83-86	Servile/obsequious
86-90	Fanatical/obsessive
91-94	Malevolent
95-100	Loquacious

**Personality Roll (1d8 & 1d8)**

1st Roll	
1-5	Average
6-7	Extrovert
8	Introvert
2nd roll if Average	
1	Modest
2	Egoist/arrogant
3	Friendly
4	Aloof
2nd roll if Extrovert	
1	Forceful
2	Overbearing
3	Friendly
4	Blustering
2nd roll if Introvert	
1	Retiring
2	Taciturn
3	Friendly
4	Aloof

**General Disposition Roll (1d10)**

1	Cheerful
2	Morose
3	Compassionate/sensitive
4	Unfeeling/insensitive
5	Humble
6	Proud/Haughty
7	Even tempered
8	Hot tempered
9	Easy going
10	Harsh

**Intellect Roll (1d10)**

1	Dull
2-3	Average
4-5	Active
6	Dreaming
7	Ponderous
8	Anti-intellectual
9	Scheming
10	Brilliant

**Nature Roll (1d6)**

1	Softhearted
2	Forgiving
3	Hard-hearted
4	Unforgiving
5	Jealous
6	Vengeful

**Materialism Roll (1d6)**

1	Aesthetic
2	Intellectualist
3	Average
4	Covetous
5	Greedy
6	Avaricious

\* Roll 1d4- 1-2 is -10%, 3-4 is +10%

\*\* Roll again, and if either Insane or maniacal is indicated a second time, then the character conforms to that sanity level; in all other cases, the second roll stands in place of the first. See Table 7H: Spell Mishap Insanity Subtable.

\*\*\* Number of rolls on PHB Table 6A

**Honesty Roll (1d8)**

1	Scrupulous	5	Average
2	Very honorable	6	Average
3	Truthful	7	Liar
4	Average	8	Deceitful

**Bravery Roll (1d12)**

1	Wuss (-40% to morale)
2	Coward (-30% to morale)
3	Hesitant (-15% to morale)
4-8	Normal
9-10	Courageous (+15% to morale)
11	Foolhardy (+30% to morale)
12	Fearless (+45% to morale)

**Energy Roll (1d8)**

1	Slothful	6-7	Energetic
2	Lazy	8	Driven
3-5	Normal		

**Thrif Roll (1d8)**

1	Miserly	4-5	Average
2	Mean	6-7	Spendthrift
3	Thrifty	8	Wastrel

**Morals Roll (1d12)**

1	Aesthetic	8	Immoral
2	Virtuous	9	Amoral
3-4	Normal	10	Perverted <sup>1</sup>
5-6	Lusty	11	Sadistic <sup>1</sup>
7	Lustful	12	Depraved <sup>1</sup>

**Piety Roll (1d12)**

1	Saintly	9	Impious
2	Martyr/zealot	10	Irreverent
3	Pious	11	Iconoclastic
4	Reverent	12	Irreligious
5-8	Average		

**Interests Roll (2d12)**

2	Religion
3	Legends
4	History
5	Nature
6	Horticulture
7	Husbandry
8	Exotic animals
9	Hunting
10	Fishing
11	Handicrafts
12	Athletics
13	Politics
14	Wines & spirits
15	Foods/preparation
16	Gambling
17	Drugs
18-21	Collector <sup>2</sup>
22	Community service
23	Altruism
24	None

**Collections Roll (1d12)**

1	Knives & daggers
2	Swords
3	Weapons
4	Shields & weapons
5	Armor
6	Books & scrolls
7	Minerals & gems
8	Ornaments/jewelry
9	Coins/tokens
10	Trophies/skins
11	Porcelain, china, crystal
12	Artwork <sup>3</sup>

<sup>1</sup> Roll again; if perverted, sadistic or depraved is again indicated, the character is that; otherwise, the second roll is the true morals, and the first roll is ignored in favor of the second.

<sup>2</sup> See Table 1IKKK: NPC Collections.

<sup>3</sup> Includes tapestries, paintings, statuary, carvings, etc.







E9 (GMG pg 326): **Things You Might Find Along the Trail**

Roll (1d1,000)

1-10	antler (in autumn)	599-600	plate, silver (small)
11-25	apple, core (dry, shriveled)	601-610	pond, small (frogs croaking)
26-35	apple, half eaten	611-615	pouch, with hole in bottom
36-50	apples, pile (wormy)	616-620	rabbit carcass
51-60	arrow, stuck in tree	621-625	rabbits, scampering
61-70	ashes (cool)	626-640	ration wrappers
71-85	ashes (warm)	641-645	ring, tin
86-100	boulder, huge	646-660	road kill, fresh
101-110	bow, string snapped	661-674	rock, large
111-125	branch, broken (blocks path)	675-689	runestone, portion
126-135	broken ox yoke	690-699	sack, empty
136-160	campsite	700-707	saddlebags, torn
161-170	club, wooden	708-722	scabbard, rusted
171-175	coins (random)	723-731	sheep, grazing
176-190	corn husk/cob	732-736	shoe, ladies high class
191-200	cottage, burnt	737-745	shoe, one (human-size)
201-215	cow, grazing	746-750	shrubbery
216-225	cup, pewter (badly dented)	751-755	signpost (scrawled warning)
226-235	dagger, bent and rusty	756-760	signpost (town nearby)
236-249	dirt pile	761-766	skunk (surprised)
250-259	elf, half eaten	767-780	small roadside shrine
260-284	feathers, scattered	781-790	snow drift (in season)
285-294	fence, wooden	791-800	spoon, wooden
295-319	finger, orcish	801-810	squirrel, eating nuts
320-335	firewood, piled	811-825	staff, broken
336-349	flowers (in season)	826-835	sticks, piled
350-374	Goblin carcass with spear	836-845	stone wall, fallen
375-379	hastily-dug grave	846-855	stone wall, in good repair
380-389	hat, flattened	856-865	tent peg (wood)
390-404	hay field	866-870	tent peg, broken (wood)
405-429	haystacks	871-880	thistles
430-454	horse shoe, thrown	881-890	torch, burnt out
455-459	horse, herd	891-895	torn cloth
460-469	humanoid ear (shriveled)	896-905	tracks, animal
470-479	leaf pile, smoldering	906-910	tracks, humanoid
480-498	map, in tiny bits	911-915	tracks, large reptile
499-513	mortar and pestle	916-920	tree, maple
514-518	mud puddle (normal)	921-930	tree, oak (acorns nearby)
519-533	mud puddle (quicksand)	931-935	tree, pine
534-543	nettles	936-945	tree, willow (near water)
544-558	parchment, torn, scribbled	946-970	very small rocks
559-574	pin, silver (royal insignia)	971-995	wand, spent (broken)
575-583	pine cones	996-1,000	wheat field
584-598	pit, leaf covered		

F26: (GMG pg 336): **Inhabitation of Random Terrain**

Result	Type of Settlement	Population
1-3	Single Dwelling	1-12
4-5	Thorp	20-80
6-7	Hamlet	81-400
8-9	Village	401-900
10	Town	901-6500
11	City	6501-60,000
12-14	Castle**	
15-16	Ruins*	
17-100	Uninhabited	

\* Consult Table F27 (GMG pg 336). Note that if player characters explore the ruins, you can use the Random Dungeon Generation system.

\*\* Consult Table F28 - F31 for castle details.

F27 (GMG pg 336): **Type of Ruins**

Roll	Type
1-30	Village
31-60	City
51-60	Home
61-65	Tower
66-70	Moat house
71-80	Barrows
81-85	Shrine
86-95	Temple
96-97	Tomb
98	Mine/Dungeon
99	Keep
100	Castle

F28: (GMG pg 336): **Castle Size and Type**

Roll	Sz.	Class	Type
1-10	Small	Small shell keep	
11-25	Small	Tower	
26-35	Small	Moat house/friary	
36-45	Med.	Large shell keep	
46-65	Med.	Small walled castle with keep	
66-80	Med.	Med. walled castle with keep	
81-88	Large	Concentric castle	
89-95	Large	Large walled castle with keep	
96-100	Large	Fortress complex	

E2 (GMG pg 323): **Mood Enhancer - Wilderness Trails\*** Roll (1d100)

1	avenue	26	earthwork	51	lovely	76	stockade
2	badlands	27	eerie	52	luminous	77	stomping ground
3	barrrens	28	encampment	53	lush	78	stronghold
4	barrow	29	expedition	54	manor house	79	stunning
5	beaten path	30	fierce	55	marshland	80	swale
6	bog	31	fortuitous	56	monarchy	81	sylvan grove
7	breeze	32	garrison	57	monastery	82	tableau
8	bucolic	33	gazebo	58	mooring	83	thick vines
9	bulwark	34	glimpse	59	ornate	84	thicket
10	burial mound	35	glittering	60	outpost	85	thoroughfare
11	camouflage	36	gorge	61	parapet	86	timberland
12	caravan	37	hamlet	62	pastoral	87	tombstone
13	chalet	38	harmonious	63	pilgrimage	88	trysting place
14	chasm	39	haystacks	64	primeval forest	89	unfettered
15	chateau	40	hedonistic	65	radiant	90	uplifting
16	citadel	41	hill and dale	66	rampant	91	verdant
17	coastline	42	hillock	67	rhapsodic	92	vista
18	commonwealth	43	hinterland	68	roadway	93	voyage
19	copse of trees	44	homespun	69	secluded	94	wasteland
20	cottage	45	hut	70	serendipity	95	watering hole
21	crisp	46	indigenous	71	shrubbery	96	wildwood
22	crosscut	47	inspiring	72	sophisticated	97	windfall
23	crossroads	48	keep	73	sovereign	98	wrathful
24	crumbling tower	49	lean-to	74	spooky	99	wrought-iron gate
25	dynasty	50	lilting	75	stalwart	100	yonder

\* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.

F29: (GMG pg 336): **Castle Inhabitants**

Castle Size:	Small	Medium	Large	Inhabitants
	1-45	1-30	1-15	Totally deserted
	46-60	31-50	16-40	Deserted (monster therein)*
	61-70	51-65	41-60	Humans, demi-humans or humanoids
	71-100	66-100	61-100	Character-types

\* Roll on the appropriate Random Encounter Tables in Appendix C, ignoring any rolls that indicate men.

F30: (GMG pg 336): **Humanoid Castle Inhabitants\***

Roll	Inhabitants
1-5	Halflings
6-25	Human bandits/brigands
26-30	Escaped henchmen
31-50	Human mercenaries
51-65	Human soldiers
66-70	Half-orcs
71-75	Orcs
76-78	Half-ogres
79-85	Gnomes
86-90	Dwarves
91-94	Half-elves
95-97	Hobgoblins
98-100	Dervishes

\* Includes humans and demi-humans

F31: (GMG pg 336): **Master of the Castle**

Master's

Roll	Class	Level
1-15	Cleric	9th-12th
16-17	Druid	12th-13th
18-56	Fighter	9th-12th
57-59	Cavalier	8th-11th
60-61	Dark Knight	7th-10th
62-63	Knight Errant	8th-11th
64-65	Monk*	9th-12th
66	Paladin	9th-10th
67-68	Ranger	10th-13th
69-75	Magic-User	11th-14th
76-80	Battle mage	9th-12th
81-85	Illusionist**	10th-13th
86-95	Thief	10th-14th
96-99	Assassin	14th
100	Bard	23rd

\* Monks' strongholds will usually be monasteries, resembling a type of enlarged moat house, formidable more for its location than defensive structures.

