A	Adj. Tile	2-4	5-6	7-8	9-10	11-12	(d6)	1	2	3	4	5	6	W	ildern	ess D	iscover	r <b>y</b> (d6)
	Plains	Swamp	Hills	Plains	Forest	Desert	Plains	Lake	River	Long gr	ass Meadow	Depression	Plateau					1-2 Residue
	Hills	Plains	Forest	Hills	Mountain	Desert	Hills	Fjord	Rapids	Cops	e Lone tree	Valley	Ravine			1-4	Arcane	3-4 Blight 5-6 Enchantment
	Forest		Swamp	Forest		Mountain	Forest	Spring	River		s Fungi	Rocky area						1-2 Rift or tear
	Swamp	Hills	Plains	Swamp		Mountain	Swamp	Delta	Marsh		ves Tall reeds		Moorland	1	Unnatura Feature		Planar	3-4 Portal or gate
		Forest	Hills	Desert		Mountain	Desert	Oasis			i Dead tree		Mesa		reature			5-6 Distortion
		Plains	Hills	Mountain			Mountain	Rapids	Waterfall			Canyon	Crag					1-2 Mark or symbol 3-4 Cursed place
	ravel			See page	32 on terraii	n generation				Se	ee page 33 for ac	ianonsi ten	antreatures			6	Divine	3-4 Cursed place 5-6 Holy place
																		1-2 Burrow (small)
																1-2	Lair	3-4 Cave
																		5-6 Tunnel (large)
				\ /			\ /			< /				2-3	Natural	3-5		Terrain Feature  1 Game
		Ĭ		$\mathcal{L}$		$\downarrow$	$\mathcal{L}$	Ĭ		$\mathcal{L}$	Y				Feature			2-3 Plant
																6	Resource	4 Stone
																		5 Metal ore
			~						\ \ \ \ \ \	`								6 Wood  1-2 Signs of battle
														1		1-2	Sign	3-4 Tracks
																	<i>J</i>	5-6 Signs of habitation
				\			\/			\ /				1				1-2 Refuse
		Ĭ		Ĭ			Ĭ	Ĭ		T T	Ĭ			4	Evidence		Dan	3 Tools or equipment
																3-4	Remains	4 Supplies 5 Bones
																		6 Dead creature
																5-6	Ca	che (Unguarded Treasure)
														5			C	reature
																1		Settlement  1-2 Idol or statue
				\ /												2	Enigmatic	
	Ĭ	Ĭ		Ĭ		Ĭ	Ĭ	Ĭ		Ĭ	Ĭ						,	5-6 Monolith or cairn
																		1-2 Road or trail
																3	Route	3-4 Bridge or ford 5-6 Aqueduct or canal
						$\overline{}$												5-6 Aqueduct or canal 1-2 Campsite
														6	Structure			3 Farmhouse
														ľ	Structure	4	Dwelling	
			/ `			_/ `			/	<b>\</b>		/ \						5 Inn or roadhouse 6 Shack or hut
																		1-2 Grave marker
																5	Burial	3-4 Tomb or crypt
																		5-6 Shrine or temple
																6	Ruin	1-2 Dwelling 3-4 Settlement
														1		0	Kulli	5-6 Route
														W	ildern	ess D	anger	(d6)
		1	/	/		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\				\/				Roll	on <b>Wilde</b>	rness D	etail or Vei	<b>bs and Nouns</b> if needed.
