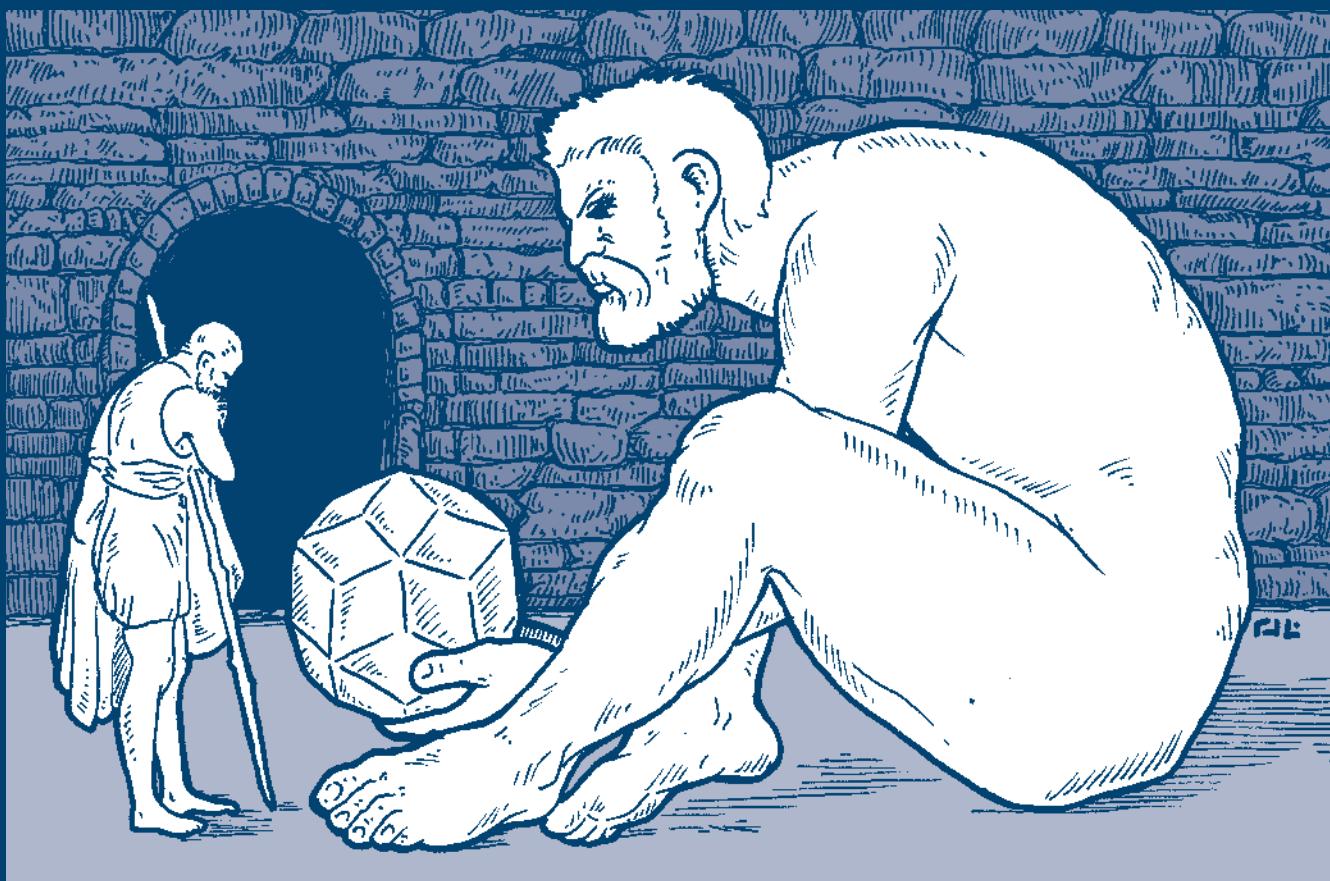


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# D30 SANDBOX COMPANION



d30-based Mechanics, Charts, and Tables  
to Support and Simplify the Role of the DM

by Richard J. LeBlanc, Jr.



**NEW BIG DRAGON**  
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# 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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# Table of Contents

<b>Using This Book .....</b>	<b>3-5</b>	<b>SETTLEMENTS</b>	
<b>Wilderness Mapping Key .....</b>	<b>6</b>	Settlement Background .....	30
<b>Hex Crawl Worksheet .....</b>	<b>7</b>	Assorted Settlement Encounters .....	31
<b>Settlement Worksheet .....</b>	<b>8</b>	City Guards, City Watch, Border Patrols .....	32
<b>NPC Record Sheet .....</b>	<b>9</b>	Methods of Torture & Execution .....	33
<b>ADVENTURE GENERATOR</b>			
Adventure Generator Tables I .....	10	Settlement Suppliers by Size of Settlement .....	34
Adventure Generator Tables II .....	11	Shop & Shopkeeper Information .....	35
<b>WILDERNESS LOCATIONS &amp; LOCALES</b>			
Prevailing Weather Conditions (by Season, Climate, and Terrain) .....	12	Tavern Name Generator .....	36
Weather Events (by Precipitation Class) .....	13	Tavern Accommodations, Features, Reputation, and Food .....	37
Off-course Determination .....	14		
Foraging & Hunting (by Terrain & Season) .....	15		
Natural Features & Phenomena (by Terrain Type) .....	16		
Natural Features & Phenomena Definitions .....	17		
Settlements & Inhabitation by Population Density .....	18		
Ruins Generator .....	19		
Temple Generator .....	20		
Cult Generator .....	21		
Magical Places Generator .....	22		
Pilgrims Generator .....	23		
Road Encounters .....	24-25		
Castle/Keep/Stronghold Generator I: Owner and Patrol Size/Makeup .....	26		
Castle/Keep/Stronghold Generator II: Type, Size, and Construction .....	27		
Heraldry Generator .....	28		
Expanded Heraldry Charges/Sigils .....	29		
		<b>NPCs</b>	
		Classed NPCs: Class, Race, Sex, and Level Determination .....	38
		Classed NPCs: Quick Ability Score Generation .....	39
		Classed NPCs: Quick Character Inventory .....	40
		Classed NPCs: Quick Magic Item Determination .....	41
		NPC Occupations .....	42
		Nobles and Noble Household Personnel.....	43
		Sage Generator .....	44-45
		NPC Physical Traits .....	46
		NPC Persona & Behavior .....	47
		NPC Background, Eccentricities, and Talents .....	48
		NPC Language Determination .....	49
		Henchmen/Hirelings Recruitment .....	50
		Reactions to Offers of Employment .....	50
		Henchmen/Hirelings Recruitment Modifiers .....	51
		Retainer Loyalty .....	51
		<b>Index .....</b>	<b>52</b>

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### Old-School Adventures™

### Accessory AX2: d30 Sandbox Companion,

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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 I: 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 “CLSI: Class/Race”, the table “CLSIa: Oe/le” should be used only for Oe/le-comparable rules editions, while table “CLSIb: 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 capitals 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**

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**1** Name of Area:  
*Foxpond Area*

**2** Atlas Location: G4

**3** Scale  
Large Hex= 6 miles(s) Small Hex= 1 miles(s)

**4** Overview  
Region: Fairmoor  
Climate: Temperate  
Predominant Terrain: Moors (Hills)/Forest

**5** KEY LOCATIONS  
Cities & Castles

**6** Settlements & Strongholds  
Bellwick Haven  
Phineas's Keep

**7** Dungeons & Ruins  
Shrine of Dark Malice Ruins

**8** Monster Lairs  
nest of giant black widow spiders  
giant dobharacha nest

**9** Miscellaneous Locales  
Foxpond  
caltists' altar  
quicksand (marked with "(Q)")

**10** WANDERING MONSTERS  
Area: Foxpond Area - Day  
Check every 3 turns  
① 1-4 "patrolling" caltists  
② greater dobharacha  
③ 1-3 lesser dobharacha  
④ 1-6 giant centipedes  
⑤ 2-8 giant fire beetles  
⑥ 1-4 giant frogs  
⑦ no encounter  
⑧ no encounter  
⑨ 1-2 giant lizards/geckos  
⑩ 1-2 giant weasels  
⑪ giant weasel  
⑫ 1-2 giant lizards/geckos  
⑬ no encounter  
⑭ no encounter  
Area: Foxpond Area - Night  
Check every 3 turns  
① 1 "fleeting" caltists  
② 1-4 "patrolling" caltists  
③ 1-2 giant bats  
④ 1-2 giant bats  
⑤ 1-2 giant bats  
⑥ 1-2 giant bats  
⑦ 1-2 giant bats  
⑧ 1-2 giant bats  
⑨ 1-2 giant bats  
⑩ 1-2 giant bats  
⑪ 1-2 giant bats  
⑫ 1-2 giant bats  
⑬ 1-2 giant bats  
⑭ 1-2 giant bats  
Area: Spiderbane Wood  
Check every 2 turns  
① 2-12 bats  
② 1-6 vampire bats  
③ 1-4 zombies  
④ 1-6 skeletons  
⑤ 1 giant black widow spider  
⑥ no encounter  
⑦ no encounter  
⑧ no encounter  
⑨ no encounter  
⑩ no encounter  
⑪ no encounter  
⑫ no encounter  
⑬ no encounter  
⑭ no encounter

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**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., thorpe, 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).

### SETTLEMENT WORKSHEET

Name of Settlement: Bellwick Haven

#### Overview

Type: Village (medium)

Population: 10<sup>9</sup>

Government: 1 (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 1 AL

armor smith 1 AR

boatwright? 1 BW

fletcher 1 FL

healing 1 HL

horses 1 HR

inn 1 IN

leathercrafter 1 LT

magic supplies 1 MG

magic items 1 MI

potions 1 PO

provisions 2 PR

resale items 1 RS

scribe 1 SC

sage 1 SG

smith (general) 1 SM

tailor 1 TA

tools 1 TO

weapons 1 WP



#### Other Notes

a strange, spicy/silky scent hangs in the air around the town

1 Name/Type: Snake & Duke Tavern

Description: old, 2-story, lumber & stone

exterior/embellished furniture

Known for weird/sad food

2 Name/Type: Barracks/Town Hall

Description: houses troops and "mayor"

troops & town led by

Colonel Meagan Tessell

3 Name/Type: Cemetery

Description: empty

4 Name/Type: Church of the Divine Bell

Description: new limestone construction

glass dome over altar

cleric: Riptopel

5 Name/Type: The Hairy Bear Inn

Description: new, 2-story, lumber & stone

features a large collection of paintings

6 Name/Type: Riptopel

Description:

**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/hireling 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)

### NPC RECORD SHEET

Character Name: Ardale Fo      Race/Class: Dwarf

Level: 3 HP: 7 Sex: F Alignment: Lawful

STR: 14 INT: 9 WIS: 13 DEX: 15 CON: 15 CHA: 13

AC: 1 Armor Type: plate + shield

Weapons: throwing axe +1, short bow, arrows (9)

Bonuses: +2 hit/def/doors +1 magic saves +1 missiles/+1 init. +1 reactions

Saving Throws: death ray/poison8 winds:9 paralysis10 breath:13 spells:12

Inventory & Magic Items: strength potion

Spells & Special Abilities: infiltration, detect construction

Character Name: Rakroth      Race/Class: Fighter

Level: 1 HP: 7 Sex: Male Alignment: Chaotic

STR: 17 INT: 9 WIS: 14 DEX: 16 CON: 15 CHA: 9

AC: 3 Armor Type: chain + shield

Weapons: war hammer +1, short bow, arrows (8)

Bonuses: +2 hit/def/doors +1 magic saves +2 missiles/+1 init. +1 reactions

Saving Throws: death ray/poison12 winds:13 paralysis14 breath:15 spells:16

Inventory & Magic Items: strength potion

Spells & Special Abilities: infiltration, detect construction

Character Name: Mutt Leggsy      Race/Class: Halfling

Level: 1 HP: 5 Sex: Male Alignment: Lawful

STR: 13 INT: 14 WIS: 11 DEX: 17 CON: 11 CHA: 15

AC: 2 Armor Type: chain + shield

Weapons: mace (not to size)

Bonuses: +1 hit/def/doors +3 missiles/+1 init. +1 reactions

Saving Throws: death ray/poison8 winds:9 paralysis10 breath:13 spells:12

Inventory & Magic Items: ring of invisibility

Spells & Special Abilities: infiltration, -2 AC vs. L opponents

10% chance to go unseen outdoors, 1-in-3 to go unseen in cover/shadow

Character Name:

Level: HP: Sex: Alignment:

STR: INT: WIS: DEX: CON: CHA:

AC: Armor Type:

Weapons:

Bonuses:

Saving Throw:

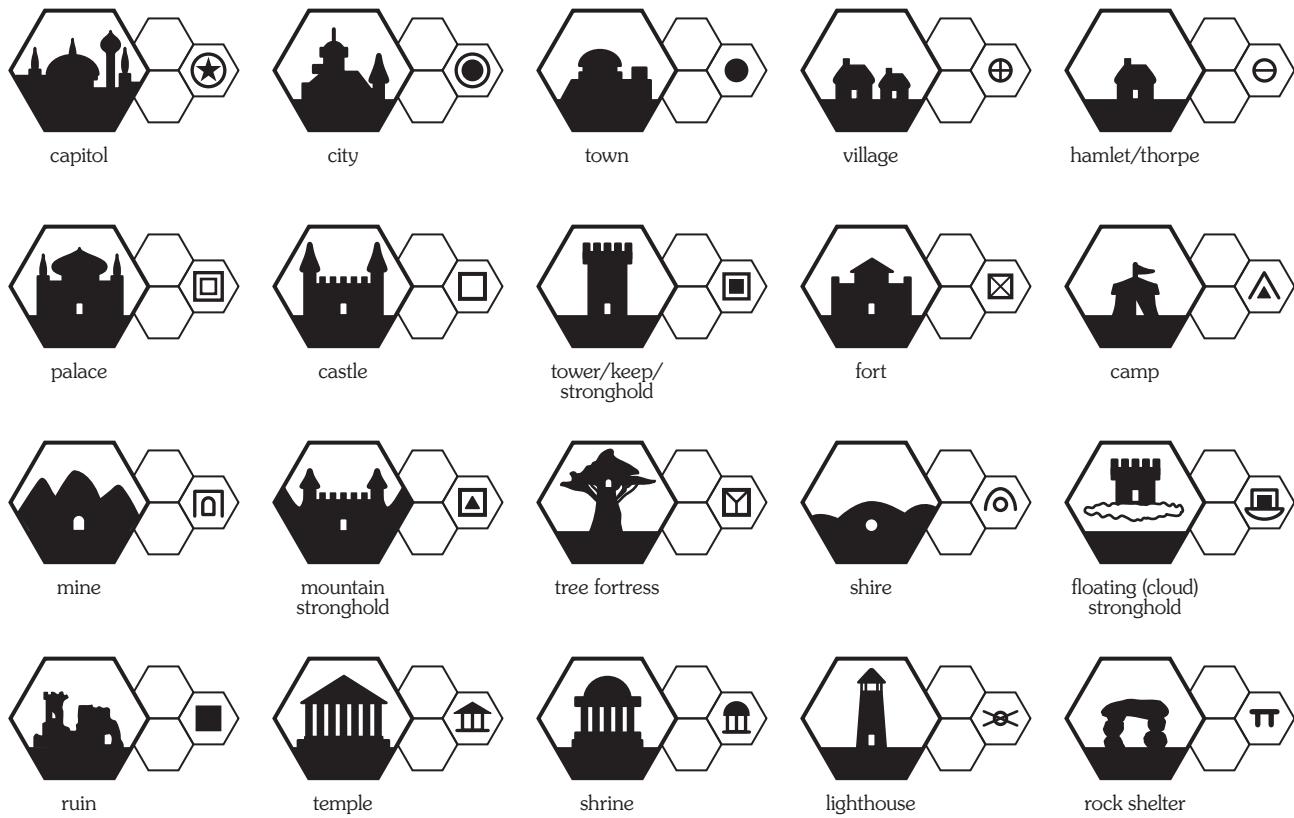
Inventory & Magic Items:

Spells & Special Abilities:

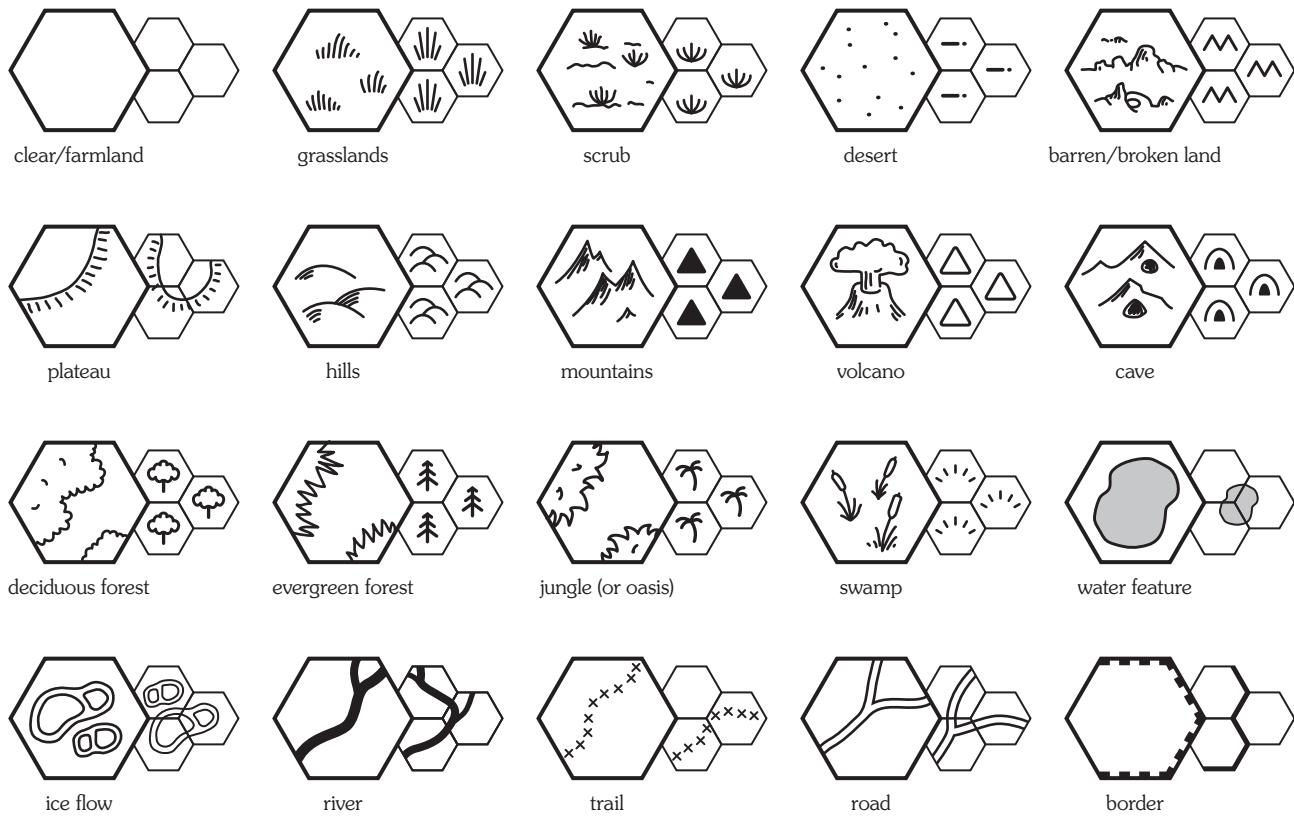
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# Wilderness Mapping Key

## CONSTRUCTED LOCATIONS



## NATURAL TERRAIN/FEATURES



# HEX CRAWL WORKSHEET



NEW BIG DRAGON  
GAMES UNLIMITED

Name of Area:

