

A. CHARACTER CREATION

CHARACTERISTIC BONUSES FOR ABILITIES

Characteristic	Characteristic Roll					Each +4
	01-04	05-08	09-12	13-16	17-20	
1. ATTACK						
STR	-05%				+05%	+05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%
2. PARRY						
STR	-05%				+05%	+05%
SIZ	+05%				-05%	-05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%
3. DEFENSE						
SIZ	+05%				-05%	-05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%
4. HIT POINTS						
SIZ	-2	-1		+1	+2	+1
POW	-1				+1	+1
6. PERCEPTION						
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
7. STEALTH						
SIZ	+10%	+05%		-05%	-10%	-05%
INT	-10%	-05%		+05%	+10%	+05%
POW	+05%				-05%	-05%
DEX	-10%	-05%		+05%	+10%	+05%
8. MANIPULATION						
STR	-05%				+05%	+05%
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-10%	-05%		+05%	+10%	+05%
9. KNOWLEDGE						
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
ORATORY						
INT	-05%				+05%	+05%
POW	-05%				+05%	+05%
CHA	-10%	-05%		+05%	+10%	+05%
5. DAMAGE BONUS						
	Average of STR & SIZ					
	01-06	07-12	13-16	17-20		Each +8
BONUS	-1D4	none	+1D4	+1D6		+1D6

EXPERIENCE ROLLS

To see if a character has learned from experience by succeeding at something, subtract the character's current chance to succeed from 100. Adjust the result by +3% for every INT point above 12, or -3% for every INT point below 9. This adjusted number or less must be rolled on D100; a successful roll means the character's ability has increased by 5% with that weapon, shield, or skill.

SPECIAL BASIC CHANCES

10% Chance

Axe (thrown)*, Bow *, Head Butt, Medium Shield, Pike, Pole Axe, Sling, Spear (1H), Sword (1H)

20% chance

Axe (1H), Crossbow *, Hammer (1H), Large Shield, Spear (2H), Staff

15% Chance

Axe (2H), Flail, Javelin/Dart (thrown)*. Knife (thrown)*, Maul, Shortsword, Sickle

25% Chance

Club/Mace (1H or 2H), Dagger, Fist *, Grapple*, Kick*, Thrown Rock*

* The asterisked weapons above are not parrying weapons.

INCREASING POW

To see if a character can increase POW increase after overcoming a foe's resistance to magic, subtract the character's current POW from his racial maximum and multiply the result by 5. Attempt to roll this number or less on D100. If this POW gain roll is successful, the player rolls again on D100. If the result is 01-10, they gain 3 POW points. If it is 11-40, they gain 2 POW points. If 41-00, they gain 1 POW point. This second roll is called a POW increase roll.

BACKGROUND TABLE

D100	Background	Money
01-25	Peasant	D100 L
26-60	Townsmen	2D100 L
61-85	Barbarian	D100 L *
86-95	Poor Noble	D100x5 L/game year **
96-99	Rich Noble	D100x10 L/game year **
00	Very Rich Noble	D100x20 L/game year **

* A barbarian can be expected to have a riding animal (20% chance he doesn't), leather armor and basic weapons.

** A noble with an income must return to a specific spot (agreed to by referee and the player) each campaign year to obtain the money or it just piles up, collecting no interest. The poor noble's money is usually cut off around his 21st year.

HUMANOID HIT POINT PER LOCATION TABLE

Location	Total Hit Points						Each +3
	01-06	07-09	10-12	13-15	16-18	19-21	
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

STRIKE RANK MODIFIER TABLE

Readiness	SR	SIZ	SR	DEX	SR	Weapon Length	SR	POW Used	SR
Prepared spell/missile	0	22+	0	19+	0	2+ meters	0	1 point	0
Unprepared spell/missile	5	15-21	1	16-18	1	1.5 - 1.9 meters	1	Each +1	+1
		07-14	2	13-15	2	1.0 - 1.4 meters	2		
Surprised	SR	01-06	3	09-12	3	0.5 - 0.9 meters	3	Movement	SR
Within 3 meters	3			06-08	4	0 - 0.4 meters	4	Each 3 meters	+1
4 to 9 meters	1			01-05	5				

B. COMBAT TABLES

MELEE ROUND

- First Phase** - Statement of Intent.
- Second Phase** - Movement of non-engaged characters.
- Third Phase** - Resolution of Melee, Missiles, and Spells.
- Fourth Phase** - Bookkeeping.

COMBAT SEQUENCE

- Lowest SR: roll D100 for chance of hitting (minus defender Defense rating); roll d20 for location.
- Higher SR; roll D100 for parry chance.
- Switch roles.

COMBAT RESULTS

Attacker	Defender	Result
hits	misses	defender takes damage.
hits	parries	defender's weapon/shield takes damage.*
misses	parries	attacker weapon takes damage.*
misses	misses	no damage.

* No weapon takes damage if the other weapon was a hafted weapon or dagger-sized.

PROBABILITY TABLE

%needed to hit	critical chance	impale chance	fumble chance
00	01-05	06-20	00
95	01-04	05-19	00
90	01-04	05-18	00
85	01-04	05-17	00
80	01-04	05-16	99-00
75	01-03	04-15	99-00
70	01-03	04-14	99-00
65	01-03	04-13	99-00
60	01-03	04-12	99-00
55	01-02	03-11	98-00
50	01-02	03-10	98-00
45	01-02	03-09	98-00
40	01-02	03-08	98-00
35	01	02-07	97-00
30	01	02-06	97-00
25	01	02-05	97-00
20	01	02-04	96-00
15	01	02-03	96-00
10	01	02	96-00
05	01	01	96-00



DIVINE INTERVENTION TABLE

D100	POW Lost
01-05	0 Points
06-10	1 Point
11-20	2 Points
21-30	3 Points
31-40	4 Points
41-50	5 Points
51-60	6 Points
61-70	7 Points
71-80	8 Points
81-90	9 Points
91-95	10 Points
96-00	No Effect/No Loss

HUMANOID HIT LOCATION TABLE

D20	Area	Description
01-04	Right Leg	Right leg from hip to foot
05-08	Left Leg	Left leg from hip to foot
09-11	Abdomen	Hip joint to just under the floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

DEFINITIONS

CRITICAL - if the attack or parry roll is less than 5% needed it is a critical. Either the weapon or shield takes 2x damage, or the defender is struck as if they have no armor (or thick skin) and takes double damage.

