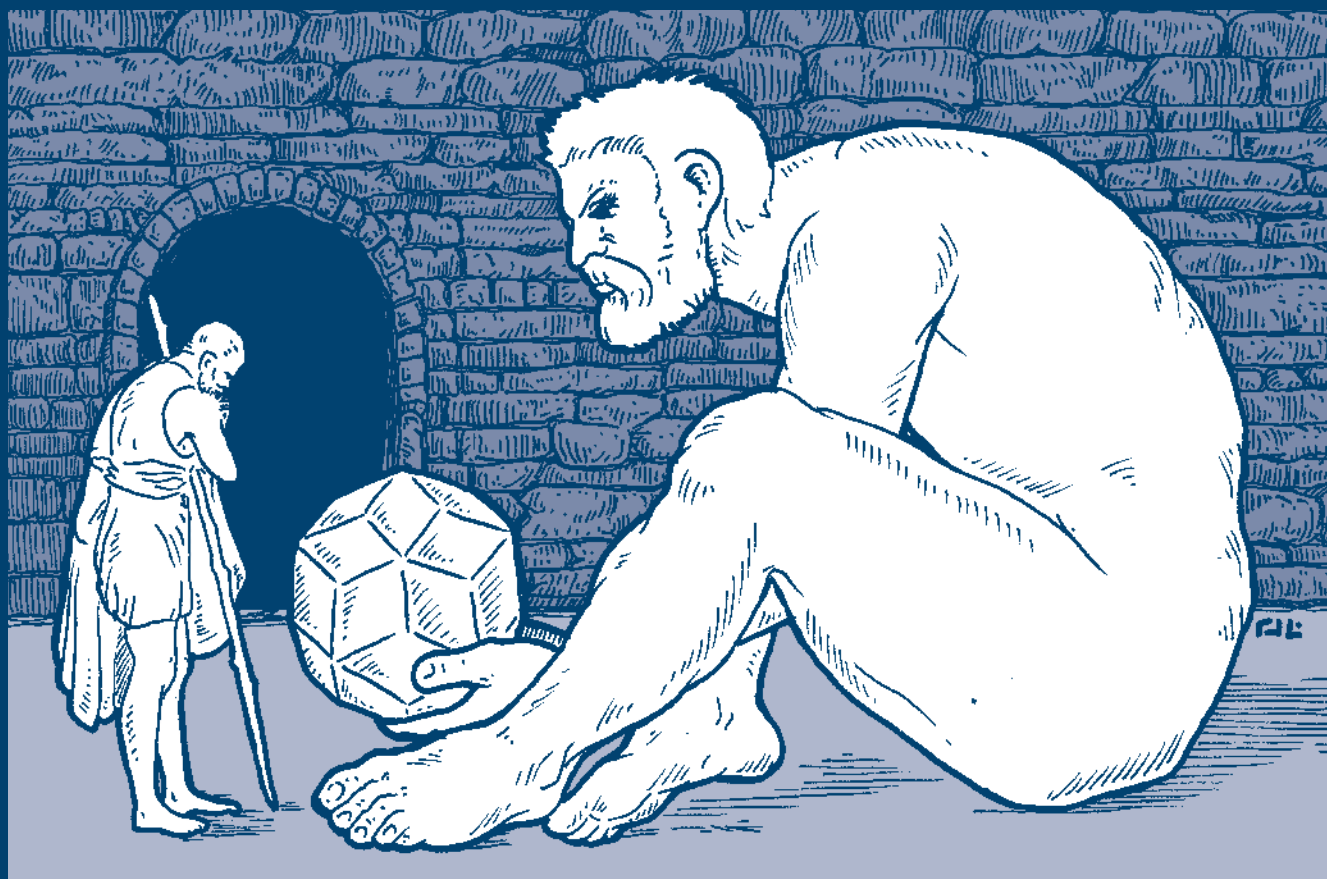


AX2

GAMING ACCESSORY

Old School Adventures™ Accessory AX2

D30 SANDBOX COMPANION



d30-based Mechanics, Charts, and Tables
to Support and Simplify the Role of the DM

by **Richard J. LeBlanc, Jr.**



NEW BIG DRAGON
GAMES UNLIMITED



d30 SANDBOX COMPANION

A Compilation of d30-based Mechanics, Charts, and Tables
to Support and Simplify the Role of the DM



“One die to rule them all!”

by Richard J. LeBlanc, Jr.

Copy and Editorial Assistance: David Welborn

All illustrations (except title page) by Richard J. LeBlanc, Jr.
“Uther Pendragon” (title page illustration) by Howard Pyle.

Some illustrations may be based in whole or in part
on works that reside in the public domain.

© 2013, New Big Dragon Games Unlimited



NEW BIG DRAGON
GAMES UNLIMITED

Table of Contents

| | | | |
|--|------------|--|-----------|
| Using This Book | 3-5 | SETTLEMENTS | |
| Wilderness Mapping Key | 6 | Settlement Background | 30 |
| Hex Crawl Worksheet | 7 | Assorted Settlement Encounters | 31 |
| Settlement Worksheet | 8 | City Guards, City Watch, Border Patrols | 32 |
| NPC Record Sheet | 9 | Methods of Torture & Execution | 33 |
| ADVENTURE GENERATOR | | Settlement Suppliers by Size of Settlement | 34 |
| Adventure Generator Tables I | 10 | Shop & Shopkeeper Information | 35 |
| Adventure Generator Tables II | 11 | Tavern Name Generator | 36 |
| WILDERNESS LOCATIONS & LOCALES | | Tavern Accommodations, Features, Reputation, and Food | 37 |
| Prevailing Weather Conditions (by Season, Climate, and Terrain) | 12 | NPCs | |
| Weather Events (by Precipitation Class) | 13 | Classed NPCs: Class, Race, Sex, and Level Determination | 38 |
| Off-course Determination | 14 | Classed NPCs: Quick Ability Score Generation | 39 |
| Foraging & Hunting (by Terrain & Season) | 15 | Classed NPCs: Quick Character Inventory | 40 |
| Natural Features & Phenomena (by Terrain Type) | 16 | Classed NPCs: Quick Magic Item Determination | 41 |
| Natural Features & Phenomena Definitions | 17 | NPC Occupations | 42 |
| Settlements & Inhabitation by Population Density | 18 | Nobles and Noble Household Personnel..... | 43 |
| Ruins Generator | 19 | Sage Generator | 44-45 |
| Temple Generator | 20 | NPC Physical Traits | 46 |
| Cult Generator | 21 | NPC Persona & Behavior | 47 |
| Magical Places Generator | 22 | NPC Background, Eccentricities, and Talents | 48 |
| Pilgrims Generator | 23 | NPC Language Determination | 49 |
| Road Encounters | 24-25 | Henchmen/Hirelings Recruitment | 50 |
| Castle/Keep/Stronghold Generator I: Owner and Patrol Size/Makeup | 26 | Reactions to Offers of Employment | 50 |
| Castle/Keep/Stronghold Generator II: Type, Size, and Construction | 27 | Henchmen/Hirelings Recruitment Modifiers | 51 |
| Heraldry Generator | 28 | Retainer Loyalty | 51 |
| Expanded Heraldry Charges/Sigils | 29 | Index | 52 |

Open Game License

Open Game Content may only be used under and in terms of the Open Game License (OGL.)

This entire work is designated as Open Game Content under the OGL, with the exceptions of the trademark "Old School Adventures," "d30 Sandbox Companion," and "New Big Dragon Games Unlimited," and with the exception of all artwork. These trademarks, the artwork and the "trade dress" (fonts, layout, style of artwork, etc., including all charts and graphs) of this work are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products

or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Old-School Adventures™
Accessory AX2: d30 Sandbox Companion,
Copyright © 2013, Richard J. LeBlanc, Jr./
New Big Dragon Games Unlimited

Using This Book

The Rhombic Triacontahedron (d30)

The d30 is an oft-overlooked but versatile tool in the world of role-playing games. This supplement offers a compilation of d30-based mechanics, charts, and tables to support the DM's role at the gaming table. It picks up where its predecessor (the *d30 DM Companion*) left off—developing adventures in the world above ground.

This book uses the d30 roll in a number of ways.

Random Numbers from 1 to 30

Individual numbers generated on the d30 are used to index 1 of 30 outputs on a table.

Simultaneous Rolls of 1d3 and 1d10

Ones digits and tens digits are read separately on a d30 roll to index two resulting outputs from a single table.

Probabilities in Increments of 3.3%

Probability curves (linear or bell) can be generated on the d30 for almost any range of numbers, including bell-curved ranges typically associated with rolls of multiple polyhedral dice. This is done by using the d30's native probability increments of 3.3% to quantize the probability of numbers in the desired range (or 0.1% increments, if a second roll is triggered).

Substitutes for Other Polyhedrals

Polyhedrals with a number of sides easily divisible from 30 (d2, d3, d5, d6, d10, and d15) may be emulated with a d30.

Reading the Tables

Bolded Numbering

Throughout this book, all die roll results have been set in a bold typeface to visually aid the GM in retrieving outputs from the table.

Convention 1: Single Result from a Single Number

Using this convention, the result of a single d30 roll determines a single result designated by an individual number (or range of numbers) on a given table.

*Example 1: On the page entitled **Adventure Generator Tables I** (p.10), table "AG1: Triggers" features 30 individual results.*

Convention 2: Multiple Results from a Single Number

Using this convention, the result of a single d30 roll is referenced in multiple directions to determine more than one result from a single table.

Example: Table "SHS: Shop Stock (Availability & Pricing)" (p.35) utilizes the result of one die roll to determine two results—pricing (at top) and depth of stock (at right).

Convention 3: Results from Simultaneous 1d3 and 1d10

Using this convention, the result of a single d30 roll is used to simulate a simultaneous roll of a d3 and a d10.

Example: Using table "REMS: Road Markers & Signs" (p.24), a single d30 roll of "27" would produce a runed wood sign (1s digit of 7) that is old, worn, and overgrown (10s result of 21-30).

Results With Bracketed Extensions

Some individual results throughout this book may require a secondary roll to determine a variation of a more general result. These additional rolls are normally indicated within brackets, either next to the result or as a footnote to it.

Example: On table "TG1: Temple Type" (p.20), a result of 18 (pagoda) requires an additional roll of 1d3.

Table Titles

Most of the tables herein begin with a short code of two-to-four capital letters followed by a number. In some cases, these letter/number codes are followed by an additional lower case letter.

Capital Letter Title Codes

The capital letters used for table titles are intended to be used as a shorthand for the title of the table.

Example: The "Adventure Generator" tables (pp.10-11) use the code "AG" for "Adventure Generator."

Numbered (Sequenced) Tables

When several tables are meant to be used in combination, those tables' titles will begin with the same capital letter title code followed by a sequential number. These tables are almost always intended to be used in sequence.

Example: The "Ruins Generator" (p.19) uses 3 tables in sequence—table "RG1: Type of Ruin," table "RG2: Character of Ruin/Decay & Degree," and table "RG3: Inhabitants & Number."

Alternate Tables

When table titles appear with the same capital letter code and number, but with different trailing lower case letters (e.g., XX0a, XX0b, XX0c, etc.), usually only one of these alternate tables should be used to satisfy the number in a sequence of tables (e.g., only XX0a or XX0b).

Example: The "Classed NPCs" generator (p.38) begins with determination of character class and race. Under the header "CLS1: Class/Race", the table "CLS1a: Oe/1e" should be used only for Oe/1e-comparable rules editions, while table "CLS1b: BX" should only be used for BX-comparable rules editions.

Table Title Exceptions

Some tables in this book may not be titled (as described above). In these cases, refer to the directions presented in each instance.



Tools for the Sandbox

Ultimately, this book is about supporting the DM's role as a game guide and world creator—providing inspirations and/or answers as needs arise. Results are by no means decrees. The details of any game world should always be at the discretion of the DM.

From a blank slate, this book's Adventure Generator tables create the broad strokes of an adventure, and its worksheets and tables fill in the details, but the DM and players should drive the creativity and interaction that fill in the remaining spaces.

World-building Worksheets

In addition to the content-generation tables included in this volume, a number of worksheets have also been provided. These worksheets are designed to: 1) help the DM quickly flesh out the areas of the game world the players choose to explore, 2) keep essential information as accessible as possible, and 3) help sandbox-style play run as smoothly as possible. With those goals in mind, each of the three worksheets is designed to support one of the three major sections in this book.

The **Hex Crawl Worksheet** (p.7) has been designed to be used in conjunction with the the first major section of this book—**Wilderness Locations & Locales** (pp.12-29).

The **Settlement Worksheet** (p.8) has been specifically designed to be used in conjunction with the second major section of this book—**Settlements** (pp.30-37).

The **NPC Record Sheet** (p.9) has been specifically designed to be used in conjunction with the third major section of this book—**NPCs** (pp.38-51).

Adventure Generators

There are only a handful of heroic themes and story plots. All narratives are simply variations on formula. Utilizing thematic elements common to the fantasy adventure genre, the **Adventure Generator** tables (pp.10-11) produce over 590 trillion unique story combinations—results which still leave room for interpretation by the DM.

Take the following example results generated on these tables:

| Table | Roll | Result |
|--------------------------|------|----------------------|
| AG1: Trigger | 01 | accusation |
| AG2: Major Goal | 10 | investigate locale |
| AG3: Obstacle to Goal | 05 | beat time limitation |
| AG4: Locale | 28 | mountain |
| AG5: Locale Feature | 02 | barracks |
| AG6: Phenomena | 23 | poisonings |
| AG7: Villain/Goal/Reason | 18 | honor |
| AG8: Artifact/Relic | 16 | orb/sphere |
| AG9: Theme | 07 | forbidden |
| AG10: Key NPC | 01 | cleric |

From the sample set of results above, a variety of interpretations could be considered. For example, the "accusation" could be pointed toward any one or more of the PCs, or any number of NPCs (e.g., a key NPC, a government official, a nearby monster, or even a legendary figure that may not even exist), while the "poisoning" could be part of the introduction of the adventure or a mystery the heroes must uncover.

Wilderness Locations & Locales

In the context of this book, the term "wilderness" is taken generally to mean "the world above ground," as opposed to the underground world of dungeons and the like, and includes both the unexplored wilds as well as settled areas of all sorts. The tables in this section of the book deal with terrain and climate (e.g., navigation, hunting, foraging), as well as wilderness locations (e.g., ruins, temples, strongholds, types of settlements) and encounters (e.g., pilgrims, travelers, bandits, patrols).

Overview of Hex Types

Atlas-level Hexes represent the "top" mapping level, and usually present an overview of continental terrain, major locations (like capitols and large cities), and major geographic features (like mountain ranges). The standard scale for an atlas-level hex is 1 hex = 36 miles.

On atlas-level maps (e.g., maps of entire countries or continents), it is suggested that columns be *lettered* progressively (i.e., A, B, C, D, etc.) while each hex down from the top of each column be *numbered* progressively (e.g., A1, A2, A3, A4, A5, etc.)

Sub-level hexes represent the "next" level down from atlas hexes, and the standard scale for a sub-level hex is 1 hex = 6 miles (or 1/6 of an atlas-level hex). Sub-level hexes can be used to present larger geographical features (e.g., mountain peaks or lakes) or locales (e.g., cities, towns, and ruins). Sub-level hexes are of particular use when tracking a party's outdoor movement.

Detail-level hexes represent the "lowest" level down from an atlas-level hex, and the standard scale for a detail-level hex is 1/6 of a sub-level hex (or 1/36 of an atlas-level hex, or 1 hex = 1 mile). Detail-level hexes may be used to depict the position of minor geographic features (e.g., cave entrances) and locations (like hamlets, houses, city districts, and monuments), while several contiguous detail-level hexes may be used to present larger features (e.g., a canyon or a sprawling city).

Hex Crawl Worksheet

Mapping Area (1): The large/bold hex that comprises the majority of this area may be used to depict one atlas-level or one sub-level hex.

The random generation of realistic terrain is too complicated for paper and dice. Even basic attempts would take too much work for unsatisfactory results.

The DM should choose a primary terrain type for each atlas-level hex, then fill in the remaining sub-level hexes with related terrain types.

Special terrain features for sub-level hexes may be generated using the "Natural Features & Phenomena" table (p.16).

HEX CRAWL WORKSHEET

2 Name of Area: **Foxpond Area**

3 Atlas Location: G4

4 Scale
Large Hex: 6 miles | Small Hex: 1 mile

5 Overview
Region: Fairmoor
Climate: Temperate
Predominant Terrain: Moors (Hills)/Forest

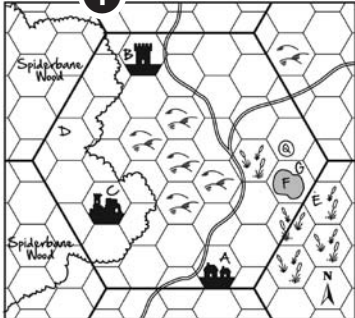
KEY LOCATIONS
Cities & Castles

Settlements & Strongholds
Bellnick Haven A
Phinera's Keep B

6
Dungeons & Ruins
Shrine of Dark Malice Ruins C

Monster Lairs
nest of giant black widow spiders D
giant doharachi nest E

Miscellaneous Locales
Foxpond callists' altar F
quicksand (marked with "Q") G



WANDERING MONSTERS

Area: Foxpond Area - Day
Check every 3 turns
1-4 "patrolling" callists
1 greater doharachi
1-3 lesser doharachi
1-6 giant centipedes
2-8 giant fire beetles
1-4 giant frogs
no encounter
no encounter

Area: Foxpond Area - Night
Check every 3 turns
1 "fleeing" callist
1-4 "patrolling" callists
1-2 giant toads
1-2 giant toads
1-2 giant toads
1-6 skeletons
1 giant weasel
1-2 giant lizards/geckos
no encounter
no encounter

Area: Spiderbane Wood
Check every 2 turns
2-12 bats
1-6 vampire bats
1-4 zombies
1-6 skeletons
1 giant black widow spider
no encounter

Habitations for sub-level hexes may be generated using the “Settlements & Inhabitation by Population Density” table (p.18).

Name (2): Use this area to label the worksheet with any name that quickly identifies its contents.

Map Location (3): Use this area to note the location of the worksheet’s hex on a larger map (e.g., atlas-level hex “G4”).

Scale (4): Use this space to note the scale of the worksheet’s map (e.g., “Large Hex = 6 miles, Small Hex = 1 mile).

Overview (5): Use this area for the inclusion of optional notes regarding the mapped location.

Key Locations (6): Use these spaces to record details about locations as generated by the tables in the Wilderness section of this book (e.g., notes on buildings or geographical features).

Wandering Monsters (7): Wandering monsters are at the discretion of the DM, based on the locale and terrain.

Settlements

In the context of this book, the term “settlement” is taken generally to mean any grouping of two or more buildings, from the smallest thorp to the largest city. The tables in this section of the book deal with settlement population, politics, concerns, and commerce, as well as settlement-level encounters.

Settlement Worksheet

Mapping Area (8): The grid may be used to represent any scale that accommodates the size of the settlement. Use the space in the lower right corner to note the scale being used.

Overview (9): Use this section to record basic demographic and background information on the settlement.

Type (e.g., thorp, hamlet, village, town, etc.) may be chosen at will by the DM, or may be generated on the “Settlements & Inhabitation by Population Density” table (p.18).

Population may be chosen, or it may be randomly generated using the header row on the “Settlement Suppliers by Size of Settlement” table (p.34).

Additional Overview items (Government, Reaction to Outsiders, Economic Outlook, Prices/Taxes, Settlement Issues, and Nearby Threats) may be generated using the “Settlement Background” tables (p.30).

Vendors/Shops (10): This area of the worksheet is designed to be used with the “Settlement Suppliers by Size of Settlement” table (p.34). Before this chart can be used, an exact population must be determined for the settlement (see **Overview**, above). The number of vendors of each type should be marked in the “blank” spaces in the second column. The “Key” column shows a two-letter code that may be used to mark the location of each vendor/shop on the map.

Key Locations (11): Use this area to include information on important locations in the settlement. Given the relative importance of inns and taverns to adventurers, a set of tavern-related generators has been provided (p.36-37). Other key locations are at the discretion of the DM.

NPCs

The tables in this section of the book deal with the creation of both major and minor NPCs, as well as henchmen/hiring recruitment.

NPC Record Sheet

Use this sheet to record the following information, which may generated using the tables in this book, or determined at the discretion of the DM:

- 12 - **Class, Race, Sex, & Level** (p.38)
- 13 - **Ability Score Generation** (p.39)
- 14 - **Inventory** (p.40) and **Magic Items** (p.41)
- 15 - **Background/Notes**, including: “Physical Traits” (p.46), “Persona & Behavior” (p.47); “Backgrounds, Eccentricities, and Talents” (p.48); “Language Determination” (p.49)

SETTLEMENT WORKSHEET

Name of Settlement: **Bellwick Haven**

Overview

Type: **Village (medium)**

Population: **100**

Government: **roy (military)**

Reaction to Outsiders: **melancholy**

Economic Outlook: **weak**

Prices/Taxes: **low prices/taxes**

Settlement Issues: **minor corruption**

Nearby Threats: **zombies**

Vendors/Shops

| Type | # | Key |
|-----------------|---|-----|
| alchemist | - | AL |
| armor smith | 1 | AR |
| bootwright | - | BW |
| butcher | - | FL |
| healer | - | HL |
| horses | - | HR |
| inn | 1 | IN |
| leathercraft | 1 | LT |
| magic supplies | 1 | MG |
| magic items | - | MI |
| potions | 1 | PO |
| provisions | 2 | PR |
| resale items | 1 | RS |
| scribe | - | SC |
| sage | 1 | SG |
| smith (general) | 1 | SM |
| tailor | 1 | TA |
| tools | 1 | TO |
| weapons | - | WP |

Other Notes

a strange spice/silly scent hangs in the air around the town

Scale: 1" = 20'

Key Locations

| | |
|--|--|
| 1 Name/Type: Church of the Divine Bull Description: brand new limestone construction glass dome over altar cleric = Ristoptel | 2 Name/Type: The Hung Bear Inn Description: new, 2-story, lumber & stone features a large collection of paintings |
| 3 Name/Type: Snake & Duke Tavern Description: old, 2-story, lumber & stone exotic/embellished furniture known for weird/sold food | 4 Name/Type: Cemetery Description: empty |
| 5 Name/Type: Barracks/Town Hall Description: houses troops and "major" troops & town led by Colonel Mesyn Tessel | |

NPC RECORD SHEET

| | | | |
|----|---|---|---|
| 12 | Character Name: Ardala Fe'muth | Race/Class: Dwarf | Background/Notes: particularly loathsome of elves superstitious considerate no memory in food master of cider-making |
| | Level: 3 HP: 13 Sex: F | Alignment: Lawful | |
| 13 | STR: 14 INT: 9 WIS: 13 | DEX: 15 CON: 15 CHA: 13 | |
| | AC: 1 Armor Type: plate + shield | Weapons: throwing axe +1, short bow, arrows (4) | |
| 14 | Bonuses: +1 hit/dam/doors +1 magic saves +1 missiles/+1 init. +1 reactions | Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/12 | |
| | Inventory & Magic Items: strength potion | Spells & Special Abilities: infravision, detect construction | |
| | Character Name: Ratroth | Race/Class: Fighter | Background/Notes: irate/grateful greedy/covetous hides a dark secret cheats at cards |
| | Level: 1 HP: 7 Sex: Male | Alignment: Chaotic | |
| | STR: 17 INT: 9 WIS: 14 | DEX: 16 CON: 15 CHA: 9 | |
| | AC: 3 Armor Type: chain + shield | Weapons: war hammer +1, short bow, arrows (8) | |
| | Bonuses: +2 hit/dam/doors +1 magic saves +2 missiles/+1 init. +1 reactions | Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/16 | |
| | Inventory & Magic Items: strength potion | Spells & Special Abilities: infravision, detect construction | |
| | Character Name: Moff Leaymble | Race/Class: Halfling | Background/Notes: boastful cynical sense of abandonment is being stalked historian speaks satyr |
| | Level: 1 HP: 5 Sex: Male | Alignment: Lawful | |
| | STR: 13 INT: 14 WIS: 11 | DEX: 17 CON: 11 CHA: 15 | |
| | AC: 2 Armor Type: chain + shield | Weapons: mace (cut to size) | |
| | Bonuses: +1 hit/dam/doors +3 missiles/+1 init. +1 reactions | Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/12 | |
| | Inventory & Magic Items: ring of invisibility | Spells & Special Abilities: infravision, -2 AC vs. L opponents 10% chance to go unseen outdoors, 1-in-3 to go unseen in cover/shadow | |
| | Character Name: | Race/Class: | Background/Notes: |
| | Level: HP: Sex: | Alignment: | |
| | STR: INT: WIS: DEX: CON: CHA: | | |
| | AC: Armor Type: | Weapons: | |
| | Bonuses: | Saving Throws: | |
| | Inventory & Magic Items: | Spells & Special Abilities: | |

Wilderness Mapping Key

CONSTRUCTED LOCATIONS



capitol



city



town



village



hamlet/thorpe



palace



castle



tower/keep/
stronghold



fort



camp



mine



mountain
stronghold



tree fortress



shire



floating (cloud)
stronghold



ruin



temple



shrine



lighthouse



rock shelter

NATURAL TERRAIN/FEATURES



clear/farmland



grasslands



scrub



desert



barren/broken land



plateau



hills



mountains



volcano



cave



deciduous forest



evergreen forest



jungle (or oasis)



swamp



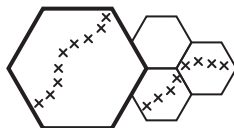
water feature



ice flow



river



trail



road



border

HEX CRAWL WORKSHEET



Name of Area: _____

Atlas Location: _____

Scale

Large Hex= *mile(s)* Small Hex= *mile(s)*

Overview

Region: _____

Climate: _____

Predominant Terrain: _____

KEY LOCATIONS

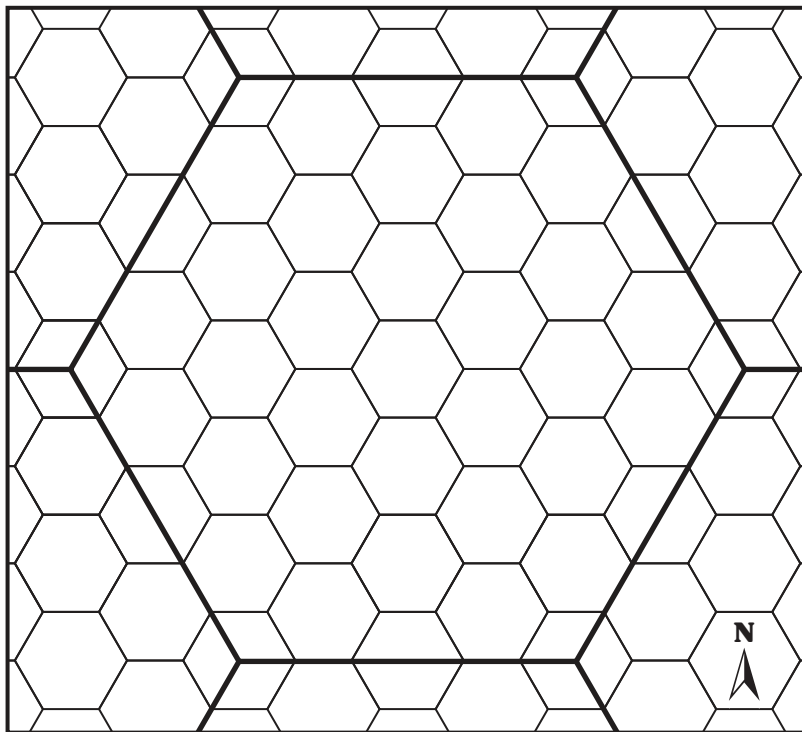
Cities & Castles

Settlements & Strongholds

Dungeons & Ruins

Monster Lairs

Miscellaneous Locales



WANDERING MONSTERS

Area: _____

Check every *turn(s)* _____

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____
- ⑥ _____
- ⑦ _____
- ⑧ _____
- ⑨ _____
- ⑩ _____

Area: _____

Check every *turn(s)* _____

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____
- ⑥ _____
- ⑦ _____
- ⑧ _____
- ⑨ _____
- ⑩ _____

Area: _____

Check every *turn(s)* _____

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____
- ⑥ _____
- ⑦ _____
- ⑧ _____
- ⑨ _____
- ⑩ _____

Area: _____

Check every *turn(s)* _____

- ① _____
- ② _____
- ③ _____
- ④ _____
- ⑤ _____
- ⑥ _____
- ⑦ _____
- ⑧ _____
- ⑨ _____
- ⑩ _____

SETTLEMENT WORKSHEET



NEW BIG DRAGON
GAMES UNLIMITED

Name of Settlement: _____

Overview

Type: _____

Population: _____

Government: _____

Reaction to Outsiders: _____

Economic Outlook: _____

Prices/Taxes: _____

Settlement Issues: _____

Nearby Threats: _____

Vendors/Shops

| Type | # | Key |
|-------------------|----------|------------|
| alchemist : | _____ | AL |
| armor smith : | _____ | AR |
| boatwright†† : | _____ | BW |
| fletcher : | _____ | FL |
| healing : | _____ | HL |
| horses : | _____ | HR |
| inn : | _____ | IN |
| leathercraft : | _____ | LT |
| magic supplies : | _____ | MG |
| magic items : | _____ | MI |
| potions : | _____ | PO |
| provisions : | _____ | PR |
| resale items : | _____ | RS |
| scribe : | _____ | SC |
| sage : | _____ | SG |
| smith (general) : | _____ | SM |
| tailor : | _____ | TA |
| tools : | _____ | TO |
| weapons : | _____ | WP |

Key Locations

1 Name/Type: _____

Description: _____

4 Name/Type: _____

Description: _____

2 Name/Type: _____

Description: _____

5 Name/Type: _____

Description: _____

3 Name/Type: _____

Description: _____

6 Name/Type: _____

Description: _____

Other Notes

NPC RECORD SHEET



NEW BIG DRAGON
GAMES UNLIMITED

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

STR: _____ INT: _____ WIS: _____ DEX: _____ CON: _____ CHA: _____

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

STR: _____ INT: _____ WIS: _____ DEX: _____ CON: _____ CHA: _____

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

STR: _____ INT: _____ WIS: _____ DEX: _____ CON: _____ CHA: _____

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

STR: _____ INT: _____ WIS: _____ DEX: _____ CON: _____ CHA: _____

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Adventure Generator Tables I

Use as many or few of these tables as deemed appropriate for sparking ideas for adventure.

AG1: TRIGGER

- 1 accusation
- 2 ambush
- 3 apparition
- 4 attack
- 5 conversation
- 6 destruction of object
- 7 diary
- 8 drawing
- 9 dream
- 10 encounter w/ NPC
- 11 escape
- 12 manuscript
- 13 map
- 14 message
- 15 item, exotic
- 16 item, mundane
- 17 oracle
- 18 plea
- 19 prophecy
- 20 public notice
- 21 reconnaissance
- 22 request
- 23 summoned by group
- 24 survivor
- 25 symbol
- 26 teleportation
- 27 transaction
- 28 trap
- 29 vision
- 30 warning

AG2: MAJOR GOAL

- 1 aid other hero(es)
- 2 break curse affecting persons(s)
- 3 break curse affecting location
- 4 capture fugitive
- 5 deal with growing threat
- 6 defend location
- 7 deliver message/object
- 8 discover secret
- 9 escort/protect object(s)/person(s)
- 10 investigate location
- 11 locate/track down NPC (ally/hero/villain)
- 12 maintain peace
- 13 prevent invasion
- 14 rally ally(allies)/form allegiance(s)
- 15 reclaim lost location (regain control of)
- 16 release person/creature from burden
- 17 rescue/free captive(s)/slave
- 18 root out spies/minions of evil
- 19 search for knowledge/evidence
- 20 solve mystery - disappearance of object
- 21 solve mystery - disappearance of person(s)
- 22 solve mystery - murder/death
- 23 solve mystery - theft
- 24 solve mystery - phenomenon
- 25 stop conflict
- 26 stop impending devastation
- 27 stop plot from coming to fruition
- 28 stop raids on location
- 29 stop strange phenomenon affecting location
- 30 stop villain from amassing power

AG3: OBSTACLE TO GOAL

- 1 acquire item
- 2 acquire knowledge
- 3 acquire key(s)/parts
- 4 awaken sleeping NPC
- 5 beat time limitation
- 6 clear name(s)/restore honor
- 7 compete in tournament
- 8 complete scavenger hunt
- 9 destroy item
- 10 escape location
- 11 explore location
- 12 find hidden/lost entrance
- 13 find hidden/lost location
- 14 find magic item/object
- 15 find way back to key location
- 16 fight for freedom
- 17 fix "broken" item
- 18 make long journey
- 19 make perilous journey
- 20 navigate labyrinth
- 21 navigate series of portals
- 22 pass series of tests
- 23 perform ritual
- 24 restore condition
- 25 race against antagonist(s)
- 26 reveal conspiracy
- 27 revive deceased NPC
- 28 solve puzzle/riddles
- 29 speak incantation
- 30 stop ritual

AG4: LOCATION

- 1 abbey
- 2 burial ground
- 3 catacombs
- 4 castle
- 5 cave/cavern
- 6 cemetery
- 7 chasm
- 8 citadel/keep
- 9 city
- 10 dungeon
- 11 farmstead
- 12 fortress
- 13 forest
- 14 hamlet
- 15 hill
- 16 island
- 17 mansion
- 18 mountain
- 19 outpost
- 20 palace
- 21 ruins
- 22 stronghold
- 23 temple
- 24 thorpe
- 25 tomb
- 26 tower
- 27 town
- 28 undercity
- 29 village
- 30 volcano

AG5: LOCATION FEATURE

- 1 altar
- 2 barracks
- 3 bridge
- 4 chapel
- 5 dais
- 6 door
- 7 fountain
- 8 garden
- 9 gallery
- 10 gate
- 11 plaza
- 12 laboratory
- 13 library
- 14 machine, clockwork
- 15 machine, magical
- 16 painting
- 17 pedestal
- 18 pit
- 19 pool
- 20 portal
- 21 sanctuary
- 22 sarcophagus
- 23 statue/idol
- 24 shrine
- 25 statuary
- 26 tapestry
- 27 throne
- 28 waterfall
- 29 well
- 30 workshop

Adventure Generator Tables II

Use as many or few of these tables as deemed appropriate for sparking ideas for adventure.