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Atlas Location:

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## Scale

Large Hex=      mile(s)    Small Hex=      mile(s)

## Overview

Region:

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Climate:

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Predominant Terrain:

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## KEY LOCATIONS

### Cities & Castles

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### Settlements & Strongholds

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### Dungeons & Ruins

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### Monster Lairs

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### Miscellaneous Locales

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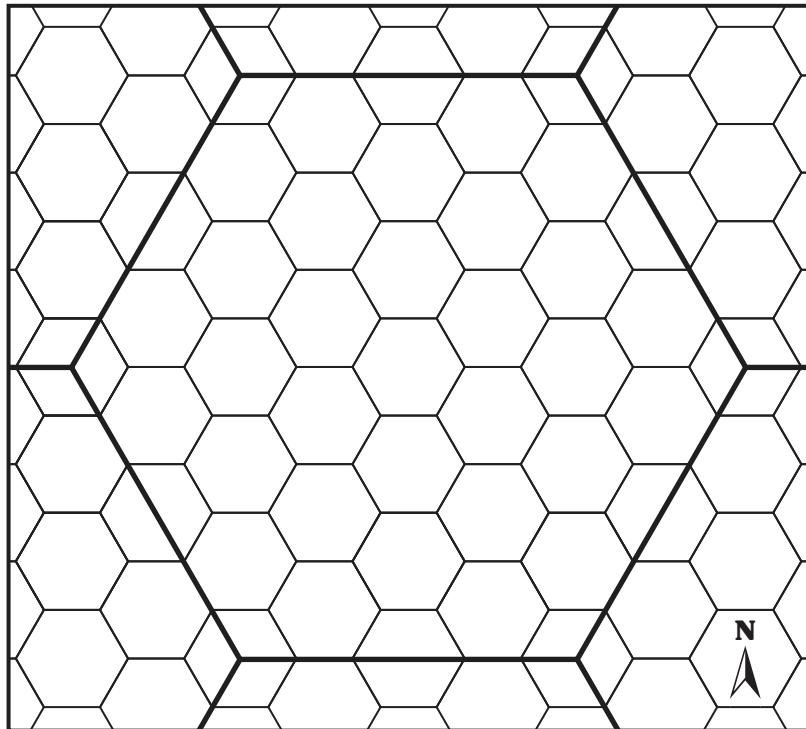
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## WANDERING MONSTERS

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  
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Name of Settlement:

## Overview

Type: \_\_\_\_\_

Population: \_\_\_\_\_

Government: \_\_\_\_\_

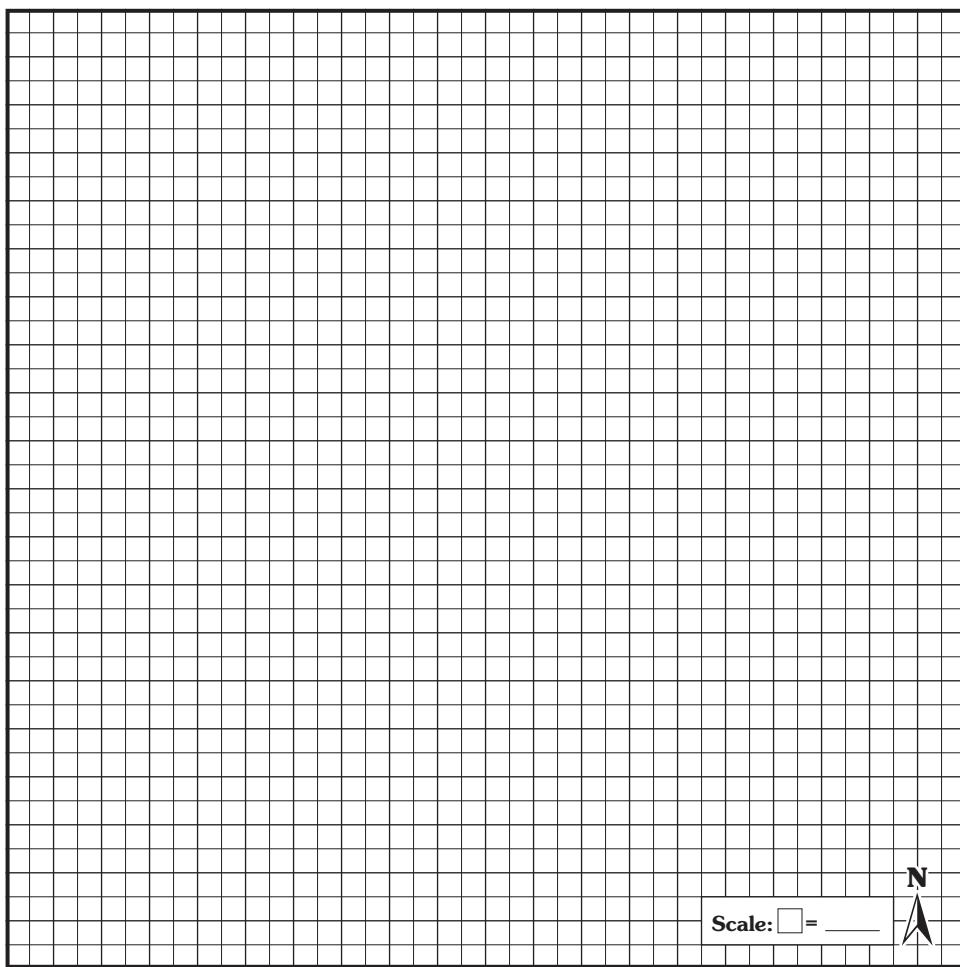
Reaction to Outsiders: \_\_\_\_\_

Economic Outlook: \_\_\_\_\_

Prices/Taxes: \_\_\_\_\_

Settlement Issues: \_\_\_\_\_

Nearby Threats: \_\_\_\_\_



## Vendors/Shops

Type	#	Key
alchemist	:	AL
armor smith	:	AR
boatwright <sup>††</sup>	:	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: \_\_\_\_\_  
\_\_\_\_\_
- ② Name/Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_
- ③ Name/Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_
- ④ Name/Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_
- ⑤ Name/Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_
- ⑥ Name/Type: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_

## Other Notes

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# NPC RECORD SHEET



NEW BIG DRAGON  
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<b>Character Name:</b>	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:		

<b>Character Name:</b>	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:		

<b>Character Name:</b>	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:		

<b>Character Name:</b>	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

- 1** accusation
- 2** ambush
- 3** apparition
- 4** attack
- 5** conversation
- 6** destruction of object
- 7** diary
- 8** drawing
- 9** dream
- 10** encounter w/ NPC
- 11** escape
- 12** manuscript
- 13** map
- 14** message
- 15** item, exotic
- 16** item, mundane
- 17** oracle
- 18** plea
- 19** prophecy
- 20** public notice
- 21** reconnaissance
- 22** request
- 23** summoned by group
- 24** survivor
- 25** symbol
- 26** teleportation
- 27** transaction
- 28** trap
- 29** vision
- 30** warning

## AG2: MAJOR GOAL

- 1** aid other hero(es)
- 2** break curse affecting persons(s)
- 3** break curse affecting location
- 4** capture fugitive
- 5** deal with growing threat
- 6** defend location
- 7** deliver message/object
- 8** discover secret
- 9** escort/protect object(s)/person(s)
- 10** investigate location
- 11** locate/track down NPC (ally/hero/villain)
- 12** maintain peace
- 13** prevent invasion
- 14** rally ally(allies)/form allegiance(s)
- 15** reclaim lost location (regain control of)
- 16** release person/creature from burden
- 17** rescue/free captive(s)/slave
- 18** root out spies/minions of evil
- 19** search for knowledge/evidence
- 20** solve mystery - disappearance of object
- 21** solve mystery - disappearance of person(s)
- 22** solve mystery - murder/death
- 23** solve mystery - theft
- 24** solve mystery - phenomenon
- 25** stop conflict
- 26** stop impending devastation
- 27** stop plot from coming to fruition
- 28** stop raids on location
- 29** stop strange phenomenon affecting location
- 30** stop villain from amassing power

## AG3: OBSTACLE TO GOAL

- 1** acquire item
- 2** acquire knowledge
- 3** acquire key(s)/parts
- 4** awaken sleeping NPC
- 5** beat time limitation
- 6** clear name(s)/restore honor
- 7** compete in tournament
- 8** complete scavenger hunt
- 9** destroy item
- 10** escape location
- 11** explore location
- 12** find hidden/lost entrance
- 13** find hidden/lost location
- 14** find magic item/object
- 15** find way back to key location
- 16** fight for freedom
- 17** fix "broken" item
- 18** make long journey
- 19** make perilous journey
- 20** navigate labyrinth
- 21** navigate series of portals
- 22** pass series of tests
- 23** perform ritual
- 24** restore condition
- 25** race against antagonist(s)
- 26** reveal conspiracy
- 27** revive deceased NPC
- 28** solve puzzle/riddles
- 29** speak incantation
- 30** stop ritual

## AG4: LOCATION

- 1** abbey
- 2** burial ground
- 3** catacombs
- 4** castle
- 5** cave/cavern
- 6** cemetery
- 7** chasm
- 8** citadel/keep
- 9** city
- 10** dungeon
- 11** farmstead
- 12** fortress
- 13** forest
- 14** hamlet
- 15** hill
- 16** island
- 17** mansion
- 18** mountain
- 19** outpost
- 20** palace
- 21** ruins
- 22** stronghold
- 23** temple
- 24** thorpe
- 25** tomb
- 26** tower
- 27** town
- 28** undercity
- 29** village
- 30** volcano

## AG5: LOCATION FEATURE

- 1** altar
- 2** barracks
- 3** bridge
- 4** chapel
- 5** dais
- 6** door
- 7** fountain
- 8** garden
- 9** gallery
- 10** gate
- 11** plaza
- 12** laboratory
- 13** library
- 14** machine, clockwork
- 15** machine, magical
- 16** painting
- 17** pedestal
- 18** pit
- 19** pool
- 20** portal
- 21** sanctuary
- 22** sarcophagus
- 23** statue/idol
- 24** shrine
- 25** statuary
- 26** tapestry
- 27** throne
- 28** waterfall
- 29** well
- 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** mischief
- 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/halfling\*
- 10** monk/elf\*
- 11** animal trainer
- 12** hermit
- 13** merchant (see **NPCO2a**, p.42)
- 14** misc. NPC (see **NPCO2c**, 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 **NPCO2b**, p.42)
- 21** king
- 22** queen
- 23** queen mother
- 24** noble (see **NPCN1/NPCN2**, p.43)
- 25** noble household (see **NPCH**, 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
<b>tropical</b>	1-3,10-12	-20°	+20°
	4-9	-10°	+25°
<b>subtropical</b>	1-3,10-12	-20°	+15°
	4-9	-15°	+25°
<b>temperate</b>	1-3,10-12	-25°	+15°
	4-9	-15°	+25°
<b>subarctic</b>	1-3,10-12	-25°	+15°
	4-9	-20°	+20°
<b>arctic</b>	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 =		WINTER			SPRING			SUMMER			FALL		
MONTH =		1	2	3	4	5	6	7	8	9	10	11	12
<b>tropical</b>	hills	60/-	65/I	70/-	75/I	80/II	85/I	95/I	100/III	95/II	80/-	70/I	65/-
	mountains	65/I	65/III	70/II	75/III	80/IV	85/IV	90/I	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/I	75/-	80/II	85/IV	90/III	95/III	95/IV	90/III	85/II	80/IV	75/III
	swamp	65/-	70/II	75/I	80/III	85/IV	90/IV	95/III	95/IV	90/III	85/II	80/III	75/III
	desert	70/-	75/I	80/-	80/-	85/II	85/I	90/-	95/I	90/-	85/-	80/I	75/-
	coast	75/-	75/I	80/-	85/II	85/V	90/III	90/IV	90/V	85/V	75/I	75/II	70/I
<b>subtropical</b>	hills	60/I	65/II	70/II	75/II	75/IV	80/III	80/II	85/IV	75/III	70/I	65/III	60/II
	mountains	55/I	60/III	65/II	70/II	70/IV	75/III	65/II	60/III	65/III	60/I	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
	plains	60/-	65/II	70/I	75/I	80/IV	85/II	90/I	90/III	95/II	85/-	75/II	65/I
	swamp	60/I	65/II	70/II	75/I	80/III	85/II	90/I	90/IV	85/II	85/I	70/II	65/II
	desert	60/-	65/I	75/-	75/-	80/I	85/-	90/-	90/-	85/-	80/-	75/I	70/-
	coast	55/I	60/III	65/II	65/II	75/IV	85/III	75/II	75/V	70/III	70/-	65/II	60/I
<b>temperate</b>	hills	25/I	30/III	40/II	50/II	60/IV	70/III	75/II	80/IV	70/III	55/I	40/III	30/II
	mountains	25/-	25/III	30/II	40/-	50/III	65/II	70/-	70/II	60/I	50/-	40/III	30/II
	forest	20/I	15/III	40/II	50/II	60/IV	65/III	75/II	75/III	65/III	60/I	35/III	30/III
	plains	15/-	20/II	40/I	50/II	60/IV	65/III	75/II	75/IV	65/III	50/I	40/III	30/II
	swamp	30/I	35/III	40/II	50/II	60/IV	65/II	75/II	75/IV	75/III	60/-	50/III	40/II
	desert	55/-	55/I	60/-	65/-	70/I	80/-	90/-	90/I	85/-	75/-	70/-	55/-
	coast	30/II	40/IV	45/III	50/I	55/III	65/II	65/-	65/II	60/I	50/II	40/IV	35/III
<b>subarctic</b>	hills	-5/-	-5/I	10/I	15/-	40/II	50/I	55/I	55/II	40/II	30/-	15/II	10/I
	mountains	-5/-	-5/I	15/I	15/I	30/III	40/II	50/I	55/II	40/I	30/-	15/II	10/I
	forest	5/-	5/II	15/I	30/I	40/III	50/II	55/I	55/III	40/II	30/I	20/II	15/I
	plains	-5/-	-5/II	5/I	15/I	40/III	50/II	55/I	55/III	40/II	25/I	5/II	-5/I
	swamp	-5/-	-5/II	5/I	20/I	40/III	50/II	55/I	55/II	40/II	25/I	10/II	0/II
	desert	-5/-	-5/I	5/-	15/-	40/-	50/I	55/-	55/-	40/I	25/-	5/I	-5/-
	coast	15/-	20/I	25/I	30/-	40/II	50/I	55/I	55/III	50/II	40/-	25/II	15/I
<b>arctic</b>	hills	-15/-	-20/-	-10/I	-5/-	5/II	15/I	20/-	20/-	15/I	5/-	0/-	-10/I
	mountains	-15/-	-20/-	-10/I	-5/-	5/-	15/I	20/-	20/-	15/I	5/-	0/-	-10/I
	plains	-10/-	-15/I	-5/I	5/-	15/II	30/I	40/-	40/III	25/II	15/-	-5/I	-15/I
	desert	-10/-	-15/I	-5/-	5/-	15/I	30/-	40/-	40/I	25/-	15/-	-5/I	-15/-
	coast	-5/-	-15/I	-5/-	5/-	15/-	30/I	40/-	40/II	25/I	15/-	0/I	-10/I

# 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
<b>1-29</b>	<b>1-25</b>	<b>1-15</b>	<b>1-8</b>	<b>1-4</b>	= no precipitation event
<b>30</b>	<b>26-28</b>	<b>16-19</b>	<b>9-14</b>	<b>5-9</b>	= single cell (see <b>A</b> , below)
—	<b>29</b>	<b>20-23</b>	<b>15-18</b>	<b>10-14</b>	= multi-cell cluster, non-severe (see <b>B</b> below)
—	—	<b>24</b>	<b>19-21</b>	<b>15-18</b>	= multi-cell cluster, severe (see <b>C</b> below)
—	<b>30</b>	<b>25-28</b>	<b>22-25</b>	<b>19-23</b>	= multi-cell line, non-severe (see <b>D</b> below)
—	—	<b>29</b>	<b>26-28</b>	<b>24-27</b>	= multi-cell line, severe (see <b>E</b> below)
—	—	<b>30</b>	<b>29-30</b>	<b>28-30</b>	= supercell (see <b>F</b> 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

<b>1</b>	.1"	3	—	—
<b>2</b>	.2"	3	—	—
<b>3</b>	.3"	3	—	—
<b>4</b>	.4"	3	—	—
<b>5</b>	.5"	3	—	—
<b>6</b>	.6"	4	—	—
<b>7</b>	.7"	4	—	—
<b>8</b>	.8"	4	—	—
<b>9</b>	.9"	4	—	—
<b>10</b>	1"	4	—	—
<b>11</b>	.1"	5	—	—
<b>12</b>	.2"	5	—	—
<b>13</b>	.3"	5	—	—
<b>14</b>	.4"	5	—	—
<b>15</b>	.5"	5	—	—
<b>16</b>	.6"	6	—	—
<b>17</b>	.7"	6	—	—
<b>18</b>	.8"	6	—	—
<b>19</b>	.9"	6	—	—
<b>20</b>	1"	6	—	—
<b>21</b>	1.25"	7	—	—
<b>22</b>	1.5"	7	L	—
<b>23</b>	1.75"	7	L	—
<b>24</b>	2"	7	L	—
<b>25</b>	2.25"	7	M	—
<b>26</b>	2.5"	8	M	1
<b>27</b>	2.75"	8	M	5
<b>28</b>	3"	8	H	10
<b>29</b>	3.25"	8	H	15
<b>30</b>	3.5"	8	H	20

## SCS: SEVERE CELL

### rain    wind    solid    hook

<b>1</b>	.5"	3	—	—
<b>2</b>	1"	3	—	—
<b>3</b>	1.5"	3	—	—
<b>4</b>	2"	7	—	—
<b>5</b>	2.5"	7	—	—
<b>6</b>	3"	7	—	—
<b>7</b>	.5"	10	—	—
<b>8</b>	1"	10	—	—
<b>9</b>	1.5"	10	—	—
<b>10</b>	2"	15	—	—
<b>11</b>	2.5"	15	—	—
<b>12</b>	3"	15	—	—
<b>13</b>	1"	20	L	—
<b>14</b>	1.5"	20	L	—
<b>15</b>	2"	20	L	5
<b>16</b>	2.5"	21	L	10
<b>17</b>	3"	21	L	15
<b>18</b>	3.5"	21	L	20
<b>19</b>	1"	22	M	—
<b>20</b>	1.5"	22	M	5
<b>21</b>	2"	22	M	10
<b>22</b>	2.5"	23	M	15
<b>23</b>	3"	23	M	20
<b>24</b>	3.5"	23	M	25
<b>25</b>	2"	24	H	5
<b>26</b>	2.5"	24	H	10
<b>27</b>	3"	24	H	15
<b>28</b>	3.5"	25	H	20
<b>29</b>	4"	25	H	25
<b>30</b>	5"	25	H	30