FUMBLE - if the attack roll is less than 5% needed to miss it is a fumble. See Fumble Table.

IMPALE - if an attack with a thrusting weapon is rolled at 20% or less than needed the weapon impales. Damage = the total possible weapon damage plus a regular roll of damage. For example, a dagger would do 6 plus a roll of 1D4+2 total damage.

RESISTANCE TABLE

		POW of Attacking Force																					
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	
POW of Defending Force	01	50	55	60	65	70	75	80	85	90	95												
	02	45	50	55	60	65	70	75	80	85	90	95											
	03	40	45	50	55	60	65	70	75	80	85	90	95										
	04	35	40	45	50	55	60	65	70	75	80	85	90	95									
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95								
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95							
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95						
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95					
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95				
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95			
	11		05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95		
	12			05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	13				05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	14					05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	15						05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	16							05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	17								05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	18									05	10	15	20	25	30	35	40	45	50	55	60	65	70
	19										05	10	15	20	25	30	35	40	45	50	55	60	65
	20											05	10	15	20	25	30	35	40	45	50	55	60
	21												05	10	15	20	25	30	35	40	45	50	55

The number indicated is the percentage needed for success.

C. ARMOR

ARMOR STATISTICS TABLE

<i>Area Protected</i>	<i>Type</i>	<i>Material</i>	<i>Absorbs</i>	<i>ENC</i>	<i>Cost</i>	<i>Silent</i>
Legs	Greaves†	Leather *	1	(2)*	15	0
		Cuirboilli	3	1	40	0
		Plate	6	2	120	-15
Abdomen & Legs	Pants/Trews	Leather *	1	(2)*	10	0
		Leather *	2	1	20	0
Abdomen	Skirts	Chainmail	5	3	120	-15
		Leather *	1	(2)*	10	0
		Leather *	2	1	20	0
		Linen	3	1	20	-05
		Light Scale	4	2	30	-35
		Heavy Scale	5	3	60	-30
		Chainmail	5	2	100	-25
Chest & Abdomen	Hauberk	Leather *	1	(2)*	20	0
		Leather *	2	1	40	0
		Linen	3	1	20	-05
		Ring Mail	4	2	80	-15
		Light Scale	4	2	40	-30
		Heavy Scale	5	3	60	-25
		Chainmail	5	2	200	-20
		Leather *	1	(2)*	10	0
		Leather *	2	1	20	0
		Ring Mail	4	1	50	-05
Chest	Byrnie	Chainmail	5	1	120	-15
		Leather *	1	(2)*	10	0
		Leather *	2	1	20	0
		Ring Mail	4	1	50	-05
		Chainmail	5	1	120	-15
	Cuirass	Cuirboilli	3	1	40	-05
		Linen	3	1	25	-05
		Heavy Scale	5	3	40	-25
		Brigandine	5	2	175	-15
		Plate	6	3	200	-15
Arms	Sleeves	Chainmail	5	2	75	-15
	Vambraces†	Leather *	1	0	10	0
		Cuirboilli	3	1	30	0
		Plate	6	2	100	-10

* Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

()* All ENC shown in parentheses indicate the number of items necessary to equal one ENC point. Thus, 4 daggers equal 1 ENC. These fractional ENCs add to one another, so that a character with hood and composite helm, two daggers, 1 dart, and a pair of light cesti would have a total ENC of 3 from these objects.

† For game conventions, these are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

SHIELD STATISTICS TABLE

<i>Size</i>	<i>STR</i>	<i>Base</i>	<i>Absorbs</i>	<i>05-25</i>	<i>30-50</i>	<i>55-75</i>	<i>Price</i>	<i>ENC</i>
Small	5+	05%	8	200	400	800	15	1
Medium	9+	10%	12	100	200	400	30	2
Large	12+	20%	16	50	100	200	50	3

HELMET STATISTICS TABLE

<i>Type</i>	<i>ENC</i>	<i>Absorbs</i>	<i>Cost</i>	<i>Description</i>
Leather Hood	(2)*	1	3	Can be worn under a helmet.
Cap	(2)*	2	5	Hard leather with metal plates riveted on to it.
Composite Helm	(2)*	3	10	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15	A metal helm with cheek and back plates. Similar to a Roman Legionnaire helm.
Closed Helm	1	5	30	Like the above, but with eye and nose protection as well.
Full Helm	2	6	50	A solid metal helm with total coverage of head and neck, except for eye holes.

D. OTHER SKILLS

ALCHEMIST SKILLS TABLE

<i>Skill</i>	<i>Cost of Training</i>	<i>Ingredient Cost per Dose</i>	<i>Potion Cost</i>
Acid Making	500 L/Potency Level	5 L/Point of Potency	50 L/Point of Potency
Antidotes	As Cost of Countered Agent	As Cost of Countered Agent	As Cost of Countered Agent
Blade Venom	1000 L/Potency Level	10 L/Point of Potency	100 L/Point of Potency
Systemic Poison	400 L/Potency Level	4 L/Point of Potency	40 L/Point of Potency
Battle Magic	2000 L/Point of Spell	20 L/Point of Spell	200 L/Point of Spell
Healing	2000 L/Hit Point Healed	20 L/Hit Point Healed	200 L/Hit Point Healed
Power Restoring	2000 L/Point of POW	20 L/POW Point Restored	Only Used by Maker

All alchemist skills are learned totally or not at all.
COST - The number of Lunars it costs to learn to make a particular stage of potion. Thus it costs 500 L to learn to make a potency 1 acid and 10,000 L to make a potency 20 acid.

INGREDIENT COST - The cost of the ingredients for 1 dose of a potion. Note that 1 dose is 1/10 liter.
POTION COST - The normal over the counter cost of one dose of the potion from an alchemist.

