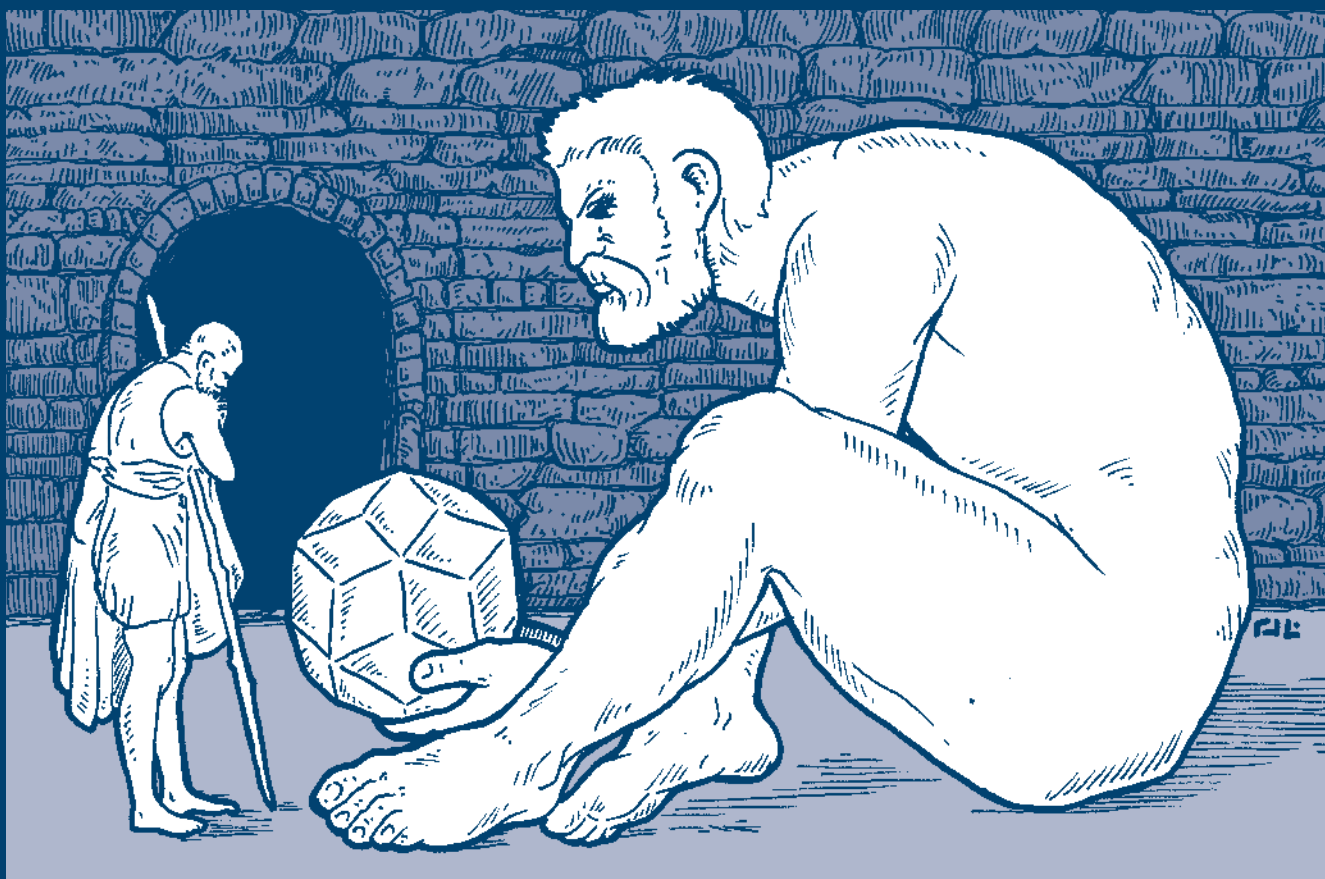


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D30 SANDBOX COMPANION



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**

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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: 04

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 dohvarcū nest **E**

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

WANDERING MONSTERS

Area: Foxpond Area - Day
Check every 3 turns

- 1-4 "patrolling" callists
- 1 greater dohvarcū
- 1-3 lesser dohvarcū
- 1-6 giant centipedes
- 2-8 giant fire beetles
- 1-4 giant frogs
- no encounter
- 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

7

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
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter

Area: Spiderbane Wood
Check every 2 turns

- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter

4

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 be 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 |
| taylor | 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

| | |
|---|--|
| <p>1 Name/Type: Church of the Divine Bull</p> <p>Description: brand new limestone construction glass dome over altar cleric = Ristoptal</p> | <p>12 Name/Type: The Hung Bear Inn</p> <p>Description: new, 2-story, lumber & stone features a large collection of paintings</p> |
| <p>2 Name/Type: Snake & Duke Tavern</p> <p>Description: old, 2-story, lumber & stone exotic/embellished furniture known for weird/sold food</p> | <p>13 Name/Type: Cemetery</p> <p>Description: empty</p> |
| <p>3 Name/Type: Barracks/Town Hall</p> <p>Description: houses troops and "major" troops & town led by Colonel Mesyn Tessel</p> | |

