

### The Dragon's Teeth Henge is:

- 1-5 Abandoned
- 6 Occupied: Adventurers (Roll the Rival Adventuring Party Subtable)
- 7-9 Occupied: Humanoid Monsters (Roll the Archaia Tribal Patrol Table)
- 10 Special (Roll the Special Encounter Subtable)

### Dragon's Teeth Henge: Rival Adventuring Party Subtable

- 1 Inglorious Bastards
- 2 Two... and a Half-Man
- 3 Sons of Arkhos
- 4 Booty Snatchers
- 5 Red Bannerman
- 6 The Dirty Rotten Scoundrels
- 7 The Heathens
- 8 Roll twice (ignore 8)

### Dragon's Teeth Henge: Special Encounter Subtable

- 1 Dead adventurers (looted)
- 2 Forbidden Zone Scarecrow
- 3 Vultures: dead men-at-arms and monstrous humanoids (Referee's choice)
- 4 Insane, emaciated human slave. Babbles incoherently
- 5 Recent campfires and gnawed human bones
- 6 As PCs approach the henge, a group of adventurers standing in the center disappear in a flash of light

### The Forbidden Zone: Random Hex Encounter Table

- 1-2 Tribal Patrol: Roll The Forbidden Caverns of Archaia Special Patrol Table
- 3-4 Monster: Roll The Forbidden Caverns of Archaia: Random Monster Table 1.1
- 5 Sandstorm\*
- 6 Earthquake (see below)
- 7 Acidic Rain\*
- 8 Forbidden Zone Scarecrow (see below)
- 9 Roll 1d6: 1-3 Heads on Pikes, or 4-6 Pillar of Smoke 1 hex away. Roll for a random direction (see below)
- 10 Temperature Change, Roll 1d6: 1-3 Extreme Scorching Heat, or 4-6 Extreme Freezing Rain/Snowstorm (treat as per spell Heat (or Freeze) Metal)
- 11 Sinkhole\*
- 12 Insect Plague\*

\*See The Forbidden Caverns of Archaia: Random Hex Hazards Table.

### The Forbidden Caverns of Archaia: Random Hex Encounters

- 1-4 Empty
- 5 Monster: Roll Table 1.1 Random Monsters
- 6-7 Special Patrol: Roll Table 4.1 Tribal Patrol and Motivation
- 8-9 Hazard: Roll Table 2.1 Random Hex Hazards
- 10 Special: Roll Table 3.1 Random Hex Specials

### Collapses and Cave-Ins

Direction	Collapse Effect
1 North	1 Loud, close, ground shakes <sup>1</sup>
2 Northeast	2 Loud, close, ground shakes <sup>2</sup>
3 East	3 Loud, close, ground shakes <sup>3</sup>
4 Southeast	4 Low rumble, distant
5 South	5 Low rumble, distant
6 Southwest	6 Low rumble, distant
7 West	7 Faint, far
8 Northwest	8 Faint, far

1: Roll 1d6. There is a 1 in d6 chance of a crevasse (1-3), or a sinkhole (4-5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

2: Roll 1d6. There is a 2 in d6 chance of a crevasse (1-3), or a sinkhole (4-5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

3: Roll 1d6. There is a 3 in d6 chance of a crevasse (1-3), or a sinkhole (4-5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

Note: Crevasses will be 1d6x10 feet in length and 1d3x10 feet in width (at its widest point). A sinkhole will be 1d4x10 feet in length by 1d4x10 feet in width.

