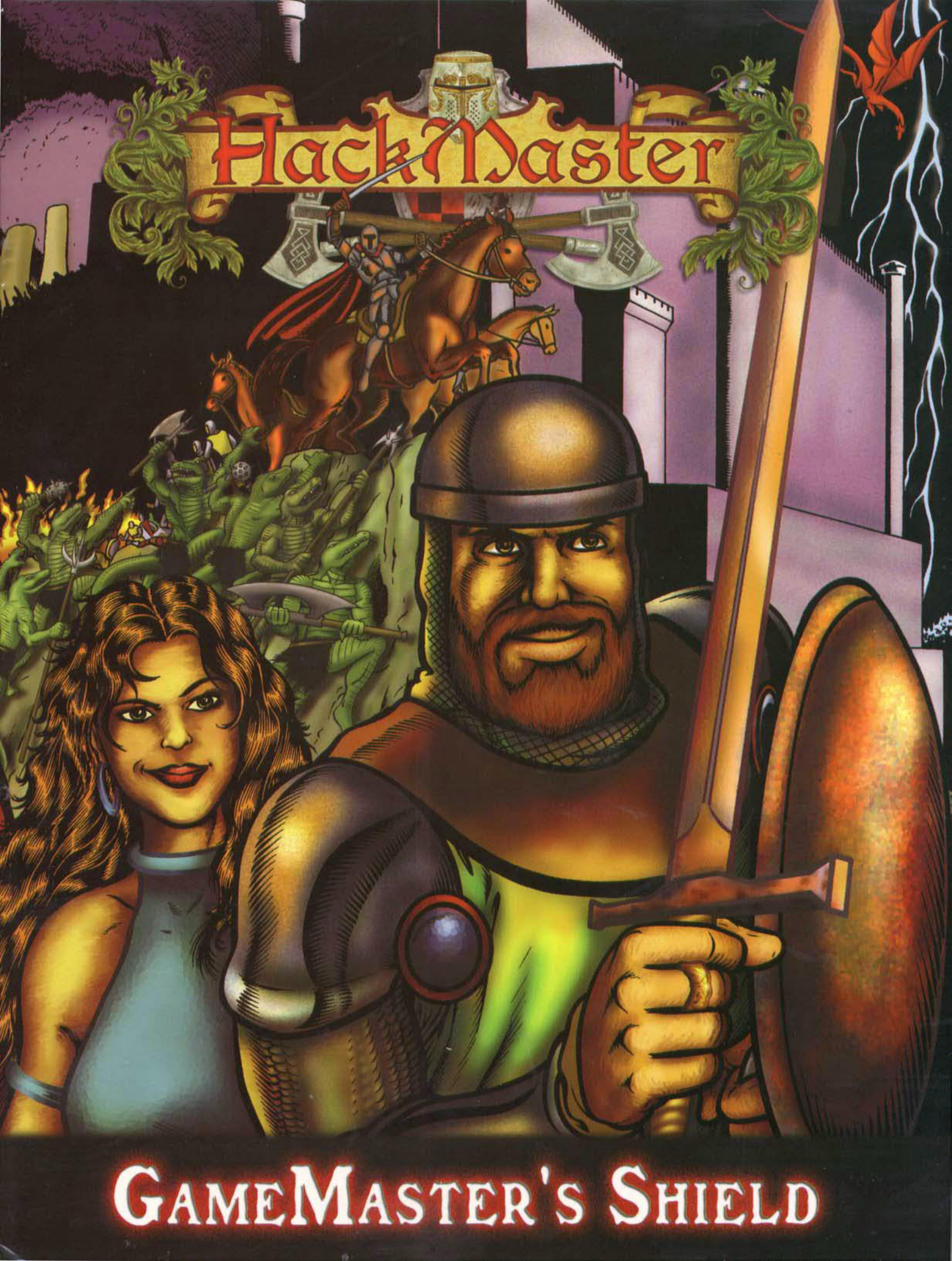




HackMaster

GAMEMASTER'S SHIELD

Immediately facing the players are two panels of inspiring, heroic artwork, designed to motivate them to perform at their highest level. A mighty battle rages outside a looming fortress, and a heroic adventurer and his lady set forth to combat their foes. Not only does this scene evoke everything you have come to love about HackMaster, but also it has been proven to stop projectiles such as dice or pencils from as far away as 40 feet.



Adorning the outside of the shield, the player side, are all manner of useful charts. Let's face it, your players are lazy, opportunistic jackals, and are more apt to make something up than bother to check their Player's Handbook. So we've put the essential weapon and equipment tables on their side so they have no excuse to fudge their results. It will also help you speed up the game and get to the important part: killing PCs.

The exclusive Pizza Matrix makes the ordering of necessary snacks easier than ever. Just track the likes and dislikes of everyone and you'll be able to decide on an acceptable meal in no time. Never bicker about toppings again!

The HackMaster GameMaster's Shield is the physical representation of everything that makes you the master of the game. Your power, your honor, your knowledge and your wisdom are made incarnate by your shield that clearly separates you, both physically and mentally, from your players. While other games may provide a flimsy screen that is better suited to a dinner party than a serious game, HackMaster delivers a Shield designed to be used as the defensive barrier for which it is named. Brilliantly engineered for ease of use and maximum information display, the GameMaster's shield is a revolutionary development in the world of gaming. Treat it with the respect it deserves, and it will be your best friend. But should you fail to learn its inner workings, you are unfit to sit behind its hallowed walls.

The backsides of the combat flip flaps are two more panels of artwork, designed to intimidate the players with their images of their impending doom. When the panels are flipped, the battle for the mountain fortress has taken a turn for the worse. The Lizardmen have gained the upper hand, a dragon has begun attacking the castle and our arrogant hero has met the working end of a Lizardman spear. You should make the flipping of these panels an elaborate action that inspires the appropriate amount of fear, especially the first time.



It is strongly recommended that once the combat panels are flipped that you enforce a strict demilitarized zone (DMZ) extending 1 foot from the base of the shield in all directions. Anything belonging to the players (dice, pencils, miniatures, children) is subject to seizure and will be held for the duration of the combat. This will protect you and the shield from spills or other unnecessary damage and clearly distinguish the two sides of the battle: you and the players.

COMBAT MODE. Your GM shield will spend most of its time in this mode, and for that reason we have added a few special features. When you flip the general in-game flip flaps over to transform the screen to combat mode, the screen changes for the players as well, signally that things have gotten even more serious, and that the real game is afoot.



9S: (PHB pg 117): **Armor and Related Items**

* A body shield affords +6 AC against missile weapons.

9W: (PHB pg 117): **HP Absorption Regression for Damaged Armor**

	Armor Class								
Item	1	2	3	4	5	6	7	8	9
Robes/Garments	—	—	—	—	—	—	—	—	1
Leather	—	—	—	—	—	—	—	2	1
Padded	—	—	—	—	—	—	—	2	1
Ring mail	—	—	—	—	—	—	6	2	1
Studded leather	—	—	—	—	—	—	4	2	1
Scale mail	—	—	—	—	—	7	4	2	1
Hide	—	—	—	—	—	5	4	2	1
Brigandine	—	—	—	—	—	6	4	2	1
Chain mail	—	—	—	—	8	6	4	2	1
Bronze plate mail	—	—	—	12	8	6	4	2	1
Banded mail	—	—	—	9	8	6	4	2	1
Splint mail	—	—	—	8	8	6	4	2	1
Plate mail	—	—	12	10	8	6	4	2	1
Field plate	—	24*	12	10	8	6	4	2	1
Full plate	36*	24*	12	10	8	6	4	2	1

*Field and full-plate absorb 2 hit points per die.

9]: (PHB pg 114): **Provisions: Rations**

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Barrel of pickled fish	3 gp	500 lbs.	90	85	80
Butter (per lb.)	2 sp	1 lbs.	85	80	75
Coarse sugar (per lb.)	1 gp	1 lbs.	70	60	50
Corn dodgers (2 weeks rations)	5 gp	75 lbs.	90	85	80
Eggs (per 100)	8 sp	15 lbs.	90	85	80
Eggs (per two dozen)	2 sp	3 lbs.	90	85	80
Figs (per lb.)	3 sp	1 lbs.	85	80	75
Fish, Parvum (1 day's rations)	1 sp	2 lbs.	70	60	50
Fish, Salted (1 day's rations)	5 cp	3 lbs.	85	80	75
Herbs (per lb.)	5 cp	1 lbs.	90	85	80
<i>Belladonna, sprig</i>	4 sp	1 lbs.	90	85	80
<i>Garlic, bud</i>	5 cp	1 lbs.	90	85	80
<i>Wolfsbane, sprig</i>	1 gp	1 lbs.	90	85	80
Nuts (per lb.)	1 gp	1 lbs.	90	85	80
Preserves, Fruit (1 day's rations)	5 cp	1 lbs.	85	80	75
Raisins (per lb.)	2 sp	1 lbs.	90	85	80
Rations, Dry (1 week's rations)	10 gp	65 lbs.	85	80	75
Rations, Iron (1 week's rations)	5 gp	25 lbs.	90	85	80
Rations, Standard (1 week's rations)	3 gp	50 lbs.	85	80	75
Rice (per lb.)	2 sp	1 lbs.	90	85	80
Salt, 1 lb bag	1 gp	1 lbs.	85	80	75
Sausage, Blood (1 meal)	1 sp	.5 lbs.	90	85	80
Sausage, Peppered (1 meal)	2 sp	1 lbs.	85	80	75
Sausage, Sailor's (1 week's rations)	2 gp	15 lbs.	90	85	80
Spice (per lb.)	—				
<i>Exotic (saffron, clove)</i>	15 gp	.5 lbs.	80	75	65
<i>Rare (pepper, ginger)</i>	2 gp	.5 lbs.	70	60	50
<i>Uncommon (cinnamon)</i>	1 gp	.5 lbs.	75	65	55
Venison, Smoked (1 meal)	1 gp	.5 lbs.	90	85	80
Tun of cider (250 gal.)	8 gp	2500 lbs.	90	85	80
Tun of good wine (250 gal.)	20 gp	2500 lbs.	95	85	70

9U: (PHB pg 120): **Weapons: Ammo**

Item	Cost	Weight	Size	Dmg Type	Speed Factor	Damage vs.			Base Availability		
						S	M	L	Hi	Med	Low
Blowgun, Barbed Dart	1 sp	*	S	P	—	1d6-1	1d6-2	1d6-4	95	90	85
Blowgun, Needle	2 cp	*	S	P	—	1	1	1	95	90	85
Bow — Arrow, Flight	3sp/12	*	S	P	—	1d6	1d6	1d6	90	85	80
Bow — Arrow, Sheaf	3 sp/6	*	S	P	—	1d8	1d8	1d8	85	80	75
Crossbow											
Quarrel, Hand	1 gp	*	S	P	—	1d6-1	1d6-3	1d6-4	90	85	80
Quarrel, Hard Silver Jack. ¹	50 gp	*	S	P	—	+1	+1	+1	50	30	15
Quarrel, Heavy	2 sp	*	S	P	—	1d8	2d4+1	3d4	90	85	80
Quarrel, Light	1 sp	*	S	P	—	1d6	1d8	2d4+1	90	85	80
Quarrel, Peashooter	10 sp	*	S	P	—	1d6-3	1d6-4	1	90	85	80
Quarrel, Silver Jacketed	25 gp	*	S	P	—	—	—	—	60	40	30
Sling bullet	1 cp	.5 lbs.	S	C	—	1d6-1	1d6	1d6+1	95	95	95
Sling stone	1 cp	.5 lbs.	S	C	—	1d6-1	1d6-1	1d6-1	95	95	95

1. Hard silver coating adds a +1 damage to the standard missile weapon damage.

* These items weigh little individually. Ten of these weigh one pound.

Table 9K: (PHB pg 114): **Provisions: Outfitting**

Item	Cost	Weight	Base Availability												
			Hi	Med	Low										
Chain (per ft.)	—	—				Mirror, small metal	10 gp	*	90	85	80				
<i>Heavy</i>	4 gp	3 lbs.	95	85	70	Perfume (per vial)	5 gp	*	90	85	80				
<i>Light</i>	3 gp	1 lbs.	95	85	70	Piton	3 cp	.5 lbs.	90	85	80				
Chalk	1 cp	*	95	85	70	Rope (per 50 ft.)	—	—							
Firewood (per day)	1 cp	200 lbs.	95	90	85	<i>Hemp</i>	1 gp	20 lbs.	90	85	80				
Fishhook	1 sp	**	95	90	85	<i>Silk</i>	10 gp	8 lbs.	70	60	50				
Fishing net, 10 ft. sq.	4 gp	5 lbs.	90	85	80	Signal whistle	8 sp	*	90	85	80				
Hourglass	25 gp	1 lbs.	85	75	65	Soap (per lb.)	5 sp	1 lbs.	90	85	80				
Ladder, 10 ft.	5 cp	20 lbs.	95	90	85	Tent	—	—							
Lock	—	—				<i>Large</i>	25 gp	20 lbs.	80	75	70				
<i>Good</i>	100 gp	1 lbs.	90	85	80	<i>Pavilion</i>	100 gp	50 lbs.	80	75	70				
<i>Poor</i>	20 gp	1 lbs.	90	85	80	<i>Small</i>	5 gp	10 lbs.	80	75	70				
						Winter blanket	5 sp	3 lbs.	90	85	80				

* These items weigh little individually. Ten of these items weigh one pound.