COMBINED SKILLS TABLE

<i>Source</i>	<i>Skill</i>	<i>Type</i>	<i>Basic Chance</i>	<i>05-25</i>	<i>30-50</i>	<i>55-75</i>	<i>80-100</i>
Armourers Guilds	Armor Making	Manipulation	00%	500	1000	2000	4000
	Weapon Making		00%	500	1000	2000	4000
	Shield Making		00%	500	1000	2000	4000
Foresters	Tracking	Perception	10%	200	400	800	EXP
Horsemasters	Riding	Manipulation	05%	100	500	1000	EXP
Mariners	Swimming	Manipulation	15%	100	200	300	400
Players & Minstrels	Tumbling	Manipulation	15%	300	600	1200	2400
Sages	Evaluate Treasure	Knowledge	05%	400	800	1600	2400
	Map Making	Manipulation	10%	100	200	400	800
	Oratory	Special	05%	500	1000	3000	EXP
	Read/Write Own Language	Knowledge	10%	200	400	800	1600
	Read/Write Other Languages	Knowledge	00%	400	800	2000	4000
	Speak Other Languages	Knowledge	00%	600	1200	2000	4000
Thieves Guilds	Climbing	Manipulation	15%	200	400	800	1600
	Hide Item		10%	400	800	1600	3200
	Jumping		15%	100	200	400	800
	Lock Picking		05%	500	1000	2000	4000
	Trap Set/Disarm		05%	400	800	1600	3200
	Listen	Perception	25%	200	400	800	EXP
	Spot Hidden Items		05%	200	600	1000	EXP
	Spot Trap		05%	200	600	1000	EXP
	Taste Analysis	Stealth	00%	500	1000	2000	4000
	Camouflage		10%	200	500	1200	2600
	Hide in Cover		05%	200	500	1200	2600
	Move Quietly		05%	200	600	1200	EXP
	Pick Pockets		05%	400	800	1600	EXP

TYPE - Gives the major category the skill falls into. For those with a basic chance of 0%, the Knowledge add or subtraction of a character only applies upon learning 5% of the skill.

BASIC CHANCE - The basic chance a character has to perform a particular skill correctly, without training.

05-25/30-50/55-75/80-100 - Cost in Lunars per 5% increase in ability with the skill up to the percentages shown. EXP means advancement in those ranges through successful experience rolls only.

HORSEMASTER SERVICES COST TABLE

Warhorse Training Per Type of Attack

05-25	200
30-50	400
55-75	800
80-100	EXP

Cavalry Horse Training - Flat fee 1000

E. TREASURE

TREASURE TABLE

Treasure Factor	Clacks	Lunars	Wheels	Gems/Jewelry	Special Items
01-10	(75) D100	(75) D10	(50) D6	(50) 1	(05) 1
11-20	(85) D100	(85) D100	(65) D10	(65) 1	(10) 1
21-30	(95) 2D100	(95) 2D100	(75) D10	(75) 1	(15) 1
31-40	(95) 4D100	(95) 3D100	(90) D20	(90) 1	(20) 1
41-50	(95) 8D100	(95) 4D100	(95) 2D20	(95) 1	(25) 1
51-60	(95) 10D100	(95) 5D100	(95) 3D20	(95) 1	(30) 1
61-70	(95) 10D100	(95) 6D100	(95) 5D20	(95) 2	(35) 1
71-80	(95) 20D100	(95) 10D100	(95) 2D100	(95) 2	(40) 1
81-90	(95) 20D100	(95) 10D100	(95) 3D100	(95) 2	(45) 1
91-00	(95) 30D100	(95) 20D100	(95) 4D100	(95) 3	(50) 1

TREASURE FACTORS

A monster gets 1 treasure factor for each of the following:

- Each 5 points of hit points or fraction thereof.
- Each 25% chance to hit, or portion thereof (30% is 2 treasure factors).
- Each extra die of damage done by the monster (+1D4 or +1D6 count as 1).
- Each point of armor protecting the monster's whole body (3 point skin would be 3 treasure factors).
- Each combat spell possessed by the monster.
- Each special power of the monster (like a Jack O' Bear's mind control).
- Each 5 levels of poison potency used by the monster (a troll using a level 7 blade venom would have 2 treasure factors).
- Each extra attack the monster has (a Jack O' Bear uses two claws, and thus gains 1 treasure factor).

ROLLING LESS THAN THE INDICATED PERCENTAGE

There is a chance that more treasure than the above minimum will be found. This is based on the percentage roll for each treasure.

- If the number rolled is $\frac{1}{2}$ the needed number, multiply the treasure of that type by 2.
- If the number is $\frac{1}{4}$ the needed number, multiply by 3.
- If the number is $\frac{1}{8}$ the needed number, multiply by 4.
- If the number is $\frac{1}{10}$ the needed number, multiply by 5.
- If the number is $\frac{1}{20}$ the needed number, multiply by 10.

There are various types of magic and other items available. When special items show up on the Treasure Table, roll on the Special Item Table.

GEMS/JEWELRY TABLE

D100	Type	Worth
01	Special Jewelry	Roll again for worth and on the <i>Special Item Table</i> for type.
02	Magical Crystal	See Magic Crystal Table
03	Ancient Treasure	1D20 x 10,000 L
04-05	Heirloom Jewelry	3D6 x 1000 L
06-10	Superb Gemstone	1D10 x 1000 L
11-15	Excellent Jewelry	1D6 x 1000 L
16-20	Excellent Gemstone	3D6 x 100 L
21-30	Very Good Jewelry	12D100 L
31-40	Very Good Gemstone	6D100 L
41-50	Good Jewelry	10D20 L
51-60	Good Gemstone	2D100 L
61-70	Costume Jewelry	5D20 L
71-80	Flawed Gemstone	1D100 L
81-90	Trade Junk Jewelry	1D20 L
91-95	Semi-Precious Stones	1D10 L
96-00	Pretty Stones	Worthless

SCROLL TABLE

D100	Type
01	Special scroll, referee's discretion.
02-15	Description of methods to increase certain characteristics by 1 point. These methods generally take 1D20 weeks to implement; good for STR, CON, DEX, or CHA.
16-30	Letter of credit, deed, valuable historical knowledge.
31-50	Secret technique scroll, giving 1D4x5% increase in one of the weapons on the Weapon Training Table. A scroll cannot bring a character past the limit of normal training in a skill. Thus, a scroll of increase by 10% in one handed sword could not bring a character up to 80% from 70%, although it could bring him up to 75%.
51-65	Secrets of general abilities scroll, giving 1D4x5% increase in the ability and all special skills tied to the ability.
66-75	Map to an area which may still be interesting (treasure hoard, hideout, whatever).
76-00	Seemingly useless and/or unreadable.