														1		1-4	Undead	1-2 Wisp 3 Ghost
														1		1-4	ondead	4-6 Undead + Creature
														1				1-3 Imp or mephit (Element)
														1	Unnatur Entity	al 5	Planar	4-5 Elemental being (Element)
														1				6 Demon
														1		6	Divine	1-3 Herald 4-5 Champion
.1852.79. 4852										0	401 -40			1		ŭ	Divine	6 Avatar
Veal Veal Veal Veal Veal Veal Veal Veal	hecks	uson /	Cold Season		See pages 36 counter C	6 to 37 on gene					ges 48 to 49 on lo		ion names	1				1-2 Curse
2-3			Hail, wind	EN				<b>k</b> (x in d6)		х	Discove	-				1	Unnatural	
麦椰霉x 麦椰霉x 麦椰霉x 麦椰霉x 麦椰霉x			Icy mist, still			lerness		od Road		-	Unnatural		1			+		6 Planar trap
			cy wind, dry			anger		ns / Trai		1	Natural l		2-3	2-3	Hazard	2-4	Natural	1-2 Elemental (Element) 3-4 Physical (Chasm, rockslide)
FORGE ©			Clear, cold Light snow	2-3		ll Risk		s / Deser		2	Evide		4			2-4	ivacuial	5-6 Visibility (Fog, rain, sand)
FORGE by Oliver Fradgley is licensed under a			Steady snow	4-5	Discovery v	when searching	***************************************	ds / Fore		2	Creat	ture	5			5-6		Wilderness Trap
	12 Thunders		Snowstorm	6	Die	covery	Swamp	/ Mount	tain	3	Struci	tuvo	6	4-6				reature

1016	~ ~	See pages 41 to 43 for predefined creatures & treasure distribution								e distribution	Oracle See page 29 for Verbs and Nour						nd Nouns					
	1 Poisonous 2-6 Edible What are they?						What is	heir reaction	n?			(d6)	Impossible	Unlikely	Even	Odds	Likely (	Certain				
1	Bellador	nna	I	Herbs	-2	Modifer 2 Urba	<b>→</b>	1	Roll 2d6 + modifer			Intelli	gent Bes	tial	CHA Checks		No	No	N		No	No
2	Death c	cap	Frui	s/berries	0			≤4 5-6	Human		≤2	Hosti	ile Att	acks	Impossible	1	NO	NO	I	NO	NO	
3	Hemlo	ock	Mu	shrooms	+3			5-6 7-9	Humanoid		3-5	Unfrie	ndly May	Attack	Disadvantage	2	No	No	N	lo .	No	Yes
4	Mangro	Mangrove Nettles +2 Dungeon 10+		Beast Monster		6-8	Uncert		ıtral	Unmodified	3	No	No	N		Yes	Yes					
5	Nightsh	nade		Nuts	Wha	at level?		10+	Monsier	_	9-11	Will T	0	ores	Advantage	4	No	No	v	es	Yes	Yes
6	Wolfsba	ane	Root	vegetable	Party Level and Location   Mod. →   Creature Level (2d6 + mod.)				od)	12+ How clo	Helpf se are they?		ndly at are they	Success				_				
If fora	aging roll 1d6. On	ı 1-2 is game	meat. On 3-	6 use table above.		Avg. party lev			≤ 2 2 Levels lower*			1	Wilderness		Sleeping	5	No	Yes	Y	es	Yes	Yes
	ource (2d6)			Page 33		Avg. party lev			3-4 1 Level lower* 5-6 Equal to party level		1	Close	Far 2	Fa	iting something	6	Yes	Yes	Y	es	Yes	Yes
	1-2 Metal	3-4 W		-6 Stone		Avg. party lev In a dunge			<ul><li>5-6 Equal to party level</li><li>7-8 1 Level higher</li></ul>		2-4	Near	Very Far		eturning home	ļ	Modifier (d6)	The Medif	<b>Гот</b> То об	ld come o	lditional variat	ion to a
1	Copper		sh	Basalt	]	Plains terrain o			9-10 2 Levels higher		5-6	Far	Distant 4		arding something		, ,				ninate and roll	
2	Gold		edar	Granite		Hills or desert	terrain	0	11 3 Levels higher						hing for something	1	But	d6 as The N	Modifier.	A But	result denotes	a
3	Iron		aple	Limestone	7	Woods or forest	st terrain	+1	12 4 Levels higher			-1- ACl	12		hting something	2-5	-	marginal y	es or no	answer, w	hilst an <i>Ana</i>	<i>t</i> result
4	Platinum		Dak	Marble	Sw	ramp or mounta			13+ 5 Levels higher		How mu Level	ch Armor Cla	Examples		If Creature Mod.	6	And	denotes an	extreme	version of	tne same.	İ
5	Silver		ine	Sandstone	* If encountered creature level is less than 1, assume it to be level 0.  How many?						0		examples sic clothes, huma		has a shield +1	1	F F	(1c) T	o achier	o como a d	ditional surpris	20. 2027
6	Tin derness Detai		ew	Slate		Creature's lev	vel is	Mod. → E	ncounter Details		1-2		sic ciotnes, numa ather, animal skii		is immobile -4		Event Foci	ti	ime whe	e some ad n the resul	t on <i>The Oracl</i>	e and
11	derness Detai Abandoned 3	( /	osed 51	Page 33 Occupied		2+ levels low			Solitary				itner, animai skii iain, tough anim:	_	is slow -1	1	Remote E	vent T	he Modi	<i>fier</i> is the s	ame (doubles),	a
12	Abundant 3			1		Equal to party l	level		4-5 A pack (1d6+2)		3-5		, 0		is quick +1	2	NPC Rela	ated ra	andom é	vent is trig	gered. See pag	ze 28.