\*\* Illusionists' strongholds will be covered by an illusion to appear as rubble or a ruined castle.

F32: (GMG pg 336): **Fortress Artillery**

Fortress Type	Ballistae	Scorpions	Light Catapults	Oil Cauldrons
Small shell keep		2	-	1
Tower	1	-	-	1
Moat house or friary	-	1	-	2
Large shell keep	1	-	-	2
Small walled castle with keep	2	1	-	4
Medium walled castle with keep	2	2	-	5
Concentric castle	4	2	-	6
Large walled castle with keep	4	4	-	8
Fortress complex	6	4	-	10



F1: (GMG pg 333): **Dungeon Generation: Periodic Check**

Roll	Result
1-2	Continue straight - check again in 40 feet (this table)
3-5	Door (see Table F2)
6-10	Side Passage (see Table F3, check width on Table F4) - check again in 20 feet (this table)
11-13	Passage Turns (see Table F6, check width on Table F4) - check again in 30 feet (this table)
14-16	Chamber (see Table F7) - check 30 feet after leaving (this table)
17	Stairs (see Table F18)
18	Dead End (walls left, right and ahead can be checked for secret doors with a 1 in 20 chance, see Table F11, footnote)
19	Trick/Trap (see Table F19), passage continues - check again in 30 feet (this table)
20	Wandering Monster, check again immediately to see what lies ahead so direction of monster's approach can be determined.

F2: (GMG pg 333): **Doors**

## Location of Door:

Roll	Result*
1-6	Left
7-12	Right
13-20	Ahead

## Space Beyond Door Is:

Roll	Result
1-4	Parallel passage **, or 10' x 10' room if door is straight ahead
5-8	Passage straight ahead
9	Passage 45 degrees ahead/behind***
10	Passage 45 degrees behind/ahead***
11-18	Room (go to Table F7)
19-20	Chamber (go to Table F7)

\* Unless door is straight ahead, check again on Table F1.

\*\* Extends 30 feet in both directions.

\*\*\* The direction will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

F5: (GMG pg 333): **Special Passage**

Roll	Width and features:
1-4	40 feet, columns down center
5-7	40 feet, double row of columns
8-10	50 feet, double row of columns
11-12	50 feet <sup>1</sup>
13-15	10 feet stream <sup>2</sup>
16-17	20 feet river <sup>3</sup>
18	40 feet river <sup>3</sup>
19	60 feet river <sup>3</sup>
20	20 feet, chasm <sup>4</sup>

1 Columns 10 feet to the right and left support 10 foot wide upper galleries 20 feet above. Stairs up to gallery will be at end of passage (1-15) or at beginning (16-20). In the former case, if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% (1-10) of the time and supplement it 50% (11-20) of the time.

2 Streams bisect the passage. They will be bridged 75% (1-15) of the time and be an obstacle 25% (16-20) of the time.

3 Rivers bisect the passage. They are bridged 50% (1-10) of the time, have a boat 25% (11-15) of the time (50% chance for either bank), and are an obstacle 25% of the time.

4 Chasms bisect the passage. They are 150 to 200 feet deep. They will be bridged 50% (1-10) of the time, have a jumping place 5-10 feet wide 25% (11-15) of the time, and be an obstacle 25% (16-20) of the time.

F3-F4: (GMG pg 333): **Side Passages & Width**

Roll	Result
1-2	left 90 degrees
3-4	right 90 degrees
5	left 45 degrees ahead
6	right 45 degrees ahead
7	left 45 degrees behind*
8	right 45 degrees behind**
9	left curve 45 degrees ahead
10	right curve 45 degrees ahead
11-13	passage "T"s
14-15	passage "Y"s
16-19	four-way intersection
20	passage "X"s

\* Left 135 degrees.

\*\* Right 135 degrees.

Roll	Result
1-12	5 feet
13-16	10 feet
17	20 feet
18	30 feet
19-20	SPECIAL PASSAGE*

\* See Table F5.

F6: (GMG pg 333): **Turns**

Roll	Result
1-8	left 90 degrees
9	left 45 degrees ahead
10	left 45 degrees behind*
11-18	right 90 degrees
19	right 45 degrees ahead
20	right 45 degrees behind*

Check width on Table F4.

\* Left/Right 135 degrees.

F14: (GMG pg 334): **Treasure\***

Roll	Without Monster**
1-25	1000 copper pieces/level
26-50	1000 silver pieces/level
51-60	750 electrum pieces/level
61-75	250 gold pieces/level
76-85	125 hard silver pieces/level
86-88	100 platinum pieces/level
91-94	1-4 gems/level
95-97	1 piece jewelry/level
98-100	Magic***

\* See also Tables F15 and F16 or F17

\*\* With Monster: Take two rolls on this table, adding 10% to total of each roll.

\*\*\* Roll once on Magic Items Table A1.

F7: (GMG pg 333): **Chambers & Rooms Shape and Size**

Roll	Chamber Shape/Area	Room Shape/Area
1-2	Square, 20' x 20'	Square, 10' x 10'
3-4	Square, 20' x 25'	Square, 20' x 20'
5-6	Square, 30' x 30'	Square, 30' x 30'
7-8	Square, 40' x 40'	Square, 40' x 40'
9-10	Rectangular, 20' x 30'	Rectangular, 10' x 20'
11-13	Rectangular, 30' x 40'	Rectangular, 20' x 30'
14-15	Rectangular, 30' x 50'	Rectangular, 20' x 40'
16-17	Rectangular, 40' x 60'	Rectangular, 30' x 40'
18-20	Unusual*	Unusual*

\* See Tables F8 and F9.

F8-F9: (GMG pg 334): **Chamber - Unusual Shape & Size**

Roll	Shape	Roll	Size
1-5	Circular*	1-2	about 500 sq. ft.
6-8	Triangular	3-4	about 900 sq. ft.
9-10	Trapezoidal	5-6	about 1200 sq. ft.
11	Rhomboid	7-8	about 1500 sq. ft.
12-13	Odd-shaped**	9-10	about 2000 sq. ft.
14-15	Oval	11-12	about 2500 sq. ft.
16-17	Hexagonal	13-14	about 3000 sq. ft.
18-19	Octagonal	15	about 3500 sq. ft.
20	Cave	16-20	+2000***

\* Roll 1d20. A roll of 1-5 indicates a pool (see Table F22 and F24 if appropriate), 6-7 is a well, 8-10 has a shaft and 11-20 is normal.

\*\* Draw what shape you desire, what will fit the map, or roll again.

\*\*\* Roll again and add the area to 2000 sq. ft. (if another 16-20 occurs repeat the process, adding 2000 sq. ft., and so on)

F10: (GMG pg 334): **Number of Exits**

Roll	Room Area	# Exits*
1-3	up to 600 square feet	1
1-3	over 600 square feet	2
4-6	up to 600 square feet	2
4-6	over 600 square feet	3
7-9	up to 600 square feet	3
7-9	over 600 square feet	4
10-12	up to 1200 square feet	0**
10-12	over 1200 square feet	1
13-15	up to 1600 square feet	0**
13-15	over 1600 square feet	1
16-18	any size	1-4 (d4)
19-20	any size	1***

\* 50% chance of exit being either a door or a passage

\*\* Check once per 10 feet for secret doors with a 1 in 20 chance (see Table F11, footnote).

\*\*\* Door in chamber, passage in room.

F16: (GMG pg 334): **Treasure Guarded by...**

Roll	Protection
1-2	Contact poison on container
3-4	Contact poison on treasure
5-6	Poisoned needles in lock
7	Poisoned needles in handles
8	Poisoned Spring darts firing from front of container
9	Poisoned Spring darts firing up from top of container
10	Poisoned Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trap door opening in front of container
16	Trap door opening six feet in front of container
17	Stone block dropping in front of the container
18	Spears released from walls when container opened
19	Explosive Runes
20	Symbol

F11-F12: (GMG pg 334): **Exit**

Roll**	Exit Location
1-7	opposite wall
8-12	left wall
13-17	right wall
18-20	some wall

Roll	Exit Passage Direction**
1	trap (Table F19)
2-10	straight ahead
11-14	straight left and right
15	slope down (1 level)
16	slope up (1 level)
17	up stairway (1 level)
18	down stairway (1 level)
19	45 degrees left/right***
20	45 degrees right/left***

\* If a passage or door is indicated in a wall where the space immediately beyond the wall has been mapped, then the exit is a secret door (1-5), a one-way door (6-10) or it is in the opposite direction (11-20).

\*\* If a Door use Table F2 instead - check for width on Table F4.

\*\*\* The exit will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

F13: (GMG pg 334): **Chamber or Room Contents**

Roll	Contents
1-12	Empty
13-14	Monster only*
15-17	Monster and treasure (see Table F14)
18	Special*
19	Trick/Trap (see Table F19)
20	Treasure (see Table F14)

\* Determine on appropriate table from Appendix C.

\*\* Determine by balance of level or what you desire; otherwise put in stairs as indicated: Roll 1d20, (1-5) stairway up 1 level, (7-8) up 2 levels, (9-14) down 1 level, (15-19) down 2 levels, or (20) down 3 levels - 2 flights of stairs and a slanting passageway.

F15: (GMG pg 334): **Treasure contained in...\***

Roll	Container
1-2	Bags
3-4	Sacks
5-6	Small Coffers
7-8	Chests
9-10	Huge Chests
11-12	Pottery Jars
13-14	Metal Urns
15-16	Stone Containers
17-18	Iron Trunks
19-20	Loose

\* Go to Table F16 on a roll of 1-8, Table F17 on a 9-20 to determine protection.

F17: (GMG pg 334): **Treasure is Hidden by/in...**

Roll	Concealment
1-3	Invisibility (as spell)
4-5	Illusion (changes/hides appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised; appears as something else
11	Under a heap of trash/dung
12-13	Under a loose stone in the floor
14-15	Behind a loose stone in the wall
16-20	In a secret room nearby



**F18: (GMG pg 334): Stairs**

Roll Result (See Table F1 upon ascending/descending).

1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up 1 level
9	Up dead end (1 in 6 chance to chute down 2 levels)
10	Down dead end (1 in 6 chance to chute down 1 level)
11	Chimney up 1 level, passage continues, check again in 30 feet
12	Chimney up 2 levels, passage continues, check again in 30 feet
13	Chimney down 2 levels, passage continues, check again in 30 feet
14-16	Trap door down 1 level, passage continues, check again in 30 feet
17	Trap door down 2 levels, passage continues, check again in 30 feet
18-20	Up 1 then down 2 (total down 1), chamber at end (roll on Table F7)

\* 1 in 20 has a door which closes egress for the day (either mechanical or magical).

\*\* 2 in 20 has a door which closes egress for the day (either mechanical or magical).

\*\*\* 3 in 20 has a door which closes egress for the day (either mechanical or magical).