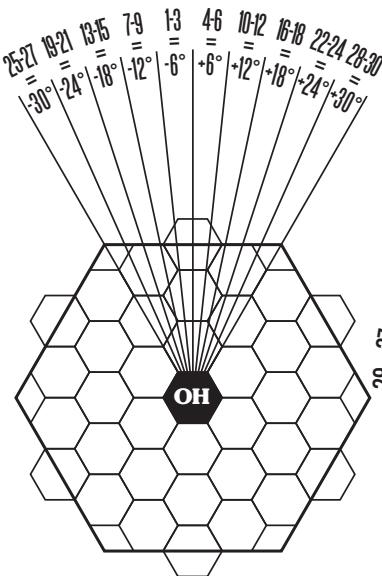
# Off-course Determination

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**

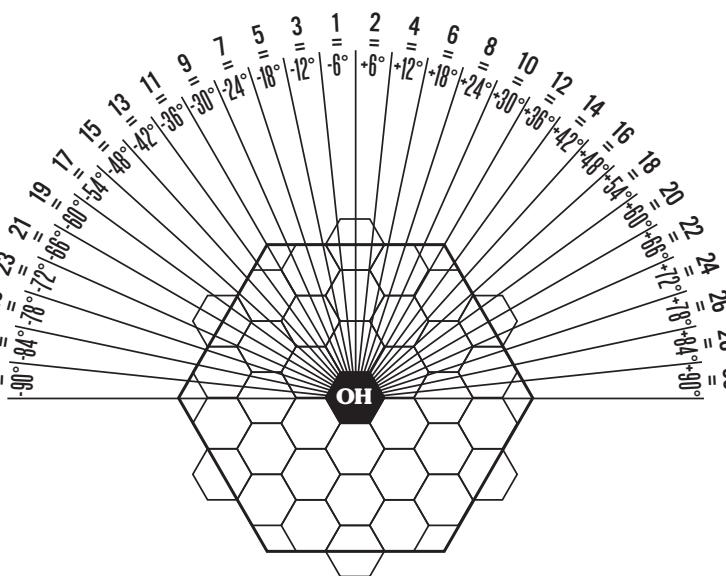


### IMPAIRMENTS

	Effect
fog, mild (vision 101-150')	+2
fog, moderate (vision 51-100')	+4
fog, heavy (vision 1-50')	+8
navigator/mapper drunk	+1-3
navigating by stars:	
night sky overcast	+1
stars moderately obscured	+4
stars completely obscured	+8
precipitation, light	+1
precipitation, moderate	+3
precipitation, heavy	+5
winds (while on water)*	+1 per 10 mph

## OCDb: Moderate Impairment

**Total Impairment: 4-7**



### ROLL ADJUSTMENTS

	Bonus†
<i>navigator/mapper has “direction sense”</i>	
when using table OCDA: Mild...	-1
when using table OCDb: Moderate...	-2
when using table OCDc: Heavy...	-3
<i>familiarity with location/route</i>	
has been once or twice	-1
has been several times	-3
very familiar (knows well)	-5

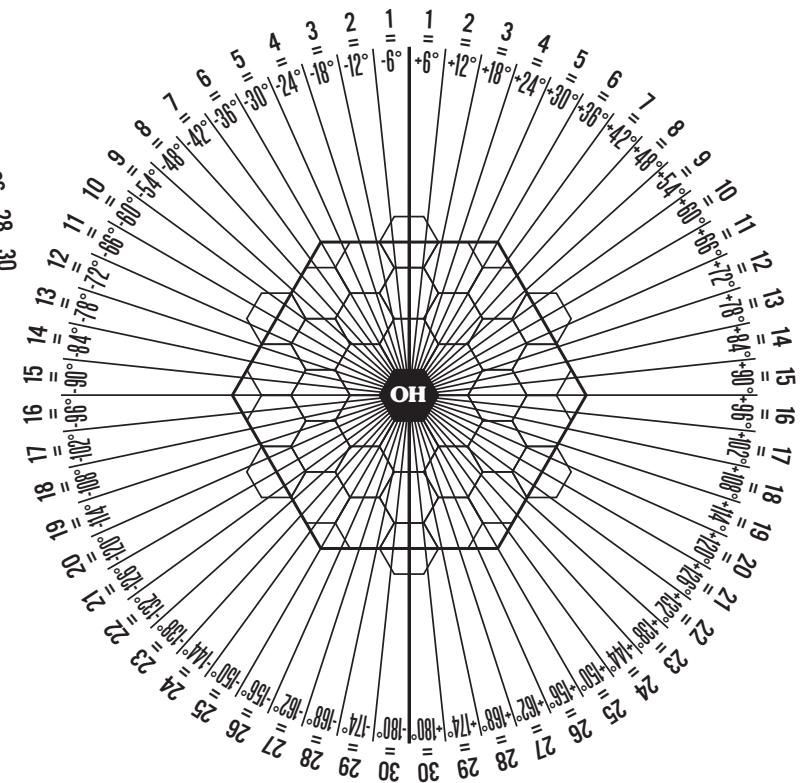
\* strong winds will not normally affect navigation while on land (at DM's discretion)

† bonuses are suggestions only; actual bonus at DM's discretion based on PC's knowledge of location

## 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)



= 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.

		<b>SPRING</b>		<b>SUMMER</b>		<b>FALL</b>		<b>WINTER</b>	
		<b>forage</b>	<b>hunt</b>	<b>forage</b>	<b>hunt</b>	<b>forage</b>	<b>hunt</b>	<b>forage</b>	<b>hunt</b>
<b>tropical</b>	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
<b>subtropical</b>	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
<b>temperate</b>	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
<b>subarctic</b>	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
<b>arctic</b>	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)

## 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\*.

<b>game: hunters:</b>	<b>1-3 (1)</b>	<b>1-6 (2)</b>	<b>2-8 (3)</b>	<b>2-12 (4+)</b>
<b>1</b>	1	1	2	2
<b>2</b>	1	1	2	3
<b>3</b>	1	1	3	3
<b>4</b>	1	2	3	4
<b>5</b>	1	2	3	4
<b>6</b>	1	2	4	5
<b>7</b>	1	2	4	5
<b>8</b>	1	2	4	5
<b>9</b>	1	3	4	6
<b>10</b>	1	3	4	6
<b>11</b>	2	3	5	6
<b>12</b>	2	3	5	6
<b>13</b>	2	3	5	7
<b>14</b>	2	3	5	7
<b>15</b>	2	3	5	7
<b>16</b>	2	4	5	7
<b>17</b>	2	4	5	7
<b>18</b>	2	4	5	7
<b>19</b>	2	4	6	8
<b>20</b>	2	4	6	8
<b>21</b>	3	4	6	8
<b>22</b>	3	4	6	8
<b>23</b>	3	5	6	9
<b>24</b>	3	5	7	9
<b>25</b>	3	5	7	9
<b>26</b>	3	5	7	10
<b>27</b>	3	5	7	10
<b>28</b>	3	6	7	11
<b>29</b>	3	6	8	11
<b>30</b>	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
<b>1</b> bluff	<b>1</b> bluff	<b>1</b> brook	<b>1</b> aquifer	<b>1</b> crooked trees	<b>1</b> aquifer	<b>1</b> barachois
<b>2</b> butte	<b>2</b> cave, fracture*	<b>2</b> cave, fracture*	<b>2</b> butte	<b>2</b> cypress dome	<b>2</b> bedrock outcrop	<b>2</b> bay
<b>3</b> cave, fracture*	<b>3</b> cave, lava tube*	<b>3</b> cave, limestone*	<b>3</b> cave, fracture*	<b>3</b> dam, natural	<b>3</b> bluff	<b>3</b> bight
<b>4</b> cave, lava tube*	<b>4</b> cave, limestone*	<b>4</b> cave, talus*	<b>4</b> cave, limestone*	<b>4</b> heavy algae	<b>4</b> butte	<b>4</b> blowout
<b>5</b> cave, limestone*	<b>5</b> cave, talus*	<b>5</b> clearing (natural)	<b>5</b> crater lake	<b>5</b> heavy canopy	<b>5</b> cacti	<b>5</b> bog
<b>6</b> cave, talus*	<b>6</b> cliff	<b>6</b> cloud forest (fog)	<b>6</b> dry lake	<b>6</b> heavy mossing	<b>6</b> cave, limestone*	<b>6</b> cave, sea*
<b>7</b> crag	<b>7</b> crag	<b>7</b> copse	<b>7</b> escarpment	<b>7</b> heavy muck	<b>7</b> cave, talus*	<b>7</b> coastal dunes
<b>8</b> cuesta (w/ cliff)	<b>8</b> crater lake	<b>8</b> crooked trees	<b>8</b> esker	<b>8</b> heavy pathogens, air	<b>8</b> chasm	<b>8</b> cove
<b>9</b> dell	<b>9</b> dry lake	<b>9</b> dead forest	<b>9</b> gulch	<b>9</b> heavy pathogens, surface	<b>9</b> crag	<b>9</b> estuary
<b>10</b> draw	<b>10</b> fluvial terrace	<b>10</b> den tree*	<b>10</b> heavy shrubs	<b>10</b> heavy pathogens, water	<b>10</b> crater lake, dry	<b>10</b> firth
<b>11</b> escarpment	<b>11</b> geyser	<b>11</b> forked trees	<b>11</b> heavy underbrush	<b>11</b> heavy plants, emergent	<b>11</b> cuesta (w/cliff)	<b>11</b> fjord
<b>12</b> esker	<b>12</b> gorge	<b>12</b> gully	<b>12</b> hillock/knoll	<b>12</b> heavy plants, floating	<b>12</b> dunes	<b>12</b> kelp bed (subtidal)
<b>13</b> glen	<b>13</b> gulch	<b>13</b> grotto	<b>13</b> lake	<b>13</b> heavy plants, submerged	<b>13</b> escarpment	<b>13</b> lagoon
<b>14</b> gulch	<b>14</b> hoodoo (tent rock)	<b>14</b> heavy canopy	<b>14</b> lava dome	<b>14</b> island, small	<b>14</b> eskar	<b>14</b> lake/loch
<b>15</b> hillock/knoll	<b>15</b> kettle (lake)	<b>15</b> heavy underbrush	<b>15</b> limestone pavement	<b>15</b> island, medium	<b>15</b> gulch	<b>15</b> marine meadow
<b>16</b> lake	<b>16</b> lava dome	<b>16</b> lake	<b>16</b> mesa	<b>16</b> island, large	<b>16</b> hoodoo (tent rock)	<b>16</b> mangrove swamp
<b>17</b> lava dome	<b>17</b> lava lake	<b>17</b> primeval forest	<b>17</b> mud pits	<b>17</b> islands, small (scatters)	<b>17</b> mesa	<b>17</b> mud flat
<b>18</b> lava lake	<b>18</b> ledge	<b>18</b> pond	<b>18</b> plateau	<b>18</b> natural gas vent†	<b>18</b> limestone pavement	<b>18</b> quicksand
<b>19</b> limestone pavement	<b>19</b> mountain pass	<b>19</b> rock outcropping	<b>19</b> pond	<b>19</b> marsh gas†	<b>19</b> quicksand	<b>19</b> rocky shore
<b>20</b> mesa	<b>20</b> natural arch	<b>20</b> rock shelter*	<b>20</b> ridge	<b>20</b> mud flat	<b>20</b> oasis	<b>20</b> sand beach
<b>21</b> plateau	<b>21</b> pseudocrater	<b>21</b> rot, widespread	<b>21</b> riparian zone	<b>21</b> quicksand	<b>21</b> pediment	<b>21</b> sand flat
<b>22</b> pond	<b>22</b> ravine	<b>22</b> sinkhole	<b>22</b> rock outcropping	<b>22</b> rocky area	<b>22</b> playa	<b>22</b> salt flat
<b>23</b> rock outcropping	<b>23</b> ridge	<b>23</b> spring, artesian	<b>23</b> rock shelter	<b>23</b> rot, widespread	<b>23</b> rock shelter	<b>23</b> salt marsh
<b>24</b> rock shelter*	<b>24</b> rock shelter*	<b>24</b> spring, hot	<b>24</b> sinkhole	<b>24</b> shallow water	<b>24</b> sailing stones	<b>24</b> salt meadow
<b>25</b> spring, artesian	<b>25</b> spring	<b>25</b> stream	<b>25</b> strath	<b>25</b> slough/channel	<b>25</b> sinkhole	<b>25</b> salting
<b>26</b> spring, hot	<b>26</b> summit	<b>26</b> sylvan grove	<b>26</b> tar pit	<b>26</b> spring, acidic hot	<b>26</b> shrubs	<b>26</b> sea loch (inlet)
<b>27</b> strath	<b>27</b> valley	<b>27</b> sylvan forest	<b>27</b> thicket	<b>27</b> tar pit	<b>27</b> terrace	<b>27</b> seabed (subtidal)
<b>28</b> terrace	<b>28</b> volcanic cone	<b>28</b> thicket	<b>28</b> tor	<b>28</b> turbid water	<b>28</b> trees	<b>28</b> shingle beach
<b>29</b> tor	<b>29</b> volcanic crater	<b>29</b> well	<b>29</b> vernal pool	<b>29</b> volcanic vent	<b>29</b> valley	<b>29</b> pebble beach
<b>30</b> well	<b>30</b> volcanic vent	<b>30</b> wolf tree*	<b>30</b> well	<b>30</b> volcanic vent w/ tuff ring	<b>30</b> well, dry	<b>30</b> 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 with 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 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
—	<b>1-5</b>	<b>1-10</b>	<b>1-13</b>	<b>1-23</b>	uninhabited	—
<b>1-4</b>	<b>6-12</b>	<b>11-13</b>	<b>14-19</b>	<b>24-25</b>	single dwelling	# of inhabitants=(1d30)÷2 (rounded up)
<b>5-7</b>	<b>13-15</b>	<b>14-16</b>	<b>20-21</b>	<b>26</b>	thorp	roll for settlement size (p.34)*
<b>8-10</b>	<b>16-18</b>	<b>17-18</b>	<b>22-23</b>	<b>27</b>	hamlet	roll for settlement size (p.34)*
<b>11-12</b>	<b>19-20</b>	<b>19-20</b>	<b>24-25</b>	—	village	roll for settlement size (p.34)*
<b>13-14</b>	<b>21-22</b>	<b>21-22</b>	<b>26</b>	—	town, small	roll for settlement size (p.34)*
<b>15</b>	<b>23</b>	<b>23</b>	—	—	town, large	roll for settlement size (p.34)*
<b>16</b>	<b>24</b>	—	—	—	city, small	roll for settlement size (p.34)*
<b>17-19</b>	—	—	—	—	city, large	roll for settlement size (p.34)*
<b>20-22</b>	<b>25-26</b>	<b>24</b>	—	—	castle/keep/stronghold	see <b>Castle/Keep/Stronghold</b> tables (pp.26-27)
<b>25-27</b>	<b>27-28</b>	<b>25</b>	—	—	temple	see <b>Temple Generator</b> (p.20)
<b>28-29</b>	<b>29</b>	<b>26-29</b>	<b>27-29</b>	<b>28-30</b>	ruins	see <b>Ruins Generator</b> (p.19)
<b>30</b>	<b>30</b>	<b>30</b>	<b>30</b>	—	special	roll on <b>STT: Special Inhabitation Types by Terrain</b> or on <b>STP: Special Inhabitation Types by Population Density</b> (at DM's discretion)

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



## STT: SPECIAL INHABITATION TYPES BY TERRAIN

Terrain	Special Type
<b>Hills</b>	military outpost
<b>Mountains</b>	mine
<b>Forest</b>	logging camp
<b>Plains</b>	nomad camp
<b>Swamp</b>	uninhabited
<b>Desert</b>	nomad camp
<b>Water/Coast</b>	anchored ship/boat

## STP: SPECIAL INHABITATION TYPES BY POPULATION DENSITY

Dense	Scattered	Frontier	Unsettled	Desolate
<b>1-4</b> manor	<b>1-4</b> manor	<b>1-3</b> manor	<b>1</b> hermit	<b>1-6</b> abandoned/forgotten tower
<b>5-7</b> peasant long house	<b>5-7</b> farmstead	<b>4-11</b> trading outpost	<b>2-6</b> trading outpost	<b>7-11</b> abandoned/forgotten castle/fortress
<b>8-10</b> orphanage	<b>8-10</b> migrant camp	<b>12-16</b> military outpost	<b>7-12</b> military outpost	<b>12-13</b> abandoned/forgotten temple
<b>11-13</b> traders' village	<b>11-13</b> mill	<b>17-18</b> military camp	<b>13-15</b> military camp	<b>14</b> abandoned/forgotten town
<b>14-15</b> mill	<b>14-15</b> military structure	<b>19-20</b> work camp	<b>16-17</b> work camp	<b>16-17</b> abandoned/forgotten city
<b>16-18</b> military barracks	<b>15</b> abbey	<b>21</b> abbey	<b>18-19</b> prison	<b>18</b> sunken city (partially submerged in ground)
<b>19-21</b> church	<b>17</b> priory	<b>22</b> priory	<b>20-22</b> hermitage	<b>19</b> lost city (below ground)
<b>22-24</b> chapterhouse	<b>18</b> nunnery	<b>23</b> nunnery	<b>23-25</b> nomad camp	<b>20-22</b> shrine ( <b>1-2 on 1d3 = inactive</b> )
<b>25-27</b> bath house	<b>19-20</b> bath house	<b>24-26</b> hermitage	<b>26-29</b> monastery	<b>23-29</b> hermit
<b>28-29</b> alehouse/tavern/inn	<b>21-30</b> inn	<b>27-30</b> nomad camp	<b>30</b> re-roll on "Desolate"	<b>30</b> 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

<b>1-10</b>	<b>11-20</b>	<b>21-30</b>
<b>1</b> hovel	hut	cottage
<b>2</b> villa	manor	palace
<b>3</b> tower	keep	citadel
<b>4</b> altar	shrine	temple
<b>5</b> tomb	vault	mausoleum
<b>6</b> crypt	catacombs	sewer
<b>7</b> bunker	blockhouse	garrison
<b>8</b> hamlet	village	town
<b>9</b> small castle	med. castle	large caste
<b>0</b> small city	med. city	large city

## RG2: CHARACTER OF RUIN/DECAY & DEGREE

<b>1s Digit: Character of Ruin/Decay</b>	<b>10s Digit: Degree</b>
<b>1</b> burned/charred	<b>1-10</b> slightly/barely
<b>2</b> collapsed/crumbling	
<b>3</b> covered in vines/sand/rocks*	<b>11-20</b> moderately/noticeably
<b>4</b> disfigured/vandalized	
<b>5</b> moldy/contaminated**	<b>21-30</b> severely/extremely
<b>6</b> sunken	
<b>7</b> burned/charred & disfigured/destroyed	
<b>8</b> covered in vines/sand/rocks & moldy/contaminated	
<b>9</b> sunken & covered in vines/sand/rocks	
<b>0</b> sunken & collapsed/crumbling & covered	

\* as appropriate to terrain type

\*\* for desert terrains, use "burned/charred"

## RG3: INHABITANTS & NUMBER

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

\* roll addition 1d3

[**1**=demi-human, **2**=human-sized, **3**=giant-class]

## SUGGESTED RUIN INHABITANTS BY TYPE AND GENERAL LEVEL

<b>Type</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
<b>1</b> chimeras															
<b>2</b> humanoids, small															
humanoids, medium	kobolds, goblins														
humanoids, giant															
<b>3</b> humans	by level...														
<b>4</b> insects															
insects															
<b>5</b> lycanthropes															
<b>6</b> magical/misc.															
magical/misc.															
<b>7</b> mammals															
mammals															
<b>8</b> molds/slimes/jellies															
molds/slimes/jellies															
<b>9</b> reptiles/reptilians															
reptiles/reptilians															
<b>0</b> undead															
undead															



# Temple Generator

Quick determination of basic temple architecture and size.