NPC RECORD SHEET

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

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



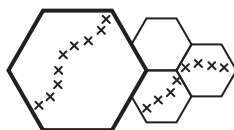
water feature



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

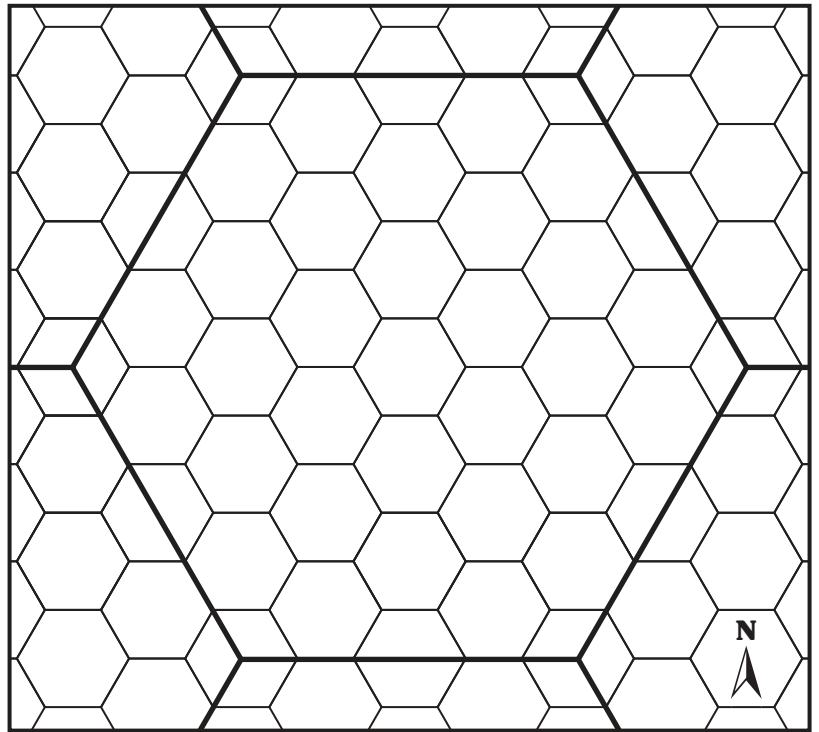
Cities & Castles

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: _____

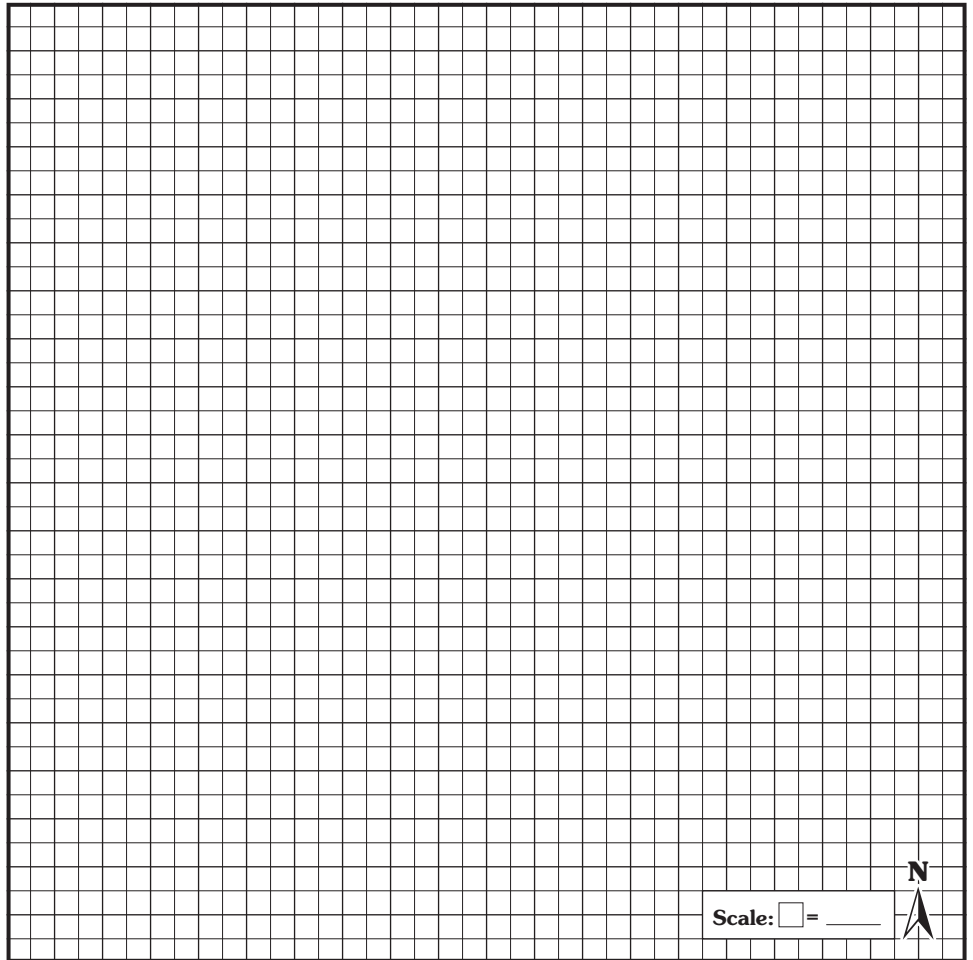
Reaction to Outsiders: _____

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 | AG2: MAJOR GOAL | AG3: OBSTACLE TO GOAL | AG4: LOCATION | AG5: LOCATION FEATURE |
|--------------------------------|--|---|------------------------|------------------------------|
| 1 accusation | 1 aid other hero(es) | 1 acquire item | 1 abbey | 1 altar |
| 2 ambush | 2 break curse affecting persons(s) | 2 acquire knowledge | 2 burial ground | 2 barracks |
| 3 apparition | 3 break curse affecting location | 3 acquire key(s)/parts | 3 catacombs | 3 bridge |
| 4 attack | 4 capture fugitive | 4 awaken sleeping NPC | 4 castle | 4 chapel |
| 5 conversation | 5 deal with growing threat | 5 beat time limitation | 5 cave/cavern | 5 dais |
| 6 destruction of object | 6 defend location | 6 clear name(s)/restore honor | 6 cemetery | 6 door |
| 7 diary | 7 deliver message/object | 7 compete in tournament | 7 chasm | 7 fountain |
| 8 drawing | 8 discover secret | 8 complete scavenger hunt | 8 citadel/keep | 8 garden |
| 9 dream | 9 escort/protect object(s)/person(s) | 9 destroy item | 9 city | 9 gallery |
| 10 encounter w/ NPC | 10 investigate location | 10 escape location | 10 dungeon | 10 gate |
| 11 escape | 11 locate/track down NPC (ally/hero/villain) | 11 explore location | 11 farmstead | 11 plaza |
| 12 manuscript | 12 maintain peace | 12 find hidden/lost entrance | 12 fortress | 12 laboratory |
| 13 map | 13 prevent invasion | 13 find hidden/lost location | 13 forest | 13 library |
| 14 message | 14 rally ally(allies)/form allegiance(s) | 14 find magic item/object | 14 hamlet | 14 machine, clockwork |
| 15 item, exotic | 15 reclaim lost location (regain control of) | 15 find way back to key location | 15 hill | 15 machine, magical |
| 16 item, mundane | 16 release person/creature from burden | 16 fight for freedom | 16 island | 16 painting |
| 17 oracle | 17 rescue/free captive(s)/slave | 17 fix "broken" item | 17 mansion | 17 pedestal |
| 18 plea | 18 root out spies/minions of evil | 18 make long journey | 18 mountain | 18 pit |
| 19 prophecy | 19 search for knowledge/evidence | 19 make perilous journey | 19 outpost | 19 pool |
| 20 public notice | 20 solve mystery - disappearance of object | 20 navigate labyrinth | 20 palace | 20 portal |
| 21 reconnaissance | 21 solve mystery - disappearance of person(s) | 21 navigate series of portals | 21 ruins | 21 sanctuary |
| 22 request | 22 solve mystery - murder/death | 22 pass series of tests | 22 stronghold | 22 sarcophagus |
| 23 summoned by group | 23 solve mystery - theft | 23 perform ritual | 23 temple | 23 statue/idol |
| 24 survivor | 24 solve mystery - phenomenon | 24 restore condition | 24 thorp | 24 shrine |
| 25 symbol | 25 stop conflict | 25 race against antagonist(s) | 25 tomb | 25 statuary |
| 26 teleportation | 26 stop impending devastation | 26 reveal conspiracy | 26 tower | 26 tapestry |
| 27 transaction | 27 stop plot from coming to fruition | 27 revive deceased NPC | 27 town | 27 throne |
| 28 trap | 28 stop raids on location | 28 solve puzzle/riddles | 28 undercity | 28 waterfall |
| 29 vision | 29 stop strange phenomenon affecting location | 29 speak incantation | 29 village | 29 well |
| 30 warning | 30 stop villain from amassing power | 30 stop ritual | 30 volcano | 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 | mischievous |
| 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/halfing* |
| 10 | monk/elf* |
| 11 | animal trainer |
| 12 | hermit |
| 13 | merchant (see NPC02a, p.42) |
| 14 | misc. NPC (see NPC02c, 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 NPC02b, p.42) |
| 21 | king |
| 22 | queen |
| 23 | queen mother |
| 24 | noble (see NPCN1/NPCN2, p.43) |
| 25 | noble household (see NPCCH, 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)

① Based on climate, terrain, and season: ② determine specific temperature (instructions this page), and ③ determine any precipitation events (following page).

① 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).

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

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)

| I | II | III | IV | V | Type of Storm |
|-------------|--------------|--------------|--------------|--------------|---|
| 1-29 | 1-25 | 1-15 | 1-8 | 1-4 | = no precipitation event |
| 30 | 26-28 | 16-19 | 9-14 | 5-9 | = single cell (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 | 1.1" | 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

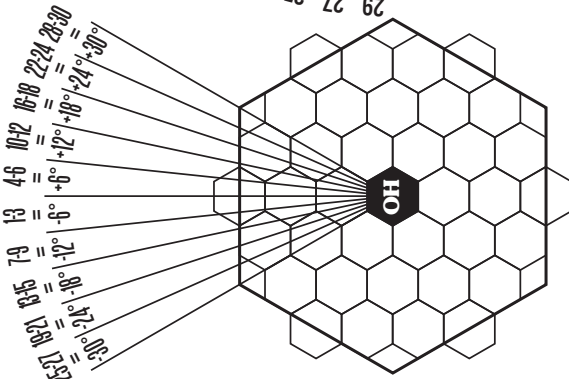
| | | | | |
|-----------|------|----|---|----|
| 1 | .5" | 3 | — | — |
| 2 | 1" | 3 | — | — |
| 3 | 1.5" | 3 | — | — |
| 4 | 2" | 7 | — | — |
| 5 | 2.5" | 7 | — | — |
| 6 | 3" | 7 | — | — |
| 7 | .5" | 10 | — | — |
| 8 | 1" | 10 | — | — |
| 9 | 1.5" | 10 | — | — |
| 10 | 2" | 15 | — | — |
| 11 | 2.5" | 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

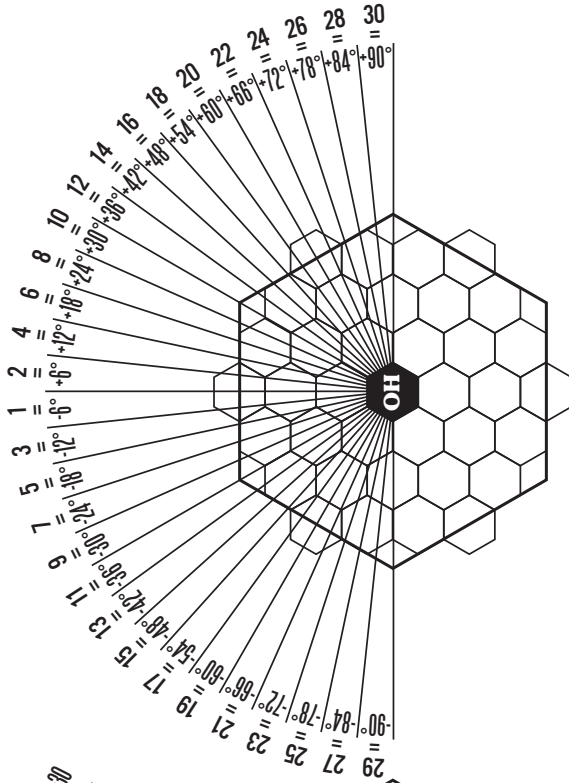
If PCs have gotten lost or gone off course (as determined by rules edition being used), roll for the party's new direction of travel (as outlined below).

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

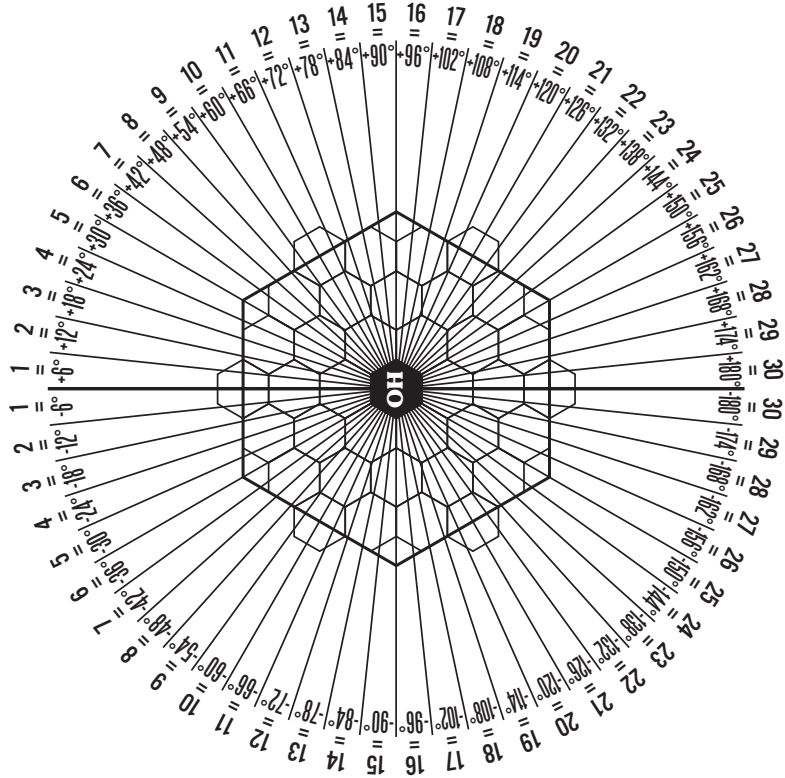


OCDB: Moderate Impairment Total Impairment: 4-7



OCDC: Heavy Impairment Total Impairment: 8+

Determine direction (port/starboard) by prevailing winds, or roll an additional d2
odd = off-course to port (left)
even = off-course to starboard (right)



| IMPAIRMENTS | Effect | ROLL ADJUSTMENTS | Bonus† |
|--------------------------------|---------------|---|--------|
| fog, mild (vision 101-150') | +2 | navigator/mapper has "direction sense" | -1 |
| fog, moderate (vision 51-100') | +4 | when using table OC Da: Mild... | -2 |
| fog, heavy (vision 1-50') | +8 | when using table OC DB: Moderate... | -3 |
| navigator/mapper drunk | +1-3 | when using table OC DC: Heavy... | -3 |
| navigating by stars: | | familiarity with location/route | |
| night sky overcast | +1 | has been once or twice | -1 |
| stars moderately obscured | +4 | has been several times | -3 |
| stars completely obscured | +8 | very familiar (knows well) | -5 |
| precipitation, light | +1 | * strong winds will not normally affect navigation while on land (at DM's discretion) | |
| precipitation, moderate | +3 | † bonuses are suggestions only; actual bonus at DM's discretion based on PC's knowledge of location | |
| precipitation, heavy | +5 | | |
| winds (while on water)* | +1 per 10 mph | | |

OH = 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) | (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 mossier | 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

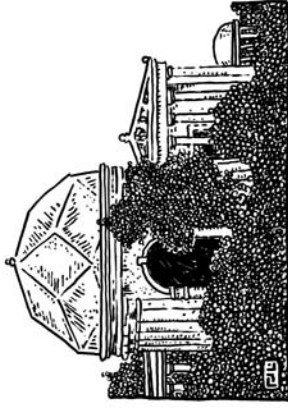
Check each sub-level hex for the presence of settlements and/or habitations as outlined below.