### Dungeon Restock\*

- 1 Monster
- 2 Monster and Treasure
- 3-6 Empty (1 in 6 chance of concealed treasure)

\*Check between player expeditions

# THE FORBIDDEN CAVERNS OF ARCHAIA

## Green Ziggurat: Turning Undead Table

Undead HD	Cleric Level											
	1	2	3	4	5	6	7	8	9	10	11	12
1	8	6	4	2	T	T	D	D	D	D	D	D
2	10	8	6	4	2	T	T	D	D	D	D	D
3	12	10	8	6	4	2	T	T	D	D	D	D
4		12	10	8	6	4	2	T	T	D	D	D
5			12	10	8	6	4	2	T	T	D	D
6				12	10	8	6	4	2	T	T	D
7					12	10	8	6	4	2	T	T
8						12	10	8	6	4	2	T
9							12	10	8	6	4	2
Infernal*								12	10	8	6	4

\*This category includes very powerful undead, or unholy beings such as demons.

Note that turn attempts in sealed crypts use the standard Labyrinth Lord™ Turning Undead Table.

## Green Ziggurat Spawning Table

- 1 Skeletons (3d6)
- 2 Zombies (2d4)
- 3 Coffin Corpses (1d6)
- 4 Ghouls (1d6)
- 5 Ghosts (1d4)
- 6 Sons of Gaxx (1d4)

Note: Referees should adjust this list subject to PC level.



## Critical Fail Result

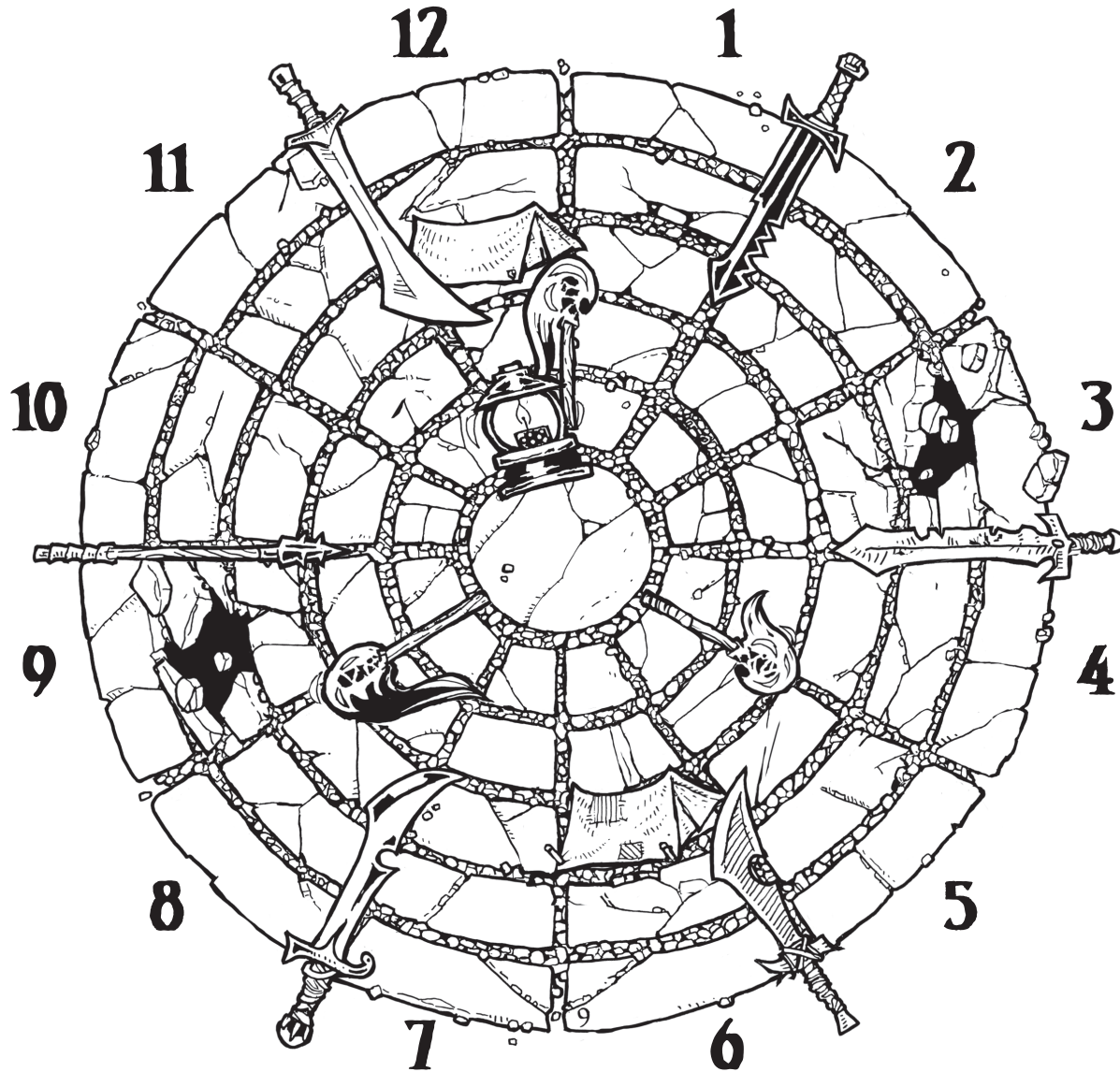
- 1 Off-balance. Make a Dex check or miss next attack
- 2 You attack, slip, and fall prone
- 3 Weapon slips and lands behind your enemy
- 4 Your helmet/headgear slips, blinded until adjusted
- 5 You cower in fear of your enemies for 1 round
- 6 Enemy gets free attack
- 7 You hit your closest ally. Dex check for half damage
- 8 You hit yourself. Make a Dex check for half damage