POTION TABLE

D100	Type
01-10	Healing Potion
11-25	Battle Magic Spell Potion
26-55	Systemic Poison
56-65	Blade Venom
66-80	Poison Antidote
81-90	Other
91-00	Spoiled Potion (possibly poisonous)

CRYSTAL TABLE

D100	Type
01	Combination, roll twice and combine*
02	Extra POW, roll again and add 1D6 POW†
03-05	Healing focusing, 1D8 POW
06-08	Sensitivity, 1D8 POW
09-11	Twice POW yielding, 1D8 POW
12-14	Power enhancing, 1D8 POW
15-16	Spell reinforcing, 1D4 POW
17-18	Spell strengthening, 1D4 POW
19-20	Spell resisting, 1D4 POW
21-22	Spirit supporting, 1D4 POW
23-24	Spell storing, 1D4 POW
25-30	Flawed
31-00	POW storing/spirit trapping, 2D6+3

* Roll D100 and divide by 4, rounding up. A powered crystal cannot be combined with a POW storing crystal.

SPECIAL ITEM TABLE

D100	Item
01-35	Scroll
36-60	Potion
61-85	Battle Magic Spell
86-00	Magic Crystal/Matrix

† This additional 1D6 can be added to the POW storable in a POW storing crystal.



F. WEAPONS

WEAPON STATISTICS TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Length	SR
		Needed	Needed						
Axe, One Handed	Hatchet	7	7	1D6+1	15	25	1	0.4	4
	Battle Axe	13	7	1D8+2	15	40	2	0.8	3
Axe, Two Handed	Battle Axe	9	7	1D8+2	15	40	2	0.8	3
	Great Axe	11	7	2D6+2	15	50	2	12	2
	Pole Axe	13	9	3D6	12	75	3	1.5-1.8	1
	Rhomphia	11	9	2D6+2	12	50	2	12	2
Butt	Butt	-	-	1D4	head	0	0	0	4
Dagger	Dagger	-	-	1D4+2	12	20	(4)*	0.2-0.3	4
Fist	Fist	-	-	1D3	arm	0	0	0	4
	Claw	7	9	1D4+1	5	50	1	0	4
Flail, One Handed	Heavy Cestus	11	-	1D3+2	10	40	1	0	4
	Light Cestus	7	-	1D3+1	5	25	(2)*	0	4
	Grain Flail	9	-	1D6	8	10	1	0.5	3
	War Flail	11	-	1D6+2	12	75	2	0.7	3
Flail, Two Handed	Military Flail	9	-	2D6+2	15	75	3	2.0	0
Grapple	Grapple	-	-	Special	-	0	0	0	4
Hammer, One Handed	War Hammer/Pick	11	9	1D6+2	20	50	1	0.8	3
Hammer, Two Handed	Great Hammer	9	9	2D6+2	15	75	3	1.5	1
Kick	Kick	-	-	1D6	leg	0	0	0	4
Mace, One Handed	Heavy Mace	13	7	1D8+2	20	40	2	0.8	3
	Light Mace	7	7	1D6+2	20	15	1	0.6	3
	Singlestick	-	9	1D6	10	10	(2)*	0.4	4
Maul	Heavy Mace	9	7	1D8+2	20	40	2	0.8	3
	Maul	11	7	2D8	15	40	3	1.5	1
	Quarterstaff	9	9	1D8	15	10	2	2.0	0
	Morning Star Flail	11	7	1D10+1	12	100	2	1.0	2
Pike	Pike	11	7	2D6+1	15	30	3	3.5+	0
Rapier	Rapier	7	13	1D6+1	12	100	1	1.2	2
Shortsword	Shortsword	-	-	1D6+1	20	25	1	0.6	3
Sickle	Sickle	-	-	1D6+1	15	30	1	0.5	3
Spear, One Handed	Long Spear	11	9	1D8+1	15	20	3	2.5	1
	Short Spear	9	7	1D6+1	15	15	2	1.8	2
	Lance	9	7	1D10+1	20	30	3	3.0	0
Spear, Two Handed	Long Spear	9	7	1D10+1	15	20	3	2.5	0
	Short Spear	7	7	1D8+1	15	15	2	1.8	1
	Bastard Sword	13	9	1D10+1	20	75	1	1.2	2
Sword, One Handed	Broadsword	9	7	1D8+1	20	50	1	1.0	2
	Scimitar	9	9	1D8+1	20	50	1	1.0	2
	Bastard Sword	9	9	1D10+1	20	75	1	1.2	2
Sword, Two Handed	Greatsword	11	13	2D8	15	150	2	1.5	1

MISSILE STATISTICS TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Range	Rate
		Needed	Needed						
Axe, Throwing	Throwing Axe	9	9	1D6	15	35	1	20	S/MR
Bow	Composite Bow	13	9	1D8+1	10	150	2	100	S/MR
	Elf Bow	-	-	1D8+1	10	0	2	120	S/MR
	Self Bow	9	9	1D6+1	6	50	2	80	S/MR
Crossbow	Arbalest	13	7	3D6+1	10	150	3	150	1/5R
	Heavy Crossbow	11	7	2D6+2	10	100	2	120	1/3R
	Light Crossbow	7	7	2D4+2	6	80	2	100	1/2R
Dagger, Throwing	Throwing Dagger	-	9	1D4	12	50	(4)*	20	S/MR
Javelin	Dart	-	9	1D6	8	25	(2)*	20	S/MR
	Javelin	9	9	1D10	10	35	1	20	1/MR
Rock	Rock	-	-	1D4	-	0	(4)*	20	S/MR
Sling	Sling	-	9	1D8	-	5	1	80	S/MR
Staff Sling	Staff Sling	9	9	1D10	10	15	2	100	1/MR

* All ENC shown in parentheses indicate the number of items necessary to equal one ENC point. Thus, 4 daggers equal 1 ENC. These fractional ENCs add to one another, so that a character with hood and composite helm, two daggers, 1 dart, and a pair of light cesti would have a total ENC of 3 from these objects.

RATES OF FIRE

1/MR - One shot per melee round can be thrown/shot.
 S/MR - As many shots can be fired as strike rank permits.
 1/2R - One shot every 2 melee rounds.
 1/3R - One shot every 3 melee rounds.
 1/5R - One shot every 5 melee rounds.