**F19: (GMG pg 335): Trick/Trap**

Roll Trick/Trap

1-5	False Door - (see Table F16 for trap).
6-7	Pit, 10 feet deep, 3 in 6 to fall in.
8	Pit, 10 feet deep with spikes, 3 in 6 to fall in.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels - one upon entering and one additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12	Wall 10 feet behind slides across passage blocking it for 40-60 turns.
13	Oil (equal to one flask) pours on random person from hole in ceiling, followed by flaming cinder (2-12 points of damage unless successful save vs. paralyzation is made, which indicates only 1-3 points of damage).
14	Pit, 10' deep, 3 in 6 to fall in, pit walls move together to crush victim(s) in 2-5 rounds.
15	Arrow trap, 1-3 arrows, 1 in 20 is poisoned.
16	Spear trap, 1-3 spears, 1 in 20 is poisoned.
17	Gas; party has detected it, but must breathe it to continue along corridor, as it covers 60 feet ahead. Mark map accordingly regardless of turning back or not. (see Table F20)
18	Door falls outward causing 1-10 hit points, or stone falls from ceiling causing 2-20 points of damage to each person failing his saving throw versus petrification.
19	Illusionary wall concealing 8 (pit) above (1-6), 20 (chute) below (7-10) or chamber with monster and treasure (11-20) (see Table F7 and F14).
20	Chute down 1 level (cannot be ascended in any manner).

**F20: (GMG pg 335): Gas Sub-Table**

Roll Gas Type

1-7	Only effect is to obscure vision when passing through.
8-9	Blinds for 1-6 turns after passing through.
10-12	Fear: run back 120 feet unless saving throw versus magic is made.
13	Sleep: party sound asleep for 2-12 turns (as Sleep spell).
14-18	Strength: adds 1-6 points of Strength (as Strength spell) to all fighters in party for 1 to 10 hours.
19	Claustrophobia: make Wisdom check or return to surface immediately.
20	Poison: killed unless saving throw versus poison is made.

**F21: (GMG pg 335): Caves and Caverns**

Roll Cave or Cavern

1-5	Cave about 40' x 60'
6-7	Cave about 50' x 75'
8-9	Double Cave: 20' x 30', 60' x 60'
10-11	Double Cave: 35' x 50', 80' x 90'
12-14	Cavern about 95' x 125'
15-16	Cavern about 120' x 150'
17-18	Cavern about 150' x 200'
19	Cavern about 200' x 300'
20	Mammoth cavern - 300' x 400'+**

\* Roll to see if pool therein (see Table F22).

\*\* Roll to see if lake therein (see Table F23).

**F22: (GMG pg 335): Pools**

Roll Result

1-6	No pool
8-9	Pool, no monster
10-11	Pool, monster
12	Pool, acid (see Table 16S)
13	Pool, mineral (sulphurous)
14	Pool, drained
15	Pool, fetid
16-18	Pool, monster & treasure
20	Magical pool*

\* See Table F24.

**F23: (GMG pg 335): Lakes**

Roll Result

1-6	No lake
8-9	Lake, no monster
10-11	Lake, monster
12	Lake, acid (see Table 16S)
13	Lake, mineral (sulphurous)
14	Lake, salt
15	Lake, fetid
16-18	Lake, monster, treasure*
20	Enchanted lake**

\* Choose appropriate in Hacklopedia of Beasts.

\*\* Leads any who cross it to other plane, special temple, etc. (if special map available, otherwise treat as lake with monster), 90% chance monster guards the lake.

**F24: (GMG pg 335): Magic Pools\* Roll (1d20)**

Roll Pool Property

1-2	Turns gold to platinum (1-5) or lead (6-20), one time only.
3-4	The Ability Pool†
5-6	Wish Pool†
7-9	Anti-Wish Pool†
10-12	Dazzle Pool†
13	False Pool- Normal water, but glows with strong dwoemer.

13-14	Glow Pool- as Dazzle Pool without color spray.
15-16	Shape Change Pool†
17-20	Transporter Pool†

\* In order to find out what they are, characters must enter the magic pools.

† The Ability Pool will, on a one-time only basis, add (1-3) or subtract (4-6) from one characteristic of all who enter it (d8):

1 = Strength      4 = Dexterity      2 = Intelligence      5 = Constitution  
3 = Wisdom      6 = Charisma      7-8 = Comeliness

Add or subtract 1-2 points, checking for each character as to addition or subtraction, characteristic and amount.

2 Wish Pool (speaks as Magic Mouth) will grant one wish to characters of its alignment and damage others from 1-20 points. Wish can be withheld for up to one day. Pool's alignment is: lawful good (1-6), lawful evil (7-9), chaotic good (10-12), chaotic evil (13-17), true neutral (18-20). Anti-Wish pools have the same property, but grant anti-wishes (see Wishes, Chapter 9) to those of opposed alignment, damaging all others.

3 Dazzle Pool causes entrants to glow as Continual Light. All others hit with Color Spray.

4 Entrants are affected as spell, cast by 20th level caster. See Appendix C, Terrain X for creature type.

5 Transports entrants: back to surface (1-7); elsewhere on level (8-12); one level down (13-16); 100 miles away for outdoor adventure (17-20).

**13S: (GMG pg 182): Treasure Types - Lair Treasures**

Treasure Type	Hard							Art Objects	Magical Item
	Copper	Silver	Electrum	Gold	Silver	Platinum	Gems		
A	1,000-3,000 25%	200-2,000 30%	500-3,000 35%	1,000-6,000 40%	500-3,000 35%	300-1,800 35%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	300-1,800 25%	200-2,000 25%	150-1,500 25%	100-1,000 25%	1-8 30%	1-4 20%	Armor/Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	1,000-3,000 40%	—	—	100-600 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-12,000 25%	1,000-3,000 50%	—	100-600 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-12,000 45%	1,000-4,000 25%	100-1,200 15%	300-1,800 25%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	—	3,000-18,000 10%	2,000-12,000 25%	1,000-6,000 40%	500-5,000 30%	1,000-4,000 15%	2-20 20%	1-8 10%	Any 5 except weapons 30%
G	—	—	3,000-24,000 15%	2,000-20,000 50%	1,500-15,000 50%	1,000-10,000 50%	3-18 30%	1-6 25%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 35%	2,000-20,000 45%	2,000-20,000 55%	2,000-20,000 35%	1,000-8,000 35%	3-30 50%	2-20 50%	Any 6 15%
I	—	—	—	—	100-400 15%	100-600 30%	2-12 55%	2-8 50%	Any 1 15%

Table 13T: (GMG pg 182): Individual and Small Lair Treasures

J	3-24	—	—	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—	—	—
L	—	—	—	—	3-18	2-12	—	—	—
M	—	—	3-12	2-8	—	—	—	—	—
N	—	—	—	—	—	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—	—	—
P	—	10-60	3-30	—	—	1-20	—	—	—
Q	—	—	—	—	—	—	1-4	—	—
R	—	—	—	2-20	—	10-60	2-8	1-3	—
S	—	—	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	—	—	2-16 90%	1-6 80%	Any 1 70%
V	—	—	—	—	—	—	—	—	Any 2
W	—	—	4-24	5-30	2-16	1-8	2-16 60%	1-8 50%	Any 2 60%
X	—	—	—	—	—	—	—	—	Any 2 potions
Y	—	—	—	—	200-1,200	—	—	—	—
Z	100-300	100-400	100-500	100-600	100-500	100-400	1-6 55%	2-12 50%	Any 3 50%



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

**12BB (GMG pg 171): Sample Rumors**

First Part= There is (are)...

Roll	2nd Part
1-10	a dungeon
11-20	catacombs
21-27	an ancient temple
28-35	ancient ruins
36-45	an old castle
46-53	a dark cave
54-61	a great mountain
62-79	deserted monastery
80-85	the deep wood
86-90	an old outpost
91-93	a deserted manor
94-97	an old battlefield
98-100	a graveyard

Roll	3rd Part
1-2	inhabited by evil creatures.
3-4	that is haunted.
5-6	housing bandits.
7-8	containing fabulous treasure.

**12Y (GMG pg 171): Tavern Names**

(1d6) 1st Part = (1-2) The (3-4) Ye Olde (5-6) (\*)'s

Roll (1d20)	Second Part (1d20)	Roll (1d20)	Third Part (1d20)	Roll (1d20)	Fourth Part (1d20)
1	Rolling	1	Happy	1	Halfling
2	Falling	2	Surly	2	Dwarf
3	Flying	3	White	3	Knight
4	Laughing	4	Rusty	4	King
5	Drooping	5	Copper	5	Scupper
6	Slippery	6	Broken	6	Albatross
7	Burning	7	Jolly	7	Ring
8	Glowing	8	Black	8	Mare
9	Charging	9	Saucy	9	Keg
10	Flooded	10	Drunken	10	Crown
11	Singing	11	Bloody	11	Bat
12	Dancing	12	Hungry	12	Eagle
13	Hunted	13	Merry	13	Barrel
14	Floating	14	Silver	14	Moon
15	Stomped	15	Stormy	15	Deer
16	Shining	16	Golden	16	Spoon
17	Drowned	17	Mighty	17	Tankard
18	Twilight	18	Beautiful	18	Inn
19	Jousting	19	Strong	19	Ox
20	Leaping	20	Noble	20	Plow

\* Bartender's name- See Table 12Z: Bartender Generator.

**12AA (GMG pg 171): Bartender Background**

Roll	Background
1-8	Former torch bearer
9-16	Needs to feed family of ten
17-24	In debt to thieves' guild
25-32	Inherited bar from spouse/parent
33-41	World-weary traveler
42-49	Former pirate
50-59	Maimed adventurer
60-68	Brewmaster
69-72	Town's founder/heir of founder
73-81	Former prizefighter/gladiator
82-91	Former Merchant
92-99	Exile
100	Evil Magic-User

**12X (GMG 171): Tavern Details**

Roll (1d10)	Size	Customers (Day/Night)	# Tables
1-3	Small	3d4/5d4	2d4
4-8	Medium	4d6/8d6	3d6
9-10	Large	3d10/7d10	4d10

**12Z (GMG pg 171): Bartender Generator**

Roll (d6)	Sex	Roll (d20)	Name (M/F)
1-5	Male	1	Clarence/Clarissa
6	Female	2	Rudgar/Debbie
		3	Thargin/Frances
		4	Frank/Edith
		5	Bobo/Jane
		6	Rangar/Sorina
		7	Blake/Elle
		8	Jorell/Hope
		9	Samuel/Rebecca
		10	Oren/Sarah
		11	Benson/Loriel
		12	Felgood/Tipper
		13	Ralph/Melibe
		14	Apok/Rose
		15	Razak/Nora
		16	Chaka/Elenore
		17	Feldon/Rolinda
		18	Basto/Gloriana
		19	Willum/Beth
		20	Joe/Jo

**12W: (GMG pg 170): Intoxication Recovery Table**

Intoxication Level*	Recovery Time	Stimulant Mild	Effect Strong
Buzzed	1-2 hours	x .80	x .50
Sloshed	2-4 hours	x .85	x .55
Wasted	4-6 hours	x .90	x .55
Passed Out	7-10 hours	x .95	x .60

\* As time passes the affected person becomes less intoxicated. Once the recovery time remaining equals the maximum recovery time for the lower intoxication level, the person's intoxication level lowers one category.

**12V: (GMG pg 170): Effects of Alcohol and Drugs**

Effect on	State of Intoxication		
	Buzzed	Sloshed	Wasted*
Morale**	+5%	+10%	+15%
Intelligence	-1	-3	-6
Wisdom	-1	-4	-7
Dexterity	0	-2	-5
Charisma	+1	-1	-4
Attack modifier	0	-1	-5
Hit points	0	+1	+3
Movement	-1	-2	-4

\* Beyond Wasted, persons pass out and sleep for 7-10 hours, then waken and vomit sporadically for 1d3 hours. During this time a character can take no other action other than to moan.  
\*\*Morale pertains only to NPCs.