13	Ancient 3			Perilous		2-3 levels high			6+ A horde (4d6)		6-7		Plate, natural sh		is tiny +2	3	Quest Rel			Focus	Effect (d6)	İ
14	Barren 3			Ravaged		4+ levels high	her	-2			8-10		Stone, dragon so						1.0		. ,	1
15	Beautiful 3			Rich	Wha	nt are their Prima	nary Attribu	ites?			11+		ong magical prot	ection		4	PC Rela	ted	1-3	Nega	tive Spin	1
16	Blighted 3	36 Hau	nted 56	Rough	As u	rith PCs, all cr	reatures ha	ive a bonus	equal to their level when mak	king		heir Moral L		E	nles	5	Ambiguous	Event	4-6	Posi	tive Spin	İ
21	Blocked 4	<b>41</b> Hid	den 61	Ruined	checks using their primary attributes (P), and half their level (rounded						Explanation Always flee		Exam: Harmless	•	6	Current Sit	uation		•		İ	
22	Cold 4	42 High 62 Settled down) for secondary attributes. Most creatures have two primary attri  Note: Ideally, primary attributes should be assigned so that they fit a c						3-5 Unsteady Herd or domestic animals, peaceful humans Quests See page 31 for							age 31 for mo	re details						
23	Corrupted 43 Inaccessible 63 Shadowy ture's description (e.g. STR for Ogres), but they may also be randomised						6-7 Average Basic militia, most small creatures  Quest Type and Reward (d6 + d6)							age of 101 IIIO	re details							
24	Defended 4	14 Infe	sted 64	Wide		n 1				,	8-9	Steady			old or wild creatures						1.1	cc , I
25	Diverse 4					Roll	1	Z	5 4 5 (	6	10-11	Courageou			verful creatures	Roll	twice to determ	une what the	quest is r	related to, a	ાd the reward o	ffered.
	26 Empty 46 Lush 66 Withered Primary (P) STR DEX CON INT WIS CHA								1-2	Character b	ased	No m	onetary re	ward, just XP								
Wilderness Trap (d6) Page 33  Alarm A trip wire rigged to a bell Creature Creation: Step 2-Monster + Beast Creature Creation: Step 2-Monster + Beast						Creature Creation: Step 2 - Humanoid							4 Item based XP in the form of d6:1-2 gold or 3+ go									
2	1 00				TOTAL CITCHES	on ouc	<u> ~ 10101131</u>	CI DOMOI		ature Cr	eation: St	tep 2 - Humana	id		3-4	Item base	ed XI	P in the f	orm of <b>d6</b> :	1-2 gold or 3+	gems	
3	3 Trapping A deep pit covered in leaves		ogenic spore		See	pages 38 to				See	pages 4	14 to 47 f	tep 2 - Humano for additional	id rolls							_	_
4	Trapping			from a plant	See		39 for a		nal rolls Large + <i>Beast</i>	See	pages 4	14 to 47 fo	or additional	id rolls		3-4 5-6	Item base  Location ba			em (roll on	Unguarded T1	reasure)
4	Trapping Incapacitating	A dee	ep pit covered	from a plant l in leaves d from a hole		pages 38 to	0 39 for a	additior	t <b>al rolls</b> Large + <b>Beast</b> Plant + <b>Beast</b>	See	pages 4	14 to 47 fo (d6) 1-2	or additional	id rolls	What they have (d6)		Location ba	ased XP p	olus an It	em (roll on	_	reasure)
5	Incapacitating Damaging	A dee A knock A poorly	ep pit covered out dart fire concealed m	from a plant I in leaves d from a hole etal bear trap	See p		1 2 3	<b>additior</b>	lal rolls Large + Beast Plant + Beast onstruct (resource)	See	pages 4	14 to 47 for (d6)	or additional	id rolls	What they have (d6)  1-4   Melee 5-6   Ranged	5-6 Treasu	Location ba	ased XP p	olus an It	em (roll on	Unguarded T1	reasure) r treasure
5 6	Incapacitating Damaging Ambush	A dee A knock A poorly	ep pit covered	from a plant d in leaves d from a hole etal bear trap the trees		pages 38 to	1 2 3 4	addition C	Large + Beast Plant + Beast onstruct (resource) Undead + Human	See	e pages 4 Common	14 to 47 for (d6)	or additional  Halfling  Gnome  Kobold  Dwarf	idrolls	1-4 Melee 5-6 Ranged 1-5 Light/Med.	5-6 Treasu ≤4	Location ba	ased XP p  Treasure (2d6) x10 (2d6 × 10)	olus an It	em (roll on (2d6)	Unguarded Tr See page 50 for	reasure) r treasure
