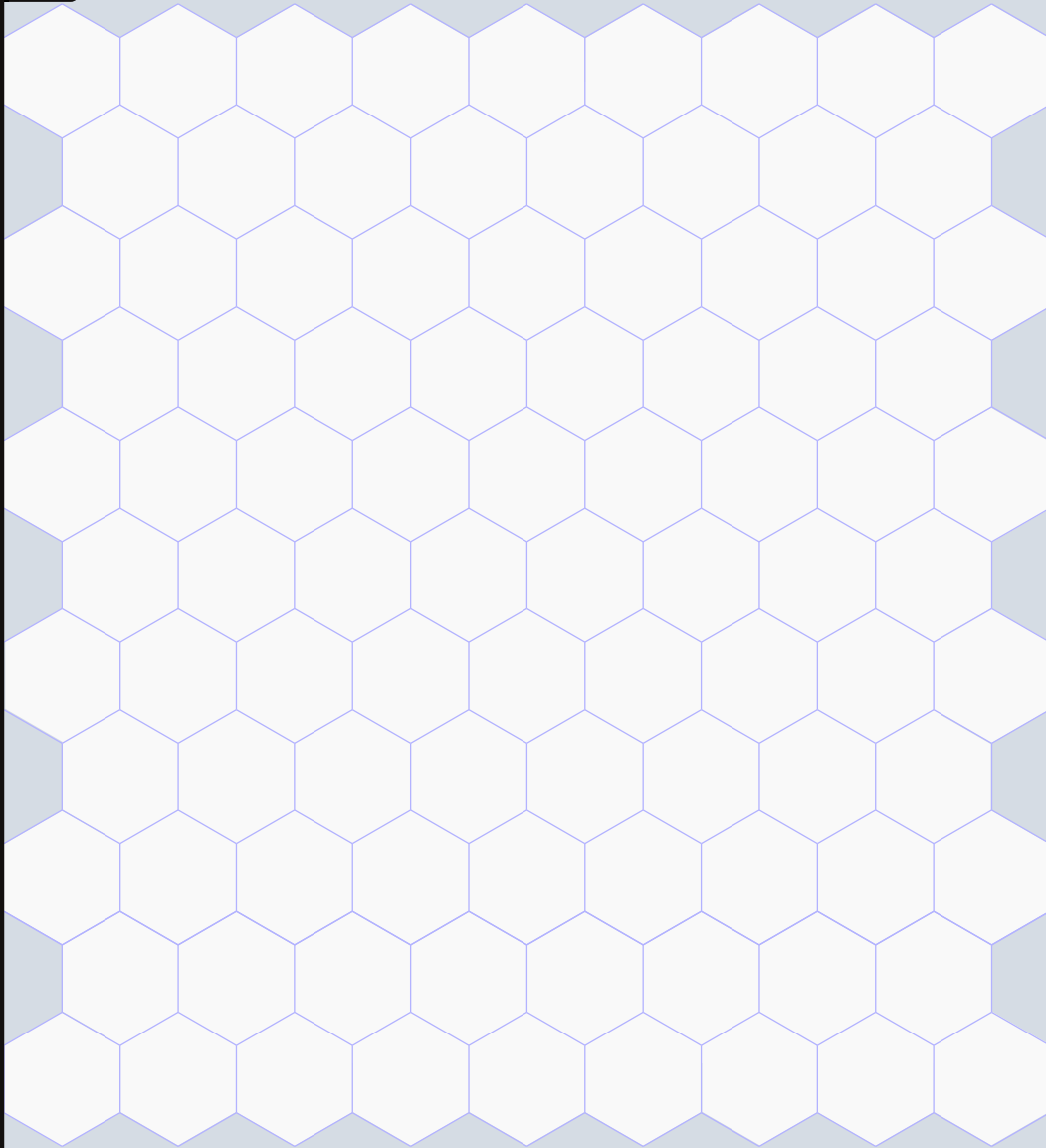




<i>Adj. Tile</i>	2-4	5-6	7-8	9-10	11-12	<i>(d6)</i>	1	2	3	4	5	6
Plains	Swamp	Hills	Plains	Forest	Desert	Plains	Lake	River	Long grass	Meadow	Depression	Plateau
Hills	Plains	Forest	Hills	Mountain	Desert	Hills	Fjord	Rapids	Copse	Lone tree	Valley	Ravine
Forest	Hills	Swamp	Forest	Plains	Mountain	Forest	Spring	River	Vines	Fungi	Rocky area	Clearing
Swamp	Hills	Plains	Swamp	Forest	Mountain	Swamp	Delta	Marsh	Mangroves	Tall reeds	Mudflat	Moorland
Desert	Forest	Hills	Desert	Plains	Mountain	Desert	Oasis	Salt flats	Cacti	Dead tree	Dunes	Mesa
Mountain	Plains	Hills	Mountain	Forest	Desert	Mountain	Rapids	Waterfall	Pines	Shrubs	Canyon	Crag