**12R-12S: (GMG pg 170): Quaffing Ale & Racial Intoxication Levels**

Race	Time to Quaff		Drinks** for Intoxication Level of		
	One Drink (seconds)	Drinks per Hour	Buzzed	Sloshed	Wasted
Dwarf	4	10	5-8	9-12	13-16
Elf: Dark	20	4	2-4	5-7	8-10
Elf: High	20	4	2-4	5-7	8-10
Elf: Grunge	15	6	3-5	6-7	8-10
Gnome	6	8	5-7	8-10	11-13
Gnome titan	5	10	5-8	9-12	13-16
Gnomeling	7	7	4-6	7-9	10-12
Half-elf	12	4	3-4	6-7	8-10
Halfling	9	5	3-5	6-8	9-11
Half-ogre	5	15	7-10	11-14	15-18
Half-orc	5	15	6-9	10-13	14-17
Human	8	5	3-5	6-8	9-11
Pixie fairy	25*	3*	2-3***	4-5***	6***

\*These values are for pixie fairy sized drinks.  
\*\* One drink equals one shot of liquor, one glass of wine, or 8 ounces of beer or ale.  
\*\*\* Numbers refer to pixie fairy sized drinks.

**Notes:**

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**12T-12U: (GMG pg 170): Modifiers to Intoxication Level**

Circumstance	Modifier	
High/Low Constitution	Hit Point Bonus/Penalty	Magic-User Class
Maximum Weight for Race	+1	Cleric
Maximum Height for Race	+1	Druid
Each hour since last drink	+1	Lower Upper Class or higher
Fighter Class	+1	Upper Lower Class or lower

**9O (PHB pg 115): Services**

Item	Cost	Base Availability		
		Hi	Med	Low
Bath	3 cp	95	85	80
Doctor, Leech, or Bleeding	3 gp	90	85	80
Doctor, Sew Wounds	10 gp	90	85	80
Guide, in city (per day)	2 sp	90	85	80
Lantern or torchbearer (per night)	1 sp	90	85	80
Laundry (by load)	1 cp	85	80	70
Massage	1 gp	90	85	80
Messenger, 10 to 50 miles	1 gp	95	85	80
Messenger, 51 to 100 miles	5 gp	90	85	80
Messenger, in city (per message)	10 cp	85	80	75
Messenger, per 100 miles	5 gp	80	75	70
Minstrel (per performance)	3 gp	90	85	80
Mourner (per funeral)	2 sp	90	85	80
Scout, Wilderness (per day)	1 gp	90	85	80
Scribe, Legal document/contract	10 sp	90	85	80
Scribe, Letter	2 sp	90	85	80
Tattoo (per design)	1 gp	95	85	80
Teamster w/wagon	1 sp/mile	90	85	80

**Drink Type Potency Value\*\***

Ale, Common	75%	1	Mead, Common	75%	1
Ale, Dead Viking*	35%	4	Mead, Dwarven	25%	5
Ale, Kromian	55%	3	Mead, Nordlar	55%	3
Ale, Pint	65%	2	Mead, Orluian*	45%	4
Beer, Cut	75%	1	Rum	65%	2
Beer, Heavy	65%	2	Stout Brown Grevan*	85%	.5
Bitter Broth	65%	2	Whiskey, Bitter-Korn	85%	.5
Brandy, Orluian*	55%	3	Wine, Blackberry	85%	.5
Grog	75%	1	Wine, Common	85%	.5
Gut Bruiser*	15%	6	Wine, Good	85%	.5
Finch-Yager (Amber Brew)	85%	.5	Wine, Gutberry*	65%	2
Honey Brew*	85%	.5	Wine, Watered	95%	.25
Liver Squeezings*	55%	2	Wine, Elderberry*	85%	.5
Mead, Baker's Thicke	65%	2			

**Note:** A positive modifier adds to the number of drinks a character can drink before reaching the next intoxication level. For example, a human with a +1 modifier would be buzzed from 4-6 drinks, sloshed from 7-9 drinks, and wasted from 10-12 drinks, and after 13 drinks would be comatose. A negative modifier subtracts from the number of drinks a character can drink before reaching the next intoxication level.  
\*This drink has additional effects that detailed under Drink Descriptions.  
\*\* Measured in Drinks.



### City/Town Encounter Matrix

Day	Night	Result	Day	Night	Result
1	1-3	Assassin*	-	50	Nefarian (Devil; Dark Soulstress)
2	4-5	Bandit/Brigand*	-	51	Nefarian (Mezzodaemon)
3-12	6-8	Beggar*	-	52	Nefarian (Quasit)
13-15	9-10	Caravan Guard*	70	52	Night hag
16-20	11	City guard*	-	53	Paladin
21-23	12	City official	71-73	54-56	Pilgrim*
24-25	13-21	Cleric*	74-77	57-58	Poltergeist/Polterzeitgeist (75%/25%)
26	22	Doppelganger	-	59-61	Prostitute*
27-30	23	Druid*	78-81	62-66	Rakshasa
31	24	Drunk	82	67-68	Ranger*
32-36	25	Fighter*	83-86	69-71	Ruffian**
37-38	26	Gentry	87-88	72-73	Servant*
-	27	Ghast/Ghoul (30%/70%)	89-93	74-76	Shadow
-	28	Ghost	-	77	Spectre
-	29-35	Giant rats (5-50)	-	78-79	Thief*
39-44	36	Goodwife	94-95	80-85	Tradesman/Craftsman*
45-46	37	Illusionist*	96-99	86-87	Wererat
47-50	-	Laborer/Peddler	100	88-92	Weretiger
51-52	38-39	Magic-user*	-	93	Werewolf
53-57	40-42	Mercenary	-	97	Wight
58-64	-	Merchant	-	98	Will-o-wisp
65-69	43-46	Monk or Bard (60%/40%)	-	99	Wraith
-	47-49	Mynx	-	100	Vampire or Lich (75%/25%)

\* Determine whether the race is human or demi-human: Roll (1d100)

Roll	Race	Roll	Race
1-8	Dwarf	24-25	Halfling
9-13	Elf (25% Grel)	26-30	Half-Orc
14-15	Gnome (30% Titan)	31-93	Human
16-23	Half-Elf	94-100	Pixie Fairy

\*\* 1 in 4 ruffians can be half-orc or another humanoid race (goblin, hobgoblin, kobold, orc, etc.) common to the region.

### 11B: (GMG pg 140): Costs of Standard Hirlings

Occupation	Cost	
	Daily	Monthly*
Bearer/Porter	1 sp	1 gp
Carpenter	3 sp	2 gp
Lamp fairy	5 sp	4 gp
Leather worker	2 sp	30 sp**
Limner	10 sp	10 gp
Mason	4 sp	3 gp
Pack handler	2 sp	30 sp
Party grunt	1 sp	1 gp
Seeing-eye boy	1 sp	1 gp
Tailor	2 sp	30 sp**
Teamster	5 sp	5 gp
Torch bearer	1 sp	1 gp
Valet/lackey	3 sp	50 sp

\* The monthly rate assumes that adequate living quarters are provided for the hiring and that these quarters contain bedding and like necessities.

\*\* Additional cost is 10% of the normal price of items fashioned by the hiring.

### 2B (GMG pg 31): 0-Level HP by Title

Profession	Die Range
Manual Laborer	20+1d6
Soldier	20+1d8
Above Average	20+1d5
Active Person	
Average Person	20+1d4
Sedentary Person	19+1d3
Invalid/Beggar	15+1d4
Child	2d6
Youth	3d6

### 11C: (GMG pg 140): Retainer/Wage for Expert Hirlings

Occupation or Profession	Retainer/Wage* (in gp)	Special
Alchemist	300	Party minstrel 175
Armorer	100*	Rogue cleric special
Armor repairer	50	Sage special
Blacksmith	30	Scribe 15
Dancing girls/men	special	Scroll caddy special
Engineer (architect)	100*	Ship crew special
Engineer (artillerist)	150	Ship master special
Engineer (sapper/miner)	150	Spy special
Jeweler-gemcutter	100*	Spell-lobber special
Map monkey	100	Steward/castellan special
Meisters (teachers)	special	Wagon wright 150
Party courier	25	Weapon maker 100*

\*Wage shown is what an expert hiring with an expert skill mastery (76-100%) would demand to be paid. Those skilled hirings of lesser or higher skill mastery would hold out for more or less accordingly. All skilled hirings of lesser ability will try to pass themselves off as 'experts' in their primary skill unless it can be proven otherwise. Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirings on a per job basis. For example, an armorer makes a suit of plate mail that has a normal cost of 2,000 gold pieces, so 10% of that sum (200 gp) is added to the cost of maintaining the armorer.

### 9A (PHB pg 110): Alcohol/Beverages

Item	Cost	Base Availability		
		Hi	Med	Low
Ale (per gallon)	2 sp	95	85	75
Ale, Dead Viking (Cut Ale) (pint)	1 sp	95	95	95
Ale, Kromian	5 gp	85	70	60
Ale, Pint	5 cp	95	85	75
Beer, Cut, (pint)	5 cp	90	85	75
Beer, Heavy (pint)	1 sp	95	85	75
Bitter Broth (pint)	5 sp	65	70	80
Brandy, Orluian (pint)	5 gp	70	50	35
Grog (pint)	3 sp	95	85	75
Gut Bruiser (pint)	1 gp	75	65	55
Finch-Yager (Amber Brew)	7 gp	70	60	50
Honey Brew (pint) (medicinal)	1 gp	80	70	60
Liver Squeezings	2 gp	85	70	60
Mead, Baker's Thicke (pint)	10 sp	95	90	85
Mead, Common (pint)	5 sp	95	85	80
Mead, Dwarfen, Keg	300 gp	30	20	10
Mead, Nordlar (gallon)	10 gp	75	60	45
Mead, Orluian (gallon)	100 gp	65	50	40
Rum (pint)	5 sp	75	65	55
Stout Brown Grevan (pint)	7 sp	90	85	80
Whiskey, Bitter-Korn	2 gp	90	80	70
Wine, Blackberry (pint)	1 gp	85	70	60
Wine, Good (pint)	10 sp	75	65	55
Wine, Gutberry (pint)	4 gp	85	70	60
Wine, Watered (pint)	1 cp	95	85	75
Wine, Watered (pitcher)	2 sp	95	85	75
Wine, Elderberry (pint)	40 gp	60	40	20

To compute weight for any liquids carried allow 1 lb. per pint (8 lbs. per gallon). Don't forget to nail players who don't buy containers to haul liquids, and include container weights in encumbrance audits.

### 2D: (PHB pg 25): Racial Preferences (Basic Acceptability of Racial Type)

RACE	Dwarf	Elf	Gnome	Gnomeling	Half-elf	Halfling	Half-orc	Half-ogre	Pixie Fairy	Human
Dwarf	P	A	G	H	N	G <sup>1</sup>	H	H	A	N
Elf	A	P	T	T	G	T	A	N	G <sup>1</sup>	N
Gnome	G	T	P	T	T	G	H	H	A	N
Gnomeling	G	T	T	P	T	N	A	A	H	N
Half-Elf	N	P	T	T	P	N	N	A	G	T
Halfling	G <sup>2</sup>	G <sup>2</sup>	T	G	N	P	N	T	T	N
Half-Orc	H	A	H	A	A	N	N	A	H	T
Half-ogre	H	N	H	A	A	T	A	N <sup>3</sup>	H	N
Pixie Fairy	A	G <sup>4</sup>	A	H	G	T	H	H	P	T
Human	N	N	N	N	T	N	T	N	T	P

1. Only with regard to tallfellow and stouts, other halflings are regarded with tolerance (T).

2. Only stout halflings regard dwarves as acceptable, other halflings tolerate them (T).

3. Only tallfellow halflings regard elves as good company, other halflings are tolerant (T).

4. Drow and grunge elves are not as tolerant of pixie fairies as other elves. (H)

5. Half-ogres generally don't get along with anyone - not even members of their own kind.

P: the race is generally preferred, and dealings with members of the race will be reflected accordingly.