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) |

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



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 |

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

| 10s | 20s | 30s |
|----------------|-------------|-------------|
| 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 caste |
| 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

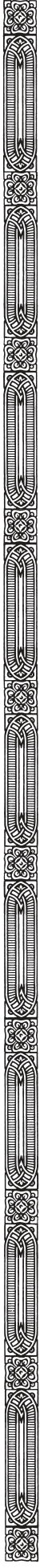
| Type | 10s Digit: Size |
|------------------------|-----------------|
| 1 chimeras | 1-10 nuisance |
| 2 humanoids* | 11-20 infested |
| 3 humans | 21-30 overrun |
| 4 insects | |
| 5 lycanthropes | |
| 6 magical | |
| 7 mammals | |
| 8 molds/slimes/jellies | |
| 9 reptiles/reptilians | |
| 0 undead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

* 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 | | | ...harpies, centaurs, minotaurs, medusae, satyrs, cockatrices, manticores, lammasus, lamias, chimeras, sphinxes | | | | | | | | | | | | |
| 2 humanoids, small | kobolds, goblins | | | | | | | | | | | | | | |
| humanoids, medium | orcs, hobgoblins, gnolls, lizard men, troglodytes | | | | | | | | | | | | | | |
| humanoids, giant | ...bugbears... | ...ogres, ogre magi, trolls... | | | | | ...hill giants, stone giants, frost giants, fire giants, cyclopes, cloud giants, storm giants | | | | | | | | |
| 3 humans | by level... | | | | | | | | | | | | | | |
| 4 insects | giant: centipedes, ants, beetles, spiders, wasps, scorpions | | | | | | | | | | | | | | |
| 5 lycanthropes | ...wererats, werewolves, wereboars, weretigers, werebears, devil swines | | | | | | | | | | | | | | |
| 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) | | | | | | ...ghosts... | | | | | | | | |
| 0 undead | skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, vampires... | | | | | | ...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 monopoteros | 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)

| | Type | Description | Size |
|----|------------------------------|-------------|------|
| 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 | psudo-dipteral/hexastyle | | |
| 28 | psudo-dipteral/octostyle | | |
| 29 | psudo-dipteral/decastyle | | |
| 30 | psudo-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
- psudo-peripteral:** single colonnades at front & back faces with "false" (1/2) colonnade along "side" walls
- dipteral:** double colonnade around perimeter
- psudo-peripteral:** double colonnades on front & back faces, and single colonnade + "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

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, unclassified
- 21 human, male, cleric
- 22 human, male, magic-user
- 23 human, male, thief
- 24 human, male, unclassified
- 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 | MPG2: NAME AND BOON | |
|--------------------------------|------------------------------|--|
| Roll | Roll | |
| Type (Place) | Name* | |
| Boon Gained at Location | | |
| 1 garden | 1 crystal _ | all magic-user spells (including sub-types) memorized at location will have double effect when cast |
| 2 tree | 2 divine _ | all cleric spells (including sub-types) memorized at location will have double effect when cast |
| 3 forest | 3 enchanted _ | 5-20 pixies dwell nearby; will normally remain invisible and cause mischief to characters visiting location |
| 4 woods | 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 grove | 5 golden _ | removes curses from any cursed character who visits location |
| 6 field | 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 plains | 7 living _ | provides visitors +1 protection from undead; duration = 1 day for each 2 days spent at location |
| 8 mesa/plateau | 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 valley | 9 _ of accord | all chaotic/evil characters become neutral in presence of location |
| 10 trench | 10 _ of awakening | doubles the normal time limit on deceased corpses when <i>raise dead</i> spell is cast in this location |
| 11 knoll/hill | 11 _ of dreams | prophetic visions during sleep while near place; strength/clarity of visions based on proximity to place |
| 12 rock | 12 _ of enlightenment | 3 days of continual meditation, prayer and fasting will raise a wisdom by +1 (one time only bonus) |
| 13 mount | 13 _ of healing | restores HPs (duration time at location vs. restored points at DM discretion); also cures poison |
| 14 peak | 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 dome | 15 _ of joy | removes the effects of any magical fear |
| 16 cave | 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 cavern | 17 _ of light | provides visitors +1 protection from evil; duration = 1 day for each 3 days spent at location |
| 18 grotto | 18 _ of peace | removes effects of confusion and/or fear |
| 19 well | 19 _ of power | every spell memorized at location will have double effect when cast |
| 20 pond | 20 _ of serenity | cures lycanthropy to afflicted who visit location |
| 21 lake | 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 lagoon | 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 falls | 23 _ of tranquility | cures disease to afflicted who visit location |
| 24 river | 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 brook/stream | 25 _ of visions | site is disguised by hallucinatory terrain; save vs. magic or believe illusion |
| 26 bridge | 26 paradise _ | removes curses from any cursed character |
| 27 circle | 27 singing _ | magical singing; all characters who hear singing must save vs. magic or never want to leave the location |
| 28 gate | 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 shrine | 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 spire (rock) | 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 |

PLG3: # OF CLERICS BY LEVEL**

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

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

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

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 |

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

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 | 10s Digit: Age |
|-------------------------|------------------------------|
| 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 | |

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

| | Party Size (vs. PCs) | | | | |
|-----------|----------------------|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 |
| 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 |

Level of Attackers (vs. PCs)
 -2 -1 ±0 +1 +2

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

| Roll Class | Level | CK2: PATROL SIZE AND MAKEUP (BY OWNER'S CLASS/RACE) | CK2a: Fighter | CK2b: Magic-user | CK2c: Cleric | CK2d: Dwarf | CK2e: Elf | CK2f: Halfling | Note Regarding CK2 |
|-----------------------|-------|---|----------------|------------------|--------------|-------------|-----------|--|--------------------|
| 1 fighter | 9 | 2HH | 2HF | 2MH | 2D | 2E | 2LF | Roll result may be shifted "up" or "down" by ±10 or ±20 to account for level of castle/stronghold owner. | |
| 2 fighter | 10 | 3HH | 3HF | 3MH | 3D | 3E | 3LF | | |
| 3 fighter | 11 | 3HH | 3HF | 3MH/1C1 | 3D | 3E | 3HF | | |
| 4 fighter | 12 | 4HH/F1 | 4HF/F1 | 4MH | 4D/F1 | 4E | 4LF | | |
| 5 fighter | 13 | 4HH | 4HF | 4MH/1C2 | 4D | 5E | 4LF/F1 | | |
| 6 fighter | 14 | 5HH | 5HF | 5MH | 5D | 5E | 4HF/F1 | | |
| 7 fighter | 15 | 5HH/F1 | 5HF/F1 | 5MH | 5D/F1 | 5E | 5LF/F1 | | |
| 8 fighter | 16 | 5HH/F2 | 5HF/F2 | 5MH/1C3 | 5D/F2 | 5E | 5HF/F1 | | |
| 9 magic-user | 11 | 6HH | 6HF | 6MH | 6D | 6E | 6LF/F1 | | |
| 10 magic-user | 12 | 6HH/F1 | 6HF/F1 | 6MH/1C3 | 6D/F1 | 6E | 6LF/F2 | | |
| 11 magic-user | 13 | 6HH/F2 | 6HF/F2 | 6MH/1C4 | 6D/F2 | 6E | 6HF/F1 | | |
| 12 magic-user | 14 | 6HH/F3 | 6HF/F3/M1 | 6MH/1C5 | 6D/F3 | 6E | 6HF/F2 | | |
| 13 magic-user | 15 | 7HH/F1 | 7HF/F1 | 7MH | 7D/F1 | 7E | 7LF/F2 | | |
| 14 magic-user | 16 | 7HH/F2 | 7HF/F2 | 7MH/C3 | 7D/F2 | 7E | 7LF/F3 | | |
| 15 cleric | 7 | 7HH/F3/m | 7HF/F3/MU1 | 7MH/C4 | 7D/F3 | 7E | 7LF/F4 | | |
| 16 cleric | 8 | 7HH/F4/m | 7HF/F4/MU1 | 7MH/C1/C4 | 7D/F4 | 7E | 7HF/F2 | | |
| 17 cleric | 9 | 7HH/F5/m | 7HF/F5/MU1 | 7MH/C2/C4 | 7D/F5 | 7E | 7HF/F3 | | |
| 18 cleric | 10 | 7HH/F6/m | 7HF/F6/MU2 | 7MH/C3/C4 | 7D/F6 | 7E | 7HF/F4 | | |
| 19 cleric | 11 | 8HH/F3/m | 8HF/F1/MU1 | 8MH/C4 | 8D/F3 | 8E | 8LF/F3 | | |
| 20 cleric | 12 | 8HH*/F4/m | 8HF*/F2/MU1 | 8MH/C2/C4 | 8D/F4 | 8E | 8LF/F4 | | |
| 21 cleric | 13 | 8HH*/F5/m/x | 8HF*/F3/MU2/x | 8MH/C3/C4 | 8D/F5 | 8E/+ | 8HF/F3/u | | |
| 22 cleric | 14 | 8HH*/F6/m/x | 8HF*/F4/MU3/x | 8MH/C4/C5 | 8D/F6 | 8E/+ | 8HF/F4/u | | |
| 23 cleric | 15 | 9HH*/F4/m/x | 9HF*/F3/MU1/x | 9MH/C4 | 9D/F4 | 9E/+ | 9LF/F4/u | | |
| 24 cleric | 16 | 9HH*/F5/m/x | 9HF*/F4/MU2/x | 9MH/C5 | 9D/F5 | 9E/+ | 9HF/F4/u | | |
| 25 dwarf (fighter) | 9 | 9HH*/F6/m/x | 9HF*/F5/MU3/x | 9MH/C2/C4 | 9D/F6 | 9E/+ | 9HF/F5/u | | |
| 26 dwarf (fighter) | 10 | 10HH*/F5/m/x | 10HF*/F4/MU4/x | 10MH/C3/C4 | 10D/F5 | 10E/+ | 10LF/F5/u | | |
| 27 elf (fighter/MU) | 9 | 10HH*/F6/m/x | 10HF*/F5/MU5/x | 10MH/C3/C5 | 10D/F6 | 10E/+ | 10HF/F5/u | | |
| 28 elf (fighter/MU) | 10 | 11HH*/F5/m/x | 11HF*/F5/MU4/x | 11MH/C3/C5 | 11D/F5 | 11E/+ | 11LF/F5/u | | |
| 29 halfling (fighter) | 9 | 11HH*/F6/m/x | 11HF*/F6/MU5/x | 11MH/C4/C5 | 11D/F6 | 11E/+ | 11HF/F5/u | | |
| 30 halfling (fighter) | 10 | 12HH*/F6/m/x | 12HF*/F6/MU5/x | 12MH/C2/C6 | 12D/F6 | 12E/+ | 12HF/F6/u | | |