AG6: PHENOMENA

- 1 charm
- 2 darkness
- 3 decay
- 4 delusion
- 5 disease
- 6 disembodied voices
- 7 energy drain (hp)
- 8 energy drain (level)
- 9 fear
- 10 fever
- 11 fog/mist
- 12 fungi/mold/slime
- 13 hallucinations
- 14 hauntings
- 15 lights/colors
- 16 loss of memory
- 17 mania
- 18 monster plague
- 19 nightmares
- 20 noises/sounds
- 21 panic/paranoia
- 22 paralyzation
- 23 poisoning(s)
- 24 shadows
- 25 sickness
- 26 sightings of dead
- 27 sleep
- 28 strange vegetation
- 29 strange weather
- 30 transformation

AG7: VILLAIN GOAL/REASON

- 1 amusement/boredom
- 2 avoid loss/pain
- 3 corruption
- 4 debt owed
- 5 derangement/insanity
- 6 destiny
- 7 domination/control
- 8 eliminate species
- 9 enslavement
- 10 envy
- 11 experimentation
- 12 fear
- 13 forgotten reason
- 14 guilt
- 15 greed
- 16 hatred
- 17 honor
- 18 immortality
- 19 ideology (strange)
- 20 loyalty (misplaced)
- 21 mass destruction
- 22 mischief
- 23 noble goal, extreme measures
- 24 power
- 25 pride/vanity
- 26 pure evil
- 27 revenge
- 28 self-preservation/survival
- 29 serves higher "boss"
- 30 utopia (at all costs)

AG8: ARTIFACT/RELIC

- 1 amulet
- 2 bowl/brazier/censer
- 3 box
- 4 bracers
- 5 candle
- 6 codex/manual/tome
- 7 cube
- 8 cup
- 9 figurine/idol
- 10 flask
- 11 gem/jewel
- 12 grimoire
- 13 horn/instrument
- 14 mask
- 15 medallion
- 16 mirror
- 17 necklace
- 18 orb/sphere
- 19 pearl
- 20 potion
- 21 ring
- 22 rod
- 23 scarab
- 24 scepter
- 25 spellbook
- 26 staff
- 27 stone
- 28 talisman
- 29 wand
- 30 weapon

AG9: THEME

- 1 blood
- 2 darkness/night
- 3 death
- 4 destiny
- 5 doom
- 6 freedom
- 7 forbidden
- 8 enchantment
- 9 evil
- 10 flame(s)
- 11 glory
- 12 gold
- 13 greed
- 14 innocence
- 15 immortality
- 16 judgement
- 17 justice
- 18 life
- 19 light/day
- 20 madness
- 21 mystery
- 22 power
- 23 rebirth
- 24 revenge
- 25 shadow
- 26 terror
- 27 treasure
- 28 vengeance
- 29 wonder
- 30 wrath

AG10: KEY NPC

- 1 cleric
- 2 druid/cleric*
- 3 fighter
- 4 paladin/fighter*
- 5 ranger/dwarf*
- 6 magic-user
- 7 illusionist/magic-user
- 8 thief
- 9 assassin/halfling*
- 10 monk/elf*
- 11 animal trainer
- 12 hermit
- 13 merchant (see NPCO2a, p.42)
- 14 misc. NPC (see NPCO2c, p.42)
- 15 pilgrim (as 1st-level cleric)
- 16 sage (see pp.44-45)
- 17 scribe
- 18 spy (as thief)
- 19 smith
- 20 tradesman (see NPCO2b, p.42)
- 21 king
- 22 queen
- 23 queen mother
- 24 noble (see NPCN1/NPCN2, p.43)
- 25 noble household (see NPCH, p.43)
- 26 noble teacher (see NPCT, p.43)
- 27 castle employee (see NPCJ, p.43)
- 28 soldier
- 29 slave
- 30 peasant

* for Oe and 1e editions use indication on left for BX editions use indication on right

Prevailing Weather Conditions (by Season, Climate, and Terrain)

❶ Based on climate, terrain, and season: ❷ determine specific temperature (instructions this page), and ❸ determine any precipitation events (following page).

❶ WTHR: AVERAGE DAILY TEMPERATURE & PRECIPITATION CLASS BY LOCATION AND TIME OF YEAR

This chart presents weather data for the PCs' location. Cross-reference the location's climate & terrain against the current season & month. Values relate the **average temperature** as F° (Arabic numeral to left of slash) and one of five different **precipitation classes** (Roman numeral to right of slash*). **Average temperature** is used to **Determine Temperature** (below). **Precipitation class** is used on **PREC** (following page).

❷ DETERMINE TEMPERATURE

“Simple” Method

Temperature indicated on **WTHR** is used “as is” (without any changes/fluctuations) for the entire 24-hour period.

“Advanced” Method

Temperature indicated on **WTHR** is used as “median” temperature for the day. Low and high temperatures vary from the median temperature by the amounts below.

| Zone | Months | Low | High |
|--------------------|-----------|------|------|
| tropical | 1-3,10-12 | -20° | +20° |
| | 4-9 | -10° | +25° |
| subtropical | 1-3,10-12 | -20° | +15° |
| | 4-9 | -15° | +25° |
| temperate | 1-3,10-12 | -25° | +15° |
| | 4-9 | -15° | +25° |
| subarctic | 1-3,10-12 | -25° | +15° |
| | 4-9 | -20° | +20° |
| arctic | 1-3,10-12 | -30° | +10° |
| | 4-9 | -20° | +20° |

Mean Temp. Variation (Optional)

The mean temperature may be adjusted on a daily basis by rolling a d3 or d5 per below:

d3 [1=-5°, 2=±0°, 3=+5°]

d5 [1=-10°, 2=-5°, 3=±0°, 4=+5°, 5=+10°]

* the indication “-” in place of the Roman numeral denotes the lack of any measurable precipitation for that period

| SEASON = | | WINTER | | | SPRING | | | SUMMER | | | FALL | | |
|--------------------|-----------|--------|--------|--------|--------|--------|--------|--------|---------|--------|--------|--------|--------|
| MONTH = | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| tropical | hills | 60/- | 65/I | 70/- | 75/I | 80/II | 85/I | 95/I | 100/III | 95/II | 80/- | 70/I | 65/- |
| | mountains | 65/I | 65/III | 70/II | 75/III | 80/IV | 85/IV | 90/I | 95/III | 95/II | 90/III | 80/IV | 70/IV |
| | forest | 80/III | 80/V | 80/IV | 85/III | 85/V | 85/IV | 90/III | 90/V | 90/IV | 85/III | 80/V | 80/IV |
| | plains | 65/- | 70/I | 75/- | 80/II | 85/IV | 90/III | 95/III | 95/IV | 90/III | 85/II | 80/IV | 75/III |
| | swamp | 65/- | 70/II | 75/I | 80/III | 85/IV | 90/IV | 95/III | 95/IV | 90/III | 85/II | 80/III | 75/III |
| | desert | 70/- | 75/I | 80/- | 80/- | 85/II | 85/I | 90/- | 95/I | 90/- | 85/- | 80/I | 75/- |
| | coast | 75/- | 75/I | 80/- | 85/II | 85/V | 90/III | 90/IV | 90/V | 85/V | 75/I | 75/II | 70/I |
| subtropical | hills | 60/I | 65/II | 70/II | 75/II | 75/IV | 80/III | 80/II | 85/IV | 75/III | 70/I | 65/III | 60/II |
| | mountains | 55/I | 60/III | 65/II | 70/II | 70/IV | 75/III | 65/II | 60/III | 65/III | 60/I | 60/III | 55/II |
| | forest | 75/III | 70/IV | 75/IV | 75/III | 80/V | 85/IV | 85/III | 85/V | 80/IV | 80/III | 75/IV | 75/IV |
| | plains | 60/- | 65/II | 70/I | 75/I | 80/IV | 85/II | 90/I | 90/III | 95/II | 85/- | 75/II | 65/I |
| | swamp | 60/I | 65/II | 70/II | 75/I | 80/III | 85/II | 90/I | 90/IV | 85/II | 85/I | 70/II | 65/II |
| | desert | 60/- | 65/I | 75/- | 75/- | 80/I | 85/- | 90/- | 90/- | 85/- | 80/- | 75/I | 70/- |
| | coast | 55/I | 60/III | 65/II | 65/II | 75/IV | 85/III | 75/II | 75/V | 70/III | 70/- | 65/II | 60/I |
| temperate | hills | 25/I | 30/III | 40/II | 50/II | 60/IV | 70/III | 75/II | 80/IV | 70/III | 55/I | 40/III | 30/II |
| | mountains | 25/- | 25/III | 30/II | 40/- | 50/III | 65/II | 70/- | 70/II | 60/I | 50/- | 40/III | 30/II |
| | forest | 20/I | 15/III | 40/II | 50/II | 60/IV | 65/III | 75/II | 75/III | 65/III | 60/I | 35/III | 30/III |
| | plains | 15/- | 20/II | 40/I | 50/II | 60/IV | 65/III | 75/II | 75/IV | 65/III | 50/I | 40/III | 30/II |
| | swamp | 30/I | 35/III | 40/II | 50/II | 60/IV | 65/II | 75/II | 75/IV | 75/III | 60/- | 50/III | 40/II |
| | desert | 55/- | 55/I | 60/- | 65/- | 70/I | 80/- | 90/- | 90/I | 85/- | 75/- | 70/- | 55/- |
| | coast | 30/II | 40/IV | 45/III | 50/I | 55/III | 65/II | 65/- | 65/II | 60/I | 50/II | 40/IV | 35/III |
| subarctic | hills | -5/- | -5/I | 10/I | 15/- | 40/II | 50/I | 55/I | 55/II | 40/II | 30/- | 15/II | 10/I |
| | mountains | -5/- | -5/I | 15/I | 15/I | 30/III | 40/II | 50/I | 55/II | 40/I | 30/- | 15/II | 10/I |
| | forest | 5/- | 5/II | 15/I | 30/I | 40/III | 50/II | 55/I | 55/III | 40/II | 30/I | 20/II | 15/I |
| | plains | -5/- | -5/II | 5/I | 15/I | 40/III | 50/II | 55/I | 55/III | 40/II | 25/I | 5/II | -5/I |
| | swamp | -5/- | -5/II | 5/I | 20/I | 40/III | 50/II | 55/I | 55/II | 40/II | 25/I | 10/II | 0/II |
| | desert | -5/- | -5/I | 5/- | 15/- | 40/- | 50/I | 55/- | 55/- | 40/I | 25/- | 5/I | -5/- |
| | coast | 15/- | 20/I | 25/I | 30/- | 40/II | 50/I | 55/I | 55/III | 50/II | 40/- | 25/II | 15/I |
| arctic | hills | -15/- | -20/- | -10/I | -5/- | 5/II | 15/I | 20/- | 20/- | 15/I | 5/- | 0/- | -10/I |
| | mountains | -15/- | -20/- | -10/I | -5/- | 5/- | 15/I | 20/- | 20/- | 15/I | 5/- | 0/- | -10/I |
| | plains | -10/- | -15/I | -5/I | 5/- | 15/II | 30/I | 40/- | 40/III | 25/II | 15/- | -5/I | -15/I |
| | desert | -10/- | -15/I | -5/- | 5/- | 15/I | 30/- | 40/- | 40/I | 25/- | 15/- | -5/I | -15/- |
| | coast | -5/- | -15/I | -5/- | 5/- | 15/- | 30/I | 40/- | 40/II | 25/I | 15/- | 0/I | -10/I |

Weather Events (by Precipitation Class)

To be used in conjunction with table on previous page.

3 DETERMINE DAILY PRECIPITATION

On table **PREC**, roll 1d30 against the column matching the precipitation class (I,II,III,IV,V; per **WTHR**) to determine the "Type of Storm" (at right). Based on the result, follow the directions for that storm type (**A-F**)

KEY TO TABLES SCN & SCS (far right)

For **SCN & SCS**, the following temperature ranges indicate the type of precipitation:

| mean °F | precip. type |
|---------|--------------|
| 35°+ | rain |
| 30° | mixed |
| 25°- | snow |

rain: for rain or mixed precipitation, number indicates total precipitation for the duration of the cell (types A-E), or for each 10 min. period during a supercell (type F); for snow, total is doubled as snowfall (all types)

wind: average MPH wind speed for duration of cell, with gusts reaching 3x average

solid: denotes size/amount of hail/sleet (L=light, M=medium, H=heavy); solid precipitation is ignored for "snow conditions"

hook: chance in 30 of a hook formation spawning a tornado; severity of tornado relative to base chance in 30 (e.g., 5-in-30 hook=minor damage, 30-in-30 hook=widespread devastation)

PREC: WEATHER EVENTS BY PRECIPITATION CLASS

| Precipitation Class (per WTHR) | | | | | Type of Storm |
|--------------------------------|--------------|--------------|--------------|--------------|---|
| I | II | III | IV | V | |
| 1-29 | 1-25 | 1-15 | 1-8 | 1-4 | = no precipitation event |
| 30 | 26-28 | 16-19 | 9-14 | 5-9 | = single sell (see A , below) |
| — | 29 | 20-23 | 15-18 | 10-14 | = multi-cell cluster, non-severe (see B below) |
| — | — | 24 | 19-21 | 15-18 | = multi-cell cluster, severe (see C below) |
| — | 30 | 25-28 | 22-25 | 19-23 | = multi-cell line, non-severe (see D below) |
| — | — | 29 | 26-28 | 24-27 | = multi-cell line, severe (see E below) |
| — | — | 30 | 29-30 | 28-30 | = supercell (see F below) |

A. SINGLE CELL STORM

1. Determine duration: 20 + 1d10 minutes
2. Determine effect: Roll once on table SCN: Non-severe Storm Cell.

B. MULTI-CELL CLUSTER, NON-SEVERE

1. Determine number of cells: 1d6+2
2. Determine duration individually for each cell: 20 + 1d10 minutes
3. Determine effect individually for each cell:
Roll for each cell individually on table **SCN: Non-severe Cell**.
4. Determine duration of break after each cell: 1d30+2 minutes

C. MULTI-CELL CLUSTER, SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but rolling for effect on **SCS: Severe Storm Cell** to determine individually the effect of each cell.

D. MULTI-CELL LINE, NON-SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

E. MULTI-CELL LINE, SEVERE

As per **C. Multi-cell Cluster, Severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

F. SUPERCELL

1. Determine total storm duration: 1 hour + (1d30x10) minutes
2. Determine effect every 10 minutes (per below) on **SCS Severe Cell**:
 - first 10 minutes: roll 1d10
 - second 10 minutes: roll 1d10+10
 - every 10 minutes thereafter: roll 1d10+20
 - final 10 minutes: roll 1d10

SCN: NON-SEVERE CELL

| | rain | wind | solid | hook |
|-----------|-------|------|-------|------|
| 1 | .1" | 3 | — | — |
| 2 | .2" | 3 | — | — |
| 3 | .3" | 3 | — | — |
| 4 | .4" | 3 | — | — |
| 5 | .5" | 3 | — | — |
| 6 | .6" | 4 | — | — |
| 7 | .7" | 4 | — | — |
| 8 | .8" | 4 | — | — |
| 9 | .9" | 4 | — | — |
| 10 | 1" | 4 | — | — |
| 11 | .1" | 5 | — | — |
| 12 | .2" | 5 | — | — |
| 13 | .3" | 5 | — | — |
| 14 | .4" | 5 | — | — |
| 15 | .5" | 5 | — | — |
| 16 | .6" | 6 | — | — |
| 17 | .7" | 6 | — | — |
| 18 | .8" | 6 | — | — |
| 19 | .9" | 6 | — | — |
| 20 | 1" | 6 | — | — |
| 21 | 1.25" | 7 | — | — |
| 22 | 1.5" | 7 | L | — |
| 23 | 1.75" | 7 | L | — |
| 24 | 2" | 7 | L | — |
| 25 | 2.25" | 7 | M | — |
| 26 | 2.5" | 8 | M | 1 |
| 27 | 2.75" | 8 | M | 5 |
| 28 | 3" | 8 | H | 10 |
| 29 | 3.25" | 8 | H | 15 |
| 30 | 3.5" | 8 | H | 20 |

SCS: SEVERE CELL

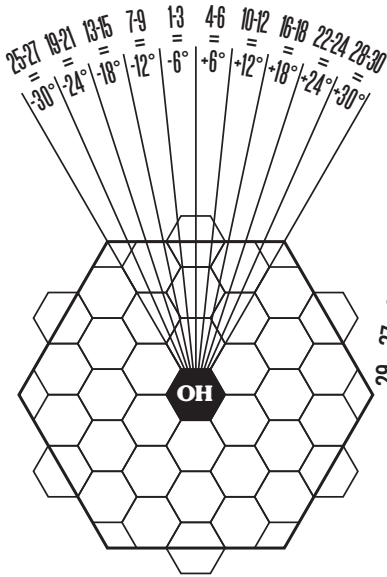
| | rain | wind | solid | hook |
|-----------|------|------|-------|------|
| 1 | .5" | 3 | — | — |
| 2 | 1" | 3 | — | — |
| 3 | 1.5" | 3 | — | — |
| 4 | 2" | 7 | — | — |
| 5 | 2.5" | 7 | — | — |
| 6 | 3" | 7 | — | — |
| 7 | .5" | 10 | — | — |
| 8 | 1" | 10 | — | — |
| 9 | 1.5" | 10 | — | — |
| 10 | 2" | 15 | — | — |
| 11 | 2.5" | 15 | — | — |
| 12 | 3" | 15 | — | — |
| 13 | 1" | 20 | L | — |
| 14 | 1.5" | 20 | L | — |
| 15 | 2" | 20 | L | 5 |
| 16 | 2.5" | 21 | L | 10 |
| 17 | 3" | 21 | L | 15 |
| 18 | 3.5" | 21 | L | 20 |
| 19 | 1" | 22 | M | — |
| 20 | 1.5" | 22 | M | 5 |
| 21 | 2" | 22 | M | 10 |
| 22 | 2.5" | 23 | M | 15 |
| 23 | 3" | 23 | M | 20 |
| 24 | 3.5" | 23 | M | 25 |
| 25 | 2" | 24 | H | 5 |
| 26 | 2.5" | 24 | H | 10 |
| 27 | 3" | 24 | H | 15 |
| 28 | 3.5" | 25 | H | 20 |
| 29 | 4" | 25 | H | 25 |
| 30 | 5" | 25 | H | 30 |

Off-course Determination

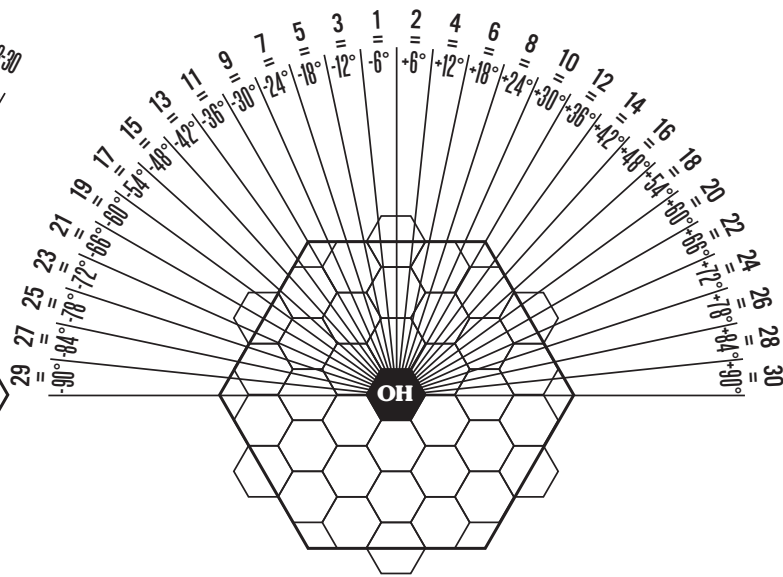
If PCs have gotten lost or gone off course (as determined by rules edition being used), roll for the party's new direction of travel (as outlined below).

METHOD: First, total the impairment on the PCs' navigational/mapping ability (per the **Impairments** table at lower left)—this “Total Impairment” value determines which **Off-Course Determination** table is used (OCDA, OCDB, or OCDc). Next, roll 1d30 and reduce the result based on the total “Bonuses” (per the Roll Adjustments table at middle bottom). Finally, index the result to determine how many degrees off course the party has gone; adjusted rolls of 0 or less result in the party staying “on course.”

OCDA: Mild Impairment Total Impairment: 1-3

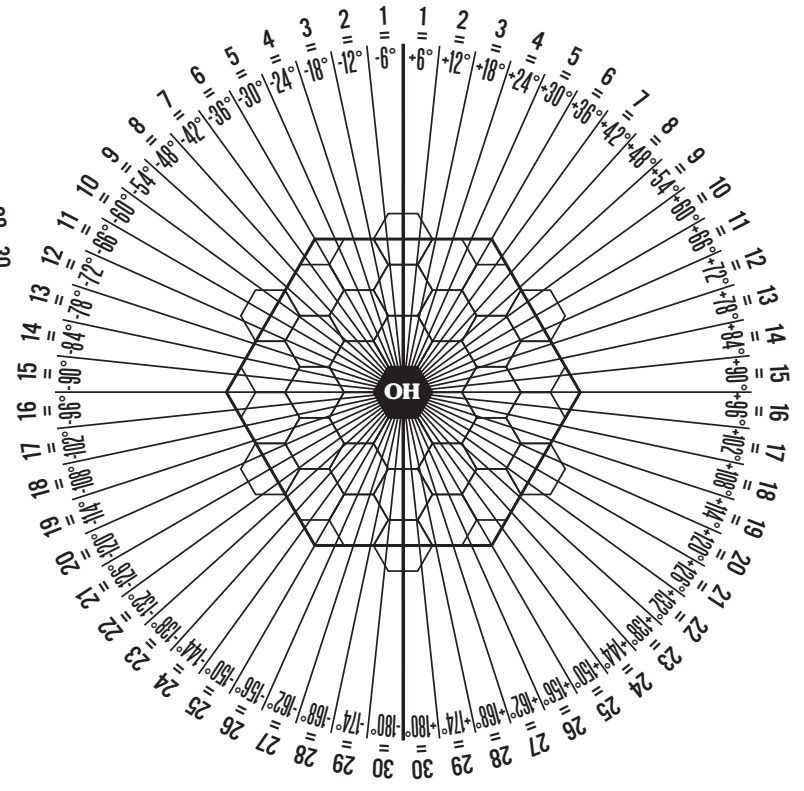


OCDB: Moderate Impairment Total Impairment: 4-7



OCDc: Heavy Impairment Total Impairment: 8+

Determine direction (port/starboard) by prevailing winds, or roll an additional d8
odd = off-course to port (left),
even = off-course to starboard (right)



IMPAIRMENTS


| | Effect |
|--------------------------------|---------------|
| fog, mild (vision 101-150') | +2 |
| fog, moderate (vision 51-100') | +4 |
| fog, heavy (vision 1-50') | +8 |
| navigator/mapper drunk | +1-3 |
| navigating by stars: | |
| night sky overcast | +1 |
| stars moderately obscured | +4 |
| stars completely obscured | +8 |
| precipitation, light | +1 |
| precipitation, moderate | +3 |
| precipitation, heavy | +5 |
| winds (while on water)* | +1 per 10 mph |

ROLL ADJUSTMENTS

| | Bonus† |
|---|--------|
| <i>navigator/mapper has “direction sense”</i> | |
| when using table OCDA: Mild... | -1 |
| when using table OCDB: Moderate... | -2 |
| when using table OCDc: Heavy... | -3 |
| <i>familiarity with location/route</i> | |
| has been once or twice | -1 |
| has been several times | -3 |
| very familiar (knows well) | -5 |

*strong winds will not normally affect navigation while on land (at DM's discretion)

†bonuses are suggestions only; actual bonus at DM's discretion based on PC's knowledge of location

 = Hex of Origin

Foraging & Hunting (by Terrain & Season)

FHC: FORAGING & HUNTING CHANCES FOR SUCCESS

Foraging: Number to left of slash = chance in 30 of 1 character searching for 2 turns to find 1 full day's rations. Number to right of slash = chance in 30 for the find to be both nutritional and safe to consume (non-toxic/non-poisonous). Maximum number of foraging attempts = 2. Characters with foraging proficiency check in 1 turn (instead of 2), and may make up to 4 attempts.

Hunting: Chance in 30 of a "non-proficient" hunter encountering game per 4 turns spent hunting during early morning or late evening hours. Hunting at night impossible (unless able to see in dark).

Modifiers: -3 per additional hunter in group (but each hunter gets a roll); -3 per roll for hunting during "off" hours; proficient hunters roll with a +3 bonus.

| | | SPRING | | SUMMER | | FALL | | WINTER | |
|--------------------|-----------|--------|------|--------|------|--------|------|--------|------|
| | | forage | hunt | forage | hunt | forage | hunt | forage | hunt |
| tropical | hills | 30/18 | 15 | 30/18 | 15 | 29/20 | 15 | 27/21 | 15 |
| | mountains | 27/21 | 12 | 27/18 | 12 | 27/20 | 12 | 25/21 | 12 |
| | forest | 30/21 | 15 | 30/18 | 15 | 30/21 | 15 | 30/21 | 15 |
| | plains | 30/17 | 15 | 30/15 | 15 | 30/18 | 15 | 30/21 | 15 |
| | swamp | 18/12 | 15 | 21/15 | 15 | 18/12 | 15 | 15/12 | 15 |
| | desert | 1/6 | 2 | 0/0 | 2 | 1/8 | 2 | 1/8 | 2 |
| | coast | 29/15 | 15 | 30/15 | 15 | 29/15 | 15 | 27/18 | 15 |
| subtropical | hills | 27/21 | 15 | 30/22 | 15 | 29/22 | 15 | 24/23 | 15 |
| | mountains | 16/21 | 10 | 24/21 | 10 | 18/18 | 10 | 12/18 | 10 |
| | forest | 30/21 | 15 | 30/21 | 15 | 30/21 | 15 | 27/21 | 15 |
| | plains | 27/21 | 15 | 30/21 | 15 | 30/20 | 15 | 24/21 | 15 |
| | swamp | 15/15 | 15 | 15/15 | 15 | 15/12 | 15 | 12/12 | 12 |
| | desert | 1/5 | 2 | 0/0 | 1 | 1/9 | 2 | 1/9 | 3 |
| | coast | 27/18 | 15 | 30/18 | 15 | 29/18 | 15 | 24/18 | 18 |
| temperate | hills | 22/18 | 12 | 27/20 | 12 | 24/15 | 12 | 20/15 | 8 |
| | mountains | 9/18 | 9 | 12/18 | 9 | 9/15 | 9 | 6/18 | 5 |
| | forest | 27/18 | 15 | 30/18 | 15 | 27/18 | 15 | 24/18 | 12 |
| | plains | 18/18 | 12 | 22/21 | 15 | 18/15 | 15 | 15/18 | 8 |
| | swamp | 10/18 | 10 | 12/15 | 15 | 10/12 | 15 | 9/12 | 5 |
| | desert | 2/15 | 2 | 1/9 | 1 | 2/15 | 2 | 3/7 | 3 |
| | coast | 20/18 | 12 | 24/18 | 15 | 20/15 | 15 | 15/15 | 6 |
| subarctic | hills | 9/15 | 3 | 12/18 | 5 | 8/15 | 5 | 6/15 | 1 |
| | mountains | 5/15 | 2 | 6/18 | 3 | 5/15 | 2 | 3/15 | 1 |
| | forest | 27/18 | 3 | 30/15 | 3 | 24/18 | 1 | 21/18 | 1 |
| | plains | 9/18 | 3 | 15/18 | 5 | 9/15 | 5 | 6/18 | 1 |
| | swamp | 6/12 | 3 | 9/12 | 5 | 6/15 | 3 | 5/12 | 1 |
| | desert | 2/15 | 3 | 5/15 | 3 | 2/5 | 2 | 0/0 | 1 |
| | coast | 10/15 | 4 | 15/18 | 6 | 10/15 | 6 | 7/12 | 2 |
| arctic | hills | 3/12 | 3 | 3/12 | 3 | 2/15 | 2 | 2/6 | 1 |
| | mountains | 0/0 | 1 | 2/15 | 2 | 0/0 | 1 | 0/0 | 1 |
| | plains | 2/15 | 2 | 3/15 | 3 | 2/15 | 2 | 1/50 | 1 |
| | desert | 2/5 | 1 | 3/5 | 3 | 0/0 | 1 | 0/0 | 1 |
| | coast | 3/15 | 1 | 5/15 | 3 | 3/6 | 1 | 3/6 | 1 |

HNT1: GAME TYPE

Hunting characters must possess:

- proficiency with missile weapons
- missiles with range to cover distance
- ability to cause "average" amount of damage per shot required by size of creature (small=1, medium=2, large=3)

| | Size | # | Distance |
|----|--------|------|----------|
| 1 | small | 1-3 | 20 yds. |
| 2 | small | 1-3 | 30 yds. |
| 3 | small | 1-3 | 40 yds. |
| 4 | small | 1-6 | 20 yds. |
| 5 | small | 1-6 | 30 yds. |
| 6 | small | 1-6 | 40 yds. |
| 7 | small | 1-8 | 20 yds. |
| 8 | small | 1-8 | 30 yds. |
| 9 | small | 1-8 | 40 yds. |
| 10 | small | 1-12 | 20 yds. |
| 11 | small | 1-12 | 30 yds. |
| 12 | small | 1-12 | 40 yds. |
| 13 | medium | 1-2 | 40 yds. |
| 14 | medium | 1-2 | 50 yds. |
| 15 | medium | 1-2 | 60 yds. |
| 16 | medium | 1-3 | 40 yds. |
| 17 | medium | 1-3 | 50 yds. |
| 18 | medium | 1-3 | 60 yds. |
| 19 | medium | 1-6 | 40 yds. |
| 20 | medium | 1-6 | 50 yds. |
| 21 | medium | 1-6 | 60 yds. |
| 22 | medium | 2-8 | 40 yds. |
| 23 | medium | 2-8 | 50 yds. |
| 24 | medium | 2-8 | 60 yds. |
| 25 | large | 1-2 | 60 yds. |
| 26 | large | 1-2 | 70 yds. |
| 27 | large | 1-2 | 80 yds. |
| 28 | large | 1-3 | 60 yds. |
| 29 | large | 1-3 | 70 yds. |
| 30 | large | 1-3 | 80 yds. |

HNT2: HUNTING SUCCESS

1. Roll initial d30; reference column per HNT1 for resulting # of game.
2. Roll twice more; reference both rolls on column indicated by # of hunters; larger result = # of missiles used; smaller result = # of game killed*.

| | game: 1-3 | 1-6 | 2-8 | 2-12 |
|--------------|-----------|-----|-----|------|
| hunters: (1) | (1) | (2) | (3) | (4+) |
| 1 | 1 | 1 | 2 | 2 |
| 2 | 1 | 1 | 2 | 3 |
| 3 | 1 | 1 | 3 | 3 |
| 4 | 1 | 2 | 3 | 4 |
| 5 | 1 | 2 | 3 | 4 |
| 6 | 1 | 2 | 4 | 5 |
| 7 | 1 | 2 | 4 | 5 |
| 8 | 1 | 2 | 4 | 5 |
| 9 | 1 | 3 | 4 | 6 |
| 10 | 1 | 3 | 4 | 6 |
| 11 | 2 | 3 | 5 | 6 |
| 12 | 2 | 3 | 5 | 6 |
| 13 | 2 | 3 | 5 | 7 |
| 14 | 2 | 3 | 5 | 7 |
| 15 | 2 | 3 | 5 | 7 |
| 16 | 2 | 4 | 5 | 7 |
| 17 | 2 | 4 | 5 | 7 |
| 18 | 2 | 4 | 5 | 7 |
| 19 | 2 | 4 | 6 | 8 |
| 20 | 2 | 4 | 6 | 8 |
| 21 | 3 | 4 | 6 | 8 |
| 22 | 3 | 4 | 6 | 8 |
| 23 | 3 | 5 | 6 | 9 |
| 24 | 3 | 5 | 7 | 9 |
| 25 | 3 | 5 | 7 | 9 |
| 26 | 3 | 5 | 7 | 10 |
| 27 | 3 | 5 | 7 | 10 |
| 28 | 3 | 6 | 7 | 11 |
| 29 | 3 | 6 | 8 | 11 |
| 30 | 3 | 6 | 8 | 12 |

* maximum kill limited by whichever number is smaller: available game, or missiles w/ effective range

Natural Features & Phenomena (by Terrain Type)

For each sub-level hex, roll 1d30 to determine if there is a variation from the normal terrain found in the containing atlas-level hex (chance-in-30 for variation noted at header of each column). If a variation exists, roll an additional 1d30 to determine the variant feature or phenomena.