Travel See page 32 on terrain generation See page 33 for additional terrian features



Checks	See pages 36 to 37 on generating settlement + faction				See pages 48 to 49 on location + faction names			
Weather <i>(2d6)</i>	Dry Season	Cold Season	Encounter Check <i>(d6)</i>		Risk <i>(x in d6)</i>		Discovery <i>(d6)</i>	
2-3	Cool, wind	Hail, wind	1	Wilderness	Good Road	-	Unnatural Feature	1
4-5	Light rain	Icy mist, still		Danger	Plains / Trail	1	Natural Feature	2-3
6	Overcast, humid	Icy wind, dry	2-3	Roll Risk	Hills / Desert	2	Evidence	4
7	Clear, warm	Clear, cold	4-5	Discovery when searching	Woods / Forest	2	Creature	5
8	Hot, wind	Light snow	6	Discovery	Swamp / Mountain	3	Structure	6
9-10	Boiling, still	Steady snow						
11-12	Thunderstorm	Snowstorm						

Wilderness Discovery (<i>d6</i>)						
1	Unnatural Feature	1-4	Arcane	1-2	Residue	
				3-4	Blight	
				5-6	Enchantment	
		5	Planar	1-2	Rift or tear	
				3-4	Portal or gate	
				5-6	Distortion	
6	Divine	1-2	Mark or symbol			
		3-4	Cursed place			
		5-6	Holy place			
2-3	Natural Feature	1-2	Lair	1-2	Burrow (<i>small</i>)	
				3-4	Cave	
				5-6	Tunnel (<i>large</i>)	
		3-5	Terrain Feature			
			6	Resource	1	Game
					2-3	Plant
4	Stone					
5	Metal ore					
6	Wood					
4	Evidence	1-2	Sign	1-2	Signs of battle	
				3-4	Tracks	
				5-6	Signs of habitation	
		3-4	Remains	1-2	Refuse	
				3	Tools or equipment	
				4	Supplies	
5-6	Cache (<i>Unguarded Treasure</i>)	5	Bones			
		6	Dead <i>creature</i>			
		5				Creature
6	Structure	1	Settlement			
			2	Enigmatic	1-2	Idol or statue
					3-4	Earthworks
		5-6			Monolith or cairn	
		3	Route	1-2	Road or trail	
				3-4	Bridge or ford	
				5-6	Aqueduct or canal	
		4	Dwelling	1-2	Campsite	
				3	Farmhouse	
				4	Tower or Outpost	
		5	Burial	5	Inn or roadhouse	
				6	Shack or hut	
1-2	Grave marker					
6	Ruin	3-4	Tomb or crypt			
		5-6	Shrine or temple			
		1-2	Dwelling			
Wilderness Danger (<i>d6</i>)						
Roll on <i>Wilderness Detail</i> or <i>Verbs and Nouns</i> if needed.						
1	Unnatural Entity	1-4	Undead	1-2	Wisp	
				3	Ghost	
				4-6	Undead + <i>Creature</i>	
		5	Planar	1-3	Imp or mephit (<i>Element</i>)	
				4-5	Elemental being (<i>Element</i>)	
				6	Demon	
6	Divine	1-3	Herald			
		4-5	Champion			
		6	Avatar			
2-3	Hazard	1	Unnatural	1-2	Curse	
				3-5	Arcane trap	
				6	Planar trap	
		2-4	Natural	1-2	Elemental (<i>Element</i>)	
				3-4	Physical (<i>Chasm, rockslide</i>)	
				5-6	Visibility (<i>Fog, rain, sand</i>)	
Wilderness Trap						
4-6					Creature	

	1 Poisonous	2-6 Edible
1	Belladonna	Herbs
2	Death cap	Fruits/berries
3	Hemlock	Mushrooms
4	Mangrove	Nettles
5	Nightshade	Nuts
6	Wolfsbane	Root vegetable

If foraging roll 1d6. On 1-2 is game meat. On 3-6 use table above.