5	Incapacitating Damaging Ambush wers	A dee A knock A poorly Gob	ep pit covered -out dart fire concealed m lins hiding in	from a plant d in leaves d from a hole etal bear trap the trees Page 18		pages 38 to	1 2 3 4 5-6	addition C	Large + Beast Plant + Beast ponstruct (resource) Jndead + Human ecial Ability + Beast	See	e pages 4 Common	14 to 47 for (d6)  1-2  3 4	Halfling Gnome Kobold Dwarf Goblin	id rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy	5-6 Treasu ≤ 4 5-6	Location batter to the tree of	ased XP p  Treasure (2d6) x10 (2d6 × 10)	olus an It	em (roll on (2d6) Value	Unguarded To See page 50 for Examp	reasure) r treasure ples , Turquoise
5 6 Follo	Incapacitating Damaging Ambush wers Ha	A dee A knock A poorly Gob amlet Villa	ep pit covered out dart fire concealed m lins hiding in	from a plant  I in leaves  d from a hole etal bear trap the trees  Page 18  City Metrop.		pages 38 to	1 2 3 4 5-6 1	addition C	Large + Beast Plant + Beast onstruct (resource) Jindead + Human ecial Ability + Beast Ooze	See	e pages 4 Common	14 to 47 for (d6)  1-2  3  4  5  6  1	For additional Halfling Gnome Kobold Dwarf Goblin Elf	id rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour	5-6 Treasu ≤4 5-6 7-8	Location batter to the total transfer to the total transfer to the total transfer to the total transfer to the total transfer to the total transfer transfer to the total transfer transfer to the total transfer	Treasure (2d6) x10 (2d6 × 10) n	±Gem (	em ( <i>roll on</i> [2d6) Value 10	Unguarded Ti See page 50 for Examp Agate, Quartz,	reasure) r treasure ples , Turquoise per, Onyx
5 6 Follo	Incapacitating Damaging Ambush  WETS  Ha  Illed hirelings	A dee A knock A poorly Gob amlet Villa	ep pit covered -out dart fire concealed m lins hiding in	from a plant  I in leaves  d from a hole etal bear trap the trees  Page 18  City Metrop.	1-3	pages 38 to Unusual	39 for a  1 2 3 4 5-6	addition Ca U Spa	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast	See	e pages (Common	14 to 47 for (d6)  1-2 3 4 5 6 1 2 3	Halfling Gnome Kobold Dwarf Goblin	id rolls	1.4 Melee 5.6 Ranged 1.5 Light/Med. 6 Heavy  2.4 No Armour 5.8 Leather Armour 9.11 Chain Armour	5-6 Treasu ≤ 4 5-6	Location batter to the tree of	ased XP p  Treasure (2d6) x10 (2d6×10)  n c item	±Gem (  1  2-3  4-6  7-9	em ( <i>roll on</i> 2 <i>d6</i> ) Value 10 50	Unguarded Tr See page 50 for Examp Agate, Quartz, Crystal, Jasp	reasure) r treasure ples , Turquoise per, Onyx nyst, Garnet
5 6 Follo Unski	Incapacitating Damaging Ambush  WETS  Ha  Illed hirelings	A dee A knock A poorly Gob  amlet Villa 3 2	ep pit covered out dart fire concealed m lins hiding in ge Town Yes	from a plant d in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes		pages 38 to	39 for 3 1 2 3 4 5-6 1 2	addition Co T Spo	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element)	See	e pages 4 Common	14 to 47 for (d6)  1-2 3 4 5 6 1 2 ze 4	or additional Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin	id rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+	Location be to the total transfer of the transfer of the total transfer of the total transfer of the total transfer of the total transfer of the total transfer of the total