## Disk of Har'koon Random Results

- 1 Save versus Death or die
- 2 Save versus Spells or suffer curse (Amnesia)
- 3 Save versus Spells or suffer curse (Blindness)
- 4 Save vs. Spells or suffer curse (Bad Luck: -3 on all future saving throws, *Remove Curse* to dispel)
- 5 Save versus Spells or suffer curse (Clumsiness: -3 on all Dex Checks. *Remove Curse* to dispel)
- 6 Save versus Spells or suffer *Enfeeblement*
- 7 Save versus Spells or suffer *Feeblemind*
- 8 Save versus Spells or suffer *Confusion*
- 9 Reader will fail their next save attempt
- 10 *Glyph of Warding* (PC Level 1-3: Fire: 10hp/save for ½; Level 4-6: Fire 20/save for ½)
- 11 Disk provides historical detail on Archons (Referee's choice)
- 12 Disk provides historical details on Anu-Eya
- 13 Disk provides insight into Archomancy (Referee's choice)
- 14 Disk is a partial map (Referee's choice)
- 15 Disk is a random magic-user spell (1d4: Corresponding to level)
- 16 Disk is a random cleric spell (1d4: Corresponding to level)
- 17 Disk functions as a *Ring of Protection* (d6: 1-3 +1, 4-6 +2)
- 18 Disk functions as a random *Wand* with 1d8+5 charges (see Labyrinth Lord™ Rulebooks)
- 19 Reader will succeed on next save attempt
- 20 Reader receives +1 to prime requisite ability score(s)

# REFEREE'S SCREEN

## Time Tracker



## Simplified Movement Rates for Humans, Elves, Half-Elves, Half-Ores\*

No Armour	120/turn or 40/rd
No Armour and Treasure (300 coins)	90/turn or 30/rd
Light or Medium Armour <sup>1</sup>	90/turn or 30/rd
Light or Medium and Treasure (200 coins)	60/turn or 20/rd
Heavy Armour <sup>2</sup>	60/turn or 20/rd
Heavy Armour and Treasure (100 coins)	30/turn or 10/rd

\*Dwarves, Gnomes, and Halflings move 20/rd and decrease to 10/rd in Heavy Armour and Treasure (100 coins)

1. Leather, Studded Leather, or Chainmail
2. Platemail

## Hirelings

Hireling Type	Rate of Pay	Treasure	XP
Torch-Bearers/Porters	5sp/day*	No	No
Man-at-arms	1gp (HU) or 3gp (DH)/day*	No	½ of PC
Henchman	n/a	Full	Full

\*The first 3 day's payment must be made in advance. Upgrading the weapon or armour of a hireling/man-at-arms/henchman, or overpaying, may increase their morale score.