* These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Table 9L: (PHB pg 114): **Tools**

Item	Base Availability										
	Cost	Weight	Hi	Med	Low						
Block and tackle	5 gp	5 lbs.	90	85	80	Padded	1gp	2 lbs.	90	85	80
Carpentry Tools (set)	50 gp	60 lbs.	90	85	80	Plate mail	25 gp	10 lbs.	80	70	60
Crampons	4 gp	2 lbs.	90	85	80	Ring mail	5 gp	5 lbs.	85	80	75
Crowbar/Pry bar	10 sp	10 lbs.	90	85	80	Robes	10 sp	.25 lb.	90	85	80
Flint and steel	5 sp	*	90	85	80	Scale mail	5 gp	10 lbs.	90	85	80
Grappling hook	8 sp	4 lbs.	90	85	80	Spint	17 gp	10 lbs.	80	70	60
Mining Tools (set)	2 gp	30 lbs.	90	85	80	Studded Leather	10 gp	6 lbs.	85	80	75
Magnifying glass	100 gp	*	85	75	70	Repair Kit, Sail/Nautical	50 gp	5 lbs.	90	85	80
Merchant's scale	2 gp	1 lbs.	90	85	80	Spyglass	1,000 gp	1 lbs.	80	65	50
Portable Forge	400 gp	500 lbs.	80	75	70	Surgeon's Kit	100 gp	20 lbs.	85	75	70
Repair Kit,Armor	—					Thieves' Tools**	—				
Banded mail	20 gp	10 lbs.	80	70	60	Coin Sharpened (Cut Purse)	5 sp	.25 lbs.	95	90	85
Brigandine	10gp	5 lbs.	85	80	75	Hacksaw (hardened)	5 sp	3 lbs.	85	75	70
Bronze Plate mail	20 gp	10 lbs.	80	70	60	Key Making set	50 gp	3 lbs.	75	65	55
Chain mail	12gp	10 lbs.	85	80	75	Lockpick set	30 gp	1 lbs.	70	65	60
Field plate	50 gp	15 lbs.	65	45	25	Locksmithing Tools	100 gp	5 lbs.	85	75	70
Full Plate	100 gp	20 lbs.	50	30	10	Salimic Acid,Vial	150 gp	*	65	55	45
Hide	6 gp	3.5 lbs.	90	85	80	Soot/Face Black	10 sp	—	95	95	95
Leather	5gp	3 lbs.	90	85	80	Whetstone	2 cp	1 lbs.	95	90	85

* These items weigh little individually. Ten of these items weigh one pound.

* Thieves and assassins may add +20 to the base availability chance when searching for thieves' tools due to their connections with the thieves' guild and underground.

PIZZA MATRIX

(Write names on the left, rate toppings from 0 (dislike) to 5 (prefer); total the ratings and cross-reference to select the best pizza topping combinations.)

[illegible]

8H-8L: (GMG pg 93-95): **COMBINED** Attack Matrices

Experience Level (Characters)/Hit Dice (Monsters)	Fighter ¹	Magic-user ²	Monster ^{4a}	Armor Class																			
	Cleric ²	Thief ⁶		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
	1	1		5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
	2-3	2	<1-1	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
1	2	4-5	3-4	1-1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
2	3	6	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	4	7-8	6	1+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
4	5-6	9-10	7-8	2	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	7	11	9-10	3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
6	8-9	12-13	11-12	4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
7	10	14-15	13-14	5	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
8	11-12	16-17	15-16	6	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
9	13	18-19	17-18	7	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
10	14-15	20-21	19-20	8	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
11	16		21	9	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
12	17			10	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
13	18-19			11	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
14	20-21			12	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
15				13	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
16				14	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6
17				15	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5
18				16	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4
19				17	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3
20				18	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2
21				19	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1
				20+	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0

¹ Red numerals indicate: Fighters, Paladins, Monks, Rangers, Barbarians, Berserkers, Rogue Knights, Dark Knights, Human and Halfling Commoners (<0), Men-at-arms (0)

² **Green** numerals indicate: Clerics and Druids ³ **Blue** numerals indicate: Magic-users and MU Specialists ⁴ **Purple** numerals indicate: Thieves, Bards and Assassins

8A (GMG pg 88): **To-hit Modifiers**

Situation	Attack Roll Modifier
Attacker on higher ground than defender	+1
Defender invisible	-4
Defender off-balance, encumbered, held by one leg	+2
Defender sleeping, held, paralyzed or totally immobile	Automatic*
Defender stunned, prone, slowed, held by both legs, or partially bound	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2 and defender may not use shield or Dex.
Flank attack	Defender may not use shield.
Rear flank attack	Defender may not use shield or Dex.

*If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically. This is a good tactic for spellcasters and torchbearers. Missile weapons still require an attack roll to hit a magically asleep, held paralyzed or totally immobile character, but they receive a +4 to hit.

8G (GMG pg 93): **Weapon Type vs. Armor Type To-hit Modifiers**

Armor Type	Hacking	Puncturing	Crushing
Banded mail	-2	0	-1
Brigandine	-1	-1	0
Chain mail	-2	0	+2
Bronze plate mail	-2	0	+2
Field Plate	-3	-1	0
Full Plate	-4	-3	0
Leather armor	0	+2	0
Hides	0	+2	0
Padded armor	0	+2	0
Plate mail	-3	0	0
Ring mail	-1	-1	0
Scale mail	0	-1	0
Splint mail	0	-1	-2
Studded leather	-2	-1	0

8M (GMG pg 93): **Opponent Armor Class Description (If Armor is Worn):**

AC	Type of Armor
2	Plate mail + buckler
3	Splint or banded mail + buckler/plate mail
4	Chain mail + buckler/splint or banded mail
5	Scale mail + buckler/chain mail
6	Studded leather or ring mail + buckler/scale mail
7	Leather/padded armor + buckler/studded leather or ring mail
8	Leather or padded armor
9	Buckler only
10	None

AC worse than 10 is possible through cursed items and clumsiness (low Dexterity). AC better than 2 is possible due to magical bonuses, larger shields and Dexterity bonuses. To determine a "to-hit" number not on the chart, project upward or downward by 1's (5% increments), repeating AC 20 six times before continuing with 21.

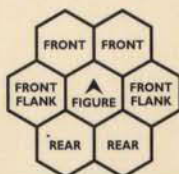
3Z: (PHB pg 59): **Armor Effect on Spell Mishaps**

Armor Used*	Chance of Spell Mishap**
none	0
buckler	+5%
small shield	+15%
medium shield	+10%
padded	+20%
elven chain mail	+20%
leather	+25%
studded leather	+30%
brigandine	+35%
scale mail	+35%
hide	+40%
ring mail	+40%
chain mail	+50%
body shield	+55%
splint mail	+60%
banded mail	+80%
bronze plate mail	+90%
platemail	+100%
field plate	+120%
full plate	+150%

* Magic armor results in the same spell mishap % as normal armor of the same type.

* This % is added to the character's Chance of Spell Mishap % as listed on Table 1 D.

Figure 8.1 (GMG pg 96):
Combat Miniature
Facings



8V (GMG pg 100): **Called Shots***

Location	To-Hit Penalty	Hand	-6
Arm	-3	Head	-6
Artery**	-10	Leg	-2
Eye**	-10	Neck	-6
Groin	-4	Tendon	-8
		Torso	-2

* Extrapolate as necessary, but minimum penalty must be -2
 ** -10 applies to all specific internal organ calls.

3E: (PHB pg 43): **Fighter Melée Attacks per Round**

Fighter	Barbarian, Berserker	Dark Knight, Knight Errant	Ranger	
Level	Cavalier Level	Paladin Level	Level	Attacks/Round
1-6	1-5	1-6	1-7	1/round
7-12	6-10	7-11	8-14	3/2 rounds
13-18	11-15	11-17	15+	2/round
19+	16+	18+		5/2 rounds

160: (GMG pg 205): **Shield Hit Points**

Item	AC modifier				
	+4	+3	+2	+1	+0*
Leather, buckler	-	-	-	1	1
Leather, small	-	-	2	1	1
Leather, medium	-	2	1	1	1
Leather, body	2	1	1	1	1
Wicker, small	-	-	-	1	-
Wood, buckler	-	-	-	2	1
Wood, small	-	-	3	2	1
Wood, medium	-	3	2	2	1
Wood, body	3	3	2	2	1
Metal, buckler	-	-	-	3	2
Metal, small	-	-	4	3	2
Metal, medium	-	5	4	3	2
Metal, body	6	5	4	3	2

* A shield reduced to +0 AC modifier will absorb the indicated amount of damage on an exact hit, as per armor rules, until destroyed.

16Q: (GMG pg 205): **Shield Hits**[illegible]

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20				
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
20	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34				
20	20	20	21	22	23	24	25	26	27	28	29	30	31	32	33				
20	20	20	20	21	22	23	24	25	26	27	28	29	30	31	32				
20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	31				
20	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30				
19	20	20	20	20	20	20	21	22	23	24	25	26	27	28	29				
18	19	20	20	20	20	20	20	21	22	23	24	25	26	27	28				
17	18	19	20	20	20	20	20	20	21	22	23	24	25	26	27				
16	17	18	19	20	20	20	20	20	20	21	22	23	24	25	26				
15	16	17	18	19	20	20	20	20	20	20	21	22	23	24	25				
14	15	16	17	18	19	20	20	20	20	20	20	21	22	23	24				
13	14	15	16	17	18	19	20	20	20	20	20	20	21	22	23				
12	13	14	15	16	17	18	19	20	20	20	20	20	20	21	22				
11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21				
10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20				
9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20				
8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20				
7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20				
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20				
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19				
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18				
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				

** Any plus above +2 equals another hit die, i.e. 6+3 equals 7 hit dice.

8D (GMG pg 90): Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-10
Slowed	+10
On higher ground	-1
Set to receive a charge	-3
Slippery footing	+3
Wading in deep water	+6
Foreign environment*	+8
Hindered (tangled, climbing, held)	+5
Waiting (see Chapter 14)	+1
Attacking with weapon	Weapon speed
Draw a weapon	Weapon speed + 5
Fist or natural weaponry	-2
Breath weapon	-1
Casting a spell	Casting time
Innate spell ability	Casting time as if spell
Magical items	Casting time as if spell
Search for item	+d4
For every 1/10th movement rate traveled	+1

*This applies to situations in which the character is in a completely different environment (swimming underwater without the aid of a Ring of Free Action, for example).

Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a -1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

FATIGUE FACTOR (GMG pg 107)

The fatigue save is an ability check: combine WIS and CON scores (add fractional values as well), then divide the result by two and truncate the result to an integer. (See GMG pg 107 for more info.) A character's Fatigue Factor is calculated by multiplying half of the character's Constitution score (truncate all fractions) by his current encumbrance modifier as shown on Table 8DD: Encumbrance Modifiers.* (GMG pg 107)

* Unencumbered = 1, Light = .75, Moderate = .5, Heavy-laden = .25, Severe = 0

TRAUMA DAMAGE: (GMG pg 105) Make a threshold of pain (ToP) check. Save vs. death (add Wisdom bonus) or fall to the ground incapacitated with pain for a number of rounds equal to the amount by which the saving throw fell short.

THE COMBAT SEQUENCE (GMG pg 90)

1. Announce beginning of initiative. To cast a spell during this round players must shout, "Spell!" (name spell to be cast).
2. Roll for initiative. Those using readied missile weapons need not roll.
3. Actions are made/taken in the order of modified initiative.

Repeat these steps until combat ends.

8E (GMG pg 91): Monster Attack Routine Initiative

Number of Attacks	Die Rolled	Segment #s
1	d10	roll normally
2	d5	1-5, 1-5+5 (add to d5 roll)
3	d3	1-3, 1-3+3, 1-3+6 (add to d3 roll)
4	d3	1-3, 1-3+2, 1-3+4, 1-3+6
5	d2	1-2, 1-2+2, 1-2+4, 1-2+6, 1-2+8

8U (GMG pg 100): Cover & Concealment

AC Modifiers

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

8Z (GMG pg 106): Morale Check Circumstances

Faced by obviously superior force*	check each round
25% of party** eliminated or slain	check at +5%
Leader falls or appears down	check at +10%
50%+ of party** eliminated or slain	check at +15%
Leader obviously slain or deserts	check at +25%

* Such as in melee - one force hits twice as often as the other.
** Or individual taking this much wound damage.