## TG1: TEMPLE TYPE

Type	Description	Size
<b>1</b> tabernacle	tent-sanctuary	1d3x10' x 1d5x10'
<b>2</b> henge	earth bank w/ inner ditch*	1d30+30' diameter
<b>3</b> henge, mini	as henge, but smaller*	1d10+20' diameter
<b>4</b> henge, super	as henge, but larger*; 1 in 2 chance = center occupied** (1d30x10)+50' diameter	
<b>5</b> mound	large earthen mound	1d6 rooms
<b>6</b> mound, platform	stair-stepped, rectangular structure with outward sloping sides	1d2+1 levels
<b>7</b> stone, primitive	stone-walled, above-ground structure	1d5 "rooms"
<b>8</b> stone/mound	stone-walled, partially "buried" structure	1d5 "rooms"
<b>9</b> conjurator	square; stone archway walls w/ stone roof	(1d5x5)+10' length per side
<b>10</b> pyramid, mastaba	flat-roofed, rectangular structure with outward sloping sides	1d5+1 levels
<b>11</b> pyramid, primitive	trapezoidal platform on artificial mound w/ sloped causeway	(1d30x2)+10' sq.
<b>12</b> pyramid, rhomboidal	double slope, changes inclination approximately halfway up	1d3 x 2 levels
<b>13</b> pyramid, standard	square base w/ sloped sides meeting at apex	1d5+2 levels
<b>14</b> pyramid, ziggurat	terraced step pyramid of successively receding levels	1d5+2 levels
<b>15</b> mortuary	pillared court, elongated shrines, and chapel along single axis	1d5+2 shrines
<b>16</b> terraced	layered terraces fronted by colonnades; usu. cut from mountainside	1d3+1 terraces
<b>17</b> rock-cut	cut into mountain face; main chamber + columned portico	(1d5+1)x2 columns
<b>18</b> pagoda	tiered tower; roll 1d3 [ <b>1</b> =4 sides, <b>2</b> =6 sides, <b>3</b> =8 sides]	1d10+1 levels
<b>19</b> monopoterios	domed circular colonnade, no walls	1d10+5 columns
<b>20</b> hypaethral	rectilinear w/columns, no roof	(1d3+1)x2 columns per side
<b>21</b> classical	naos with columns (roll on <b>TG1a</b> for specific type)	20-30' length per column
<b>22</b> basilica	rectangular hall with a gable roof and semi-circular apse	S/M/L <sup>†</sup>
<b>23</b> tetraconch, domed	domed sanctuary w/ four equally-sized apses	S/M/L <sup>†</sup>
<b>24</b> tetraconch, flat	sanctuary w/ four equally-sized apses, flat roof	S/M/L <sup>†</sup>
<b>25</b> triconch, domed	as domed tetraconch, but w/ narthex replacing one apse	S/M/L <sup>†</sup>
<b>26</b> triconch, flat	as flat tetraconch, but w/ narthex replacing one apse	S/M/L <sup>†</sup>
<b>27</b> cruciform	cross-shaped; long sanctuary w/ transept "arms"	S/M/L <sup>†</sup>
<b>28</b> cross-in-square	quadratic naos divided into nine bays by four columns	S/M/L <sup>†</sup>
<b>29</b> central plan, domed	simple structure w/ 1d5+3 sides and domed/vaulted center	S/M/L <sup>†</sup>
<b>30</b> central plan, flat	simple structure w/ 1d5+3 sides and flat roof	S/M/L <sup>†</sup>

\* roll additional 1d3 [**1**=earthen structure only, **2**=plus timber structures, **3**=plus stone structures]

\*\*as opposed to strictly religious in purpose

<sup>†</sup> 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.)

<b>1</b>	cyclostyle
<b>2</b>	peripteral/tholoi
<b>3</b>	prostyle/distyle
<b>4</b>	prostyle/tetrastyle
<b>5</b>	prostyle/hexastyle
<b>6</b>	prostyle/octostyle
<b>7</b>	prostyle/decastyle
<b>8</b>	prostyle/dodecastyle
<b>9</b>	amphiprostyle/distyle
<b>10</b>	amphiprostyle/tetrastyle
<b>11</b>	amphiprostyle/hexastyle
<b>12</b>	amphiprostyle/octostyle
<b>13</b>	amphiprostyle/decastyle
<b>14</b>	amphiprostyle/dodecastyle
<b>15</b>	peripteral/hexastyle
<b>16</b>	peripteral/octostyle
<b>17</b>	peripteral/decastyle
<b>18</b>	peripteral/dodecastyle
<b>19</b>	psudo-peripteral/hexastyle
<b>20</b>	psudo-peripteral/octostyle
<b>21</b>	psudo-peripteral/decastyle
<b>22</b>	psudo-peripteral/dodecastyle
<b>23</b>	dipteral/hexastyle
<b>24</b>	dipteral/octostyle
<b>25</b>	dipteral/decastyle
<b>26</b>	dipteral/dodecastyle
<b>27</b>	pseudo-dipteral/hexastyle
<b>28</b>	pseudo-dipteral/octostyle
<b>29</b>	pseudo-dipteral/decastyle
<b>30</b>	pseudo-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

**pseudo-peripteral:** single colonnades at front & back faces with "false" (1/2) colonnade along "side" walls

**dipteral:** double colonnade around perimeter

**pseudo-dipteral:** 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

**octostyle:** 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

### CSS2: THEME

- 1** the apocalypse
- 2** the aurora
- 3** the body
- 4** the cataclysm
- 5** the covenant
- 6** darkness
- 7** desolation
- 8** despair
- 9** destruction
- 10** the eclipse
- 11** the elect
- 12** the infinite
- 13** the key
- 14** liberation
- 15** (the) night
- 16** the oracle
- 17** power
- 18** the secret
- 19** shadows
- 20** the shroud
- 21** the skull
- 22** smoke
- 23** the spirit
- 24** the star
- 25** the sun
- 26** the universe
- 27** the void
- 28** winter
- 29** the word
- 30** per CSS3†

### 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, unclassed
- 21** human, male, cleric
- 22** human, male, magic-user
- 23** human, male, thief
- 24** human, male, unclassed
- 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

Roll	Type (Place)
1	garden
2	tree
3	forest
4	woods
5	grove
6	field
7	plains
8	mesa/plateau
9	valley
10	trench
11	knoll/hill
12	rock
13	mount
14	peak
15	dome
16	cave
17	cavern
18	grotto
19	well
20	pond
21	lake
22	lagoon
23	falls
24	river
25	brook/stream
26	bridge
27	circle
28	gate
29	shrine
30	spire (rock)

## MPG2: NAME AND BOON

Roll	Name*	Boon Gained at Location
1	crystal _	all magic-user spells (including sub-types) memorized at location will have double effect when cast
2	divine _	all cleric spells (including sub-types) memorized at location will have double effect when cast
3	enchanted _	5-20 pixies dwell nearby; will normally remain invisible and cause mischief to characters visiting location
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	golden _	removes curses from any cursed character who visits location
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	living _	provides visitors +1 protection from undead; duration = 1 day for each 2 days spent at location
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	_ of accord	all chaotic/evil characters become neutral in presence of location
10	_ of awakening	doubles the normal time limit on deceased corpses when <i>raise dead</i> spell is cast in this location
11	_ of dreams	prophetic visions during sleep while near place; strength/clarity of visions based on proximity to place
12	_ of enlightenment	3 days of continual meditation, prayer and fasting will raise a wisdom by +1 (one time only bonus)
13	_ of healing	restores HPs (duration time at location vs. restored points at DM discretion); also cures poison
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	_ of joy	removes the effects of any magical fear
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	_ of light	provides visitors +1 protection from evil; duration = 1 day for each 3 days spent at location
18	_ of peace	removes effects of confusion and/or fear
19	_ of power	every spell memorized at location will have double effect when cast
20	_ of serenity	cures lycanthropy to afflicted who visit location
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	_ 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	_ of tranquility	cures disease to afflicted who visit location
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	_ of visions	site is disguised by hallucinatory terrain; save vs. magic or believe illusion
26	paradise _	removes curses from any cursed character
27	singing _	magical singing; all characters who hear singing must save vs. magic or never want to leave the location
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	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	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

<b>1</b>	lawful neutral	N/Y
<b>2</b>	lawful neutral	N/N
<b>3</b>	lawful good	Y/Y fighters = paladins
<b>4</b>	lawful good	Y/N fighters = paladins
<b>5</b>	lawful good	N/Y fighters = paladins
<b>6</b>	lawful good	N/N fighters = paladins
<b>7</b>	lawful good	N/N fighters = paladins
<b>8</b>	lawful good	N/N fighters = paladins
<b>9</b>	lawful good	N/N fighters = paladins
<b>10</b>	lawful good	N/N fighters = paladins
<b>11</b>	chaotic good	N/Y fighters = rangers
<b>12</b>	chaotic good	N/N fighters = rangers
<b>13</b>	chaotic good	N/N fighters = rangers
<b>14</b>	chaotic good	N/N fighters = rangers
<b>15</b>	chaotic good	N/N fighters = rangers
<b>16</b>	chaotic good	N/N fighters = rangers
<b>17</b>	neutral	N/Y clerics = druids
<b>18</b>	neutral	N/N clerics = druids
<b>19</b>	neutral	N/N clerics = druids
<b>20</b>	neutral evil	Y/N clerics = druids
<b>21</b>	lawful evil	Y/Y pilgrims fight as berserkers <sup>†</sup>
<b>22</b>	lawful evil	Y/N pilgrims fight as berserkers <sup>†</sup>
<b>23</b>	lawful evil	N/Y pilgrims fight as berserkers <sup>†</sup>
<b>24</b>	lawful evil	N/N pilgrims fight as berserkers <sup>†</sup>
<b>25</b>	lawful evil	N/N pilgrims fight as berserkers <sup>†</sup>
<b>26</b>	lawful evil	N/N pilgrims fight as berserkers <sup>†</sup>
<b>27</b>	chaotic evil	N/Y thieves = assassins
<b>28</b>	chaotic evil	N/N thieves = assassins
<b>29</b>	chaotic evil	N/N thieves = assassins
<b>30</b>	chaotic neutral	N/N

## PLG2: GROUP SIZE AND MOUNT

<b>1s: # of Pilgrims</b>		<b>10s: Mounted?*</b>	
<b>1</b>	10 pilgrims	<b>1-10</b>	no
<b>2</b>	20 pilgrims	<b>11-20</b>	no
<b>3</b>	30 pilgrims	<b>21-30</b>	yes
<b>4</b>	40 pilgrims		
<b>5</b>	50 pilgrims		
<b>6</b>	60 pilgrims		
<b>7</b>	70 pilgrims		
<b>8</b>	80 pilgrims		
<b>9</b>	90 pilgrims		
<b>0</b>	100 pilgrims		

### 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.

<sup>†</sup> 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

## PLG3: # OF CLERICS BY LEVEL\*\*

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

## PLG4: # OF FIGHTERS/THIEVES

See instructions at left (below PLG2)

	<b>A</b>	<b>B</b>	<b>C</b>	<b>Max. Chance</b>
<b>1</b>	1/1	3/3	6/1	
<b>2</b>	1/2	3/4	6/2	<b>10 pilgrims</b>
<b>3</b>	1/3	3/5	6/3	
<b>4</b>	1/4	3/6	6/4	
<b>5</b>	1/5	4/1	6/5	<b>20 pilgrims</b>
<b>6</b>	1/6	4/2	6/6	
<b>7</b>	2/1	4/3	7/1	
<b>8</b>	2/2	4/4	7/2	<b>30 pilgrims</b>
<b>9</b>	2/3	4/5	7/3	
<b>10</b>	2/4	4/6	7/4	
<b>11</b>	2/5	5/1	7/5	<b>40 pilgrims</b>
<b>12</b>	2/6	5/2	7/6	
<b>13</b>	3/1	5/3	8/1	
<b>14</b>	3/2	5/4	8/2	<b>50 pilgrims</b>
<b>15</b>	3/3	5/5	8/3	
<b>16</b>	3/4	5/6	8/4	
<b>17</b>	3/5	6/1	8/5	<b>60 pilgrims</b>
<b>18</b>	3/6	6/2	8/6	
<b>19</b>	4/1	6/3	9/1	
<b>20</b>	4/2	6/4	9/2	<b>70 pilgrims</b>
<b>21</b>	4/3	6/5	9/3	
<b>22</b>	4/4	6/6	9/4	
<b>23</b>	4/5	7/1	9/5	<b>80 pilgrims</b>
<b>24</b>	4/6	7/2	9/6	
<b>25</b>	5/1	7/3	10/1	
<b>26</b>	5/2	7/4	10/2	<b>90 pilgrims</b>
<b>27</b>	5/3	7/5	10/3	
<b>28</b>	5/4	7/6	10/4	
<b>29</b>	5/5	8/1	10/5	<b>100 pilgrims</b>
<b>30</b>	5/6	8/2	10/6	

# 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

## 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 NPC01 (disregarding results of "tradesman" or "misc."), NPC02a, and NPC03 (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	11-20	recent/some coverage
3	plaque (stone/ground)	11-20	recent/some coverage
4	pyre (remnants)	21-30	old/worn/overgrown
5	staff/pole	21-30	old/worn/overgrown
6	pile of rocks/stones	21-30	old/worn/overgrown
7	runed sign (wood)		
8	runed stone		
9	sign (wood)		
0	totem		

## 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

## REHR2: PROPERTY & DEGREE

### 1s Digit: Property

### 10s Digit: Degree

1	burned	1-10	slightly/barely
2	covered in dirt/buried	11-20	moderately/noticeably
3	covered in vines	11-20	moderately/noticeably
4	covered with rocks	21-30	severely/extremely
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

25

### REAG: ATTACKING GROUP

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	-2
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	-1
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	±0
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	+1
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	+2
<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	+3
-2	-1	±0	+1	+2	

Party Size (vs. PCs)

#### Level of Attackers (vs. PCs)

### 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

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>1</b>	1,000 c.p.	2,000 c.p.	3,000 c.p.	4,000 c.p.	5,000 c.p.
<b>2</b>	+1,000 s.p.	+2,000 s.p.	+3,000 s.p.	+4,000 s.p.	+5,000 s.p.
<b>3</b>	+250 e.p.	+500 e.p.	+1,000 e.p.	+1,500 e.p.	+2,000 e.p.
<b>4</b>	+2,000 g.p.	+3,000 g.p.	+4,000 g.p.	+5,000 g.p.	+6,000 g.p.
<b>5</b>	+2,000 g.p.*	+3,000 g.p.*	+4,000 g.p.*	+5,000 g.p.*	+6,000 g.p.*
<b>6</b>	+250 p.p.	+500 p.p.	+1,000 p.p.	+1,500 p.p.	+2,000 p.p.
<b>7</b>	+6 gems†	+12 gems†	+18 gems†	+24 gems†	+30 gems†
<b>8</b>	+6 jewelry items†	+12 jewelry items†	+18 jewelry items†	+24 jewelry items†	+30 jewelry items†
<b>9</b>	+1 magic item	+1 magic item	+1 magic item	+2 magic items	+2 magic items
<b>0</b>	+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

	<b>neutral</b>	<b>unfriendly</b>	<b>acrimonious</b>	<b>malevolent</b>	<b>malicious</b>
<b>7</b>	<b>1</b> bargain	<b>2</b> parlay	<b>3</b> antagonize	<b>4</b> threaten/bully	<b>5</b> attack
<b>8</b>	<b>6</b> parlay	<b>7</b> antagonize	<b>8</b> threaten/bully	<b>9</b> attack	<b>10</b> attack
<b>9</b>	<b>11</b> antagonize	<b>12</b> threaten/bully	<b>13</b> attack	<b>14</b> attack	<b>15</b> attack/pursue
<b>10</b>	<b>16</b> threaten/bully	<b>17</b> attack	<b>18</b> attack	<b>19</b> attack/pursue	<b>20</b> attack/pursue
<b>11</b>	<b>21</b> attack	<b>22</b> attack	<b>23</b> attack/pursue	<b>24</b> attack/pursue	<b>25</b> attack/no quarter
<b>12</b>	<b>26</b> attack	<b>27</b> attack/pursue	<b>28</b> attack/pursue	<b>29</b> attack/no quarter	<b>30</b> attack/no quarter

\* 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
1	fighter	9
2	fighter	10
3	fighter	11
4	fighter	12
5	fighter	13
6	fighter	14
7	fighter	15
8	fighter	16
9	magic-user	11
10	magic-user	12
11	magic-user	13
12	magic-user	14
13	magic-user	15
14	magic-user	16
15	cleric	7
16	cleric	8
17	cleric	9
18	cleric	10
19	cleric	11
20	cleric	12
21	cleric	13
22	cleric	14
23	cleric	15
24	cleric	16
25	dwarf (fighter)	9
26	dwarf (fighter)	10
27	elf (fighter/MU)	9
28	elf (fighter/MU)	10
29	halfling (fighter)	9
30	halfling (fighter)	10

## CK2: PATROL SIZE AND MAKEUP (BY OWNER'S CLASS/RACE)

Roll	CK2a: Fighter	CK2b: Magic-user	CK2c: Cleric	CK2d: Dwarf	CK2e: Elf	CK2f: Halfling
1	2HH	2HF	2MH	2D	2E	2LF
2	3HH	3HF	3MH	3D	3E	3LF
3	3HH	3HF	3MH/1C1	3D	3E	3HF
4	4HH/F1	4HF/F1	4MH	4D/F1	4E	4LF
5	4HH	4HF	4MH/1C2	4D	5E	4LF/F1
6	5HH	5HF	5MH	5D	5E	4HF/F1
7	5HH/F1	5HF/F1	5MH	5D/F1	5E	5LF/F1
8	5HH/F2	5HF/F2	5MH/1C3	5D/F2	5E	5HF/F1
9	6HH	6HF	6MH	6D	6E	6LF/F1
10	6HH/F1	6HF/F1	6MH/1C3	6D/F1	6E	6LF/F2
11	6HH/F2	6HF/F2	6MH/1C4	6D/F2	6E	6HF/F1
12	6HH/F3	6HF/F3/M1	6MH/1C5	6D/F3	6E	6HF/F2
13	7HH/F1	7HF/F1	7MH	7D/F1	7E	7LF/F2
14	7HH/F2	7HF/F2	7MH/C3	7D/F2	7E	7LF/F3
15	7HH/F3/m	7HF/F3/MU1	7MH/C4	7D/F3	7E	7LF/F4
16	7HH/F4/m	7HF/F4/MU1	7MH/C1/C4	7D/F4	7E	7HF/F2
17	7HH/F5/m	7HF/F5/MU1	7MH/C2/C4	7D/F5	7E	7HF/F3
18	7HH/F6/m	7HF/F6/MU2	7MH/C3/C4	7D/F6	7E	7HF/F4
19	8HH/F3/m	8HF/F1/MU1	8MH/C4	8D/F3	8E	8LF/F3
20	8HH*/F4/m	8HF*/F2/MU1	8MH/C2/C4	8D/F4	8E	8LF/F4
21	8HH*/F5/m/x	8HF*/F3/MU2/x	8MH/C3/C4	8D/F5	8E/†	8HF/F3/u
22	8HH*/F6/m/x	8HF*/F4/MU3/x	8MH/C4/C5	8D/F6	8E/†	8HF/F4/u
23	9HH*/F4/m/x	9HF*/F3/MU1/x	9MH/C4	9D/F4	9E/†	9LF/F4/u
24	9HH*/F5/m/x	9HF*/F4/MU2/x	9MH/C5	9D/F5	9E/†	9HF/F4/u
25	9HH*/F6/m/x	9HF*/F5/MU3/x	9MH/C2/C4	9D/F6	9E/†	9HF/F5/u
26	10HH*/F5/m/x	10HF*/F4/MU4/x	10MH/C3/C4	10D/F5	10E/†	10LF/F5/u
27	10HH*/F6/m/x	10HF*/F5/MU5/x	10MH/C3/C5	10D/F6	10E/†	10HF/F5/u
28	11HH*/F5/m/x	11HF*/F5/MU4/x	11MH/C3/C5	11D/F5	11E/†	11LF/F5/u
29	11HH*/F6/m/x	11HF*/F6/MU5/x	11MH/C4/C5	11D/F6	11E/†	11HF/F5/u
30	12HH*/F6/m/x	12HF*/F6/MU5/x	12MH/C2/C6	12D/F6	12E/†	12HF/F6/u

## Note Regarding CK2

Roll result may be shifted "up" or "down" by ±10 or ±20 to account for level of castle/stronghold owner.