Key to CK2

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)

Any additional types accompanying horsemen (e.g., fighters or clerics) will also be mounted on same type of steed (e.g., griffons).

- * 1-in-3 chance = half of normal number, but mounted on griffons
- 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
- u 1-in-3 chance of additional magic-user:
 - 1 = MU from CK2b on same line (as CK2a roll)
- x 1-in-3 chance of additional "extraordinary" type (e.g., ogres; creature type at DM's discretion)

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) | 1d2+1 (per type) |
| II | keep/round | (size = # of levels) | 1d3+2 (per type) |
| III | keep/shell | (size = # of rings) | 1d3+3 (per type) |
| IV | towers/square | (size = # of towers) | 1d5+6 (per type) |
| V | towers/round | (size = # of towers) | 1d2+4 (per type) |
| VI | concentric | (size = # of castles) | 1d2+5 (per type) |

MAGIC-USER: TOWER

| Type | Size |
|------------|-----------------|
| I | round/sloped |
| II | round/straight |
| III | round/stepped |
| IV | square/sloped |
| V | square/straight |
| VI | square/stepped |

ELF: TREE STRONGHOLD

| Type | Size |
|------------|----------------------|
| I | 1 level per tree |
| II | 1d2 levels per tree |
| III | 1d3 levels per tree |
| IV | 1d5 levels per tree |
| V | 1d6 levels per tree |
| VI | 1d10 levels per tree |

DWARF: MOUNTAIN STRONGHOLD

| Type | Size |
|------------|---|
| I | centralized/flat |
| II | spread/concave |
| III | spread/convex |
| IV | modular/towered |
| V | hidden/disguised* |
| VI | roll d2 [1=underground, 2=freestanding] |

* by/as mountains

HALFLING: SHIRE

| Type | Size |
|------------|--|
| I | mounds/walled (size x 2 = # of mounds) |
| II | mounds/hidden* (size x 2 = # of mounds) |
| III | mounds & trees/walled (size = # of mounds & trees†) |
| IV | mounds & trees/hidden* (size = # of mounds & trees†) |
| V | castle/walled (size = # of towers) |
| 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

| | | |
|----|---|--------------------------|
| 1 |  | solid |
| 2 |  | per pale |
| 3 |  | per fess |
| 4 |  | quartered |
| 5 |  | quarterly of 6 |
| 6 |  | canton |
| 7 |  | per bend |
| 8 |  | per bend sinister |
| 9 |  | per saltire |
| 10 |  | tierced in pale |
| 11 |  | tierced in pale reversed |
| 12 |  | gyronny of 8 |
| 13 |  | pale |
| 14 |  | bars |
| 15 |  | bend |
| 16 |  | paly of 6 |
| 17 |  | barry of 6 |
| 18 |  | bendy of 8 |
| 19 |  | per chevron |
| 20 |  | per chevron reversed |
| 21 |  | chevron |
| 22 |  | chief |
| 23 |  | fess |
| 24 |  | pall |
| 25 |  | inescutcheon |
| 26 |  | bordure |
| 27 |  | cross |
| 28 |  | per pale indented |
| 29 |  | chape-ploye |
| 30 |  | chief embattled |































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 referencing only the tens digit (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 | cedréé | 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 | cedrée | ashen grey | sincerity, peace |
| 18 | fur | ermine | white field with black ermine spots | valor, justice, dignity |
| 19 | fur | ermines | 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

| | | |
|----|---|--------------------------|
| 1 |  | cross: bottonny |
| 2 |  | cross: flory |
| 3 |  | cross: moline |
| 4 |  | cross: pattee |
| 5 |  | cross: patonce |
| 6 |  | cross: potent |
| 7 |  | cross: crosslet |
| 8 |  | sun (in splendor) |
| 9 |  | moon (in plenitude) |
| 10 |  | star |
| 11 |  | estoile |
| 12 |  | garb of wheat |
| 13 |  | fleur de lis |
| 14 |  | crown |
| 15 |  | knight on horseback |
| 16 |  | sword |
| 17 |  | crossed swords |
| 18 |  | crossed axes |
| 19 |  | lion (rampant) |
| 20 |  | bear (rampant) |
| 21 |  | griffon (rampant) |
| 22 |  | unicorn (rampant) |
| 23 |  | panther (rampant) |
| 24 |  | dragon (passant) |
| 25 |  | eagle (displayed) |
| 26 |  | 2-head eagle (displayed) |
| 27 |  | lion head |
| 28 |  | eagle head |
| 29 |  | dragon head |
| 30 |  | unicorn head |

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 |

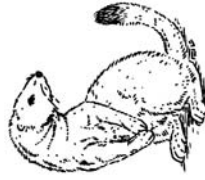
HRLD3c: RARE ANIMALS

| | |
|----|-----------------|
| 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 | shedú |
| 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]

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

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 |

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-3 = w/ wings

† 1-in-3 = arctic/snow

† 1-in-5 = spits flame

†† 1-in-10 = winged

* [1=oak, 2=pine]

† 1-in-5 = burning

* 1-in-2 = two crossed

of type indicated

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

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 | troglydites |
| 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 | |