8AA (GMG pg 106): Other Morale Check Modifiers

Each enemy deserting	-5%
Each enemy slain	-10%
Chieftain present	-10%
Inflicting casualties without receiving any	-20%
Each ally slain	+10%
Taking casualties without receiving any	+10%
Each ally deserting	+15%
Outnumbered & outclassed by 3 or more to 1	+20%

8BB (GMG pg 106): Morale Failure Results

Failed By	Result
1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

8R: (GMG pg 99): Boulder Damage

Distance	5	10	20	30	40
5'	1	d3	d4	1d6	2d6
10'	d3	d6	2d6	3d6	4d6
15'	d6	2d6	3d6	4d6	5d6
20'	3d3	3d6	4d6	5d6	6d6
25'	2d6	4d6	5d6	6d6	7d6
30'	5d3	5d6	6d6	7d6	8d6
35'	3d6	6d6	7d6	8d6	9d6
40'	7d3	7d6	8d6	9d6	10d6
45'	4d6	8d6	9d6	10d6	11d6
50'	9d3	9d6	10d6	11d6	12d6
55'	5d6	10d6	11d6	12d6	13d6
60'	11d3	11d6	12d6	13d6	14d6

GREAT HONOR: All creatures and NPCs with Great Honor receive +1 to ALL their die rolls and can choose to take a mulligan at any time, once per game session. Monsters do not earn Honor Dice. Intelligent creatures may attempt to steal honor from or target those PCs with Great Honor.

8Q: (GMG pg 98): Grenade-like Missiles

Missile	Content	Area of Effect	Splash Dmg	Direct Hit Dmg
Acid	1/2 pint (8 oz.)	1' diameter	1 h.p.	2-8 h.p.
Holy/Unholy Water	1/4 pint (4 oz.)	1' diameter	2 h.p.	2-12 h.p.
Oil, alight	1 pint (16 oz.)	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.
Poison	1/4 pint (4 oz.)	1' diameter	special	special
Alcohol	1 pint (16 oz.)	3' diameter	1 h.p.**	1-6 + 1-3
Greek Fire	1 pint (16 oz.)	2' diameter	1 h.p.***	special****
Hot Coals	3 coals	none	n/a	2 pt per coal****

* Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

** Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.

*** Greek Fire burns for but one second on a splash. A direct hit causes 2-12 hit points of damage the first round, then 1-6 points of damage each successive round until a 1 damage is rolled, at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.

**** Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

8F (GMG pg 91): Missile Weapon Initiative

ROF	Readied Initiative	Not Readied Modifier*
1/2 or worse	1	**
1	1	+5
2	1, 6	+4
3	1, 5, 9	+3
4	1, 4, 7, 10	+2
5	1, 3, 5, 7, 9	+1

* Modifier to initiative roll.

** Weapon cannot be fired this round.

8S & 8T: (GMG pg 99):

Grenade-like Missile Misses		Bouncing Items	
Roll (1d6)	Direction	Roll (1d6)	Bounce Direction
1	long* right	1	back**
2	right	2	right
3	short right	3	long right
4	short (before)	4	long
5	short left	5	long left
6	left	6	left
7	long left		
8	long (over)		

* If missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and along the ceiling or down and along the floor.

** Back toward the thrower.

6E: (GMG pg 71): Skill Level of Difficulty Modifiers

Skill Type	Easy	Average	Difficult	Very Difficult
Academia	+65%	+30%	0	-10%
Language	+75%	+35%	+10%	0
Musical	+85%	+40%	+10%	-10%
Task: Combat	+35%	+15%	0	-15%
Task: Artisan	+60%	+30%	+15%	0
Task: Sophisticated	+40%	+20%	0	-5%
Social Interaction	+75%	+35%	+15%	0

6A-6B: (GMG pg 70):

COMBINED Skill Check Conditional Modifiers

Weather	Modifier	Other Weather	Modifier
Precipitation		Thunder: Booming	-10%
Rain: Drizzle*	-5%	Thunder: Ominous	-5%
Rain: Steady*	-15%	Thunder: Portentous	+5%
Rain: Heavy*	-25%	Thunder: Background	0%
Rain: Endless*	-35%	Lightning: Cinematic	-5%
Rain: amphibian	-15%	Lightning: Ominous	-5%
Rain: feline	-20%	Lightning: Illuminating	+5%
Rain: canine	-25%		
Rain: feline and canine	-35%	Light Quality	
Rain: Blood**	-25%	Light: Complete Darkness	-75%
Rain: Body Parts: Extremities**	-20%	Light: Mostly Darkness	-50%
Rain: Body Parts: Torsos**	-40%	Light: Twilight	-15%
Sleet	-5%	Light: Dim	-5%
Hail: Small	-10%	Light: Normal	0%
Hail: Large	-15%	Light: Good Lighting	+5%
Hail: Fist-sized***	-25%	Light: Bright	-5%
Snow: Light Cosmetic	+5%	Light: Very Bright	-10%
Snow: Moderate	-5%	Noise	
Snow: Heavy	-20%	Violent	-10%
Snow: Blizzard	-50%	Surprising	-15%
Wind		Embarrassing	-20%
Wind: Breeze (1-15 mph)	+5%	Ominous	-5%
Wind: Brisk (16-30 mph)	-5%	Loud	-5%
Wind: Stiff (31-60 mph)	-15%	Annoying: Loud	-10%
Wind: Heavy (61-90 mph)	-25%	Annoying: Soft	-15%
Wind: Gale Force (91+ mph)	-50%	Annoying: Constant	-10%
Temperature****		Other Situations	
Cold: Extreme (below 0°)	-30%	Using improvised tools	-30%
Cold: Severe (0°-32°)	-20%	Unfamiliar tools	-5%
Cold: Moderate (33°-50°)	-10%	Unfamiliar workmen/hirelings	-15%
Cold: Light (51°-60°)	-5%	Unfamiliar subject	-20%
Temperate (61°-79°)	0%	Restrained	-25%
Heat: Light (80°-85°)	-5%	One-handed	-35%
Heat: Moderate (86°-95°)	-10%	Rushed: half normal duration	-20%
Heat: Severe (96°-110°)	-20%	Rushed: quarter normal duration	-45%
Heat: Extreme (111°+)	-30%	While otherwise occupied	-20%
		Familiar subject	+5%
		Familiar situation	+5%

* Acid Rain has an additional -5% modifier and doubles degradation rate of armor and weapons.

** In addition to the skill penalty, rain of this nature forces all witnesses to save vs. paralysis or cease all actions to vomit.

*** Fist-sized hail does 1d4-l damage to anyone caught without cover.

**** These modifiers assume that the character lacks the appropriate clothing and accessories (i.e. water, fan, etc.) to deal with the temperature. Those with the appropriate clothing suffer no penalty for light and moderate temperature, and only half for severe and extreme temperatures.

† The modifier is doubled if the character is working on an object or person with a significant amount of metal.

5D: (PHB pg 90): Cleric/Paladin Atonement

1	Character must voluntarily inflict 1d4 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. ¹	9-10	Sacrifice most cherished possession and 2 points from ability scores. ²
2	Character must voluntarily inflict 1d6 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. ¹	11	Sacrifice most cherished possession and 3 points from ability scores. ²
3	Character must voluntarily inflict 1d8 points of damage upon himself per day, only seeking healing if he has fewer than 10 hit points. ¹	12	Character must purge his Honor.
4	Pay 1d20*100 gps to church/temple of character's faith	13	Continuously bear an enormous Holy Symbol of character's faith for 1d20 months.
5	Pay 2d20*100 gps to church/temple of character's faith	14	Pay monthly tithe of 100 gps to church/temple of character's faith for 1 year.
6	Sacrifice most cherished possession and pilgrimage to holy site 1d10 days away.	15-16	Temporarily retire from adventuring to perform community service for 1 month. ¹
7-8	Sacrifice most cherished possession and pilgrimage to holy site 1d20+10 days away.	17-18	Temporarily retire from adventuring to perform community service for 6 months.
		19-20+	Temporarily retire from adventuring to perform community service for 1 year.

¹ - duration is determined by the GM.

² - points sacrificed may be taken from one or more abilities

9C: (GMG pg 131): Climbing Success Modifiers

Situation	Mod.	Halting	-15%
Abundant handholds (brush, trees, ledges, etc.)	+40%	Pixie fairy	-50%
Rope and wall*	+55%	Half-orc	+5%
Surface inclined		Half-ogre	+20%
from 95 to 120 degrees	+30%	Encumbrance	
greater than 120 degrees	+60%	Light	-10%
from 65-85 degrees	-40%	Moderate	-25%
less than 65 degrees	-90%	Heavy	-45%
Armor		Severe	-70%
none	+10%	Surface condition	
Banded, splint	-40%	Wall is Very Smooth	-20%
Plate (all types)	-60%	Wall is Smooth	-5%
Ring, hide, brigandine	-25%	Wall is Fairly Rough	+10%
Scale, chain	-25%	Wall is Non-Slippery	+5%
Studded leather, padded	-25%	Slightly slippery (wet or crumbling)	-25%
Character Race **		Slippery (icy, slimy)	-40%
Dwarf	+5%	Climber wounded (below 1/2 hp)	-10%
Gnome	-15%		
Gnomeling	-15%		

* The PC must be able to brace his feet on the wall as he pulls himself up the rope.

** Same as PHB Table3NN:Thieving Skill Racial Adjustments

9E: (GMG pg 132): Rates of Climbing

Type of Surface	Normal	Slightly Slippery	Slippery
Very Smooth *	1/4	-- **	-- **
Smooth *	1/2	1/3	1/4
Rough *	1	1/3	1/4
Rough w/ledges	1	1/2	1/3
Ice wall*	--	--	1/4
Tree	4	3	2
Sloping wall	3	2	1
Rope and wall	2	1	1/2

* Non-thief characters must be mountaineers and use appropriate tools to climb these surfaces.

** Thieves can climb these at 1/4. Other characters cannot climb them at all.

9D: (GMG pg 131): Resolution of Failed Climb Attempts*

Situation	Modifier	Surface inclined:	Modifier
Surface is slightly slippery	+10%	Less than 85 degrees	+5
Surface is slippery	+50%	Greater than 95 degrees	-5
Surface is very smooth	+30%		
Surface is smooth	+20%		
Surface is very rough	-10%		
Regain Hold Mods**			
Surface is slightly slippery	+1		
Surface is slippery	+5		
Surface is very smooth	+5		
Surface is smooth	+3		
Surface is very rough	-5		

* Base Chance for Climber to Slip During Failed Climb Attempt= 5%

** Modifiers to DEX Check to Regain Hold.

10C: (GMG pg 136): Divine Intervention Beseechment Modifiers*

5%	First time this character has called for help
-5%	Each previous intervention on behalf of character
-5%	Alignment behavior only medial
-10%	Alignment behavior borderline
-20%	Situation requires confrontation w/ another gawd
1%	Character opposing forces of gawd's diametrically opposed alignment
25%	Character serving gawd through direct instructions (or by means of intermediary)
1%	Per character experience level
3%	Cleric
5%	Paladin

* Note: gawds will not intervene on planes that are the habitation of other gawds, i.e., outer planes. Neither will they venture into the elemental nor the Positive or Negative Material Planes. Intervention occurs only on the Prime Material, Astral or Ethereal Planes.

1B: (GMG pg 18): Strength Check Modifiers

Circumstance	Modifier
Inebriated*	-1/+1
Sitting	-2
Prone	-4
Feet not touching the ground	-2
Has momentum	+2
Encumbered**	-1 to -4
Target resisting	-2

* See Table 12V on GMG pg 170

** Characters receive a cumulative -1 to all Strength checks for each category of encumbrance beyond unencumbered.

1E: (GMG pg 18): Intelligence Check Modifiers

Circumstance	Modifier
Pertaining to PCs home town	+3
Pertaining to PCs home area	+1
Inebriated*	-1 to -6
Has a headache	-1
Has a migraine	-3

* See Table 12V on GMG pg 170

2I: (GMG pg 35): Pickpocket Victim Racial Modifiers

Intended Victim	Modifier
Dwarf	-20% Gnomeling -5%
Elf	+10% Half-elf +5%
Gnome	-10% Halfling -5%

Recovery of Spells

(GMG pg 77)

SPELL	Rest
LEVEL	Time (hours)
1-2	4
3-4	6
5-6	8
7-8	10
9	12

10A: (GMG pg 134): The HackMaster Smartass

Smackdown Table

(ver. 4.1a) Roll 1d100+*

Roll	Result
1-10	Twitch
11-20	Bad omen
21-30	Grudge NPC
31-40	Grudge monster
41-50	Theft
51-60	Unnatural hatred by powerful NPC
61-70	Unnatural love by powerful NPC
71-80	Flesh-eating bacteria
81-90	Natural disaster
91-100	Extreme religious unction
101-110	Gains a Quirk
111-120	Undead relative
121-130	Leprosy
130 +	Act of Gawd

*For each successive roll on the HSST, add 15 (cumulative) to the total:
1st roll: +0
2nd roll: +15
3rd roll: +30... etc

1G: (GMG pg 18): Charisma Check Modifiers

Circumstance	Modifier
Told a funny joke	+1
Been publicly humiliated	-1
Been publicly disgraced	-2
Honorable	+1
Great Honor	+3
Dishonorable	-3
Well dressed*	+1
Well groomed*	+1
Bloody**	-1/+1

* Cumulative, i.e. a well dressed, well-groomed person gets a +2 modifier.

