	Adj. Tile	2-4	5-6	7-8	9-10	11-12	(d6)	1	2	3	4	5	6	W	ildern	ess D	iscover	y (d6)	
	Plains	Swamp	Hills	Plains	Forest	Desert	Plains	Lake	River	Long gra	ass Meadow	Depression	Plateau						Residue
	Hills	Plains	Forest	Hills 1	Mountain	Desert	Hills	Fjord	Rapids	Cops	Lone tree	Valley	Ravine			1-4	Arcane		Blight
	Forest	Hills	Swamp	Forest	Plains M	Mountain	Forest	Spring	River	Vine	Fungi	Rocky area	Clearing						hantment
	Swamp	Hills	Plains	Swamp	Forest M	/Iountain	Swamp	Delta	Marsh	Mangro	es Tall reeds	Mudflat	Moorland	1.	Unnatura	1 5	Planar		ft or tear tal or gate
	Desert	Forest	Hills	Desert	Plains M	Mountain	Desert	Oasis	Salt flats	Cacti	Dead tree	Dunes	Mesa	1	Feature	3	Planar		stortion
	Mountain	Plains		/Iountain			Mountain		Waterfal			Canyon	Crag						or symbol
	Travel				32 on terrain g						e page 33 for a	•	-	1		6	Divine		rsed place
	Tiuvei																		oly place
																		1-2 Burro	ow (small)
																1-2	Lair	3-4	Cave
																			nel (large)
														1	Natural	3-5		Terrain Feature	
					\sim						\sim			2-3	Feature				Game
																,	D		Plant Stone
																6	Resource	i i	Sione letal ore
																			Wood
																			s of battle
														1		1-2	Sign		Tracks
														1					of habitation
				\ /			\ /			\ /				1				1-2 R	Refuse
				Y	Y					Y	Y		Y	4	Evidence				or equipment
														1		3-4	Remains		upplies
																			Bones
				/ \						/ \		\ /				5-6	C-	6 Dead che (<i>Unguarded Tr</i>	d creature
		Ť	Y		Ť	\mathcal{L}		Ť	Y		Ť	Y		5		3-6		eature	reasure)
																1		Settlement	
		人												ı					or statue
			/ `	\ /		/ `						/ \				2	Enigmatic		rthworks
																		5-6 Monol	lith or cairn
																			ad or trail
																3	Route		ge or ford
																			luct or canal
														ı					ampsite rmhouse
														6	Structure	4	Dwelling		r or Outpost
														1		•	2 weining		r roadhouse
					\sim						\sim							6 Shac	ck or hut
																		1-2 Grav	ve marker
																5	Burial		nb or crypt
																			e or temple
	`	Y															D. :		welling
														1		6	Ruin		ttlement Route
														w	ildern	ess D	 anger		Nouse
				\ /			\/			\ /				Roll	on Wilde	rness D	etail or Ver	bs and Nouns if n	needed.
				Y	Y		T T			Y	Ĭ								Wisp
																1-4	Undead		Ghost
																			d + Creature
															Unnatura	al		1-3 Imp or me	
														1	Entity	5	Planar	4-5 Elemental l	
														1					Demon Herald
														1		6	Divine		ampion
																ŭ	Divine	i	Avatar
	Checks				See pages 36 to						es 48 to 49 on 1		on names	1					Curse
	Weather (2d6) Dry Se		Cold Season	Enc	counter Che			k (x in d6)	1	х	Discove	ry (d6)				1	Unnatural		cane trap
	2-3 Cool, 4-5 Light		Hail, wind Icy mist, still		Wilder	rness	Go	od Road		-	Unnatura	l Feature	1					i	nar trap
	6 Overcast		Icy mist, still	1	Dang	ger	Plai	ns / Trai	il	1	Natural	Feature	2-3	2-3	Hazard				ital (<i>Element</i>)
TODOR -	7 Clear,		Clear, cold	2-3	Roll F	_		s / Deser		2	Evide		4			2-4	Natural	3-4 Physical (C	Chasm, rockslide)
F.O.R.G.E © T FORGE by Oliver Fradgley is licensed under a	8 Hot,		Light snow		Discovery who			ds / Fore			Creat							5-6 Visibility ((Fog, rain, sand)
FORGE by Oliver Fradgley is licensed under a	9-10 Boilin	g, still	Steady snow		-	=				2			5			5-6		Wilderness Traj	ıp
FANTASY OPEN ROLEPLAYING GAME ENGINE Creative Commons Attribution 4.0 International License. 2023	11-12 Thunde	erstorm	Snowstorm	6	Disco	very	Swamp	/ Moun	tain	3	Struc	ture	6	4-6			C:	eature	

	•	Plants (d6 + d6) & (d6 for how much) Creature Creation: Step 1 See pages 41 to 43 for predefined creatures & treasure distribution								e distribution	Oracle See page 29 for Verbs and Nouns										