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 |

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 |



City Guards, City Watch, Border Patrols

Any group: highest level fighter = commander, 2nd = lieutenant, and 3rd = sergeant. 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 | | | CITY WATCH | | | BORDER PATROLS | | | ARMS | | | |
|-------------|--------------|---------------------------|--|--|--|------------------------------------|------|-----------|------|-------------|--------|-------------|
| CG1: ROLL 1 | CG2: ROLL 2 | Magic-user/ Fighter(s) | CWa: DAY WATCH Cleric/Fighter/ Mercenaries | CWb: NIGHT WATCH Cleric/Fighter/ Mercenaries | BP1: ROLL 1 #Men-at-arms/ Fighters:1 | BP2: +ROLL 2 +Fighters Level | Roll | Roll | Roll | Roll | Weapon | Weapon |
| 1 | MU:1/F:1 | 7m/- | 1 | C:3/F:1/3m | 1 | C:4/F:3/8m | 1 | 10m/3xF:1 | 1 | F:2/F:3/F:6 | 1 | short sword |
| 2 | MU:1/F:2 | 8m/- | 2 | C:3/F:1/4m | 2 | C:4/F:3/9m | 2 | 11m/3xF:1 | 2 | F:2/F:3/F:8 | 2 | longsword |
| 3 | MU:1/F:3 | 9m/- | 3 | C:3/F:2/4m | 3 | C:4/F:4/9m | 3 | 12m/3xF:1 | 3 | F:2/F:4/F:5 | 3 | broadsword |
| 4 | MU:1/F:1/F:2 | 10m/- | 4 | C:3/F:1/5m | 4 | C:4/F:3/10m | 4 | 13m/3xF:1 | 4 | F:2/F:4/F:6 | 4 | flail |
| 5 | MU:1/F:1/F:3 | 11m/- | 5 | C:3/F:2/5m | 5 | C:4/F:4/10m | 5 | 14m/3xF:1 | 5 | F:2/F:4/F:6 | 5 | mace |
| 6 | MU:1/F:2/F:3 | 12m/- | 6 | C:3/F:3/5m | 6 | C:4/F:5/10m | 6 | 15m/3xF:1 | 6 | F:2/F:4/F:8 | 6 | short sword |
| 7 | MU:2/F:1 | 13m/+F:4 | 7 | C:3/F:4/5m | 7 | C:4/F:6/10m | 7 | 16m/3xF:1 | 7 | F:2/F:5/F:6 | 7 | longsword |
| 8 | MU:2/F:2 | 14m/+F:4 | 8 | C:3/F:3/6m | 8 | C:4/F:5/11m | 8 | 17m/3xF:1 | 8 | F:2/F:5/F:6 | 8 | broadsword |
| 9 | MU:2/F:3 | 15m/+F:4 | 9 | C:3/F:4/6m | 9 | C:4/F:6/11m | 9 | 18m/3xF:1 | 9 | F:2/F:5/F:8 | 9 | flail |
| 10 | MU:2/F:1/F:2 | 16m/+F:4 | 10 | C:3/F:4/7m | 10 | C:4/F:6/12m | 10 | 19m/3xF:1 | 10 | F:2/F:6/F:6 | 10 | mace |
| 11 | MU:2/F:1/F:3 | 7m/+F:4 | 11 | C:4/F:1/3m | 11 | C:5/F:3/8m | 11 | 20m/3xF:1 | 11 | F:2/F:6/F:8 | 11 | short sword |
| 12 | MU:2/F:2/F:3 | 8m/+F:4 | 12 | C:4/F:1/4m | 12 | C:5/F:3/9m | 12 | 21m/3xF:1 | 12 | F:2/F:7/F:8 | 12 | longsword |
| 13 | MU:3/F:1 | 9m/+F:4 | 13 | C:4/F:2/4m | 13 | C:5/F:4/9m | 13 | 22m/3xF:1 | 13 | F:3/F:4/F:5 | 13 | broadsword |
| 14 | MU:3/F:2 | 10m/+F:4 | 14 | C:4/F:1/5m | 14 | C:5/F:3/10m | 14 | 23m/3xF:1 | 14 | F:3/F:4/F:6 | 14 | flail |
| 15 | MU:3/F:3 | 11m/+F:4 | 15 | C:4/F:2/5m | 15 | C:5/F:4/10m | 15 | 24m/3xF:1 | 15 | F:3/F:4/F:6 | 15 | mace |
| 16 | MU:3/F:1/F:2 | 12m/+F:5 | 16 | C:4/F:3/5m | 16 | C:5/F:5/10m | 16 | 10m/4xF:1 | 16 | F:3/F:4/F:8 | 16 | short sword |
| 17 | MU:3/F:1/F:3 | 13m/+F:5 | 17 | C:4/F:4/5m | 17 | C:5/F:6/10m | 17 | 11m/4xF:1 | 17 | F:3/F:5/F:6 | 17 | longsword |
| 18 | MU:3/F:2/F:3 | 14m/+F:5 | 18 | C:4/F:3/6m | 18 | C:5/F:5/11m | 18 | 12m/4xF:1 | 18 | F:3/F:5/F:6 | 18 | broadsword |
| 19 | MU:4/F:1 | 15m/+F:5 | 19 | C:4/F:4/6m | 19 | C:5/F:6/11m | 19 | 13m/4xF:1 | 19 | F:3/F:5/F:8 | 19 | flail |
| 20 | MU:4/F:2 | 16m/+F:5 | 20 | C:4/F:4/7m | 20 | C:5/F:6/12m | 20 | 14m/4xF:1 | 20 | F:3/F:6/F:6 | 20 | mace |
| 21 | MU:4/F:3 | 7m/+F:5 | 21 | C:5/F:1/3m | 21 | C:6/F:3/8m | 21 | 15m/4xF:1 | 21 | F:3/F:6/F:8 | 21 | short sword |
| 22 | MU:4/F:1/F:2 | 8m/+F:5 | 22 | C:5/F:1/4m | 22 | C:6/F:3/9m | 22 | 16m/4xF:1 | 22 | F:3/F:7/F:8 | 22 | longsword |
| 23 | MU:4/F:1/F:3 | 9m/+F:5 | 23 | C:5/F:2/4m | 23 | C:6/F:4/9m | 23 | 17m/4xF:1 | 23 | F:4/F:5/F:6 | 23 | broadsword |
| 24 | MU:4/F:2/F:3 | 10m/+F:5 | 24 | C:5/F:1/5m | 24 | C:6/F:3/10m | 24 | 18m/4xF:1 | 24 | F:4/F:5/F:6 | 24 | flail |
| 25 | MU:5/F:1 | 11m/+F:5 | 25 | C:5/F:2/5m | 25 | C:6/F:4/10m | 25 | 19m/4xF:1 | 25 | F:4/F:5/F:8 | 25 | mace |
| 26 | MU:5/F:2 | 12m/+F:5 | 26 | C:5/F:3/5m | 26 | C:6/F:5/10m | 26 | 20m/4xF:1 | 26 | F:4/F:6/F:6 | 26 | short sword |
| 27 | MU:5/F:3 | 13m/+F:5 | 27 | C:5/F:4/5m | 27 | C:6/F:6/10m | 27 | 21m/4xF:1 | 27 | F:4/F:6/F:8 | 27 | longsword |
| 28 | MU:5/F:1/F:2 | 14m/+F:5 | 28 | C:5/F:3/6m | 28 | C:6/F:5/11m | 28 | 22m/4xF:1 | 28 | F:4/F:7/F:8 | 28 | broadsword |
| 29 | MU:5/F:1/F:3 | 15m/+F:5 | 29 | C:5/F:4/6m | 29 | C:6/F:6/11m | 29 | 23m/4xF:1 | 29 | F:5/F:6/F:6 | 29 | flail |
| 30 | MU:5/F:2/F:3 | 16m/+F:5 | 30 | C:5/F:4/7m | 30 | C:6/F:6/11m | 30 | 24m/4xF:1 | 30 | F:5/F:6/F:8 | 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

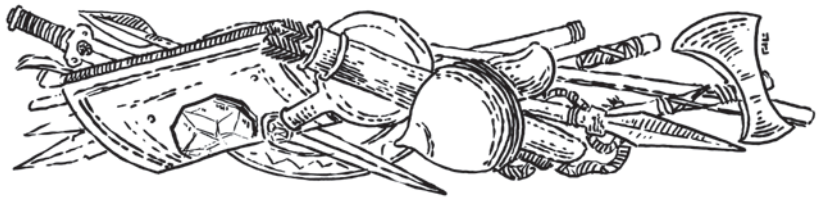
| Method/Device | Description |
|-------------------------------------|--|
| 1 brank | metal cage-like mask; victim's head is caged and the brank is chained for public display |
| 2 brazen bull | hollow bronze bull w/ "door"; condemned locked inside and fire lit below; "roasting" inhabitants; screams 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 = | Thorp | Hamlet | Village | Small Town | Large Town | Small City | Large City |
|--------------------|----------------------------|-----------------------------|-----------------------------|------------------------------|-------------------------------|------------------------------|----------------------------|
| Population = | 5 + 1d30 | 30 + 1d30 | (5+1d30) x 5 | (2+1d30) x 60 | (20+1d30) x 100 | 5,000 + (1d30x200) | 10,000 + (1d30x400) |
| | Small (6-15) | Medium (16-25) | Large (26-35) | Small (31-40) | Medium (41-50) | Large (51-60) | Small (61-75) |
| | Small (76-85) | Medium (86-120) | Large (125-175) | Small (180-160) | Medium (820-1,340) | Large (1,400-1,920) | Small (2,100-3,000) |
| | Small (3,100-4,000) | 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) | |
| Vendor/Shop | Small (6-15) | Medium (16-25) | Large (26-35) | Small (31-40) | Medium (41-50) | Large (51-60) | Small (61-75) |
| 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 DMI'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 | 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 |

* 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

| | Attitude | Reaction Modifier | Bartering (as % of Standard) |
|-----------|---------------|-------------------|------------------------------|
| 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 | TNG3g | TNG3h | | |
| 1 | TNG2a/TNG3a | solitary | angry | one | bright | acolyte | mage | badger | basilisk | arrow | barrel | | |
| 2 | TNG2a/TNG3b | lone | barking | two | blind | angel | magician | bear | brownie | axe | bridge | | |
| 3 | TNG2a/TNG3c | two | bawdy | three | bloody | archer | maid | beaver | centaur | bow | bucket | | |
| 4 | TNG2a/TNG3d | three | belching | four | bold | bachelor | merchant | boar | cockatrice | buckler | bush | | |
| 5 | TNG2a/TNG3e | four | bitter | five | bouncing | bard | mistress | cock | cyclops | catapult | castle | | |
| 6 | TNG2a/TNG3f | five | crying | seven | busy | baron | monk | dog | dragon | club | cauldron | | |
| 7 | TNG2b/TNG3a | seven | cheerful | nine | chequered | beggar | nomad | eagle | dwarf | crossbow | crown | | |
| 8 | TNG2b/TNG3b | nine | cranky | ten | dark | bishop | nun | fox | elf | dagger | citadel | | |
| 9 | TNG2b/TNG3c | ten | dancing | twelve | dirty | brigand | paladin | frog | gargoyle | dart | cup | | |
| 10 | TNG2b/TNG3d | twelve | drunken | king's | dusty | buccaneer | pirate | hound | ghost | flail | flagon | | |
| 11 | TNG2b/TNG3e | king's | fallen | queen's | flying | burglar | priest | horse | giant | gauntlet | field | | |
| 12 | TNG2b/TNG3f | queen's | friendly | noble | fiery | captain | prince | jackal | gnome | halberd | garden | | |
| 13 | TNG2c/TNG3a | noble | happy | royal | filthy | cardinal | princess | lamb | goblin | hammer | gate | | |
| 14 | TNG2c/TNG3b | royal | hungry | brass | flaming | cavalier | queen | leopard | gorgon | helm | hand | | |
| 15 | TNG2c/TNG3c | brass | jolly | bronze | frozen | dervish | robber | lion | griffon | hilt | key | | |
| 16 | TNG2c/TNG3d | bronze | laughing | copper | hairy | duke | scout | lizard | halfing | javelin | leaf | | |
| 17 | TNG2c/TNG3e | copper | leering | gold(en) | humble | earl | sharper | monkey | harpy | lance | mug | | |
| 18 | TNG2c/TNG3f | gold(en) | lonely | platinum | idle | enchanter | sheriff | ostrich | hippogriff | mace | plate | | |
| 19 | TNG3a + TNG3a* | platinum | nosy | silver | pale | footman | sorcerer | peacock | hydra | pick | pantry | | |
| 20 | TNG3a + TNG3b | silver | proud | black | radiant | friar | swordsman | pig | kobold | pike | paw | | |
| 21 | TNG3b + TNG3b* | black | quiet | blue | rusty | guard | thief | porcupine | leprechaun | pollaxe | purse | | |
| 22 | TNG3c + TNG3c* | blue | raving | crimson | old | jester | traveler | salamander | minotaur | rapier | rose | | |
| 23 | TNG3c + TNG3d | crimson | salty | gray | polished | judge | trickster | snake | ogre | sabre | scepter | | |
| 24 | TNG3d + TNG3d* | gray | screaming | green | shining | hero | vagabond | spider | orc | scabbard | scroll | | |
| 25 | TNG3e + TNG3e* | green | sleeping | purple | slippery | horseman | veteran | swan | pixie | scythe | skull | | |
| 26 | TNG3e + TNG3f | purple | snarling | rose | smoking | king | vicar | tiger | satyr | sheath | staff | | |
| 27 | TNG3c + TNG3e | rose | starving | scarlet | stinking | knave | virgin | toad | sphinx | shield | star | | |
| 28 | TNG3a's TNG3e | scarlet | tired | white | stone | knight | wanderer | weasel | sprite | sickle | tree | | |
| 29 | TNG3b's TNG3e | white | winking | yellow | striped | lancer | warlock | wolf | troll | spear | wheel | | |
| 30 | TNG3b's TNG3f | yellow | zealous | | young | lord | wizard | wolverine | unicorn | sword | windmill | | |