transfer of the total transfer of the total transfer of the transfer of the total transfer of the transfer of the total transfer of the total transfer of the transfer of the total transfer of the transfer of transfer of the transfer of the transfer of transfer of the transfer of transfer of the transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer of transfer	Treasure (2d6) x10 (2d6 × 10) n c item dery	±Gem (  1  2-3  4-6  7-9  10-11	em (roll on [2d6]) Value 10 50 100 500 1000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle	reasure) r treasure ples , Turquoise per, Onyx nyst, Garnet Aquamarine e, Opal
5 6 Follo Unski Skill Me	Damaging Ambush  Wets  Ha  Illed hirelings	A dee A knock A poorly Gob  amlet Villa 3 2	ep pit covered out dart fire concealed m lins hiding in ge Town Yes	from a plant d in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes 2 Yes	1-3	pages 38 to Unusual	3 4 5-6 1 2 3 4	addition Co T Spo	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element) Indead + Creature	See	e pages (Common	14 to 47 for (d6)  1-2 3 4 5 6 1 2 3 ze	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear	rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure	Location batter to the state of	Treasure (2d6) x10 (2d6 × 10) n c item dery	±Gem (  1  2-3  4-6  7-9  10-11  12	em (roll on 2d6) Value 10 50 100 500 1000 5000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp	reasure) r treasure  ples , Turquoise per, Onyx nyst, Garnet Aquamarine e, Opal ohire, Ruby
5 6 Follo Unski Skill Me	Damaging Ambush  Wets  Ha  Illed hirelings led hireling ercenaries	A dec A knock A poorly Gob	ep pit covered out dart fire concealed m lins hiding in ge Town Yes	is from a plant If in leaves If from a hole If from a hole If from a hole If from a hole If from a hole If from a hole If from a hole If from a hole If from a plant If from a	1-3	pages 38 to Unusual	39 for 3 1 2 3 4 5-6 1 2	addition Co T Spo	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element) Indead + Creature Beast + Beast	1-3	pages Common Small Siz Human Si	14 to 47 for (d6)  1-2	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + #	rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure modifier	Location based on the state of	Treasure (2d6) x10 (2d6 × 10)  n c item dery tal	±Gem ( 1 2-3 4-6 7-9 10-11 12 13	em (roll on 2d6) Value 10 50 100 500 1000 5000 10,000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle	reasure) r treasure  ples , Turquoise per, Onyx nyst, Garnet Aquamarine e, Opal ohire, Ruby
5 6 Follo Unski Skill Me I	Incapacitating Damaging Ambush  Wers    Ha	A dee A knock A poorly Gob  amlet Villa, 3 2 5 4 4 3	ep pit covered concealed milins hiding in Yes 3 2 1	from a plant d in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes Yes Yes Yes Yes 3	1-3	pages 38 to Unusual	39 for . 1 2 3 4 5-6 1 2 3 4 5-6 1-2	CA U Spr E	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element) Indead + Creature	1-3	pages Common Small Siz Human Si	14 to 47 f	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure modifier	Location batter to the state of	Treasure (2d6) x10 (2d6×10)  n c item dery th± must apply	±Gem ( 1 2-3 4-6 7-9 10-11 12 13	em (roll on 12d6) Value 10 50 100 500 1000 5000 10,000 lery (2d6)	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki	reasure) r treasure ples , Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal ohire, Ruby ings Tear