## 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)	A 1d2+1 (per type)	1d2+1 (per type)
II keep/round	(size = # of levels)	B 1d3+2 (per type)	1d2+2 (per type)
III keep/shell	(size = # of rings)	C 1d3+4 (per type)	1d2+3 (per type)
IV towers/square	(size = # of towers)	D 1d5+6 (per type)	1d2+4 (per type)
V towers/round	(size = # of towers)	E 1d6+10 (per type)	1d2+5 (per type)
VI concentric	(size = # of castles)		

### MAGIC-USER: TOWER

Type	Size
I round/sloped	A 1d2+1 levels
II round/straight	B 1d3+2 levels
III round/stepped	C 1d3+4 levels
IV square/sloped	D 1d5+6 levels
V square/straight	E 1d6+10 levels
VI square/stepped	

### DWARF: MOUNTAIN STRONGHOLD

Type	Size
I centralized/flat	A 1d2 levels
II spread/concave	B 1d2+1 levels
III spread/convex	C 1d3+3 levels
IV modular/towered	D 1d5+6 levels
V hidden/disguised*	E 1d6+10 levels
VI roll d2 [1=underground, 2=freestanding]	

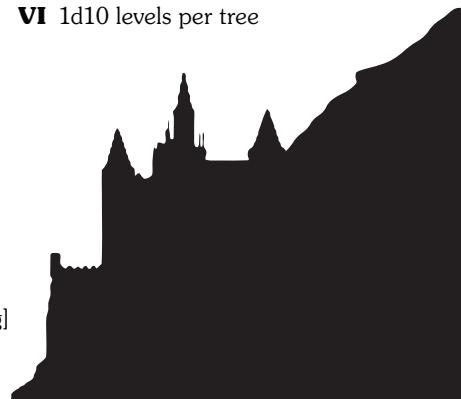
\* by/as mountains

### 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		2		3	
	solid		per pale		per fess
4		5		6	
	quartered		quarterly of 6		canton
7		8		9	
	per bend		per bend sinister		per saltire
10		11		12	
	tierced in pale		tierced in pale reversed		gyrfony of 8
13		14		15	
28	pale		bars		bend
16		17		18	
	paly of 6		barry of 6		bendy of 8
19		20		21	
	per chevron		per chevron reversed		chevron
22		23		24	
	chief		fess		pall
25		26		27	
	inescutcheon		bordure		cross
28		29		30	
	per pale indented		chape-ploye		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 as a d10 (referencing only 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	cendréé	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	cendrée	ashen grey	sincerity, peace
18	fur	ermine	white field with black ermine spots	valor, justice, dignity
19	fur	ermesines	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		2		3	
	cross: bottony		cross: flory		cross: moline
4		5		6	
	cross: pattee		cross: patonce		cross: potent
7		8		9	
	cross: crosslet		sun (in splendor)		moon (in plenitude)
10		11		12	
	star		estoile		garb of wheat
13		14		15	
	fleur de lis		crown		knight on horseback
16		17		18	
	sword		crossed swords		crossed axes
19		20		21	
	lion (rampant)		bear (rampant)		griffon (rampant)
22		23		24	
	unicorn (rampant)		panther (rampant)		dragon (passant)
25		26		27	
	eagle (displayed)		2-head eagle (displayed)		lion head
28		29		30	
	eagle head		dragon head		unicorn head

# Expanded Heraldry Charges/Sigils

Additional/optional heraldic charges/sigils based on general type (as a substitution for **HRLD3**, on previous page).

## HRLD3a: QUADRUPEDS (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** shedu
- 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]

## 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

### ATTITUDES (POSITIONS) FOR OPTIONAL CHARGES/SIGILS

#### Quadrupeds

- 1** head (only)
- 2** passant
- 3** rampant

#### Avians/Birds

- 1** displayed
- 2** roussant
- 3** trussed

#### Serpents

- odd** glissant  
**even** nowed

#### Fish

- odd** naiant  
**even** hauriant

#### Extraordinary Creatures

- 1** displayed
- 2** roussant
- 3** trussed

\* 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
<b>1</b> anarchy	none (lawless society)
<b>2</b> argentocracy	money (all decisions made by financial prudence)
<b>3</b> aristarchy	the best (e.g., through contest)
<b>4</b> aristocracy	nobility
<b>5</b> autocracy	individual w/ absolute power (e.g., emperor/dictator)
<b>6</b> cryptarchy	secret rulership
<b>7</b> democracy	the people
<b>8</b> demonocracy	demons (or representatives of demons)
<b>9</b> ecclesiarchy	clerics
<b>10</b> ethnocracy	a particular race (among mixed races)
<b>11</b> gerontocracy	eldest citizens (age-based)
<b>12</b> gynocracy	women
<b>13</b> heroarchy	heroes
<b>14</b> heterarchy	foreign ruler
<b>15</b> matriarchy	eldest females
<b>16</b> militocracy	military rulers
<b>17</b> monarchy	individual, usually hereditary (e.g., queen/king)
<b>18</b> oligarchy	the few (usually co-equal; roll 1d30 for number)
<b>19</b> patriarchy	eldest males
<b>20</b> pedantocracy	strict rule-bound scholars
<b>21</b> pedocracy	learned, savants, and scholars
<b>22</b> phallocracy	government by men
<b>23</b> plutocracy	the wealthy
<b>24</b> prophetocracy	government by a prophet
<b>25</b> quangocracy	quasi-autonomous non-governmental organizations
<b>26</b> statocracy	the state alone, without ecclesiastical influence
<b>27</b> thearchy	a god or gods (or through 1 or more representatives)
<b>28</b> theocracy	priests or religious law
<b>29</b> tritheocracy	three gods (or representatives thereof)
<b>30</b> xenocracy	a body of foreigners

## **SBG2: REACTION TO OUTSIDERS**

<b>1</b> accepting of
<b>2</b> aggravated by
<b>3</b> amused by
<b>4</b> annoyed with
<b>5</b> anxious around
<b>6</b> apathetic toward
<b>7</b> bored by
<b>8</b> curious about
<b>9</b> cynical of
<b>10</b> enraged by
<b>11</b> enthralled with
<b>12</b> envious of
<b>13</b> excited by
<b>14</b> frustrated with
<b>15</b> grumpy around
<b>16</b> impressed by
<b>17</b> indifferent to
<b>18</b> infuriated by
<b>19</b> irritated by
<b>20</b> melancholy about
<b>21</b> peaceful around
<b>22</b> pissed off with
<b>23</b> predatory of
<b>24</b> rejecting of
<b>25</b> restless around
<b>26</b> sympathetic toward
<b>27</b> tired of
<b>28</b> uncomfortable around
<b>29</b> unimpressed by
<b>30</b> weird around

## **SBG3: ECONOMIC BACKGROUND**

<b>1s: General Outlook</b>	<b>10s Digit: Prices/Taxes<sup>†</sup></b>
<b>1</b> booming	<b>1-10</b> low
<b>2</b> bullish/hopeful	<b>11-20</b> average
<b>3</b> depressed	<b>21-30</b> exorbitant
<b>4</b> doomed*	
<b>5</b> expanding	
<b>6</b> inflationary	
<b>7</b> overheated/growing too fast	
<b>8</b> recessionary	
<b>9</b> uncontrolled/fluctuating**	
<b>0</b> weak	

<sup>†</sup> 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**

<b>1</b> bandits (thieves)
<b>2</b> barbarians (horde)
<b>3</b> beetles, giant
<b>4</b> bugbears
<b>5</b> chimera
<b>6</b> clerics (evil)
<b>7</b> dragon
<b>8</b> elves (evil)
<b>9</b> ettin
<b>10</b> gargoyles
<b>11</b> ghouls*
<b>12</b> giant(s)
<b>13</b> gnolls
<b>14</b> goblins
<b>15</b> harpie(s)
<b>16</b> hobgoblins
<b>17</b> kobolds
<b>18</b> lizard men
<b>19</b> mage (hostile)
<b>20</b> manticores
<b>21</b> ogre(s)
<b>22</b> ogre mage
<b>23</b> pterodactyl
<b>24</b> roc
<b>25</b> skeletons*
<b>26</b> troglodytes
<b>27</b> trolls
<b>28</b> witch
<b>29</b> wolves
<b>30</b> zombies*

\* roll additional d3 for origin [1=roaming; 2=lich; 3=vampire]

## **SBG4: SETTLEMENT ISSUES**

<b>1s: Type</b>	<b>10s Digit: Degree</b>
<b>1</b> beggars/vagrancy	<b>1-10</b> minor/contained <sup>†</sup>
<b>2</b> drunkards*	<b>11-20</b> moderate/widespread <sup>†</sup>
<b>3</b> corruption	<b>21-30</b> major/pervasive
<b>4</b> disease	
<b>5</b> feuding	* 1 in 3 chance of additional issues with beggars
<b>6</b> fire	
<b>7</b> prostitution	** 2 in 3 chance of accompanying disease (roll add. 1d3 for degree)
<b>8</b> theft (pickpockets)	
<b>9</b> unrest (general)	† 2 in 3 chance that fire or disease will spread
<b>0</b> waste issues**	

# 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	

## SEPC: PROPOSITIONS TO PCs TO COMMIT A CRIME (FOR HIRE)

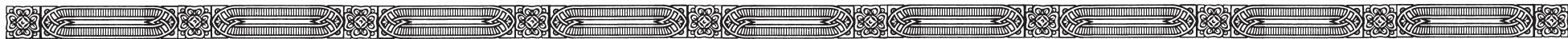
1s Proposition	10s Digit: Offer is...
1 threaten someone	1-10 honest offer
2 mame someone	11-20 a hoax (prank)
3 kill someone	21-30 entrapment (law)
4 hurt someone's relative (as sign/threat)	
5 kill someone's relative (as sign/threat)	
6 kidnap someone	
7 destroy a home	
8 destroy a place of business	
9 destroy property	
0 steal property	

### Target of Crime

1 noble	4 clergy
2 city official	5 citizen
3 merchant	6 peasant

## 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	



# 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

**CG1: ROLL 1**  
Magic-user/  
Fighter(s)

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

**CG2: ROLL 2**  
#Merc./  
Fighters

<b>1</b>	7m/-
<b>2</b>	8m/-
<b>3</b>	9m/-
<b>4</b>	10m/-
<b>5</b>	11m/-
<b>6</b>	12m/-
<b>7</b>	13m/+F:4
<b>8</b>	14m/+F:4
<b>9</b>	15m/+F:4
<b>10</b>	16m/+F:4
<b>11</b>	7m/+F:4
<b>12</b>	8m/+F:4
<b>13</b>	9m/+F:4
<b>14</b>	10m/+F:4
<b>15</b>	11m/+F:4
<b>16</b>	12m/+F:5
<b>17</b>	13m/+F:5
<b>18</b>	14m/+F:5
<b>19</b>	15m/+F:5
<b>20</b>	16m/+F:5
<b>21</b>	7m/+F:5
<b>22</b>	8m/+F:5
<b>23</b>	9m/+F:5
<b>24</b>	10m/+F:5
<b>25</b>	11m/+F:5
<b>26</b>	12m/+F:5
<b>27</b>	13m/+F:5
<b>28</b>	14m/+F:5
<b>29</b>	15m/+F:5
<b>30</b>	16m/+F:5

## CITY WATCH

**CWa: DAY WATCH**  
Cleric/Fighter/  
Roll #Mercenaries

<b>1</b>	C:3/F:1/3m
<b>2</b>	C:3/F:1/4m
<b>3</b>	C:3/F:2/4m
<b>4</b>	C:3/F:1/5m
<b>5</b>	C:3/F:2/5m
<b>6</b>	C:3/F:3/5m
<b>7</b>	C:3/F:4/5m
<b>8</b>	C:3/F:3/6m
<b>9</b>	C:3/F:4/6m
<b>10</b>	C:3/F:4/7m
<b>11</b>	C:4/F:1/3m
<b>12</b>	C:4/F:1/4m
<b>13</b>	C:4/F:2/4m
<b>14</b>	C:4/F:1/5m
<b>15</b>	C:4/F:2/5m
<b>16</b>	C:4/F:3/5m
<b>17</b>	C:4/F:4/5m
<b>18</b>	C:4/F:3/6m
<b>19</b>	C:4/F:4/6m
<b>20</b>	C:4/F:4/7m
<b>21</b>	C:5/F:1/3m
<b>22</b>	C:5/F:1/4m
<b>23</b>	C:5/F:2/4m
<b>24</b>	C:5/F:1/5m
<b>25</b>	C:5/F:2/5m
<b>26</b>	C:5/F:3/5m
<b>27</b>	C:5/F:4/5m
<b>28</b>	C:5/F:3/6m
<b>29</b>	C:5/F:4/6m
<b>30</b>	C:5/F:4/7m

**CWb: NIGHT WATCH**  
Cleric/Fighter/  
Roll #Mercenaries

<b>1</b>	C:4/F:3/8m
<b>2</b>	C:4/F:3/9m
<b>3</b>	C:4/F:4/9m
<b>4</b>	C:4/F:3/10m
<b>5</b>	C:4/F:4/10m
<b>6</b>	C:4/F:5/10m
<b>7</b>	C:4/F:6/10m
<b>8</b>	C:4/F:5/11m
<b>9</b>	C:4/F:6/11m
<b>10</b>	C:4/F:6/12m
<b>11</b>	C:5/F:3/8m
<b>12</b>	C:5/F:3/9m
<b>13</b>	C:5/F:4/9m
<b>14</b>	C:5/F:3/10m
<b>15</b>	C:5/F:4/10m
<b>16</b>	C:5/F:5/10m
<b>17</b>	C:5/F:6/10m
<b>18</b>	C:5/F:5/11m
<b>19</b>	C:5/F:6/11m
<b>20</b>	C:5/F:6/12m
<b>21</b>	C:6/F:3/8m
<b>22</b>	C:6/F:3/9m
<b>23</b>	C:6/F:4/9m
<b>24</b>	C:6/F:3/10m
<b>25</b>	C:6/F:4/10m
<b>26</b>	C:6/F:5/10m
<b>27</b>	C:6/F:6/10m
<b>28</b>	C:6/F:5/11m
<b>29</b>	C:6/F:6/11m
<b>30</b>	C:6/F:6/11m

## BORDER PATROLS

**BP1: ROLL 1**  
#Men-at-arms/  
Roll #Fighters:1

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

**BP2: +ROLL 2**  
+Fighters  
Level

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

## ARMS

Roll	Main Weapon	2nd Weapon
<b>1</b>	short sword	
<b>2</b>	longsword	
<b>3</b>	broadsword	
<b>4</b>	flail	halberd
<b>5</b>	mace	
<b>6</b>	short sword	
<b>7</b>	longsword	
<b>8</b>	broadsword	
<b>9</b>	flail	
<b>10</b>	mace	
<b>11</b>	short sword	
<b>12</b>	longsword	
<b>13</b>	broadsword	
<b>14</b>	flail	spear
<b>15</b>	mace	
<b>16</b>	short sword	
<b>17</b>	longsword	
<b>18</b>	broadsword	
<b>19</b>	flail	long bow
<b>20</b>	mace	
<b>21</b>	short sword	
<b>22</b>	longsword	
<b>23</b>	broadsword	
<b>24</b>	flail	lt. crossbow
<b>25</b>	mace	
<b>26</b>	short sword	
<b>27</b>	longsword	
<b>28</b>	broadsword	
<b>29</b>	flail	
<b>30</b>	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

<b>Method/Device</b>	<b>Description</b>
<b>1</b> brank	metal cage-like mask; victim's head is caged and the brank is chained for public display
<b>2</b> brazen bull	hollow bronze bull w/ "door"; condemned locked inside and fire lit below; "roasting" inhabitants; screams inside sound like mad ox
<b>3</b> breaking wheel	large wooden-wheel with spokes; victim's limbs tied to spokes, wheel revolved slowly, victim hit through spokes with iron hammer
<b>4</b> burning at the stake	if fire is large enough, death occurs first by asphyxia rather than heat damage from flames; small fires prolong death
<b>5</b> cat's paw	victim tied up (usually to plank/board), metal claws used to scrape skin
<b>6</b> chair	chair with straps and spikes covering back, arm-rests, seat, leg-rests and foot-rests
<b>7</b> coffin	cage-like coffin; very painful to larger/overweight characters; usually accompanied by public display
<b>8</b> copper boot	victim's feet placed inside copper boot [1=boiling water poured in, 2=molten metal poured in, 3=boot beaten]
<b>9</b> crocodile shears	scissor-like clamp with crocodile-like head/teeth; usually used to mutilate fingers; exclusive punishment for regicide (killing monarch)
<b>10</b> 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
<b>11</b> exposure	[ <b>1</b> =buried up to neck, <b>2</b> =stocks/ropes in town, <b>3</b> =stocks/ropes in unprotected area]
<b>12</b> flagellation	[ <b>1</b> =cane/rod, <b>2</b> =cat o' tails, <b>3</b> =single-tail whip]
<b>13</b> flaying	victim "skinned" alive
<b>14</b> foot torture	[ <b>1</b> =denailing, <b>2</b> =toe wedging, <b>3</b> =roasting]
<b>15</b> garrotte	victim tied to instrument (seat-like device), neck forced inside iron collar, neck slowly crushed
<b>16</b> head crusher	chin placed over bottom bar, head placed under upper cap, screw turned pressing bar against cap
<b>17</b> heretic's fork	two forks set against each other, one up to chin, one down to chest; makes speech and neck movement nearly impossible
<b>18</b> iron maiden	coffin with spikes on every interior wall
<b>19</b> judas cradle	victim seated on a triangular-shaped seat and slowly impaled
<b>20</b> knee splitter	vice with opposing metal spikes; used to render knees permanently useless; often used on other body parts (elbows, arms, lower legs)
<b>21</b> lead sprinkler	appears as holy water sprinkler; molten metals poured into butt of handle, then "rain" over victim from other end
<b>22</b> pendulum	vertical wooden frame; victim's wrists tied behind back, handle turned, roped slowly elevated, shoulders dislocated
<b>23</b> 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
<b>24</b> pillory	wooden/metal framework on post with holes for securing head and hands; often used as post for flagellation
<b>25</b> rack	victim placed tied to rack, ropes tied to limbs, then handles turned to pull limbs; limbs torn apart, dislocate with loud crack
<b>26</b> rats	victim constrained and tied to ground (or horizontal surface); rat placed on stomach, covered by heated metal container; rat seeks way out
<b>27</b> saw	victim tied up in inverted position (blood diverted to brain, loss of blood slowed); victim slowly cut in half
<b>28</b> 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
<b>29</b> thumbscrews	victim's fingers placed inside instrument, slowly crushed; often used in combination with other torture methods
<b>30</b> water	[ <b>1</b> =dunking, <b>2</b> =drops of water, <b>3</b> =cauldron, <b>4</b> =freezing with water, <b>5</b> =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 = Population =	Thorp 5 + 1d30	Hamlet 30 + 1d30	Village (5+1d30) x 5	Small Town (2+1d30) x 60	Large Town (20+1d30) x 100	Small City 5,000 + (1d30x200)	Large City 10,000 + (1d30x400)
Vendor/Shop	Small (6-15) Medium (16-25) Large (26-35)	Small (31-40) Medium (41-50) Large (51-60)	Small (30-75) Medium (80-120) Large (125-175)	Small (180-760) Medium (820-1,340) Large (1,400-1,920)	Small (2,100-3,000) Medium (3,100-4,000) Large (4,100-5,000)	Small (5,200-7,000) 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)
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 <sup>††</sup>	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]

## 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).

<sup>††</sup> assumes a proximity to water; otherwise chance in 30 at DM's discretion

**Additional**  
*merchants, traders  
and service providers  
may be found on the  
“NPC Occupations”  
tables (p.42).*



# 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

<b>1</b> austere
<b>2</b> bright
<b>3</b> charming
<b>4</b> cluttered*
<b>5</b> cramped
<b>6</b> dark
<b>7</b> decorated
<b>8</b> dilapidated
<b>9</b> dirty
<b>10</b> disarranged
<b>11</b> dusty
<b>12</b> flashy
<b>13</b> fresh
<b>14</b> immaculate
<b>15</b> luxurious
<b>16</b> modest
<b>17</b> neat
<b>18</b> neglected
<b>19</b> organized
<b>20</b> ostentatious
<b>21</b> plain
<b>22</b> ratty
<b>23</b> shiny
<b>24</b> spacious
<b>25</b> sterile
<b>26</b> tacky
<b>27</b> tidy
<b>28</b> unkempt
<b>29</b> untidy
<b>30</b> well-appointed

## SHS: SHOP STOCK (AVAILABILITY & PRICING)

Roll d30; cross-reference result to generate both "Stock" and "Prices" results.