* 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

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 mages
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

* or by tavern name
 ** roll as classed NPC (on **CLS1**, p.38)

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

| CLS1b: BX | | CLS1a: Multi-classed* & 1e-specific Races | |
|-----------|---|---|--|
| 1 | cleric | human | cleric |
| 2 | cleric | human | cleric |
| 3 | druid | elf | cleric/fighter |
| 4 | druid | human | cleric/fighter |
| 5 | druid | human | [1=C/F/MU, 2=C/R, 3=C/MU] |
| 6 | fighter | dwarf | [1=C/T, 2=C/A] |
| 7 | fighter | elf | druid |
| 8 | fighter | halfling | fighter |
| 9 | fighter | human | fighter |
| 10 | fighter | human | fighter |
| 11 | paladin | human | fighter/magic-user |
| 12 | ranger | human | fighter/magic-user |
| 13 | magic-user | elf | fighter/illusionist |
| 14 | magic-user | human | fighter/thief |
| 15 | magic-user | human | fighter/thief |
| 16 | illusionist | human | fighter/thief |
| 17 | thief | dwarf | fighter/thief |
| 18 | thief | elf | fighter/thief |
| 19 | thief | halfling | [1=F/T, 2=F/A] |
| 20 | thief | human | fighter/MU/thief |
| 21 | thief | human | ranger |
| 22 | assassin | dwarf | magic-user |
| 23 | assassin | elf | magic-user/thief |
| 24 | assassin | halfling | magic-user/thief |
| 25 | assassin | human | illusionist |
| 26 | assassin | human | illusionist/thief |
| 27 | monk | human | thief |
| 28 | roll on CLS1ax [†] or reroll ^{††} | | thief |
| 29 | roll on CLS1ax [†] or reroll ^{††} | | thief |
| 30 | roll on CLS1ax [†] or reroll ^{††} | | 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 |

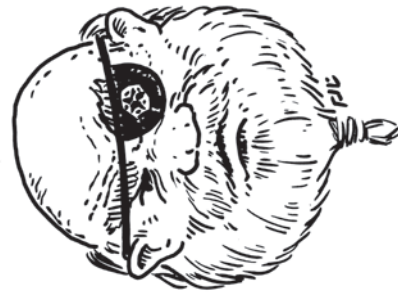
† For multi-classed characters: use the level result from **CLS2** for the first class listed. Roll 1d5 for each additional class to determine the level adjustment for that class.

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)

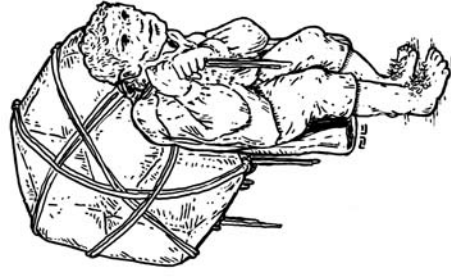
| Class | STR INT WIS DEX CON CHA | | | | | | SPECIFIC NPC TYPES | | | | | | ABILITY SCORES BY RACE/SEX | | | | | | | |
|----------------|-------------------------|-----|-----|------|------|-----|--------------------|-----|-----|-----|-----|-----|----------------------------|------------------|-----|-----|-----|-----|-----|-----|
| | STR | INT | WIS | DEX | CON | CHA | Type** | STR | INT | WIS | DEX | CON | CHA | Race, Sex | STR | INT | WIS | DEX | CON | CHA |
| cleric | A/B* | C | A | B | B/A* | C | alchemist | D | A | B | A | C | C | dwarf, female | B | C | C | B | C | B |
| druid | B | C | A | A | B | C | blacksmith | A | B | C | B | A | B | dwarf, male | A | C | C | B | A | C |
| fighter/dwarf | A | C | B | B/A* | A/B* | C | captain/navigator | C | B | A | C | C | B | human, female | C | C | C | C | D | C |
| paladin/elf | A | A | B | B/C* | C/B* | C | man-at-arms | B | C | C | B | B | C | human, male | B | C | C | C | C | C |
| ranger | B | B | A | C | A | C | master merchant | C | C | B | C | D | A | elf, female | D | B | B | C | A | B |
| magic-user | B | A | C | A | B | C | sailor | B | B | B | B | D | D | elf, male | C | B | B | A | B | B |
| illusionist | C | A | C | A | B | B | sage (C) | C | A | B | B | C | C | half-elf, female | C | B | C | A | B | B |
| thief/halfling | B | A | C | A | C | B | sage (MU) | C | A | A | B | B | C | half-elf, male | B | B | C | A | C | B |
| assassin | A | A | C | A | C | C | sage (MU/C) | C | A | A | B | B | C | halfling, female | D | C | D | B | C | C |
| monk | A | C | A | A | B | C | spy | C | A | B | A | B | A | 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 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | |
| B | above average | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 |
| C | average | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 |
| D | below average | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 |



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.

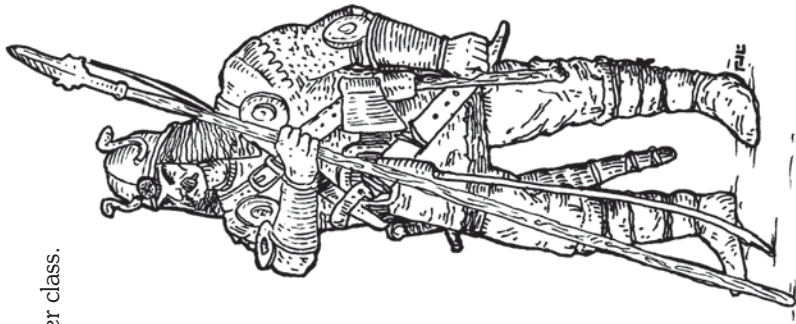
| FIGHTER/PALADIN [†] | | RANGER/ELF ^{†*} | | DWARF ^{†*} | | HALFLING ^{†*} | | ARMOR TYPE | |
|------------------------------|-----------------|--------------------------|--------|---------------------|--------|------------------------|--------|-----------------|-----------------|
| 1s Weapon | Shield | 1s Weapon | Shield | 1s Weapon | Shield | 1s Weapon | Shield | 10s Digit: Type | 10s Digit: Type |
| 1 axe, battle | no ¹ | 1 bow, long | no | 1 axe, hand | no | 1 axe, hand | no | 1-10 leather | 1-10 leather |
| 2 hammer, war | no ¹ | 2 bow, short | no | 2 axe, throwing | no | 2 bow, short | no | 11-20 chain | 11-20 chain |
| 3 sword, broad | no ¹ | 3 dagger | no | 3 hammer, war | no | 3 crossbow | no | 21-30 plate | 21-30 plate |
| 4 sword, long | no ¹ | 4 sword, short | no | 4 mace | no | 4 dagger | no | | |
| 5 sword, 2-handed | no ¹ | 5 sword, long | no | 5 sword | no | 5 mace | no | | |
| 6 pole arm, 2-handed | no ¹ | 6 bow, long | yes | 6 axe, hand | yes | 6 sword (short) | no | | |
| 7 axe, battle | yes | 7 bow, short | yes | 7 axe, throwing | yes | 7 axe, hand | yes | | |
| 8 hammer, war | yes | 8 dagger | yes | 8 hammer, war | yes | 8 dagger | yes | | |
| 9 sword, broad | yes | 9 sword, short | yes | 9 mace | yes | 9 mace | yes | | |
| 0 sword, long | yes | 0 sword, long | yes | 0 sword | yes | 0 sword (short) | yes | | |

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 | | DRUID | | MAGIC-USER/ILLUSIONIST | | THIEF/ASSASSIN ^{**} | | MONK | |
|-----------|---------|-------------------|-----------|------------------------|-----------------------------|------------------------------|------------------|------------------|------------|
| 1s Weapon | Armor | 10s Digit: Add-on | 1s Weapon | Armor | 1s Weapon | Armor ^{††} | 10s Digit: Other | 10s Digit: Other | 1s Weapon |
| 1 club | leather | 1-10 shield | 1 club | none | 1 bo staff | 1-10 parchment | 1 club | none | 1 bo staff |
| 2 mace | leather | 11-20 holy symbol | 2 dagger | none | 2 dagger | 11-20 quill & ink | 2 dagger | none | 2 club |
| 3 hammer | leather | 21-30 holy water | 3 hammer | none | 3 jo staff | 21-30 parchment, quill & ink | 3 sword, broad | none | 3 crossbow |
| 4 club | chain | | 4 spear | none | 4 dagger + bo staff | | 4 sword, short | none | 4 dagger |
| 5 mace | chain | | 5 staff | none | 5 dagger + jo staff | | 5 sword, long | none | 5 hand axe |
| 6 hammer | chain | | 6 club | leather | 6 dagger + darts | | 6 club | leather | 6 javelin |
| 7 club | plate | | 7 dagger | leather | 7 bo staff + darts | | 7 dagger | leather | 7 jo staff |
| 8 mace | plate | | 8 hammer | leather | 8 jo staff + darts | | 8 sword, broad | leather | 8 polearm |
| 9 hammer | plate | | 9 spear | leather | 9 dagger + bo staff + darts | | 9 sword, short | leather | 9 spear |
| 0 sling | leather | | 0 staff | leather | 0 dagger + jo staff + darts | | 0 sword, long | leather | 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 | |

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 | wheelwright | trapper |
| 30 potions | winemaker | undertaker |

NPC04: 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 |

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 | |



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

| | |
|-----------|--------------------|
| 1 | grand duke |
| 2 | grand duchess |
| 3 | viceroi |
| 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 | esquire, wife of |
| 29 | gentleman |
| 30 | lady |