N: the race is thought of neutrally, although some suspicion will be evidenced.

G: considerable goodwill exists towards the race.

A: the race is greeted with antipathy.

T: the race is viewed with tolerance and generally acceptable, if not loved.

H: tokens a strong hatred for the race in question.

### 9D (PHB pg 111): Daily Food and Lodging

Item	Cost	Base Availability			Item	Cost	Base Availability		
		Hi	Med	Low			Hi	Med	Low
Banquet (per person)	10 gp	90	85	80	Inn lodging (per day/week)	-	-	-	-
Bath	3 cp	95	85	75	Opulent Lodging	50 gp	90	85	80
Bear Fat Dumplings	6 cp	70	60	50	Common	5 sp/3 gp	95	90	85
Bread	5 cp	95	85	75	Poor	5 cp/2 sp	95	90	85
Cheese	4 sp	95	85	75	Meat for one meal	1 sp	95	90	85
Cheese, Rank (hard)	10 sp	80	75	60	Meals (per day)	-	-	-	-
City rooms (per month)	-	-	-	-	Gourmet	5 gp	90	85	80
Opulent	100 gp	90	85	80	Good	5 sp	95	90	85
Common	20 gp	95	85	75	Common	3 sp	95	90	85
Poor	6 sp	95	90	85	Poor	1 sp	95	90	85
Egg or fresh vegetables	1 gp	95	90	85	Scratch-Root Stew	1 sp	95	90	85
Grain/stabling for horse (daily)	5 sp	95	90	85	Separate latrine for rooms	-	-	-	-
Grouse Onion Stew	3 cp	95	90	85	(per month)	2 gp	85	75	60
Honey	5 sp	95	90	85	Soup	5 cp	95	90	85

### E21: (GMG pg 329): Food & Drink Roll (1d100)

1-2 ale	25	cookies	39-42 mead	70 pie
3 apricots	26	eggs	43-46 meal (grain)	71 plums
4-5 apples	27	fish*	47-56 meat*	72-74 porridge
6 beans	28	fish, shell*	57 milk	75 prunes
7-10 beer	29-30	fowl*	58 muffins	76 pudding
11 berries	31	grapes	59 mushrooms	77 raisins
12 biscuits	32	greens*	60-62 nuts*	78-80 soup
13 brandy	33	gruel	63-64 onions	81-82 stew
14-18 bread	34	honey	65 pastries	83 sweetmeats
19 broth	35	jam	66 peaches	84-87 tea
20 butter	36	jelly	67 pears	88-89 tuber/root*
21 cakes	37	leeks	68 peas	90-95 water
22-24 cheese*	38	lentils	69 pickles	96-100 wine

\* Substitute specific varieties, such as: **cheese:** brie, feta, gouda, wensleydale... **meat:** bison, giant frog, ham, dire hedgehog, mutton, pork, venison... **fish:** dragonfish, eel, gar, trout... **nuts:** chestnut, hazelnut, peanut, pecan, walnut... **fish, shell:** crab, lobster, shrimp... **tubers/roots:** beet, carrot, leeks, **foal:** chicken, clubnek, duck, pheasant... **greens:** lettuce, okra, spinach... turnip, potato, yam...