	Poisonous 2-6 Edible What are they?						What is	their reaction	n?			(d6)	Impossible Unlik				Likely Certain				
1	Bellad	lonna	H	lerbs	-2	Modifer Urban	→	Roll 2d6 + modifer			Intellig	gent Best	al	CHA Checks				N			
2	Death	h cap	Fruit	s/berries	0		≤4	Human		≤2	Hosti	ile Attao	ks	Impossible	1	No	No	N	NO	No	No
3	Heml	lock	Mus	hrooms		0 Rural 5-6 Humanoid +1 Wilderness 7-9 Beast				3-5	Unfrier	ndly May A	tack	Disadvantage	2	No	No	N	lo .	No	Yes
4	Mang	grove	N	ettles	+2		10+	Beast Monster		6-8	Uncert			Unmodified	3	No	No	Ν	 Ло	Yes	Yes
5	Nights	shade	I	Vuts	Wha	t level?	10+	Wionster		9-11	Will T	0		Advantage				_	_		
6	Wolfs	sbane	Root	vegetable	Party Level and Location Mod. → Creature Level (2d6 + mod)			nod)	12+	Helpf se are they?		dly t are they	Success	4	No	No		es	Yes	Yes	
If fora	ging roll 1d6. C	On 1-2 is ga		use table above.		Avg. party level 1-3		≤ 2 Levels lower*			1	Wilderness 1	l are tricy	Sleeping	5	No	Yes	Y	es	Yes	Yes
Resc	ource (2d6)			Page 33		Avg. party level 4-6		3-4 1 Level lower*		1	Close	Far 2	Eat	ting something	6	Yes	Yes	Y	es	Yes	Yes
	1-2 Metal	3-4	Wood 5	-6 Stone		Avg. party level 7+ In a dungeon	+1	5-6 Equal to party level 7-8 1 Level higher		2-4	Near	Very Far 3		eturning home							
1	Copper		Ash	Basalt	P	Plains terrain or urb		9-10 2 Levels higher		5-6	Far	Distant 4		rding something						lditional variat ninate and roll	
2	Gold		Cedar	Granite		Hills or desert terrai		11 3 Levels higher			1 441	5		ing for something	1	But	d6 as The N	Aodifier.	A But	result denotes	a
3	Iron		Maple	Limestone	W	Voods or forest terr	ain +1	12 4 Levels higher				6		nting something	2-5	-	marginal y	es or no a	answer, w	hilst an And	d result
4	Platinum		Oak	Marble	Swa	amp or mountain te		13+ 5 Levels higher		_	ch Armor Cla	ass:			6	And	denotes an	extreme	version of	the same.	ļ
5	Silver		Pine	Sandstone	How		ture level is les	s than 1, assume it to be level 0.		Level		Examples		f Creature Mod.	1	. -	/10 T	1. ·		ا - ا - سائل	
6	Tin	/	Yew	Slate	How many? Creature's level is Mod. → Encounter Details						0 10 Basic clothes, human skin has a shield +1 Event Focus (d6) To achieve some a								e some ad n the recul	uitional surpri t on <i>The Oracl</i>	ise, any le and
	derness Det Abandoned	(/	xposed 51	Page 33		2+ levels lower	+1	≤2 Solitary		1-2		ther, animal skin,	OOZE	is slow -1	1	Remote E				ame (doubles),	
12	Abundant		xposed 51 Fertile 52	Occupied Peaceful	I	Equal to party level	0	3-5 A pack (1d6+2)		3-5		ain, tough animal		is quick +1	2	NPC Rela				gered. See pag	
13			looded 53	Perilous		2-3 levels higher	-1	6+ A horde (4d6)		6-7		Plate, natural she		is tiny +2	3	Quest Rel			Focus	Effect (d6)	ļ
14			rgotten 54	Ravaged		4+ levels higher	-2			8-10		Stone, dragon sca								· , ,	,
15			ortified 55	Rich	What	t are their Primary A	ttributes?			11+		ong magical prote	ction		4	PC Relat	ted	1-3	Nega	tive Spin	1
16							ıking	What is their Moral Level?					5	Ambiguous	Event	4-6	Posi	tive Spin	ļ		
21	Blocked	Blocked 41 Hidden 61 Ruined checks using their primary attributes (P), and half their level (rounde							Explanatio		Examp		6	Current Site	uation		1	=	ļ		
22	Cold 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							2 Minus nees mariness criteris							ago 21 farr	ua dataile					
23							6-7 Average Basic militia, most small creatures Quests Quests Quests Quest Type and Reward (d6 + d6)							age 31 for mo	re details						
24	Defended	44 Ir	nfested 64	Wide		1	. 0	- *		8-9	Steady		- 1	old or wild creatures							
25	Diverse	45 Is	solated 65	Wild		Roll 1	2	3 4 5	6	10-11	Courageou			erful creatures	Roll	twice to determ	ine what the	quest is r	elated to, a	nd the reward o	offered.