NFP: NATURAL FEATURES & PHENOMENA BY TERRAIN TYPE

| Hills | Mountains | Forest | Plains | Swamp | Desert | Coast |
|-----------------------|-----------------------|----------------------|-----------------------|-------------------------------|-----------------------|------------------------|
| 6-in-30 = feature | 10-in-30 = feature | 8-in-30 = feature | 4-in-30 = feature | 17-in-30 = feature | 4-in-30 = feature | 9-in-30 = feature |
| 1 bluff | 1 bluff | 1 brook | 1 aquifer | 1 crooked trees | 1 aquifer | 1 barachois |
| 2 butte | 2 cave, fracture* | 2 cave, fracture* | 2 butte | 2 cypress dome | 2 bedrock outcrop | 2 bay |
| 3 cave, fracture* | 3 cave, lava tube* | 3 cave, limestone* | 3 cave, fracture* | 3 dam, natural | 3 bluff | 3 bight |
| 4 cave, lava tube* | 4 cave, limestone* | 4 cave, talus* | 4 cave, limestone* | 4 heavy algae | 4 butte | 4 blowout |
| 5 cave, limestone* | 5 cave, talus* | 5 clearing (natural) | 5 crater lake | 5 heavy canopy | 5 cacti | 5 bog |
| 6 cave, talus* | 6 cliff | 6 cloud forest (fog) | 6 dry lake | 6 heavy mossing | 6 cave, limestone* | 6 cave, sea* |
| 7 crag | 7 crag | 7 copse | 7 escarpment | 7 heavy muck | 7 cave, talus* | 7 coastal dunes |
| 8 cuesta (w/ cliff) | 8 crater lake | 8 crooked trees | 8 esker | 8 heavy pathogens, air | 8 chasm | 8 cove |
| 9 dell | 9 dry lake | 9 dead forest | 9 gulch | 9 heavy pathogens, surface | 9 crag | 9 estuary |
| 10 draw | 10 fluvial terrace | 10 den tree* | 10 heavy shrubs | 10 heavy pathogens, water | 10 crater lake, dry | 10 firth |
| 11 escarpment | 11 geyser | 11 forked trees | 11 heavy underbrush | 11 heavy plants, emergent | 11 cuesta (w/cliff) | 11 fjord |
| 12 esker | 12 gorge | 12 gully | 12 hillock/knoll | 12 heavy plants, floating | 12 dunes | 12 kelp bed (subtidal) |
| 13 glen | 13 gulch | 13 grotto | 13 lake | 13 heavy plants, submerged | 13 escarpment | 13 lagoon |
| 14 gulch | 14 hoodoo (tent rock) | 14 heavy canopy | 14 lava dome | 14 island, small | 14 eskar | 14 lake/loch |
| 15 hillock/knoll | 15 kettle (lake) | 15 heavy underbrush | 15 limestone pavement | 15 island, medium | 15 gulch | 15 marine meadow |
| 16 lake | 16 lava dome | 16 lake | 16 mesa | 16 island, large | 16 hoodoo (tent rock) | 16 mangrove swamp |
| 17 lava dome | 17 lava lake | 17 primeval forest | 17 mud pits | 17 islands, small (scatters) | 17 mesa | 17 mud flat |
| 18 lava lake | 18 ledge | 18 pond | 18 plateau | 18 natural gas vent† | 18 limestone pavement | 18 quicksand |
| 19 limestone pavement | 19 mountain pass | 19 rock outcropping | 19 pond | 19 marsh gas† | 19 quicksand | 19 rocky shore |
| 20 mesa | 20 natural arch | 20 rock shelter* | 20 ridge | 20 mud flat | 20 oasis | 20 sand beach |
| 21 plateau | 21 pseudocrater | 21 rot, widespread | 21 riparian zone | 21 quicksand | 21 pediment | 21 sand flat |
| 22 pond | 22 ravine | 22 sinkhole | 22 rock outcropping | 22 rocky area | 22 playa | 22 salt flat |
| 23 rock outcropping | 23 ridge | 23 spring, artesian | 23 rock shelter | 23 rot, widespread | 23 rock shelter | 23 salt marsh |
| 24 rock shelter* | 24 rock shelter* | 24 spring, hot | 24 sinkhole | 24 shallow water | 24 sailing stones | 24 salt meadow |
| 25 spring, artesian | 25 spring | 25 stream | 25 strath | 25 slough/channel | 25 sinkhole | 25 salting |
| 26 spring, hot | 26 summit | 26 sylvan grove | 26 tar pit | 26 spring, acidic hot | 26 shrubs | 26 sea loch (inlet) |
| 27 strath | 27 valley | 27 sylvan forest | 27 thicket | 27 tar pit | 27 terrace | 27 seabed (subtidal) |
| 28 terrace | 28 volcanic cone | 28 thicket | 28 tor | 28 turbid water | 28 trees | 28 shingle beach |
| 29 tor | 29 volcanic crater | 29 well | 29 vernal pool | 29 volcanic vent | 29 valley | 29 pebble beach |
| 30 well | 30 volcanic vent | 30 wolf tree* | 30 well | 30 volcanic vent w/ tuff ring | 30 well, dry | 30 tide pool |

* 50% chance this feature houses a lair † highly flammable; susceptible to combustion in presence of open flame

Natural Features & Phenomena Definitions

For your convenience, definitions for uncommon and obscure terrain features included on table **NFP** (previous page) have been provided below.

Please Note: All outlined below, as well as any related features noted as part of that description, are purely at the discretion of the DM.

aquifer: underground layer of water-bearing permeable rock or unconsolidated materials (gravel, sand, or silt) from which groundwater can be extracted using a water well; 1-in-3 chance = naturally tapped

barachois: a coastal lagoon separated from the ocean by a sand or shingle bar

bight: sharp bend in the coast

blowout: a sandy depression formed by winds and lack of vegetation

cave, fracture: formed when layers of more soluble minerals, such as gypsum, dissolve out from between layers of less soluble rock; rocks fracture and collapse in blocks of stone

cave, limestone: solutional cave where rock has been dissolved by natural acid in groundwater seeping through bedding-planes, faults, joints, etc.

cave, lava tube: formed through volcanic activity

cave, talus: opening between rocks that have fallen down into a pile, often at the base of cliffs

cloud forest (fog): moist forest characterized by a persistent, frequent or seasonal low-level cloud cover, usually at the canopy level

copse: thicket or grove of small trees

crater lake: lake formed in collapsed volcanic mountain

crooked trees: unexplained grove of twisted and/or deformed trees

cuesta (w/ cliff): ridge with a gentle slope on one side and a cliff on the other

cypress dome: type of swamp, typically dominated by pond cypress

dell: small retired valley; dale

den tree: tree with cavities suitable for habitation, usually by birds or mammals

draw: formed by two parallel ridges or spurs with low ground in between them

escarpment: wide steep slope

esker: narrow ridge of gravelly and sandy drift deposited by a stream in association with glacier ice

fluvial terrace: elongated terrace that flanks the side of floodplain or fluvial valley

hillock/knoll: small hill

hoodoo (tent rock): tall, thin spire of rock that protrudes from the bottom of an arid drainage basin or badland

kettle (lake): shallow, sediment-filled body of water formed by retreating glaciers or draining floodwaters

lava dome: roughly circular mound-shaped protrusion resulting from the slow extrusion of viscous lava from a volcano

lava lake: large volume of molten lava contained in a volcanic vent, crater, or depression

limestone pavement: flat, incised surface of exposed limestone resembling artificial pavement

mangrove swamp: area where evergreen trees and shrubs thrive in tideland mud or sand flats inundated daily with sea water

pebble beach: beach formed by pebbles (as opposed to fine sand)

playa: broad, level spot where water temporarily accumulates after rains

primeval forest: forest that has attained great age without significant disturbance

pseudocrater: volcanic landform resembling true volcanic crater, but is not an actual vent from which lava has erupted

riparian zone: interface between land and a river or stream

shingle beach: beach formed by small- to medium-sized cobbles (as opposed to fine sand)

spring, artesian: confined aquifer which flows upward naturally without the need for pumping

strath: river valley of considerable size

tor: rocky peak

turbid water: water in which particulate matter (both inorganic and organic waste) is suspended

vernal pool: temporary pools of water providing habitat for distinctive plants or animals

volcanic cone: formation in the shape of a cone with a central crater

volcanic crater: circular depression in the ground caused by volcanic activity

volcanic vent: opening in ground through which molten lava, ash, and/or gases are ejected

volcanic vent w/ tuff ring: as volcanic vent, with additional outer ring of fragmented layers of volcanic material

wolf tree: very large tree with wide-spreading crown that has inhibited/prevented the growth of smaller trees around it

Settlements & Inhabitation by Population Density

Check each sub-level hex for the presence of settlements and/or habitations as outlined below.

IPD: INHABITATION BY POPULATION DENSITY

Begin with an initial roll of 1d3: on a result of 2-3, the area is uninhabited; on a result of 1, the area may be inhabited.

If the initial roll results in a 1, roll 1d30 and index its result against the column that best matches the area's population density (at DM's discretion).

| Dense | Scattered | Frontier | Unsettled | Desolate | Habitation Type | Instructions |
|--------------|--------------|--------------|--------------|--------------|------------------------|---|
| — | 1-5 | 1-10 | 1-13 | 1-23 | uninhabited | — |
| 1-4 | 6-12 | 11-13 | 14-19 | 24-25 | single dwelling | # of inhabitants=(1d30)+2 (rounded up) |
| 5-7 | 13-15 | 14-16 | 20-21 | 26 | thorp | roll for settlement size (p.34)* |
| 8-10 | 16-18 | 17-18 | 22-23 | 27 | hamlet | roll for settlement size (p.34)* |
| 11-12 | 19-20 | 19-20 | 24-25 | — | village | roll for settlement size (p.34)* |
| 13-14 | 21-22 | 21-22 | 26 | — | town, small | roll for settlement size (p.34)* |
| 15 | 23 | 23 | — | — | town, large | roll for settlement size (p.34)* |
| 16 | 24 | — | — | — | city, small | roll for settlement size (p.34)* |
| 17-19 | — | — | — | — | city, large | roll for settlement size (p.34)* |
| 20-22 | 25-26 | 24 | — | — | castle/keep/stronghold | see Castle/Keep/Stronghold tables (pp.26-27) |
| 25-27 | 27-28 | 25 | — | — | temple | see Temple Generator (p.20) |
| 28-29 | 29 | 26-29 | 27-29 | 28-30 | ruins | see Ruins Generator (p.19) |
| 30 | 30 | 30 | 30 | — | special | roll on STT: Special Inhabitation Types by Terrain or on STP: Special Inhabitation Types by Population Density (at DM's discretion) |



STT: SPECIAL INHABITATION TYPES BY TERRAIN

| Terrain | Special Type |
|--------------------|--------------------|
| Hills | military outpost |
| Mountains | mine |
| Forest | logging camp |
| Plains | nomad camp |
| Swamp | uninhabited |
| Desert | nomad camp |
| Water/Coast | anchored ship/boat |

* See pp.30-37 for all settlement-related generators/tables.

STP: SPECIAL INHABITATION TYPES BY POPULATION DENSITY

| Dense | Scattered | Frontier | Unsettled | Desolate |
|----------------------------------|---------------------------------|-------------------------------|---------------------------------|---|
| 1-4 manor | 1-4 manor | 1-3 manor | 1 hermit | 1-6 abandoned/forgotten tower |
| 5-7 peasant long house | 5-7 farmstead | 4-11 trading outpost | 2-6 trading outpost | 7-11 abandoned/forgotten castle/fortress |
| 8-10 orphanage | 8-10 migrant camp | 12-16 military outpost | 7-12 military outpost | 12-13 abandoned/forgotten temple |
| 11-13 traders' village | 11-13 mill | 17-18 military camp | 13-15 military camp | 14 abandoned/forgotten town |
| 14-15 mill | 14-15 military structure | 19-20 work camp | 16-17 work camp | 16-17 abandoned/forgotten city |
| 16-18 military barracks | 15 abbey | 21 abbey | 18-19 prison | 18 sunken city (partially submerged in ground) |
| 19-21 church | 17 priory | 22 priory | 20-22 hermitage | 19 lost city (below ground) |
| 22-24 chapterhouse | 18 nunnery | 23 nunnery | 23-25 nomad camp | 20-22 shrine (1-2 on 1d3 = inactive) |
| 25-27 bath house | 19-20 bath house | 24-26 hermitage | 26-29 monastery | 23-29 hermit |
| 28-29 alehouse/tavern/inn | 21-30 inn | 27-30 nomad camp | 30 re-roll on "Desolate" | 30 monastery |

Ruins Generator

Quick determination of type of ruin, degree & type of decay, and general type/number of inhabitants, with general suggestions for specific inhabitant type by party level.

RG1: TYPE OF RUIN

| | 1-10 | 11-20 | 21-30 |
|---|--------------|-------------|--------------|
| 1 | hovel | hut | cottage |
| 2 | villa | manor | palace |
| 3 | tower | keep | citadel |
| 4 | altar | shrine | temple |
| 5 | tomb | vault | mausoleum |
| 6 | crypt | catacombs | sewer |
| 7 | bunker | blockhouse | garrison |
| 8 | hamlet | village | town |
| 9 | small castle | med. castle | large castle |
| 0 | small city | med. city | large city |

RG2: CHARACTER OF RUIN/DECAY & DEGREE

| | 1s Digit: Character of Ruin/Decay | 10s Digit: Degree |
|---|--|-----------------------------|
| 1 | burned/charred | 1-10 slightly/barely |
| 2 | collapsed/crumbling | |
| 3 | covered in vines/sand/rocks* | 11-20 moderately/noticeably |
| 4 | disfigured/vandalized | |
| 5 | moldy/contaminated** | 21-30 severely/extremely |
| 6 | sunken | |
| 7 | burned/charred & disfigured/destroyed | |
| 8 | covered in vines/sand/rocks & moldy/contaminated | |
| 9 | sunken & covered in vines/sand/rocks | |
| 0 | sunken & collapsed/crumbling & covered | |

* as appropriate to terrain type

** for desert terrains, use "burned/charred"

RG3: INHABITANTS & NUMBER

| | Type | 10s Digit: Size |
|---|----------------------|-----------------|
| 1 | chimeras | 1-10 nuisance |
| 2 | humanoids* | 11-20 infested |
| 3 | humans | 21-30 overrun |
| 4 | insects | |
| 5 | lycanthropes | |
| 6 | magical | |
| 7 | mammals | |
| 8 | molds/slimes/jellies | |
| 9 | reptiles/reptilians | |
| 0 | undead | |

* roll addition 1d3

[1=demi-human, 2=human-sized, 3=giant-class]

SUGGESTED RUIN INHABITANTS BY TYPE AND GENERAL LEVEL

| Type | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|------------------------|---|---|--------------------------------|---|---|---|---|---|---------------|-------------------|----|-------------|----|----|----|
| 1 chimeras | | | | | | | | | | | | | | | |
| 2 humanoids, small | | ...harpies, centaurs, minotaurs, medusae, satyrs, cockatrices, manticores, lammasus, lamias, chimeras, sphinxes | | | | | | | | | | | | | |
| humanoids, medium | | kobolds, goblins | | | | | | | | | | | | | |
| humanoids, giant | | orcs, hobgoblins, gnolls, lizard men, troglodytes | | | | | | | | | | | | | |
| 3 humans | | ...bugbears... | ...ogres, ogre magi, trolls... | | | | | | | | | | | | |
| 4 insects | | ...hill giants, stone giants, frost giants, fire giants, cyclopes, cloud giants, storm giants | | | | | | | | | | | | | |
| 5 lycanthropes | | by level... | | | | | | | | | | | | | |
| 6 magical/misc. | | stirges, gargoyles, living statues, blink dogs, basilisks, rust monsters, invisible stalkers, rakshasa, salamanders, djinn, efreet, ropers, giant slugs, purple worms | | | | | | | | | | | | | |
| 7 mammals | | badgers, wolves, dire wolves, giant skunks, giant porcupines | | | | | | | | | | | | | |
| 8 molds/slimes/jellies | | yellow mold, green slime, gray ooze, gelatinous cube, ochre jelly... | | | | | | | | ...black puddings | | | | | |
| 9 reptiles/reptilians | | spitting cobras, pit vipers, giant rattlers, rock pythons, giant lizards, hydras, wyverns, nagas, dragons (white, black, green, blue, red, gold) | | | | | | | | | | | | | |
| 0 undead | | skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, vampires... | | | | | | |ghosts... | | | ...lich(es) | | | |



Temple Generator

Quick determination of basic temple architecture and size.

TG1: TEMPLE TYPE

| Type | Description | Size |
|-------------------------------|---|-----------------------------|
| 1 tabernacle | tent-sanctuary | 1d3x10' x 1d5x10' |
| 2 henge | earth bank w/ inner ditch* | 1d30+30' diameter |
| 3 henge, mini | as henge, but smaller* | 1d10+20' diameter |
| 4 henge, super | as henge, but larger*; 1 in 2 chance = center occupied** (1d30x10)+50' diameter | |
| 5 mound | large earthen mound | 1d6 rooms |
| 6 mound, platform | stair-stepped, rectangular structure with outward sloping sides | 1d2+1 levels |
| 7 stone, primitive | stone-walled, above-ground structure | 1d5 "rooms" |
| 8 stone/mound | stone-walled, partially "buried" structure | 1d5 "rooms" |
| 9 conjuratory | square; stone archway walls w/ stone roof | (1d5x5)+10' length per side |
| 10 pyramid, mastaba | flat-roofed, rectangular structure with outward sloping sides | 1d5+1 levels |
| 11 pyramid, primitive | trapezoidal platform on artificial mound w/ sloped causeway | (1d30x2)+10' sq. |
| 12 pyramid, rhomboidal | double slope, changes inclination approximately halfway up | 1d3 x 2 levels |
| 13 pyramid, standard | square base w/ sloped sides meeting at apex | 1d5+2 levels |
| 14 pyramid, ziggurat | terraced step pyramid of successively receding levels | 1d5+2 levels |
| 15 mortuary | pillared court, elongated shrines, and chapel along single axis | 1d5+2 shrines |
| 16 terraced | layered terraces fronted by colonnades; usu. cut from mountainside | 1d3+1 terraces |
| 17 rock-cut | cut into mountain face; main chamber + columned portico | (1d5+1)x2 columns |
| 18 pagoda | tiered tower; roll 1d3 [1 =4 sides, 2 =6 sides, 3 =8 sides] | 1d10+1 levels |
| 19 monopteros | domed circular colonnade, no walls | 1d10+5 columns |
| 20 hypaethral | rectilinear w/columns, no roof | (1d3+1)x2 columns per side |
| 21 classical | naos with columns (roll on TG1a for specific type) | 20-30' length per column |
| 22 basilica | rectangular hall with a gable roof and semi-circular apse | S/M/L† |
| 23 tetraconch, domed | domed sanctuary w/ four equally-sized apses | S/M/L† |
| 24 tetraconch, flat | sanctuary w/ four equally-sized apses, flat roof | S/M/L† |
| 25 triconch, domed | as domed tetraconch, but w/ narthex replacing one apse | S/M/L† |
| 26 triconch, flat | as flat tetraconch, but w/ narthex replacing one apse | S/M/L† |
| 27 cruciform | cross-shaped; long sanctuary w/ transept "arms" | S/M/L† |
| 28 cross-in-square | quadratic naos divided into nine bays by four columns | S/M/L† |
| 29 central plan, domed | simple structure w/ 1d5+3 sides and domed/vaulted center | S/M/L† |
| 30 central plan, flat | simple structure w/ 1d5+3 sides and flat roof | S/M/L† |

* roll additional 1d3 [**1**=earthen structure only, **2**=plus timber structures, **3**=plus stone structures]

** as opposed to strictly religious in purpose

† roll 1d3 [**1**=small, **2**=medium, **3**=large]; sizes are general guidelines; actual sq. ft. at DM's discretion

TG1a: CLASSICAL TEMPLE TYPES (Roll here as directed by TG1.)

| |
|--|
| 1 cyclostyle |
| 2 peripteral/tholoi |
| 3 prostyle/distyle |
| 4 prostyle/tetrastyle |
| 5 prostyle/hexastyle |
| 6 prostyle/octostyle |
| 7 prostyle/decastyle |
| 8 prostyle/dodecastyle |
| 9 amphiprostyle/distyle |
| 10 amphiprostyle/tetrastyle |
| 11 amphiprostyle/hexastyle |
| 12 amphiprostyle/octostyle |
| 13 amphiprostyle/decastyle |
| 14 amphiprostyle/dodecastyle |
| 15 peripteral/hexastyle |
| 16 peripteral/octostyle |
| 17 peripteral/decastyle |
| 18 peripteral/dodecastyle |
| 19 psudo-peripteral/hexastyle |
| 20 psudo-peripteral/octostyle |
| 21 psudo-peripteral/decastyle |
| 22 psudo-peripteral/dodecastyle |
| 23 dipteral/hexastyle |
| 24 dipteral/octostyle |
| 25 dipteral/decastyle |
| 26 dipteral/dodecastyle |
| 27 pseudo-dipteral/hexastyle |
| 28 pseudo-dipteral/octostyle |
| 29 pseudo-dipteral/decastyle |
| 30 pseudo-dipteral/dodecastyle |

Classical Temple Overview

Classical temples generally consist of a rectangular naos (central structure) housing a cella (main chamber containing a cult statue), and are lined on 1, 2 or 4 sides with columns supporting porticos.

There is a 1-in-3 chance any rectangular classical temple will include a pronaos (inner portico area) before the cella, and a 1-in-30 chance of including an adyton (restricted area) behind the cella.

Classical Temple Types

cyclostyle: round/domed (no columns)

peripteral tholoi: round/domed w/ single colonnade around perimeter

prostyle: columns along front face only

amphiprostyle: columns along front and back faces

peripteral: single colonnade around perimeter

pseudo-peripteral: single colonnades at front & back faces with "false" (1/2) colonnade along "side" walls

dipteral: double colonnade around perimeter

pseudo-peripteral: double colonnades on front & back faces, and single collonade + "false" (1/2) colonnade along "side" walls

Number of Columns

distyle: 2 columns on "end" faces

tetrastyle: 4 columns on "end" faces

hexastyle: 6 columns on "end" faces

octastyle: 8 columns on "end" face

decastyle: 10 columns on "end" faces

dodecastyle: 12 columns on "end" faces

Cult Generator

Generates 24,300,000 unique cult variations, including name, leader, goal, and strange practices.

NAME OF GROUP (“The ___ of ___”)

CSS1: TYPE

- 1 alliance
- 2 brethren
- 3 brotherhood*
- 4 church
- 5 coalition
- 6 circle
- 7 clan
- 8 company
- 9 confederacy
- 10 conference
- 11 consortium
- 12 court
- 13 crew
- 14 federation
- 15 fellowship
- 16 fraternity
- 17 house
- 18 knights
- 19 league
- 20 order
- 21 partnership
- 22 ring
- 23 sect
- 24 society
- 25 sodality
- 26 table
- 27 temple
- 28 union
- 29 unity
- 30 way

CSS2: THEME

- 1 the apocalypse
- 2 the aurora
- 3 the body
- 4 the cataclysm
- 5 the covenant
- 6 darkness
- 7 desolation
- 8 despair
- 9 destruction
- 10 the eclipse
- 11 the elect
- 12 the infinite
- 13 the key
- 14 liberation
- 15 (the) night
- 16 the oracle
- 17 power
- 18 the secret
- 19 shadows
- 20 the shroud
- 21 the skull
- 22 smoke
- 23 the spirit
- 24 the star
- 25 the sun
- 26 the universe
- 27 the void
- 28 winter
- 29 the word
- 30 per CSS3†

CSS3: WORSHIP/FOLLOW

- 1 beholder
- 2 demon, succubus
- 3 demon, type I
- 4 demon, type II
- 5 demon, type III
- 6 demon, type IV
- 7 demon, type V
- 8 demon, type VI
- 9 djinni
- 10 dragon, black
- 11 dragon, blue
- 12 dragon, green
- 13 dragon, red
- 14 dragon, white
- 15 efreeti
- 16 elf, female, magic-user
- 17 elf, male, magic-user
- 18 human, female, cleric
- 19 human, female, magic-user
- 20 human, female, unclassed
- 21 human, male, cleric
- 22 human, male, magic-user
- 23 human, male, thief
- 24 human, male, unclassed
- 25 lamia
- 26 lich (cleric)
- 27 lich (magic-user)
- 28 mind flayer
- 29 naga, spirit
- 30 rakshasa

CSS4: IMMEDIATE GOAL*

- 1 anarchy
- 2 control, children (all)
- 3 control, government (all)
- 4 control, religion (all)
- 5 control, wealth (all)
- 6 control, magic (all)
- 7 conversion, everyone
- 8 corruption, everyone
- 9 create massive evil army
- 10 death, all clerics
- 11 death, all monarchs
- 12 death, all nobles
- 13 debauchery/hedonism
- 14 deliverance of “destroyer”
- 15 destruction, churches
- 16 destruction, libraries/books
- 17 destruction, living beings
- 18 destruction, magic items
- 19 destruction, religious artifacts
- 20 experimentation (unabated)
- 21 genocide (e.g., elves)
- 22 hoard, magic items
- 23 hoard, money (gold)
- 24 isolation (from others)
- 25 mayhem (general)
- 26 servitude of others (to cult)
- 27 spread hate & fear
- 28 terrorism
- 29 torture
- 30 vandalism

CSS5: STRANGE CULT PRACTICES

- 1 amputate pinky finger upon joining
- 2 body/face painting
- 3 cannibalism
- 4 dead members “live” (stay) with living members
- 5 dead members are dissected and fed to animal(s)
- 6 each member spends 1 day per month in hole in ground
- 7 eating of dirt
- 8 exposing of genitalia
- 9 carrying of bugs in pockets or pouches
- 10 do not clean themselves... ever (2-in-3 chance of disease)
- 11 murder
- 12 must always carry lit candle
- 13 never cut their hair
- 14 nudism
- 15 pyromania
- 16 self-flagellation
- 17 shave all hair from body
- 18 sleep in coffins
- 19 sleep on bed of nails
- 20 sleep on bed of rocks
- 21 sleep suspended from a hook
- 22 speak in gibberish
- 23 speak in rhymes
- 24 spread disease (usually carried in vials)
- 25 stand still in strange places for days on end
- 26 strange diet (e.g., all worms)
- 27 talking to trees
- 28 talk only to strangers, never w/ other members
- 29 tattoo of arcane symbol (2-in-3 chance = publicly visible)
- 30 zoösadism (inflicting pain on animals)

* 1 in 30 chance = sisterhood

† use name of character where appropriate

* There is a 29 in 30 chance the long-term goal of any cult is total world annihilation/destruction

Magical Places Generator

Generates 900 different magical places, including magical properties of locale.

MPG1: PLACE

Roll Type (Place)

| | |
|----|--------------|
| 1 | garden |
| 2 | tree |
| 3 | forest |
| 4 | woods |
| 5 | grove |
| 6 | field |
| 7 | plains |
| 8 | mesa/plateau |
| 9 | valley |
| 10 | trench |
| 11 | knoll/hill |
| 12 | rock |
| 13 | mount |
| 14 | peak |
| 15 | dome |
| 16 | cave |
| 17 | cavern |
| 18 | grotto |
| 19 | well |
| 20 | pond |
| 21 | lake |
| 22 | lagoon |
| 23 | falls |
| 24 | river |
| 25 | brook/stream |
| 26 | bridge |
| 27 | circle |
| 28 | gate |
| 29 | shrine |
| 30 | spire (rock) |

MPG2: NAME AND BOON

Roll Name*

Boon Gained at Location

| | | |
|----|--------------------|--|
| 1 | crystal _ | all magic-user spells (including sub-types) memorized at location will have double effect when cast |
| 2 | divine _ | all cleric spells (including sub-types) memorized at location will have double effect when cast |
| 3 | enchanted _ | 5-20 pixies dwell nearby; will normally remain invisible and cause mischief to characters visiting location |
| 4 | faraway _ | all visitors must save vs. magic or be sent on quest which will send them "faraway" to retrieve an obscure object and return |
| 5 | golden _ | removes curses from any cursed character who visits location |
| 6 | heavenly _ | all lawful/good clerics who pray here receive a +1 "to hit" bonus; duration is # of days = # hours spent praying (no bonus for druids) |
| 7 | living _ | provides visitors +1 protection from undead; duration = 1 day for each 2 days spent at location |
| 8 | magical _ | all magic weapons (not including rods/staves/wands) and armor receive +1 bonus; duration = 1 day for each 2 days spent at location |
| 9 | _ of accord | all chaotic/evil characters become neutral in presence of location |
| 10 | _ of awakening | doubles the normal time limit on deceased corpses when <i>raise dead</i> spell is cast in this location |
| 11 | _ of dreams | prophetic visions during sleep while near place; strength/clarity of visions based on proximity to place |
| 12 | _ of enlightenment | 3 days of continual meditation, prayer and fasting will raise a wisdom by +1 (one time only bonus) |
| 13 | _ of healing | restores HPs (duration time at location vs. restored points at DM discretion); also cures poison |
| 14 | _ of honor | all lawful/good fighters who rest here receive a +1 "to hit" bonus; duration of bonus = duration of stay at location |
| 15 | _ of joy | removes the effects of any magical fear |
| 16 | _ of life | provides regenerative power to visitors; +1 HP per day; duration of ability = 1 day for each 2 days spent at location |
| 17 | _ of light | provides visitors +1 protection from evil; duration = 1 day for each 3 days spent at location |
| 18 | _ of peace | removes effects of confusion and/or fear |
| 19 | _ of power | every spell memorized at location will have double effect when cast |
| 20 | _ of serenity | cures lycanthropy to afflicted who visit location |
| 21 | _ of souls | halves the normal time required to recuperate (while at location) for a cleric who has cast a <i>resurrection</i> spell |
| 22 | _ of the ancients | all demi-human who rest here receive a +1 "to hit" bonus; duration = 1 day for each 2 days spent at location |
| 23 | _ of tranquility | cures disease to afflicted who visit location |
| 24 | _ of understanding | all thieves (and thief types) who rest here receive a +1 level bonus to thieving skills; duration = 1 day for each 3 days spent at location |
| 25 | _ of visions | site is disguised by hallucinatory terrain; save vs. magic or believe illusion |
| 26 | paradise _ | removes curses from any cursed character |
| 27 | singing _ | magical singing; all characters who hear singing must save vs. magic or never want to leave the location |
| 28 | sorcerer's _ | any magic-user spells memorized here has a 50% chance of not being forgotten the first time it is cast (will be forgotten after 2nd casting) |
| 29 | wishing _ | 1 in 30 chance a wish (as spell) made in presence of location will come true; once attempt per character, regardless of # of visits |
| 30 | wizard's _ | allows magic-user in presence of place to memorize up to twice the normal amount of spells normally allowed (if time allows as normal) |

*insert type of place in blank space with name (e.g., 12/15 = rock of joy)

Pilgrims Generator

Quick determination of large pilgrim groups, including general party type & size, level and number of accompanying clerics & fighters, and presence of any monks or magic-users. (Levels for monks & magic-users may be generated using table **CLS2** on p.38.)