** Refer to GMG pg 18, Table 1G notes.

1C: (GMG pg 18): Dexterity Check Modifiers

Circumstance	Modifier
Inebriated*	-2 to -5
Movement restricted	-3
Unable to move	-6
Feet bound together	-5
Slippery surface: water	-1
Slippery surface: grease	-3
Slippery surface: other	-2
Encumbered**	-1 to -4

* See Table 12V on GMG pg 170

** Characters receive a cumulative -1 to all Dexterity checks for each category of encumbrance beyond unencumbered.

1D: (GMG pg 18):

Constitution Check Modifiers

Circumstance	Modifier
Illness: minor	-2
Illness: major	-4
Illness: debilitating	-6
Encumbered*	-1 to -4
Lost 25% of max. hit points	-1
Lost 50% of max. hit points	-2
Lost 75%+ of max. hit points	-4

* Characters receive a cumulative -1 to all Constitution checks for each category of encumbrance beyond unencumbered.

1F: (GMG pg 18): Wisdom Check Modifiers

Circumstance	Modifier
Inebriated*	-1 to -7
Mental illness: minor**	-1
Mental illness: major**	-2
Lack of sufficient sleep	-1
Character is middle-aged	+1
Character is old	+2
Character is venerable	+3

* See Table 12V on GMG pg 170

** Varies by the nature of the illness.

16D: (GMG pg 201): Armor and Shield Maintenance

Armor Type	Max. Time w/o Maint.	Material	Adj. To Time w/o Maint.
Robes/garments	1 week	Adamantite	x12 months
Leather	1 week	Bronze	-3 days
Padded	4 days	Elven Steel	x8
Ring mail	3 days	Fine Steel	x2
Studded Leather	4 days	Gold	x1/3
Scale mail	6 days	Iron	-1 day
Hide	5 days	Silver	x1/2
Brigandine	1 week	Mithril	x10
Chain mail	1 week	Dwarven iron	x20
Chain mail, elven	2 months		
Bronze plate mail	2 days	Shield Materials	
Banded mail	5 days	Leather	-2 days
Splint mail	4 days	Wicker	-3 days
Plate mail	5 days	Wood	-1 day
Field plate	4 days		
Full plate	3 days		
Shield-buckler	2 weeks		
Spiked buckler	1 week		
Small Shield	5 days		
Medium Shield	3 days		
Body shield	2 days		

9AA: (PHB pg 122): Stowage Capacity

Item	Weight Cap.	Volume
Backpack	50 lbs.	3'x2'x1'
Basket, large	20 lbs.	2'x2'x2'
Basket, small	10 lbs.	1'x1'x1'
Belt pouch, large	8 lbs.	6"x8"x2"
Belt pouch, small	5 lbs.	4"x6"x2"
Chest, large	100 lbs.	3'x2'x2'
Chest, small	40 lbs.	2'x1'x1'
Sack, large	30 lbs.	2'x2'x1'
Sack, small	15 lbs.	1'x1'x8"
Saddle bags, large	30 lbs.	18"x1'x6"
Saddle bags, small	20 lbs.	1'x1'x6"

9Z (PHB pg 121): Carrying Capacities of Animals

Mount	Base Move	2/3 Move	1/3 Move
Camel	0-330 lbs.	331-500 lbs.	501-660 lbs.
Dawg	0-15 lbs.	16-20 lbs.	21-30 lbs.
Elephant	0-500 lbs.	501-750 lbs.	751-1,000 lbs.
Horse, draft	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, heavy	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, light	0-170 lbs.	171-255 lbs.	256-340 lbs.
Horse, medium	0-220 lbs.	221-330 lbs.	331-440 lbs.
Horse, riding	0-180 lbs.	181-270 lbs.	271-360 lbs.
Llama	0-165 lbs.	166-250 lbs.	251-335 lbs.
Mule	0-250 lbs.	251-375 lbs.	376-500 lbs.
Ox	0-220 lbs.	221-330 lbs.	331-440 lbs.
Pack Ape	0-170 lbs.	171-255 lbs.	256-340 lbs.
Yak	0-220 lbs.	221-330 lbs.	331-440 lbs.

9Y: (PHB pg 121): Character Encumbrance

Character	Strength	Unencum.	Light	Moderate	Heavy	Laden	Severe	Max.Car. Weight
1	0-1	2-3	4-5	6-7	8-9	9		
1/51	0-2	3-4	5-6	7-8	9-10	10		
2	0-3	4-5	6-7	8-9	10-11	11		
2/51	0-4	5-6	7-8	9-10	11-12	12		
3	0-5	6-7	8-9	10-11	12-15	15		
3/51	0-7	8-9	10-11	12-14	15-21	21		
4	0-9	10-11	12-14	15-18	19-27	27		
4/51	0-11	12-14	15-17	18-22	23-33	33		
5	0-13	14-16	17-20	21-26	27-39	39		
5/51	0-15	16-19	20-23	24-30	31-45	45		
6	0-18	19-23	24-27	28-36	37-54	54		
6/51	0-21	22-26	27-32	33-42	43-63	63		
7	0-24	25-30	31-36	37-48	49-72	72		
7/51	0-27	28-34	35-41	42-54	55-81	81		
8	0-30	31-38	39-45	46-60	61-90	90		
8/51	0-33	34-41	42-50	51-66	67-99	99		
9	0-36	37-45	46-54	55-72	73-108	108		
9/51	0-39	40-49	50-59	60-78	79-117	117		
10	0-43	44-54	55-65	66-86	87-129	129		
10/51	0-47	48-59	60-71	72-94	95-141	141		
11	0-51	52-64	65-77	78-102	103-153	153		
11/51	0-55	56-69	70-83	84-110	111-165	165		
12	0-59	60-74	75-89	90-118	119-177	177		
12/51	0-63	64-79	80-95	96-126	127-189	189		
13	0-67	68-84	85-101	102-134	135-201	201		
13/51	0-71	72-89	90-107	108-142	143-213	213		
14	0-76	77-95	96-114	115-152	153-228	228		
14/51	0-81	82-101	102-122	123-162	163-243	243		
15	0-86	87-108	109-129	130-172	173-258	258		
15/51	0-91	92-114	115-137	138-182	183-273	273		
16	0-97	98-121	122-146	147-194	195-291	291		
16/51	0-103	104-129	130-155	156-206	207-309	309		
17	0-109	110-136	137-164	165-218	219-327	327		
17/51	0-115	116-144	145-173	174-230	231-345	345		
18	0-130	131-163	164-195	196-260	261-390	390		
18/51	0-160	161-200	201-240	241-320	321-480	480		
19	0-200	201-250	251-300	301-400	401-600	600		
19/51	0-300	301-375	376-450	451-600	601-900	900		
20	0-400	401-500	501-600	601-800	801-1200	1200		
20/51	0-500	501-625	626-750	751-1000	1001-1500	1500		
21	0-600	601-750	751-900	901-1200	1201-1800	1800		
21/51	0-700	701-875	876-1050	1051-1400	1401-2100	2100		
22	0-800	801-1000	1001-1200	1201-1600	1601-2400	2400		
22/51	0-900	901-1125	1126-1350	1351-1800	1801-2700	2700		
23	0-1,000	1001-1250	1251-1500	1501-2000	2001-3000	3000		
23/51	0-1,100	1101-1375	1376-1650	1651-2200	2201-3300	3300		
24	0-1,200	1201-1500	1501-1800	1801-2400	2401-3600	3600		
24/51	0-1,300	1301-1625	1626-1950	1951-2600	2601-3900	3900		
25	0-1,500	1501-1875	1876-2250	2251-3000	3001-4500	4500		

Table 8HH-8JJ: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
4,589-4,684	Inner joint	1	1	3	3	4	4, al	6, al	6,al,ws	8,a2,ws	8,a2,ws, sl	x2,a2,ws, sl	x2,wa2, tl,s2,tl,ib	x2,wa3, tl,s2,tl,ib	x2,wa3,tl, s2,bl,ib
4,685-5,308	Forearm, back	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2, ws,s2	x2,a3, ws,s2	x2, wa3, s2
5,309-5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,w, sl	x2,a2, ws, s2	x2,a3, ws, s2	x2,w, a3, s2
5,837-5,908	Wrist, back	1	3	3	4,ws	4,ws, al	6,ws, al,sl	8,ws, al,sl	8,ws, a2,sl	8,ws,a2, tl,sl,tl,ib	8,wa2, tl,sl,tl,ib	8,wa2, tl,s2,tl,ib	x2,wa2, tl,s2,tl,ib	x2,wa3, tl,s2,tl,ib	x2,wa3,tl, s2,bl,ib
5,909-5,980	Wrist, front	1	3	3	4,ws	4,ws, al	6,ws, al,sl	8,ws, al,sl	8,ws, a2,sl	8,ws,a2, tl,sl,tl,ib	8,wa2, tl,sl,tl,ib	8,wa2, tl,s2,tl,ib	x2,wa2, tl,s2,tl,ib	x2,wa3, tl,s2,tl,ib	x2,wa3,tl, s2,bl,ib
5,981-6,052	Hand, back	1	1	3	3	4	4	6,tl, bl,ib	6,a1, tl,bl,ib	8,a1, tl,bl,ib	8,a1, tl,bl,ib	x2,a2, tl,bl,ib	x2,a2, tl,bl,ib	x2,a2, tl,bl,s2,ib	x2,a2,tl, b2,s2,ib
6,053-6,076	Palm	1	1	3	3	4	4	6	6	6, tl,bl,ib	6,a1, tl,bl,ib	8,a1, tl,bl,ib	8,a2, tl,bl,ib	x2,a2, tl,bl,ib	x2,a2, tl,bl, sl,ib
6,077-6,220	Finger(s)	1	1	3	3	4	4	6,tl, bl,ib	6,tl, bl,ib	8, tl,bl,ib	8,tl, tl,bl,ib	x2,tl, bl,ib	x2,tl, bl,ib	x2,tl, bl,ib	x2,tl, bl,ib
6,221-7,180	Shoulder, side	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,ws, s2	x2,a3,w, s2
7,181-9,100	Shoulder, top	1	3	4	6	8	x2	x2,a1, ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,d1,ws, s2	x2,a3, d1,w,s2	x3,a3, d1,w,s2	x3,a3, d1,w, s3
9,101-9,121	Neck, front	3	4	6	8	x2	x2,ws, al,d1	x2,w, al,d1	x2,f, al,d1	x2,a2, d2,f	x2,a2, d2,f,mc	x2,a2, d2,f,mc	x3,a3, d3,u	x3,a3, d3,u	x3,a3, d3,u, mc
9,122-9,142	Neck, back	3	4	6	8	x2	x2, ws,a1, d1	x2, wa1, d1	x2,f, al,d1,p	x2,a2, d2,f,p	x2,a2, d2,f,p	x2,a2, d2,f,p	x3,a2, d3,u	x3,a2, d3,u	x3,a2, d3,u, mc
9,143-9,373	Neck, side	3	4	6	8	x2	x2, ws,a1, d1	x2, wa1, d1	x2,f, al,d1	x2,a2, d2,f	x2,a2, d2,f,mc	x2,a2, d2,f,p	x3,a2, d3,f,mtl	x3,a2, d3,f,mtl	x3,a2,d3,u, mtl, mtl,pb
9,374-9,653	Head, side	6	8	x2	x2,f	x2, al, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5, d5,u,sc	x4,a6, d6, u,sc
9,654-9,688	Head, back lower	6	8	x2	x2,f	x2, al, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a2, d3,f	x3,a2, d3,f,p	x3,a3, d4,f	x3,a3, d4,f,mc	x4,a3, d4,f,sc,p	x4,a4, d5,u,sc	x4,a5, d6, u,sc
9,689-9,768	Face, lower side	4	6	8	x2	x2,f	x2, al,f	x2, a2,u	x3,a3,d1, f,mtl, bl,mtl	x3,a3,d1, u,mtl, bl,mtl	x3,a4,d2, f,mc, mtl,bl,mtl	x3,a4,d2, u,mc, mtl,bl,mtl	x4,a4,d2, u,mc, mtl,bl,mtl	x4,a3,d1, f,sc,mt2, bl,mtl	x4,a3,d1, u,mc,bf1, bf2,mt2
9,769-9,788	Face, lower center	4	6	8	x2	x2,f	x2, al, d1,f	x2, a2, d2,u	x3,a3, d3,f	x3,a3, d3,u	x3,a4,d4, f,mtl, mc,mtl	x3,a4,d4, mc, u	x4,a4,d4, u,mc	x4,a3,d3, f,mc,bl,mt2, bl,t2,mtl	x4,a3,d3, u,mc,bl, bl,t2
9,789-9,823	Head, back upper	6	8	x2	x2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5,d5, u,sc,mtl,mtl	x4,a6, d6, u,sc
9,824-9,903	Face, upper side	6	8	x2	x2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5, d5,u,sc	x4,a6, d6, u,sc
9,904-9,923	Face, upper center	6	8	x2	x2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5, d5,u,sc	x4,a6, d6, u,sc
9,924-10,000	Head, top	8	x2	x2,f	x2, al, d1,f	x2,a2, d2,f	x3, a2, d2,f	x3, a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,u,sc	x4,a5, d5,u,sc	x4,a6, d6,u,sc	x4,a6, d6, u,sc