G. OTHER COMBAT

D100 Nature and Effect on Fumbler

- 75-78** Parrying weapon or shield dropped (D3 rounds to recover).
- 79-82** Parrying weapon or shield knocked away (roll D6 for number of meters it travels and D8 for compass direction it went).
- 83-86** Parrying weapon or shield shatters (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic.)
- 87-92** Wide open; foe automatically hits with normal damage.
- 93-96** Wide open; foe automatically hits with full possible damage.
- 97-98** Wide open; foe automatically critical hits.
- 99** Blow it; roll twice on this table and apply both results.
- 00** Blow it badly; roll thrice and apply all the results.

FUMBLE TABLE

D100 Nature and Effect on Fumbler

- 01-05** Lose next parry.
- 06-10** Lose next attack.
- 11-15** Lose next attack and parry.
- 16-20** Lose next attack, parry, and any Defense bonus aid.
- 21-25** Lose next D3 attacks.
- 26-30** Lose next D3 attacks and parries.
- 31-35** Shield strap breaks; lose shield immediately.
- 36-40** Shield strap breaks; as above, and also lose next attack.
- 41-45** Armor strap breaks (roll for hit location for which piece of armor is lost).
- 46-50** Armor strap breaks, as above, and also lose next attack and parry.
- 51-55** Fail and lose parry this round (takes D3 rounds to get up).
- 56-60** Twist ankle; lose ½ speed for 5D10 rounds.
- 61-63** Twist ankle and fall; apply previous two items.
- 64-67** Vision impaired; lose 25% on attacks and parries (D3 rounds unengaged to fix).
- 68-70** Vision impaired; lose 50% on attacks & parries (D6 rounds unengaged to fix).
- 71-72** Vision blocked; lose all attacks and parries (D6 rounds unengaged to fix).
- 73-74** Distracted; foes attack at +25% effectiveness for next round.
- 75-78** Weapon dropped (takes D3 rounds to recover).
- 79-82** Weapon knocked away (roll D6 for meters away, and D8 for compass direction).
- 83-86** Weapon shattered (100% chance if unenchanted; 10% less per point of battle magic on it, 20% less per point of rune magic).
- 87-89** Hit nearest friend (hit self if no friend near); do rolled damage.
- 90-91** Hit nearest friend (hit self if no friend near); do full possible damage.
- 92** Hit nearest friend (hit self if no friend near); do critical hit.
- 93-95** Hit self; do rolled damage.
- 96-97** Hit self; do full possible damage.
- 98** Hit self; do critical hit.
- 99** Blow it; roll twice on this table, and apply both results.
- 100** Blow it badly; roll thrice on this table, and apply all three results.

NON-HUMANOID HIT LOCATION TABLE

BASILISKS/COCKATRICES/ GRIFFINS/SKYBULLS

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-07	6
Forequarters	08-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

BOLO LIZARDS/DEMI-BIRDS

Location	D20	Points
Right leg	01-04	5
Left leg	05-08	5
Abdomen	09-10	5
Chest	11-13	6
Right wing/arm	14-15	4
Left wing/arm	16-17	4
Head	18-20	5

DRAGONSNAILS - One-Headed

Location	D20	Points
Shell	01-08	7
Forebody	09-14	6
Head	15-20	6

DRAGONSNAILS - Two-Headed

Location	D20	Points
Shell	01-08	7
Forebody	09-14	6
Head 1	15-17	6
Head 2	18-20	6

CENTAURS

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-06	6
Forequarters	07-09	6
Right fore leg	10-11	4
Left fore leg	12-13	4
Chest	14	6
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

DRAGONS/MANTICORES

Location	D20	Points
Right hind leg	01-02	5
Left hind leg	03-04	5
Hindquarters	05-06	5
Tail	07-08	4
Forequarters	09-10	6
Right wing	11-12	4
Left wing	13-14	4
Right fore leg	15-16	5
Left fore leg	17-18	5
Head	19-20	5

GARGOYLES/WIND

Location	D20	Points
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-09	5
Chest	10	6
Right wing	11-12	4
Left wing	13-14	4
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

SCORPION MEN

Location	D20	Points
Right hind leg	01	3
Right center leg	02	3
Right fore leg	03-04	3
Left hind leg	05	3
Left center leg	06	3
Left fore leg	07-08	3
Tail	09-10	5
Thorax	11-12	5
Chest	13-14	6
Right arm	15-16	4
Left arm	17-18	4
Head	19-20	5

SNAKES

Location	D20	Points
Tail	01-06	5
Body	07-14	6
Head	15-20	5

WALKTAPI

Location	D20	Points
Right leg	01-02	5
Left leg	03-04	5
Abdomen	05	5
Chest	06	6
Right arm	07-08	4
Left arm	09-10	4
Tentacle 1	11	4
Tentacle 2	12	4
Tentacle 3	13	4
Tentacle 4	14	4
Tentacle 5	15	4
Tentacle 6	16	4
Tentacle 7	17	4
Tentacle 8	18	4
Head	19-20	5

CLIFF TOADS/ ROCK LIZARDS/ RUBBLE RUNNERS/ SHADOW CATS/ FOUR-LEGGED MOUNTS

Location	D20	Points
Right hind leg	01-02	4
Left hind leg	03-04	4
Hindquarters	05-07	6
Forequarters	08-10	6
Right fore leg	11-13	4
Left fore leg	14-16	4
Head	17-20	5

GORP

Location	D20	Points
Body	01-20	All

WYRMS

Location	D20	Points
Tail	01-04	6
Abdomen	05-08	6
Chest	09-12	7
Right wing	13-14	5
Left wing	15-16	5
Head	17-20	6

WYVERNS

Location	D20	Points
Right leg	01-03	5
Left leg	04-06	5
Abdomen	07-08	5
Chest	09-11	6
Tail	12	5
Right wing	13-14	4
Left wing	15-16	4
Head	17-20	4