<b>Prices (as % of Standard)</b>					<b>Depth of Stock</b>	<b>Chance-in-30 for C/U/R*</b>
75%	90%	100%	125%	150%		
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	sparse	3/(15)/(3)
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	thin	5/1/(10)
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	below average	15/4/(15)
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	average	20/6/1
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	above average	24/10/3
<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	robust	29/15/5

\* 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 Modifer" (per **SHK**) and Charisma modifiers† to result.

### Roll Reaction

<b>1 or below</b>	refuses service to PCs; expels them from shop
<b>2-8</b>	apathetic toward PCs; will let them shop; unlikely to help; may refuse sale to PCs based on their behavior/attitude; will not barter
<b>9-22</b>	generally accommodating; will sell to PCs if item is in stock; will barter
<b>23-29</b>	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
<b>30+</b>	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

<b>Attitude</b>	<b>Reaction Modifier</b>	<b>Bartering (as % of Standard)</b>				
		<b>75%</b>	<b>90%</b>	<b>100%</b>	<b>125%</b>	<b>150%</b>
<b>1</b> accommodating	+3	65%	80%	90%	110%	130%
<b>2</b> apathetic	±0	60%	75%	85%	105%	120%
<b>3</b> considerate	+1	70%	85%	95%	120%	140%
<b>4</b> cooperative	+2	70%	85%	95%	120%	140%
<b>5</b> disinterested	-5	70%	85%	95%	120%	140%
<b>6</b> dispassionate	-3	70%	85%	95%	120%	140%
<b>7</b> earnest	+2	70%	85%	95%	120%	145%
<b>8</b> enthusiastic	+7	60%	75%	85%	105%	120%
<b>9</b> friendly	+2	65%	80%	90%	115%	140%
<b>10</b> generous	+1	60%	75%	85%	100%	120%
<b>11</b> helpful	+2	70%	85%	95%	120%	140%
<b>12</b> hospitable	+1	70%	85%	95%	120%	140%
<b>13</b> humble	±0	60%	75%	85%	100%	120%
<b>14</b> indifferent	±0	70%	85%	95%	120%	140%
<b>15</b> lazy	-4	70%	85%	95%	120%	140%
<b>16</b> motivated	+5	70%	85%	95%	120%	140%
<b>17</b> obliging	+2	70%	85%	95%	120%	140%
<b>18</b> passionate	+3	70%	85%	95%	120%	140%
<b>19</b> passive	±0	40%	55%	65%	75%	140%
<b>20</b> persistent	+6	60%	75%	85%	105%	120%
<b>21</b> poker-faced	±0	70%	85%	95%	120%	140%
<b>22</b> polite	+1	60%	75%	85%	105%	120%
<b>23</b> pushy	+3	70%	85%	95%	120%	140%
<b>24</b> relentless	+7	60%	75%	85%	110%	120%
<b>25</b> snobbish	-6	70%	85%	95%	120%	140%
<b>26</b> sober	-2	70%	85%	95%	120%	190%
<b>27</b> stoic	±0	70%	80%	90%	110%	135%
<b>28</b> submissive	+8	40%	45%	50%	75%	100%
<b>29</b> overbearing	-4	70%	80%	95%	120%	145%
<b>30</b> 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						
		TNG2a	TNG2b	TNG2c		TNG3a	TNG3b	TNG3c	TNG3d	TNG3e	TNG3f	
<b>1</b>	TNG2a/TNG3a	<b>1</b>	solitary	angry	bright	<b>1</b>	acolyte	mage	badger	basilisk	arrow	barrel
<b>2</b>	TNG2a/TNG3b	<b>2</b>	lone	barking	blind	<b>2</b>	angel	magician	bear	brownie	axe	bridge
<b>3</b>	TNG2a/TNG3c	<b>3</b>	two	bawdy	bloody	<b>3</b>	archer	maid	beaver	centaur	bow	bucket
<b>4</b>	TNG2a/TNG3d	<b>4</b>	three	belching	bold	<b>4</b>	bachelor	merchant	boar	cockatrice	buckler	bush
<b>5</b>	TNG2a/TNG3e	<b>5</b>	four	bitter	bouncing	<b>5</b>	bard	mistress	cock	cyclops	catapult	castle
<b>6</b>	TNG2a/TNG3f	<b>6</b>	five	crying	busy	<b>6</b>	baron	monk	dog	dragon	club	cauldron
<b>7</b>	TNG2b/TNG3a	<b>7</b>	seven	cheerful	chequered	<b>7</b>	beggar	nomad	eagle	dwarf	crossbow	crown
<b>8</b>	TNG2b/TNG3b	<b>8</b>	nine	cranky	dark	<b>8</b>	bishop	nun	fox	elf	dagger	citadel
<b>9</b>	TNG2b/TNG3c	<b>9</b>	ten	dancing	dirty	<b>9</b>	brigand	paladin	frog	gargoyle	dart	cup
<b>10</b>	TNG2b/TNG3d	<b>10</b>	twelve	drunken	dusty	<b>10</b>	buccaneer	pirate	hound	ghost	flail	flagon
<b>11</b>	TNG2b/TNG3e	<b>11</b>	king’s	fallen	flying	<b>11</b>	burglar	priest	horse	giant	gauntlet	field
<b>12</b>	TNG2b/TNG3f	<b>12</b>	queen’s	friendly	fiery	<b>12</b>	captain	prince	jackal	gnome	halberd	garden
<b>13</b>	TNG2c/TNG3a	<b>13</b>	noble	happy	filthy	<b>13</b>	cardinal	princess	lamb	goblin	hammer	gate
<b>14</b>	TNG2c/TNG3b	<b>14</b>	royal	hungry	flaming	<b>14</b>	cavalier	queen	leopard	gorgon	helm	hand
<b>15</b>	TNG2c/TNG3c	<b>15</b>	brass	jolly	frozen	<b>15</b>	dervish	robber	lion	griffon	hilt	key
<b>16</b>	TNG2c/TNG3d	<b>16</b>	bronze	laughing	hairy	<b>16</b>	duke	scout	lizard	halfling	javelin	leaf
<b>17</b>	TNG2c/TNG3e	<b>17</b>	copper	leering	humble	<b>17</b>	earl	sharper	monkey	harpy	lance	mug
<b>18</b>	TNG2c/TNG3f	<b>18</b>	gold(en)	lonely	idle	<b>18</b>	enchanter	sheriff	ostrich	hippogriff	mace	plate
<b>19</b>	TNG3a + TNG3a*	<b>19</b>	platinum	nosy	pale	<b>19</b>	footman	sorcerer	peacock	hydra	pick	pantry
<b>20</b>	TNG3a + TNG3b	<b>20</b>	silver	proud	radiant	<b>20</b>	friar	swordsman	pig	kobold	pike	paw
<b>21</b>	TNG3b + TNG3b*	<b>21</b>	black	quiet	rusty	<b>21</b>	guard	thief	porcupine	leprechaun	pollaxe	purse
<b>22</b>	TNG3c + TNG3c*	<b>22</b>	blue	raving	old	<b>22</b>	jestor	traveler	salamander	minotaur	rapier	rose
<b>23</b>	TNG3c + TNG3d	<b>23</b>	crimson	salty	polished	<b>23</b>	judge	trickster	snake	ogre	sabre	scepter
<b>24</b>	TNG3d + TNG3d*	<b>24</b>	gray	screaming	shining	<b>24</b>	hero	vagabond	spider	orc	scabbard	scroll
<b>25</b>	TNG3e + TNG3e*	<b>25</b>	green	sleeping	slippery	<b>25</b>	horseman	veteran	swan	pixie	scythe	skull
<b>26</b>	TNG3e + TNG3f	<b>26</b>	purple	snarling	smoking	<b>26</b>	king	vicar	tiger	satyr	sheath	staff
<b>27</b>	TNG3c + TNG3e	<b>27</b>	rose	starving	stinking	<b>27</b>	knave	virgin	toad	sphinx	shield	star
<b>28</b>	TNG3a’s TNG3e	<b>28</b>	scarlet	tired	stone	<b>28</b>	knight	wanderer	weasel	sprite	sickle	tree
<b>29</b>	TNG3b’s TNG3e	<b>29</b>	white	winking	striped	<b>29</b>	lancer	warlock	wolf	troll	spear	wheel
<b>30</b>	TNG3b’s TNG3f	<b>30</b>	yellow	zealous	young	<b>30</b>	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

<b>1s Digit: Type</b>	<b>10s Digit: Age</b>
<b>1</b> 1-story, timber	<b>01-10</b> = new
<b>2</b> 1-story, timber & brick	<b>11-20</b> = "worn in"
<b>3</b> 1-story, timber & stone	<b>21-30</b> = old
<b>4</b> 1-story, stone	
<b>5</b> 1-story, brick	
<b>6</b> 2-story, timber	
<b>7</b> 2-story, timber & brick	
<b>8</b> 2-story, timber & stone	
<b>9</b> 2-story, stone	
<b>0</b> 2-story, brick	

## TVN2: Rooms & Bedding

<b>Poor Accommodations<sup>a</sup></b>	
<b>1-4</b>	hammocks in main room
<b>5-7</b>	cots in main room
<b>8-10</b>	small rooms w/ straw mattresses
<b>Common Accommodations<sup>b</sup></b>	
<b>11-14</b>	cots in main room
<b>15-17</b>	small rooms w/ straw mattresses
<b>18-20</b>	med. rooms w/ straw mattresses
<b>Good Accommodations<sup>c</sup></b>	
<b>21-22</b>	small rooms w/ straw mattresses
<b>23-24</b>	small rooms w/ feather mattresses
<b>25-26</b>	med. rooms w/ straw mattresses
<b>27-28</b>	med. rooms w/ feather mattresses
<b>29</b>	large rooms w/ straw mattresses
<b>30</b>	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

<b>Decor/Furniture/Features of Note</b>	
<b>1</b> ceiling	vaulted
<b>2</b> ceiling	low (claustrophobic)
<b>3</b> collection	tankards
<b>4</b> collection	exotic drinking vessels
<b>5</b> collection	obscure animal skeletons
<b>6</b> collection	paintings
<b>7</b> collection	statues
<b>8</b> doors	elaborate ironwork hardware
<b>9</b> doors	painted red
<b>10</b> exterior	garden
<b>11</b> exterior	well-groomed hedges
<b>12</b> exterior	salvaged stone wall
<b>13</b> floor	tile mosaic
<b>14</b> furniture	very old, but well-crafted
<b>15</b> furniture	dwarven construction
<b>16</b> furniture	elven construction
<b>17</b> furniture	exotic/embedded
<b>18</b> furniture	inscribed w/ runes
<b>19</b> lighting	excess of tiny candles
<b>20</b> lighting	magical torches
<b>21</b> lighting	elaborate chandelier
<b>22</b> misc.	ornate cauldron
<b>23</b> over hearth	skull, dragon*
<b>24</b> over hearth	exotic weapons
<b>25</b> over hearth	painting of figure**
<b>26</b> roof	slate
<b>27</b> roof	red tile
<b>28</b> windows	leaded glass
<b>29</b> windows	stained glass
<b>30</b> windows	complete lack of

\* or by tavern name

\*\* roll as classed NPC (on **CLS1**, p.38)

## TVN4: REPUTATION

### Tavern is known for...

<b>1</b> drink	quality of ales
<b>2</b> drink	quality of wines
<b>3</b> drink	selection
<b>4</b> drink	strength
<b>5</b> drink	weakness
<b>6</b> drink	weird/odd selections
<b>7</b> food	small portions
<b>8</b> food	large portions
<b>9</b> food	quality
<b>10</b> food	unique/outstanding
<b>11</b> food	unique/weird
<b>12</b> patrons	strange/odd
<b>13</b> patrons	mages
<b>14</b> patrons	veterans
<b>15</b> patrons	criminals/thieves
<b>16</b> patrons	demi-humans
<b>17</b> patrons	reserved
<b>18</b> patrons	unruly
<b>19</b> patrons	drunken women
<b>20</b> prejudiced	toward dwarves
<b>21</b> prejudiced	toward elves
<b>22</b> prejudiced	toward halflings
<b>23</b> prejudiced	to all non-humans
<b>24</b> prostitutes	beautiful
<b>25</b> prostitutes	heinous
<b>26</b> prostitutes	exotic
<b>27</b> entertainment	bizarre games
<b>28</b> entertainment	drinking contests
<b>29</b> entertainment	fighting
<b>30</b> entertainment	talented minstrels

## TVN5: FOOD

### Featured Main Dishes

<b>1</b>	ale-baked beef stuffed with onion and bacon
<b>2</b>	beef & wine pie
<b>3</b>	beef roll in mustard sauce
<b>4</b>	beef tenderloin in garlic sauce
<b>5</b>	chicken in thick wine sauce
<b>6</b>	five-spice barbecue roast
<b>7</b>	hare hash
<b>8</b>	lamb simmered with almonds and spices
<b>9</b>	lamb stew thickened with honey
<b>10</b>	lamb stewed with herbs and fruits
<b>11</b>	liver sausage custard pie
<b>12</b>	mutton shoulder with oysters
<b>13</b>	oxtail stewed with leeks, onions, and carrots
<b>14</b>	pork, chicken, and rabbit pie
<b>15</b>	pork dumplings in meat sauce
<b>16</b>	pork in wine, egg, and pepper sauce
<b>17</b>	pork meatballs in almond milk
<b>18</b>	pork pie with eggs, honey, and spices
<b>19</b>	rabbit in ginger sauce
<b>20</b>	rabbit in wine-currant sauce
<b>21</b>	roast beef in orange sauce
<b>22</b>	roast pig stuff with cheese and chestnuts
<b>23</b>	rolled stuffed steak, baked in sauce
<b>24</b>	sausages sautéed in sherry
<b>25</b>	sheep tongue with onions
<b>26</b>	spiced pork with oranges & onions
<b>27</b>	stewed beef ribs
<b>28</b>	veal pie with herbs, dates, and eggs
<b>29</b>	venison soup with wine & spices
<b>30</b>	venison ribs in wine

# 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		
<b>1</b> cleric	human	<b>1</b> cleric
<b>2</b> cleric	human	<b>2</b> cleric
<b>3</b> druid	elf	<b>3</b> cleric
<b>4</b> druid	human	<b>4</b> cleric
<b>5</b> druid	human	<b>5</b> dwarf
<b>6</b> fighter	dwarf	<b>6</b> dwarf
<b>7</b> fighter	elf	<b>7</b> dwarf
<b>8</b> fighter	halfling	<b>8</b> dwarf
<b>9</b> fighter	human	<b>9</b> elf
<b>10</b> fighter	human	<b>10</b> elf
<b>11</b> paladin	human	<b>11</b> elf
<b>12</b> ranger	human	<b>12</b> elf
<b>13</b> magic-user	elf	<b>13</b> fighter
<b>14</b> magic-user	human	<b>14</b> fighter
<b>15</b> magic-user	human	<b>15</b> fighter
<b>16</b> illusionist	human	<b>16</b> fighter
<b>17</b> thief	dwarf	<b>17</b> fighter
<b>18</b> thief	elf	<b>18</b> fighter
<b>19</b> thief	halfling	<b>19</b> halfling
<b>20</b> thief	human	<b>20</b> halfling
<b>21</b> thief	human	<b>21</b> halfling
<b>22</b> assassin	dwarf	<b>22</b> halfling
<b>23</b> assassin	elf	<b>23</b> magic-user
<b>24</b> assassin	halfling	<b>24</b> magic-user
<b>25</b> assassin	human	<b>25</b> magic-user
<b>26</b> assassin	human	<b>26</b> magic-user
<b>27</b> monk	human	<b>27</b> thief
<b>28</b> roll on CLS1ax <sup>†</sup> or reroll <sup>††</sup>		<b>28</b> thief
<b>29</b> roll on CLS1ax <sup>†</sup> or reroll <sup>††</sup>		<b>29</b> thief
<b>30</b> roll on CLS1ax <sup>†</sup> or reroll <sup>††</sup>		<b>30</b> thief

<sup>†</sup> = for 1e; <sup>††</sup> = for Oe

## CLS1ax: Multi-classed<sup>‡</sup> & 1e-specific Races

<b>1</b> cleric	half-elf
<b>2</b> cleric	half-orc
<b>3</b> cleric/fighter	half-elf
<b>4</b> cleric/fighter	half-orc
<b>5</b> [1=C/F/MU, 2=C/R, 3=C/MU]	half-elf
<b>6</b> [1=C/T, 2=C/A]	half-orc
<b>7</b> druid	half-elf
<b>8</b> fighter	half-elf
<b>9</b> fighter	gnome
<b>10</b> fighter	half-orc
<b>11</b> fighter/magic-user	elf
<b>12</b> fighter/magic-user	half-elf
<b>13</b> fighter/illusionist	gnome
<b>14</b> fighter/thief	dwarf
<b>15</b> fighter/thief	elf
<b>16</b> fighter/thief	gnome
<b>17</b> fighter/thief	half-elf
<b>18</b> fighter/thief	halfling
<b>19</b> [1=F/T, 2=F/A]	half-orc
<b>20</b> fighter/MU/thief	[1=elf, 2=half-elf]
<b>21</b> ranger	half-elf
<b>22</b> magic-user	half-elf
<b>23</b> magic-user/thief	elf
<b>24</b> magic-user/thief	half-elf
<b>25</b> illusionist	gnome
<b>26</b> illusionist/thief	gnome
<b>27</b> thief	gnome
<b>28</b> thief	half-elf
<b>29</b> thief	half-orc
<b>30</b> assassin	[1=gnome, 2=half-elf, 3=half-orc]