26	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	·						
Wild 1	l erness Trap Alarm		trip wire rissed	Ü	Creat	ure Creation: S	tep 2 - Ma	mster + Beast	Cre	Wilderness Trap (d6) Page 33									•		
2	1 00									realion: Si	ep 2 - Humanoi	1.		3-4	Item hase	ed XF	in the f	orm of de-	1-2 2010 m 3+	Sems	
3					See 1	pages 38 to 39			Sec	e page <u>s</u>	reation: St 44 to 47 <u>f</u> e	tep 2 - Humanoi or addi <u>tional r</u>	d olls		3-4	Item base			form of d6:	_	_
4	- rapping			from a plant	See p	pages 38 to 39				e pages Common	44 to 47 fo	tep 2 - Humanoi or additional r	d olls		3-4 5-6	Item base Location ba			em (roll on	Unguarded Ti	reasure)
	Incapacitating	A		from a plant in leaves	See p			ional rolls		e pages	44 to 47 fo 1 (d6) 1-2	or additional r	d olls	What they have (d6)	5-6	Location ba	ased XP p	olus an Ito	em (roll on	_	reasure)
5		A A kno	deep pit covered	from a plant in leaves from a hole	See p		for additi	ional rolls Large + Beast		e pages	44 to 47 fo 1 (d6)	or additional r Halfling Gnome	d olls	1-4 Melee	5-6 Treasu	Location ba	ased XP p	olus an Ito	em (roll on (2d6)	Unguarded Ti See page 50 for	reasure) or treasure
5 6	Incapacitating Damaging Ambush	A A kno	deep pit covered	from a plant in leaves I from a hole etal bear trap the trees		Unusual	for addition	ional rolls Large + Beast Plant + Beast Construct (resource) Undead + Human		e pages Common	44 to 47 fo 1 (d6)	or additional r	d olls	1-4 Melee 5-6 Ranged 1-5 Light/Med.	5-6 Treasu ≤4	Location ba	Treasure (2d6) x10 (2d6 × 10)	olus an Ito	em (roll on (2d6) Value	Unguarded To See page 50 for Examp	reasure) or treasure
5 6	Incapacitating Damaging Ambush Dwers	A kno A poo	deep pit covered ock-out dart fired orly concealed me oblins hiding in	from a plant in leaves from a hole etal bear trap the trees Page 18		Unusual	for additi	ional rolls Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast		e pages Common	44 to 47 for (d6)	or additional r Halfling Gnome Kobold Dwarf Goblin	d olls	1-4 Melee 5-6 Ranged	5-6 Treasu ≤ 4 5-6	Location ba	Treasure (2d6) x10 (2d6 × 10)	olus an Ito	em (roll on (2d6)	Unguarded Ti See page 50 for	reasure) or treasure ples c, Turquoise
6 Follo	Incapacitating Damaging Ambush Dwers	g A kno A poo G Hamlet Vi	deep pit covered ock-out dart fired orly concealed me oblins hiding in	from a plant in leaves I from a hole etal bear trap the trees Page 18 City Metrop.		Unusual 5	for additi 1 2 2 3 46	ional rolls Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze		e pages Common	44 to 47 fo 1 (d6) 1-2 3 4 5 6 1	or additional r Halfling Gnome Kobold Dwarf Goblin Elf	dolls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy 2-4 No Armour	5-6 Treasu ≤4	Location ba	Treasure (2d6) x10 (2d6 × 10) n c item	±Gem (1 2-3 4-6	em (<i>roll on</i> [2d6) Value 10	Unguarded Ti See page 50 for Examp Agate, Quartz,	reasure) or treasure ples c, Turquoise per, Onyx
5 6 Follo	Incapacitating Damaging Ambush Dwers	g A kno A poo G Hamlet Vi	deep pit covered ock-out dart fired orly concealed me oblins hiding in	from a plant in leaves I from a hole ettal bear trap the trees Page 18 City Metrop. Yes Yes	1-3	Unusual 5	for additi 1 2 3 4 -6 1	ional rolls Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze Fungus + Beast		e pages Common Small Siz	44 to 47 for (d6) 1-2 3 4 5 6 1 2 3	or additional r Halfling Gnome Kobold Dwarf Goblin	d olls	1-4 Melee 5-6 Ranged 1-5 Light/Med. 6 Heavy	5-6 Treasu ≤ 4 5-6	Location batter to the total distribution batter to the total dist	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 To See page 50 for Examp Agate, Quartz, Crystal, Jasp	reasure) or treasure ples c, Turquoise per, Onyx hyst, Garnet
5 6 Follo Unskil	Incapacitating Damaging Ambush Dwers Hed hirelings	A A kno A poo G Hamlet Vi	deep pit covered ock-out dart fired rly concealed mooblins hiding in the large Town 2 Yes	from a plant in leaves I from a hole etal bear trap the trees Page 18 City Metrop. Yes Yes		Unusual 5 Rare	for additi	In the second se		e pages Common	44 to 47 for (d6) 1-2 3 4 5 6 1 2 3	or additional r Halfling Gnome Kobold Dwarf Goblin Elf Orc	d polls	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	Location batter to the total transfer transfer to the total transfer	Treasure (2d6) x10 (2d6×10) n c item	±Gem (1 2-3 4-6	2d6) Value 10 50 100	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth	reasure) or treasure ples or, Turquoise per, Onyx hyst, Garnet Aquamarine