H. SPELL LISTS, SHAMANS

BATTLE MAGIC SPELL TABLE

Spell	Cost	Points
1. Befuddle	1500 L	1
2. Binding	1500 L	1
3. Bladesharp	500 L/pt	Var*
4. Bludgeon	500 L/pt	Var*
5. Coordination	1500 L	2
6. Countermagic	500 L/pt	Var*
7. Darkwall	1500 L	2
8. Demoralize	1500 L	1
9. Detect Detection	300 L	1
10. Detect Enemies	300 L	1
11. Detect Gems	1000 L	2
12. Detect Gold	300 L	1
13. Detect Life	300 L	1
14. Detect Magic	300 L	1
15. Detect Silver	200 L	1
16. Detect Spirit	300 L	1
17. Detect Traps	300 L	2
18. Detect Undead	300 L	1
19. Detection Blank	500 L/pt	Var*
20. Dispel Magic	500 L/pt	Var*
21. Disruption	500 L	1
22. Dullblade	500 L/pt	Var*
23. Extinguish	1000 L	2
24. Fanaticism	500 L/pt	Var*
25. Farsee	500 L	1
26. Firearrow	2000 L	2
27. Fireblade	2000 L	4
28. Glamour	2000 L	2
29. Glue	500 L/pt	Var*
30. Harmonize	1500 L	2
31. Healing	500 L/pt	Var*
32. Ignite	500 L	1
33. Invisibility	2500 L	3
34. Ironhand	500 L/pt	Var*
35. Light	500 L	1
36. Lightwall	2000 L	4
37. Mindspeech	500 L/pt	Var*
38. Mobility	1500 L	1
39. Multimissile	500 L/pt	Var*
40. Protection	500 L/pt	Var*
41. Repair	1500 L	2
42. Shimmer	500 L/pt	Var*
43. Silence	500 L	1
44. Speedart	500 L	1
45. Spirit Binding	1500 L	1
46. Spirit Shield	500 L/pt	Var*
47. Strength	1500 L	2
48. Vigor	2000 L	4
49. Xenohealing	500 L/pt	Var*

* The cost of the spell is cumulative. Thus a 3 point Shimmer spell would cost 1500 L and a 4 point Shimmer spell would cost an additional 2000 L.



SHAMAN FETCH TABLE

This table should be used whenever a shaman summons a fetch for an apprentice. All spirits on the chart have an INT of 3D6.

D100	POW	D100	Type
01-10	2D6	01-50	Friendly
21-35	3D6	51-90	Neutral
36-85	3D6+6	91-00	Malign
86-95	4D6+6		
96-00	5D6+6		

SPIRIT CONTACT TABLE

D100	Spirit POW	Spirit INT
01-10	1D6	1D3
11-20	2D6	1D6
21-35	3D6	2D6+3
36-75	3D6+6	3D6
76-90	4D6+6	3D6+3
91-95	5D6+6	3D6+6
96	6D6+6	3D6+6
97	7D6+6	3D6+6
98	8D6+6	3D6+6
99	10D6+6	3D6+6
00	Deity	Unlimited

STANDARD RUNE MAGIC SPELLS TABLE

ONE POINT MINIMUM

1. Absorption	Stackable
2. Discorporation	Stackable
3. Dismiss Elemental 1	Non-Stackable
4. Divination	Stackable
5. Divine Intervention	Stackable
6. Extension 1	Non-Stackable
7. Matrix Creation	Stackable
8. Mind Link	Stackable
9. Multispell 1	Non-Stackable
10. Reflection	Stackable
11. Runepower 1	As Per Spell
12. Shield	Stackable
13. Spell Teaching	Non-Stackable
14. Spirit Block	Stackable
15. Warding	Stackable

TWO POINTS MINIMUM

16. Concealment	Non-Stackable
17. Dismiss Elemental 2	Non-Stackable
18. Extension 2	Non-Stackable
19. Multispell 2	Non-Stackable
20. Runepower 2	As Per Spell
21. Vision	Non-Stackable

THREE POINTS MINIMUM

22. Dismiss Elemental 3	Non-Stackable
23. Extension 3	Non-Stackable
24. Multispell 3	Non-Stackable
25. Runepower 3	As Per Spell

RuneQuest® Leader & Followers Sheet

NAME		STR.	INT.	TOTAL HIT POINTS									POWER POINTS											
SOCIAL CLASS		CON.	POW.	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9			
NATION & CULT		SEX	DEX	10	11	12	13	14	15	10	11	12	13	14	15									
RACE		CHA	MOVEMENT	16	17	18	19	20	21	16	17	18	19	20	21									
		BASE S/R	(DEX S/R)	22	23	24	25	26	27	22	23	24	25	26	27									
SHIELD		Parry	% Pts	DEFENCE									ARMOUR TYPE & NO.											
WEAPON		S/R	Dam	WEAPON									WEAPON											
S/R		Dam	% Fum	S/R									S/R											
Atk		% Impale	% Crit	Atk									Atk											
Parry		% Hit Pts	% Hit Pts	Parry									Parry											
WEAPON		S/R	Dam	WEAPON									WEAPON											
S/R		Dam	% Fum	S/R									S/R											
Atk		% Impale	% Crit	Atk									Atk											
Parry		% Hit Pts	% Hit Pts	Parry									Parry											
ABILITIES/SKILLS		WEAPON		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Camouflage (10)		S/R	Dam	Atk									Atk											
Climbing (15)		% Fum	% Impale	Crit									Crit											
Eval. Treas. (5)		% Hit Pts	% Hit Pts	Parry									Parry											
Hide in Cover (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Hide Item (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Jumping (15)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Listening (25)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Lock Picking (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Mapping (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Mv. Silently (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Oratory (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Pick Pockets (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Riding (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Spot Hidden (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Swimming (15)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Tracking (10)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Trap, Set/Dis (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
Trap, Spot (5)		SPELLS KNOWN		HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14									HP 1 2 3 4 5 6 7 8 9 10 11 12 13 14											
EQUIPMENT/MAGIC ITEMS/WEALTH/NOTES		EQUIPMENT/MAGIC ITEMS/WEALTH/NOTES																						

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John T. Sapientza, Jr.





☆	CITY
Ⓡ	TEMPLE
🌴	OASIS
⚰	RUIN

Forests, Mountain, and Hills are self-evident

SCALE: 1 Cm. = 10 Km.

SHADOWS DANCE

NO MAN'S MARCH

THE LONG DRY

RIVER OF CRABLES

THE WEST ACRES

ORANI'S MISTAKE

DEFENDERS SHORE

Willi

I. SAMPLE ENCOUNTERS

The following encounter charts are offered as a general introduction to types available and as a suggested method of presentation. After terrain is discussed, the first chart is the Chance of Encounter chart, which includes the number of times per day to roll. If something is encountered, then the referee should roll on any of the appropriate Regional Encounter charts. If there is not an automatic result from said encounter (such as elves being met by dwarves), then the referee may use one of the Response tables to see what the encountered beings do.

TERRAIN TYPES

The different types of terrain are self-descriptive; combined with this list below they give a fair idea of the countryside.