## CLS2: ALIGNMENT\*, SEX AND CLASS LEVEL\*\*

<b>1</b>	lawful	male	-2
<b>2</b>	neutral	male	-2
<b>3</b>	chaotic	male	-2
<b>4</b>	lawful	male	-1
<b>5</b>	neutral	male	-1
<b>6</b>	chaotic	male	-1
<b>7</b>	lawful	male	$\pm 0$
<b>8</b>	neutral	male	$\pm 0$
<b>9</b>	chaotic	male	$\pm 0$
<b>10</b>	lawful	male	+1
<b>11</b>	neutral	male	+1
<b>12</b>	chaotic	male	+1
<b>13</b>	lawful	male	+2
<b>14</b>	neutral	male	+2
<b>15</b>	chaotic	male	+2
<b>16</b>	lawful	female	-2
<b>17</b>	neutral	female	-2
<b>18</b>	chaotic	female	-2
<b>19</b>	lawful	female	-1
<b>20</b>	neutral	female	-1
<b>21</b>	chaotic	female	-1
<b>22</b>	lawful	female	$\pm 0$
<b>23</b>	neutral	female	$\pm 0$
<b>24</b>	chaotic	female	$\pm 0$
<b>25</b>	lawful	female	+1
<b>26</b>	neutral	female	+1
<b>27</b>	chaotic	female	+1
<b>28</b>	lawful	female	+2
<b>29</b>	neutral	female	+2
<b>30</b>	chaotic	female	+2

<sup>‡</sup> 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.
<b>1</b>	-2
<b>2</b>	-1
<b>3</b>	$\pm 0$
<b>4</b>	+1
<b>5</b>	+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  
 $\pm 0$  = 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
cleric	A/B*	C	A	B	B/A*	C
druid	B	C	A	B	C	A
fighter/dwarf	A	C	B	B/A*	A/B*	C
paladin/elf	A	A	B	B/C*	C/B*	C
ranger	B	B	A	C	A	C
magic-user	B	A	C	A	B	C
illusionist	C	A	C	A	B	B
thief/halfling	B	A	C	A	C	B
assassin	A	A	C	A	C	C
monk	A	C	A	A	B	C

### SPECIFIC NPC TYPES

Type**	STR	INT	WIS	DEX	CON	CHA
alchemist	D	A	B	A	C	C
blacksmith	A	B	C	B	A	B
captain/navigator	C	B	A	C	C	B
man-at-arms	B	C	C	B	B	C
master merchant	C	C	B	C	D	A
sailor	B	B	B	B	B	D
sage (C)	C	A	B	B	B	C
sage (MU)	C	A	A	B	B	C
sage (MU/C)	C	A	A	B	B	C
spy	C	A	B	A	B	A

### ABILITY SCORES BY RACE/SEX

Race, Sex	STR	INT	WIS	DEX	CON	CHA
dwarf, female	B	C	C	B	C	B
dwarf, male	A	C	C	B	A	C
human, female	C	C	C	C	D	C
human, male	B	C	C	C	C	C
elf, female	D	B	B	C	A	B
elf, male	C	B	B	A	B	B
half-elf, female	C	B	C	A	B	B
half-elf, male	B	B	C	A	C	B
halfling, female	D	C	D	B	C	C
halfling, male	C	C	B	B	C	C

65

\* 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
<b>A</b>	exceptional	15	15	15	15	15	15	15	15	15	15	15	15	15	15	16	16	16	16	16	16	17	17	17	17	17	17	18	18	18	18
<b>B</b>	above average	13	13	13	13	13	13	13	13	13	13	13	13	13	13	14	14	14	14	14	14	14	14	14	14	14	15	15	15	15	
<b>C</b>	average	9	9	9	9	9	9	9	9	10	10	10	10	10	11	11	11	11	11	11	11	12	12	12	12	12	12	13	13	13	
<b>D</b>	below average	7	7	7	7	7	7	7	7	8	8	8	8	8	8	8	8	8	9	9	9	9	9	10	10	10	10	10	10	10	



# 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<sup>†</sup>

1s Weapon	Shield
1 axe, battle	no <sup>1</sup>
2 hammer, war	no <sup>1</sup>
3 sword, broad	no <sup>1</sup>
4 sword, long	no <sup>1</sup>
5 sword, 2-handed	no <sup>1</sup>
6 pole arm, 2-handed	no <sup>1</sup>
7 axe, battle	yes
8 hammer, war	yes
9 sword, broad	yes
0 sword, long	yes

## RANGER/ELF<sup>\*†</sup>

1s Weapon	Shield
1 bow, long	no
2 bow, short	no
3 dagger	no
4 sword, short	no
5 sword, long	no
6 bow, long	yes
7 bow, short	yes
8 dagger	yes
9 sword, short	yes
0 sword, long	yes

## DWARF<sup>\*</sup>

1s Weapon	Shield
1 axe, hand	no
2 axe, throwing	no
3 hammer, war	no
4 mace	no
5 sword	no
6 axe, hand	yes
7 axe, throwing	yes
8 hammer, war	yes
9 mace	yes
0 sword	yes

## HALFLING<sup>\*</sup>

1s Weapon	Shield
1 axe, hand	no
2 bow, short	no
3 crossbow	no
4 dagger	no
5 mace	no
6 sword (short)	no
7 axe, hand	yes
8 dagger	yes
9 mace	yes
0 sword (short)	yes

## ARMOR TYPE

10s Digit: Type
1-10 leather
11-20 chain
21-30 plate

## 2ND WEAPON<sup>1</sup>

10s Digit: Type
1-10 bow, short
11-20 bow, long
21-30 crossbow



<sup>1</sup> 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

1s Weapon	Armor	10s Digit: Add-on
1 club	leather	1-10 shield
2 mace	leather	11-20 holy symbol
3 hammer	leather	21-30 holy water
4 club	chain	
5 mace	chain	
6 hammer	chain	
7 club	plate	
8 mace	plate	
9 hammer	plate	
0 sling	leather	

## DRUID

1s Weapon	Armor
1 club	none
2 dagger	none
3 hammer	none
4 spear	none
5 staff	none
6 club	leather
7 dagger	leather
8 hammer	leather
9 spear	leather
0 staff	leather

## MAGIC-USER/ILLUSIONIST

1s Weapon	10s Digit: Other
1 bo staff	1-10 parchment
2 dagger	11-20 quill & ink
3 jo staff	21-30 parchment, quill & ink
4 dagger + bo staff	
5 dagger + jo staff	
6 dagger + darts	
7 bo staff + darts	
8 jo staff + darts	
9 dagger + bo staff + darts	
0 dagger + jo staff + darts	

## THIEF/ASSASSIN<sup>\*\*</sup>

1s Weapon	Armor <sup>††</sup>	10s Digit: Other
1 club	none	1-10 darts
2 dagger	none	11-20 poison
3 sword, broad	none	21-30 darts + poison
4 sword, short	none	
5 sword, long	none	
6 club	leather	
7 dagger	leather	
8 sword, broad	leather	
9 sword, short	leather	
0 sword, long	leather	

## MONK

1s Weapon
1 bo staff
2 club
3 crossbow
4 dagger
5 hand axe
6 javelin
7 jo staff
8 polearm
9 spear
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
<b>1-10</b>	Weapon	Misc. I	Misc. II	Misc. II
<b>11-20</b>	Armor	Potions I	Potions II	Potions II
<b>21-30</b>	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
<b>1-10</b>	Weapon	Misc. I	Potions I	Potions II
<b>11-20</b>	Armor	Rings I	Rings I	Rings II
<b>21-30</b>	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<sup>M</sup> + Ring<sup>P</sup> + 1 roll each on I and III

**Levels 10+:** Weapon<sup>M</sup> + Ring<sup>P</sup> + 1 roll each on III and IV

	I	II	III	IV
<b>1-10</b>	Misc. I	Rings I	Misc. II	Misc. II
<b>11-20</b>	Rings I	Potions I	Potions II	Rings II
<b>21-30</b>	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
<b>1-10</b>	Weapon	Misc. I	Misc. II	Misc. II
<b>11-20</b>	Armor	Potions I	Swords	Swords
<b>21-30</b>	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<sup>‡</sup>

- 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<sup>c</sup>

## 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<sup>A</sup>
- 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<sup>B</sup>
- 9** horn, blasting
- 0** medallion of ESP

## Footnotes

\* left of slash = BX/  
right of slash = 1e

<sup>A</sup> vs. crystal balls & ESP

<sup>B</sup> languages & magic

<sup>C</sup> stores cleric spells only

<sup>M</sup> 1st weapon only,  
if more than 1 listed

<sup>P</sup> +1 ring of protection

<sup>‡</sup> 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

<b>1s Digit: Race, Sex</b>	<b>10s Digit: Occupation</b>
<b>1</b> dwarf, female	<b>1-10</b> merchant (roll on table <b>NPC02a</b> )
<b>2</b> dwarf, male	<b>11-20</b> tradesman (roll on table <b>NPC02b</b> )
<b>3</b> human, female	<b>21-30</b> misc. (roll on table <b>NPC02c</b> )
<b>4</b> human, male	
<b>5</b> elf, female	
<b>6</b> elf, male	
<b>7</b> half-elf, female	
<b>8</b> half-elf, male	
<b>9</b> halfling, female	
<b>0</b> halfling, male	

## NPC03: EMPLOY & OFFERING/ABILITY

<b>1s Digit: Employ</b>	<b>10s Digit: Offering/Ability</b>
<b>1</b> lives/works nearby	<b>1-10</b> thin stock/weak
<b>2</b> nomadic/seasonal	<b>11-20</b> mediocre stock/average
<b>3</b> seeking goods/work	<b>21-30</b> well-stocked/masterful
<b>4</b> loves what they do	
<b>5</b> bored with job	
<b>6</b> hates what they do	
<b>7</b> been at it a long time	
<b>8</b> new to career	
<b>9</b> just one in a long line of different careers	
<b>0</b> family has done this for generations	



## NPC02: OCCUPATION

<b>NPC02a: Merchant</b>	<b>NPC02b: Trade</b>	<b>NPC02c: Misc.</b>
<b>1</b> antiquities	accountant	actor
<b>2</b> armor	architect	alchemist
<b>3</b> art objects	armorer	animal trainer
<b>4</b> beer	boatmaker	assassin
<b>5</b> block & tackle	bootmaker	artist
<b>6</b> books	bowyer	astrologer
<b>7</b> building supplies	carpenter	author
<b>8</b> clothing	carpetmaker	baker
<b>9</b> feed & seed	carver	barber
<b>10</b> food stuffs	cobbler	beggar
<b>11</b> furnishings	cooper	butcher
<b>12</b> jewelry	fletcher	circus performer
<b>13</b> leather goods	glassblower	cook
<b>14</b> livestock, small	goldsmith	dancer
<b>15</b> obscurities	hatmaker	fisherman
<b>16</b> perfume/soap	jeweller	fortune teller
<b>17</b> personal items	lampmaker	interpreter
<b>18</b> precious gems & metals	leather craftsman	mercenary
<b>19</b> rope	mason	messenger
<b>20</b> rugs/tapestries	miner	minstrel
<b>21</b> spices	metal worker	orator
<b>22</b> tools	potter	poet
<b>23</b> torches/lamps	ropemaker	politician
<b>24</b> weapons	saddlemaker	puppeteer
<b>25</b> wine	smith	sage
<b>26</b> magic weapons	tailor	sailor
<b>27</b> magic armor	tanner	sculptor
<b>28</b> magic items (general)	weaver	teacher
<b>29</b> scrolls	wheelwright	trapper
<b>30</b> potions	winemaker	undertaker

## NPC04: TEMPERAMENT

### Ethos/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

# Nobles and Noble Household Personnel

Quick determination of the following NPC types: nobles (including relationship to king), noble household officers (bordars), teachers to nobles, and miscellaneous castle personnel.

## NPCN1: NPC NOBLES

Male	Female
1 grand duke	2 grand duchess
3 viceroy	4 vicereine
5 archduke	6 archduchess
7 duke	8 duchess
9 prince	10 princess
11 count/earl	12 countess
13 viscount	14 viscountress
15 baron	16 baroness
17 baronet	18 baronetess
19 knight	20 dame
21 patrician	22 matrician
23 thegn	24 thegn, female
25 aristocrat	26 aristocrat, female
27 esquire	28 equire, wife of
29 gentleman	30 lady

## NPCN2: RELATION TO KING

1s Type	10s Digit: Degree
1 brother/sister	1-10 direct relation
2 uncle/aunt	11-20 spouse of (in-law)
3 nephew/niece	21-30 family friend (ignore 1s digit)
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	

## NPCH: 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	bailiff	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	pantler	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	cellerer	cellar/wine
17 food and drink	poulterer	poultry
18 food and drink	spicer	spices/spicery
19 food and drink	larderer	larder
20 food and drink	scalder	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	Sage's Major Field of Study				
			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/FA	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/FA	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/HG	FA/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/DH	FA/DH
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	FA/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

## HUMANOIDS & 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 dweomercraft
- 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

- 1** barrel-chested
- 2** beefy
- 3** big
- 4** brawny
- 5** built
- 6** bullnecked
- 7** burly
- 8** coltish
- 9** compact
- 10** full
- 11** gangly
- 12** heavily built
- 13** heavy-set
- 14** herculean
- 15** husky
- 16** lanky
- 17** paunchy
- 18** pear-shaped
- 19** pigeon-chested
- 20** slight
- 21** solid
- 22** statuesque
- 23** stocky
- 24** stooped
- 25** strapping
- 26** taut
- 27** thickset
- 28** well-built
- 29** wide
- 30** willowy

## NPCA2: SKIN

- 1** alabaster
- 2** amber
- 3** beige, light
- 4** beige, med.
- 5** beige, dark
- 6** beige, golden
- 7** bisque
- 8** bronze, light
- 9** bronze, med.
- 10** bronze, dark
- 11** chestnut
- 12** cocoa, light
- 13** cocoa, med.
- 14** cocoa, dark
- 15** golden, light
- 16** golden, med.
- 17** golden, dark
- 18** honey, light
- 19** honey, med.
- 20** honey, dark
- 21** milky white
- 22** porcelain
- 23** rosy
- 24** ruddy
- 25** russet
- 26** tan, light
- 27** tan, medium
- 28** tan, dark
- 29** tan, golden
- 30** tawny

## NPCA3: FACE

- 1** baby-faced
- 2** craggy
- 3** fresh-faced
- 4** full-face
- 5** furrowed
- 6** good-looking
- 7** handsome
- 8** hatchet-faced
- 9** lived-in
- 10** sculpted
- 11** chin, cleft
- 12** chin, weak
- 13** cheeks, chubby
- 14** cheeks, dimpled
- 15** eyes, almond
- 16** eyes, bulging
- 17** eyes, round
- 18** eyes, narrow
- 19** features, chiseled
- 20** features, fine
- 21** features, narrow
- 22** features, odd
- 23** features, weak
- 24** lips, full
- 25** lips, thick
- 26** lips, thin
- 27** nose, hook
- 28** nose, long
- 29** nose, snub
- 30** nose, turned-up

## NPCA4: EYE COLOR

- 1** amethyst
- 2** aqua, bright
- 3** aqua, medium
- 4** aqua, dark
- 5** blue, light
- 6** blue, medium
- 7** blue, deep
- 8** blue, sapphire
- 9** blue, steel
- 10** brown, dark
- 11** brown, medium
- 12** brown, light
- 13** brown, chestnut
- 14** green, light
- 15** green, medium
- 16** green, dark
- 17** green, jade
- 18** gray, pearl
- 19** gray, light
- 20** gray, medium
- 21** honey, light
- 22** honey, medium
- 23** hazel brown
- 24** hazel, green
- 25** periwinkle
- 26** lavender
- 27** pink
- 28** plum
- 29** violet, light
- 30** violet, dark

## NPCA5: HAIR COLOR

- 1** black
- 2** soft black
- 3** dark brown
- 4** dark chestnut
- 5** dark ash brown
- 6** medium brown
- 7** med. chestnut brown
- 8** medium ash brown
- 9** light golden brown
- 10** dark golden blonde
- 11** light chestnut brown
- 12** wheat blonde
- 13** honey blonde
- 14** light ash brown
- 15** light blonde
- 16** golden blonde
- 17** light blonde
- 18** strawberry blonde
- 19** light copper blonde
- 20** light auburn
- 21** medium auburn
- 22** bright copper brown
- 23** mahogany
- 24** copper chestnut
- 25** dark auburn
- 26** dark wine
- 27** mix: blonde/ash
- 28** mix: blonde/copper
- 29** mix: brown/auburn
- 30** mix: wine/dk. brown

## NPCA6: HAIR LENGTH/APPEARANCE

Roll on d30	Resulting Length*					Resulting Appearance
	cropped	over ears	to chin	to collar	long	
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>		straight
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>		curly
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>		wavy
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>		bushy
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>		wild
<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>		matted

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

- 1** moustache
- 2** goatee
- 3** van dyke
- 4** mouche ("soul patch")
- 5** chin curtain
- 6** neck beard
- 7** forked beard
- 8** full beard
- 9** sideburns
- 0** mutton-chops

### 10s Digit: Grooming

- 1-10** neglected (unkempt)
- 11-20** poor (stubbly/long)
- 21-30** good (clean)

# NPC Persona & Behavior

## NPCB1: MOTIVATION\*

- 1** avoiding past
- 2** avoiding duty
- 3** avoiding responsibility
- 4** duty, general
- 5** duty, group
- 6** duty, family member
- 7** goal, personal
- 8** goal, for other
- 9** glory
- 10** greed
- 11** honor
- 12** impress someone
- 13** knowledge, general
- 14** knowledge, specific
- 15** on the run
- 16** psychopath
- 17** pursuit
- 18** redemption
- 19** reputation, earn
- 20** reputation, protect
- 21** rivalry
- 22** seek lost item
- 23** solve mystery/question
- 24** teach/mentor
- 25** thrill seeking
- 26** uphold good
- 27** unwanted involvement
- 28** vengeance
- 29** wanderer
- 30** win affections (love)

\* may be adjusted according to result on NPCB2

## NPCB2: PERSONAL INSPIRATION

- 1** accomplishments of key figure
- 2** challenge overcome (in past)
- 3** covenant/promise made
- 4** event witnessed - childhood
- 5** event witnessed - adolescence
- 6** event witnessed - recent
- 7** example of others (general)
- 8** friend/acquaintance
- 9** great leader
- 10** mentor - childhood\*
- 11** mentor - adolescence\*
- 12** mentor - current
- 13** philosophical writings/beliefs
- 14** prophecy
- 15** relative, distant - same generation
- 16** relative, distant - prev. generation\*\*
- 17** relative, close - same generation
- 18** relative, close - prev. generation\*\*
- 19** religious writings/beliefs
- 20** sense of destiny
- 21** serendipitous "signs" (ongoing)
- 22** story/stories of legend (general)
- 23** story/stories of a particular hero
- 24** visions, symbolic - childhood
- 25** visions, symbolic - adolescence
- 26** visions, symbolic - current
- 27** visions, deity/spirit - childhood
- 28** visions, deity/spirit - adolescence
- 29** visions, deity/spirit - current
- 30** visions, mentor (deceased) - current

\* 2-in-3 chance mentor is deceased

\*\* roll 1d6 to determine # of generations in distance (e.g., 2=parents' generation)

## NPCB3: PERSONALITY

- 1** anxious
- 2** arrogant
- 3** austere
- 4** blasé
- 5** boastful
- 6** calm
- 7** cheerful
- 8** confused
- 9** considerate
- 10** distressed
- 11** effervescent
- 12** eloquent
- 13** energetic
- 14** fanciful
- 15** fidgety
- 16** glum
- 17** jovial
- 18** loquacious
- 19** meek
- 20** moody
- 21** mysterious
- 22** polite
- 23** prim/proper
- 24** relaxed
- 25** serious
- 26** strange/affected
- 27** suspicious
- 28** unfriendly
- 29** vacant
- 30** withdrawn