Resource (2d6) Page 33

	1-2 Metal	3-4 Wood	5-6 Stone
1	Copper	Ash	Basalt
2	Gold	Cedar	Granite
3	Iron	Maple	Limestone
4	Platinum	Oak	Marble
5	Silver	Pine	Sandstone
6	Tin	Yew	Slate

Wilderness Detail (d66) Page 33

11	Abandoned	31	Exposed	51	Occupied
12	Abundant	32	Fertile	52	Peaceful
13	Ancient	33	Flooded	53	Perilous
14	Barren	34	Forgotten	54	Ravaged
15	Beautiful	35	Fortified	55	Rich
16	Blighted	36	Haunted	56	Rough
21	Blocked	41	Hidden	61	Ruined
22	Cold	42	High	62	Settled
23	Corrupted	43	Inaccessible	63	Shadowy
24	Defended	44	Infested	64	Wide
25	Diverse	45	Isolated	65	Wild
26	Empty	46	Lush	66	Withered

Wilderness Trap (d6) Page 33

1	Alarm	A trip wire rigged to a bell
2	Confusing	Hallucinogenic spores from a plant
3	Trapping	A deep pit covered in leaves
4	Incapacitating	A knock-out dart fired from a hole
5	Damaging	A poorly concealed metal bear trap
6	Ambush	Goblins hiding in the trees

Followers Page 18

	Hamlet	Village	Town	City	Metrop.
Unskilled hirelings	3	2	Yes	Yes	Yes
Skilled hiring	5	4	3	2	Yes
Mercenaries	4	3	2	Yes	Yes
Level (HD)	0	1	2	3	
Wage (gp/week)	2	5	15	25	

Lair Treasure Page 50

	±Gem	±Jewellery	Gold	Magical
None	-	-	-	-
Small	1	1	x10	2
Med.	2	2	x100	3
Large	5	5	x1000	4 (+1)
Vast	10	10	x2000	5 (+2)

Roll on ±Gem, etc. the number of times listed, e.g. 2 = 2 individual gems. For Large/Vast hoards, add +1/+2 respectively to each roll on Magical.

What are they?			
Modifier		Roll 2d6 + modifier	
-2	Urban	≤ 4	Human
0	Rural	5-6	Humanoid
+1	Wilderness	7-9	Beast
+2	Dungeon	10+	Monster

What level?

Party Level and Location	Mod.	→	Creature Level (2d6 + mod)
Avg. party level 1-3	-1	≤ 2	2 Levels lower*
Avg. party level 4-6	0	3-4	1 Level lower*
Avg. party level 7+	+1	5-6	Equal to party level
In a dungeon	+1	7-8	1 Level higher
Plains terrain or urban	-1	9-10	2 Levels higher
Hills or desert terrain	0	11	3 Levels higher
Woods or forest terrain	+1	12	4 Levels higher
Swamp or mountain terrain	+2	13+	5 Levels higher

* If encountered creature level is less than 1, assume it to be level 0.

How many?

Creature's level is..	Mod.	→	Encounter Details
2+ levels lower	+1	≤ 2	Solitary
Equal to party level	0	3-5	A pack (1d6+2)
2-3 levels higher	-1	6+	A horde (4d6)
4+ levels higher	-2		

What are their Primary Attributes?

As with PCs, all creatures have a bonus equal to their level when making checks using their primary attributes (P), and half their level (rounded down) for secondary attributes. Most creatures have two primary attributes.

Note: Ideally, primary attributes should be assigned so that they fit a creature's description (e.g. STR for Ogres), but they may also be randomised:

Roll	1	2	3	4	5	6
Primary (P)	STR	DEX	CON	INT	WIS	CHA

Creature Creation: Step 2 - Monster + Beast

See pages 38 to 39 for additional rolls

1-3	Unusual	1	Large + <i>Beast</i>
		2	Plant + <i>Beast</i>
		3	Construct (<i>resource</i>)
		4	Undead + Human
		5-6	<i>Special Ability</i> + <i>Beast</i>
4-5	Rare	1	Ooze
		2	Fungus + <i>Beast</i>
		3	Elemental (<i>element</i>)
		4	Undead + <i>Creature</i>
		5-6	<i>Beast</i> + <i>Beast</i>
6	Legendary	1-2	Dragon
		3-4	Huge + <i>Unusual</i>
		5-6	Huge + <i>Rare</i>

Roll d66 for behaviour and traits

	1-2 Predator	3-4 Prey	5-6 Scavenger
1	Pack hunter only	Large herds only	Always flees
2	Ambush tactics	Berserk when hurt	Poison and waits
3	Injures and waits	Fast breeder	Disguises itself
4	Solo hunter only	Small groups only	Steals only
5	Hit and run tactics	Feigns death	Only attacks hurt
6	Attacks mindlessly	Has a protector	Stealthy

What is their reaction?			
	Intelligent	Bestial	CHA Checks
≤ 2	Hostile	Attacks	Impossible
3-5	Unfriendly	May Attack	Disadvantage
6-8	Uncertain	Neutral	Unmodified
9-11	Will Talk	Ignores	Advantage
12+	Helpful	Friendly	Success

How close are they?

	Dungeon	Wilderness	1	What are they doing?
1	Close	Far	2	Sleeping
2-4	Near	Very Far	3	Eating something
5-6	Far	Distant	4	Returning home
			5	Guarding something
			6	Searching for something
				Fighting something

How much Armor Class?