5 6 Follo Unskill Skille	Damaging Ambush OWERS Iled hirelings	A A A A A A A A A A A A A A A A A A A	deep pit covered ock-out dart fired rly concealed mooblins hiding in the large Town 2 Yes	from a plant in leaves I from a hole ettal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes	1-3	Unusual 5 Rare	for additi	In the second se		e pages Common Small Siz	44 to 47 for (d6) 1-2 3 4 5 6 1 2 3 size	or additional r Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear	olls	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 7-8 9-10 11+ Treasure	Location based on the state of	Treasure (2d6) x10 (2d6 × 10) n c item dery al	±Gem (1 2-3 4-6 7-9 10-11	em (roll on [2d6) Value 10 50 100 500	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A	rreasure) or treasure ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal
5 6 Follo Unskill Skille Me	Damaging Ambush OWEIS Iled hirelings ed hireling rcenaries evel (HD)	A A kno A poo G Hamlet Vi 3 5 4	deep pit covered ook-out dart fired orly concealed mooblins hiding in the large of	from a plant in leaves I from a hole etal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes Yes Yes	1-3	Unusual 5	for additi	Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze Fungus + Beast Elemental (element) Undead + Creature Beast + Beast	1-4	E pages Common	44 to 47 for (d6) 1-2 3 4 5 6 1 2 3 4 5 6	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	olls	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	5-6 Treasur ≤ 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 al th ± must apply	±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 Carbuncke	reasure) or treasure ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby
Follo Unskill Skille Me L Wa	Incapacitating Damaging Ambush DWers Idel hirelings recenaries evel (HD) ge (gp/week	A A kno A poo G Hamlet Vi 3 5 4	deep pit covered ook-out dart fired orly concealed mooblins hiding in the large of	from a plant in leaves from a hole tetal bear trap the trees Fage 18 City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes 3 15 25	1-3	Unusual 5 Rare 5	for addition 1	In the second se	1-4	E pages Common	44 to 47 for (d6) 1-2 3 4 5 6 1 2 3 4 5 6 1 1 2 1 1 1 1 1 1 1	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	olls roll	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 Treasur ≤ 4 5-6 7-8 9-10 11+ Treasure modifier	Location bases #Unguarded Gold: #Gen. Non-magi. #Jewell Magic. tables prefixed wires. See page 50. magic Item (d6)	Treasure (2d6) x10 (2d6×10) n c item lery al th± must apply	±Gem (1 2-3 4-6 7-9 10-11 12 13	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) or treasure ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby
Follo Unskill Skille Me L Wa	Damaging Ambush OWEIS Iled hirelings ed hireling rcenaries evel (HD)	A A knoc A poor G Hamlet Vi 3 5 4 0 2	deep pit covered deep pit covered cock-out dart fired rily concealed mobilins hiding in the large of the larg	from a plant in leaves I from a hole tetal bear trap the trees City Metrop. Yes Yes 2 Yes Yes Yes 2 Yes 3 15 25 Page 50	1-3	Unusual 5 Rare 5 Legendary 3	for addition 1	In the second se	1-4	Small Siz	44 to 47 for (d6) 1-2 3	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	polls roll	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-r	Location based on the state of	Treasure (2d6) x10 (2d6×10) n c item lery al th± must apply	±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) or treasure ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby Lings Tear