PLG1: ALIGNMENT OF PARTY, PRESENCE OF MONKS/MAGIC-USERS, AND OTHER NOTES

| | Alignment | Monk/MU | Notes |
|----|-----------------|---------|-------------------------------|
| 1 | lawful neutral | N/Y | |
| 2 | lawful neutral | N/N | |
| 3 | lawful good | Y/Y | fighters = paladins |
| 4 | lawful good | Y/N | fighters = paladins |
| 5 | lawful good | N/Y | fighters = paladins |
| 6 | lawful good | N/N | fighters = paladins |
| 7 | lawful good | N/N | fighters = paladins |
| 8 | lawful good | N/N | fighters = paladins |
| 9 | lawful good | N/N | fighters = paladins |
| 10 | lawful good | N/N | fighters = paladins |
| 11 | chaotic good | N/Y | fighters = rangers |
| 12 | chaotic good | N/N | fighters = rangers |
| 13 | chaotic good | N/N | fighters = rangers |
| 14 | chaotic good | N/N | fighters = rangers |
| 15 | chaotic good | N/N | fighters = rangers |
| 16 | chaotic good | N/N | fighters = rangers |
| 17 | neutral | N/Y | clerics = druids |
| 18 | neutral | N/N | clerics = druids |
| 19 | neutral | N/N | clerics = druids |
| 20 | neutral evil | Y/N | clerics = druids |
| 21 | lawful evil | Y/Y | pilgrims fight as berserkers† |
| 22 | lawful evil | Y/N | pilgrims fight as berserkers† |
| 23 | lawful evil | N/Y | pilgrims fight as berserkers† |
| 24 | lawful evil | N/N | pilgrims fight as berserkers† |
| 25 | lawful evil | N/N | pilgrims fight as berserkers† |
| 26 | lawful evil | N/N | pilgrims fight as berserkers† |
| 27 | chaotic evil | N/Y | thieves = assassins |
| 28 | chaotic evil | N/N | thieves = assassins |
| 29 | chaotic evil | N/N | thieves = assassins |
| 30 | chaotic neutral | N/N | |

PLG2: GROUP SIZE AND MOUNT

| | 1s: # of Pilgrims | 10s: Mounted?* |
|---|-------------------|----------------|
| 1 | 10 pilgrims | 1-10 no |
| 2 | 20 pilgrims | 11-20 no |
| 3 | 30 pilgrims | 21-30 yes |
| 4 | 40 pilgrims | |
| 5 | 50 pilgrims | |
| 6 | 60 pilgrims | |
| 7 | 70 pilgrims | |
| 8 | 80 pilgrims | |
| 9 | 90 pilgrims | |
| 0 | 100 pilgrims | |

Instructions for Table PLG4: # of Fighters/Thieves

The results of each column (A,B,C) represent a number of fighters and thieves, where the number on the left of the slash represents a number of fighters and the number on the right of the slash represents a number of thieves (F/T).

The column on the right indicates the maximum number that may be rolled for fighters/thieves to be present in a group of pilgrims based on its size (e.g., if a 4 or higher is rolled for a group of 10 pilgrims, there will be no fighters/thieves present).

Roll 1d3 to determine which column to consult [1=A, 2=B, 3=C], then roll 1d30 to determine the number of fighters/thieves present, ignoring all results above the "Max. Chance" for the group size.

† though fighting as berserkers, pilgrims will only be armed with daggers

* all pilgrims in a group will be either mounted or unmounted

** all groups will have an 8th level cleric with a 3rd and a 5th level assistant

PLG3: # OF CLERICS BY LEVEL**

| | 2nd | 4th | 6th |
|----|-----|-----|-----|
| 1 | 1 | 1 | 1 |
| 2 | 1 | 2 | 1 |
| 3 | 1 | 3 | 1 |
| 4 | 1 | 4 | 1 |
| 5 | 1 | 4 | 2 |
| 6 | 2 | 1 | 1 |
| 7 | 2 | 2 | 1 |
| 8 | 2 | 3 | 1 |
| 9 | 2 | 4 | 1 |
| 10 | 2 | 4 | 2 |
| 11 | 3 | 1 | 1 |
| 12 | 3 | 2 | 1 |
| 13 | 3 | 3 | 1 |
| 14 | 3 | 4 | 1 |
| 15 | 3 | 4 | 2 |
| 16 | 4 | 1 | 1 |
| 17 | 4 | 2 | 1 |
| 18 | 4 | 3 | 1 |
| 19 | 4 | 4 | 1 |
| 20 | 4 | 4 | 2 |
| 21 | 5 | 1 | 1 |
| 22 | 5 | 2 | 1 |
| 23 | 5 | 3 | 1 |
| 24 | 5 | 4 | 1 |
| 25 | 5 | 4 | 2 |
| 26 | 6 | 1 | 1 |
| 27 | 6 | 2 | 1 |
| 28 | 6 | 3 | 1 |
| 29 | 6 | 4 | 1 |
| 30 | 6 | 4 | 2 |

PLG4: # OF FIGHTERS/THIEVES

See instructions at left (below PLG2)

| | A | B | C | Max. Chance |
|----|-----|-----|------|--------------|
| 1 | 1/1 | 3/3 | 6/1 | |
| 2 | 1/2 | 3/4 | 6/2 | 10 pilgrims |
| 3 | 1/3 | 3/5 | 6/3 | ↓ |
| 4 | 1/4 | 3/6 | 6/4 | |
| 5 | 1/5 | 4/1 | 6/5 | 20 pilgrims |
| 6 | 1/6 | 4/2 | 6/6 | ↓ |
| 7 | 2/1 | 4/3 | 7/1 | |
| 8 | 2/2 | 4/4 | 7/2 | 30 pilgrims |
| 9 | 2/3 | 4/5 | 7/3 | ↓ |
| 10 | 2/4 | 4/6 | 7/4 | |
| 11 | 2/5 | 5/1 | 7/5 | 40 pilgrims |
| 12 | 2/6 | 5/2 | 7/6 | ↓ |
| 13 | 3/1 | 5/3 | 8/1 | |
| 14 | 3/2 | 5/4 | 8/2 | 50 pilgrims |
| 15 | 3/3 | 5/5 | 8/3 | ↓ |
| 16 | 3/4 | 5/6 | 8/4 | |
| 17 | 3/5 | 6/1 | 8/5 | 60 pilgrims |
| 18 | 3/6 | 6/2 | 8/6 | ↓ |
| 19 | 4/1 | 6/3 | 9/1 | |
| 20 | 4/2 | 6/4 | 9/2 | 70 pilgrims |
| 21 | 4/3 | 6/5 | 9/3 | ↓ |
| 22 | 4/4 | 6/6 | 9/4 | |
| 23 | 4/5 | 7/1 | 9/5 | 80 pilgrims |
| 24 | 4/6 | 7/2 | 9/6 | ↓ |
| 25 | 5/1 | 7/3 | 10/1 | |
| 26 | 5/2 | 7/4 | 10/2 | 90 pilgrims |
| 27 | 5/3 | 7/5 | 10/3 | ↓ |
| 28 | 5/4 | 7/6 | 10/4 | |
| 29 | 5/5 | 8/1 | 10/5 | 100 pilgrims |
| 30 | 5/6 | 8/2 | 10/6 | ↓ |

Road Encounters

Quick generation of encounters along traveled roads, according to general population density of the area.

REPD: ROAD ENCOUNTERS BY POPULATION DENSITY

| | Dense | Scattered | Frontier | Unsettled | Desolate |
|----|-----------|-----------|-----------|-----------|----------|
| 1 | Marker | — | — | — | — |
| 2 | Marker | — | — | — | — |
| 3 | Marker | Marker | — | — | — |
| 4 | Remains | Marker | — | — | — |
| 5 | Traveling | Remains | — | — | — |
| 6 | Traveling | Remains | — | — | — |
| 7 | Traveling | Remains | Marker | — | — |
| 8 | Traveling | Traveling | Marker | — | — |
| 9 | Traveling | Traveling | Marker | — | — |
| 10 | Merchant | Traveling | Marker | Marker | — |
| 11 | Merchant | Traveling | Remains | Marker | — |
| 12 | Merchant | Traveling | Remains | Marker | — |
| 13 | Merchant | Merchant | Remains | Marker | — |
| 14 | Merchant | Merchant | Traveling | Remains | — |
| 15 | Merchant | Merchant | Merchant | Remains | — |
| 16 | Hostile | Merchant | Hostile | Remains | — |
| 17 | Hostile | Merchant | Hostile | Traveling | Marker |
| 18 | Hostile | Hostile | Hostile | Hostile | Marker |
| 19 | Hostile | Hostile | Hostile | Hostile | Marker |
| 20 | Hostile | Hostile | Hostile | Hostile | Remains |
| 21 | Hostile | Attack | Attack | Hostile | Remains |
| 22 | Hostile | Attack | Attack | Hostile | Remains |
| 23 | Attack | Attack | Attack | Hostile | Hostile |
| 24 | Attack | Attack | Attack | Hostile | Hostile |
| 25 | Attack | Attack | Attack | Attack | Attack |
| 26 | Attack | Attack | Attack | Attack | Attack |
| 27 | Attack | Ambush | Ambush | Attack | Attack |
| 28 | Ambush | Ambush | Ambush | Attack | Attack |
| 29 | Ambush | Ambush | Ambush | Attack | Attack |
| 30 | Ambush | Ambush | Ambush | Ambush | Ambush |

Notes Regarding REPD:

Ambush: Ambush/Surprise Attack

Roll on “REAG: Attacking Group,” (p.25) with initiative going to the ambushing group

Attack: Attacking Group

Roll on “REAG: Attacking Group”

Hostile: Hostile Group

Roll on “REAG: Attacking Group” and “REHG: Hostile Group Reaction”

Marker: Marker or Sign

Roll on “REMS: Markers & Signs”

Merchant: Traveling Merchant

roll on NPCO1 (disregarding results of “tradesman” or “misc.”), NPCO2a, and NPCO3 (p.42)

Traveling: Traveling NPCs

Roll on “RETN: Traveling NPCs” (p.25)

Remains: Humanoid Remains

Roll on “REHR: Humanoid Remains”

REMS: MARKERS & SIGNS

1s: Type

| | | | |
|---|-----------------------|-------|-------------------------|
| 1 | cairn | 1-10 | fresh/newly constructed |
| 2 | carving in rock | | |
| 3 | plaque (stone/ground) | 11-20 | recent/some coverage |
| 4 | pyre (remnants) | | |
| 5 | staff/pole | 21-30 | old/worn/overgrown |
| 6 | pile of rocks/stones | | |
| 7 | runed sign (wood) | | |
| 8 | runed stone | | |
| 9 | sign (wood) | | |
| 0 | totem | | |

10s Digit: Age

REHR: HUMANOID REMAINS

REHR1: SEX & RACE

| Male | Female | Type |
|------|--------|------------------------|
| 1 | 18 | bugbear |
| 2 | 19 | dwarf |
| 3 | 20 | elf |
| 4 | 21 | gnome |
| 5 | 22 | gnoll |
| 6 | 23 | goblin |
| 7 | 24 | half-elf |
| 8 | 25 | half-orc |
| 9 | 26 | halfling |
| 10 | 27 | hobgoblin |
| 11 | 28 | human |
| 12 | 29 | kobold |
| 13 | 30 | orc |
| 14* | | unknown, demi-human |
| 15* | | unknown, humanoid 4-5' |
| 16* | | unknown, humanoid 5-6' |
| 17* | | unknown, humanoid 6-7' |

* sex unknown

REHR2: PROPERTY & DEGREE

| 1s Digit: Property | 10s Digit: Degree | | |
|--------------------|------------------------|-------|-----------------------|
| 1 | burned | 1-10 | slightly/barely |
| 2 | covered in dirt/buried | | |
| 3 | covered in vines | 11-20 | moderately/noticeably |
| 4 | covered with rocks | | |
| 5 | crystallized/petrified | 21-30 | severely/extremely |
| 6 | decayed | | |
| 7 | diseased | | |
| 8 | disfigured/beaten | | |
| 9 | eaten/devoured | | |
| 0 | wormeaten/infested | | |

Road Encounters (Cont.)

RETN: TRAVELING NPCs

Roll Encounter

| | |
|-----------|--|
| 1 | bandits (3-18 1st level thieves) |
| 2 | beggar (2-in-3 chance = follows PCs and continues to beg) |
| 3 | caravan, merchants |
| 4 | caravan, migrant workers (3-12 families) |
| 5 | caravan, circus (3-12 feature animals, 20-30 circus folk) |
| 6 | caravan, troupe of performers (jugglers/acrobats) |
| 7 | caravan, gypsies (fortune tellers, etc.) |
| 8 | cart driver, hauling livestock |
| 9 | cart driver, hauling lumber |
| 10 | cart driver, hauling slaves |
| 11 | funeral procession |
| 12 | group, pilgrims (3-18 1st level clerics) |
| 13 | group, recruits (3-18 1st level fighters) |
| 14 | individual, good-for-nothing seeking to join thieves guild (level 0 thief) |
| 15 | individual, faithful person seeking to join religious order (level 0 cleric) |
| 16 | individual*, fugitive (disguised) |
| 17 | individual*, shamed religious man (nude, flogging self) |
| 18 | individual, seeking tutelage in magic (level 0 magic user) |
| 19 | individual, seeking to join army/guard (level 0 fighter) |
| 20 | messenger on assignment |
| 21 | party of adventurers, novice (1st-3rd levels) |
| 22 | party of adventurers, seasoned (4th-7th levels) |
| 23 | party of adventurers, legendary (level 8+) |
| 24 | soldiers, escorting diplomat(s) |
| 25 | soldiers, escorting criminal(s) |
| 26 | soldiers, escorting political prisoner(s) |
| 27 | soldiers, returning from assignment |
| 28 | traveler, individual* |
| 29 | traveler, royalty (with attendants) |
| 30 | travelers, family |

REAG: ATTACKING GROUP

| | | | | | |
|-----------|-----------|-----------|-----------|-----------|----|
| 1 | 2 | 3 | 4 | 5 | -2 |
| 6 | 7 | 8 | 9 | 10 | -1 |
| 11 | 12 | 13 | 14 | 15 | ±0 |
| 16 | 17 | 18 | 19 | 20 | +1 |
| 21 | 22 | 23 | 24 | 25 | +2 |
| 26 | 27 | 28 | 29 | 30 | +3 |
| -2 | -1 | ±0 | +1 | +2 | |

Party Size (vs. PCs)

Level of Attackers (vs. PCs)

Direction for Table REAT (below)

Choose 3 contiguous columns, where the column on the left produces results from 01-10, the column in the middle produces results from 11-20, and the column on the right produces results from 21-30. Result includes all treasure in column from top row to row of roll result.

Suggested Column Use by Attacking Party:

PCs have advantage: columns A, B, and C
Sides evenly matches: columns B, C, and D
Attackers have advantage: columns C, D, and E

REAT: ATTACKING GROUP QUICK TREASURE GENERATOR

| | A | B | C | D | E |
|----------|-------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| 1 | 1,000 c.p. | 2,000 c.p. | 3,000 c.p. | 4,000 c.p. | 5,000 c.p. |
| 2 | +1,000 s.p. | +2,000 s.p. | +3,000 s.p. | +4,000 s.p. | +5,000 s.p. |
| 3 | +250 e.p. | +500 e.p. | +1,000 e.p. | +1,500 e.p. | +2,000 e.p. |
| 4 | +2,000 g.p. | +3,000 g.p. | +4,000 g.p. | +5,000 g.p. | +6,000 g.p. |
| 5 | +2,000 g.p.* | +3,000 g.p.* | +4,000 g.p.* | +5,000 g.p.* | +6,000 g.p.* |
| 6 | +250 p.p. | +500 p.p. | +1,000 p.p. | +1,500 p.p. | +2,000 p.p. |
| 7 | +6 gems [†] | +12 gems [†] | +18 gems [†] | +24 gems [†] | +30 gems [†] |
| 8 | +6 jewelry items [†] | +12 jewelry items [†] | +18 jewelry items [†] | +24 jewelry items [†] | +30 jewelry items [†] |
| 9 | +1 magic item | +1 magic item | +1 magic item | +2 magic items | +2 magic items |
| 0 | +1 magic item* | +1 magic items* | +2 magic items* | +1 magic item* | +1 magic item* |

* In addition to gold or magic item(s) from previous row † gem/jewelry value = 100 g.p. per item

REHG: HOSTILE GROUP REACTION

| | neutral | unfriendly | acrimonious | malevolent | malicious |
|-----------|--------------------------|--------------------------|-------------------------|-----------------------------|-----------------------------|
| 7 | 1 bargain | 2 parlay | 3 antagonize | 4 threaten/bully | 5 attack |
| 8 | 6 parlay | 7 antagonize | 8 threaten/bully | 9 attack | 10 attack |
| 9 | 11 antagonize | 12 threaten/bully | 13 attack | 14 attack | 15 attack/pursue |
| 10 | 16 threaten/bully | 17 attack | 18 attack | 19 attack/pursue | 20 attack/pursue |
| 11 | 21 attack | 22 attack | 23 attack/pursue | 24 attack/pursue | 25 attack/no quarter |
| 12 | 26 attack | 27 attack/pursue | 28 attack/pursue | 29 attack/no quarter | 30 attack/no quarter |

Hostiles' Morale

* roll d3 to determine age: 1=young, 2=mature, 3=old

Castle/Keep/Stronghold Generator I: Owner and Patrol Size/Makeup

Roll on **CK1** to determine the class/race of the castle/keep/stronghold owner. Roll on **CK2** and index the roll on the column matching the owner's race/class.

CK1: OWNER

CK2: PATROL SIZE AND MAKEUP (BY OWNER'S CLASS/RACE)

| Roll | Class | Level | Roll | CK2a: Fighter | CK2b: Magic-user | CK2c: Cleric | CK2d: Dwarf | CK2e: Elf | CK2f: Halfling | Note Regarding CK2 |
|------|--------------------|-------|------|---------------|------------------|--------------|-------------|-----------|----------------|--|
| 1 | fighter | 9 | 1 | 2HH | 2HF | 2MH | 2D | 2E | 2LF | <p>Roll result may be shifted "up" or "down" by ±10 or ±20 to account for level of castle/stronghold owner.</p> <p>Key to CK2</p> <p>C# = Cleric (# = level) D = Dwarf (as "monster") E = Elves (as "monster") F# = Fighter (# = level) HH = heavy horsemen HF = heavy footmen LF = light footmen MH = medium horsemen MU# = Magic-user (# = level)</p> <p><i>Any additional types accompanying horsemen (e.g., fighters or clerics) will also be mounted on same type of steed (e.g., griffons).</i></p> <p>* 1-in-3 chance = half of normal number, but mounted on griffons</p> <p>m 2-in-6 chance of additional magical type: 1 = MU from CK2b on same line (as CK2a roll) 2 = Cleric(s) from CK2c on same line as CK2a roll</p> <p>u 1-in-3 chance of additional magic-user: 1 = MU from CK2b on same line (as CK2a roll)</p> <p>x 1-in-3 chance of additional "extraordinary" type (e.g., ogres): creature type at DM's discretion</p> |
| 2 | fighter | 10 | 2 | 3HH | 3HF | 3MH | 3D | 3E | 3LF | |
| 3 | fighter | 11 | 3 | 3HH | 3HF | 3MH/1C1 | 3D | 3E | 3HF | |
| 4 | fighter | 12 | 4 | 4HH/F1 | 4HF/F1 | 4MH | 4D/F1 | 4E | 4LF | |
| 5 | fighter | 13 | 5 | 4HH | 4HF | 4MH/1C2 | 4D | 5E | 4LF/F1 | |
| 6 | fighter | 14 | 6 | 5HH | 5HF | 5MH | 5D | 5E | 4HF/F1 | |
| 7 | fighter | 15 | 7 | 5HH/F1 | 5HF/F1 | 5MH | 5D/F1 | 5E | 5LF/F1 | |
| 8 | fighter | 16 | 8 | 5HH/F2 | 5HF/F2 | 5MH/1C3 | 5D/F2 | 5E | 5HF/F1 | |
| 9 | magic-user | 11 | 9 | 6HH | 6HF | 6MH | 6D | 6E | 6LF/F1 | |
| 10 | magic-user | 12 | 10 | 6HH/F1 | 6HF/F1 | 6MH/1C3 | 6D/F1 | 6E | 6LF/F2 | |
| 11 | magic-user | 13 | 11 | 6HH/F2 | 6HF/F2 | 6MH/1C4 | 6D/F2 | 6E | 6HF/F1 | |
| 12 | magic-user | 14 | 12 | 6HH/F3 | 6HF/F3/M1 | 6MH/1C5 | 6D/F3 | 6E | 6HF/F2 | |
| 13 | magic-user | 15 | 13 | 7HH/F1 | 7HF/F1 | 7MH | 7D/F1 | 7E | 7LF/F2 | |
| 14 | magic-user | 16 | 14 | 7HH/F2 | 7HF/F2 | 7MH/C3 | 7D/F2 | 7E | 7LF/F3 | |
| 15 | cleric | 7 | 15 | 7HH/F3/m | 7HF/F3/MU1 | 7MH/C4 | 7D/F3 | 7E | 7LF/F4 | |
| 16 | cleric | 8 | 16 | 7HH/F4/m | 7HF/F4/MU1 | 7MH/C1/C4 | 7D/F4 | 7E | 7HF/F2 | |
| 17 | cleric | 9 | 17 | 7HH/F5/m | 7HF/F5/MU1 | 7MH/C2/C4 | 7D/F5 | 7E | 7HF/F3 | |
| 18 | cleric | 10 | 18 | 7HH/F6/m | 7HF/F6/MU2 | 7MH/C3/C4 | 7D/F6 | 7E | 7HF/F4 | |
| 19 | cleric | 11 | 19 | 8HH/F3/m | 8HF/F1/MU1 | 8MH/C4 | 8D/F3 | 8E | 8LF/F3 | |
| 20 | cleric | 12 | 20 | 8HH*/F4/m | 8HF*/F2/MU1 | 8MH/C2/C4 | 8D/F4 | 8E | 8LF/F4 | |
| 21 | cleric | 13 | 21 | 8HH*/F5/m/x | 8HF*/F3/MU2/x | 8MH/C3/C4 | 8D/F5 | 8E/† | 8HF/F3/u | |
| 22 | cleric | 14 | 22 | 8HH*/F6/m/x | 8HF*/F4/MU3/x | 8MH/C4/C5 | 8D/F6 | 8E/† | 8HF/F4/u | |
| 23 | cleric | 15 | 23 | 9HH*/F4/m/x | 9HF*/F3/MU1/x | 9MH/C4 | 9D/F4 | 9E/† | 9LF/F4/u | |
| 24 | cleric | 16 | 24 | 9HH*/F5/m/x | 9HF*/F4/MU2/x | 9MH/C5 | 9D/F5 | 9E/† | 9HF/F4/u | |
| 25 | dwarf (fighter) | 9 | 25 | 9HH*/F6/m/x | 9HF*/F5/MU3/x | 9MH/C2/C4 | 9D/F6 | 9E/† | 9HF/F5/u | |
| 26 | dwarf (fighter) | 10 | 26 | 10HH*/F5/m/x | 10HF*/F4/MU4/x | 10MH/C3/C4 | 10D/F5 | 10E/† | 10LF/F5/u | |
| 27 | elf (fighter/MU) | 9 | 27 | 10HH*/F6/m/x | 10HF*/F5/MU5/x | 10MH/C3/C5 | 10D/F6 | 10E/† | 10HF/F5/u | |
| 28 | elf (fighter/MU) | 10 | 28 | 11HH*/F5/m/x | 11HF*/F5/MU4/x | 11MH/C3/C5 | 11D/F5 | 11E/† | 11LF/F5/u | |
| 29 | halfling (fighter) | 9 | 29 | 11HH*/F6/m/x | 11HF*/F6/MU5/x | 11MH/C4/C5 | 11D/F6 | 11E/† | 11HF/F5/u | |
| 30 | halfling (fighter) | 10 | 30 | 12HH*/F6/m/x | 12HF*/F6/MU5/x | 12MH/C2/C6 | 12D/F6 | 12E/† | 12HF/F6/u | |

Castle/Keep/Stronghold Generator II: Type, Size, and Construction

Roll on **CK3**, referencing the “Type” (Roman numeral) and “Size” (letter) indications against the **Key for CK3**, using the sub-table that matches the owner’s race/class (per **CK1**). Rolls on **CK4** are optional and may be interpreted at the DM’s discretion.

CK3: TYPE/SIZE

| | Type | Size |
|----|------|------|
| 1 | I | A |
| 2 | II | A |
| 3 | III | A |
| 4 | IV | A |
| 5 | V | A |
| 6 | VI | A |
| 7 | I | B |
| 8 | II | B |
| 9 | III | B |
| 10 | IV | B |
| 11 | V | B |
| 12 | VI | B |
| 13 | I | C |
| 14 | II | C |
| 15 | III | C |
| 16 | IV | C |
| 17 | V | C |
| 18 | VI | C |
| 19 | I | D |
| 20 | II | D |
| 21 | III | D |
| 22 | IV | D |
| 23 | V | D |
| 24 | VI | D |
| 25 | I | E |
| 26 | II | E |
| 27 | III | E |
| 28 | IV | E |
| 29 | V | E |
| 30 | VI | E |

KEY FOR CK3

FIGHTER/CLERIC: CASTLE

| Type | Size | levels/towers | rings/castles |
|-------------------------|-----------------------|----------------------------|------------------|
| I keep/square | (size = # of levels) | A 1d2+1 (per type) | 1d2+1 (per type) |
| II keep/round | (size = # of levels) | B 1d3+2 (per type) | 1d2+2 (per type) |
| III keep/shell | (size = # of rings) | C 1d3+4 (per type) | 1d2+3 (per type) |
| IV towers/square | (size = # of towers) | D 1d5+6 (per type) | 1d2+4 (per type) |
| V towers/round | (size = # of towers) | E 1d6+10 (per type) | 1d2+5 (per type) |
| VI concentric | (size = # of castles) | | |

MAGIC-USER: TOWER

| Type | Size |
|--------------------------|------------------------|
| I round/sloped | A 1d2+1 levels |
| II round/straight | B 1d3+2 levels |
| III round/stepped | C 1d3+4 levels |
| IV square/sloped | D 1d5+6 levels |
| V square/straight | E 1d6+10 levels |
| VI square/stepped | |

ELF: TREE STRONGHOLD

| Type | Size |
|--------------------------------|-----------------------|
| I 1 level per tree | A 1d2 trees |
| II 1d2 levels per tree | B 1d2+1 trees |
| III 1d3 levels per tree | C 1d3+3 trees |
| IV 1d5 levels per tree | D 1d5+6 trees |
| V 1d6 levels per tree | E 1d6+10 trees |
| VI 1d10 levels per tree | |

DWARF: MOUNTAIN STRONGHOLD

| Type | Size |
|---|------------------------|
| I centralized/flat | A 1d2 levels |
| II spread/concave | B 1d2+1 levels |
| III spread/convex | C 1d3+3 levels |
| IV modular/towered | D 1d5+6 levels |
| V hidden/disguised* | E 1d6+10 levels |
| VI roll d2 [1=underground, 2=freestanding] | |

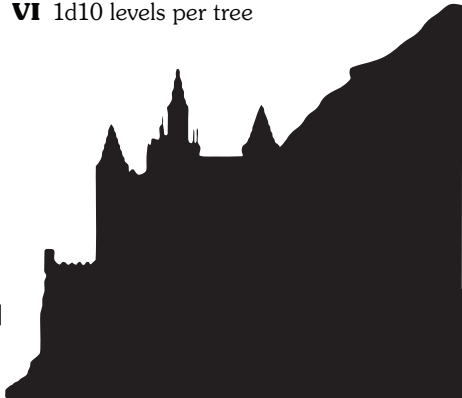
* by/as mountains

HALFLING: SHIRE

| Type | Size |
|----------------------------------|---|
| I mounds/walled | (size x 2 = # of mounds) A 1d2+1 (per type) |
| II mounds/hidden* | (size x 2 = # of mounds) B 1d3+2 (per type) |
| III mounds & trees/walled | (size = # of mounds & trees†) C 1d3+4 (per type) |
| IV mounds & trees/hidden* | (size = # of mounds & trees†) D 1d5+6 (per type) |
| V castle/walled | (size = # of towers) E 1d6+10 (per type) |
| VI castle/hidden* | (size = # of towers) |

* usually by magical means (e.g., through the aid of a high-level magic-user employing the use of a *mass invisibility* or *hallucinatory terrain* spell)

† roll separately for specific number of each type



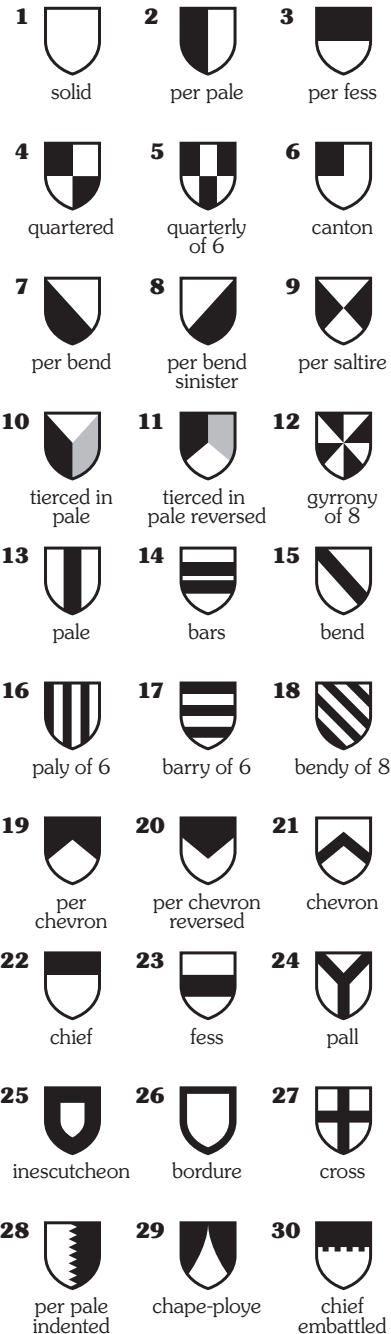
CK4: CONSTRUCTION (OPTIONAL)

| | Main/Older Area | Secondary/Newer Area |
|----|-----------------------------------|--------------------------|
| 1 | partially constructed | — |
| 2 | newly completed | — |
| 3 | good condition, some age | — |
| 4 | well-worn | — |
| 5 | in need of minor repair | — |
| 6 | in need of major repair | — |
| 7 | partially inoperational/destroyed | — |
| 8 | newly completed | partially constructed |
| 9 | newly completed | newly completed |
| 10 | good condition, some age | partially constructed |
| 11 | good condition, some age | newly completed |
| 12 | good condition, some age | good condition, some age |
| 13 | well-worn | partially constructed |
| 14 | well-worn | newly completed |
| 15 | well-worn | good condition, some age |
| 16 | in need of minor repair | partially constructed |
| 17 | in need of minor repair | newly completed |
| 18 | in need of minor repair | good condition, some age |
| 19 | in need of minor repair | well-worn |
| 20 | in need of major repair | partially constructed |
| 21 | in need of major repair | newly completed |
| 22 | in need of major repair | good condition, some age |
| 23 | in need of major repair | well-worn |
| 24 | in need of major repair | in need of minor repair |
| 25 | partially inoperational/destroyed | partially constructed |
| 26 | partially inoperational/destroyed | newly completed |
| 27 | partially inoperational/destroyed | good condition, some age |
| 28 | partially inoperational/destroyed | well-worn |
| 29 | partially inoperational/destroyed | in need of minor repair |
| 30 | partially inoperational/destroyed | in need of major repair |

Heraldry Generator

Creates over 27,000 variants of spatial divisions, colors, and charges.

HRLD1: DIVISION



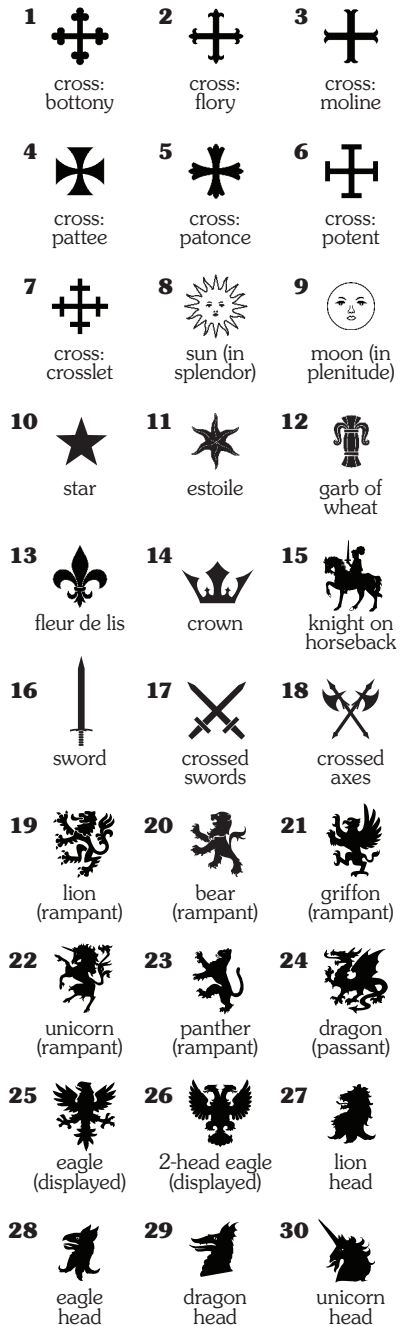
HRLD2: COLOR

For the main/background field color, roll an initial 1d6; on a 1-5, roll an additional 1d30 and refer to the chart below using the 1s digit only (result of 1-10); on an initial result of 6, roll an additional 1d30 and reference the full number on the chart below.