Critical Hits Severity Codes

(GMG pg 118 for definitions)

numeral X – Extra Damage. Suffer damage of dX type
aX – To-hit Reduction. penalty of -X to-hit
bX – Broken Bone. Paralyzation if spine; weapon dropped if arm or shoulder; 15% chance of pb and 15% chance of ib if torso
bfX – Broken Bone, Compound Fracture. p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso
bmX – Broken Bone, Multiple Fracture. Same as bfX, see p.118
bsX – Bone Shatter. Same as bfX, see p.118
dX – Dexterity Reduction. Reduce DEX by X amount
f – Fall to Ground. Fall prone and drop all held items
hX – Temporal Honor Lost. Suffer loss of X times 5% of temporal Honor
ib – Internal Bleeding. 1d4 damage/hour; Con check or shock
ls – Limb Severed. Suffer pb unless finger or toe
m1 – Movement Loss. 50% move for 1 rd, 10% for 2d4 rds
m2 – Movement Loss. 50% move for 2 rds, 25% for 2d10 rds
m3 – Movement Loss. m1, then 25% for 1d6 turns
m4 – Movement Loss. 50% move for 1d12 hours
m5 – Movement Loss. m4, then 25% for 1d12 days
m6 – Movement Loss. 75% for 6 hours, 50% for 2d12 days
m7 – Movement Loss. 75% for 6 hours, 50% for 4d12 days
m8 – Movement Loss. 75% for 6 hours, 50% for 1d3 months
m9 – Movement Loss. 75% for 1 day, 50% for 1d4 months
m10 – Movement Loss. 75% for 1 week, 50% for d6 months

mc – Minor Concussion. Temporarily gain migraines flaw and headache. 3% x severity level chance of seizure disorder flaw
mtX – Muscle Tear. See Fig. 8.4 or 8.5 GMG pg 120-121 to determine muscle torn. ws if arm; 3% x severity level of pb
p – Paralyzation. 5% x severity level chance of paralysis
pb – Profuse Bleeding. Bleed to death in Con/2 rounds
sX – Strength Reduction. Reduce Strength by X amount.
sc – Severe Concussion. Temporarily gain migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
tX – Torn Ligaments or Tendons. See t1X GMG pg. 118. ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
u – Unconscious. Defender remains comatose until hit points suffered from wound are healed (naturally or magically).
w – Weapon Drop. Drop all carried weapons or items
ws – Weapon Drop. As w unless check at 1/2 STR made
vX – Vital Organ. Roll on Table 8GG:Vital Organ Damage Effects. ws (-10); ib; 3% x severity chance of pb.
xX – Multiple Damage. X times the number of damage dice, include penetration damage.

Notes for “m” results: Most longer durations will be permanent. See the Permanency of Critical Hits section for more details. (GMG pg 118)

Critical Hits Table Color Key

- Black = All Weapons**
- Blue = Hacking Weapons**
- Green = Crushing Weapons**
- Red = Puncturing Weapons**

Using the COMBINED Critical Hits Location and Severity Table

1. Player rolls 1d10,000.
2. Apply Critical Hit Location Size Adjustment (Table 8EE) and determine hit location.
3. GM calculates the attacker's BSL (GMG pg 110).
4. Modify the severity level if a specific piece of armor is worn on that body part.
5. Consult the COMBINED Critical Hits tables. Severity codes shown in black represent damage caused by any of the three types of weapons. The codes shown in blue, green or red indicate damage caused by one weapon type, either hacking, crushing or puncturing. Apply all black severity result codes as well as any codes that appear in the color that matches the attacker's weapon type.

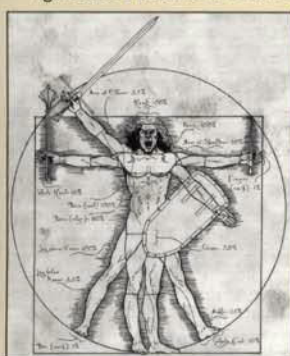
Table 8HH-8JJ: **COMBINED** Critical Hits Location and Severity (GMG pgs 112-117)

15	16	17	18	19	20	21	22	23	24
x2.wa3,tl, s3,tl,ib	x2.wa3,bl, t2,s3,tl,ib	x2.wa4,bl, t2,s3,t2,ib	x2.wa4,t2,bf2, s3,bm2,ib,mtl	x2.wa4,t2,bf2, s4,t2,bm2,ib,mt2	x2.wa4,t2,bm2, s4,bf2,ib,b2	x2.wa5,t2,bm2, s4,bf2,t2,ib,b2	x2.wa5,ls, s4,bs2,bm2	x2.wa5, ls,s4,bs2,bs2	x2.wa5, ls,s4,bs2,t2,ls
x2, wa3, s3	x2,a3,w, mtl,s3, mtl,pb	x2.wa3,bl, s3	x2.wa3,bl, mtl,s3,mtl, pb	x2.wa3,bf2,mt2, s3,bf2,mt2, mtl,pb	x2.wa3,bm2, mt2,s3,bm2, bm2,b2,pb	x2,a4,w,mt2, bm2,s3,mt2, mt2,b2,pb	x2,a3,w,bf2, mt2,s3,bf2, mt2,mt2,pb	x2.wa4,bm2, mt2,s4,bm2, mt2,b2,pb	x3,a4,w, ls,s4,bs2, mt2,ls
x2,w, a3, s3	x2.wa3,mtl, s3,mtl,pb	x2.wa3,bl, s3	x2.wa3,bl, mt2,s3,mtl, pb	x2.wa3,bf2, mt2,s3,bf2, mt2,mtl,pb	x2.wa3,bm2, mt2,s3,bm2, bm2,b2,pb	x2,a4,w,mt3, bm2,s3,mt3, bm2,b2,pb	x2,a3,w,bf2, mt3,s3,bf2, mt3,mt2,pb	x2.wa4,bm2, mt3,s4,bm2, mt3,b2,pb	x3,a4,w, ls,s4,bs2, mt3,ls
x2.wa3,tl, s3,tl,ib	x2.wa3,bl, tl,s3,tl,ib	x2.wa3,bl, tl,s3,tl,ib	x2.wa3,tl,bf1, s3,bm1,ib,mtl	x2.wa3,tl,bf1, s3,tl,bm1,ib,mtl	x2.wa3,tl,bm1, s3,bf1,ib,bl	x2.wa3,tl,bm1, s3,bf1,tl,ib,bl	x2.wa3,ls, s3,bs1,bm1	x2.wa3, ls,s3,bs1,bs1	x2.wa3,ls, s3,bs1,tl,ls
x2.wa3,tl, s3,tl,a3	x2.wa3,bl, tl,s3,tl,ib	x2.wa3,bl, tl,s3,tl,ib	x2.wa3,tl,bf1, s3,bm1,ib,mtl	x2.wa3,tl,bf1, s3,tl,bm1,ib,mtl	x2.wa3,tl,bm1, s3,bf1,ib,bl	x2.wa3,tl,bm1, s3,bf1,tl,ib,bl	x2.wa3,ls, s3,bs1,bm1	x2.wa3, ls,s3,bs1,bs1	x2.wa3,ls, s3,bs1,tl,ls
x2,a2,ws,tl, b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2.wa3, t2,b2,s2,ib	x2.wa3,t2,bl, bm2,s2,ib,bl	x2.wa3,t2,bl, bm2,s2,ib,bl	x2.wa3,t2, bf2,s2,ib,mtl	x2,a3,w,t2,bm2, bf2,s2,ib,b2	x2.wa3, ls,bs2,s2,bs2	x2.wa3,ls, bs2,s2,ls
x2,a2, t2,bl, s2,ib	x2,a2, t2,bl,s2, ib	x2,a2,ws, t2,bl,s2,ib	x2,a2,ws, t2,bl,s2, ib	x2,a3,ws, tl,mt2,bl,s2, ib,pb	x2,w,a3,bl, tl,mt2, s2,ib,pb	x2,w,a3,bl, tl,mt2, s2,ib,pb,mtl	x2,w,a3,tl, mt2,bm1,bm1, s2,ib,pb,bl	x2,w,a3, ls,bf1, s2,bs1	x2,w,a3, ls,bs1, s2,ls
x2,tl, bl,ib	x2,bl, tl,ib	x2,bm1,tl, bl,bl,ib	x2,bm1,tl, bl,bl,ib	x2,ls, bm1,ls	x2,ls, bm1,ls	x2,ls, bf1,ls	x2,ls, bf1,ls	x2,ls, bs1,ls	x2,ls, bs1,ls
x2.wa3, s3	x2,a3,w, mtl,s3, mtl,pb	x2,a3,bl,w, s3	x3,a3,bl,w, mtl,s3,mtl, pb	x3,w,a3, bf1,mt2,s3,bf1, mt2,mtl,pb	x3,w,a3,bm1, mt3,s3,bm1, bm1,pb,bl	x3,a4,w,mtl, bm4,s3,mt3, mt3,pb,mt2	x4,a3,w,mt4, bf1,s3,bf1, mt3,pb,mt2	x3,a4,w, mt4,bm1,s4, bm1,mt4,pb,bl	x3,a4,ls, s4,bs1, mt4,w,ls
x3,a3, d2,w, s3	x3,a3, d2,w,mtl, s3,mtl,pb	x3,a3,d2,w, t2,s3,tl,ib	x3,a3,d2,w, t2,mtl,s3, t2,mtl,ib,pb	x3,a3,d2, bf1,mtl,s3,bf1, t2,w,mtl,pb	x3,a3,d2,bm2, mtl,s3,bm2, mt2,w,b1,pb	x3,a3,d2,w,b3, mtl,t2,s3,b3, mt3,t2,b2,pb,ib	x3,a3,d2,bf3, mtl,t2,s3,bf3,mt3, t2,w,mt2,pb,ib	x3,a3,d2, bm3,mtl,t2,s3,bm3, mt3,t2,w,b3,pb,ib	x3,a3,d2, ls,s3,bs3, mt3,t2,w,ls
x3,a3, u,p,mc, d4,d3,d4	x3,a3, u,mc, d5,d4,d5	x4,a4,u,sc, d6,d5,bl, d6	x4,a5,u,sc, p,d6,bl,p	x4,pb,ib,v1, a5,d6,bl,u,sc, pb,ib,v1	x4,v1,pb,ib, a5,d6,b2,u, sc,pb,ib	x4, p, u,sc	x4,pb,ib,v2,windpipe crushed,choking, x4,pb,ib,v2	decapitated (dead), neck snapped (dead), x4,pb,ib,v2	(dead), decapitated, neck snapped, decapitated
x3,a2, d3,u, p,mc	x3,a3, d4,u,mc	x4,a4, d5,bl,u,sc	x4,a5,d6,bl, v1,u,sc, ib	x4,p,u,sc, bm1,bm1, bl	x4,p,v1,u,sc, bm1,bm1, bl,ib	x4,p,u,sc,bs1, bs1, bl,ib,v1	x4,p,v1,u,sc, bs1,bs1, ib,bf1	decapitated (dead), neck snapped (dead), x4,pb,bm,ib,v1	(dead), decapitated, neck snapped, decapitated
x3,a2,d3,u, mtl, mtl,pb	x3,a3,d4,u, mtl,mt2, pb	x4,a4,d5,u,mc, mt2,mt2, pb	x4,a5,d6, u,sc,mt2, mt2,pb	x4,p,u,sc, bm1,bm1, bl	x4,p,v1,u,sc, bm2,bm2, bl,ib	x4,p,u,sc,bs2, bs2, b2,ib,v2	x4,p,v2,u,sc, bs2,bs2, ib,bf2	decapitated (dead), neck snapped (dead), x4,pb,ib,v2	(dead), decapitated, neck snapped, decapitated
x4,a6, d6, u,sc	x4,a7, d7, u,sc	x4,a6, d7,b1,u,sc	x4,a7,d7, u,sc, bl,bl,tl	x4,a8,d8,v1, u,sc,bl, bl,t2,ib	x4,a8,d8,v1, u,sc,bm1,bm1, bl,ib	x4,a9,d9,v1, u,sc,bm1, bm1,bl,ib	x4,a9,d9,v1, u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo
x4,a5, d6, u,sc,p	x4,a6, d7,u,sc	x4,a6, d7,u,sc,p, b0,bl,tl	x4,a6,d7, u,sc, bl,bl,tl	x4,a7,d8,v1, u,sc,b2, b2,tl,ib	x4,a7,d8, u,sc,bm3,v2, bm2,v1,bl,ib,v1	x4,p,v2, u,sc,bm3, bm3,b2,ib	x4,p,v2, u,sc,bs3, bs3,ib	skull caved-in	brain goo
x4,a4,d2, f,mc,bm1, bm2,bl	x4,a5,d3, f,mc, bm2,bm2,bl	x4,a5,d3,f,mc, bm2,bm2,bl	x4,a5,d3, f,mc,bf3, bf3,mt2	x4,a5,d3, f,mc,bm3, bm3,bl	x4,a6,d4, u,mc,bm3, bm3,b2	x4,a6,d4, u,sc,bf3, bf3,mt2	x4,a6,d4, u,sc,bm3, bm3,b2	x4,a7,d5, u,sc,bs3, bs3,ib	jaw removed
x4,a4,d4, f,mc,bl, bl,t2	x4,a5,d5, f,mc, b2,b2,t2	x4,a5,d5,f,mc, b2,b2,t2	x4,a5,d5, f,mc,bm2, bm2,bl	x4,a5,d5, f,mc,bm3, bm2,b2	x4,a5,d5, u,sc,bm3, bm3,b2	x4,a5,d5, u,sc,bm3, bm3,b3	x4,a5,d5, u,sc,bs3, bs3,ib,v1	x4,a5,d5, u,sc,bs3, bs3,ib,v1	skull caved-in
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, bl,bl,mtl	x4,a7,d7, u,sc,bl, bl,mtl	x4,a8,d8,v1, u,sc,bl,bl, mtl,ib	x4,a8,d8,v1, u,sc,bm1, bm1,bl,ib	x4,a9,d9, v1,u,sc,bm1, bm1,bl,ib	x4,a9,d9,v1, u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, bl,bl,mtl	x4,a7,d7, u,sc,bl, bl,mtl	x4,a7,d7,v1, u,sc,bl, b2,mtl,ib	x4,a8,d8,v1, u,sc,bm2, bm2,bl,ib	x4,a8,d8, v1,u,sc,bm2, bm2,b2,ib	x4,a9,d9,v1, u,sc,bs2, bs2,ib,bf2	skull caved-in	brain goo
x4,a6, d6, u,sc	x4,a7,d7,u,sc	x4,a7,d7,u,sc, bl,bl,mtl	x4,a7,d7, u,sc,bl, bl,mtl	x4,a8,d8, v1,u,sc,b2, b2,mt2,ib	x4,a8,d8,v1, u,sc,bm2, bm2,bl,ib	x4,a9,d9, v1,u,sc,bm3, bm3,b2,ib	x4,a9,d9,v1, u,sc,bs3, bs3,ib,bf3	skull caved-in	brain goo
x4,a7, d7, u,sc	x4,a7,d7,u, sc,bl,b0,tl	x4,a7,d7,u,sc, bl,bl,mtl	x4,a8,d8,v1, u,sc,bl, bl,mtl,ib	x4,a8,d8,v1, u,sc,bm1, bm1,bl,ib	x4,a9,d9,v1, u,sc,bm1, bm1,bl,ib	x4,a9,d9, v1,u,sc,bs1, bs1,ib,bf1	skull caved-in	brain goo	brain goo