Follo Unskill Skilld Me: L Wa	Incapacitating Damaging Ambush DWCTS Iled hirelings ed hireling recenaries evel (HD) ge (gp/week Treasure ±Gem	A A knoc G Hamlet Vi 3 5 4 0 2	deep pit covered deep pit covered cock-out dart fired rily concealed mobilins hiding in the large of the larg	from a plant in leaves If from a hole etal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes Yes Yes 2 3 15 25 Page 50 Magical	1-3	Unusual 5 Rare 5 Legendary 3 5 Roll of	for addition 1	Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze Fungus + Beast Elemental (element) Undead + Creature Beast + Beast Dragon Huge + Unusual Huge + Rare iour and traits	1-4	E pages Common	44 to 47 for a (d6) 1-2	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	polls roll ixie (element,	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-r 1-2	Location batter to be a second to be	Treasure (2d6) x10 (2d6 × 10) n c item lery al th ± must apply) gg 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 100	Examp Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki Exampl Buckle, Beac	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby Cings Tear
Follo Unskill Skillo Me L Wa Lair	Incapacitating Damaging Ambush DWETS Ided hirelings ed hirelings evel (HD) ge (gp/week Treasure ±Gem e -	A A knoc A poor G Hamlet Vi 3 5 4 0 2 1 ±Jew	deep pit covered deep pit covered ock-out dart fired orly concealed mobilins hiding in the large of the large	from a plant in leaves I from a hole etal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes Yes 2 Yes 2 3 15 25 Page 50 Magical -	1-3	Unusual 5 Rare 5 Legendary 3 Folia	for addition 1	Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze Fungus + Beast Elemental (element) Undead + Creature Beast + Beast Dragon Huge + Unusual Huge + Rare iour and traits 3-4 5-6	1-4	Small Siz	1-2 3 4 5 6 1 2 3 4 5 6 1 2 1 1 1 1 1 1 1 1	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	polls ixie (element, 1 + 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	5-6 Treasu ≤ 4 5-6 7-8 9-10 11+ Treasure modifier Non-r 1-2 3	Location based in the state of	Treasure (2d6) x10 (2d6 × 10) n c item dery al th ± must apply (1) 18 gear (46) on (420)	±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, Beac Chain, Broocl	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby Cings Tear ds, Belt ch, Clasp
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Follo Unskill Skill Me L Wa Lair Non Smal	Incapacitating Damaging Ambush DWCTS Ided hirelings Ided hirelings	A A knoc G G Hamlet Vi 3 5 4 0 2 2 1 ± Jew	deep pit covered ock-out dart fired ock-out dart fired orly concealed mobilins hiding in the control of the control ock-out dart fired orly concealed mobilins hiding in the control ock-out of the control oc	from a plant in leaves I from a hole etal bear trap the trees Page 18	1-3 4-5 6	Unusual 5 Rare 5 Legendary 3 5 Roll of 1-2 Predator	for addition 1	Large + Beast Plant + Beast Construct (resource) Undead + Human Special Ability + Beast Ooze Fungus + Beast Elemental (element) Undead + Creature Beast + Beast Dragon Huge + Unusual Huge + Rare iour and traits 3-4 rey lerds only when hurt Seast Poison and waits	1-4	E pages Common Small Siz	44 to 47 for a (d6) 1-2 3 4 5 6 1 2 3 4 5 6 1 2 3 4 5 6 1 1 2 3 4 5 6 1 1 2 1 3 4 5 6 1 1 2 3 4 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 6 1	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re- Mephit Human Were-Human Human + Be	roll ixie (element, 1 + Beast 1 ast (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 2-5 No Helmet or Shield 6-7 Helmet 8-10 Shield 11-12 Both Helmet and Shield 11-19 (Shiffs)	5-6 Treasure ≤ 4 5-6 7-8 9-10 11+ Treasure modifier Non-r 1-2 3 4 5 6	Location based to be a second of the second	Treasure (2d6) x10 (2d6×10) n c item dery al th± must apply y g gear (d6) oon (d20) we page: 51) we 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	Exampl Agate, Quartz, Crystal, Jasp Amber, Ameth Pearl, Topaz, A Carbuncle Emerald, Sapp Diamond, Ki Exampl Buckle, Beac Chain, Broocl Locket, Pin, Pendant, Bracelet Ring, Necl	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby Lings Tear bles ds, Belt ch, Clasp Anklet et, Armband kklace
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