Chaos Nests - these foul places are where things of Chaos have been allowed to gather and grow; they are festering places worth destroying just for the sake of sanity and the universe.

Cultivated Areas - this means a farmed area with relatively dense populations.

Dwarf Mountains - an area which is known (at least by the referee) to be inhabited by Mostali.

Elf Woods - the forests inhabited by the Aldryami. There is little doubt of being found in these places.

Mountains - the bleaker and more rugged slopes and hills are intended here, not the foothills which are included in Open Country.

Marsh - this includes large swamps, like the Upland Marsh, or smaller bogs tucked away and forgotten in many other terrain types.

Open Country - this includes fertile lands suitable for hunting, hiding, herding, and so on. Land will include some trees, occasional villages, and so forth.

Prax - the wide chaparral area of the right-hand map in *Chapter I*. It is an open plain useful only to herdsmen and their beasts.

River - includes the banks, lakes, islands, and streams too small to be put on the maps. Be sure to integrate this chart with areas it flows through, thus using Forest/River charts, for example.

Ruins - Glorantha has many ruins. The Big Rubble is a huge one, while Prax is dotted with remnants of the Gods War civilization.

Towns - towns on the coast or on major roads will be larger than those on smaller roads or in isolated areas.

Troll Areas - shadowy lands wisely ignored by most of mankind.

Woods - forested areas where trees are the dominant vegetation, though such areas will include open areas of ground, as well.

SAMPLE TERRAIN ANALYSIS OF MAPS ON FOLLOWING PAGES

<i>Place on map</i>	<i>terrain type</i>
Better Place	open country
Caravan Alley	Prax
Dagori Inkarth	troll area
Esrolia	cultivated
Far Point	cultivated
Good Place	open country
Grazelands	open country
Head Acres	open country
Hendreki	cultivated
Long Dry	Prax
Lunar Tarsh	cultivated
Orani's Mistake	Prax
Sacred Ground	open country
Sartar	cultivated
Shadows Dance	mountain
Snakepipe Hollow	chaos nest
Stinking Forest	elf woods
Sun Dome	cultivated
Troll Woods	troll area
Upland Marsh	marsh
Vale of Flowers	open country
Wintertop	mountain

CHANCE OF ENCOUNTER CHART

To determine whether or not the party meets someone as they pass through a region, the die should be rolled an appropriate number of times. The number of rolls per day is determined by the relative density of the areas.

<i>Terrain Type</i>	<i>Roll</i>	<i>%Chance enc.</i>
Chaos nest	1/6 hrs	01-85
Cultivated	1/hr	01-75
Dwarf mountain	1/6 hrs	01-80
Elf woods	1/6 hrs	01-80
Marsh	1/3 hrs	01-45
Mountain	1/day	01-80
Open country	1/6 hrs	01-60
Prax	1/6 hrs	01-40
River	1/6 hrs	01-30
Ruins	1/3 hrs	01-85
Town	1/hr	01-85
Troll area	1/6 hrs	01-80
Woods	1/12 hrs	01-30

RESPONSE CHARTS

The following chart is presented for referees to use when they must determine outlook and attitudes of a group of randomly encountered beings during an adventure. They are divided into three types, and are based on the predispositions of one party towards the other.

<i>Hostile</i>	<i>Neutral</i>	<i>Friendly</i>	<i>Response</i>
01-05	01-10	01-15	encountered creature is extremely friendly to party, and very amenable to suggestions
06-15	11-30	16-75	encountered creatures are willing to let the party go its own way; they will go their own way
16-25	31-70	76-85	encountered creatures are unsure and will stall for time, or for something significant or telling to occur
26-85	71-90	86-95	encountered creatures take an active dislike to the party, just short of blind hatred
86-00	91-00	96-00	encountered creatures cannot conceal their contempt and/or hatred for the party

NEUTRAL PARTIES

Some parties have no predispositions. Two groups of adventurers are neutral, as might be a band of centaurs meeting a party of dwarves.

HOSTILE PARTIES

Some parties are prejudiced against each other, such as elves and trolls or trolls and dwarves. Creatures which catch Adventurers lurking around their home territories also are likely to act hostile.

FRIENDLY PARTIES

There are parties whose characters are expected to be friendly by nature, such as elves meeting satyrs, or a Lunar party meeting another Lunar party. As the table indicates, even friendly parties may hold ugly surprises and the nastiest trolls provide a friend in the wilderness.

Referees are urged to use these tables as guidelines and prevent themselves from using them as an excuse to dump another batch of monsters on an already exhausted party "because the tables said so."

REGIONAL ENCOUNTER CHARTS

The following charts are given as suggestions, divided into the land types already mentioned. Referees should take these as examples and feel free to alter them as they see fit.

Referees are also urged to pay attention to the size of the party and to use this encounter chart as an indicator of the type of monster encountered, not the number. Monster party sizes should be adjusted to be a challenge to the players. One interesting, and often illuminating, method of determining appropriate monster parties is to figure out your players' treasure factor and match it against a comparable monster group's treasure factor.