EP VALUE	Bird: Swan	65	Dawg, Rottweiler	65	Ghost	7000	Infernal Slayer	2000	Lycanthrope: Were-Wolf	420
	Bison/Yyders	270	Dawg, War	65	Ghoul, Common	175	Insidious Ichor	420	Mad Titterling	320
<b>HOBB VOL. 1</b>	Black Annis	2000	Dawg, Wild	35	Ghoul, Lacedon	175	Insidious Stalker	270	Magier	320
Aarakian Queen Watcher	Black Poppy	15	Death Dawn	120	Giant, Cloud	10,000	Intellect Devourer, Adult	6000	Magi: Mocking Mouth	120
Aarakian Breed Mother	Blind, Wretched Pursuer	300	Death, Heavyset	10,000	Giant, Cloister	15	Intellect Devourer, Larva	650	Magi: Mouth, Common	120
Aarakian Warrior	Black Daze	270	Death Knight	60	Giant, Firbolg	8000 (9000 Shaman)	Invisible Hekker	2000	Magi: Mouth, Rogue	120
Aarakian Worker	Blood Guzzler	8000	Death Weaver	175+	Giant, Fire	8000	Invisible Horror	270	Magi: Mouth, Sassy	120
Aardvark, Dire	Blood Hawk	35	Death's Minions	120	Giant, Fog	5000	Invisible Stalker	3000	Mammoth, Ram-Horned	4000
Aardvarkians	Blue Throttle	175	Deepspawn	12,000	Giant, Fomorian	6000	Incorporeal	120	Mammoth, Wooly	4000
Aarnz Hound	Boar, Giant	420	Demlich	6000	Giant, Frost	6000	Ioixachit: Cleric	120	Manadora	120
Aaruprius	Boar, Man	175	Denzelan	900+	Giant, Gorge	8,000+	Ioixachit: standard	65	Manar	65
Aerial Servant	Boar, Servant	175	Desmond	250	Giant, Hill	3000	Ioixachit: Vampire	120	Manticore, Common	975
Alligator, Giant	Boar, Warthog	65	Disenchanter	270	Giant, Mist	4000	jabberwock, Vile	6200	Manticore, Womanticore	975
Amoeba, Giant	Boar, Wild	120	Displacer Beast	650	Giant, Mountain	7000	jackal	7	Mantis, Deadly Preying	120
Angel	Boq Lurker	8000	Djinni	4000	Giant, Prairie	5000	jackalope, Pronghare	30	Mantis, Dire Preying	1400
Angel: Redeemer	Bogels: Trows	650	Djinni, Black	5000	Giant, Scorn	4000	jackalope, Standard	15	Mantrap	420
Ankou	Boggelman	65	Djinni, Noble	7000	Giant, Stone	7000	jackalwere	420	Marble Muggler	35
Ankou's Sl. Dr. Horses of Doom	Bolton	420	Dolphin	120	Giant, Storm	14,000+	Jack	35	Margolye	420
Ant, Giant	Bone Scavenger	15	Doom Harvester	1400	Giant, Verbeeg	650	jailed Madnace	270	Marid	16,000
Ant, Hunter	Boobrie	2000	Doombat, Mortal	420	Gibbering Moulder	420	jann	2000+	Marmoset	15
Ant Lion, Giant	Boq Mauler	35	Doorant, Spirit	1400	Gibbon	15	jarvin-taur	0	Marrow Mite	0
Ant Men, Enforcer	Boring Barnacles	15	Doorant, Tre	975	Githyanki	1+	jaundiced Grappler	1400	Marsh Gibberer	70
Ant Men, Queen	Bovinians	175	DoppelEwe	270	Githzerai	1+	jelly, Grease	650	Masticator, Articulated	6000
Ant Men, Red Fire	Bowler	5+	Doppelganger	270	Gloomwing	650	jelly, Mustard	2300	Masticator, Subterranean	4000
Ant Men, Shaman	Brain Mite, Carnivorous	1400	Doppelganger, Master	1400	Glow Worm	7	jelly, Ochre	270	Mastiff, Shadow	270
Ant Men, Workers	Brain Mite	35	Doppelganger, Predator	1000	Gnarl-ron	120	jelly, Symbiotic	65	Mastodon	2000
Anthraxian	Brownie, Barbarian	175	Doppelmeister	3000	Gnoll, Desert	35	Jellyfish, Common	7	Maulguito	120
Anti-Elemental, Air	Brownie, Greater	35	Doppler Croc	650	Gnoll, Headhunter	35	Jellyfish, Dire Man O' War	975	Mea-Zel	7
Anti-Elemental, Earth	Brownie, Normal	175	Draat	65	Gnoll, Standard	65+	Jellyfish, Flying Swamp	420	Medusa, Gorgon	40,000
Anti-Elemental, Fire	Brownie, Quicking	2000	Dracolyte	1000+	Gnoll, Common	65+	Jellyfish, Giant	270	Medusa, Greater	700
Anti-Elemental, Water	Buffalo/Bison	420	Dragon, Blue Spiny-Horned	1400	Gnome, Feral	120	Jellyfish: Man-O-War	35+	Medusa, Lesser	2000
Ape, Carnivorous	Bugbear	175	Dragon, Chromatic	100,000+	Gnome, Forest	120	Jellyling	975		
Ape, Gorilla	Bugbear, Greater	2000	Dragon, Platinum	100,000+	Gnome, Swirfelbin	420	Jungle Terror	1400		
Ape, Pack (etc. - see Ape, Gorilla)	Bull	4000	Dragon, Faerie	3000	Gnome, Tinker	65+				
Ape, Shadow	Bullete, Hammerhead	4000	Dragonfish	65	Gnome Titans	65+	Jurassic Creatures: Ankylosaurus	1400	Men: Aborigine/Caveman	15+
Ape Shaman	Bull Angler	2000	Dragonfly, Giant	650	Gnomeling	35	Jurassic Creatures: Archaeopteryx	15	Men: Bard/Street	15
Ape Shaman Warrior	Bullbow	65	DragonHorse	1400	Gnomish Doom Lord	2000+	Jurassic Creatures: Brontosaurus	18,000	Men: Bard/Trigand	7+
Apparition	Bullfrog, Giant	270	DragonKomodo	420	Goat	35	Jurassic Creatures: Camptosaurus	7	Men: Beggar	7
Arcane Merchant	Bullfrog, Giant Man-eating	420	DragonKomodo, Dire	650	Goat, Giant	35	Jurassic Creatures: Deinonychus	170	Men: Berserker/Dervish	15
Argos	Bullybug	65	DragonKomodo, Giant	2000	Goblin, Common	15+	Jurassic Creatures: Dimetrodon	120	Men: Caravan Guard	15+
Armaddillo, Dire	Bullybug, Advanced	120	Dragonone	2000	Goblin, Gibbering	420	Jurassic Creatures: Diplodoco	16,000	Men: Cavalry	65
Arvanger, Specked	Butterfly, Seed/Mount	2000	Dragonnel	650	Gold Blob	125	Jurassic Creatures: Elasmosaurus	6000	Men: Farmer/Barley	15+
Arvanger, Spotted	Camel, Wild	120	Drach	420	Golem, Clay	925	Jurassic Creatures: Ichthyosaurus	975	Men: Fawny	15+
Ashen Prowler	Camel, Wild	120	Drebl	975	Golem, Blood	5000	Jurassic Creatures: Lambeosaurus	2000	Men: Giant Hunter	15
Astral Searcher	Camp Moch	7	Droider	3000+	Golem, Flesh	2000	Jurassic Creatures: Mamenchiaurus	5000	Men: Gypsy	15
Attention Grabber	Carrac Seether	35	Drow	650+	Golem, Gristle	8000	Jurassic Creatures: Nothosaurus	4000	Men: Hermit	15
Augerisk	Carnagesaur	6000	Drow, Half-	650+	Golem, Guardian	420	Jurassic Creatures: Plesiosaurus	9000	Men: Mercenary	35
Averging Servant	Carnivorous Coral	35	Drowat	650+	Golem, Iron	14,000	Jurassic Creatures: Pteranodon	7000	Men: Merchant	15
Avanderthal	Carrion Crawler	270	Dryad	975	Golem, Master	2000+	Jurassic Creatures: Stegosaurus	9000	Men: Merchant, Dishonest	15
Babbler, Cantakerous	Cat, Great: Insect	420	Dwarf, Dwarf	420	Golem, Muck	650	Jurassic Creatures: Triceratops	7000	Men: Merchant Sailor/Fisherman	15
Babbler, Incessant	Carrion Crab	20	Dungeon Anemone	975	Golem, Muck, Diseased	650	Jurassic Creatures: Trilobites	375	Men: Merchant	15
Babbler, Incoherent	Carrion Pecker	7	Dungeon Cat	65	Golem, Puppet	120	Jurassic Cr.: Tyrannosaurus Rex	10,000	Men: Middle Class Citizen	15
Babbling Instigator	Cat, Great: Cheatah	175	Dust Digger	275	Golem, Stone	8000	Jurassic Cr.: Tyrannosaurus Rex	10,000	Men: Partisan	15
Baboon	Cat, Great: Common Lion	650	Dwarf, Dermo	975+	Gopher	0	Jurassic Cr.: Tyrannosaurus Rex	10,000	Men: Peasant/Serf	0
Baboon, Jan	Cat, Great: Insect Lynx	420	Dwarf, Duerger	975+	Goragatang	175	Jurassic Cr.: Tyrannosaurus Rex	10,000	Men: Pirate	7
Badger, Common	Cat, Great: Jaguar	270	Dwarf, Gully	975+	Gore Monger	270	Kangaroo Warrior	120	Men: Pirate/Buccaneer	15
Badger, Dead	Cat, Great: Leopard	420	Dwarf, Hill	175	Gore Monger, Instable	1400	Kangaroo, common	65	Men: Police/Constable	15
Badger, Giant	Cat, Great: Mountain Lion	720	Dwarf, Mountain	270	Gorecupine	650	Kangaroo Flea, Giant	35	Men: Prostitute	15
Banded Tailed Fighting Cock	Cat, Great: Smilodon	1400	Dwarf, Pygmy	175	Goregon	3000	Kangaroo, Marauding	65	Men: Sailor	15
Bane Lords	Cat, Great: Snow Leopard	270	Dwarf, Warhorse	270	Gorger, Dire	1400	Karkadann	975	Men: Servant/Torch Bearer	15
Banshee: Groaning Spirit	Cat, Great: Spotted Lion	975	Dwarf, Wyrm	175	Gorger, Dire	1400	Karkadann	975	Men: Servant/Torch Bearer	15
Banshee, Urban	Cat, Great: Wild Tiger	650	Eagle, Gartantuan	420	Goat	35	Kenku	175+	Men: Soldier	15
Barbarian, Urban	Cat, Small Domestic	7	Eagle, Giant	420	Gorlin	180	Ki-Rin	12,000	Men: Tradesman	15
Barbarian, warrior			Eagle, Wild	175	Gouger, Cave	150	Kilwi	270	Men: Tradesman/Craftsman	15
Barracuda			Ebis	650+	Gouger, Dark	175	Kobold, Greater	15+	Men: Trapper/Woodsman	15
Basilisk, Burrowing			Eel, Electric	120	Gouger, Fanged	275	Kobold, Lesser	7+	Men: Tribesman	15
Basilisk, Dracolisk			Eel, Giant	175	Gouger, Great	420	Kobold, Woodland	7+	Men: Viking	15+
Basilisk, Greater			Eel, Weed	65	Grapping Thrasher	980	Krakken	18,000	Men: Wizard/Wench	15+
Basilisk, Lesser			Efreeti	8000	Grave Strangler	175	Kruller	975	Men: Wild men	15+
Bat, Arcane					Gremlin	650	Kuo-Toa, common	175+	Men: Folk: Mermaid	65+
Bat, Azmyth					Gremlin, Gallitri	15	Kuo-Toa: Monitors	2000	Men: Folk: Mermaid	65+
Bat, Common					Grendel	11,000	Kuo-Toa: Shaman	270+	Men: Folk: MerShaman	420
Bat, Fire					Grieving Herald	420	Lamia, Common	3000	Mimic: Animal	175+
Bat, Giant					Griffon	650	Lamia, Great-Horned	3500	Mimic: Common	2000+
Bat, Huge					Grim	1400	Lamia, Noble	4000	Mimic: King	2000+
Bat, Night Hunter					Grimlock	65+	Lammasu, Common	2000	Mimic, Mineral	65+
Bat, Pack					Griprill	65	Lammasu, Greater	4000	Mimic, Tasty Beverage	120
Bat, Sinister					Grizzled Bankrass	650	Lamprey, Giant	420	Mimic, Vegetable	35
Beaked Horror					Grizzly Squirrel	35	Lamprey, Land	65	Minotaur	9000
Beaked Terror					Grymshank Monk	65	Lamprey, Normal	65	Minotaur, Common	7000
Bear, Black					Guardian Familiar	2000	Larant	400	Minotaur, Dire-Diggs Grove	2000
Bear, Blizzard					Guardian Spirit	4000	Latrine Ambusher	120	Minotaur, Free Range	1400+
Bear, Cave					Gummy Fiend	2000	LavaSpaw: Fighters	450	Minotaur, Common	1400+
Bear, Grizzly					Gut Waller	100+	LavaSpaw: Multi-Classed	800+	Minotaur, Tauridon/Tarisian	1400
Bear, Poisonous					Hg. Waller Serpent	270+	LavaSpaw: Spell Casters	700	Minotox	2000
Bear, Polar					Hg. Waller	270+	Leech, Bony-Ridged	45	Modron: Cylindont	20,000
Beast of Bardet: Donkey					Hg. Green	1000	Leech, Castern	4000	Modron: Cyndont	24,000
Beast of Brd.: Horse, Draft					Hg. Sea	4000	Leech, Giant	15+	Modron: Dodecahedron	1400
Beast of Brd.: Horse, Light War					Halling, Hairfoot	35	Leech, Groin	15	Modron: Dodecator	30,000
Beast of Brd.: Horse, Medium War					Halling, Stout	35	Leech, Level-Draining Muck	35	Modron: Hexahedron	270
Beast of Brd.: Horse, Light War					Halling, Tallfoot	35	Leech, Level-Draining Muck	7	Modron: Hexaton	21,000
Beast of Brd.: Horse, Pony					Halling: Thug	35	Leech, Sinus	3	Modron: Icoahedron	7000
Beast of Brd.: Horse, Riding					Hanging Tree	4000+	Leech/Bar, Guard	120+	Modron: Icoahedron	420
Beast of Brd.: Horse, Wild					Harpy	975	Leech/Man, Swamp-dwelling	65	Modron: Octahedron	23,000
Beast of Brd.: Mule					Haut	2000	Lemur, Common	15	Modron: Oracell	18,000
Beast of Brd.: Ox					HedgeHawg, Giant	270	Lemur, Feces-Flinging	15	Modron: Oracell	18,000
Beaver, Giant					HedgeHawg, Vorpal-Clawed	420	Lemur, Flying	15	Modron: Primit	83,000
Beaver, Great Red Marauding					Hedley Cow	420	Lemur, Pygmy Mouse	7	Modron: Primit	10,000
Bee, Giant Bumblebee					Heel Borer	420	Lemur, Ringtail	975	Modron: Tetrahedron	175
Bee, Giant Soldier					Herdmals	35	Lemur, Ringtail	975	Modron: Tetrahedron	14,000
Bee, Giant Worker					Hippocampus	65	Leucrotus	35	Modron: Icoaton	41,000
Bee, Regular					Hippogriff	175	Liathvan	150,000	Mold, Brown	15
Bee, Carnage					Hippopotamus	975	Lich	8000	Mold, Cling	15
Beetle, Common							Lich Master	12,000	Mold, Russet	35
Beetle, Death Watch							Lime Green Quivering Mass	140+	Mold, Yellow	65
Beetle, Dung							Liontaur	140	Mole Man	15
Beetle, Flesh-Eating Gargantuan							Lizard, Fire	1000	Mongoose, Common	15
Beetle, Giant Artillery							Lizard, Giant	270	Mongoose, Giant	270
Beetle, Giant Bombardier							Lizard, Ice	975	Mongoose, King	12,000
Beetle, Giant Boring							Lizard, Minotaur	650	Monkey, Blind	120
Beetle, Giant Fire							Lizard, Red-Bellied Armored	975	Monkey, Flying	35
Beetle, Giant Rhinoceros							Lizard, Subterranean	420	Monkey, Ice	15
Beetle, Giant Stag							Lizard, Newt, Pygmy	15	Monkey, Pink	35
Beetle, Giant Water							Lizardman, Common	65+	Monkey, Poison	420
Beetle: Goldbug							Lizardman, King	975	Monkey, Six Ribbed Skink	65
Beetle, Predacious Diving							Lizardman, Magic-user	65+	Monoceros	375
Beetle, Predacious Dungeone							Lizardman, Thief	65+	Moon Dwarf	9000
Behemoth</										