Female

| | |
|-----------|--------------------|
| 1 | grand duchess |
| 2 | grand duchess |
| 3 | viceroi |
| 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 | esquire, wife of |
| 29 | gentleman |
| 30 | lady |

NPCN2: RELATION TO KING

1s Type

| | |
|----------|-----------------------------|
| 1 | brother/sister |
| 2 | uncle/aunt |
| 3 | nephew/niece |
| 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 |

10s Digit: Degree

| | |
|--------------|---------------------------------|
| 1-10 | direct relation |
| 11-20 | spouse of (in-law) |
| 21-30 | family friend (ignore 1s digit) |

NPCN: 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 | bailliff | 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 | pantry | 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 | cellarer | cellar/wine |
| 17 | food and drink | poulterer | poultry |
| 18 | food and drink | spicer | spices/spicery |
| 19 | food and drink | larder | larder |
| 20 | food and drink | scaldier | 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 | 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/DA | FA/DA |
| 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 | 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 |

HUMANKIND

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

DEMI-HUMANKIND

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

HUMANOID & GIANTKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & genealogy
- 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

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

SUPERNATURAL & UNUSUAL

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

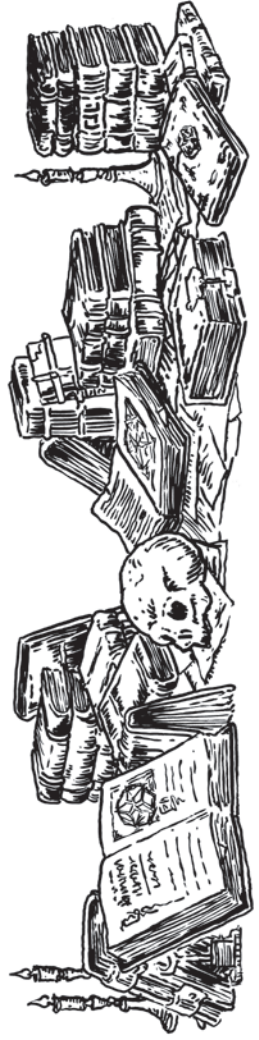
PHYSICAL UNIVERSE

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

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 | | NPCA2: SKIN | | NPCA3: FACE | | NPCA4: EYE COLOR | | NPCA5: HAIR COLOR | | NPCA6: HAIR LENGTH/APPEARANCE | |
|-------------------|------------------|-----------------------|--------------------|-------------------------|---------------------|------------------|-------|-------------------|-------|-------------------------------|-------|
| 1 barrel-chested | 1 alabaster | 1 baby-faced | 1 amethyst | 1 black | 1 cropped over ears | 1 1 | 1 1 | 1 1 | 1 1 | 1 1 | 1 1 |
| 2 beefy | 2 amber | 2 craggy | 2 aqua, bright | 2 soft black | 2 to chin | 2 2 | 2 2 | 2 2 | 2 2 | 2 2 | 2 2 |
| 3 big | 3 beige, light | 3 fresh-faced | 3 aqua, medium | 3 dark brown | 3 over ears | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |
| 4 brawny | 4 beige, med. | 4 full-face | 4 aqua, dark | 4 dark chestnut | 4 to collar | 4 4 | 4 4 | 4 4 | 4 4 | 4 4 | 4 4 |
| 5 built | 5 beige, dark | 5 furrowed | 5 blue, light | 5 dark ash brown | 5 to chin | 5 5 | 5 5 | 5 5 | 5 5 | 5 5 | 5 5 |
| 6 bullnecked | 6 beige, golden | 6 good-looking | 6 blue, medium | 6 medium brown | 6 to collar | 6 6 | 6 6 | 6 6 | 6 6 | 6 6 | 6 6 |
| 7 burly | 7 bisque | 7 handsome | 7 blue, deep | 7 med. chestnut brown | 7 to chin | 7 7 | 7 7 | 7 7 | 7 7 | 7 7 | 7 7 |
| 8 coltish | 8 bronze, light | 8 hatchet-faced | 8 blue, sapphire | 8 medium ash brown | 8 to collar | 8 8 | 8 8 | 8 8 | 8 8 | 8 8 | 8 8 |
| 9 compact | 9 bronze, med. | 9 lived-in | 9 blue, steel | 9 light golden brown | 9 to chin | 9 9 | 9 9 | 9 9 | 9 9 | 9 9 | 9 9 |
| 10 full | 10 bronze, dark | 10 sculpted | 10 brown, dark | 10 dark golden blonde | 10 to collar | 10 10 | 10 10 | 10 10 | 10 10 | 10 10 | 10 10 |
| 11 gangly | 11 chestnut | 11 chin, cleft | 11 brown, medium | 11 light chestnut brown | 11 to chin | 11 11 | 11 11 | 11 11 | 11 11 | 11 11 | 11 11 |
| 12 heavily built | 12 cocoa, light | 12 chin, weak | 12 brown, light | 12 wheat blonde | 12 to collar | 12 12 | 12 12 | 12 12 | 12 12 | 12 12 | 12 12 |
| 13 heavy-set | 13 cocoa, med. | 13 cheeks, chubby | 13 brown, chestnut | 13 honey blonde | 13 to chin | 13 13 | 13 13 | 13 13 | 13 13 | 13 13 | 13 13 |
| 14 herculean | 14 cocoa, dark | 14 cheeks, dimpled | 14 green, light | 14 light ash brown | 14 to collar | 14 14 | 14 14 | 14 14 | 14 14 | 14 14 | 14 14 |
| 15 husky | 15 golden, light | 15 eyes, almond | 15 green, medium | 15 light blonde | 15 to chin | 15 15 | 15 15 | 15 15 | 15 15 | 15 15 | 15 15 |
| 16 lanky | 16 golden, med. | 16 eyes, bulging | 16 green, dark | 16 golden blonde | 16 to collar | 16 16 | 16 16 | 16 16 | 16 16 | 16 16 | 16 16 |
| 17 paunchy | 17 golden, dark | 17 eyes, round | 17 green, jade | 17 light blonde | 17 to chin | 17 17 | 17 17 | 17 17 | 17 17 | 17 17 | 17 17 |
| 18 pear-shaped | 18 honey, light | 18 eyes, narrow | 18 gray, pearl | 18 strawberry blonde | 18 to collar | 18 18 | 18 18 | 18 18 | 18 18 | 18 18 | 18 18 |
| 19 pigeon-chested | 19 honey, med. | 19 features, chiseled | 19 gray, light | 19 light copper blonde | 19 to chin | 19 19 | 19 19 | 19 19 | 19 19 | 19 19 | 19 19 |
| 20 slight | 20 honey, dark | 20 features, fine | 20 gray, medium | 20 light auburn | 20 to collar | 20 20 | 20 20 | 20 20 | 20 20 | 20 20 | 20 20 |
| 21 solid | 21 milky white | 21 features, narrow | 21 honey, light | 21 medium auburn | 21 to chin | 21 21 | 21 21 | 21 21 | 21 21 | 21 21 | 21 21 |
| 22 statuesque | 22 porcelain | 22 features, odd | 22 honey, medium | 22 bright copper brown | 22 to collar | 22 22 | 22 22 | 22 22 | 22 22 | 22 22 | 22 22 |
| 23 stocky | 23 rosy | 23 features, weak | 23 hazel brown | 23 mahogany | 23 to chin | 23 23 | 23 23 | 23 23 | 23 23 | 23 23 | 23 23 |
| 24 stooped | 24 ruddy | 24 lips, full | 24 hazel, green | 24 copper chestnut | 24 to collar | 24 24 | 24 24 | 24 24 | 24 24 | 24 24 | 24 24 |
| 25 strapping | 25 russet | 25 lips, thick | 25 periwinkle | 25 dark auburn | 25 to chin | 25 25 | 25 25 | 25 25 | 25 25 | 25 25 | 25 25 |
| 26 taut | 26 tan, light | 26 lips, thin | 26 lavender | 26 dark wine | 26 to collar | 26 26 | 26 26 | 26 26 | 26 26 | 26 26 | 26 26 |
| 27 thickset | 27 tan, medium | 27 nose, hook | 27 pink | 27 mix: blonde/ash | 27 to chin | 27 27 | 27 27 | 27 27 | 27 27 | 27 27 | 27 27 |
| 28 well-built | 28 tan, dark | 28 nose, long | 28 plum | 28 mix: blonde/copper | 28 to collar | 28 28 | 28 28 | 28 28 | 28 28 | 28 28 | 28 28 |
| 29 wide | 29 tan, golden | 29 nose, snub | 29 violet, light | 29 mix: brown/auburn | 29 to chin | 29 29 | 29 29 | 29 29 | 29 29 | 29 29 | 29 29 |
| 30 willowy | 30 tawny | 30 nose, turned-up | 30 violet, dark | 30 mix: wine/dk. brown | 30 to collar | 30 30 | 30 30 | 30 30 | 30 30 | 30 30 | 30 30 |