For all second (or third) color rolls (stripes, quarters, chevrons, etc.), roll an additional 1d30 as a d10 (referencing only 1-10 on the chart below), ignoring any duplications, and rerolling where necessary.

| 1s | Type | Name | Description | Meaning |
|----|-------|----------------|--|------------------------------------|
| 1 | metal | argent | silver or white | sincerity, peace |
| 2 | metal | or | gold or yellow | generosity |
| 3 | color | azure | blue | strength, loyalty |
| 4 | color | gules | red | warrior, martyr, military strength |
| 5 | color | purpure | purple or violet | justice, sovereignty, regal |
| 6 | color | sable | black | constancy, grief |
| 7 | color | vert | green | hope, loyalty in love |
| 8 | stain | murrey | mulberry | victorious, patient in battle |
| 9 | stain | sanguine | blood red or dark red | victorious, patient in battle |
| 10 | stain | tenné | brown or orange | worthwhile ambition |
| 11 | rare | bleu celeste | light blue or sky blue | strength, loyalty |
| 12 | rare | carnation | skin tone | worthwhile ambition |
| 13 | rare | cendré | grey | sincerity, peace |
| 14 | rare | marron | brown or earth color | worthwhile ambition |
| 15 | rare | brunâtre | brown | worthwhile ambition |
| 16 | rare | acqua | water color | strength, loyalty |
| 17 | rare | cendrée | ashen grey | sincerity, peace |
| 18 | fur | ermine | white field with black ermine spots | valor, justice, dignity |
| 19 | fur | ermine | black field with white ermine spots | valor, justice, dignity |
| 20 | fur | erminois | yellow field with black ermine spots | valor, justice, dignity |
| 21 | fur | pean | black field with yellow ermine spots | valor, justice, dignity |
| 22 | fur | vair | bell shapes alternating (blue/white) | guardian of peace |
| 23 | fur | vair | bell shapes alternating (red/gold) | guardian of peace |
| 24 | fur | counter-vair | bell shapes aligned (blue/white) | guardian of peace |
| 25 | fur | vair in pale | bell shapes in vertical lines (blue/white) | guardian of peace |
| 26 | fur | vair en pointe | bell shapes in zig-zag lines (blue/white) | guardian of peace |
| 27 | fur | potent | T shapes alternating (blue/white) | guardian of peace |
| 28 | fur | counter-potent | T shapes aligned (blue/white) | guardian of peace |
| 29 | fur | papelonne | fish scale pattern (blue/white) | guardian of peace |
| 30 | fur | plumeté | feathered pattern (blue/white) | guardian of peace |

HRLD3: BASIC CHARGES



Expanded Heraldry Charges/Sigils

Additional/optional heraldic charges/sigils based on general type (as a substitution for **HRLD3**, on previous page).

HRLD3a: QUADRAPEDS (COMMON)

- 1 antelope
- 2 badger
- 3 bear
- 4 bison
- 5 boar
- 6 buffalo
- 7 bull
- 8 calf
- 9 cougar*
- 10 cow
- 11 deer, hart
- 12 deer, doe
- 13 dog
- 14 elk
- 15 fox†
- 16 goat
- 17 horse
- 18 ermine
- 19 lamb
- 20 leopard†
- 21 lion*
- 22 ox
- 23 pig
- 24 ram
- 25 rat
- 26 sheep
- 27 tiger*
- 28 wildcat
- 29 wolf†
- 30 wolverine

HRLD3b: BIRDS/AVIANS

- 1 albatross
- 2 auk
- 3 blackbird
- 4 canary
- 5 cardinal
- 6 cock
- 7 crane
- 8 crow
- 9 dodo
- 10 dove
- 11 duck
- 12 emu
- 13 falcon
- 14 goose
- 15 gull
- 16 hawk
- 17 heron
- 18 kingfisher
- 19 magpie
- 20 ostrich
- 21 owl
- 22 peacock
- 23 partridge
- 24 pheasant
- 25 raven
- 26 stork
- 27 swallow
- 28 swan
- 29 woodpecker
- 30 wren

HRLD3c: RARE ANIMALS

- 1 ape
- 2 badger
- 3 bat
- 4 beaver
- 5 elephant
- 6 gopher
- 7 hedgehog
- 8 monkey
- 9 porcupine
- 10 raccoon
- 11 squirrel
- 12 walrus
- 13 crocodile
- 14 lizard
- 15 pike
- 16 salamander†
- 17 salmon
- 18 snake/serpent††
- 19 ant
- 20 anthill
- 21 bee
- 22 beetle (stag)
- 23 butterfly
- 24 dragonfly
- 25 grasshopper
- 26 earthworm
- 27 fly
- 28 slug
- 29 snail
- 30 spider

HRLD3d: EXTRAORDINARY ANIMALS

- 1 chimera
- 2 cockatrice
- 3 dragon
- 4 griffin
- 5 hippogriff
- 6 pegasus
- 7 phoenix
- 8 shedu
- 9 sphinx*
- 0 wyvern

* type at DM's discretion



HRLD3e: AQUATIC (OCEANIC) ANIMALS/FISH

- 1-2 dolphin
- 3-4 hippocampus
- 5-6 lobster
- 7-8 manatee
- 9-10 mermaid† *
- 11-12 octopus†
- 13-14 ray
- 15-16 salmon
- 17-18 seahorse†
- 19-20 sea-lion
- 21-22 shark
- 23-24 swordfish
- 25-26 tigerfish
- 27-28 whale

29-30 eel
† ignore attitude
* [1 in 3 = two-tailed]

HRLD3f: PLANTS

- 1 flower, fleur-de-lis
- 2 flower, trefoil
- 3 flower, quatrefoil
- 4 flower, cinquefoil
- 5 flower, sexfoil
- 6 flower, lavender
- 7 flower, rose
- 8 fruit, apple (tree)
- 9 fruit, cherry
- 10 fruit, pear (tree)
- 11 fruit, grape(vine)
- 12 nut, acorn
- 13 hay/rye/wheat
- 14 tree, alder
- 15 tree, beech
- 16 tree, birch
- 17 tree, cedar
- 18 tree, elm
- 19 tree, fir
- 20 tree, oak
- 21 tree, pine
- 22 tree, poplar
- 23 tree, willow
- 24 tree, dead*
- 25 other, artichoke
- 26 other, bush†
- 27 other, cattail
- 28 other, fern
- 29 other, holly
- 30 other, thorns

* [1=oak, 2= pine]
† 1-in-5 = burning

HRLD3d: OTHER/MISC.

- 1 axe*
- 2 bow
- 3 broadsword*
- 4 crossbow
- 5 dagger*
- 6 flail*
- 7 glaive*
- 8 halberd*
- 9 hammer*
- 10 rapier*
- 11 scimitar*
- 12 sickle
- 13 spear*
- 14 sword*
- 15 trident*
- 16 belfry
- 17 bridge
- 18 castle
- 19 cloud
- 20 diamond
- 21 harp
- 22 ladder
- 23 lightning bolt
- 24 lyre
- 25 mountain
- 26 scales
- 27 ship
- 28 steeple
- 29 volcano
- 30 windmill

* 1-in-2 = two crossed
of type indicated

ATTITUDES (POSITIONS) FOR OPTIONAL CHARGES/SIGILS

Quadrupeds

- 1 head (only)
- 2 passant
- 3 rampant

Avians/Birds

- 1 displayed
- 2 rousant
- 3 trussed

Serpents

- odd glissant
- even nowed

Fish

- odd naiant
- even hauriant

Extraordinary Creatures

- 1 displayed
- 2 rousant
- 3 trussed

Settlement Background

Quick determination of settlement background. To be used in conjunction with the *Settlement Worksheet* located on p.8.

SBG1: GOVERNMENT

| Type | Government by |
|------|---|
| 1 | anarchy none (lawless society) |
| 2 | argentocracy money (all decisions made by financial prudence) |
| 3 | aristarchy the best (e.g., through contest) |
| 4 | aristocracy nobility |
| 5 | autocracy individual w/ absolute power (e.g., emperor/dictator) |
| 6 | cryptarchy secret rulership |
| 7 | democracy the people |
| 8 | demonocracy demons (or representatives of demons) |
| 9 | ecclesiarchy clerics |
| 10 | ethnocracy a particular race (among mixed races) |
| 11 | gerontocracy eldest citizens (age-based) |
| 12 | gynocracy women |
| 13 | heroarchy heroes |
| 14 | heterarchy foreign ruler |
| 15 | matriarchy eldest females |
| 16 | militocracy military rulers |
| 17 | monarchy individual, usually hereditary (e.g., queen/king) |
| 18 | oligarchy the few (usually co-equal; roll 1d30 for number) |
| 19 | patriarchy eldest males |
| 20 | pedantocracy strict rule-bound scholars |
| 21 | pedocracy learned, savants, and scholars |
| 22 | phallocracy government by men |
| 23 | plutocracy the wealthy |
| 24 | prophetocracy government by a prophet |
| 25 | quangocracy quasi-autonomous non-governmental organizations |
| 26 | statocracy the state alone, without ecclesiastical influence |
| 27 | thearchy a god or gods (or through 1 or more representatives) |
| 28 | theocracy priests or religious law |
| 29 | tritheocracy three gods (or representatives thereof) |
| 30 | xenocracy a body of foreigners |

SBG2: REACTION TO OUTSIDERS

| | |
|----|----------------------|
| 1 | accepting of |
| 2 | aggravated by |
| 3 | amused by |
| 4 | annoyed with |
| 5 | anxious around |
| 6 | apathetic toward |
| 7 | bored by |
| 8 | curious about |
| 9 | cynical of |
| 10 | enraged by |
| 11 | enthralled with |
| 12 | envious of |
| 13 | excited by |
| 14 | frustrated with |
| 15 | grumpy around |
| 16 | impressed by |
| 17 | indifferent to |
| 18 | infuriated by |
| 19 | irritated by |
| 20 | melancholy about |
| 21 | peaceful around |
| 22 | pissed off with |
| 23 | predatory of |
| 24 | rejecting of |
| 25 | restless around |
| 26 | sympathetic toward |
| 27 | tired of |
| 28 | uncomfortable around |
| 29 | unimpressed by |
| 30 | weird around |

SBG3: ECONOMIC BACKGROUND

| 1s: General Outlook | 10s Digit: Prices/Taxes† |
|---------------------|--------------------------------------|
| 1 | booming 1-10 low |
| 2 | bullish/hopeful 11-20 average |
| 3 | depressed 21-30 exorbitant |
| 4 | doomed* |
| 5 | expanding |
| 6 | inflationary |
| 7 | overheated/growing too fast |
| 8 | recessionary |
| 9 | uncontrolled/fluctuating** |
| 0 | weak |

† relative to economic condition (e.g., low for “inflationary” would compare to exorbitant for “booming”)

* make daily d30 roll to determine if economy collapses [1=collapses, 2-30=does not collapse]

**make daily d3 roll on “10s Digit” column to determine prices/taxes for that particular day

SBG4: SETTLEMENT ISSUES

| 1s: Type | 10s Digit: Degree |
|----------|--|
| 1 | beggars/vagrancy 1-10 minor/contained† |
| 2 | drunkards* 11-20 moderate/widespread† |
| 3 | corruption 21-30 major/pervasive |
| 4 | disease |
| 5 | feuding * 1 in 3 chance of additional issues with beggars |
| 6 | fire |
| 7 | prostitution ** 2 in 3 chance of accompanying disease (roll add. 1d3 for degree) |
| 8 | theft (pickpockets) |
| 9 | unrest (general) † 2 in 3 chance that fire or disease will spread |
| 0 | waste issues** |

SBG5: NEARBY THREATS

| | |
|----|--------------------|
| 1 | bandits (thieves) |
| 2 | barbarians (horde) |
| 3 | beetles, giant |
| 4 | bugbears |
| 5 | chimera |
| 6 | clerics (evil) |
| 7 | dragon |
| 8 | elves (evil) |
| 9 | ettin |
| 10 | gargoyles |
| 11 | ghouls* |
| 12 | giant(s) |
| 13 | gnolls |
| 14 | goblins |
| 15 | harpie(s) |
| 16 | hobgoblins |
| 17 | kobolds |
| 18 | lizard men |
| 19 | mage (hostile) |
| 20 | manticore |
| 21 | ogre(s) |
| 22 | ogre mage |
| 23 | pterodactyl |
| 24 | roc |
| 25 | skeletons* |
| 26 | troglodytes |
| 27 | trolls |
| 28 | witch |
| 29 | wolves |
| 30 | zombies* |

* roll additional d3 for origin [1=roaming; 2=lich; 3=vampire]

Assorted Settlement Encounters

SEUA: UNPROVOKED ATTACKS/ASSAULTS AGAINST PCs

| Type/Goal | Reason |
|-----------------------------|---|
| 1 capture | exchange (prisoner) |
| 2 capture | ransom |
| 3 capture | press into service (slavery) |
| 4 capture | sacrifice |
| 5 capture | sell into slavery |
| 6 intolerance | alignment |
| 7 intolerance | class (character) |
| 8 intolerance | class (social) |
| 9 intolerance | group association (clan, religion, etc.) |
| 10 intolerance | race |
| 11 malevolence | doesn't like PC's looks |
| 12 malevolence | generally aggressive |
| 13 malevolence | PCs in way |
| 14 malevolence | reminds attacker of someone |
| 15 malevolence | revenge/spite |
| 16 mental impairment | insanity, permanent |
| 17 mental impairment | insanity, temporary |
| 18 mental impairment | magic (e.g. charm) |
| 19 mental impairment | under influence, alcohol |
| 20 mental impairment | under influence, other (mushroom, toxin, etc.) |
| 21 misunderstanding | perceived interference w/ attacker's plans |
| 22 misunderstanding | mistaken identity, past wrong |
| 23 misunderstanding | mistaken identity, wanted criminal |
| 24 misunderstanding | perceived slight |
| 25 misunderstanding | perceive PCs as underhanded/having ill intentions |
| 26 robbery | addict [1 =drug, 2 =gambling] |
| 27 robbery | crime of opportunity |
| 28 robbery | owes lender |
| 29 robbery | professional thief |
| 30 robbery | victim of circumstance (needs money) |

SEAE: ANNOYING ENCOUNTERS

| 1s Type | 10s Digit: Degree |
|--------------------------------|-----------------------------------|
| 1 beggar | 1-10 agreeable/timid |
| 2 buffoon | 11-20 presumptuous/pushy |
| 3 drunk | 21-30 obnoxious/unyielding |
| 4 military recruiter | |
| 5 peddler/vendor | |
| 6 politician/petitioner | |
| 7 prostitute | |
| 8 religious petitioner | |
| 9 religious recruiter | |
| 0 street performer | |

SEPC: PROPOSITIONS TO PCs TO COMMIT A CRIME (FOR HIRE)

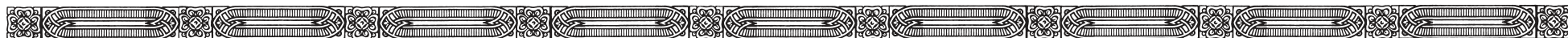
| 1s Proposition | 10s Digit: Offer is... |
|---|-------------------------------|
| 1 threaten someone | 1-10 honest offer |
| 2 mame someone | 11-20 a hoax (prank) |
| 3 kill someone | 21-30 entrapment (law) |
| 4 hurt someone's relative (as sign/threat) | |
| 5 kill someone's relative (as sign/threat) | |
| 6 kidnap someone | |
| 7 destroy a home | |
| 8 destroy a place of business | |
| 9 destroy property | |
| 0 steal property | |

Target of Crime

| | |
|------------------------|------------------|
| 1 noble | 4 clergy |
| 2 city official | 5 citizen |
| 3 merchant | 6 peasant |

SECE: CELEBRATIONS & EVENTS

| |
|---|
| 1 games, commoners' |
| 2 games, hunt |
| 3 games, tournament (knights) |
| 4 games, youth |
| 5 political, census |
| 6 political, celebration of past leader |
| 7 political, founders celebration |
| 8 political, leader's/ruler's birth |
| 9 political, leader's/ruler's celebration |
| 10 political, memorial observance (solemn) |
| 11 political, veterans' observance |
| 12 political, victory celebration (annual) |
| 13 political, visiting dignitaries |
| 14 popular, children's celebration |
| 15 popular, patrons/fathers (honors) |
| 16 popular, matrons/mothers (honors) |
| 17 popular, "betrothing" day |
| 18 popular, lords/servants reverse roles |
| 19 popular, music |
| 20 religious, calendar (new year, festive) |
| 21 religious, death (festive) |
| 22 religious, death (solemn) |
| 23 religious, fertility |
| 24 religious, lights (festive) |
| 25 religious, lights (solemn) |
| 26 religious, harvest |
| 27 religious, martyr (solemn or festive) |
| 28 religious, moon |
| 29 religious, purification (solemn) |
| 30 religious, sun |



City Guards, City Watch, Border Patrols

Any group: highest level fighter = commander, 2nd = lieutenant, and 3rd = sargeant. Magic items for fighters 3rd level and above may be determined using the appropriate chart on page 41.

City Guard/City Watch: All fighters and mercenaries wear chain armor, and there is a 50% chance all in the group will have shields. All armed per single result on **Arms** table.

Magic-users and clerics = advisors. All equipment for magic-users and clerics (including magic items) may be determined using the "quick" tables on pages 40-41.

Border Patrols: All fighters 1st level and above have plate armor, shield, longsword, flail, and lance. There is a 1-in-3 chance all fighters in group of 2nd level and above are rangers.

Men-at-arms wear chain or leather armor (50% chance each), and there is a 50% chance all in the group have shields. 1-in-3 chance men-at-arms have light horses and are armed (weapons) as other fighters in group; otherwise, all men-at-arms armed per single result on **Arms** table.

CITY GUARD

CG1: ROLL 1

| Roll | Magic-user/ Fighter(s) |
|------|---------------------------|
| 1 | MU:1/F:1 |
| 2 | MU:1/F:2 |
| 3 | MU:1/F:3 |
| 4 | MU:1/F:1/F:2 |
| 5 | MU:1/F:1/F:3 |
| 6 | MU:1/F:2/F:3 |
| 7 | MU:2/F:1 |
| 8 | MU:2/F:2 |
| 9 | MU:2/F:3 |
| 10 | MU:2/F:1/F:2 |
| 11 | MU:2/F:1/F:3 |
| 12 | MU:2/F:2/F:3 |
| 13 | MU:3/F:1 |
| 14 | MU:3/F:2 |
| 15 | MU:3/F:3 |
| 16 | MU:3/F:1/F:2 |
| 17 | MU:3/F:1/F:3 |
| 18 | MU:3/F:2/F:3 |
| 19 | MU:4/F:1 |
| 20 | MU:4/F:2 |
| 21 | MU:4/F:3 |
| 22 | MU:4/F:1/F:2 |
| 23 | MU:4/F:1/F:3 |
| 24 | MU:4/F:2/F:3 |
| 25 | MU:5/F:1 |
| 26 | MU:5/F:2 |
| 27 | MU:5/F:3 |
| 28 | MU:5/F:1/F:2 |
| 29 | MU:5/F:1/F:3 |
| 30 | MU:5/F:2/F:3 |

CG2: ROLL 2

| Roll | #Merc./ +Fighters |
|------|----------------------|
| 1 | 7m/- |
| 2 | 8m/- |
| 3 | 9m/- |
| 4 | 10m/- |
| 5 | 11m/- |
| 6 | 12m/- |
| 7 | 13m/+F:4 |
| 8 | 14m/+F:4 |
| 9 | 15m/+F:4 |
| 10 | 16m/+F:4 |
| 11 | 7m/+F:4 |
| 12 | 8m/+F:4 |
| 13 | 9m/+F:4 |
| 14 | 10m/+F:4 |
| 15 | 11m/+F:4 |
| 16 | 12m/+F:5 |
| 17 | 13m/+F:5 |
| 18 | 14m/+F:5 |
| 19 | 15m/+F:5 |
| 20 | 16m/+F:5 |
| 21 | 7m/+F:5 |
| 22 | 8m/+F:5 |
| 23 | 9m/+F:5 |
| 24 | 10m/+F:5 |
| 25 | 11m/+F:5 |
| 26 | 12m/+F:5 |
| 27 | 13m/+F:5 |
| 28 | 14m/+F:5 |
| 29 | 15m/+F:5 |
| 30 | 16m/+F:5 |

CITY WATCH

CWa: DAY WATCH

| Roll | Cleric/Fighter/ #Mercenaries |
|------|---------------------------------|
| 1 | C:3/F:1/3m |
| 2 | C:3/F:1/4m |
| 3 | C:3/F:2/4m |
| 4 | C:3/F:1/5m |
| 5 | C:3/F:2/5m |
| 6 | C:3/F:3/5m |
| 7 | C:3/F:4/5m |
| 8 | C:3/F:3/6m |
| 9 | C:3/F:4/6m |
| 10 | C:3/F:4/7m |
| 11 | C:4/F:1/3m |
| 12 | C:4/F:1/4m |
| 13 | C:4/F:2/4m |
| 14 | C:4/F:1/5m |
| 15 | C:4/F:2/5m |
| 16 | C:4/F:3/5m |
| 17 | C:4/F:4/5m |
| 18 | C:4/F:3/6m |
| 19 | C:4/F:4/6m |
| 20 | C:4/F:4/7m |
| 21 | C:5/F:1/3m |
| 22 | C:5/F:1/4m |
| 23 | C:5/F:2/4m |
| 24 | C:5/F:1/5m |
| 25 | C:5/F:2/5m |
| 26 | C:5/F:3/5m |
| 27 | C:5/F:4/5m |
| 28 | C:5/F:3/6m |
| 29 | C:5/F:4/6m |
| 30 | C:5/F:4/7m |

CWb: NIGHT WATCH

| Roll | Cleric/Fighter/ #Mercenaries |
|------|---------------------------------|
| 1 | C:4/F:3/8m |
| 2 | C:4/F:3/9m |
| 3 | C:4/F:4/9m |
| 4 | C:4/F:3/10m |
| 5 | C:4/F:4/10m |
| 6 | C:4/F:5/10m |
| 7 | C:4/F:6/10m |
| 8 | C:4/F:5/11m |
| 9 | C:4/F:6/11m |
| 10 | C:4/F:6/12m |
| 11 | C:5/F:3/8m |
| 12 | C:5/F:3/9m |
| 13 | C:5/F:4/9m |
| 14 | C:5/F:3/10m |
| 15 | C:5/F:4/10m |
| 16 | C:5/F:5/10m |
| 17 | C:5/F:6/10m |
| 18 | C:5/F:5/11m |
| 19 | C:5/F:6/11m |
| 20 | C:5/F:6/12m |
| 21 | C:6/F:3/8m |
| 22 | C:6/F:3/9m |
| 23 | C:6/F:4/9m |
| 24 | C:6/F:3/10m |
| 25 | C:6/F:4/10m |
| 26 | C:6/F:5/10m |
| 27 | C:6/F:6/10m |
| 28 | C:6/F:5/11m |
| 29 | C:6/F:6/11m |
| 30 | C:6/F:6/11m |

BORDER PATROLS

BP1: ROLL 1

| Roll | #Men-at-arms/ #Fighters:1 |
|------|------------------------------|
| 1 | 10m/3xF:1 |
| 2 | 11m/3xF:1 |
| 3 | 12m/3xF:1 |
| 4 | 13m/3xF:1 |
| 5 | 14m/3xF:1 |
| 6 | 15m/3xF:1 |
| 7 | 16m/3xF:1 |
| 8 | 17m/3xF:1 |
| 9 | 18m/3xF:1 |
| 10 | 19m/3xF:1 |
| 11 | 20m/3xF:1 |
| 12 | 21m/3xF:1 |
| 13 | 22m/3xF:1 |
| 14 | 23m/3xF:1 |
| 15 | 24m/3xF:1 |
| 16 | 10m/4xF:1 |
| 17 | 11m/4xF:1 |
| 18 | 12m/4xF:1 |
| 19 | 13m/4xF:1 |
| 20 | 14m/4xF:1 |
| 21 | 15m/4xF:1 |
| 22 | 16m/4xF:1 |
| 23 | 17m/4xF:1 |
| 24 | 18m/4xF:1 |
| 25 | 19m/4xF:1 |
| 26 | 20m/4xF:1 |
| 27 | 21m/4xF:1 |
| 28 | 22m/4xF:1 |
| 29 | 23m/4xF:1 |
| 30 | 24m/4xF:1 |

BP2: +ROLL 2

| Roll | +Fighters Level |
|------|--------------------|
| 1 | F:2/F:3/F:6 |
| 2 | F:2/F:3/F:8 |
| 3 | F:2/F:4/F:5 |
| 4 | F:2/F:4/F:6 |
| 5 | F:2/F:4/F:6 |
| 6 | F:2/F:4/F:8 |
| 7 | F:2/F:5/F:6 |
| 8 | F:2/F:5/F:6 |
| 9 | F:2/F:5/F:8 |
| 10 | F:2/F:6/F:6 |
| 11 | F:2/F:6/F:8 |
| 12 | F:2/F:7/F:8 |
| 13 | F:3/F:4/F:5 |
| 14 | F:3/F:4/F:6 |
| 15 | F:3/F:4/F:6 |
| 16 | F:3/F:4/F:8 |
| 17 | F:3/F:5/F:6 |
| 18 | F:3/F:5/F:6 |
| 19 | F:3/F:5/F:8 |
| 20 | F:3/F:6/F:6 |
| 21 | F:3/F:6/F:8 |
| 22 | F:3/F:7/F:8 |
| 23 | F:4/F:5/F:6 |
| 24 | F:4/F:5/F:6 |
| 25 | F:4/F:5/F:8 |
| 26 | F:4/F:6/F:6 |
| 27 | F:4/F:6/F:8 |
| 28 | F:4/F:7/F:8 |
| 29 | F:5/F:6/F:6 |
| 30 | F:5/F:6/F:8 |

ARMS

| Roll | Main Weapon | 2nd Weapon |
|------|----------------|---------------|
| 1 | short sword | ↑ halberd |
| 2 | longsword | |
| 3 | broadsword | ↑ spear |
| 4 | flail | |
| 5 | mace | ↑ long bow |
| 6 | short sword | |
| 7 | longsword | ↑ none |
| 8 | broadsword | |
| 9 | flail | ↑ none |
| 10 | mace | |
| 11 | short sword | ↑ none |
| 12 | longsword | |
| 13 | broadsword | ↑ none |
| 14 | flail | |
| 15 | mace | ↑ none |
| 16 | short sword | |
| 17 | longsword | ↑ none |
| 18 | broadsword | |
| 19 | flail | ↑ none |
| 20 | mace | |
| 21 | short sword | ↑ none |
| 22 | longsword | |
| 23 | broadsword | ↑ none |
| 24 | flail | |
| 25 | mace | ↑ none |
| 26 | short sword | |
| 27 | longsword | ↑ none |
| 28 | broadsword | |
| 29 | flail | ↑ none |
| 30 | mace | |

Methods of Torture & Execution

Generally, medieval laws and customs did not provide for the treatment of prisoners facing torture. The type of torture did, however, generally depend on the victim's crime and/or social status. Any of the following methods may be seen as a legitimate means for extracting confessions, obtaining information about crimes, or attaining names of accomplices.

TAE: METHODS OF TORTURE AND/OR EXECUTION

| Method/Device | Description |
|-------------------------------------|--|
| 1 brank | metal cage-like mask; victim's head is caged and the brank is chained for public display |
| 2 brazen bull | hollow bronze bull w/ "door"; condemned locked inside and fire lit below; "roasting" inhabitants; screams inside sound like mad ox |
| 3 breaking wheel | large wooden-wheel with spokes; victim's limbs tied to spokes, wheel revolved slowly, victim hit through spokes with iron hammer |
| 4 burning at the stake | if fire is large enough, death occurs first by asphyxia rather than heat damage from flames; small fires prolong death |
| 5 cat's paw | victim tied up (usually to plank/board), metal claws used to scrape skin |
| 6 chair | chair with straps and spikes covering back, arm-rests, seat, leg-rests and foot-rests |
| 7 coffin | cage-like coffin; very painful to larger/overweight characters; usually accompanied by public display |
| 8 copper boot | victim's feet placed inside copper boot [1=boiling water poured in, 2=molten metal poured in, 3=boot beaten] |
| 9 crocodile shears | scissor-like clamp with crocodile-like head/teeth; usually used to mutilate fingers; exclusive punishment for regicide (killing monarch) |
| 10 crocodile tube | tube just big enough for victim's entrance, with crocodile-like spikes on interior; usually heated by fire; face and feet exposed for additional torture methods |
| 11 exposure | [1=buried up to neck, 2=stocks/ropes in town, 3=stocks/ropes in unprotected area] |
| 12 flagellation | [1=cane/rod, 2=cat o' tails, 3=single-tail whip] |
| 13 flaying | victim "skinned" alive |
| 14 foot torture | [1=denailing, 2=toe wedging, 3=roasting] |
| 15 garrotte | victim tied to instrument (seat-like device), neck forced inside iron collar, neck slowly crushed |
| 16 head crusher | chin placed over bottom bar, head placed under upper cap, screw turned pressing bar against cap |
| 17 heretic's fork | two forks set against each other, one up to chin, one down to chest; makes speech and neck movement nearly impossible |
| 18 iron maiden | coffin with spikes on every interior wall |
| 19 judas cradle | victim seated on a triangular-shaped seat and slowly impaled |
| 20 knee splitter | vice with opposing metal spikes; used to render knees permanently useless; often used on other body parts (elbows, arms, lower legs) |
| 21 lead sprinkler | appears as holy water sprinkler; molten metals poured into butt of handle, then "rain" over victim from other end |
| 22 pendulum | vertical wooden frame; victim's wrists tied behind back, handle turned, roped slowly elevated, shoulders dislocated |
| 23 picquet | stake placed on ground, victim's thumb (or hand) tied above head; to relieve pressure of near dislocation, victim places weight on spike; used extensively by military |
| 24 pillory | wooden/metal framework on post with holes for securing head and hands; often used as post for flagellation |
| 25 rack | victim placed tied to rack, ropes tied to limbs, then handles turned to pull limbs; limbs torn apart, dislocate with loud crack |
| 26 rats | victim constrained and tied to ground (or horizontal surface); rat placed on stomach, covered by heated metal container; rat seeks way out |
| 27 saw | victim tied up in inverted position (blood diverted to brain, loss of blood slowed); victim slowly cut in half |
| 28 street sweeper's daughter | metal clamp placed around victim's crouched body; tightened or loosened to fit severity of crime; may last for weeks or months |
| 29 thumbscrews | victim's fingers placed inside instrument, slowly crushed; often used in combination with other torture methods |
| 30 water | [1=dunking, 2=drops of water, 3=cauldron, 4=freezing with water, 5=force drinking] |

Settlement Suppliers by Size of Settlement

Based on settlement population, roll for each vendor/shop listed to determine if present in the settlement. For more about this chart, see the “Settlements” section on p.5.

| Type = Population = | Thorp 5 + 1d30 | | | Hamlet 30 + 1d30 | | | Village (5+1d30) x 5 | | | Small Town (2+1d30) x 60 | | | Large Town (20+1d30) x 100 | | | Small City 5,000 + (1d30x200) | | | Large City 10,000 + (1d30x400) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------|-------------------|-----|-----|---------------------|-----|----|-------------------------|------|------|-----------------------------|-------|-------|-------------------------------|-------|-------|----------------------------------|-------|-------|-----------------------------------|-------|--------|-----------------|--|--|-----------------|--|--|-----------------|--|--|--------------------|--|--|---------------------|--|--|---------------------|--|--|----------------------|--|--|---------------------|--|--|---------------------|--|--|----------------------|--|--|----------------------|--|--|-----------------------|--|--|------------------------|--|--|-----------------------|--|--|
| Vendor/Shop | Small (6-15) | | | Medium (16-25) | | | Large (26-35) | | | Small (31-40) | | | Medium (41-50) | | | Large (51-60) | | | Small (30-75) | | | Medium (80-120) | | | Large (125-175) | | | Small (180-760) | | | Medium (820-1,340) | | | Large (1,400-1,920) | | | Small (2,100-3,000) | | | Medium (3,100-4,000) | | | Large (4,100-5,000) | | | Small (5,200-7,000) | | | Medium (7,200-9,000) | | | Large (9,200-11,000) | | | Small (10,400-14,000) | | | Medium (14,400-18,000) | | | Large (18,400-22,000) | | |
| alchemist | 1/3 | 1/3 | 1/2 | 1/2 | 1 | 3 | 1/10 | 1/6 | 1 | 1/10 | 1/6 | 1 | 10 | 15 | (1) | (5) | (10) | (15) | [1-2] | [1-3] | [2-3] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| armor smith | 1/3 | 1/2 | 1 | 1/2 | 1 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 15 | 20 | (10) | (20) | [1-3] | [2-3] | [3-4] | [3-5] | [3-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| boatwright†† | 1 | 2 | 3 | 5 | 7 | 9 | 9 | 11 | 13 | 15 | 18 | 21 | 24 | 27 | (5) | (15) | (25) | [2-3] | [2-3] | [2-5] | [3-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| fletcher | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 3 | 6 | 9 | 9 | 12 | 15 | 20 | 25 | (10) | (15) | (20) | (25) | [1-2] | [1-3] | [2-5] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| healing | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 3 | 6 | 9 | 9 | 12 | 15 | 20 | 25 | (10) | (15) | (20) | (25) | [1-2] | [3-5] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| horses | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 5 | 10 | 15 | 27 | 28 | 29 | (15) | [1-2] | [1-3] | [1-3] | [2-3] | [3-5] | [3-6] | [4-6] | [4-7] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| inn | 1 | 2 | 5 | 5 | 10 | 15 | 21 | 27 | (3) | (5) | (10) | (15) | (20) | (27) | [1-2] | [1-3] | [2-4] | [3-5] | [3-5] | [3-6] | [7-10] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| leathercraft | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 5 | 10 | 15 | (3) | (8) | (13) | (21) | (25) | (28) | (29) | [2-3] | [2-3] | [2-3] | [3-4] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| magic supplies | 1/3 | 1/3 | 1/2 | 1/2 | 1 | 2 | 1/10 | 1/6 | 1 | 1/10 | 1/6 | 1 | 10 | 25 | (10) | (15) | (25) | [2-3] | [2-3] | [2-5] | [3-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| magic items | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 3 | 6 | 9 | 10 | 15 | 20 | 20 | 25 | (10) | [1-2] | [1-2] | [2-3] | [2-3] | [3-4] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| potions | 1/3 | 1/2 | 1 | 1/2 | 1 | 2 | 3 | 6 | 9 | 10 | 15 | 20 | 20 | 25 | (10) | [1-2] | [1-2] | [2-3] | [2-3] | [3-4] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| provisions | 2 | 5 | 10 | 10 | 15 | 25 | (5) | (15) | (25) | [2-3] | [2-3] | [2-4] | [2-4] | [3-5] | [4-5] | [3-5] | [4-6] | [4-6] | [5-6] | [6-8] | [8-10] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| resale items | 1 | 2 | 3 | 3 | 6 | 9 | 10 | 15 | 25 | (5) | (15) | (25) | [2-3] | [2-3] | [2-4] | [2-4] | [3-5] | [4-5] | [3-5] | [4-6] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| scribe | 1/3 | 1/3 | 1/3 | 1/3 | 1/2 | 1 | 3 | 6 | 9 | 10 | 15 | 20 | 20 | 25 | (10) | (15) | (25) | [2-3] | [2-3] | [2-5] | [3-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| sage | 1/3 | 1/3 | 1/3 | 1/3 | 1/2 | 1 | 3 | 6 | 9 | 10 | 15 | 20 | 20 | 25 | (10) | (15) | (25) | [2-3] | [2-3] | [2-5] | [3-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| smith (general) | 1/2 | 1 | 3 | 5 | 10 | 15 | 21 | 27 | (3) | (5) | (10) | (15) | (20) | (27) | [1-2] | [1-3] | [2-4] | [3-5] | [3-5] | [3-6] | [7-10] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| tailor | 1/3 | 1/2 | 1 | 3 | 6 | 9 | 10 | 15 | 25 | (5) | (15) | (25) | [1-2] | [1-2] | [1-3] | [2-3] | [2-5] | [3-5] | [3-5] | [4-6] | [4-6] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| tools | 1 | 3 | 10 | 15 | 20 | 25 | (5) | (15) | (25) | [2-3] | [2-3] | [2-4] | [2-4] | [3-5] | [4-5] | [3-5] | [4-6] | [4-6] | [5-6] | [6-8] | [8-10] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| weapons | 1/3 | 1/2 | 1 | 1 | 2 | 3 | 5 | 10 | 15 | (3) | (8) | (13) | (21) | (25) | (28) | [2-3] | [2-4] | [3-5] | [3-6] | [4-6] | [4-7] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Additional merchants, traders and service providers may be found on the “NPC Occupations” tables (p.42).