Level	AC	Examples	If Creature...	Mod.
0	10	Basic clothes, human skin	has a shield	+1
1-2	12	Leather, animal skin, ooze	is immobile	-4
3-5	14	Chain, tough animal hide	is slow	-1
6-7	16	Plate, natural shell	is quick	+1
8-10	18	Stone, dragon scale	is tiny	+2
11+	20	Strong magical protection		

What is their Moral Level?

ML	Explanation	Examples
2	Always flees	Harmless critters
3-5	Unsteady	Herd or domestic animals, peaceful humans
6-7	Average	Basic militia, most small creatures
8-9	Steady	Well trained troops, bold or wild creatures
10-11	Courageous	Elite troops, powerful creatures
12	Never flees	Mindless undead, oozes, fanatics, berserkers

Creature Creation: Step 2 - Humanoid

See pages 44 to 47 for additional rolls

1-4 Common (d6)			
1-3	Small Size	1-2	Halfling
		3	Gnome
		4	Kobold
		5	Dwarf
		6	Goblin
			What they have (d6)
4-6	Human Size	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 Uncommon (d6)

	Tiny	1-2	Pixie
		3-4	Mephit (<i>element</i>)
		5-6	Human + <i>Beast</i>
4	Human Size	1-2	Centaur
		3-4	Were-Human + <i>Beast</i> (<i>Shifts</i>)
		5-6	Human + <i>Beast</i> (<i>Fixed form</i>)
5	Large Size	1-2	Ogre
		3-4	Troll
		5	Cyclops
		6	Giant

(d6)	Impossible	Unlikely	Even Odds	Likely	Certain
1	No	No	No	No	No
2	No	No	No	No	Yes
3	No	No	No	Yes	Yes
4	No	No	Yes	Yes	Yes
5	No	Yes	Yes	Yes	Yes
6	Yes	Yes	Yes	Yes	Yes

Modifier (d6) The Modifier: To add some additional variation to a simple yes, or no answer, nominate and roll a second d6 as The Modifier. A ... But result denotes a marginal yes or no answer, whilst an ... And result denotes an extreme version of the same.

1	... But
2-5	-
6	... And

Event Focus (d6)		To achieve some additional surprise, any time when the result on The Oracle and The Modifier is the same (doubles), a random event is triggered. See page 28.	
1	Remote Event		
2	NPC Related		
3	Quest Related		
4	PC Related	1-3	Negative Spin
5	Ambiguous Event	4-6	Positive Spin
6	Current Situation		

Focus Effect (d6)

1-2	Character based	No monetary reward, just XP
3-4	Item based	XP in the form of d6: 1-2 gold or 3+ gems
5-6	Location based	XP plus an Item (roll on Unguarded Treasure)

Quests See page 31 for more details

Quest Type and Reward (d6 + d6)

Roll twice to determine what the quest is related to, and the reward offered.

1-2	Character based	No monetary reward, just XP
3-4	Item based	XP in the form of d6: 1-2 gold or 3+ gems
5-6	Location based	XP plus an Item (roll on Unguarded Treasure)

See page 50 for treasure

Treasure	±Unguarded Treasure (2d6)	±Gem (2d6)		
≤ 4	Gold x10 (2d6 × 10)	Value		
5-6	±Gem	Examples		
7-8	Non-magic item	1	10	Agate, Quartz, Turquoise
9-10	±Jewellery	2-3	50	Crystal, Jasper, Onyx
11+	Magical	4-6	100	Amber, Amethyst, Garnet
		7-9	500	Pearl, Topaz, Aquamarine
		10-11	1000	Carbuncle, Opal
		12	5000	Emerald, Sapphire, Ruby
		13	10,000	Diamond, Kings Tear

Treasure tables prefixed with ± must apply modifiers. See page 50.

Non-magic Item (<i>d6</i>)		13	10,000	Diamond, Kings' Tear
		±Jewellery (<i>2d6</i>)		
1-2	Dungeoneering gear		Value	Examples
3	Food (<i>d6</i>)			
4	Ammunition (<i>d20</i>)	1	100	Buckle, Beads, Belt
5	Weapon (See page: 51)	2-3	500	Chain, Brooch, Clasp
6	Armour (See page: 51)	4-6	1000	Locket, Pin, Anklet
Magical (<i>d6</i>)		7-8	1500	Pendant, Bracelet, Armband
		9	2000	Ring, Necklace
1-2	Spell scroll (See page: 50)	10	3000	Earring, Amulet
3-4	Potion (See page: 51)	11	4000	Medallion, Scarab
5	Spell (See page: 50)	12	10,000	Orb, Tiara
6+	Magic item (See page: 51)	13	20,000	Crown, Diadem