8GG: (GMG pg 118): Vital Organ Damage Effects

Roll	Damage Effect	
1-25	no additional effects	71-80 death in 1d12 hours
26-50	lose 2d6 points of Constitution*	81-90 death in 1d12 rounds
51-70	death in 1d12 days	91-100 death in 1d12 segments

* 1 point returns per day over 1d6 days, unreturned points are lost permanently. Substitute Intelligence (80%) or Dexterity (20%) if the injury is to the head or spine.

Figure 8.2: **MAXIMUM CRITICAL DAMAGE MODIFIERS** (GMG pg 111)

Body Part	Max. Dmg
Ankle	15%
Arm at Elbow	25%
Arm at Shoulder	30%
Fingers (each)	1%
Foot (whole)	10%
Groin	20%
Head	100%
Hand (whole)	10%
Leg above Knee	100%
Leg below Knee	25%
Neck	100%
Toes (each)	1%
Torso (edge)	80%
Torso (mid)	100%

CRITICAL HIT BASE SEVERITY LEVEL (GMG pg 110)

BSL = defender's AC + attacker's current to-hit modifiers – attacker's chance to hit AC15

NOTE: A Cure Critical Wounds spell can cure one critical injury per application if the wound has not been healed by another method and one week has not transpired. (GMG pg. 110 & 118)

BEE: (GMG pg 110): Critical Hit Location Size Adjustments

		Attacker Size				
Defender Size		T	S	M	L	H
		G				
T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note: the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

Table 8HH-8Jj: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1-100	Foot, top	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2, tl,bl,ib	8,m3, tl,bl,ib	8,m3, tl,bl,ib	x2,m4, tl,bl,ib	x2,m4, tl,bl,ib	x2,m5, tl,bl,ib	x2,m5, tl,bl,ib
101-104	Heel	1	1	3	3	4,m1	4,m1	6,m2, tl,bl, ib	6,m2,a1, tl,bl, ib	8,m3,a1, tl,bl, ib	8,m3,a2, tl,bl,ib	x2,m4,a2, tl,bl,ib	x2,a2, dl,m4, bl,tl,ib	x2,a2,d2, tl,bl,ib	x2,a2,d2, m5,tl,bl, ib
105-136	Toe(s)	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2, tl,bl,ib	8,m3, tl,bl,ib	8,m3, tl,bl,ib	x2,m4, tl,bl,ib	x2,m4, tl,bl,ib	x2,m5, tl,bl,ib	x2,m5, tl,bl,ib
137-140	Foot, arch	1	1	3	3	4,m1	4,m1	6,m2, tl,bl,ib	6,m2,a1, tl,bl,ib	8,m3,a1, tl,bl,ib	8,m3,a2, tl,bl,ib	x2,m4,a2, tl,bl,ib	x2,a2,d1, m4,tl,bl,ib	x2,a2,d2, m5,tl,bl,ib	x2,b1, a2,d2,m5
141-170	Ankle, inner	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, tl,bl,ib	x2,d2, f,m4, tl,tl,ib	x2,d2, f,m5, tl,bl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2,f, m5,tl, bl,bl,ib	x2,d3,f, m5,tl,sl, bfl,ib
171-200	Ankle, outer	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, tl,bl,ib	x2,d2, f,m4, tl,tl,ib	x2,d2, f,m5, tl,bl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2, f,m5, tl,tl,ib	x2,d2,tl, f,m5, bl,bl,ib	x2,d3,f,m5, tl,mt2,sl, bfl,ib,pb
201-220	Ankle, upper/Achilles	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f, mt1,m5,m9, tl,pb,m5
221-964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m1	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2	x2,d2,f,m2
965-1,006	Calf	1	1	3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f, m5,mt1, mt1,pb
1,007-1,118	Knee	1	1	3	4,m1	6,m1	6, m2,f	8, m2,f	x2,d1, m3,f, mt1,bl,tl	x2,d2, f,m4, tl,tl,ib	x2,d2,f,m5, mt1,bl,tl	x2,d2,f,m5, tl,tl,ib	x2,d2,f,m5, tl,tl,ib	x2,d2, tl,f,m5, mt1,b2,ib	x2,d3,f, m5,tl,sl, b2,ib
1,119-1,132	Knee, back	1	1	3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2, f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,f,m5, tl,tl,ib	x2,d3,f, m5,tl, sl,tl,ib
1,133-1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1, m3	x2,d2, f,m4	x2,d2, f,m5	x2,d2, f,m5	x2,d2,f,m5, mt1,mt1,tl	x2,d2,f,m5, mt1,bl,mt1	x2,d3,f, m5,tl, sl,bfl,ib	x2,d3,f,m5, tl,sl,bl,ib
1,217-2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1, m3	x2,d2, f,m4	x2,d2, f,m5	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5, mt2,bl,mt1	x2,d3,f,m5, tl,mt2,sl, bfl,mt1,ib,mt2	x2,d3,f, m5,mt2, sl,bl,pb
2,001-2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	x2, dl,m3	x2,d2, f,m4	x2,d2,f,m5, bl,bl,tl	x2,d2,f,m5, bl,bl,tl	x3,d2,f,m5, bl,bl,tl	x3,d2,bm1, f,m5	x3,d3,bf2, f,m5	x3,d3, b2,f,m5
2,331-2,405	Groin (Male only)	1,f, hl	3,f, hl	4,f, h2	4,m1, f,h2	6,m1, f,h2	6,m1, f,h3	8,m2, f,h3	8,m2, f,h4	x2,m2, f,h4	x2,m3,f,h4	x2,m3,f,h5	x2,m3,f,h5	x3,m4,f,h5	x3,m4,f,h6
2,406-2,435	Buttock	1	3	4	6	8	x2	x2,m1	x2,m1	x2,m2	x2,m2,mt1	x3,m3	x3,m3,d1	x3,m3,d1, bl,bl,tl	x3,m3,d2, mt1,mt1,pb
2,436-2,570	Abdomen, lower	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws,v1, s2	x3,w,ib,f, s2	x3,w,v1,f, s2	x3,mt1, w,ib,f, s3	x3,mt1, v2,w,f, s3	x3,v2,f, mt1,s3, mt1,ib,pb
2,571-3,020	Side, lower	1	3	4	6	8	x2	x2,a1	x2,a1, ws	x2,a2, ws	x3,a2, ws,mt1	x3,a2,ws, mt1,mt1, mt2	x3,a2,ws, sl	x3,a2,w, sl	x3,a2,w, mt1,s2, mt1,pb
3,021-3,110	Abdomen, upper	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws,v1, s2	x3,w,ib,f, s2	x3,w,v1,f, s2	x3,mt1, w,ib,f,s3	x3,mt1, w,f,v2, s3,v1,v1	x3,v2,f, mt1,s3, mt1,ib,pb
3,111-3,125	Back, small of	3	4	6	8	x2	x2, ws, sl	x2,ib, s2	x2,w,ib, s2	x2,w,mt1, s2	x3,w,ib, s2	x3,w,mt1,ib, s2	x3,w,ib, mt1,s3, mt1,mt2	x3,v1,w, mt1,s3, mt1,mt2	x3,v1,mt1, s3,mt1, ib,pb
3,126-3,155	Back, lower	3	4	6	8	x2	x2, ws	x2,ib, sl	x2,ib,f, s2	x3,ws, bl,s2,bl, mt1	x3,w,ib,f, s2	x3,w,f, bl,s2,bl, mt1	x3,mt1, w,ib,f, s3	x3,mt1, w,f, bl,s3,bl	x3,b1,f, mt1, s3,mt1,pb
3,156-3,425	Chest	3	4	6	8	x2	x2, ws, sl	x2,ws, bl,s2, bl,tl	x2,w, bl,bl, s2,tl	x2,w,ib, bl,s2,bl, tl	x3,w, bl,bl,s2, tl	x3,w, bm2,s2,bm2, bm1	x3,w,ib, bf2,s3, bf2,bfl	x3,w,mt1, b2,s3,mt1, b2,mt2,t3	x3,v1, b3,s3,b3, ib,b2
3,426-3,455	Side, upper	3	4	6	8	x2	x2, ws, sl	x2,ws, bl,s2, bl,tl	x2,w, bl,bl, s2,tl	x2,w,ib, bl,s2, bl,tl	x3,w, bl,bl,s2, tl	x3,w,bm1, s2	x3,bm1,w, v1,s3	x3,v1,w, bl, s3,bl,tl	x3,v1,w, bl,s3,b2, ib,b2
3,456-3,485	Back, upper	3	4	6	8	x2	x2, ws, sl	x2,ws, s2	x2,w, s2	x2,w,mt1, s2	x3,w,mt1, s2	x3,w,f, s2	x3,w, bl,s3,bl, tl	x3,f,w, mt1,s3, mt1,mt2	x3,f, b2,s3, bl,bl
3,486-3,500	Back, upper middle	3	4	6	8	x2	x2, ws, sl	x2,ws, s2	x2,w, s2	x2,w,mt1, s2	x3,w,mt1, s2	x3,w,f, s2	x3,w, bl,s3,bl, tl	x3,mt1, f,w, s3	x3, f,bl, s3
3,501-3,820	Armpit	1	3	4	6	8	x2, ws	x2,a1, ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,d1,ws, s2	x2,a3, d1,ws2	x3,a3, d1,ws2	x3, a3,d1, ws3
3,821-4,300	Arm, upper outer	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2,ws, s2	x2,a3,ws, s2	x2,wa3, s2
4,301-4,492	Arm, upper inner	1	3	4	6	6	8	x2	x2,ws	x2,a1,ws	x2,a1,ws, sl	x2,a2,ws, sl	x2,a2, ws,s2	x2,a3, ws,s2	x2, wa3, s2
4,493-4,588	Elbow	1	1	3	3	4	4,a1, ws	6,a1, ws	6,a1,ws	8,a2,ws	8,a2,w, tl,sl,bl,ib	x2,a2,w, tl,sl,bl,ib	x2,wa2, tl,s2,bl,ib	x2,wa3, tl,s2,bl,ib	x2,wa3,tl, s2,bl,ib