Reading this Chart

#: represents chance in 30 of settlement having this type of supplier

1/#: represents a fractional chance in thirty of settlement having this type of supplier (e.g., “1/3” = one-third of a chance in 30) where “1/2” = 1 in 60 chance (if a 1 is rolled on 1d30, a result of 1-15 on an additional 1d30 = a positive result), and “1/3” = 1 in 90 chance (if a 1 is rolled on 1d30, a result of 1-10 on an additional 1d30 = a positive result)

(#): indicates community has at least one supplier of this type; number in parentheses indicates chance in 30 of community having a second supplier of same type

[#]: indicates a total range of suppliers of this type (e.g., “[2-3]” indicates community has 2-3 suppliers of this type.

†† assumes a proximity to water; otherwise chance in 30 at DM’s discretion

Shop & Shopkeeper Information

Includes description of shop's interior, item availability & pricing in shop's stock, reaction table for shopkeeper's, and information about shopkeeper's personality.

SHI: INTERIOR Description

| | |
|----|----------------|
| 1 | austere |
| 2 | bright |
| 3 | charming |
| 4 | cluttered* |
| 5 | cramped |
| 6 | dark |
| 7 | decorated |
| 8 | dilapidated |
| 9 | dirty |
| 10 | disarranged |
| 11 | dusty |
| 12 | flashy |
| 13 | fresh |
| 14 | immaculate |
| 15 | luxurious |
| 16 | modest |
| 17 | neat |
| 18 | neglected |
| 19 | organized |
| 20 | ostentatious |
| 21 | plain |
| 22 | ratty |
| 23 | shiny |
| 24 | spacious |
| 25 | sterile |
| 26 | tacky |
| 27 | tidy |
| 28 | unkempt |
| 29 | untidy |
| 30 | well-appointed |

SHS: SHOP STOCK (AVAILABILITY & PRICING)

Roll d30; cross-reference result to generate both "Stock" and "Prices" results.

| Prices (as % of Standard) | | | | | Depth of Stock | Chance-in-30 for C/U/R* |
|---------------------------|-----|------|------|------|----------------|-------------------------|
| 75% | 90% | 100% | 125% | 150% | | |
| 1 | 2 | 3 | 4 | 5 | sparse | 3/(15)/(3) |
| 6 | 7 | 8 | 9 | 10 | | |
| 11 | 12 | 13 | 14 | 15 | below average | 15/4/(15) |
| 16 | 17 | 18 | 19 | 20 | average | 20/6/1 |
| 21 | 22 | 23 | 24 | 25 | above average | 24/10/3 |
| 26 | 27 | 28 | 29 | 30 | robust | 29/15/5 |

* represents chance-in-30 for common (C), uncommon (U), or rare (R) items to be in stock when requested; numbers in parentheses (e.g. "(3)") require an initial d30 roll of "1", followed by a second d30 roll equal-to-or-less-than the number in parenthesis for the requested item to be in stock

SHR: REACTION TABLE FOR SHOPKEEPER

Roll 1d30, adding "Reaction Modifier" (per **SHK**) and Charisma modifiers† to result.

| Roll | Reaction |
|------------|--|
| 1 or below | refuses service to PCs; expels them from shop |
| 2-8 | apathetic toward PCs; will let them shop; unlikely to help; may refuse sale to PCs based on their behavior/attitude; will not barter |
| 9-22 | generally accommodating; will sell to PCs if item is in stock; will barter |
| 23-29 | will sell to PCs if item is in stock; if item is not in stock, will point PCs to where they may find unstocked items; will barter for in-stock items only |
| 30+ | will sell to PCs if item is in stock, and at discount (TBD by DM); if item is not in stock, will try to hunt it down for PCs and attempt delivery it to them (at standard price for item, plus applicable delivery/courier fees); will barter for in-stock items |

† Normal charisma modifiers should be tripled to account for increased dice scale.

BARTERING

In table **SHK** (at right), based on the the shopkeeper's "Attitude," use the "Bartering" column that corresponds to the shop's "Pricing" (per **SHS**); the percentage indicates the lowest price the shopkeeper is willing to accept (as % of standard pricing).

For example, an "apathetic" shopkeeper whose shop's prices are 75% of standard pricing would be willing to accept as low as 60% of standard pricing when bartering.

| | SHK: KEEPER Attitude | Reaction Modifier | Bartering (as % of Standard) | | | | |
|----|----------------------|-------------------|------------------------------|-----|------|------|------|
| | | | 75% | 90% | 100% | 125% | 150% |
| 1 | accommodating | +3 | 65% | 80% | 90% | 110% | 130% |
| 2 | apathetic | ±0 | 60% | 75% | 85% | 105% | 120% |
| 3 | considerate | +1 | 70% | 85% | 95% | 120% | 140% |
| 4 | cooperative | +2 | 70% | 85% | 95% | 120% | 140% |
| 5 | disinterested | -5 | 70% | 85% | 95% | 120% | 140% |
| 6 | dispassionate | -3 | 70% | 85% | 95% | 120% | 140% |
| 7 | earnest | +2 | 70% | 85% | 95% | 120% | 145% |
| 8 | enthusiastic | +7 | 60% | 75% | 85% | 105% | 120% |
| 9 | friendly | +2 | 65% | 80% | 90% | 115% | 140% |
| 10 | generous | +1 | 60% | 75% | 85% | 100% | 120% |
| 11 | helpful | +2 | 70% | 85% | 95% | 120% | 140% |
| 12 | hospitable | +1 | 70% | 85% | 95% | 120% | 140% |
| 13 | humble | ±0 | 60% | 75% | 85% | 100% | 120% |
| 14 | indifferent | ±0 | 70% | 85% | 95% | 120% | 140% |
| 15 | lazy | -4 | 70% | 85% | 95% | 120% | 140% |
| 16 | motivated | +5 | 70% | 85% | 95% | 120% | 140% |
| 17 | obliging | +2 | 70% | 85% | 95% | 120% | 140% |
| 18 | passionate | +3 | 70% | 85% | 95% | 120% | 140% |
| 19 | passive | ±0 | 40% | 55% | 65% | 75% | 140% |
| 20 | persistent | +6 | 60% | 75% | 85% | 105% | 120% |
| 21 | poker-faced | ±0 | 70% | 85% | 95% | 120% | 140% |
| 22 | polite | +1 | 60% | 75% | 85% | 105% | 120% |
| 23 | pushy | +3 | 70% | 85% | 95% | 120% | 140% |
| 24 | relentless | +7 | 60% | 75% | 85% | 110% | 120% |
| 25 | snobbish | -6 | 70% | 85% | 95% | 120% | 140% |
| 26 | sober | -2 | 70% | 85% | 95% | 120% | 190% |
| 27 | stoic | ±0 | 70% | 80% | 90% | 110% | 135% |
| 28 | submissive | +8 | 40% | 45% | 50% | 75% | 100% |
| 29 | overbearing | -4 | 70% | 80% | 95% | 120% | 145% |
| 30 | uncaring | ±0 | 70% | 80% | 95% | 120% | 140% |

* if shop stock is thin/sparse, then clutter is non-product-related (e.g., furnishings, decor, etc.)

Tavern Name Generator

Creates approximately 27,000 different tavern names in three rolls.

Naming conventions per **TNG1**: #1-18 = "The (adjective) (noun)"; #19-27 = "The (noun) & (noun)"; #28-30 = "The (noun)'s (object)".

| COMBINATION | | DESCRIPTORS/ADJECTIVES | | | NOUNS/OBJECTS | | | | | | | | | |
|-------------|------|------------------------|-------|----------|---------------|-----------|-------|-----------|-----------|------------|------------|----------|----------|----|
| | TNG1 | TNG2a | TNG2b | TNG2c | TNG3a | TNG3b | TNG3c | TNG3d | TNG3e | TNG3f | | | | |
| | 1 | TNG2a/TNG3a | 1 | solitary | angry | bright | 1 | acolyte | mage | badger | basilisk | arrow | barrel | 1 |
| | 2 | TNG2a/TNG3b | 2 | lone | barking | blind | 2 | angel | magician | bear | brownie | axe | bridge | 2 |
| | 3 | TNG2a/TNG3c | 3 | two | bawdy | bloody | 3 | archer | maid | beaver | centaur | bow | bucket | 3 |
| | 4 | TNG2a/TNG3d | 4 | three | belching | bold | 4 | bachelor | merchant | boar | cockatrice | buckler | bush | 4 |
| | 5 | TNG2a/TNG3e | 5 | four | bitter | bouncing | 5 | bard | mistress | cock | cyclops | catapult | castle | 5 |
| | 6 | TNG2a/TNG3f | 6 | five | crying | busy | 6 | baron | monk | dog | dragon | club | cauldron | 6 |
| | 7 | TNG2b/TNG3a | 7 | seven | cheerful | chequered | 7 | beggar | nomad | eagle | dwarf | crossbow | crown | 7 |
| | 8 | TNG2b/TNG3b | 8 | nine | cranky | dark | 8 | bishop | nun | fox | elf | dagger | citadel | 8 |
| | 9 | TNG2b/TNG3c | 9 | ten | dancing | dirty | 9 | brigand | paladin | frog | gargoyle | dart | cup | 9 |
| | 10 | TNG2b/TNG3d | 10 | twelve | drunken | dusty | 10 | buccaneer | pirate | hound | ghost | flail | flagon | 10 |
| | 11 | TNG2b/TNG3e | 11 | king's | fallen | flying | 11 | burglar | priest | horse | giant | gauntlet | field | 11 |
| | 12 | TNG2b/TNG3f | 12 | queen's | friendly | fiery | 12 | captain | prince | jackal | gnome | halberd | garden | 12 |
| 36 | 13 | TNG2c/TNG3a | 13 | noble | happy | filthy | 13 | cardinal | princess | lamb | goblin | hammer | gate | 13 |
| | 14 | TNG2c/TNG3b | 14 | royal | hungry | flaming | 14 | cavalier | queen | leopard | gorgon | helm | hand | 14 |
| | 15 | TNG2c/TNG3c | 15 | brass | jolly | frozen | 15 | dervish | robber | lion | griffon | hilt | key | 15 |
| | 16 | TNG2c/TNG3d | 16 | bronze | laughing | hairy | 16 | duke | scout | lizard | halfling | javelin | leaf | 16 |
| | 17 | TNG2c/TNG3e | 17 | copper | leering | humble | 17 | earl | sharper | monkey | harpy | lance | mug | 17 |
| | 18 | TNG2c/TNG3f | 18 | gold(en) | lonely | idle | 18 | enchanter | sheriff | ostrich | hippogriff | mace | plate | 18 |
| | 19 | TNG3a + TNG3a* | 19 | platinum | nosy | pale | 19 | footman | sorcerer | peacock | hydra | pick | pantry | 19 |
| | 20 | TNG3a + TNG3b | 20 | silver | proud | radiant | 20 | friar | swordsman | pig | kobold | pike | paw | 20 |
| | 21 | TNG3b + TNG3b* | 21 | black | quiet | rusty | 21 | guard | thief | porcupine | leprechaun | pollaxe | purse | 21 |
| | 22 | TNG3c + TNG3c* | 22 | blue | raving | old | 22 | jester | traveler | salamander | minotaur | rapier | rose | 22 |
| | 23 | TNG3c + TNG3d | 23 | crimson | salty | polished | 23 | judge | trickster | snake | ogre | sabre | scepter | 23 |
| | 24 | TNG3d + TNG3d* | 24 | gray | screaming | shining | 24 | hero | vagabond | spider | orc | scabbard | scroll | 24 |
| | 25 | TNG3e + TNG3e* | 25 | green | sleeping | slippery | 25 | horseman | veteran | swan | pixie | scythe | skull | 25 |
| | 26 | TNG3e + TNG3f | 26 | purple | snarling | smoking | 26 | king | vicar | tiger | satyr | sheath | staff | 26 |
| | 27 | TNG3c + TNG3e | 27 | rose | starving | stinking | 27 | knave | virgin | toad | sphinx | shield | star | 27 |
| | 28 | TNG3a's TNG3e | 28 | scarlet | tired | stone | 28 | knight | wanderer | weasel | sprite | sickle | tree | 28 |
| | 29 | TNG3b's TNG3e | 29 | white | winking | striped | 29 | lancer | warlock | wolf | troll | spear | wheel | 29 |
| | 30 | TNG3b's TNG3f | 30 | yellow | zealous | young | 30 | lord | wizard | wolverine | unicorn | sword | windmill | 30 |

* ignore duplicate results

Tavern Accommodations, Features, Reputation, and Food

Creates 2,430,000 variants on tavern accommodations, features, reputation, and food offerings.

TVN1: ACCOMMODATIONS

| 1s Digit: Type | 10s Digit: Age |
|----------------------------------|--------------------------|
| 1 1-story, timber | 01-10 = new |
| 2 1-story, timber & brick | 11-20 = "worn in" |
| 3 1-story, timber & stone | 21-30 = old |
| 4 1-story, stone | |
| 5 1-story, brick | |
| 6 2-story, timber | |
| 7 2-story, timber & brick | |
| 8 2-story, timber & stone | |
| 9 2-story, stone | |
| 0 2-story, brick | |

TVN2: Rooms & Bedding

Poor Accommodations^a

- 1-4** hammocks in main room
- 5-7** cots in main room
- 8-10** small rooms w/ straw mattresses

Common Accommodations^b

- 11-14** cots in main room
- 15-17** small rooms w/ straw mattresses
- 18-20** med. rooms w/ straw mattresses

Good Accommodations^c

- 21-22** small rooms w/ straw mattresses
- 23-24** small rooms w/ feather mattresses
- 25-26** med. rooms w/ straw mattresses
- 27-28** med. rooms w/ feather mattresses
- 29** large rooms w/ straw mattresses
- 30** large rooms w/ feather mattresses

- a.** additional 1-in-3 chance of stable(s)
- b.** additional 2-in-3 chance of stable(s); additional 1-in-3 chance of bath house
- c.** all with stable(s); additional 2-in-3 chance of bath house

TVN3: PHYSICAL FEATURES

Decor/Furniture/Features of Note

| | |
|-----------------------|-----------------------------|
| 1 ceiling | vaulted |
| 2 ceiling | low (claustrophobic) |
| 3 collection | tankards |
| 4 collection | exotic drinking vessels |
| 5 collection | obscure animal skeletons |
| 6 collection | paintings |
| 7 collection | statues |
| 8 doors | elaborate ironwork hardware |
| 9 doors | painted red |
| 10 exterior | garden |
| 11 exterior | well-groomed hedges |
| 12 exterior | salvaged stone wall |
| 13 floor | tile mosaic |
| 14 furniture | very old, but well-crafted |
| 15 furniture | dwarven construction |
| 16 furniture | elven construction |
| 17 furniture | exotic/embellished |
| 18 furniture | inscribed w/ runes |
| 19 lighting | excess of tiny candles |
| 20 lighting | magical torches |
| 21 lighting | elaborate chandelier |
| 22 misc. | ornate cauldron |
| 23 over hearth | skull, dragon* |
| 24 over hearth | exotic weapons |
| 25 over hearth | painting of figure** |
| 26 roof | slate |
| 27 roof | red tile |
| 28 windows | leaded glass |
| 29 windows | stained glass |
| 30 windows | complete lack of |

* or by tavern name

** roll as classed NPC (on **CLS1**, p.38)

TVN4: REPUTATION

Tavern is known for...

| | |
|-------------------------|----------------------|
| 1 drink | quality of ales |
| 2 drink | quality of wines |
| 3 drink | selection |
| 4 drink | strength |
| 5 drink | weakness |
| 6 drink | weird/odd selections |
| 7 food | small portions |
| 8 food | large portions |
| 9 food | quality |
| 10 food | unique/outstanding |
| 11 food | unique/weird |
| 12 patrons | strange/odd |
| 13 patrons | magicians |
| 14 patrons | veterans |
| 15 patrons | criminals/thieves |
| 16 patrons | demi-humans |
| 17 patrons | reserved |
| 18 patrons | unruly |
| 19 patrons | drunken women |
| 20 prejudiced | toward dwarves |
| 21 prejudiced | toward elves |
| 22 prejudiced | toward halflings |
| 23 prejudiced | to all non-humans |
| 24 prostitutes | beautiful |
| 25 prostitutes | heinous |
| 26 prostitutes | exotic |
| 27 entertainment | bizarre games |
| 28 entertainment | drinking contests |
| 29 entertainment | fighting |
| 30 entertainment | talented minstrels |

TVN5: FOOD

Featured Main Dishes

| | |
|-----------|---|
| 1 | ale-baked beef stuffed with onion and bacon |
| 2 | beef & wine pie |
| 3 | beef roll in mustard sauce |
| 4 | beef tenderloin in garlic sauce |
| 5 | chicken in thick wine sauce |
| 6 | five-spice barbecue roast |
| 7 | hare hash |
| 8 | lamb simmered with almonds and spices |
| 9 | lamb stew thickened with honey |
| 10 | lamb stewed with herbs and fruits |
| 11 | liver sausage custard pie |
| 12 | mutton shoulder with oysters |
| 13 | oxtail stewed with leeks, onions, and carrots |
| 14 | pork, chicken, and rabbit pie |
| 15 | pork dumplings in meat sauce |
| 16 | pork in wine, egg, and pepper sauce |
| 17 | pork meatballs in almond milk |
| 18 | pork pie with eggs, honey, and spices |
| 19 | rabbit in ginger sauce |
| 20 | rabbit in wine-currant sauce |
| 21 | roast beef in orange sauce |
| 22 | roast pig stuff with cheese and chestnuts |
| 23 | rolled stuffed steak, baked in sauce |
| 24 | sausages sautéed in sherry |
| 25 | sheep tongue with onions |
| 26 | spiced pork with oranges & onions |
| 27 | stewed beef ribs |
| 28 | veal pie with herbs, dates, and eggs |
| 29 | venison soup with wine & spices |
| 30 | venison ribs in wine |

Classed NPCs: Class, Race, Sex, and Level Determination

Quick generation of classed NPCs for Oe/1e/BX-comparable editions, relative to average level of PCs.

CLS1: CLASS/RACE

CLS1a: Oe/1e

| | | |
|----|-----------------------------|----------|
| 1 | cleric | human |
| 2 | cleric | human |
| 3 | druid | elf |
| 4 | druid | human |
| 5 | druid | human |
| 6 | fighter | dwarf |
| 7 | fighter | elf |
| 8 | fighter | halfling |
| 9 | fighter | human |
| 10 | fighter | human |
| 11 | paladin | human |
| 12 | ranger | human |
| 13 | magic-user | elf |
| 14 | magic-user | human |
| 15 | magic-user | human |
| 16 | illusionist | human |
| 17 | thief | dwarf |
| 18 | thief | elf |
| 19 | thief | halfling |
| 20 | thief | human |
| 21 | thief | human |
| 22 | assassin | dwarf |
| 23 | assassin | elf |
| 24 | assassin | halfling |
| 25 | assassin | human |
| 26 | assassin | human |
| 27 | monk | human |
| 28 | roll on CLS1ax† or reroll†† | |
| 29 | roll on CLS1ax† or reroll†† | |
| 30 | roll on CLS1ax† or reroll†† | |

CLS1b: BX

| | |
|----|------------|
| 1 | cleric |
| 2 | cleric |
| 3 | cleric |
| 4 | cleric |
| 5 | dwarf |
| 6 | dwarf |
| 7 | dwarf |
| 8 | dwarf |
| 9 | elf |
| 10 | elf |
| 11 | elf |
| 12 | elf |
| 13 | fighter |
| 14 | fighter |
| 15 | fighter |
| 16 | fighter |
| 17 | fighter |
| 18 | fighter |
| 19 | halfling |
| 20 | halfling |
| 21 | halfling |
| 22 | halfling |
| 23 | magic-user |
| 24 | magic-user |
| 25 | magic-user |
| 26 | magic-user |
| 27 | thief |
| 28 | thief |
| 29 | thief |
| 30 | thief |

CLS1ax: Multi-classed† & 1e-specific Races

| | | |
|----|---------------------------|-----------------------------------|
| 1 | cleric | half-elf |
| 2 | cleric | half-orc |
| 3 | cleric/fighter | half-elf |
| 4 | cleric/fighter | half-orc |
| 5 | [1=C/F/MU, 2=C/R, 3=C/MU] | half-elf |
| 6 | [1=C/T, 2=C/A] | half-orc |
| 7 | druid | half-elf |
| 8 | fighter | half-elf |
| 9 | fighter | gnome |
| 10 | fighter | half-orc |
| 11 | fighter/magic-user | elf |
| 12 | fighter/magic-user | half-elf |
| 13 | fighter/illusionist | gnome |
| 14 | fighter/thief | dwarf |
| 15 | fighter/thief | elf |
| 16 | fighter/thief | gnome |
| 17 | fighter/thief | half-elf |
| 18 | fighter/thief | halfling |
| 19 | [1=F/T, 2=F/A] | half-orc |
| 20 | fighter/MU/thief | [1=elf, 2=half-elf] |
| 21 | ranger | half-elf |
| 22 | magic-user | half-elf |
| 23 | magic-user/thief | elf |
| 24 | magic-user/thief | half-elf |
| 25 | illusionist | gnome |
| 26 | illusionist/thief | gnome |
| 27 | thief | gnome |
| 28 | thief | half-elf |
| 29 | thief | half-orc |
| 30 | assassin | [1=gnome, 2=half-elf, 3=half-orc] |

CLS2: ALIGNMENT*, SEX AND CLASS LEVEL**

| | | | |
|----|---------|--------|----|
| 1 | lawful | male | -2 |
| 2 | neutral | male | -2 |
| 3 | chaotic | male | -2 |
| 4 | lawful | male | -1 |
| 5 | neutral | male | -1 |
| 6 | chaotic | male | -1 |
| 7 | lawful | male | ±0 |
| 8 | neutral | male | ±0 |
| 9 | chaotic | male | ±0 |
| 10 | lawful | male | +1 |
| 11 | neutral | male | +1 |
| 12 | chaotic | male | +1 |
| 13 | lawful | male | +2 |
| 14 | neutral | male | +2 |
| 15 | chaotic | male | +2 |
| 16 | lawful | female | -2 |
| 17 | neutral | female | -2 |
| 18 | chaotic | female | -2 |
| 19 | lawful | female | -1 |
| 20 | neutral | female | -1 |
| 21 | chaotic | female | -1 |
| 22 | lawful | female | ±0 |
| 23 | neutral | female | ±0 |
| 24 | chaotic | female | ±0 |
| 25 | lawful | female | +1 |
| 26 | neutral | female | +1 |
| 27 | chaotic | female | +1 |
| 28 | lawful | female | +2 |
| 29 | neutral | female | +2 |
| 30 | chaotic | female | +2 |

† For multi-classed characters: use the level result from **CLS2** for the first class listed. Roll 1d5 for each additional class to determine the level adjustment for that class:

| roll | adj. |
|------|------|
| 1 | = -2 |
| 2 | = -1 |
| 3 | = ±0 |
| 4 | = +1 |
| 5 | = +2 |

* For 1e, roll additional 1d3 for character's secondary alignment variation [1=/good, 2=/neutral, 3=/evil]. Adjust for class if necessary.

** Choose a range of 5 levels appropriate to the campaign (or the encounter), where:
 -2 = the 1st of those 5 levels
 -1 = the 2nd of those 5 levels
 ±0 = the 3rd of those 5 levels
 +1 = the 4th of those 5 levels
 +2 = the 5th of those 5 levels



Classed NPCs: Quick Ability Score Generation

Determines ability scores for classed NPCs (based on class prime requisites) or for non-classed NPCs (by general type, or by race/sex).

ABILITY SCORE "SLOTS"

Based on the character's class/type/race, roll 1d30 for each ability using the "Ability Score Generation Scales" (at bottom), referencing each roll against the scale (A/B/C/D) noted for that ability to determine its score.

CLASSED CHARACTERS (including BX "race" classes)

| Class | STR | INT | WIS | DEX | CON | CHA |
|----------------|------|-----|-----|------|------|-----|
| cleric | A/B* | C | A | B | B/A* | C |
| druid | B | C | A | B | C | A |
| fighter/dwarf | A | C | B | B/A* | A/B* | C |
| paladin/elf | A | A | B | B/C* | C/B* | C |
| ranger | B | B | A | C | A | C |
| magic-user | B | A | C | A | B | C |
| illusionist | C | A | C | A | B | B |
| thief/halfling | B | A | C | A | C | B |
| assassin | A | A | C | A | C | C |
| monk | A | C | A | A | B | C |

SPECIFIC NPC TYPES

| Type** | STR | INT | WIS | DEX | CON | CHA |
|-------------------|-----|-----|-----|-----|-----|-----|
| alchemist | D | A | B | A | C | C |
| blacksmith | A | B | C | B | A | B |
| captain/navigator | C | B | A | C | C | B |
| man-at-arms | B | C | C | B | B | C |
| master merchant | C | C | B | C | D | A |
| sailor | B | B | B | B | B | D |
| sage (C) | C | A | B | B | B | C |
| sage (MU) | C | A | A | B | B | C |
| sage (MU/C) | C | A | A | B | B | C |
| spy | C | A | B | A | B | A |

ABILITY SCORES BY RACE/SEX

| Race, Sex | STR | INT | WIS | DEX | CON | CHA |
|------------------|-----|-----|-----|-----|-----|-----|
| dwarf, female | B | C | C | B | C | B |
| dwarf, male | A | C | C | B | A | C |
| human, female | C | C | C | C | D | C |
| human, male | B | C | C | C | C | C |
| elf, female | D | B | B | C | A | B |
| elf, male | C | B | B | A | B | B |
| half-elf, female | C | B | C | A | B | B |
| half-elf, male | B | B | C | A | C | B |
| halfling, female | D | C | D | B | C | C |
| halfling, male | C | C | B | B | C | C |

* If using the higher letter on one ability, use the lower letter on the other ability, and vice versa.

** All assumed to be human.

ABILITY SCORE GENERATION SCALES

| Scale | Aptitude | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | | |
|----------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| A | exceptional | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 17 | 17 | 17 | 17 | 17 | 17 | 17 | 18 | 18 | 18 | 18 | | |
| B | above average | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 15 | 15 | 15 | 15 | 15 | | |
| C | average | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 12 | 12 | 12 | 12 | 12 | 12 | 13 | 13 | 13 | |
| D | below average | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 10 | 10 | 10 |



Classed NPCs: Quick Character Inventory

Provides one-roll determination for a character's armor, weapon(s), and class-specific equipment & inventory, based on character class.

FOR CLASSES IN THIS TOP ROW: Roll 1d30. Use 1s digit on class tables to determine weapon and shield type. Use 10s digit on "Armor Table" to determine armor type. Roll for "2nd Weapon" only when indicated.

FIGHTER/PALADIN†

| 1s Weapon | Shield | |
|-----------|--------------------|-----------------|
| 1 | axe, battle | no ¹ |
| 2 | hammer, war | no ¹ |
| 3 | sword, broad | no ¹ |
| 4 | sword, long | no ¹ |
| 5 | sword, 2-handed | no ¹ |
| 6 | pole arm, 2-handed | no ¹ |
| 7 | axe, battle | yes |
| 8 | hammer, war | yes |
| 9 | sword, broad | yes |
| 0 | sword, long | yes |

RANGER/ELF*†

| 1s Weapon | Shield | |
|-----------|--------------|-----|
| 1 | bow, long | no |
| 2 | bow, short | no |
| 3 | dagger | no |
| 4 | sword, short | no |
| 5 | sword, long | no |
| 6 | bow, long | yes |
| 7 | bow, short | yes |
| 8 | dagger | yes |
| 9 | sword, short | yes |
| 0 | sword, long | yes |

DWARF*†

| 1s Weapon | Shield | |
|-----------|---------------|-----|
| 1 | axe, hand | no |
| 2 | axe, throwing | no |
| 3 | hammer, war | no |
| 4 | mace | no |
| 5 | sword | no |
| 6 | axe, hand | yes |
| 7 | axe, throwing | yes |
| 8 | hammer, war | yes |
| 9 | mace | yes |
| 0 | sword | yes |

HALFLING*†

| 1s | Weapon | Shield |
|----|---------------|--------|
| 1 | axe, hand | no |
| 2 | bow, short | no |
| 3 | crossbow | no |
| 4 | dagger | no |
| 5 | mace | no |
| 6 | sword (short) | no |
| 7 | axe, hand | yes |
| 8 | dagger | yes |
| 9 | mace | yes |
| 0 | sword (short) | yes |

ARMOR TYPE

| 10s Digit: | Type |
|-------------------------------|------------|
| 1-10 | leather |
| 11-20 | chain |
| 21-30 | plate |
| 2ND WEAPON¹ | |
| 10s Digit: Type | |
| 1-10 | bow, short |
| 11-20 | bow, long |
| 21-30 | crossbow |



¹ fighters w/out shield have 50% chance to own second weapon; roll 1d30 on "2nd Weapon" sub-table, using 10s digit to determine 2nd weapon type
 * elves, dwarves, and halflings = BX only
 † use "Armor Type" sub-table to determine armor type from same roll

FOR CLASSES IN THIS BOTTOM ROW: Roll 1d30, using 1s and 10s digits as indicated by class type (except druids and monks, which use 1s digit only).