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 (stubbly/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* | NPCB2: PERSONAL INSPIRATION | NPCB3: PERSONALITY | NPCB4: QUIRKY BEHAVIOR | NPCB5: BAD HABITS |
|----------------------------------|--|----------------------------|----------------------------------|---|
| 1 avoiding past | 1 accomplishments of key figure | 1 anxious | 1 allergic to everything | 1-2 bad manners |
| 2 avoiding duty | 2 challenge overcome (in past) | 2 arrogant | 2 claustrophobic | 3-4 bad temper |
| 3 avoiding responsibility | 3 covenant/promise made | 3 austere | 3 clumsy | 5-6 bias |
| 4 duty, general | 4 event witnessed - childhood | 4 blasé | 4 compulsive truth-teller | 7-8 cynicism |
| 5 duty, group | 5 event witnessed - adolescence | 5 boastful | 5 fear of birds | 9-10 distrust |
| 6 duty, family member | 6 event witnessed - recent | 6 calm | 6 fear of blood | 11-12 envy |
| 7 goal, personal | 7 example of others (general) | 7 cheerful | 7 fear of bugs | 13-14 guilt/ing others |
| 8 goal, for other | 8 friend/acquaintance | 8 confused | 8 fear of the dark | 15-16 ingratitude |
| 9 glory | 9 great leader | 9 considerate | 9 fear of fire | 17-18 insensitivity |
| 10 greed | 10 mentor - childhood* | 10 distressed | 10 fear of magic | 19-20 jealousy |
| 11 honor | 11 mentor - adolescence* | 11 effervescent | 11 fear of snakes | 21-22 manipulation |
| 12 impress someone | 12 mentor - current | 12 eloquent | 12 fear of water | 23-24 negativity |
| 13 knowledge, general | 13 philosophical writings/beliefs | 13 energetic | 13 gambling addiction | 25-26 prejudice (e.g., elves) |
| 14 knowledge, specific | 14 prophecy | 14 fanciful | 14 greedy/covetous | 27-28 pride |
| 15 on the run | 15 relative, distant - same generation | 15 fidgety | 15 insomniac | 29-30 prying |
| 16 psychopath | 16 relative, distant - prev. generation** | 16 glum | 16 know-it-all | NPCB6: BURDENS |
| 17 pursuit | 17 relative, close - same generation | 17 jovial | 17 lacks empathy | odd =occasional, even =constant |
| 18 redemption | 18 relative, close - prev. generation** | 18 loquacious | 18 nosy | 1-2 anxiety |
| 19 reputation, earn | 19 religious writings/beliefs* | 19 meek | 19 obsessive-compulsive | 3-4 fear, helplessness |
| 20 reputation, protect | 20 sense of destiny | 20 moody | 20 packrat | 5-6 fear, failure |
| 21 rivalry | 21 serendipitous "signs" (ongoing) | 21 mysterious | 21 paranoid | 7-8 guilt, general |
| 22 seek lost item | 22 story/stories of legend (general) | 22 polite | 22 pathological liar | 9-10 guilt, past bad act |
| 23 solve mystery/question | 23 story/stories of a particular hero | 23 prim/proper | 23 pyromaniac | 11-12 guilt, unfulfilled promise |
| 24 teach/mentor | 24 visions, symbolic - childhood | 24 relaxed | 24 religious zealot | 13-14 heartbreak |
| 25 thrill seeking | 25 visions, symbolic - adolescence | 25 serious | 25 stutters | 15-16 nightmares |
| 26 uphold good | 26 visions, symbolic - current | 26 strange/affected | 26 suicidal | 17-18 paranoia |
| 27 unwanted involvement | 27 visions, deity/spirit - childhood | 27 suspicious | 27 superstitious | 19-20 sense of abandonment |
| 28 vengeance | 28 visions, deity/spirit - adolescence | 28 unfriendly | 28 substance addiction | 21-22 sense of alienation |
| 29 wanderer | 29 visions, deity/spirit - current | 29 vacant | 29 unrealistic/daydreamer | 23-24 sense of despair |
| 30 win affections (love) | 30 visions, mentor (deceased) - current | 30 withdrawn | 30 zones out | 25-26 sense of detachment |
| | | | | 27-28 sense of longing |
| | | | | 29-30 sense of worthlessness |

* may be adjusted according to result on NPCB2
 ** 2-in-3 chance mentor is deceased
 *** roll 1d6 to determine # of generations in distance (e.g., 2=parents' generation)

NPC Background, Eccentricities, and Talents

| NPCC1: PARENT(S) | NPCC2: ADDITIONAL FAMILY INFORMATION | NPCC3: PERSONAL LIFE | NPCC4: ECCENTRICITIES | NPCC4: TALENTS |
|----------------------------|---|--------------------------------------|---|---------------------------------|
| 1 adventurer | 1 remembers nothing of family or youth* | 1 belongs to secret cult | 1 ambidextrous | 1 acupuncture |
| 2 artist/performer | 2 from enormous family, has 15+1d15 brothers/sisters | 2 blind | 2 blabbermouth | 2 body painting |
| 3 baker | 3 was stolen as a child and ransomed back to family | 3 broke a great vow | 3 blinks a lot | 3 bureaucracy |
| 4 bard | 4 was left on parents' doorstep and raised as their own | 4 cares for disabled relative | 4 calls all by a nickname | 4 calligraphy |
| 5 beast master | 5 illegitimate child of a king; has 1d30 half-brothers/sisters | 5 color blind | 5 changes deity constantly | 5 cheating at cards |
| 6 carpenter | 6 raised by mother in the brothel where she worked* | 6 deaf | 6 crass vocabulary | 6 cider making |
| 7 cobbler | 7 orphaned by natural parents, raised by wicked step-parents | 7 has multiple spouses | 7 crossdresser | 7 disguise |
| 8 criminal | 8 sold into slavery as a child, escaped, grew up by own wits | 8 hates his/her life | 8 does "voices" | 8 etiquette/protocol |
| 9 drifter | 9 parent(s) killed by (fill in monster)† | 9 held in high regard | 9 double-jointed | 9 flower arranging |
| 10 farmer | 10 entire family (except character) are now undead | 10 hides a dark secret | 10 fidgets with jewelry | 10 folklore |
| 11 fisherman | 11 parent(s) killed by criminal† | 11 illiterate | 11 gestures incessantly | 11 genealogy |
| 12 forester | 12 entire family in hiding, being stalked out of revenge | 12 is being stalked | 12 keeps many animals | 12 good at games |
| 13 herder | 13 parent(s) killed by religious sect† | 13 knows many clerics | 13 lecherous | 13 good at riddles |
| 14 innkeeper | 14 entire family purportedly cursed by high-level evil cleric | 14 knows many magic-users | 14 mumbles | 14 good with dogs |
| 15 leatherworker | 15 everyone else in family in cult | 15 knows many thieves | 15 narcoleptic | 15 good with horses |
| 16 mason | 16 everyone in family eventually goes insane | 16 lives a secret life | 16 poor hygiene | 16 heraldry |
| 17 miner | 17 parents were pillars of their community | 17 missing eye (eyepatch) | 17 prone to migraines | 17 historian |
| 18 noble | 18 parents were well-known swindlers | 18 missing digit (finger) | 18 no attention span | 18 knows a lot of jokes |
| 19 peasant | 19 parents were actually spies (50% chance character knows) | 19 missing limb (arm/leg) | 19 no short term memory | 19 letter writing |
| 20 potter | 20 mother was assassinated at jealous noble's behest | 20 no memory of childhood | 20 no sense of direction | 20 lip reading |
| 21 priest | 21 father was a noble, had title stripped after "incident" | 21 no use of one arm | 21 prays before <u>all</u> decisions | 21 ornithology |
| 22 sage/sailor | 22 father was executed (rightfully; his crime was unspeakable) | 22 owes someone a "favor" | 22 self-congratulatory | 22 paper folding |
| 23 scholar | 23 father was executed wrongfully (he was innocent) | 23 publicly shamed | 23 speaks gibberish | 23 parlor tricks |
| 24 scribe | 24 sibling was given (at birth) to high-level MU to honor a debt | 24 reputation, bad | 24 speaks in third person | 24 reading body language |
| 25 merchant | 25 has identical twin, same class | 25 reputation, good | 25 talks in rhyme | 25 relaxation techniques |
| 26 military officer | 26 has identical twin, different class/profession | 26 scarred | 26 talks out of their ass | 26 rowing |
| 27 soldier | 27 fraternal twin, same sex, character lives in twin's shadow | 27 severely in debt | 27 talks to inanimate objects | 27 sexual techniques |
| 28 tax collector | 28 fraternal twin, same sex, twin lives in character's shadow | 28 speaks many languages | 28 talks with mouth full | 28 storytelling |
| 29 weaver | 29 fraternal twin, different sex, character lives in twin's shadow | 29 tattooed/marked | 29 whistles incessantly | 29 tobacco connoisseur |
| 30 woodworker | 30 fraternal twin, different sex, twin lives in character's shadow | 30 walks with limp | 30 yawns a lot | 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 **LNGB**), 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 | 10-20 | 21-30 |
|----------------------------|--------------|--------------|--------------|
| common humanoid | human† | humanoid I | humanoid II |
| uncommon humanoid | humanoid III | sylvan | giant I |
| BY GEOGRAPHY | 01-10 | 10-20 | 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 |

LNGB: LANGUAGE SUBTABLES

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

BY CLASS

| | 01-10 | 10-20 | 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 | 10-20 | 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)

* koalinh = aquatic hobgoblins

** kopoacinh = aquatic gargoyles

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

Reactions to Offers of Employment

RRXa: RETAINER REACTIONS (TO OFFERS)

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

| Roll Reaction | Effect |
|-------------------|--|
| 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 | Effect |
|-------------------|--|
| 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.

Retainer Loyalty

HHRM: SUGGESTED RECRUITMENT MODIFIERS

BY SETTLEMENT SIZE AND POPULATION DENSITY*

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

* 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 | | |
|-----------------|-----------|---------|----------|
| | 1 Week | 2 Weeks | 3 Weeks* |
| thorp | +1 | — | — |
| hamlet | +1 | — | — |
| village | +1 | — | — |
| small town | +1 | +2 | — |
| large town | +1 | +2 | — |
| small city | +1 | +2 | +3 |
| large city | +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

Henchmen/Hirelings Recruitment Modifiers

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 |
| 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 SPECIALIST

| Type | Modifier |
|------------------------|----------|
| alchemist | -8 |
| animal trainer | -4 |
| armoror | -3 |
| blacksmith | -2 |
| engineer, artilleryist | -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

LMM: LOYALTY

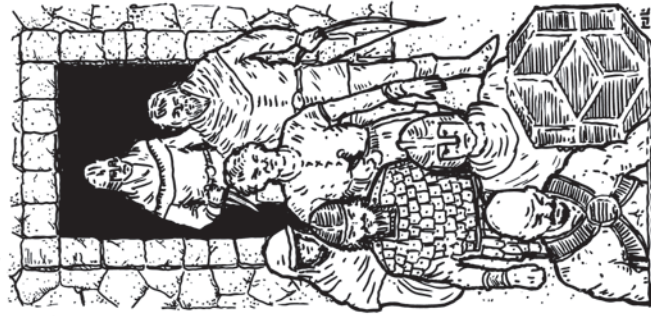
MORALE MODIFIERS

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.



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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!**



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