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 y (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	ianoisi 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	
			/ `	\ <u></u>		_/ `			/	\		/ \						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 Wilde	rness D	etail or Vei	bs and Nouns 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				k (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	Struc	tuvo	6	4-6				reature

	•		6 + 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 Nour					nd Nouns			
	1 Poisonous 2-6 Edible What are they?						What is	their reaction	n?			(d6)	 Impossible Unlike				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	+1		5-6 7-9	Humanoid		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	* If encountered crea many?	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		Creature's level is	Mod. →	Encounter Details		0		sic clothes, human	OARAK.	has a shield +1 is immobile -4		Event Focu	1 s (<i>d6</i>) 1	o acnievo	e some ad n the recul	ditional 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			aunted 56	-				ıking	What is their Moral Level?				5	Ambiguous	Event	4-6	Posi	tive Spin	ļ		
21	Blocked		lidden 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						S. 2 3-5	Third streets							ago 21 farr	ua dataile					
23								6-7 Average Basic militia, most small creatures 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 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 gold 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 T1	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 additi 1 2 3 4	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 ba	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 oer, 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 bases #Unguarded Gold: #Gen. Non-magi #Jewell Magic: stables prefixed wi	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 3 4 5 6 1 1 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 Iled hirelings et hirelings evel (HD) age (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
Follo Unskill Skill Me L Wa Lair Non Smal	Incapacitating Damaging Ambush DWers I	A A knoc A poor G Hamlet Vi 3 5 4 0 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 from a hole tetal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes Yes 2 Yes Yes 2 A 15 25 Page 50 Magical - 0 2	1-3	Unusual 5 Rare 5 Legendary 3 5 Roll of 1-2 Predator	for addition 1	In the second se	1-4	E pages Common Small Siz	1-2 3 4 5 6 1 2 3 4 5 6 1 2 1 1 2 3 4 5 6 1 2 1 1 2 1 1 1 1 1	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	polls roll ixie (element, 1 + Beast ntaur	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 13 No Helmet or Shield 6-7 Helmet 14-12 Both Helmet and 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 4	Location based in the state of	Treasure (2d6) x10 (2d6 × 10) n c item dery al th ± must apply (1) g gear (4d6) on (420) ee page: 51)	±Gem (1 2-3 4-6 7-9 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, Beac Chain, Broocl Locket, Pin,	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby tings Tear ds, Belt ch, Clasp Anklet
Follo Unskill Skillo Me L Wa Lair	Incapacitating Damaging Ambush DWers I	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 tetal bear trap the trees Page 18 City Metrop. Yes Yes 2 Yes Yes Yes Yes 2 3 15 25 Page 50 Magical - 0 2	1-3	Unusual 5 Rare 5 Legendary 3 5 Roll c 1-2 Predator Pack hunter only	for addition 1	Iconal rolls 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 Scavenger ierds only Always flees	1-4	Small Siz	1-2 3 4 5 6 1 2 3 4 5 6 1 2 1 5 6 1 1 2 1 5 6 1 1 5 6 1 1 5 6 1 1 5 6 1 1 1 1 1 1 1 1 1	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re-	roll ixie (element, 1 + Beast ntaur 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 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 in the state of	Treasure (2d6) x10 (2d6 × 10) n c item dery al th ± must apply (1) g gear (4d6) on (420) ee page: 51)	±Gem (1 2-3 4-6 7-9 10-11 12 13 ± Jewel 1 2-3 4-6 7-8	em (roll on 2d6) Value 10 50 100 500 1000 5000 10,000 lery (2d6) Value 100 500 1000 1500	Example Buckle, Beac Chain, Broocl	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby Lings Tear les ds, Belt ch, Clasp Anklet et, Armband
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, h + Beast htaur h + Beast 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
Followard Follow	Incapacitating Damaging Ambush DWers Idel hirelings	A A knoc A poor G Hamlet Vi 3 5 4 0 2 1 ±Jew	deep pit covered deck-out dart fired orly concealed mobilins hiding in the large of	from a plant in leaves I from a hole tetal bear trap the trees Page 18	4-5	Unusual 5 Rare 5 Legendary 3 5 Roll of 1-2 Predator Pack hunter only Ambush tactics	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 Frey Scavenger aerds only when hurt breeder Siguises itself	1-4	Small Siz	1-2 3 4 5 6 1 2 3 4 5 6 1 2 1 3 4 5 6 1 2 1 2 1 2 2	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re- Mephit Were-Human Human + Be	roll ixie (element, 1 + Beast ntaur 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 11-19 (Shiffs)	5-6 Treasure ≤ 4 5-6 7-8 9-10 11+ Treasure modifier Non-r 1-2 3 4 5 6 Magic	Location barrier to Locati	Treasure (2d6) x10 (2d6 × 10) n c item dery al th ± must apply (d6) on (d20) we page: 51) See page: 50)	±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	Example Buckle, Beach Chain, Brocel Locket, Pin, Pendant, Bracelet Earring, Att	ples c, Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby clings Tear bles ds, Belt ch, Clasp Anklet et, Armband cklace mulet
Followard Control of the Control of	Incapacitating Damaging Ambush DWers Idel hirelings ed hireling rcenaries evel (HD) ge (gp/week Treasure ±Gem e	A A knoc A poor G Hamlet Vi 3	deep pit covered ock-out dart fired ock-out dart fired ock-out dart fired or oblins hiding in the control of the control ock-out dart fired ock-out dart fired ock-out dark fired ock-ou	from a plant in leaves from a hole tetal bear trap the trees City Metrop. Yes Yes 2 Yes Yes Yes 2 3 15 25 Page 50 Magical - 0 2 0 3 00 4 (+1) 00 5 (+2)	1-3 4-5 6	Unusual 5 Rare 5 Legendary 3 5 Roll ci 1-2 Predator Pack hunter only Ambush tactics Injures and waits	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 1-3 4-6 5-6 1 2-4	Small Siz	1-2 3 4 5 6 1 2 3 4 5 6 1 2 1 3 4 5 6 1 2 1 5 6 1 1 5 6 1 1 5 6	Halfling Gnome Kobold Dwarf Goblin Elf Orc Hobgoblin Gnoll Bugbear Half Human + Re- Human Were-Human Human + Be C	roll ixie (element, 1 + Beast 1 at aux 1 + Beast ast (Fixed gre	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 Treasu ≤ 4 5-6 7-8 9-10 11+ Treasure modifier Non-r 1-2 3 4 5 6 Magic 1-2	Location barrel Gold: +Gen Non-magi +Jewell Magic to tables prefixed with see page 50. magic Item (do Dungeoneerin Food Ammuniti Weapon (Se Armour (Se cal (do) Spell scroll (de)	Treasure (2d6) x10 (2d6 × 10) n c item lery al th ± must apply log gear (d6) on (d20) lee page: 51) lee page: 51) See page: 50) lee page: 50)	±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 3000	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 , Turquoise per, Onyx hyst, Garnet Aquamarine e, Opal phire, Ruby hings Tear les ds, Belt ch, Clasp Anklet et, Armband eklace mulet Scarab