Men-at-arms begin play at -2,035 experience points and henchmen begin play at zero experience points.

## Weapons

	Cost	Damage		Cost	Damage
Axe, Battle <sup>1</sup>	6gp	1d8	Longbow <sup>1</sup>	40gp	—
Axe, Hand	1gp	1d6	Arrows (20)	5gp	1d6
Club	3gp	1d6	Mace	5gp	1d6
Crossbow, Heavy <sup>1</sup>	25gp	—	Mace, Heavy <sup>1</sup>	7gp	1d8
Heavy Bolts (10)	3gp	1d8+1	Morningstar <sup>1</sup>	5gp	2d4
Crossbow, Light <sup>1</sup>	16gp	—	Quarterstaff <sup>1</sup>	2gp	1d6
Light Bolts (10)	3gp	1d6	Scimitar	15gp	1d8
Dagger	3gp	1d4	Shortbow <sup>1</sup>	25gp	—
Dagger, Silver	30gp	1d4	Arrows (20)	5gp	1d6
Dart	5sp	1d3	Sling	2gp	—
Flail	3gp	1d6	Bullets (10)	1sp	1d4
Flail, Heavy <sup>1</sup>	8gp	1d8	Spear	3gp	1d6
Halberd/Glaive	7gp	1d10	Sword, Bastard <sup>2</sup>	25gp	1d8/2d4
Hammer	1gp	1d6	Sword, Broad	10gp	1d6+1
Hammer, War <sup>1</sup>	7gp	1d8	Sword, Long	15gp	1d8
Javelin	1gp	1d6	Sword, Short	7gp	1d6
Lance	7gp	1d6	Sword, Two-Handed <sup>1,3</sup>	30gp	1d12
			Trident <sup>1</sup>	4gp	1d6

1. Two-handed weapon

2. Bastard Sword may be used one/two handed

3. Always attacks last in the round

## Land Transport

	Cost
Cart	100gp
Dog, War	25gp
Feed/Day	5cp
Horse, Riding	75gp
Horse, War	250gp
Mule	30gp
Pony	30gp
Stabling/Day	5sp
Wagon	200gp

## Armour

	Cost	AC
Platemail (Heavy)	450gp	3
Chainmail (Medium)	70gp	5
Studded Leather (Light)	30gp	7
Leather (Light)	6gp	8
Shield	10gp	1
No armour	—	10

## Ye Olde Fast Pack

Pack A	Pack B	Pack C
Backpack	Backpack	Backpack
4 Large Sacks	4 Large Sacks	4 Small Sacks
Lantern	6 Torches	Holy Water
2 Oil Flasks	3 Oil Flasks	Holy Symbol
Flint and Steel	Flint and Steel	Thieves' Tools
Iron Spikes (12)	10' Pole	Spellbook
Hammer, Sledge	50' Rope	Chalk
Waterskin	Waterskin	Waterskin
Rations (7)	Rations (7)	Rations (7)
Grappling Hook	Mirror	Caltrops
Manacles	Crowbar	Quill-Scroll-Ink
<b>32gp</b>	<b>28gp</b>	<b>38gp</b>