5 6 Follo Unski Skill Me I Wa	Incapacitating Damaging Ambush  Wers  Ha  Illed hirelings led hireling ercenaries  Level (HD)  age (gp/week)	A dee A knock A poorly Gob  amlet Villa 3 2 5 4 4 3 0 2	epe pit covered out dart fire concealed mins hiding in Yes 3 2 1 5	is from a plant it in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes Yes 2 A 15 25  Page 50	1-3	Unusual Rare	39 for . 1 2 3 4 5-6 1 2 3 4 5-6 1-2	CA U Spr E	Large + Beast Plant + Beast onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element) Indead + Creature Beast + Beast Dragon	1-3	pages Common Small Siz Human Si	14 to 47 f	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield	5-6  Treasure ≤ 4  5-6  7-8  9-10  11+  Treasure modifier  Non-m	Location barrier ±Unguarded Gold: ±Ger Non-magi ±Jewell Magic tables prefixed wirs. See page 50. magic Item (de Dungeoneerin	Treasure (2d6) x10 (2d6 × 10)  n c item dery th ± must apply s) ng gear (d6)	±Gem ( 1 2-3 4-6 7-9 10-11 12 13 ±Jewel	em (roll on 2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki	reasure) r treasure ples , Turquoise per, Onyx pyst, Garnet Aquamarine e, Opal oblire, Ruby ings Tear
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5 6 Follo Unski Skill Me I Wa	Incapacitating Damaging Ambush  Wers  Ha  Illed hirelings led hireling ercenaries Level (HD) age (gp/week) ster Treasure easure Carried	A dee A knock A poorly Gob  amlet Villa, 3 2 4 4 3 0 2 2 d on an In	ep pit covered point of the pit o	is from a plant it in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes Yes 2 A 15 25  Page 50	1-3	Unusual Rare Legendary	3 4 5-6 1 2 3 4 5-6 1-2 3-4 5-6 Roll d66 for	Ci Sp.	Large + Beast Plant + Beast Onstruct (resource) Undead + Human ecial Ability + Beast Ooze Fungus + Beast lemental (element) Indead + Creature Beast + Beast Dragon Huge + Unusual Huge + Rare and traits 5-6	1-3	Small Siz	14 to 47 f ((d6)  1-2  e  4  5  6  1  2  ze  4  5  6  1  2  y  3-4	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls e-roll Pixie it (elemen:	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure modifier  Non-n 1-2  3  4  5	Location bare tunguarded Gold:  #Gen Non-magi  #Jewell  Magic tables prefixed wires. See page 50.  magic Item (do Dungeoneerin Food Ammuniti  Weapon (Se	Treasure (2d6) x10 (2d6 × 10)  n to item the the trust apply (3) ag gear (46) ton (420) tee page: 51)	±Gem ( 1 2-3 4-6 7-9 10-11 12 13 ±Jewel 1 2-3	em (roll on 2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value  100  500	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki  Exampl Buckle, Bead Chain, Broocl	reasure) r freasure ples , Turquoise per, Onyx pyst, Garnet Aquamarine e, Opal ohire, Ruby ings Tear les ds, Belt h, Clasp
5 6 Follo Unski Skill Me I Wa	Incapacitating Damaging Ambush  Wers  Ha  Illed hirelings Identified hireling Incapacitating Inc	A dee A knock A poorly Gob  amlet Villa 3 2 5 4 4 3 0 2 2 d on an In	ep pit covered poi	is from a plant it in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes Yes 2 A 15 25  Page 50	1-3	Unusual  Rare  Legendary  1-2	3 4 5-6 1-2 3-4 5-6 Roll d66 for	Control Spp.  