CLERIC

| 1s Weapon | Armor | 10s Digit: Add-on |
|-----------|--------|---------------------------|
| 1 | club | leather 1-10 shield |
| 2 | mace | leather 11-20 holy symbol |
| 3 | hammer | leather 21-30 holy water |
| 4 | club | chain |
| 5 | mace | chain |
| 6 | hammer | chain |
| 7 | club | plate |
| 8 | mace | plate |
| 9 | hammer | plate |
| 0 | sling | leather |

DRUID

| 1s Weapon | Armor | |
|-----------|--------|---------|
| 1 | club | none |
| 2 | dagger | none |
| 3 | hammer | none |
| 4 | spear | none |
| 5 | staff | none |
| 6 | club | leather |
| 7 | dagger | leather |
| 8 | hammer | leather |
| 9 | spear | leather |
| 0 | staff | leather |

MAGIC-USER/ILLUSIONIST

| 1s Weapon | 10s Digit: Other | |
|-----------|---------------------------|------------------------------|
| 1 | bo staff | 1-10 parchment |
| 2 | dagger | 11-20 quill & ink |
| 3 | jo staff | 21-30 parchment, quill & ink |
| 4 | dagger + bo staff | |
| 5 | dagger + jo staff | |
| 6 | dagger + darts | |
| 7 | bo staff + darts | |
| 8 | jo staff + darts | |
| 9 | dagger + bo staff + darts | |
| 0 | dagger + jo staff + darts | |

THIEF/ASSASSIN**

| 1s Weapon | Armor†† | 10s Digit: Other |
|-----------|--------------|---------------------------|
| 1 | club | none 1-10 darts |
| 2 | dagger | none 11-20 poison |
| 3 | sword, broad | none 21-30 darts + poison |
| 4 | sword, short | none |
| 5 | sword, long | none |
| 6 | club | leather |
| 7 | dagger | leather |
| 8 | sword, broad | leather |
| 9 | sword, short | leather |
| 0 | sword, long | leather |

MONK

| 1s Weapon | |
|-----------|----------|
| 1 | bo staff |
| 2 | club |
| 3 | crossbow |
| 4 | dagger |
| 5 | hand axe |
| 6 | javelin |
| 7 | jo staff |
| 8 | polearm |
| 9 | spear |
| 0 | staff |

** all thieves are assumed to have thieves' tools
 †† additional 50% chance assassin has shield

Classed NPCs: Quick Magic Item Determination

CLERICS

Levels 1-3: 1 roll on column I

Levels 4-6: 1 roll each on columns I and II

Levels 7-9: Weapon + Armor + 1 roll on III

Levels 10+: Weapon + Armor + 1 roll each on II and IV

| | I | II | III | IV |
|--------------|---------|-----------|------------|------------|
| 1-10 | Weapon | Misc. I | Misc. II | Misc. II |
| 11-20 | Armor | Potions I | Potions II | Potions II |
| 21-30 | Misc. I | Rings I | Cleric | Cleric |

FIGHTERS/DWARVES

Levels 1-3: 1 roll on column I

Levels 4-6: 1 roll each on columns I and II

Levels 7-9: Weapon + Armor + 1 roll on III

Levels 10+: Weapon + Armor + 1 roll on IV

| | I | II | III | IV |
|--------------|---------|-----------|-----------|------------|
| 1-10 | Weapon | Misc. I | Potions I | Potions II |
| 11-20 | Armor | Rings I | Rings I | Rings II |
| 21-30 | Misc. I | Potions I | Fighter | Fighter |

MAGIC-USERS/ELVES

Levels 1-3: 1 roll on column I

Levels 4-6: 1 roll each on columns I and II

Levels 7-9: Weapon^M + Ring^P + 1 roll each on I and III

Levels 10+: Weapon^M + Ring^P + 1 roll each on III and IV

| | I | II | III | IV |
|--------------|-----------|-----------|------------|----------|
| 1-10 | Misc. I | Rings I | Misc. II | Misc. II |
| 11-20 | Rings I | Potions I | Potions II | Rings II |
| 21-30 | Potions I | Wands I | Wands I | Wands II |

THIEVES/HALFLINGS

Levels 1-3: 1 roll on column I

Levels 4-6: 1 roll each on columns I and II

Levels 7-9: Weapon + Armor + 1 roll on III

Levels 10+: Weapon + Armor + 1 roll on IV

| | I | II | III | IV |
|--------------|---------|-----------|-----------|------------|
| 1-10 | Weapon | Misc. I | Misc. II | Misc. II |
| 11-20 | Armor | Potions I | Swords | Swords |
| 21-30 | Misc. I | Rings I | Potions I | Potions II |

WEAPON

convert NPC's main weapon to a +1 item.

RINGS I

- 1 control, animal
- 2 feather falling
- 3 fire resistance
- 4 free action
- 5 invisibility
- 6 protection, +1
- 7 swimming
- 8 telekinesis
- 9 warmth
- 0 water walking

RINGS II

- 1 control, plant
- 2 control, human
- 3 control, undead
- 4 djinni summoning
- 5 invisibility
- 6 protect. +1, 5' radius
- 7 regeneration
- 8 spell storing
- 9 spell turning
- 0 x-ray vision

SWORDS[‡]

- 1 +1, +2 vs. lycan.
- 2 +1, +2 vs. dragons
- 3 +1, +2 vs. enchanted
- 4 +1, +2 vs. regenerating
- 5 +1, +2 vs. spell users
- 6 +1, +2 vs. undead
- 7 +1, flaming
- 8 +1, light (30' radius)
- 9 +1, locate object
- 0 +2

ARMOR

convert NPC's armor (or shield) to a +1 item; NPCs originally without armor (per p.40) receive minimum allowable armor for that class, as a +1 item

WANDS I

- 1 charm (person)
- 2 fear
- 3 illusion
- 4 magic missiles
- 5 webs
- 6 trap detection
- 7 enemy detection
- 8 magic detection
- 9 metal detection
- 0 secret door detection

WANDS II

- 1 cold/frost*
- 2 charm (monster)
- 3 fireballs/fire*
- 4 illusion
- 5 lightning (bolts)
- 6 negation
- 7 paralyzation
- 8 polymorphing
- 9 (staff of) striking
- 0 (ring of) spell storing

FIGHTER

- 1 boots, speed
- 2 boots, levitation
- 3 gauntlets, ogre strength
- 4 girdle, giant strength
- 5 elven cloak & boots
- 6 helm of telepathy
- 7 horn of blasting
- 8 ring, protection +2
- 9 ring, regeneration
- 0 bracers, defense (AC7)

POTIONS I

- 1 diminution
- 2 climbing
- 3 cold resistance
- 4 ESP
- 5 fire resistance
- 6 gaseous form
- 7 growth
- 8 healing
- 9 invisibility
- 0 levitation

POTIONS II

- 1 clairaudience
- 2 clairvoyance
- 3 control animal
- 4 control person
- 5 control undead
- 6 giant strength
- 7 heroism
- 8 invulnerability
- 9 polymorph self
- 0 speed

CLERIC

- 1 staff, healing
- 2 staff, snake
- 3 staff, commanding
- 4 staff, curing
- 5 staff, striking
- 6 staff, turning (undead)
- 7 mace of disruption
- 8 sling of seeking
- 9 ring, regeneration
- 0 ring, spell storing^C

MISC. I

- 1 bag of holding
- 2 bracers of defense (AC8)
- 3 brooch of shielding
- 4 broom of flying
- 5 elven boots
- 6 elven cloak
- 7 ring of protection +1
- 8 rope of climbing
- 9 roll d10 on Potions I
- 0 roll d10 on Rings I

MISC. II

- 1 amulet, vs. spying^A
- 2 bracers of defense (AC7)
- 3 boots of levitation
- 4 boots of speed
- 5 elven cloak & boots
- 6 displacer cloak
- 7 flying carpet
- 8 helm of reading^B
- 9 horn, blasting
- 0 medallion of ESP

Footnotes

* left of slash = BX/
right of slash = 1e

^A vs. crystal balls & ESP

^B languages & magic

^C stores cleric spells only

^M 1st weapon only,
if more than 1 listed

^P +1 ring of protection

[‡] roll additional
1d3 for type [**1**=short,
2=broad, **3**=long];
halflings = always short;
dwarves may substitute
axe of same type

NPC Occupations

Creates 2,430,000 variations of freeman NPCs.

NPC01: RACE, SEX & OCCUPATION TYPE

| 1s Digit: Race, Sex | 10s Digit: Occupation |
|---------------------------|---|
| 1 dwarf, female | 1-10 merchant (roll on table NPC02a) |
| 2 dwarf, male | 11-20 tradesman (roll on table NPC02b) |
| 3 human, female | 21-30 misc. (roll on table NPC02c) |
| 4 human, male | |
| 5 elf, female | |
| 6 elf, male | |
| 7 half-elf, female | |
| 8 half-elf, male | |
| 9 halfling, female | |
| 0 halfling, male | |

NPC03: EMPLOY & OFFERING/ABILITY

| 1s Digit: Employ | 10s Digit: Offering/Ability |
|---|-------------------------------------|
| 1 lives/works nearby | 1-10 thin stock/weak |
| 2 nomadic/seasonal | 11-20 mediocre stock/average |
| 3 seeking goods/work | 21-30 well-stocked/masterful |
| 4 loves what they do | |
| 5 bored with job | |
| 6 hates what they do | |
| 7 been at it a long time | |
| 8 new to career | |
| 9 just one in a long line of different careers | |
| 0 family has done this for generations | |

NPC02: OCCUPATION

| | NPC02a: Merchant | NPC02b: Trade | NPC02c: Misc. |
|-----------|------------------------|-------------------|------------------|
| 1 | antiquities | accountant | actor |
| 2 | armor | architect | alchemist |
| 3 | art objects | armorer | animal trainer |
| 4 | beer | boatmaker | assassin |
| 5 | block & tackle | bootmaker | artist |
| 6 | books | bowyer | astrologer |
| 7 | building supplies | carpenter | author |
| 8 | clothing | carpetmaker | baker |
| 9 | feed & seed | carver | barber |
| 10 | food stuffs | cobbler | beggar |
| 11 | furnishings | cooper | butcher |
| 12 | jewelry | fletcher | circus performer |
| 13 | leather goods | glassblower | cook |
| 14 | livestock, small | goldsmith | dancer |
| 15 | obscurities | hatmaker | fisherman |
| 16 | perfume/soap | jeweller | fortune teller |
| 17 | personal items | lampmaker | interpreter |
| 18 | precious gems & metals | leather craftsman | mercenary |
| 19 | rope | mason | messenger |
| 20 | rugs/tapestries | miner | minstrel |
| 21 | spices | metal worker | orator |
| 22 | tools | potter | poet |
| 23 | torches/lamps | ropemaker | politician |
| 24 | weapons | saddlemaker | puppeteer |
| 25 | wine | smith | sage |
| 26 | magic weapons | tailor | sailor |
| 27 | magic armor | tanner | sculptor |
| 28 | magic items (general) | weaver | teacher |
| 29 | scrolls | wheelright | trapper |
| 30 | potions | winemaker | undertaker |

NPC04: TEMPERAMENT

| | Ethos/Temperament |
|-----------|-------------------|
| 1 | aspiring |
| 2 | acquisitive |
| 3 | adventurous |
| 4 | ambitious |
| 5 | careful |
| 6 | conniving |
| 7 | covetous |
| 8 | deceitful |
| 9 | destructive |
| 10 | dispassionate |
| 11 | enterprising |
| 12 | generous |
| 13 | greedy |
| 14 | helpful |
| 15 | humanitarian |
| 16 | impetuous |
| 17 | inquisitive |
| 18 | logical |
| 19 | lustful |
| 20 | malicious |
| 21 | obliging |
| 22 | philanthropic |
| 23 | protective |
| 24 | reckless |
| 25 | scheming |
| 26 | shrewd |
| 27 | status-seeker |
| 28 | treacherous |
| 29 | underhanded |
| 30 | vindictive |



Nobles and Noble Household Personnel

Quick determination of the following NPC types: nobles (including relationship to king), noble household officers (borders), teachers to nobles, and miscellaneous castle personnel.

NPCN1: NPC NOBLES

| Male | Female |
|----------------------|------------------------------|
| 1 grand duke | 2 grand duchess |
| 3 viceroy | 4 vicereine |
| 5 archduke | 6 archduchess |
| 7 duke | 8 duchess |
| 9 prince | 10 princess |
| 11 count/earl | 12 countess |
| 13 viscount | 14 viscountess |
| 15 baron | 16 baroness |
| 17 baronet | 18 baroness |
| 19 knight | 20 dame |
| 21 patrician | 22 matrician |
| 23 thegn | 24 thegn, female |
| 25 aristocrat | 26 aristocrat, female |
| 27 esquire | 28 equire, wife of |
| 29 gentleman | 30 lady |

NPCN2: RELATION TO KING

| 1s Type | 10s Digit: Degree |
|--------------------------------------|--|
| 1 brother/sister | 1-10 direct relation |
| 2 uncle/aunt | 11-20 spouse of (in-law) |
| 3 nephew/niece | 21-30 family friend (ignore 1s digit) |
| 4 first cousin | |
| 5 second cousin | |
| 6 third cousin | |
| 7 first cousin, once removed | |
| 8 second cousin, once removed | |
| 9 second cousin, once removed | |
| 0 adopted sibling | |

NPCH: NOBLE HOUSEHOLD OFFICERS

| | | |
|-------------------------------|-----------------|------------------------------|
| 1 administration | steward | estate administration |
| 2 administration | constable | warden/governor |
| 3 administration | marshal | horses, grooms, pages |
| 4 administration | master-at-arms | arms & discipline |
| 5 administration | chamberlain | chambers |
| 6 administration | wardrobe | clothing & domestic items |
| 7 administration | bailiff | peasant laborers |
| 8 administration | clerk | accounts |
| 9 administration | reeve | work supervisor |
| 10 administration | chancellor | secretary to noble |
| 11 food and drink | kitchen steward | food & drink staff |
| 12 food and drink | pantler | pantry |
| 13 food and drink | butler | drink/buttery |
| 14 food and drink | confectioner | confectionery |
| 15 food and drink | cook | food preparation |
| 16 food and drink | cellerer | cellar/wine |
| 17 food and drink | poulterer | poultry |
| 18 food and drink | spicer | spices/spicery |
| 19 food and drink | larderer | larder |
| 20 food and drink | scaldler | animal carcasses & utensils |
| 21 food and drink | saucery | sauces & cooking assistance |
| 22 other/miscellaneous | scullion | wash (dishes/kitchen) |
| 23 other/miscellaneous | chandler | wax/candles |
| 24 other/miscellaneous | ewer | water & drinking vessels |
| 25 other/miscellaneous | laundry | wash/store clothes |
| 26 other/miscellaneous | napery | wash/store linens |
| 27 other/miscellaneous | veneur | hunting animals |
| 28 religious/clergy | chaplain | chapel & daily services |
| 29 religious/clergy | confessor | spiritual needs/confessions |
| 30 religious/clergy | almoner | collects & dispenses to poor |

NPCT: TEACHERS TO NOBLE TYPES

| |
|-------------------------------------|
| 1 etiquette |
| 2 courtly love |
| 3 clothing/dress |
| 4 music |
| 5 dance |
| 6 aesthetics |
| 7 reading/writing |
| 8 calligraphy |
| 9 illumination |
| 10 languages |
| 11 speaking |
| 12 cultures |
| 13 geography |
| 14 theology |
| 15 philosophy |
| 16 law |
| 17 history |
| 18 heraldry |
| 19 strategy |
| 20 astronomy |
| 21 archery |
| 22 swordsmanship |
| 23 horsemanship |
| 24 hunting |
| 25 hawking |
| 26 dog trainer (hounds)* |
| 27 hawk trainer* |
| 28 horse trainer* |
| 29 elephant trainer* |
| 30 fantastic/other† trainer* |

NPCJ: MISC. CASTLE JOBS

| |
|----------------------|
| 1 barber |
| 2 blacksmith |
| 3 bowyer |
| 4 candlemaker |
| 5 carpenter |
| 6 chambermaid |
| 7 clothier |
| 8 cook |
| 9 driver |
| 10 dyer |
| 11 fletcher |
| 12 gardener |
| 13 glazier |
| 14 hayward |
| 15 herbalist |
| 16 herald |
| 17 houseboy |
| 18 messenger |
| 19 minstrel |
| 20 nursemaid |
| 21 painter |
| 22 page |
| 23 physician |
| 24 porter |
| 25 potter |
| 26 scribe |
| 27 shoemaker |
| 28 spinster |
| 29 valet |
| 30 weaver |

* trainer of animals (not persons)

† other/fantastic animal type (e.g., bear, hippogriff, etc.)

Sage Generator

Generates a sage in only 4 rolls, including all major/minor areas of expertise. (Ability scores, spells known, and languages known must be determined separately.)

- 1 Roll 1d30 once on SG1** to determine sage's:
- major field of study
 - additional minor fields of study
 - number of specialties within the sage's major field of study

- 2 Roll 1d30 once on SG2** using the column header matching the sage's Major Field (per SG1), to determine sage's minor fields of study (ignoring the second notation if the sage possesses only 1 minor field of study).

KEY TO SG2

HK = humankind
 DH = demi-humankind
 HG = humanoids & giants
 FA = fauna
 FL = flora
 PU = physical universe
 SU = supernatural & unusual

- 3 Roll 1d30 on SG3** to determine sage's specialties in major field as prescribed by the instructions on that table.

- 4 Determine sage's ability scores** per "Specific NPC Types" on p.39. Actual class (cleric, magic-user, or cleric/magic-user) at DM's discretion based on sage's areas of expertise.

1 SG1: AREAS OF EXPERTISE

| Roll | Major Field | Minor Fields Specialties | |
|------|------------------------|-----------------------------|---|
| 1 | physical universe | 1 | 2 |
| 2 | physical universe | 2 | 3 |
| 3 | physical universe | 2 | 4 |
| 4 | fauna | 1 | 2 |
| 5 | fauna | 2 | 3 |
| 6 | fauna | 2 | 4 |
| 7 | humanoids & giantkind | 1 | 2 |
| 8 | humanoids & giantkind | 1 | 3 |
| 9 | humanoids & giantkind | 1 | 4 |
| 10 | demi-humankind | 1 | 2 |
| 11 | demi-humankind | 1 | 3 |
| 12 | demi-humankind | 1 | 4 |
| 13 | humankind | 1 | 2 |
| 14 | humankind | 2 | 2 |
| 15 | humankind | 1 | 3 |
| 16 | humankind | 2 | 3 |
| 17 | humankind | 1 | 4 |
| 18 | humankind | 2 | 4 |
| 19 | demi-humankind | 2 | 2 |
| 20 | demi-humankind | 2 | 3 |
| 21 | demi-humankind | 2 | 4 |
| 22 | humanoids & giantkind | 2 | 2 |
| 23 | humanoids & giantkind | 2 | 3 |
| 24 | humanoids & giantkind | 2 | 4 |
| 25 | flora | 1 | 2 |
| 26 | flora | 2 | 3 |
| 27 | flora | 2 | 4 |
| 28 | supernatural & unusual | 1 | 2 |
| 29 | supernatural & unusual | 2 | 3 |
| 30 | supernatural & unusual | 2 | 4 |

2 SG2: MINOR FIELDS OF STUDY (BY MAJOR FIELD)

| Roll | Sage's Major Field of Study | | | | | | |
|------|-----------------------------|-------|-------|-------|-------|-------|-------|
| | HK | DH | HG | FA | FL | PU | SU |
| 1 | DH/HG | HK/HG | HK/DH | HK/DH | HK/DH | HK/DH | HK/DH |
| 2 | DH/FA | HK/FA | HK/FA | HK/HG | HK/HG | HK/HG | HK/HG |
| 3 | DH/FL | HK/FL | HK/FL | HK/FL | HK/FA | HK/FA | HK/FA |
| 4 | DH/PU | HK/PU | HK/PU | HK/PU | HK/PU | HK/FL | HK/FL |
| 5 | DH/SU | HK/SU | HK/SU | HK/SU | HK/SU | HK/SU | HK/PU |
| 6 | HG/FA | HG/FA | DH/FA | DH/HG | DH/HG | DH/HG | DH/HG |
| 7 | HG/FL | HG/FL | DH/FL | DH/FL | DH/FA | DH/FA | DH/FA |
| 8 | HG/PU | HG/PU | DH/PU | DH/PU | DH/PU | DH/FL | DH/FL |
| 9 | HG/SU | HG/SU | DH/SU | DH/SU | DH/SU | DH/SU | DH/PU |
| 10 | FA/FL | FA/FL | FA/FL | HG/FL | HG/FA | HG/FA | HG/FA |
| 11 | FA/PU | FA/PU | FA/PU | HG/PU | HG/PU | HG/FL | HG/FL |
| 12 | FA/SU | FA/SU | FA/SU | HG/SU | HG/SU | HG/SU | HG/PU |
| 13 | FL/PU | FL/PU | FL/PU | FL/PU | FA/PU | FA/FL | FA/FL |
| 14 | FL/SU | FL/SU | FL/SU | FL/SU | FA/SU | FA/SU | FA/PU |
| 15 | PU/SU | PU/SU | PU/SU | PU/SU | PU/SU | FL/SU | FL/PU |
| 16 | SU/PU | SU/PU | SU/PU | SU/PU | SU/PU | SU/FL | PU/FL |
| 17 | SU/FL | SU/FL | SU/FL | SU/FL | SU/FA | SU/FA | PU/FA |
| 18 | PU/FL | PU/FL | PU/FL | PU/FL | PU/FA | FL/FA | FL/FA |
| 19 | SU/FA | SU/FA | SU/FA | SU/HG | SU/HG | SU/HG | PU/HG |
| 20 | PU/FA | PU/FA | PU/FA | PU/HG | PU/HG | FL/HG | FL/HG |
| 21 | FL/FA | FL/FA | FL/FA | FL/HG | FA/HG | FA/HG | FA/HG |
| 22 | SU/HG | SU/HG | SU/DH | SU/DH | SU/DH | SU/DH | PU/DH |
| 23 | PU/HG | PU/HG | PU/DH | PU/DH | PU/DH | FL/DH | FL/DH |
| 24 | FL/HG | FL/HG | FL/DH | FL/DH | FA/DA | FA/DH | FA/DH |
| 25 | FA/HG | FA/HG | FA/DH | HG/DH | HG/DH | HG/DH | HG/DH |
| 26 | SU/DH | SU/HK | SU/HK | SU/HK | SU/HK | SU/HK | PU/HK |
| 27 | PU/DH | PU/HK | PU/HK | PU/HK | PU/HK | FL/HK | FL/HK |
| 28 | FL/DH | FL/HK | FL/HK | FL/HK | FA/HK | FA/HK | FA/HK |
| 29 | FA/DH | FA/HK | FA/HK | HG/HK | HG/HK | HG/HK | HG/HK |
| 30 | HG/DH | HG/HK | DH/HK | DH/HK | DH/HK | DH/HK | DH/HK |

Sage Generator (Cont.)

3 SG3: MAJOR FIELD SPECIALTIES

Roll an initial 1d30 (rerolling on 29 or 30) and use that result to determine which column to use on the table below. Make a second 1d30 roll to retrieve a result-set from that column—using only as many places (reading from left to right) as the sage has “Specialties” (per SG1). Select numbered specialties indicated by result-set from table matching sage’s Major Field (at right).

| 2nd Roll | 1st Roll | | | | | | |
|----------|----------|---------|---------|---------|---------|---------|---------|
| | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | 21-24 | 25-28 |
| 1 | 1/2/3/4 | 1/3/4/7 | 1/4/7/0 | 2/3/5/6 | 2/5/6/7 | 3/4/7/9 | 4/5/7/9 |
| 2 | 1/2/3/5 | 1/3/4/8 | 1/4/8/9 | 2/3/5/7 | 2/5/6/8 | 3/4/7/0 | 4/5/7/0 |
| 3 | 1/2/3/6 | 1/3/4/9 | 1/4/8/0 | 2/3/5/8 | 2/5/6/9 | 3/4/8/9 | 4/5/8/9 |
| 4 | 1/2/3/7 | 1/3/4/0 | 1/4/9/0 | 2/3/5/9 | 2/5/6/0 | 3/4/8/0 | 4/5/8/0 |
| 5 | 1/2/3/8 | 1/3/5/6 | 1/5/6/7 | 2/3/5/0 | 2/5/7/8 | 3/4/9/0 | 4/5/9/0 |
| 6 | 1/2/3/9 | 1/3/5/7 | 1/5/6/8 | 2/3/6/7 | 2/5/7/9 | 3/5/6/7 | 4/6/7/8 |
| 7 | 1/2/3/0 | 1/3/5/8 | 1/5/6/9 | 2/3/6/8 | 2/5/7/0 | 3/5/6/8 | 4/6/7/9 |
| 8 | 1/2/4/5 | 1/3/5/9 | 1/5/6/0 | 2/3/6/9 | 2/5/8/9 | 3/5/6/9 | 4/6/7/0 |
| 9 | 1/2/4/6 | 1/3/5/0 | 1/5/7/8 | 2/3/6/0 | 2/5/8/0 | 3/5/6/0 | 4/6/8/9 |
| 10 | 1/2/4/7 | 1/3/6/7 | 1/5/7/9 | 2/3/7/8 | 2/5/9/0 | 3/5/7/8 | 4/6/8/0 |
| 11 | 1/2/4/8 | 1/3/6/8 | 1/5/7/0 | 2/3/7/9 | 2/6/7/8 | 3/5/7/9 | 4/6/9/0 |
| 12 | 1/2/4/9 | 1/3/6/9 | 1/5/8/9 | 2/3/7/0 | 2/6/7/9 | 3/5/7/0 | 4/7/8/9 |
| 13 | 1/2/4/0 | 1/3/6/0 | 1/5/8/0 | 2/3/8/9 | 2/6/7/0 | 3/5/8/9 | 4/7/8/0 |
| 14 | 1/2/5/6 | 1/3/7/8 | 1/5/9/0 | 2/3/8/0 | 2/6/8/9 | 3/5/8/0 | 4/7/9/0 |
| 15 | 1/2/5/7 | 1/3/7/9 | 1/6/7/8 | 2/3/9/0 | 2/6/8/0 | 3/5/9/0 | 4/8/9/0 |
| 16 | 1/2/5/8 | 1/3/7/0 | 1/6/7/9 | 2/4/5/6 | 2/6/9/0 | 3/6/7/8 | 5/6/7/8 |
| 17 | 1/2/5/9 | 1/3/8/9 | 1/6/7/0 | 2/4/5/7 | 2/7/8/9 | 3/6/7/9 | 5/6/7/9 |
| 18 | 1/2/5/0 | 1/3/8/0 | 1/6/8/9 | 2/4/5/8 | 2/7/8/0 | 3/6/7/0 | 5/6/7/0 |
| 19 | 1/2/6/7 | 1/3/9/0 | 1/6/8/0 | 2/4/5/9 | 2/7/9/0 | 3/6/8/9 | 5/6/8/9 |
| 20 | 1/2/6/8 | 1/4/5/6 | 1/6/9/0 | 2/4/5/0 | 2/8/9/0 | 3/6/8/0 | 5/6/8/0 |
| 21 | 1/2/6/9 | 1/4/5/7 | 1/7/8/9 | 2/4/6/7 | 3/4/5/6 | 3/6/9/0 | 5/6/9/0 |
| 22 | 1/2/6/0 | 1/4/5/8 | 1/7/8/0 | 2/4/6/8 | 3/4/5/7 | 3/7/8/9 | 5/7/8/9 |
| 23 | 1/2/7/8 | 1/4/5/9 | 1/7/9/0 | 2/4/6/9 | 3/4/5/8 | 3/7/8/0 | 5/7/8/0 |
| 24 | 1/2/7/9 | 1/4/5/0 | 1/8/9/0 | 2/4/6/0 | 3/4/5/9 | 3/7/9/0 | 5/7/9/0 |
| 25 | 1/2/7/0 | 1/4/6/7 | 2/3/4/5 | 2/4/7/8 | 3/4/5/0 | 3/8/9/0 | 5/8/9/0 |
| 26 | 1/2/8/9 | 1/4/6/8 | 2/3/4/6 | 2/4/7/9 | 3/4/6/7 | 4/5/6/7 | 6/7/8/9 |
| 27 | 1/2/8/0 | 1/4/6/9 | 2/3/4/7 | 2/4/7/0 | 3/4/6/8 | 4/5/6/8 | 6/7/8/0 |
| 28 | 1/2/9/0 | 1/4/6/0 | 2/3/4/8 | 2/4/8/9 | 3/4/6/9 | 4/5/6/9 | 6/7/9/0 |
| 29 | 1/3/4/5 | 1/4/7/8 | 2/3/4/9 | 2/4/8/0 | 3/4/6/0 | 4/5/6/0 | 6/8/9/0 |
| 30 | 1/3/4/6 | 1/4/7/9 | 2/3/4/0 | 2/4/9/0 | 3/4/7/8 | 4/5/7/8 | 7/8/9/0 |

45

HUMANKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & geneology
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

FAUNA

- 1 amphibians
- 2 arachnids
- 3 avians
- 4 cephalopods & echinoderma
- 5 crustaceans & mollusks
- 6 ichthyoids
- 7 insects
- 8 mammals
- 9 marsupials
- 0 reptiles

PHYSICAL UNIVERSE

- 1 architecture & engineering
- 2 astronomy
- 3 chemistry
- 4 geography
- 5 geology & mineralogy
- 6 mathematics
- 7 meteorology & climatology
- 8 oceanography
- 9 physics
- 0 topography & cartography

DEMI-HUMANKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & geneology
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

FLORA

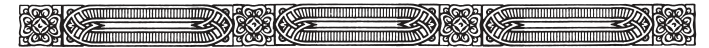
- 1 algae & lichen
- 2 bacterial flora
- 3 bushes & shrubs
- 4 flowers
- 5 fungi
- 6 grasses & grains
- 7 herbs
- 8 mosses & ferns
- 9 trees
- 0 weeds

HUMANOID & GIANTKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & geneology
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

SUPERNATURAL & UNUSUAL

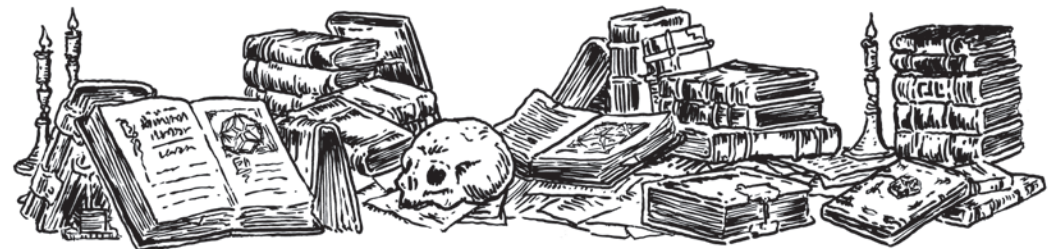
- 1 astrology & numerology
- 2 cryptography
- 3 divination
- 4 dweomercraft
- 5 heraldy, signs & symbols
- 6 medicine
- 7 metaphysics
- 8 planes (inner)
- 9 planes (outer)
- 0 runes & sigils



CHANCE-IN-30 OF SAGE ANSWERING QUESTION

Roll initial 1d3 to determine target chance within given range.

| Question is | Exacting | Specific | General |
|--------------------|----------|----------|---------|
| in specialty field | 21-23 | 24-26 | 27-29 |
| in major field | 8-10 | 16-18 | 21-23 |
| in minor field | 4-6 | 10-12 | 15-17 |
| out of fields | — | 3-5 | 11-13 |



NPC Physical Traits

NPCA1: BODY

| |
|--------------------------|
| 1 barrel-chested |
| 2 beefy |
| 3 big |
| 4 brawny |
| 5 built |
| 6 bullnecked |
| 7 burly |
| 8 coltish |
| 9 compact |
| 10 full |
| 11 gangly |
| 12 heavily built |
| 13 heavy-set |
| 14 herculean |
| 15 husky |
| 16 lanky |
| 17 paunchy |
| 18 pear-shaped |
| 19 pigeon-chested |
| 20 slight |
| 21 solid |
| 22 statuesque |
| 23 stocky |
| 24 stooped |
| 25 strapping |
| 26 taut |
| 27 thickset |
| 28 well-built |
| 29 wide |
| 30 willowy |

NPCA2: SKIN

| |
|-------------------------|
| 1 alabaster |
| 2 amber |
| 3 beige, light |
| 4 beige, med. |
| 5 beige, dark |
| 6 beige, golden |
| 7 bisque |
| 8 bronze, light |
| 9 bronze, med. |
| 10 bronze, dark |
| 11 chestnut |
| 12 cocoa, light |
| 13 cocoa, med. |
| 14 cocoa, dark |
| 15 golden, light |
| 16 golden, med. |
| 17 golden, dark |
| 18 honey, light |
| 19 honey, med. |
| 20 honey, dark |
| 21 milky white |
| 22 porcelain |
| 23 rosy |
| 24 ruddy |
| 25 russet |
| 26 tan, light |
| 27 tan, medium |
| 28 tan, dark |
| 29 tan, golden |
| 30 tawny |

NPCA3: FACE

| |
|------------------------------|
| 1 baby-faced |
| 2 craggy |
| 3 fresh-faced |
| 4 full-face |
| 5 furrowed |
| 6 good-looking |
| 7 handsome |
| 8 hatchet-faced |
| 9 lived-in |
| 10 sculpted |
| 11 chin, cleft |
| 12 chin, weak |
| 13 cheeks, chubby |
| 14 cheeks, dimpled |
| 15 eyes, almond |
| 16 eyes, bulging |
| 17 eyes, round |
| 18 eyes, narrow |
| 19 features, chiseled |
| 20 features, fine |
| 21 features, narrow |
| 22 features, odd |
| 23 features, weak |
| 24 lips, full |
| 25 lips, thick |
| 26 lips, thin |
| 27 nose, hook |
| 28 nose, long |
| 29 nose, snub |
| 30 nose, turned-up |

NPCA4: EYE COLOR

| |
|---------------------------|
| 1 amethyst |
| 2 aqua, bright |
| 3 aqua, medium |
| 4 aqua, dark |
| 5 blue, light |
| 6 blue, medium |
| 7 blue, deep |
| 8 blue, sapphire |
| 9 blue, steel |
| 10 brown, dark |
| 11 brown, medium |
| 12 brown, light |
| 13 brown, chestnut |
| 14 green, light |
| 15 green, medium |
| 16 green, dark |
| 17 green, jade |
| 18 gray, pearl |
| 19 gray, light |
| 20 gray, medium |
| 21 honey, light |
| 22 honey, medium |
| 23 hazel brown |
| 24 hazel, green |
| 25 periwinkle |
| 26 lavender |
| 27 pink |
| 28 plum |
| 29 violet, light |
| 30 violet, dark |

NPCA5: HAIR COLOR

| |
|--------------------------------|
| 1 black |
| 2 soft black |
| 3 dark brown |
| 4 dark chestnut |
| 5 dark ash brown |
| 6 medium brown |
| 7 med. chestnut brown |
| 8 medium ash brown |
| 9 light golden brown |
| 10 dark golden blonde |
| 11 light chestnut brown |
| 12 wheat blonde |
| 13 honey blonde |
| 14 light ash brown |
| 15 light blonde |
| 16 golden blonde |
| 17 light blonde |
| 18 strawberry blonde |
| 19 light copper blonde |
| 20 light auburn |
| 21 medium auburn |
| 22 bright copper brown |
| 23 mahogany |
| 24 copper chestnut |
| 25 dark auburn |
| 26 dark wine |
| 27 mix: blonde/ash |
| 28 mix: blonde/copper |
| 29 mix: brown/ash |
| 30 mix: wine/dk. brown |

NPCA6: HAIR LENGTH/APPEARANCE

| Roll on d30 | Resulting Length* | | | | | Resulting Appearance |
|-------------|-------------------|-----------|-----------|-----------|----------|----------------------|
| | cropped | over ears | to chin | to collar | long | |
| 1 | 2 | 3 | 4 | 5 | straight | |
| 6 | 7 | 8 | 9 | 10 | curly | |
| 11 | 12 | 13 | 14 | 15 | wavy | |
| 16 | 17 | 18 | 19 | 20 | bushy | |
| 21 | 22 | 23 | 24 | 25 | wild | |
| 26 | 27 | 28 | 29 | 30 | matted | |

There is a 1-in-30 chance a male will be bald or balding. Roll an additional 1d3 [**1**=completely bald, **2**=partially bald, **3**=thinning/scalp showing].