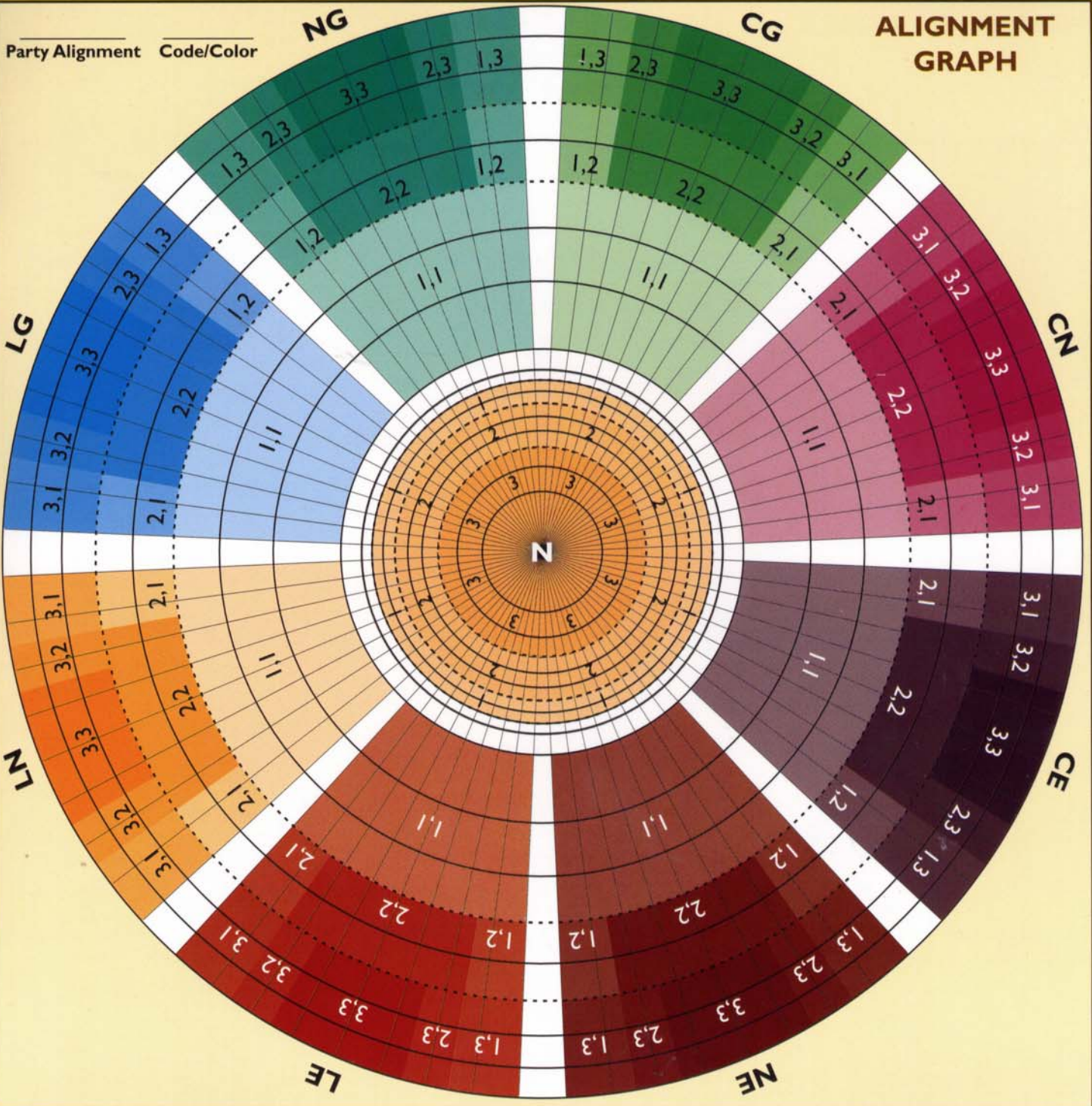


Naga, Water	3000	Ooze, Scathing	420	Quay Lurker	125	Sheep, Giant	120	Su-Monster	650	Vargouille	125
Nar Wasp, Crimson	420	Opinicus	3000	Quickwood	420	Sheet Giant	420	Subcutaneous Feeder	7	Vegepygmy, Bipedal	65
Nar Wasp, Yellow Jacketed	270	Orange Tail Plant Squaller	650	Quivering Disembowler	975	Sheet Phantom	275	Subterranean Magna-Ferrets	120	Vegepygmy, Dawg	270
Necrophidius	175	Orc, Bottomland	15+	Rabbit, common	35	Shirkmare	650	Sundered, Giant	1400	Wengeful Troubadour	175+
Needle Fiend	2000	Orc, Bounty Hunter	1+	Rabbit, giant	35	Shocker	120	Surgeon Beetle	5	Vent Sparrow	7
<b>Nefarians:</b>		Orc, Brigands	15+	Rabbit, Predator	1,400	Shrews Klutcher	650	Sussurus	270	Venom Squawler	270
Daemon Royalty: Anthraxus	29,555	Orc, Cloven-hoof	120	Rabid Hummingbirds	35	Shrew Mouse, Common	1	Swamp Terror	10,000	Venr Men	7
Daemon Royalty: Charon	24,000	Orc, Common	15+	Radiation Elemental	6000+	Shrew Mouse, Giant	2	Swanman, Bird Maiden	420+	Vermintor	65
Daemon Royalty: ArcanaDaemon	8,000	Orc, Half	1+	Raging Buentaurus	272	Shrike	5000	Swanman, Swanmya	120+	Vicious Beach Mite	1
Daemon Royalty: CharonDaemon	8,000	Orc, High Priest	4000	Rakshasa, Common	3000	Shriek	1000	Swordfish, Bastard	65	Vile Double-Crested Crawdad	175
Daemon Royalty: Derghodaemon	6000	Orc, Highland	11,000	Rakshasa, Maharajah	7000	Shrill Lancer	15	Swordfish, Long	35	Vile Shadow Fiend	1400
Daemon Royalty: Guardian Daemon	1400	Orc, Jester	35	Rakshasa, Rajah	7000	Simian Orc	120	Swordfish, Vorpul	270	Vile Thunder Beast	650
Daemon Royalty: Hydrodaemon	4000	Orc, Gibbering Lord	270	Rakshasa, Rukh	7000	Simurgh	10,000	Syph	420	Viper, Spik	35
Daemon Royalty: Maenes (Least)	65	Orc, Slaver	65	Ram	35	Sinewy Mugger	65	Symbiotic Tapeworm	7	Virusentient, Giant	3000
Daemon Royalty: MezzoDaemon	8000	Orc, Southern, Tribe	35	Ram, Battering	650	Sirine	2000+	Tainter	270	Virulent	975
Daemon Royalty: NycalDaemon	2000	Orc, Vampire	4000	Ram, Giant	270	Sivian Banshee	3000	Tangle web	650+	Vnix	420
Daemon Royalty: PazzoDaemon	2000	Orc, Vampire High Priest	8000	Ram,koaran	125	Skankgither	270	Tarraq	107,000	Vulching	15
Daemon Royalty: UlroDaemon	10,000	Orkin Bandit	25,000	Rambumata	120	Skeleton, Animal	65	Tatsoi	35+	Vulture, Common	65
Daemon Royalty: YagnoDaemon	9000	Orkin Lowland Pony	120	Rat	5	Skeleton, Animated	65	Taunter	650+	Vulture, Giant	120
Demodand: Farastu	11,500	Orkin, Org	120	Rat, Carnivorous	7	Skeleton, Monster	650	Tavern Lice, Canine Mandible	1	Vultures, Red Crested Snow	35
Demodand: Kelubar	14,500	Orkin Wardawg	125	Rat, Dire Albino	15	Skeleton, Red Eyed	650	Terma Kill	650	Walker, Walking Stick, giant	65+
Demodand: Shazor	16,500	Orkin Witch Doctor	175+	Rat, Giant	9	Skeleton, Screaming	420	Terminite, Giant Harvester King	650	Walrus, common	420
Demon Royalty: An'Gnarl	40,000	Otter, Giant River	175	Rat, Large	7	Skeleton, Warrior	4000	Terminite, Giant Harvester Queen	1400	Walrus, Rabid	650
Demon Royalty: Arch Demon Kaleb	35,000	Otter, Giant Sea	270	Rat, Ravenous	8	Skin Walker	125+	Terminite, Giant Harvester soldier	65	Walrus, Wretched	3000
Demon Royalty: Demogorgon	900,000	Otter, River	7	Rat, Sand	7	Skink, Blink	15	Terminite, Giant Harvester worker	35	War-Hawg	270
Demon Royalty: Dread	850,000	Ottermen	35	Rat, Sewer	6	Skink, Blink	1400	Terroth	650	Waryur, Lowland	270
Demon Royalty: Duke of Evil	105,000	Otyugh	650+	Rat, Vapor	65	Skink, Dink	120	Thatcher, Banded Crest	7000	Water Buffalo, Marauding	125
Demon Royalty: Gar'Rangeeze	27,000	Otyugh, Neo-	2000+	Rath Lord	6000+	Skink, Frink	15	Thessikrat	175	Water Weirid	120
Demon Royalty: Gaagyn	43,000	Ouroboros	25,000	Rele, Dark	270	Skink, Mink	270	Thought Ghoul	270	Weasel, Common	7
Demon Royalty: Lord Scroud	4000	Overhorde	4000	Ray, Deathray	975	Skink, Pink	50	Thr-Kreen	975	Weasel, Canku	650
Demon Royalty: Prince Kraas	75,000	Owl, Common	65	Ray, Mantaray	90+	Skink, Stink	65	Throat Grappler	65	Web Queen	6000
Demon Royalty: Prince Rurad	60,000	Owl, Giant	270	Ray, Stingy	270	Skink, Think	65	Thunderherd	16	Webbed	7
Demon Royalty: Taur Raad	45,000	Owi, Talking	975	Ray, Sundry	15	Skithering Yith-Monkey	120+	Thunderherd	7	Weanets	120
Demon Royalty: Uthibos Evar	50,000	Owlbear, common	900	Reaving Derivishes	175	Skrango	7000	Tick, Giant, Common	65+	Weevil, Blood, Adult	1
Demon Royalty: Zandal	12,000	Owlbear, Great Horned	1100	Relic, Destroyer	25,000	Skulking Carcass	65	Tick, Giant, Mottled	120+	Werbins	120
Demon Min.: Dark Enchantress	13,000+	Owlbear, Lesser	400	Remorhaz	5000+	Skullbreaker	120+	Tick, Groin	270	Whale, Common	2000
Demon Minion: Ebony Death	4000	Owlbear, Spotted	500	Repeller	175	Skunk	7	Tiger Fly, Female	175	Whale, Giant	8000+
Demon Minion: Loogey Spit	995	Oyster, Giant, River	125	Repulsor	270	Skunk, Giant	270	Tiger Fly, Larva	35	Whale, Killer	9/975+
Demon Minion: Many	700	Oyster, Giant, Sea	270	Retriever	270	Slaad, Blue	2,500	Tiger Fly, Male	420	Whale, Narwhal	4+4/175+
Demon Minion: Nathrax	770	Packstie	65	Retriever, Reckless	2000+	Slaad, Green	5000	Tiger Horn	2000	Whip Scorpion, Giant	175
Demon Minion: Nefaryn, Immature	2000	Pan-Dimensional Rover	175	Retriever, Relentless	2000+	Slaad, Light Grey, Executioner	8500	Tiger Horn, Creeping	270	Whip Scorpion, Large	65
Demon Minion: Nefaryn, Mature	4000	Panda Bear, Common	650	Retriever, Ruthless	2000+	Slaad Lord, Death	15,000	Time Elemental, Common	3000+	Whipped	125
Demon Minion: Predator	13,000	Panda Bear, Trans-Planar	650	Retriever, Skullsplitter	6000	Slaad Lord, Stendam	28,695	Time Elemental, Noble	5000	Wight	3000
Demon Minion: Quasit	2000	Para-Elementals: Ice	1400+	Revenant	3000	Slaad Lord Tgori	28,950	Tin Soldier	420	Will-O-(the)-Wisp	3000
Demon Minion: Succubus	5000	Para-Elementals: Magma	1400+	Revenger	3000	Slaad, Red	975	Titan	21,000	Willow, Black	3000
Demon Minion: Type I	900	Para-Elementals: Ooze	1400+	Rhinoceors, One Horn	975	Slapping Durnkin	35	Titanhorer	650	Witherstench	65
Demon Minion: Type II	2000	Para-Elementals: Smoke	1400+	Rhinoceors, Two Horn	1100	Siaz Slime	35	Toad, Doom	650	Witherweed	90+30
Demon Minion: Type III	2000	Parasites: Amorphous	1/10,000	Rhinoceors, Wooly	2000	Slime, Green	420	Toad, Giant	120	Wolf, Common	65
Demon Minion: Type IV	12,000	Parasites: Dreaded Tape Worm	125	<b>HOBO vol. 7</b>		Slime, Olive	450	Toad, Giant Coconut	65	Wolf, Dire	120
Demon Minion: Type V	10,000	Parasites: Magus Ticks	0	Rib Splitter	125	Slime, Olive - Host	275+	Toad, Ice	270	Wolf, Storm	700
Demon Minion: Type VI	17,000	Parasites: Paralyzing Flies	0	Rift Vortex	na	Sliethering Slasher	270	Toad, Poisonous	175	Wolf, Stump	65
Demon Minion: Type VII	14,000	Parasites: Pin Worms, Dire	65	Righteous Angel	650	Sliethering Tracker	270	Tongue, Giant Sliethering	5925	Wolf, Winter	975
Demon Minion: Type VIII	17,000	Parrot, Great Psionic	420	Roaring Ghoul	270	Slogobobins, Greater	120	Toucan, Horrified Terror	125	Wolf, Worg	125
Demon Minion: Type IX	27,000	Parrot, Grey Ghost	270	Robolds	7+	Slogobobins, Lesser	35	Transposer	650	Wolverine	2000
Demon Minion: Type X	15,000	Parrot, Lesser Psionic	270	Roc, Birch	2000	Sloth, Greater Mossback	420	Trap, Living	975	Wolverine, Giant	270
Demon Minion: Type XI	35,000	Pegasus	175	Roc, Common	10,000	Sloth, Prehistoric	975	Trapper	3000	Wolvenerers	2000