E U	Large + Beast Plant + Beast Plant + Beast Plant + Beast Plant + Gresource  Jindead + Human Pecial Ability + Beast Ooze Fungus + Beast Plant + Greature Beast + Beast Dragon Huge + Unusual Huge + Rare Frand traits Frand Scavenger	1-3	Small Siz	14 to 47 f ((d6)  1-2   3   4   5   6   1   2   3   5   6   1   2   5   6   1   2   7   8   9   9   9   9   1-2   9   1-2   1-	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls  Pixie it (element an + Beast	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield t t t	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure modifier  Non-n 1-2  3  4  5  6	Location be stored to be stored	Treasure (2d6) x10 (2d6 × 10)  n to item the the trust apply (3) ag gear (46) ton (420) tee page: 51)	±Gem ()  1 2-3 4-6 7-9 10-11 12 13 ±Jewel	em (roll on 2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value  100	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki Exampl Buckle, Bead	reasure) r freasure ples , Turquoise per, Onyx pyst, Garnet Aquamarine e, Opal shire, Ruby ings Tear les ds, Belt h, Clasp Anklet
5 6 Follo Unski Skill Me I Wa	Incapacitating Damaging Ambush  Wers  Ha  Illed hirelings Irecenaries  Level (HD)  age (gp/week)  ster Treasure  easure Carried	A dee A knock A poorly Gob  amlet Villa 3 2 5 4 4 3 1 0 2 2 4 4 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ep pit covered poit covered poit dart fire concealed mins hiding in the second point of the second point o	is from a plant it in leaves d from a hole etal bear trap the trees  Page 18  City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes Yes 2 A 15 25  Page 50	1-3	Pages 38 to Unusual  Rare  Legendary  I-2 Predato	3 4 5-6 1-2 3-4 5-6 Roll d66 for or r only	C C C C Spp	Large + Beast Plant + Beast  Plant + Beast  District (resource)  Undead + Human  ecial Ability + Beast  Ooze  Fungus + Beast  lemental (element)  Indead + Creature  Beast + Beast  Dragon  Huge + Unusual  Huge + Rare  and traits  5-6  Scavenger  Is only  Always flees	1-3	Pages Common Small Siz Human Si Uncom Tin	14 to 47 f ((d6)  1-2   3   4   5   6   1   2   3   5   6   1   2   5   6   1   2   7   8   9   9   9   9   1-2   9   1-2   1-	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls  Pixie it (element an + Beast entaur un + Beast	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield t t (Shifts)	5-6  Treasu ≤ 4  5-6  7-8  9-10  11+  Treasure modifier  Non-n 1-2  3  4  5  6	Location be stored to be seen as the seed of the seed	ased XP p  I Treasure (2d6) x10 (2d6 × 10)  n ic item dery cal th ± must apply ag gear (d6) ion (d20) exe page: 51) exe page: 51)	±Gem (1 2-3 4-6 10-11 12 13 ± Jewel 1 2-3 4-6	em (roll on 2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value  100  500  1000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki  Exampl Buckle, Bead Chain, Broocl Locket, Pin,	reasure) r freasure  ples , Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal bhire, Ruby ings Tear  les ds, Belt h, Clasp Anklet t, Armband
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5 6 Follow Unski Skill Me I W2 Mons	Incapacitating Damaging Ambush  Wers  Ha  Illed hirelings Ided hireling Incapacitating Incapacit	A dee A knock A poorly Gob  amlet Villa, 3 2 5 4 4 3 0 2 d on an In  None  Poor  verage  Rich	ep pit covered even pit covered even pit covered even pit covered even pit covered even pit shiding in thest the shiding in the shiding in the shiding in the shiding in th	r from a plant it in leaves d from a hole etal bear trap the trees  City Metrop. Yes Yes 2 Yes Yes 2 Yes 15 25  Page 50  Based on wealth:	4-5	Rare  Legendary  1-2  Predato Pack hunter Ambush tac	3 4 5-6 1-2 3-4 5-6 Roll d66 for r only lactics B	r behaviour 3-4 Prey Large hercierserk wh	Large + Beast Plant + Beast  