Table 8HH-8JJ: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

15	16	17	18	19	20	21	22	23	24
x2,m6, t1,b1,ib	x2,m6, t1,b1,ib	x2,m7, t1,b1,ib	x2,m7, t1,b1,ib	x2,m7,t1,b1, bm1,ib,b1	x2,m8,t1,bm1, bm1,ib,b1	x2,m8,t1,bf1, bf1,ib,mtcl	x2,m9,t1,bf1, bf1,ib,mtcl	x2,m9, ls,bs1,ls	x2,m10, ls,bs1,ls
x2,a2,d2, m6,t1,b1,	x2,a3,d2,m6, t1,b1,	x2,a3,d2,m7, t1,b1,	x2,b1,a3,d2, m7,t1,	x2,a3,d2,m7, t1,bm1,bm1,	x2,a3,d2,m8, t1,bm1,bm1,	x2,a3,d2,m8, t1,bf1,bf1,	x2,a3,d2,m9, t1,bf1,bf1,	x2,a3,d2,m9, t1,bs1,bs1,	x2,a3,d2,m10, t1,bs1,bs1,
x2,m6, t1,b1,ib	x2,b1,m6, t1,ib	x2,m7,t1,bm1, b1,ib,b1	x2,m7,t1,bm1, b1,ib,b1	x2,m7, ls,bm1,ls	x2,m8, ls,bm1,ls	x2,m8, ls,bf1,ls	x2,m9, ls,bf1,ls	x2,m9, ls,bs1,ls	x2,m10, ls,bs1,ls
x2,b1, a2,d2,m6	x2,b1, a3,d2,m6	x2,b1, a3,d2,m7	x2,b1, a3,d2,m7	x2,a3,d2,m7, bm1,bm1,b1	x2,a3,d2,m8, bm1,bm1,b1	x2,a3,d2,m8, bf1,bf1,mtcl	x2,a3,d2,m9,t1, bf1,bf1,ib,mtcl	x2,a3,d2, m9,ls,bs1,ls	x2,a3,d2,m10, ls,bs1,ls
x2,d3,b1, f,m5,	x2,d3,f,m6, t1,b1,	x2,d4,f,m7, t1,bm1,	x2,d5,f,m7, t1,bf1,	x2,d5,b1, f,m8,t1,	x2,f,m8,d6, bm1,t1,bm1,	x2,d6,f,m9, bm1,t1,s3,	x2,d6,f, m9,ls,s4,	x2,d6,m10,f, ls,s5,	x2,d7, m10,f,ls,
t1,s1,t0,ib	s2,bm0,ib,b1	s2,b1,t0,ib,b1	s2,bf0,ib,mtcl	s2,b1,t0,ib	s2,s3,ib	bml,t0,ib,ib	bs1,t0,ib	bs1,t0,ib	s5,bs1,t0,ls
x2,d3,f,m6, t1,mt2,s1,	x2,d3,f,m6, t1,mt2,b1,	x2,d4,f,m7, t1,mt2,b1,	x2,d5,f,m7, t1,mt2,bf1,	x2,d5,f,m8, t1,mt2,bf1,s3,	x2,f,m8,d6,t1, mt2,bm1,bm1,	x2,d6,f,m9,t1, mt2,bm1,s3,	x2,d6,f, m9,ls,s4,	x2,d6,m10, f,ls,s5,	x2,d7,m10, f,ls,s5,
b1,t2,ib,pb	s2,bm1,ib,pb,b1	s2,b1,t2,ib,pb,b1	s2,bf1,ib,pb,mt2	b1,t2,ib,pb,mt2	t2,s3,ib,pb,bm1	bml,t2,ib,pb,b1	bs1,t2,ib,pb,b1	bs1,t2,ls	bs1,t2,ls
x2,d2,f, t2,m6,b1,	x2,d3,f,mtcl, m6,t2,b1,	x2,d3,f,mtcl, b1,t2,m7,bm1,	x2,d4,f,b1, mtcl,m8,t2,	x2,d5,f,mtcl, bf1,t2,m9,bf2,	x2,d5,f,mtcl, bf2,m10,t2,b2,m9,	x2,f,m10,d6,mtcl,	x2,d6,f,m10, mtcl,bm2,bm2,	x2,f,d6, m10,ls,	x2,d6,m10, f,ls,s1,
m5,ib,m6	m9,t1,pb,m6,ib	m6,pb,b1,ib,m7	m9,t1,pb,m8,ib	m6,pb,mtcl,ib,m9	t2,pb,mt2,m10,ib	t2,pb,b2,ib	t2,pb,b2,ib	bs2,t2,ls	bs2,t2,ls
x2,d2,f,m2, t1,b1,ib	x2,d3,f,m2, t1,b1,ib	x2,d3,f,m3, t1,b1,bm1,ib,b1	x2,d4,f,m3, t1,b1,ib	x2,d5,f,m3, t1,b1,bf1,ib,b1	x2,d5,f,m3, b2,b1,ib,pb,b2	x2,f,m4,d6,t1,b2,	x2,d6,f,m4,t1,bf2,	x2,f,d6,ls,m10,	x2,d6,f,ls,m10,
x2,d2,f, m5,mtcl,	x2,d3,f, m6,mtcl,	x2,d3,f,m6, t2,mtcl,	x2,d4,f,m6, t2,mtcl,	x2,d5,f,m6, bf2,b1,pb	x2,d5,f,m7, t2,mtcl,	x2,f,m7,d6,b2,	x2,d6,f,m8,t2,	x2,d6,ls,	x2,d6,f,ls,
b1,pb	b1,mtcl,pb	bml,ib,pb	b2,mt2,ib,pb	bf2,b1,pb	b2,mt2,ib,pb	mt2,b2,pb	mt2,ib,pb,mtcl	mt2,ls,m10	m9,ls,m10
x2,d3,f, m5,t1,b1,	x2,d3,f, m6,t1,b1,	x2,d4,b2,f, m7,t1,	x2,d5,f,m7, t1,b2,s2,	x2,d5,f,m8, t1,bf3,s3,	x2,f,m8,d6, bm3,t1,bm3,	x2,d6,f,m9,t1, bm3,s3,bm3,	x2,d6,f,ls, m10,s4,bs3,	x2,d6, m10,f,ls,	x2,d7, m10,f,ls,
s1,b2,t1,ib,b1	s1,b2,t1,ib,b1	s2,t1,ib	s2,t1,ib	b3,t1,ib,mtcl	t1,s3,b3,ib	t1,ib,b3	t1,m9,ls,m10	s5,bs3,t1,ls	s5,bs3,t1,ls
x2,d3,f, m5,t1,	x2,d3,f, m5,t1,	x2,d4,f, m6,t1,	x2,d5,b1,f, m6,t1,	x2,d5,b1, f,m7,t1,	x2,f,m7,d6, bf1,t1,bm1,	x2,d6,f,m8, bf1,t1,s3,b1,	x2,f,d6,m8, bml,t1,bm1,	x2,d6,u,ls,	x2,d7,u,
s1,t1,ib	s1,t1,ib	s2,t1,ib	s2,t1,ib	s2,t1,ib	s3,mtcl,ib	t1,mtcl,ib	t1,s4,ib,ib	m9,ls,m10	ls,m10,s5,bs1,
x2,d3,f,m6, t1,s1,b1,ib	x2,d3,f,m6, t1,mtcl,	x2,d4,f,m6, t1,s2,b1,ib	x2,d5,f,m7, t1,s3,b1,ib	x2,d6,m7,f, b1,mtcl,t1,bm1,	x2,d6,f,m8, t1,mtcl,bm1,	x2,d6,f,ls,m10, s4,m8,bs1,	x2,d6,u,ls,m10, s5,bs1,m9,	x2,d7,u,ls,m10,	x3,d8,m10,u,
x2,d3,f, m6,b1,mtc3,	x2,d3,f, m6,bf1,mtc3,	x2,d4,b1,f, m6,mtc3,	x2,d5,f, m7,mt4,	x2,d6,f,m7, bf1,mt4,bm1,	x2,d6,f,m8,bm1, mt5,s3,bm1,	ls,m10	ls,m10	ls,m10	x3,d8,
s1,mt2,pb	s2,bm1,mtc3,pb	s2,mtc3,pb	s3,b1,pb	s3,mt3,pb,mt4	mt4,b1,pb	x2,f,d6,ls,pb,m10,	x2,d6,u,ls,	x2,d7,u,	x3,d8,
x3,d3,v1,f,	x3,d3,f,m6,	x3,d5,b3,f,m6	x3,d6,f,m7,	x3,v1,f,m7,d7,	x3,v1,f,m8,d7,	bs1,s4,m8,mt4,	m10,s5,bs1,	ls,m10,s5,bs1,	m10,u,ls,
m6,b2,b2,b3	bm2,bm2,b3		b3,b3,b4	bm3,bm3,b4,ib	bm3,bm3,b4,ib	ls,pb,m10	m9,ls,m10	m9,ls,m10	s5,bs1,mtc5,ls
x3,m4,f,	x3,m4,f,	x3,m4,f,	x3,m4,f,h8,	x3,m4,f,	x3,m5,f,	x3,v2,f,m8,d8,	x3,v2,m9,u,	x4,v2,m9,u,	x4,v2,m10,u,
h6,v1,ib	h6,v1	h7,v1,ib	v2,v1,ib,v1	h9,v2,ib	h10,v2,ib	bs4,bs4,ib	d8,bs4,bs4,ib	d9,bs4,bs4,ib	d9,bs4,bs4,ib
x3,ib	x3,m3,d2,f,	x3,m3,d2,f,ib	x3,m4,d2,	x3,m5,d3,	x3,m5,d3,f,	x3,v2,f,m8,d8,	x3,v2,m9,u,	x4,v2,m9,u,	x4,v2,m10,u,
d2,b1,f	ib,mtcl,mtcl,pb	mtcl,mtcl,pb	b2,f	b2,f	b2,b3,b3	mtcl,mtcl,pb	bm3,mtcl,b3,pb	bm3,mtcl,b3,pb	bm3,mtcl,b3,pb
x3,f,mtcl,v2,	x3,a1,	x3,a2,v3,f,	x3,a3,v3,f,	x3,a3,f,	x3,a3,v4,f,	x3,	x3,v4,u,f,	x4,v4,u,	(dead),cut in twain,
s3,mtcl,v2,	v3,f,	mt2,s3,	s3,ib	v3,s3,v4,	mt2,s3,	u,v4,	b1,b1,	b2,mt2,	body cavity
pb,ib,v3	s3,ib	mtcl,ib,pb	mtcl,ib,pb	ib,v4	mt2,pb,ib	f,ib	b2,ib	b2,mt2,b3,ib,pb	crushed, run thru
x3,a2,	x3,a2,	x3,a3,f,	x3,a3,ib,f,	x3,a3,f,v1,	x3,a4,b1,	x3,u,	x3,v2,u,	x4,b2,v2,	(dead),cut in twain,
f,	f,mtcl,	mt2,s3,	mt2,s3,	mt2,s3,mt2,	f,s4	b2,mt2,	b2,b1,	mt2,u,	body cavity crushed,
s2	s3,mtcl,pb	mt2,pb	mt2,pb	pb,ib		b1,mt2,b1,pb	b2,ib	ib,pb	run thru
x3,v2,f,	x3,a1,	x3,a2,f,v3,	x3,a3,v3,	x3,a3,v3,	x3,a3,v3,f,	x3,u,	x3,b1,	x4,v3,u,	(dead),cut in twain,
mt2,s3,	v2,f,	mt2s3,v2,	f,s3,ib	f,s3,ib	mt2,s3,mt2,	v3,f,	v3,u,	b1,mt2,	body cavity crushed,
mt2,pb,ib	s3,ib	mt2,ib,v2,pb			pb,ib	ib	ib	b1,mt2,b2,ib,pb	run thru
x3,v1,mt2,b3,	x3,b1,	x3,b1,v2,f,	x3,v2,f,	x3,v2,f,	x3,v2,f,bm1,	x3,v2,	x3,v2,u,	x4,v2,u,	(dead),cut in twain,
s3,mt2,	v1,	s5,mt2,	bf1,s6,bf1,	bml,bm1,	mt2,bm1,	bs1,u,	bs1,	bs1,mt2,	body cavity crushed,
pb,ib	s4,ib	s5,mt2,ib,pb	mt2,ib	b1,ib	mt2,b1,pb,ib	bs1,u,ib	bs1,ib	bs1,mt2,ib,pb	run thru
x3,b1,	x3,a1,	x3,a3,b1,f,	x3,a3,b1,f,	x3,a3,v2,f,	x3,a3,b1,	x3,u,b1,v2,	x3,b1,	x4,b1,	(dead),cut in twain,
v1,f,	v1,f,	v1,f,b1,	v2,s3,v1,	s3,ib	v2,f,	mtcl,	v2,u,	v2,u,mtcl,	body cavity crushed,
s3,ib	s3,ib	s3,ib	ib,v2	ib,v2	s3,ib	mtcl,pb,ib	ib	mtcl,ib,pb	run thru
x3,v1,mt2,b3,	x3,bf3,v1,	x3,v2,f,s5,	x3,f,bf4,v2,	x3,f,bm4,v2,	x3,v3,f,m4,	x3,v3,bs4,u,	x3,v3,u,bs4,	x4,v3,u,	(dead),cut in twain,
s3,mtcl,b3,	s4,bf3,v2,	b3,mt2,s5,b4,	s6,bf4,v2,	bm4,v3,	mt3,bm4,mt2,	bs4,u,	bs4,bm4,	bs4,mt3,	body cavity crushed,
pb,ib,b2	mt3,ib,v2	mtcl,b2,ib,pb	mt3,ib,v3	b3,ib,v3	b3,mt3,ib	bf4,pb,ib	mt3,ib	bs4,mt3,bm4,ib,pb	run thru
x3,v1,w,bm2,	x3,b2,	x3,b2,v1,	x3,b2,v1,	x3,v1,f,bm2,	x3,v1,f,bm2,	x3,v1,bs2,u,	x3,v1,u,bs2,	x4,v1,u,	(dead),cut in twain,
s3,bm2,	v1,w,	f,s5,	f,s6,	bm2,	bm2,	bs2,u,	bs2,bm2,	bs2,bs2,	body cavity crushed,
b2,ib	s4,ib	s5,ib,w	ib,w	b2,ib,w	mt2,ib,w	bf2,pb,ib	mt2,ib	bm2,ib,pb	run thru
x3,f,	x3,v1,s4,ib	x3,f,s5,b3,	x3,v1,	x3,bm3,mt2,	x3,v1,bm4,	x3,u,bs4,	x3,v1,u,	x4,v1,u,	(dead),cut in twain,
mtcl,s3,	s5,b2,	s5,b2,	s3,s6,b2,	bm3,mt2,	mt2,bm3,mt2,	mt2,bs4,mt2,	bs4,mt2,bs4,	bs4,mt2,	body cavity crushed,
mtcl,pb	b1,ib,v1	b1,ib	b1,ib	b2,pb	b2,ib,pb	bf2,ib,v1,pb	mt2,bm2,ib,pb	bs4,mt2,ib,pb	run thru
x3,f,	x3,v1,s4,ib	x3,f,s5,b2,	x3,b2,v1,	x3,bm3,mtcl,	x3,v1,bm3,	x3,u,bs3,	x4,v1,u,	x4,p,v1,u,	(dead),cut in twain,
mtcl,s3,	s5,b2,	s5,b2,	s6,ib	bm2,mtcl,	mtcl,bm3,mtcl,	mtcl,bs3,mtcl,	bs1,mtcl,bs3,	spine crushed (dead),	body cavity crushed,
mtcl,pb	b1,ib,v1	b1,ib		b2,pb	b3,ib,pb	bf3,ib,v1,pb	mtcl,bm3,ib,pb	x4,p,ib,v1,u	run thru
x3,	x3,a3,d2,	x3,a3,d2,w,	x3,a3,d2,w,	x3,a3,d2,bf1,	x3,a3,d2,bm2,	x3,a3,d2,w,b3,	x3,a3,d2,bf3,	x3,a3,d2,bm3,	x3,a3,d2,w,
a3,d2,	w,mtcl,s3,	t2,s3,t1,	t2,mtcl,s3,t2,	mt3,s3,bf1,mt2,	mt3,s3,bm2,	mt3,t2,s3,b2,mt3,	mt3,t2,s3,bf3,mt3,	mt3,t2,s3,bm3,	ls,s3,bs3,
w,s3	ib	ib	mtcl,ib,pb	w,mtcl,ib,pb	mt3,w,b1,pb,w	t3,b2,pb,ib	t3,w,mt2,pb,ib,w	mt3,t3,w,b3,pb,ib,w	mt3,t3,ls
x2,	x2,a3,w,	x2,a3,w,	x2,a3,b1,w,	x2,a3,bf1,mt2,	x2,a3,bm1,mt2,	x2,a4,mt2,	x2,a4,bm1,mt2,	x2,a4,bm1,mt2,	x2,a4,w,
a3,w,	mtcl,s3,	b1,s3,b1,	mtcl,s3,mtcl,	s3,bf1,mtcl,w,	s3,bm1,mt2,w,	bf1,s3,bm1,	a3,s3,bf1,mt2,w,	s4,bm1,mt2,w,	ls,s4,bs1,
s3	mtcl,pb	pb	pb	mtcl,pb,w	mtcl,pb,w	w,pb,w	a4,b1,pb,w	b1,pb,w	mt2,ls
x2,	x2,a3,w,	x2,a3,b1,w,	x2,a3,b1,w,	x2,a3,bf1,mt2,	x2,a3,bm1,	x2,a4,mt2,	x2,a4,bm1,mt2,	x2,a4,bm1,mt2,	x2,a4,w,
a3,w,	mtcl,s3,	s3	mtcl,s3,mtcl,	s3,bf1,mtcl,w,	mt2,s3,bm1,	bf1,s3,bm1,	a3,s3,bf1,mt2,w,	s4,bm1,mt2,w,	ls,s4,bs1,
s3	mtcl,pb	pb	pb	mtcl,pb,w	mt2,w,b1,pb,w	w,pb,w	a4,b1,pb,w	b1,pb,w	mt2,ls
x2,w,a3,t1,	x2,w,a3,	x2,w,a4,	x2,w,a4,t1,b1,	x2,w,a4,t1,bf1,	x2,w,a4,t1,bf1,	x2,w,a5,t1,bm1,	x2,w,a5,ls,	b1,pb,w	mt2,ls
s3,b1,ib	t1,s3,b1,ib	t1,s3,b1,ib	s3,bm1,ib,b1	s4,bm1,ib,b1	s4,bf1,ib,mtcl	s4,bf1,ib,b1	s4,bs1,bm1	ls,s4,bs1,bs1	ls,s4,bs1,ls