## NPCB4: QUIRKY BEHAVIOR

- 1** allergic to everything
- 2** claustrophobic
- 3** clumsy
- 4** compulsive truth-teller
- 5** fear of birds
- 6** fear of blood
- 7** fear of bugs
- 8** fear of the dark
- 9** fear of fire
- 10** fear of magic
- 11** fear of snakes
- 12** fear of water
- 13** gambling addiction
- 14** greedy/covetous
- 15** insomniac
- 16** know-it-all
- 17** lacks empathy
- 18** nosy
- 19** obsessive-compulsive
- 20** packrat
- 21** paranoid
- 22** pathological liar
- 23** pyromaniac
- 24** religious zealot
- 25** stutters
- 26** suicidal
- 27** superstitious
- 28** substance addiction
- 29** unrealistic/daydreamer
- 30** zones out

## NPCB5: BAD HABITS

**odd**=mild, **even**=extreme

- 1-2** bad manners
- 3-4** bad temper
- 5-6** bias
- 7-8** cynicism
- 9-10** distrust
- 11-12** envy
- 13-14** guilting others
- 15-16** ingratitude
- 17-18** insensitivity
- 19-20** jealousy
- 21-22** manipulation
- 23-24** negativity
- 25-26** prejudice (e.g., elves)
- 27-28** pride
- 29-30** prying

## NPCB6: BURDENS

**odd**=occasional, **even**=constant

- 1-2** anxiety
- 3-4** fear, helplessness
- 5-6** fear, failure
- 7-8** guilt, general
- 9-10** guilt, past bad act
- 11-12** guilt, unfulfilled promise
- 13-14** heartbreak
- 15-16** nightmares
- 17-18** paranoia
- 19-20** sense of abandonment
- 21-22** sense of alienation
- 23-24** sense of despair
- 25-26** sense of detachment
- 27-28** sense of longing
- 29-30** sense of worthlessness

# NPC Background, Eccentricities, and Talents

## NPCC1: PARENT(S)

- 1** adventurer
- 2** artist/performer
- 3** baker
- 4** bard
- 5** beast master
- 6** carpenter
- 7** cobbler
- 8** criminal
- 9** drifter
- 10** farmer
- 11** fisherman
- 12** forester
- 13** herder
- 14** innkeeper
- 15** leatherworker
- 16** mason
- 17** miner
- 18** noble
- 19** peasant
- 20** potter
- 21** priest
- 22** sage/sailor
- 23** scholar
- 24** scribe
- 25** merchant
- 26** military officer
- 27** soldier
- 28** tax collector
- 29** weaver
- 30** woodworker

## NPCC2: ADDITIONAL FAMILY INFORMATION

- 1** remembers nothing of family or youth\*
- 2** from enormous family, has 15+1d15 brothers/sisters
- 3** was stolen as a child and ransomed back to family
- 4** was left on parents' doorstep and raised as their own
- 5** illegitimate child of a king; has 1d30 half-brothers/sisters
- 6** raised by mother in the brothel where she worked\*
- 7** orphaned by natural parents, raised by wicked step-parents
- 8** sold into slavery as a child, escaped, grew up by own wits
- 9** parent(s) killed by (fill in monster)<sup>†</sup>
- 10** entire family (except character) are now undead
- 11** parent(s) killed by criminal<sup>†</sup>
- 12** entire family in hiding, being stalked out of revenge
- 13** parent(s) killed by religious sect<sup>†</sup>
- 14** entire family purportedly cursed by high-level evil cleric
- 15** everyone else in family in cult
- 16** everyone in family eventually goes insane
- 17** parents were pillars of their community
- 18** parents were well-known swindlers
- 19** parents were actually spies (50% chance character knows)
- 20** mother was assassinated at jealous noble's behest
- 21** father was a noble, had title stripped after "incident"
- 22** father was executed (rightfully; his crime was unspeakable)
- 23** father was executed wrongfully (he was innocent)
- 24** sibling was given (at birth) to high-level MU to honor a debt
- 25** has identical twin, same class
- 26** has identical twin, different class/profession
- 27** fraternal twin, same sex, character lives in twin's shadow
- 28** fraternal twin, same sex, twin lives in character's shadow
- 29** fraternal twin, different sex, character lives in twin's shadow
- 30** fraternal twin, different sex, twin lives in character's shadow

\* 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]

## NPCC3: PERSONAL LIFE

- 1** belongs to secret cult
- 2** blind
- 3** broke a great vow
- 4** cares for disabled relative
- 5** color blind
- 6** deaf
- 7** has multiple spouses
- 8** hates his/her life
- 9** held in high regard
- 10** hides a dark secret
- 11** illiterate
- 12** is being stalked
- 13** knows many clerics
- 14** knows many magic-users
- 15** knows many thieves
- 16** lives a secret life
- 17** missing eye (eyepatch)
- 18** missing digit (finger)
- 19** missing limb (arm/leg)
- 20** no memory of childhood
- 21** no use of one arm
- 22** owes someone a "favor"
- 23** publicly shamed
- 24** reputation, bad
- 25** reputation, good
- 26** scarred
- 27** severely in debt
- 28** speaks many languages
- 29** tattooed/marked
- 30** walks with limp

## NPCC4: ECCENTRICITIES

- 1** ambidextrous
- 2** blabbermouth
- 3** blinks a lot
- 4** calls all by a nickname
- 5** changes deity constantly
- 6** crass vocabulary
- 7** crossdresser
- 8** does "voices"
- 9** double-jointed
- 10** fidgets with jewelry
- 11** gestures incessantly
- 12** keeps many animals
- 13** lecherous
- 14** mumbles
- 15** narcoleptic
- 16** poor hygiene
- 17** prone to migraines
- 18** no attention span
- 19** no short term memory
- 20** no sense of direction
- 21** prays before all decisions
- 22** self-congratulatory
- 23** speaks gibberish
- 24** speaks in third person
- 25** talks in rhyme
- 26** talks out of their ass
- 27** talks to inanimate objects
- 28** talks with mouth full
- 29** whistles incessantly
- 30** yawns a lot

## NPCC4: TALENTS

- 1** acupuncture
- 2** body painting
- 3** bureaucracy
- 4** calligraphy
- 5** cheating at cards
- 6** cider making
- 7** disguise
- 8** etiquette/protocol
- 9** flower arranging
- 10** folklore
- 11** genealogy
- 12** good at games
- 13** good at riddles
- 14** good with dogs
- 15** good with horses
- 16** heraldry
- 17** historian
- 18** knows a lot of jokes
- 19** letter writing
- 20** lip reading
- 21** ornithology
- 22** paper folding
- 23** parlor tricks
- 24** reading body language
- 25** relaxation techniques
- 26** rowing
- 27** sexual techniques
- 28** storytelling
- 29** tobacco connoisseur
- 30** whittling

# NPC Language Determination

To determine an NPC's extra language: 1) choose a set of Language Subtables (i.e., a row from **LNGA**), 2) roll 1d30, 3) use the the 10s digit (against **LNGA**) to identify the column containing the indicated subtable, and 4) index the 1s digit on the indicated subtable (from **LNGB**).

## LNGA: SUGGESTED SETS OF LANGUAGE SUBTABLES

HUMANOID	01-10	11-20	21-30
<b>common humanoid</b>	human <sup>†</sup>	humanoid I	humanoid II
<b>uncommon humanoid</b>	humanoid III	sylvan	giant I
<b>BY GEOGRAPHY</b>	<b>01-10</b>	<b>11-20</b>	<b>21-30</b>
<b>forested areas I</b>	human <sup>†</sup>	humanoid I	sylvan
<b>forested areas II</b>	human <sup>†</sup>	sylvan	lycanthrope
<b>coastal areas I</b>	human <sup>†</sup>	humanoid I	aquatic I
<b>coastal areas II</b>	sylvan	aquatic I	aquatic II
<b>giant-habited areas</b>	humanoid II	giant I	giant II
<b>areas with undead</b>	human <sup>†</sup>	humanoid II	lycanthrope

BY CLASS	01-10	11-20	21-30
<b>cleric</b>	humanoid I	humanoid II	chimera
<b>druid</b>	sylvan	aquatic I	chimera
<b>fighter</b>	humanoid I	humanoid II	giant I
<b>ranger</b>	humanoid I	sylvan	giant I
<b>paladin</b>	human <sup>†</sup>	humanoid I	dragon
<b>magic-user</b>	humanoid I	sylvan	dragon
<b>illusionist</b>	humanoid I	humanoid II	humanoid III
<b>thief</b>	human <sup>†</sup>	humanoid I	humanoid II
<b>assassin</b>	human <sup>†</sup>	humanoid II	reptile

NPCs/OTHER	01-10	11-20	21-30
<b>magic-using humanoids</b>	sylvan	dragon	obscure
<b>magic-using creatures</b>	chimera	dragon	obscure
<b>sage</b>	chimea	dragon	obscure
<b>tavern keeper/merchant</b>	human <sup>†</sup>	humanoid I	humanoid II
<b>black marketeer</b>	human <sup>†</sup>	humanoid II	giant I
<b>dragon</b>	reptile	chimera	obscure

<sup>†</sup> no subtable; choose human foreign language (at DM's discretion)

<sup>††</sup> 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

\*\* kopoacinth = aquatic gargoyles

## LNGB: LANGUAGE SUBTABLES

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

Sylvan	Deep Dweller	Aquatic I	Aquatic II	Chimera
<b>1</b> brownie	<b>1</b> dwarf	<b>1</b> elf, aquatic	<b>1</b> crabman	<b>1</b> chimera
<b>2</b> centaur	<b>2</b> dwarf	<b>2</b> elf, aquatic	<b>2</b> hippocampus	<b>2</b> harpy
<b>3</b> elvish, wood	<b>3</b> elf, drow	<b>3</b> locathah	<b>3</b> koalinh*	<b>3</b> lamia
<b>4</b> dryad	<b>4</b> elf, drow "silent"	<b>4</b> merman	<b>4</b> kopoacinth**	<b>4</b> lammasu
<b>5</b> nixie	<b>5</b> gnome	<b>5</b> merman	<b>5</b> ixitxachitl	<b>5</b> manticore
<b>6</b> nymph	<b>6</b> gnome	<b>6</b> nixie	<b>6</b> locathah	<b>6</b> medusa
<b>7</b> pixie	<b>7</b> gnome, deep	<b>7</b> nixie	<b>7</b> man-fish (KT)	<b>7</b> peryton
<b>8</b> satyr	<b>8</b> man-fish	<b>8</b> nymph	<b>8</b> morkoth	<b>8</b> shedu
<b>9</b> sprite	<b>9</b> sub. trade lang.	<b>9</b> sahuagin	<b>9</b> naga, water	<b>9</b> sphinx, an./gy.
<b>0</b> sylph	<b>0</b> sub. trade lang.	<b>0</b> triton	<b>0</b> sahuagin	<b>0</b> sphinx, crio-

Lycanthrope	Dragon	Reptile	Obscure	Alignment <sup>††</sup>
<b>1</b> devil swine	<b>1</b> dragon, black	<b>1</b> dragon turtle	<b>1</b> copper colossus	<b>1</b> lawful good
<b>2</b> jackalwere	<b>2</b> dragon, blue	<b>2</b> gargoyle	<b>2</b> djinni	<b>2</b> lawful neutral
<b>3</b> werebear	<b>3</b> dragon, brass	<b>3</b> lizard man	<b>3</b> eye tyrant (BH)	<b>3</b> lawful evil
<b>4</b> wereboar	<b>4</b> dragon, bronze	<b>4</b> lizard man	<b>4</b> ki-rin	<b>4</b> neutral good
<b>5</b> wereboar	<b>5</b> dragon, copper	<b>5</b> lizard man	<b>5</b> mimic	<b>5</b> true neutral
<b>6</b> werecat, great	<b>6</b> dragon, gold	<b>6</b> naga, guardian	<b>6</b> mind flayer	<b>6</b> true neutral
<b>7</b> wererat	<b>7</b> dragon, green	<b>7</b> naga, spirit	<b>7</b> otyugh	<b>7</b> neutral evil
<b>8</b> weresabre	<b>8</b> dragon, red	<b>8</b> naga, water	<b>8</b> salamander	<b>8</b> chaotic good
<b>9</b> weretiger	<b>9</b> dragon, silver	<b>9</b> troglodyte	<b>9</b> treant	<b>9</b> chaotic neutral
<b>0</b> werewolf	<b>0</b> dragon, white	<b>0</b> wyvern	<b>0</b> xorn	<b>0</b> chaotic evil

## 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

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

## Reactions to Offers of Employment

### RRXa: RETAINER REACTIONS (TO OFFERS)

Roll 1d30, adding Charisma modifiers<sup>†</sup> to the roll result.

#### Roll Reaction

<b>1 or below</b>	refuses offer; all subsequent reaction rolls for retainers in the area suffer a -3 penalty
<b>2-8</b>	refuses offer
<b>9-22</b>	roll again
<b>23-29</b>	offer accepted; roll for loyalty ( <b>LMM</b> )
<b>30+</b>	offer accepted enthusiastically; +3 to morale (no loyalty roll needed)

### RRXb: MONSTER REACTIONS (TO SERVICE OFFERS)

Roll 1d30, adding Charisma modifiers<sup>†</sup> to the roll result.

#### Roll Reaction

<b>1 or below</b>	attempts to attack
<b>2-8</b>	hostile; possible attack
<b>9-22</b>	uncertain (roll again)
<b>23-29</b>	offer accepted; roll for loyalty ( <b>LMM</b> )
<b>30+</b>	offer accepted enthusiastically; +3 to morale (no loyalty roll needed)

<sup>†</sup> Normal charisma modifiers should be tripled to account for increased dice scale.

# Henchmen/Hirelings Recruitment Modifiers

## HHRM: SUGGESTED RECRUITMENT MODIFIERS

### BY SETTLEMENT SIZE AND POPULATION DENSITY\*

Settlement Size	Dense	Scattered	Frontier	Unsettled	Desolate
thorp	-2	-5	-7	-9	-11
hamlet	-1	-4	-6	-8	-10
village	±0	-2	-5	-8	-9
small town	+2	±0	-4	-6	-8
large town	+3	+1	-3	-5	-7
small city	+5	+2	-2	-4	-6
large city (and larger)	+6	+3	+1	-2	-5

### \* 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	5gp	+1	—	—
hamlet	10gp	+1	—	—
village	15gp	+1	—	—
small town	25gp	+1	+2	—
large town	40gp	+1	+2	—
small city	75gp	+1	+2	+3
large city	100gp	+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

### FOR SPECIFIED CHARACTER CLASS

Class	Modifier
cleric	-5
druid	-7
fighter	-3
paladin	-10
ranger	-5
thief	-5
assassin	-7
magic-user	-7
illusionist	-8
monk	-8
bard	-6
dwarf (BX)	-4*
elf (BX)	-5*
halfling (BX)	-4*

### FOR SPECIFIED NON-FIGHTER/ MERCENARY

Type	Modifier
non-fighter	±0
light footman	-1
heavy footman	-2
pikeman	-4
ranger	-4
crossbowman	-3
assassin	-4
longbowman	-4
magic-user	-4
illusionist	-8
monk	-8
bard	-6
dwarf (BX)	-4*
elf (BX)	-5*
halfling (BX)	-4*

### FOR SPECIFIED SPECIALIST

Type	Modifier
alchemist	-8
animal trainer	-4
armorer	-3
blacksmith	-2
engineer, artillerist	-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

\* 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

### 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

## Retainer Loyalty

### LMM: LOYALTY MORALE MODIFIERS

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

#### Roll Reaction

<b>1 or below</b>	will desert at first opportunity
<b>2-3</b>	-2 to morale
<b>4-8</b>	-1 to morale
<b>9-23</b>	no adjustment
<b>24-28</b>	+1 to morale
<b>29-30</b>	+2 to morale
<b>30+</b>	fanatical; morale check never needed

† Normal charisma modifiers should be tripled to account for increased dice scale.



# Index

- adventure generation ..... 4, 10-11  
armor ..... 40  
ability scores ..... 39  
bartering ..... 35  
border patrols (outside settlements) ..... 32  
castles/keeps/strongholds  
    construction, type, and size ..... 27  
    patrols ..... 26  
    residents ..... 26  
character creation ..... 39-41  
cities and towns (*see settlements*)  
city Guards (in settlements) ..... 32  
city watch (for settlements) ..... 32  
classed NPCs ..... 38-41  
climate ..... 12, 15  
cults ..... 21  
dice ..... 3  
encounters  
    castle/fortress patrols ..... 26  
    pilgrims ..... 23  
    road ..... 24-25  
    settlement ..... 31  
equipment (for NPCs) ..... 40-41  
execution (methods) ..... 33  
foraging & hunting ..... 15  
fortresses (*see castles*)  
henchmen & hirelings ..... 50-51  
heraldry ..... 28-29  
hexes  
    hex crawl worksheet ..... 4-5, 7  
    mapping ..... 4-8  
    mapping key ..... 6  
    types of hexes (scale) ..... 4  
hirelings (*see henchmen*)  
hunting & foraging ..... 15  
keeps (*see castles*)  
languages ..... 49  
locales & locations  
    magical places ..... 22  
    ruins ..... 19  
    settlements ..... 5, 18, 30-37  
    temples ..... 20  
loyalty ..... 51  
magic items ..... 41  
magical places ..... 22  
mapping ..... 4-8  
monsters ..... 19, 30  
movement (*see navigation*)  
name generation ..... 21, 22, 36  
natural features & phenomena ..... 16-17  
navigation ..... 14  
non-player characters (NPCs) ..... 5, 9, 38-51  
    ability scores ..... 39  
    alignment ..... 38  
    background ..... 48  
    class ..... 38  
    classed ..... 38-41  
    equipment ..... 40  
    henchmen & hirelings ..... 50-51  
    languages ..... 49  
    level ..... 38  
    magic items ..... 41  
    nobles ..... 43  
    noble household personnel ..... 43  
    NPC record sheet ..... 5, 9  
    occupations ..... 42  
    patrols & watches ..... 32  
    persona & behavior ..... 42, 47-48  
    physical traits ..... 46  
    pilgrims ..... 23  
    races, demihuman ..... 38  
    races, monsters ..... 19  
    record sheet ..... 5, 9  
    road encounters ..... 25  
    sages ..... 44-45  
    specialists ..... 51  
off-course determination ..... 14  
personality  
pilgrims ..... 23  
population (of settlements)  
population density ..... 18, 24  
reactions  
    (to) employment offers ..... 50  
    hostile road encounters ..... 25  
    settlements (to outsiders) ..... 30  
    shopkeepers ..... 35  
record sheet, NPC ..... 5, 9  
retainers ..... 50-51  
road encounters ..... 24  
ruins (type & inhabitants) ..... 19  
sages ..... 44-45  
settlements ..... 5, 18, 30-37  
    background ..... 30  
    border patrols ..... 32  
    city guards ..... 32  
    city watch ..... 32  
    economy ..... 30  
    encounters ..... 31  
    government ..... 30  
    guards, watches, and patrols ..... 32  
    issues affecting ..... 30  
    population ..... 34  
    reactions (to outsiders) ..... 30  
    settlement worksheet ..... 5, 8  
    shops & suppliers ..... 34-35  
    threats to ..... 30  
    types ..... 18  
shops & suppliers ..... 34-35, 42  
strongholds (*see castles*)  
suppliers (*see shops*)  
taverns ..... 36-37  
temples ..... 20  
terrain ..... 12, 15, 16-17  
treasure ..... 25  
torture (methods) ..... 33  
weapons ..... 32, 40  
weather ..... 12-13  
wilderness  
    hex crawl worksheet ..... 4-5, 7  
    locations & locales ..... 4-5, 12-29  
    mapping ..... 4-5  
    mapping key ..... 6  
    natural features & phenomena ..... 16-17  
    terrain ..... 12, 15, 16-17  
worksheets  
    hex crawl worksheet ..... 4-5, 7  
    settlement worksheet ..... 5, 8  
    NPC (record sheet) ..... 5, 9





*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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