Plant + Beast  Construct (resource)  Undead + Human  ecial Ability + Beast  Ooze  Fungus + Beast  Idemental (element)  Indead + Creature  Beast + Beast  Dragon  Huge + Unusual  Huge + Rare  rand traits  Section Scavenger  Always flees  Poison and waits  Disguises itself	1-3 1-3 1-3 2-4	Human Si  Human Si  Human Si	14 to 47 f  (d6)  1-2  a  4  5  6  1  2  2  xee  4  5  6  nmon (d6)  1-2  y  3-4  5-6  1-2  3-4  5-6  1-2  3-4  5-6  1-2  3-4	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R	rolls  Pixie it (element an + Beast entaur an + Beast east (Fixed	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield t t (Shifts)	5-6  Treasure ≤ 4  5-6  7-8  9-10  11+  Treasure modifier  Non-n  1-2  3  4  5  6  Magic	Location be stored to be seen as the seed of the seed	ased XP p  Treasure (2d6) x10 (2d6 × 10)  n  tc item  dery th ± must apply ion (d20) tee page: 51) tee page: 51)	±Gem ( 1 2-3 4-6 7-9 10-11 12 13 ± Jewel 1 2-3 4-6 7-8 9	em (roll on (2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value  100  500  1000  1500  2000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki Exampl Buckle, Bead Chain, Broocl Locket, Pin, Pendant, Bracelet	reasure) r freasure  ples , Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal bhire, Ruby hings Tear  les ds, Belt h, Clasp Anklet t, Armband klace mulet
5 6 Follow Unski Skilling Me I W 2 Mons	Incapacitating Damaging Ambush  Wers    Ha	A dee A knock A poorly Gob  amlet Villa 3 2 5 4 4 3 0 2 2 4 4 3 None Poor Everage Rich	ep pit covered poit covered poit dart fire concealed manager of the con	is from a plant it in leaves It from a hole etal bear trap the trees  Page 18  City Metrop. Yes 2 Yes Yes 2 Yes Yes 2 3 15 25  Page 50  Based on wealth:	1-3 4-5 6 1 2 3 4	Rare  Legendary  1-2  Predato Pack hunter Ambush tac Injures and	3 4 5-6 1-2 3-4 5-6 Roll d66 for r only steel st	r behaviour 3-4 Prey Large herc serserk wh	Large + Beast Plant + Beast  Plant + Beast  Construct (resource)  Undead + Human  ecial Ability + Beast  Ooze  Fungus + Beast  demental (element)  Indead + Creature  Beast + Beast  Dragon  Huge + Unusual  Huge + Rare  and traits  Scavenger  Always flees en hurt eder ps only  Steals only	1-3 1-3 4-6 1 2-4	Human Si  Uncom  Tin	14 to 47 f  (d6)  1-2  a  4  5  6  1  2  2  xee  4  5  6  nmon (d6)  1-2  y  3-4  5-6  1-2  3-4  5-6  1-2  3-4  5-6  1-2  3-4	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + R  Mepl Mey Mere-Hum Human + R	rolls  Pixie it (element an + Beast east (Fixed	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour 5-8 Leather Armour 9-11 Chain Armour 12 Plate Armour 12 Plate Armour 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield t t (Shifts)	5-6  Treasu ≤ 4 5-6 7-8 9-10 11+ Treasure modifier Non-n 1-2 3 4 5 6  Magic 1-2	Location barrels and the second secon	ased XP p  Treasure (2d6) x10 (2d6×10)  n  ic item  dery tal th± must apply ion (d6) ion (d20) ex page: 51) ex page: 51) See page: 50) ex page: 51)	±Gem ( 1 2-3 4-6 7-9 10-11 12 13 ±Jewel 1 2-3 4-6 7-8 9 10	em (roll on (2d6)  Value  10  50  100  500  1000  5000  10,000  lery (2d6)  Value  100  500  1000  1500  2000  3000	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki Exampl Buckle, Bead Chain, Broocl Locket, Pin, Pendant, Bracelet Ring, Neck	reasure) r freasure ples , Turquoise per, Onyx nyst, Garnet Aquamarine e, Opal obline, Ruby ings Tear les ds, Belt h, Clasp Anklet t, Armband klace mulet Scarab