Devil Royalty: Asmodeus	1,000,000	Pegasus, Greater	650	Roc, Frost	10,000	Slug, Giant	5000	Treat, Bontal Ninja	125	Wombat, Fiendish Orange	35
Devil Roy.: Burgraad Baydylax	38,000	Pegasus, Obsidian	270	Roc, Marsh	1000	Snake, Amphistich	420	Treat, Undead	2000+	Woodland Fiend	950
Devil Royalty: De-Yin Yai	20,000	Pendulous Filcher	125	Roc, Rukh	23,000	Snake, Constrictor	175+	Tree Buffalo	175	Woody Mound	650
Devil Royalty: Duke An'Nysu	20,000	Penguin, common	15	Roc, Raven, Common	15	Snake, Constrictor, Giant	175+	Triceratortoise	6000	Worm, Banana	1
Devil Roy.: Duke Braax Mourgon	35,000	Penguin, Dire	35	Roc, Raven, Giant	175	Snake, Heway	175+	Triclops	650	Worm, Belch	975
Devil Royalty: Evilyn	20,000	Penguin, Dire Sand	35	Rock Reptile	420+	Snake, Humongus	8000+	Triton, Common	650+	Worm, Bloodworm, Giant	360
Devil Royalty: Harbinger	29,000	Pernicon	7	Rock Worm	120	Snake Man	270+	Triton, Exceptional	4000	Worm, Dredger	2000
Devil Roy.: Lord Garrgus Vlaadmaar	40,000	Peryton	270	Rogue Spirits	270+	Snake Venomus	175+	Triton, Leader	4000	Worm, Purple, Common	13,000
Devil Royalty: Malefale	800,000	Phantom	70	Roof Fiend	120	Snake, Venomous	175+	Troglodyte	120+	Worm, Purple, Mottled	13,000
Devil Royalty: Mephistopheles	49,000	Phantom Fog	15	Roof: Horned Raven	400	Snake, Venomous, giant	420+	Troll, Ancient Gnarled-Toothed	4000	Worm, Purple, Thunderherd	6,000
Devil Royalty: Saurgaas Baydylax	30,000	Phantom, Follower	65	Rook: Raven, Common	15	Snake, Sea, Giant	4000+	Troll, Common	1400	Worm, Spiny Gutter	2000
Devil Royalty: Thraar	42,000	Phantom Stalker	450	Rook: Raven, Giant	175	Snake, Snow Serpent	4000+	Troll, Crested Gutter	3000+	Worm, Tenebrous	5000
Devil Royalty: Vorgaal Lad	75,000	Phoenix	19,000	Rook: Raven, Huge	35	Snake, Spitting	650+	Troll, Culvert	6000	Worm, Yack	2000
Devil Minion: Bone Devil	5000	Phydomid	420	Roper	6000+	Snake, Saw	270	Troll, Festering	3000	Wraith Lord	5700
Devil Minion: Dark Minion	70	Pied Viper	125	Rot, Storoper	1400	Snarl Beast	3000	Troll, Forest	420	Wraith, Standard	3000
Devil Minion: Dark Southrest	1400	Piercer	150	Rot, Crab, Candy Striped	15	Snatcher, Map	270	Troll, Giant	1400	Wraith-Ryder	6000
Devil Minion: Dweez Yast	2000	Pig, Blood	65	Rot, Grub, giant	15	Snow Beast	420	Troll, Gunner	1400	Wyrm, Bantering Snod	7000
Devil Minion: Hell Sentinel	2000	Pig, domesticated	65	Roth, giant	25	Snow Strider	4000	Troll, Gunter	1400	Wyrm, Blood	5000
Devil Minion: Hell Spawn	4000	Pig, giant	450	Rust Monster, Common	270	Snyad	33	Troll, Hill	1400	Wyrm, Guardian-Sun	8000
Devil Minion: Horned Devil	1400	Pig, Wild	270	Rust Monster, Magnetic	420	Sollifugid, Giant	450	Troll, Ice	175	Wyrm, Skrag	7000
Devil Minion: Ice Devil	7000	Pigwad, Prancing	120	Ruuhung, Common	120	Sollifugid, Giant	270	Troll, Iron	10,000	Wyrm, Sludge	1400
Devil Minion: Lamure Devil	1400	Pigeon, Common	16,000	Sahuagin, Common	150+	Sollifugid, Large	120	Troll, Mage	1400+	Wyrm, Snow	2000
Devil Minion: Pit Fiend	16,000	Pike, Common	275	Sahuagin, Mutant	150+	Sollifugid, Mufusjugg	270	Troll, Mergin - freshwater	650	Wyvern	2000
Devil Minion: Soul Broker	5000	Pike, Giant	975	Salamander	975	Solitary Wasp	150+	Troll, Marine - saltwater	1400	Xelbor	15+
Devil Minion: Spiny Devil	270	Pincher	275	Samaritans	7+	Spasm Master	125	Troll, Merla	4000	Xill	1100
Other: Bullweiller	1400	Pinnard	30	Samurai Jackal	120+	Speckle Coated Horned Charger	400	Troll, Muck	975	Xorn	4000
Other: Devil Dawg	420	Piranha, Cold Water	7	Sandling	120	Spectre, Bond	4000	Troll, Quartz	270	Xorn Hunter	650
Other: Diakk, Brown	1400	Piranha, Common	30	Satyr, Common	975	Spectre, Standard	3000	Troll, Rock	1400	Xorn, Xaren	65
Other: Diakk, Tall	1400	Piranha, Giant	65	Satyr, Faun	420	Sphinx, Androsphinx	420	Troll, Spirit	650+	Xyloid	3000
Other: Face Seeking Claw	2000	Pit Howler	120	Satyr, Korred	1400	Sphinx, Criosphinx	5000	Troll, Sun	125+	Yak, Shadow	975
Other: Frightmare	3600	Pit Mauler	420	Satyr, Shee, Common	975	Sphinx, Gyrosphinx	3000	Troll, Tanager	1400	Yakani	270
Other: HellCat	1400	Pit Maw	270+	Satyr, Shee, Great Horned	2000	Sphinx, Hieracosphinx	1400	Troll, Merge	4000	Yethound	270
Other: Hellephant	15,000	Pitballs	125	Scarab, common	1	Spider, Giant: Large	175	Troll, Mergin	4000	Yeti	650
Other: HellGoat	375	Pixie, Common	650	Scarab, giant	420	Spider, Giant: Huge	270	Troll, Muck	975	Yodeling Thrasher	65
Other: HellHound	1400	Pixie, Fighter	7	Scarab, Seeking	7	Spider, Giant: Huge	420	Troll, Quartz	270	Yuan-Ti, Abomination	3000
Other: HellSpider	130	Pixie, Mage	975+	Scarecrow	270	Spider, Giant: Trapdoor	975	Troll, Ruck	11,000	Yuan-Ti, Half-Breed	275
Other: Imp, Common	1400	Pixie, Elder	1400	ScareRaven	35	Spider, Giant: Gargantuan	3000	Troll, Scorpion	1400	Yuan-Ti, Pureblood	95
Other: Imp, Limp-Wristed	2000	Pixie, Lich	3000	Scorpion, common	15	Spider, Subterranean: Crab	420	Troll, Scorpion	1400	Zarithan	15,000
Other: Imp, Penster	2000	Pixie, Mirror	750	Scorpion, Giant	650	Spider, Subterranean: Tarantubut	35	Troll, Sea	5000	Zebotaur	12,000
Other: Imping	2000	Pixie, Hybrid: Pixie Laprechaun	270	Scorpion, Hell	975	Spider, Subterranean: Tarantubut	370	Tween	15	Zebra, Common	65
Other: Shadow Demon	1075	Pixie, Hybrid: Pixie Brochaun	270	Scorpion, Huge	420	Spider, Subterranean: Dire Cave	1400	Typhon	420	Zebra, Cybern	270
Other: Soul Creaker	175	Pixie-kin, Common	120	Scorpion, Large	175	Spider, Uncommon: Phase	1400	Umbur Hulk, Under Hulk	2000	Zebra, Zegass	420
Other: Soul Flyer, lesser	2000	Pixie-kin, Leprosychaun	175	Screacher	270	Spider, Uncommon: Water	420	Umbur Hulk, Common	4000	Zebra, Zightmare	975
Other: Soul Flyer, greater	420	Planetar	61,000	Screaming Desert Tortoise	175	Spider, Uncommon: Sea	975	Umbur Hulk, Under Hulk	2000	Zephyr Beast	35
Other: Soul Larva	35	Pleistocene Deer	120	Scrambling Meannies	35	Spirit, Demented	120	Undead, Eye of Fear	3000	Zephyr Rider	65
<b>HOB vol. 6</b>		Pod Plant, Malicious	270	Screech	120	Spirit, Fiend	3000	Unicorn, Anihram	650	Zi	30,000
Nefarian: Other: Soul Snatcher	815	Podling	125	Scribble	120	Spirit, Mass	30,000	Unicorn, Common	650	Zombie	65
Nered	270	Polterzeitgeist	270	Scylla Charybdis	40,000	Spirit, Rogue	120	Unicorn, Common	975	Zombie, Brain-Eating	270
Newt, Jelly-Banded, Common	1	Porcullisk	650	Sea Harker	5000	Spirit, Vexing	120	Unicorn, Licom	420	Zombie, Flesh-Eating	270
Newt, Jelly-Banded, Giant	15	Porcupine, common	15	Seahorse, Giant	65+	Spirit, Wild	270+	Unicorn, Rimu	420	Zombie, Giant	975
Nid'Hogg	4000	Porcupine, Giant	120	Sea Lion	420	Spriggan	3000+	Unicorn, Tricorn	975	Zombie, Indentured	65
Nighthag	1400	Porcupine, Orcupine	120	Sea Manker	90,000	Sprite, Common	270	Urchin, Black	35	Zombie, Mo Jo	975
Nightmare	2000	Porcupine, Poison	120	Sea Stalker	270	Sprite, Garg	65	Urchin, Cannibal	120</		









Party Alignment Code/Color

**ALIGNMENT GRAPH**

Character Name	AL	Honor	Code/Color	Character Name	AL	Honor	Code/Color

4A: (GMG pg 55): Party Alignment Determination

	Lawful/chaotic	Good/evil
Lawful good	>.33	>.33
Lawful neutral	>.33	.33 to -.33
Lawful evil	>.33	<-.33
Neutral good	.33 to -.33	>.33
Neutral	.33 to -.33	.33 to -.33
Neutral evil	.33 to -.33	<-.33
Chaotic good	<-.33	>.33
Chaotic neutral	<-.33	.33 to -.33
Chaotic evil	<-.33	<-.33







Jack D. Knight



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