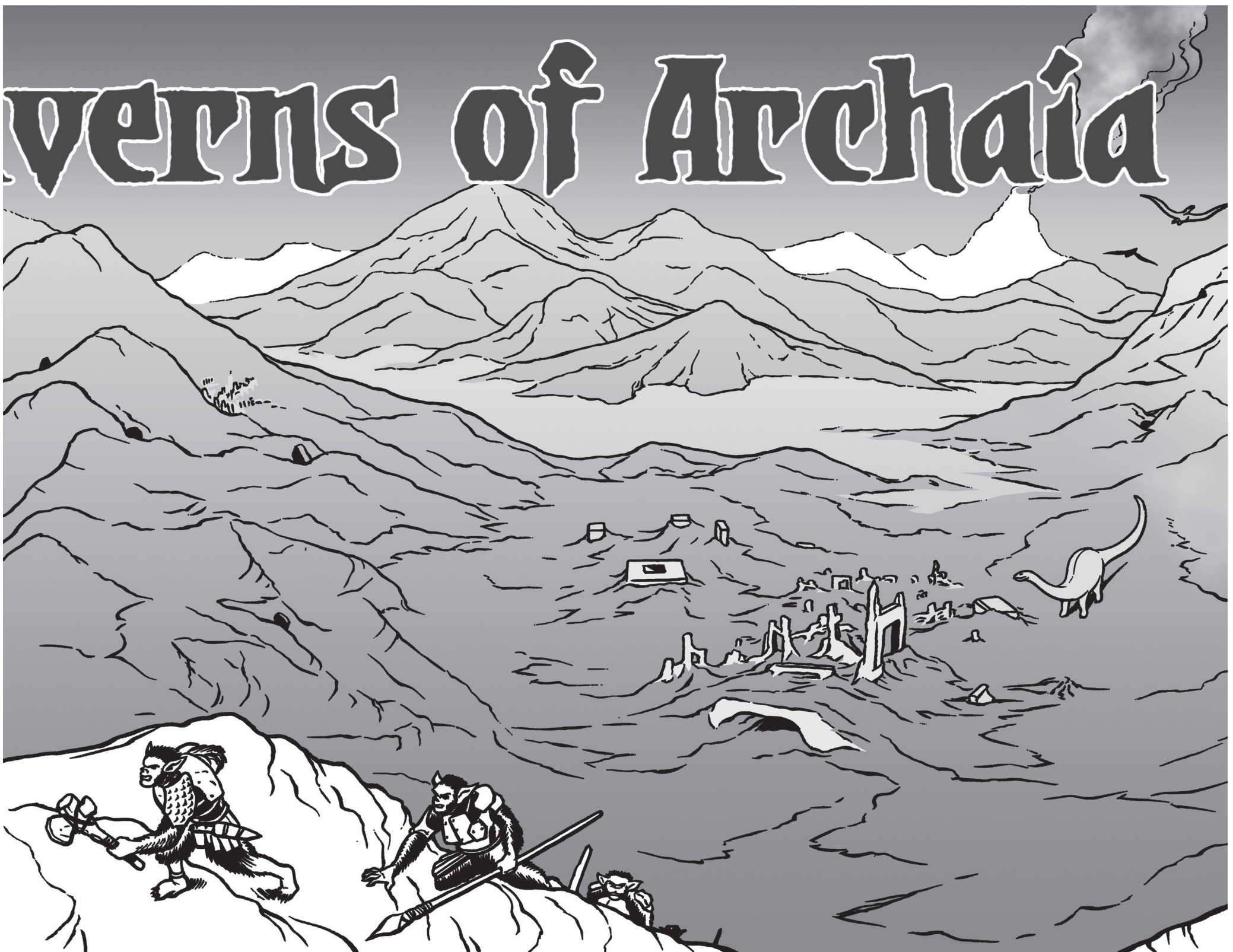
## Missile Weapons

Modifiers*	Range		
	Short	Medium	Long
Bow (Long)	70'	140'	210'
Bow (Short)	50'	100'	150'
Crossbow (Heavy)	80'	160'	240'
Crossbow (Light)	60'	120'	180'
Dagger	10'	20'	30'
Dart	15'	30'	45'
Hammer/Hand Axe	10'	20'	30'
Javelin	20'	40'	60'
Spear	20'	40'	60'
Sling	40'	80'	160'

\*10–15' is the universal point-blank range (+1)



# averns of Archaia



# The Forbidden Ca