NPCA7: FACIAL HAIR (MEN ONLY/OPTIONAL)

Chance-in-30 of facial hair at DM's discretion.

| 1s Digit: Type | 10s Digit: Grooming |
|--------------------------------|---------------------------------|
| 1 moustache | 1-10 neglected (unkempt) |
| 2 goatee | 11-20 poor (stubby/long) |
| 3 van dyke | 21-30 good (clean) |
| 4 mouche ("soul patch") | |
| 5 chin curtain | |
| 6 neck beard | |
| 7 forked beard | |
| 8 full beard | |
| 9 sideburns | |
| 0 mutton-chops | |

NPC Persona & Behavior

NPCB1: MOTIVATION*

- 1 avoiding past
- 2 avoiding duty
- 3 avoiding responsibility
- 4 duty, general
- 5 duty, group
- 6 duty, family member
- 7 goal, personal
- 8 goal, for other
- 9 glory
- 10 greed
- 11 honor
- 12 impress someone
- 13 knowledge, general
- 14 knowledge, specific
- 15 on the run
- 16 psychopath
- 17 pursuit
- 18 redemption
- 19 reputation, earn
- 20 reputation, protect
- 21 rivalry
- 22 seek lost item
- 23 solve mystery/question
- 24 teach/mentor
- 25 thrill seeking
- 26 uphold good
- 27 unwanted involvement
- 28 vengeance
- 29 wanderer
- 30 win affections (love)

* may be adjusted according to result on NPCB2

NPCB2: PERSONAL INSPIRATION

- 1 accomplishments of key figure
- 2 challenge overcome (in past)
- 3 covenant/promise made
- 4 event witnessed - childhood
- 5 event witnessed - adolescence
- 6 event witnessed - recent
- 7 example of others (general)
- 8 friend/acquaintance
- 9 great leader
- 10 mentor - childhood*
- 11 mentor - adolescence*
- 12 mentor - current
- 13 philosophical writings/beliefs
- 14 prophecy
- 15 relative, distant - same generation
- 16 relative, distant - prev. generation**
- 17 relative, close - same generation
- 18 relative, close - prev. generation**
- 19 religious writings/beliefs
- 20 sense of destiny
- 21 serendipitous "signs" (ongoing)
- 22 story/stories of legend (general)
- 23 story/stories of a particular hero
- 24 visions, symbolic - childhood
- 25 visions, symbolic - adolescence
- 26 visions, symbolic - current
- 27 visions, deity/spirit - childhood
- 28 visions, deity/spirit - adolescence
- 29 visions, deity/spirit - current
- 30 visions, mentor (deceased) - current

* 2-in-3 chance mentor is deceased

** roll 1d6 to determine # of generations in distance (e.g., 2=parents' generation)

NPCB3: PERSONALITY

- 1 anxious
- 2 arrogant
- 3 austere
- 4 blasé
- 5 boastful
- 6 calm
- 7 cheerful
- 8 confused
- 9 considerate
- 10 distressed
- 11 effervescent
- 12 eloquent
- 13 energetic
- 14 fanciful
- 15 fidgety
- 16 glum
- 17 jovial
- 18 loquacious
- 19 meek
- 20 moody
- 21 mysterious
- 22 polite
- 23 prim/proper
- 24 relaxed
- 25 serious
- 26 strange/affected
- 27 suspicious
- 28 unfriendly
- 29 vacant
- 30 withdrawn

NPCB4: QUIRKY BEHAVIOR

- 1 allergic to everything
- 2 claustrophobic
- 3 clumsy
- 4 compulsive truth-teller
- 5 fear of birds
- 6 fear of blood
- 7 fear of bugs
- 8 fear of the dark
- 9 fear of fire
- 10 fear of magic
- 11 fear of snakes
- 12 fear of water
- 13 gambling addiction
- 14 greedy/covetous
- 15 insomniac
- 16 know-it-all
- 17 lacks empathy
- 18 nosy
- 19 obsessive-compulsive
- 20 packrat
- 21 paranoid
- 22 pathological liar
- 23 pyromaniac
- 24 religious zealot
- 25 stutters
- 26 suicidal
- 27 superstitious
- 28 substance addiction
- 29 unrealistic/daydreamer
- 30 zones out

NPCB5: BAD HABITS

odd=mild, **even**=extreme

- 1-2 bad manners
- 3-4 bad temper
- 5-6 bias
- 7-8 cynicism
- 9-10 distrust
- 11-12 envy
- 13-14 guilt/ing others
- 15-16 ingratitude
- 17-18 insensitivity
- 19-20 jealousy
- 21-22 manipulation
- 23-24 negativity
- 25-26 prejudice (e.g., elves)
- 27-28 pride
- 29-30 prying

NPCB6: BURDENS

odd=occasional, **even**=constant

- 1-2 anxiety
- 3-4 fear, helplessness
- 5-6 fear, failure
- 7-8 guilt, general
- 9-10 guilt, past bad act
- 11-12 guilt, unfulfilled promise
- 13-14 heartbreak
- 15-16 nightmares
- 17-18 paranoia
- 19-20 sense of abandonment
- 21-22 sense of alienation
- 23-24 sense of despair
- 25-26 sense of detachment
- 27-28 sense of longing
- 29-30 sense of worthlessness

NPC Background, Eccentricities, and Talents

NPCC1: PARENT(S)

- 1** adventurer
- 2** artist/performer
- 3** baker
- 4** bard
- 5** beast master
- 6** carpenter
- 7** cobbler
- 8** criminal
- 9** drifter
- 10** farmer
- 11** fisherman
- 12** forester
- 13** herder
- 14** innkeeper
- 15** leatherworker
- 16** mason
- 17** miner
- 18** noble
- 19** peasant
- 20** potter
- 21** priest
- 22** sage/sailor
- 23** scholar
- 24** scribe
- 25** merchant
- 26** military officer
- 27** soldier
- 28** tax collector
- 29** weaver
- 30** woodworker

NPCC2: ADDITIONAL FAMILY INFORMATION

- 1** remembers nothing of family or youth*
- 2** from enormous family, has 15+1d15 brothers/sisters
- 3** was stolen as a child and ransomed back to family
- 4** was left on parents' doorstep and raised as their own
- 5** illegitimate child of a king; has 1d30 half-brothers/sisters
- 6** raised by mother in the brothel where she worked*
- 7** orphaned by natural parents, raised by wicked step-parents
- 8** sold into slavery as a child, escaped, grew up by own wits
- 9** parent(s) killed by (fill in monster)†
- 10** entire family (except character) are now undead
- 11** parent(s) killed by criminal†
- 12** entire family in hiding, being stalked out of revenge
- 13** parent(s) killed by religious sect†
- 14** entire family purportedly cursed by high-level evil cleric
- 15** everyone else in family in cult
- 16** everyone in family eventually goes insane
- 17** parents were pillars of their community
- 18** parents were well-known swindlers
- 19** parents were actually spies (50% chance character knows)
- 20** mother was assassinated at jealous noble's behest
- 21** father was a noble, had title stripped after "incident"
- 22** father was executed (rightfully; his crime was unspeakable)
- 23** father was executed wrongfully (he was innocent)
- 24** sibling was given (at birth) to high-level MU to honor a debt
- 25** has identical twin, same class
- 26** has identical twin, different class/profession
- 27** fraternal twin, same sex, character lives in twin's shadow
- 28** fraternal twin, same sex, twin lives in character's shadow
- 29** fraternal twin, different sex, character lives in twin's shadow
- 30** fraternal twin, different sex, twin lives in character's shadow

NPCC3: PERSONAL LIFE

- 1** belongs to secret cult
- 2** blind
- 3** broke a great vow
- 4** cares for disabled relative
- 5** color blind
- 6** deaf
- 7** has multiple spouses
- 8** hates his/her life
- 9** held in high regard
- 10** hides a dark secret
- 11** illiterate
- 12** is being stalked
- 13** knows many clerics
- 14** knows many magic-users
- 15** knows many thieves
- 16** lives a secret life
- 17** missing eye (eyepatch)
- 18** missing digit (finger)
- 19** missing limb (arm/leg)
- 20** no memory of childhood
- 21** no use of one arm
- 22** owes someone a "favor"
- 23** publicly shamed
- 24** reputation, bad
- 25** reputation, good
- 26** scarred
- 27** severely in debt
- 28** speaks many languages
- 29** tattooed/marked
- 30** walks with limp

NPCC4: ECCENTRICITIES

- 1** ambidextrous
- 2** blabbermouth
- 3** blinks a lot
- 4** calls all by a nickname
- 5** changes deity constantly
- 6** crass vocabulary
- 7** crossdresser
- 8** does "voices"
- 9** double-jointed
- 10** fidgets with jewelry
- 11** gestures incessantly
- 12** keeps many animals
- 13** lecherous
- 14** mumbles
- 15** narcoleptic
- 16** poor hygiene
- 17** prone to migraines
- 18** no attention span
- 19** no short term memory
- 20** no sense of direction
- 21** prays before all decisions
- 22** self-congratulatory
- 23** speaks gibberish
- 24** speaks in third person
- 25** talks in rhyme
- 26** talks out of their ass
- 27** talks to inanimate objects
- 28** talks with mouth full
- 29** whistles incessantly
- 30** yawns a lot

NPCC4: TALENTS

- 1** acupuncture
- 2** body painting
- 3** bureaucracy
- 4** calligraphy
- 5** cheating at cards
- 6** cider making
- 7** disguise
- 8** etiquette/protocol
- 9** flower arranging
- 10** folklore
- 11** genealogy
- 12** good at games
- 13** good at riddles
- 14** good with dogs
- 15** good with horses
- 16** heraldry
- 17** historian
- 18** knows a lot of jokes
- 19** letter writing
- 20** lip reading
- 21** ornithology
- 22** paper folding
- 23** parlor tricks
- 24** reading body language
- 25** relaxation techniques
- 26** rowing
- 27** sexual techniques
- 28** storytelling
- 29** tobacco connoisseur
- 30** whittling

* parent(s) from NPCC1 still applicable, but unknown to character
 † roll additional 1d3 [**1**=raised by aunt/uncle, **2**=raised in orphanage, **3**=grew up on the streets/by own wits]

NPC Language Determination

To determine an NPC's extra language: 1) choose a set of Language Subtables (i.e., a row from **LNGA**), 2) roll 1d30, 3) use the the 10s digit (against **LNGB**) to identify the column containing the indicated subtable, and 4) index the 1s digit on the indicated subtable (from **LNGB**).

LNGB: SUGGESTED SETS OF LANGUAGE SUBTABLES

| HUMANOID | 01-10 | 11-20 | 21-30 |
|----------------------------|--------------|--------------|--------------|
| common humanoid | human† | humanoid I | humanoid II |
| uncommon humanoid | humanoid III | sylvan | giant I |
| BY GEOGRAPHY | 01-10 | 11-20 | 21-30 |
| forested areas I | human† | humanoid I | sylvan |
| forested areas II | human† | sylvan | lycanthrope |
| coastal areas I | human† | humanoid I | aquatic I |
| coastal areas II | sylvan | aquatic I | aquatic II |
| giant-habited areas | humanoid II | giant I | giant II |
| areas with undead | human† | humanoid II | lycanthrope |

| BY CLASS | 01-10 | 11-20 | 21-30 |
|--------------------|------------|-------------|--------------|
| cleric | humanoid I | humanoid II | chimera |
| druid | sylvan | aquatic I | chimera |
| fighter | humanoid I | humanoid II | giant I |
| ranger | humanoid I | sylvan | giant I |
| paladin | human† | humanoid I | dragon |
| magic-user | humanoid I | sylvan | dragon |
| illusionist | humanoid I | humanoid II | humanoid III |
| thief | human† | humanoid I | humanoid II |
| assassin | human† | humanoid II | reptile |

| NPCs/OTHER | 01-10 | 11-20 | 21-30 |
|-------------------------------|---------|-------------|-------------|
| magic-using humanoids | sylvan | dragon | obscure |
| magic-using creatures | chimera | dragon | obscure |
| sage | chimea | dragon | obscure |
| tavern keeper/merchant | human† | humanoid I | humanoid II |
| black marketeer | human† | humanoid II | giant I |
| dragon | reptile | chimera | obscure |

† no subtable; choose human foreign language (at DM's discretion)

†† if resulting language = character/creature's alignment, use inverse of result; if character/creature alignment and result are both true neutral, treat result as both lawful good and chaotic evil (2 languages)

* koalinth = aquatic hobgoblins

** kopoacanth = aquatic gargoyle

LNGB: LANGUAGE SUBTABLES

| Humanoid I | Humanoid II | Humanoid III | Giant I | Giant II |
|-------------------|--------------------|-----------------------|-----------------------|--------------------------|
| 1 dwarf | 1 bugbear | 1 dwarf | 1 cyclops | 1 giant, cloud |
| 2 dwarf | 2 goblin | 2 elf | 2 ettin | 2 giant, hill |
| 3 gnome | 3 gnoll | 3 elf, aquatic | 3 giant, hill | 3 giant, hill |
| 4 gnome | 4 hobgoblin | 4 elf, drow | 4 giant, stone | 4 giant, fire |
| 5 elf | 5 hobgoblin | 5 elf, gray | 5 minotaur | 5 giant, fog |
| 6 elf | 6 kobold | 6 elf, wood | 6 ogre | 6 giant, frost |
| 7 halfling | 7 kobold | 7 gnome, deep | 7 ogre | 7 giant, mountain |
| 8 halfling | 8 ogre | 8 leprechaun | 8 ogre mage | 8 giant, stone |
| 9 goblin | 9 orc | 9 pixie | 9 titan | 9 giant, stone |
| 0 kobold | 0 orc | 0 sprite | 0 troll | 0 giant, storm |

| Sylvan | Deep Dweller | Aquatic I | Aquatic II | Chimera |
|-----------------------|-----------------------------|-----------------------|------------------------|--------------------------|
| 1 brownie | 1 dwarf | 1 elf, aquatic | 1 crabman | 1 chimera |
| 2 centaur | 2 dwarf | 2 elf, aquatic | 2 hippocampus | 2 harpy |
| 3 elvish, wood | 3 elf, drow | 3 locathah | 3 koalinth* | 3 lamia |
| 4 dryad | 4 elf, drow "silent" | 4 merman | 4 kopoacanth** | 4 lammasu |
| 5 nixie | 5 gnome | 5 merman | 5 ixitxachitl | 5 mantichore |
| 6 nymph | 6 gnome | 6 nixie | 6 locathah | 6 medusa |
| 7 pixie | 7 gnome, deep | 7 nixie | 7 man-fish (KT) | 7 peryton |
| 8 satyr | 8 man-fish | 8 nymph | 8 morkoth | 8 shedu |
| 9 sprite | 9 sub. trade lang. | 9 sahuagin | 9 naga, water | 9 sphinx, an./gy. |
| 0 sylph | 0 sub. trade lang. | 0 triton | 0 sahuagin | 0 sphinx, crio- |

| Lycanthrope | Dragon | Reptile | Obscure | Alignment†† |
|-------------------------|-------------------------|-------------------------|--------------------------|--------------------------|
| 1 devil swine | 1 dragon, black | 1 dragon turtle | 1 copper colossus | 1 lawful good |
| 2 jackalwere | 2 dragon, blue | 2 gargoyle | 2 djinni | 2 lawful neutral |
| 3 werebear | 3 dragon, brass | 3 lizard man | 3 eye tyrant (BH) | 3 lawful evil |
| 4 wereboar | 4 dragon, bronze | 4 lizard man | 4 ki-rin | 4 neutral good |
| 5 wereboar | 5 dragon, copper | 5 lizard man | 5 mimic | 5 true neutral |
| 6 werecat, great | 6 dragon, gold | 6 naga, guardian | 6 mind flayer | 6 true neutral |
| 7 wererat | 7 dragon, green | 7 naga, spirit | 7 otyugh | 7 neutral evil |
| 8 weresabre | 8 dragon, red | 8 naga, water | 8 salamander | 8 chaotic good |
| 9 weretiger | 9 dragon, silver | 9 troglodyte | 9 treant | 9 chaotic neutral |
| 0 werewolf | 0 dragon, white | 0 wyvern | 0 xorn | 0 chaotic evil |

Henchmen/Hirelings Recruitment

Recruitment is subject to a variety of influences that affect the number of respondents. The chart on this page allows the DM to shift columns (left and right) based on circumstances that may make recruitment more or less successful. (See suggested modifiers on next page.)

HHRR: RECRUITMENT RESPONDENTS

Less Favorable ← CONDITIONS FOR RECRUITMENT → More Favorable

| Roll | -12 | -11 | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | ±0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | Roll |
|-----------|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----------|
| 1 | - | - | - | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 4 | 7 | 8 | 10 | 1 |
| 2 | - | - | - | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 5 | 5 | 8 | 9 | 11 | 2 |
| 3 | - | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 6 | 6 | 9 | 10 | 12 | 3 |
| 4 | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 3 | 3 | 4 | 5 | 7 | 7 | 9 | 10 | 12 | 4 |
| 5 | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 3 | 3 | 3 | 4 | 5 | 7 | 7 | 10 | 11 | 13 | 5 |
| 6 | - | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 3 | 4 | 5 | 5 | 8 | 8 | 10 | 11 | 13 | 6 |
| 7 | - | - | - | - | - | - | - | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 8 | 8 | 10 | 11 | 13 | 7 |
| 8 | - | - | - | - | - | - | - | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 6 | 8 | 8 | 11 | 12 | 14 | 8 |
| 9 | - | - | - | - | - | - | - | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 4 | 4 | 4 | 6 | 6 | 9 | 9 | 11 | 12 | 14 | 9 |
| 10 | - | - | - | - | - | - | - | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 6 | 6 | 9 | 9 | 11 | 12 | 14 | 10 |
| 11 | - | - | - | - | - | - | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 4 | 5 | 6 | 7 | 9 | 9 | 11 | 12 | 14 | 11 |
| 12 | - | - | - | - | - | - | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 9 | 10 | 12 | 13 | 15 | 12 |
| 13 | - | - | - | - | - | - | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 5 | 5 | 5 | 7 | 7 | 9 | 10 | 12 | 13 | 15 | 13 |
| 14 | - | - | - | - | - | - | 1 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 5 | 5 | 6 | 7 | 7 | 10 | 10 | 12 | 13 | 15 | 14 |
| 15 | - | - | - | - | - | - | 1 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 7 | 10 | 10 | 12 | 13 | 15 | 15 |
| 16 | - | - | - | - | - | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 7 | 8 | 10 | 11 | 13 | 14 | 16 | 16 |
| 17 | - | - | - | - | - | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 6 | 7 | 8 | 10 | 11 | 13 | 14 | 16 | 17 |
| 18 | - | - | - | - | - | 1 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 5 | 5 | 7 | 7 | 8 | 10 | 11 | 13 | 14 | 16 | 18 |
| 19 | - | - | - | - | - | 1 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 7 | 8 | 8 | 11 | 11 | 13 | 14 | 16 | 19 |
| 20 | - | - | - | - | - | 1 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 7 | 8 | 8 | 11 | 12 | 14 | 15 | 17 | 20 |
| 21 | - | - | - | - | - | 1 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 21 |
| 22 | - | - | - | - | 1 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 8 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 22 |
| 23 | - | - | - | - | 1 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 8 | 9 | 9 | 11 | 13 | 14 | 15 | 17 | 23 |
| 24 | - | - | - | - | 1 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 8 | 9 | 9 | 12 | 13 | 15 | 16 | 18 | 24 |
| 25 | - | - | - | 1 | 1 | 2 | 3 | 4 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 7 | 8 | 9 | 10 | 12 | 13 | 15 | 16 | 18 | 25 |
| 26 | - | - | - | 1 | 2 | 2 | 4 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 9 | 10 | 10 | 12 | 14 | 15 | 16 | 18 | 26 |
| 27 | - | - | - | 1 | 2 | 2 | 4 | 4 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 7 | 9 | 10 | 10 | 13 | 14 | 16 | 17 | 19 | 27 |
| 28 | - | - | 1 | 1 | 2 | 2 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 7 | 9 | 11 | 11 | 13 | 15 | 16 | 17 | 19 | 28 |
| 29 | - | 1 | 1 | 2 | 2 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 10 | 11 | 11 | 14 | 16 | 17 | 18 | 20 | 29 |
| 30 | 1 | 1 | 1 | 2 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 7 | 7 | 8 | 8 | 10 | 12 | 12 | 15 | 17 | 18 | 19 | 20 | 30 |

Reactions to Offers of Employment

RRXa: RETAINER REACTIONS (TO OFFERS)

Roll 1d30, adding Charisma modifiers† to the roll result.

Roll Reaction

1 or below refuses offer; all subsequent reaction rolls for retainers in the area suffer a -3 penalty

2-8 refuses offer

9-22 roll again

23-29 offer accepted; roll for loyalty (LMM)

30+ offer accepted enthusiastically; +3 to morale (no loyalty roll needed)

RRXb: MONSTER REACTIONS (TO SERVICE OFFERS)

Roll 1d30, adding Charisma modifiers† to the roll result.

Roll Reaction

1 or below attempts to attack

2-8 hostile; possible attack

9-22 uncertain (roll again)

23-29 offer accepted; roll for loyalty (LMM)

30+ offer accepted enthusiastically; +3 to morale (no loyalty roll needed)

† Normal charisma modifiers should be tripled to account for increased dice scale.

Henchmen/Hirelings Recruitment Modifiers

HHRM: SUGGESTED RECRUITMENT MODIFIERS

BY SETTLEMENT SIZE AND POPULATION DENSITY*

| Settlement Size | POPULATION DENSITY | | | | |
|-------------------------|--------------------|-----------|----------|-----------|----------|
| | Dense | Scattered | Frontier | Unsettled | Desolate |
| thorp | -2 | -5 | -7 | -9 | -11 |
| hamlet | -1 | -4 | -6 | -8 | -10 |
| village | ±0 | -2 | -5 | -8 | -9 |
| small town | +2 | ±0 | -4 | -6 | -8 |
| large town | +3 | +1 | -3 | -5 | -7 |
| small city | +5 | +2 | -2 | -4 | -6 |
| large city (and larger) | +6 | +3 | +1 | -2 | -5 |

* Optional Economy Factor

Poor Economy: treat settlement size as next larger

Booming Economy: treat settlement size as next smaller

FROM ADVERTISING

| Settlement Size | Cost/Week | ADVERTISING PERIOD | | |
|-----------------|-----------|--------------------|---------|----------|
| | | 1 Week | 2 Weeks | 3 Weeks* |
| thorp | 5gp | +1 | — | — |
| hamlet | 10gp | +1 | — | — |
| village | 15gp | +1 | — | — |
| small town | 25gp | +1 | +2 | — |
| large town | 40gp | +1 | +2 | — |
| small city | 75gp | +1 | +2 | +3 |
| large city | 100gp | +2 | +3 | +4 |

* ads lose effect after period of media saturation

MISCELLANEOUS ADVERTISING MODIFIERS

| Advertising | Modifier |
|---|---------------------------|
| more than 1 listing in same ad* | -1 per additional listing |
| ad is twice normal size (costs tripled) | +1 |

* separate response rolls should be made for each listing

FOR SPECIFIED CHARACTER CLASS

| Class | Modifier |
|---------------|----------|
| cleric | -5 |
| druid | -7 |
| fighter | -3 |
| paladin | -10 |
| ranger | -5 |
| thief | -5 |
| assassin | -7 |
| magic-user | -7 |
| illusionist | -8 |
| monk | -8 |
| bard | -6 |
| dwarf (BX) | -4* |
| elf (BX) | -5* |
| halfling (BX) | -4* |

*no other race modifiers should be applied

BY PAY OFFERED

| Pay/Salary Offered | Modifier |
|-----------------------------------|----------|
| bonus offered (1 mo. pay) | +1 |
| generous pay - double monthly | +1 |
| generous pay - triple monthly | +2 |
| poor pay - 50-99% standard | -1 |
| poor pay - less than 50% standard | -3 |

FOR SPECIFIED NON-FIGHTER/MERCENARY

| Type | Modifier |
|-----------------|----------|
| non-fighter | ±0 |
| light footman | -1 |
| heavy footman | -2 |
| pikeman | -4 |
| archer | -4 |
| crossbowman | -3 |
| longbowman | -4 |
| light horseman | -4 |
| med. horseman | -4 |
| mounted bowman | -5 |
| heavy horseman: | -6 |

FOR SPECIFIED SPECIALIST

| Type | Modifier |
|-----------------------|----------|
| alchemist | -8 |
| animal trainer | -4 |
| armorer | -3 |
| blacksmith | -2 |
| engineer, artillerist | -4 |
| jeweler/gemcutter | -3 |
| sage | -10 |
| scribe | -3 |
| sea type: sailor | -1 |
| sea type: rower | ±0 |
| sea type: navigator | -3 |
| sea type: captain | -5 |
| spy | -6 |
| weapon maker | -2 |

ADDITIONAL CHARACTER TYPE SPECIFICS

| Type Sought | Modifier |
|------------------------------------|------------------------|
| alignment specified | -1 |
| align. different from any in party | -1* |
| specific level | -1 per level above 3rd |
| specific race | -1 |
| sea types in coastal area | +1 |
| sea types in non-coastal area | -2 |

* in addition to penalty for specified alignment

Retainer Loyalty

LMM: LOYALTY MORALE MODIFIERS

Roll 1d30, adding Charisma modifiers† to the roll result.

Roll Reaction

1 or below will desert at first opportunity

2-3 -2 to morale

4-8 -1 to morale

9-23 no adjustment

24-28 +1 to morale

29-30 +2 to morale

30+ fanatical; morale check never needed

† Normal charisma modifiers should be tripled to account for increased dice scale.



Index

- adventure generation 4, 10-11
- armor..... 40
- ability scores..... 39
- bartering 35
- border patrols (outside settlements) 32
- castles/keeps/strongholds
 - construction, type, and size 27
 - patrols 26
 - residents 26
- character creation 39-41
- cities and towns (*see settlements*)
- city Guards (in settlements)..... 32
- city watch (for settlements) 32
- classed NPCs..... 38-41
- climate 12, 15
- cults..... 21
- dice..... 3
- encounters
 - castle/fortress patrols 26
 - pilgrims 23
 - road 24-25
 - settlement..... 31
- equipment (for NPCs) 40-41
- execution (methods) 33
- foraging & hunting 15
- fortresses (*see castles*)
- henchmen & hirelings..... 50-51
- heraldry 28-29
- hexes
 - hex crawl worksheet 4-5, 7
 - mapping 4-8
 - mapping key 6
 - types of hexes (scale) 4
- hirelings (*see henchmen*)
- hunting & foraging 15
- keeps (*see castles*)
- languages..... 49
- locales & locations
 - magical places..... 22
 - ruins..... 19
 - settlements 5, 18, 30-37
 - temples..... 20
- loyalty 51
- magic items 41
- magical places 22
- mapping 4-8
- monsters 19, 30
- movement (*see navigation*)
- name generation 21, 22, 36
- natural features & phenomena 16-17
- navigation 14
- non-player characters (NPCs)..... 5, 9, 38-51
 - ability scores 39
 - alignment 38
 - background..... 48
 - class 38
 - classed..... 38-41
 - equipment 40
 - henchmen & hirelings 50-51
 - languages 49
 - level..... 38
 - magic items..... 41
 - nobles..... 43
 - noble household personnel 43
 - NPC record sheet 5, 9
 - occupations 42
 - patrols & watches..... 32
 - persona & behavior..... 42, 47-48
 - physical traits 46
 - pilgrims 23
 - races, demihuman..... 38
 - races, monsters 19
 - record sheet 5, 9
 - road encounters 25
 - sages 44-45
 - specialists 51
- off-course determination 14
- personality
- pilgrims..... 23
- population (of settlements)
- population density 18, 24
- reactions
 - (to) employment offers 50
 - hostile road encounters..... 25
 - settlements (to outsiders)..... 30
 - shopkeepers 35
- record sheet, NPC..... 5, 9
- retainers..... 50-51
- road encounters..... 24
- ruins (type & inhabitants) 19
- sages..... 44-45
- settlements..... 5, 18, 30-37
 - background..... 30
 - border patrols 32
 - city guards 32
 - city watch 32
 - economy..... 30
 - encounters 31
 - government 30
 - guards, watches, and patrols 32
 - issues affecting 30
 - population 34
 - reactions (to outsiders) 30
 - settlement worksheet..... 5, 8
 - shops & suppliers..... 34-35
 - threats to 30
 - types 18
- shops & suppliers 34-35, 42
- strongholds (*see castles*)
- suppliers (*see shops*)
- taverns 36-37
- temples 20
- terrain..... 12, 15, 16-17
- treasure..... 25
- torture (methods) 33
- weapons 32, 40
- weather..... 12-13
- wilderness
 - hex crawl worksheet 4-5, 7
 - locations & locales 4-5, 12-29
 - mapping 4-5
 - mapping key 6
 - natural features & phenomena 16-17
 - terrain 12, 15, 16-17
- worksheets
 - hex crawl worksheet 4-5, 7
 - settlement worksheet..... 5, 8
 - NPC (record sheet)..... 5, 9





The d30 Sandbox Companion is the ideal right-hand man for the DM who wants to avoid his sandbox campaign running him. Whether starting an adventure from scratch, filling in the details of a campaign world, or just struggling to keep up with players, this compilation of d30-based mechanics, charts, and tables will support and simplify the role of the DM/GM at the tabletop. Inside these 30-something pages you'll find a host of d30-based sandbox resources, including:

- a robust adventure generator that allows the DM flexibility to interpret its results, and to support existing campaigns
 - wilderness tables for weather, off-course navigation, and foraging & hunting
 - wilderness encounter tables for pilgrims, road travel, and castle/keep/stronghold patrols
 - location generators for ruins, temples, magical places, castles/keeps/strongholds, and settlements of all sizes
 - settlement background generators, including: government, economy, settlement issues, city guards & watches, availability of shops & suppliers, shop stock and shopkeeper information, and robust tavern information generators
 - super-quick classed character generation, including: class, level, race, sex, attributes, and inventory
 - an extensive set of NPC tools for both classed and non-classed characters, including: occupations, physical traits, persona & behavior, background, eccentricities, talents, and languages
 - fast generation of complete sage information
 - a system for quick-and-easy recruitment of henchmen & hirelings, their reactions, and loyalty
- + a wilderness mapping key, a Hex Crawl Worksheet, a Settlement Worksheet, and an NPC Record Sheet to assist DMs in fleshing out their campaign worlds**
- And much more!**



NEW BIG DRAGON
GAMES UNLIMITED

© 2013, New Big Dragon Games Unlimited