		<i>TERRAIN TYPE</i>			<i>ID20 Mountains</i>	<i>Dwarf Mountains</i>	<i>River</i>
<i>ID20 Town</i>		<i>Cultivated</i>	<i>Open Country</i>		1	dwarves	fishermen
1	residents at work	residents at work	baboons	2	dwarf	dwarves	fishermen
2	residents at work	residents at work	centaurs	3	dwarf	dwarves	fishermen
3	residents at work	residents at work	minotaurs	4	ghost	dwarves	duck
4	residents at work	residents at work	adventurers	5	adventurers	dwarves	duck
5	residents at work	residents at work	other thieves	6	trollkin	dwarves	snakes
6	residents at work	residents, militia	ogres	7	trollkin	dwarves	snakes
7	residents at work	residents, militia	morokanth	8	dark trolls	dwarves	giant toad
8	residents at work	local soldiery	crested dragonewt	9	dark trolls	dwarves	small toad
9	local rowdies	adventurers	beaked dragonewt	10	great trolls	dwarves	cave trolls
10	non-local rowdies	snakes	dragonewt party	11	rock lizards	rock lizards	dragonsnails
11	constabulary	rubble runners	residents	12	cliff toad	cliff toad	adventurers
12	constabulary	rubble runners	residents	13	wyvern	wyverns	dragonewts
13	priest & company	centaurs	residents	14	wind children	wind children	dragonewts
14	priest & company	ogre	residents	15	sky bull	sky bulls	dragonewts
15	NPC friend	raiding elves	werewolf	16	griffin	griffins	newtlings
16	hold-up man	raiding elves	sky bull	17	gargoyle	gargoyles	newtlings
17	assassin	raiding trolls	giant	18	giants	giants	newtlings
18	pickpocket	thieves	manticore, griffin	19	giants	raiding elves	newtlings
19	tiger sons	highwayman	wyrm, wyvern	20	broos	raiding trolls	wyrm
20	vampire	wyrm	dragon				
<i>ID20 Prax</i>		<i>Woods</i>	<i>Elf Woods</i>	<i>ID20 Marsh</i>		<i>Ruins</i>	<i>Chaos Nests</i>
1	wild herd	pixie	pixies	1	duck	baboons	skeleton
2	baboons	runner	pixies	2	duck	rock lizard	ghoul
3	morokanth	elf	runners	3	snake	snakes	zombie
4	morokanth	cockatrice	runners	4	snake	rubble runners	vampire
5	newtling	dryad	runners	5	snake	shadow cats	ghost
6	rhino riders	trollkin	elves	6	skeleton	cave trolls	broos
7	horse barbarians	jack o'bear	elves	7	zombie	dark trolls	broos
8	zebra people	dark trolls	elves	8	ghoul	gargoyle	scorpion man
9	sable people	adventurers	elves	9	vampire	adventurers	scorpion men
10	sable people	outlaws	elves	10	dragonsnail	weretiger	scorpion men
11	impala people	tusk riders	dryads	11	gorp	scorpion men	werebear
12	impala people	crested dragonewt	dryads	12	giant toads	werewolf	weretiger
13	high llama people	beaked dragonewt	elf war party	13	lizards	broos	werepig
14	high llama people	priest dragonewt	elf war party	14	beaked dragonewt	dragonsnail	werewolf
15	bison people	shadow cat	ghost	15	newtlings	skeletons	ogre
16	bison people	tusk brothers	raiding dwarves	16	newtlings	zombies	basilisk
17	centaurs	bear walker	raiding trolls	17	walktapi	ghouls	jack o'bear
18	griffin	baboons	raiding adventurer	18	ghost	vampire or ghost	dragonsnail
19	wyvern	wolfbrother	bear walker	19	wyrm	wyrm or manticore	dragonewt party
20	dragon, wyrm	snakes	centaur	20	dragon	gorp	walktapus
				<i>ID20 Troll Area</i>		<i>ID20</i>	<i>Troll Area</i>
				1	mistress race troll	11	cave troll
				2	great troll	12	cave trolls
				3	great troll	13	dark troll war party
				4	dark troll	14	dark troll war party
				5	dark trolls	15	cliff toad
				6	dark trolls	16	jack o'bear
				7	trollkin	17	wyrm
				8	trollkin	18	raiding adventurers
				9	trollkin	19	raiding dwarves
				10	trollkin	20	raiding elves

J. PRICE LIST OF GOODS

The following is not an exhaustive list of items which can be bought in Glorantha. The prices do indicated item comparative costs purchased in the Dragon Pass area. The list is generalized: for example, Cooking/Eating gear could be broken down into individual pots and eating utensils. Referees wishing to do so are encouraged to do so.

LIVING COSTS WHILE STAYING AT AN INN

FOOD

Cheap meal - 2 C Good meal - 5 C
Banquet - 1 L Trail provisions - 5 L per week

DRINK (Cask = 5 liters, Keg = 15 liters.)

Mug of ale/beer - ½ C Mug of wine - 2 C
Cask of ale/beer - 5 C Cask of wine - 20 C (2 L)
Keg of ale/beer - 15 C Keg of wine - 6 L

ROOM (per day)

Common room floor - 1 C Private room - 2 L
Dormitory - 5 C Hot water - 2 C
Shared room - 1 L per person

CLOTHING

The figures encompass replacements over the period shown. Nobles will include extras necessary for their status as well.

Peasants - 2 L yearly Adventurers - 10 L monthly
Townsmen - 5 L yearly Nobles - 20 L monthly

STABLE COSTS (by day)

Stall - 1 C Stall and feed - 5 C
Special care - 1 L

TRAIL FODDER

Oats - 2 L weekly

GENERAL COSTS

The figures represent the average weekly expenses for a person staying in regular, non-inn lodgings (a rooming-house, etc.), including some bought meals, small-scale spending, and such: Adventurer, 5 L weekly Noble, 10 L weekly.

TRANSPORTATION

Average Cart Horse - 50 L (18 average HP)
Average Riding Horse (untrained) - 100 L (18 average HP)
Average Cavalry Horse (battle-trained) - 1500 L (20 average HP)
Average War Horse (attack-trained) - 5000 L (25%, all attacks; 22 average HP)
Two-Wheeled Cart - 35 L
Four-Wheeled Cart - 85 L

EQUIPMENT

Hammer - 2 C Mallet - 5 C
Climbing Pack - 20 L Fish Hooks - 2/C
Writing Tools - 10 L Papyrus or Vellum - 5 C (per sheet)

CAMPING GEAR

Cooking/Eating Gear - 2 L Large Tent (5 men) - 40 L
Small Tent (1 man) - 10 L Fire Starter (bow & block) - 1 L
Medium Tent (3 men) - 25 L Back Pack - 1 L
“Adventurer’s Pack” - 25 L (includes pack, water skin, 30m rope, peasant clothes, hand axe, hammer, stakes, fishhooks, line, sack, cheap knife, bandages, cooking gear, and blanket).

EXPEDITION GEAR

15m Rope - 5 L 10 Wood Spikes - 1 L
3m Pole - free Lamp - 5 L
Lamp Oil - 5 C/load Large Sack - 5 C
Small Sack - 2 C Torches - free

RIDING GEAR

Saddle - 20 to 200 L
Barding - 5X Equivalent Human Armor

WEAPONS AND ARMOR - see lists in book

CONTAINERS

Wine/Water Skin - 1 L Jug (2 liter) - 2 L
Keg (15 liter) - 15 L Flask - 1 L
Cask (5 liter) - 5 L Barrel (50 liter) - 25 L

MUSICAL INSTRUMENTS

Lur Horn - 25 L Bugle - 5 L
Harp - 10-50 L Lyre - 20-100 L
Reed Pipes - 1-5 L Bagpipes - 10-25 L