9T: (PHB pg 118-119): Weapons

Item	Cost	Weight		Size	Damage Type ^a	Speed Factor	Damage vs.			Base Availability		
		(lb.)					S	M	L	High	Med	Low
Battle axe	5 gp	7	M	H	2		2d4	2d4	2d4	90	85	80
Blowgun	5 gp	2	L	—	—	—	Δ	Δ	Δ	90	85	80
Bow	—	—	—	—	—	—	Δ	Δ	Δ	—	—	—
Composite long bow	100 gp	3	L	—	—	—	Δ	Δ	Δ	85	80	75
Composite short bow	75 gp	2	M	—	—	—	Δ	Δ	Δ	80	75	70
Great Long bow (elven)	800gp	4	L	—	—	—	Δ	Δ	Δ	20	10	5
Long bow	75 gp	3	L	—	—	—	Δ	Δ	Δ	90	85	80
Short bow	30 gp	2	M	—	—	—	Δ	Δ	Δ	90	85	80
Club	—	3	M	C	-1		1d8	1d6	1d6-2	95	90	85
Crossbow	—	—	—	—	—	—	Δ	Δ	Δ	—	—	—
Hand crossbow	300 gp	3	S	—	—	—	Δ	Δ	Δ	75	70	65
Heavy crossbow	50 gp	14	M	—	—	—	Δ	Δ	Δ	85	80	75
Light crossbow	35 gp	7	M	—	—	—	Δ	Δ	Δ	80	75	70
Peashooter crossbow	350 gp	1/2	S	—	—	—	Δ	Δ	Δ	55	40	25
Dagger or dirk	2 gp	1	S	P	-3		1d6	1d6-1	1d6-2	95	90	85
Dart	5 sp	1/2	S	P	—		1d6-1	1d6-2	1d6-4	95	90	85
Footman's flail	15 gp	15	M	C	2		1d6	1d6+1	2d4	90	85	80
Footman's mace	8 gp	10	M	C	2		1d8	1d6+1	1d6	90	85	80
Footman's pick	8 gp	6	M	P	2		1d6	1d6+1	2d4	95	90	85
Hand or throwing axe	1 gp	5	M	H	-1		1d8	1d6	1d6-1	95	90	85
Harpoon	20 gp	6	L	P	2		1d6	2d4	2d6	95	90	85
Horseman's flail	8 gp	5	M	C	1		1d4+1	1d4+1	1d4+1	90	85	80
Horseman's mace	5 gp	6	M	C	1		1d8	1d6	1d6-1	90	85	80
Horseman's pick	7 gp	4	M	P	0		1d6	1d6-1	1d6-2	90	85	80
Hurled Tankard, Full ^a	—	3 lb	S	C	—		1d6	1d6-1	1d6-2	90	85	80
Hurled Tankard, Empty	—	2 lb	S	C	—		1d6-1	1d6-2	1d6-4	90	85	80
Javelin	5 sp	2	M	P	—		1d6	1d6	1d6	95	90	85
Knife	5 sp	1/2	S	P/H	-3		1d6-1	1d6-2	1d6-4	95	90	85
Lance ^a	—	—	—	—	—		—	—	—	—	—	—
Heavy horse lance	15 gp	15	L	P	3		1d6	1d8+1	3d6	85	80	75
Light horse lance	6 gp	5	L	P	1		1d6-1	1d6	1d8	85	80	75
Jousting lance	20 gp	20	L	P	5		1d6-3	1d6-2	1d6-4	85	80	75
Medium horse lance	10 gp	10	L	P	2		1d4+1	1d6+1	2d6	85	80	75
Mancatcher ³	30 gp	8	L	—	2		—	—	—	95	90	85
Morning star	10 gp	12	M	C	2		2d4+1	2d4	1d6+1	85	80	75
Polearm	—	—	—	—	—		—	—	—	—	—	—
Axl pike ⁵	5 gp	12	L	P	8		1d4	1d6	1d12	90	85	80
Bardiche	7 gp	12	L	H	4		1d6	2d4	2d6	95	90	85
Bec de corbin	8 gp	10	L	P/C	4		1d10	1d8	1d6	95	90	85
Bill-guisarme	7 gp	15	L	P/H	5		1d8	2d4	1d10	95	90	85
Fauchard	5 gp	7	L	P/H	3		1d4	1d6	1d8	90	85	80
Fauchard-fork	8 gp	9	L	P/H	3		1d6	1d8	1d10	95	90	85
Glaive ¹	6 gp	8	L	H	3		1d4	1d6	1d10	95	90	85
Glaive-guisarme ¹	10 gp	10	L	P/H	4		1d6	2d4	2d6	85	80	75
Guisarme	5 gp	8	L	H	3		1d10	2d4	1d8	90	85	80
Guisarme-voulge	8 gp	15	L	P/H	5		2d4	2d4	2d4	95	90	85
Halberd	10 gp	15	L	P/H	4		1d8	1d10	2d6	85	80	75
Hook fauchard	10 gp	8	L	P/H	4		1d4	1d4	1d4	85	80	75
Lucern hammer ³	7 gp	15	L	P/C	4		2d6	2d4	1d6	90	85	80
Military fork ¹	5 gp	7	L	P	2		1d6	1d8	2d4	95	90	85
Partisan ¹	10 gp	8	L	P	4		1d4	1d6	1d6+1	85	80	75
Ranseur ¹	6 gp	7	L	P	3		2d4	2d4	2d4	90	85	80
Spetum ¹	5 gp	7	L	P	3		1d4+1	1d6+1	2d6	95	90	85
Voulge	5 gp	12	L	H	5		2d4	2d4	2d4	90	85	80
Quarterstaff	—	4	L	C	-1		1d6	1d6	1d6	95	90	85
Sewing needle ⁷	5 sp	**	S	P	-4		.25 pts	.25 pts	.25 pts.	95	90	85
Scourge	1 gp	2	S	—	0		1d6	1d6-2	1d6-4	95	90	85
Sickle	6 sp	3	S	H	-1		1d6	1d6-1	1d6-2	95	90	85
Sling	5 cp.	*	S	—	—		—	—	—	95	90	85
Spear ¹	8 sp	5	M	P	1		1d6-1	1d6	1d8	90	85	80
Spear, Great ³	1 gp	8	L	P	3		1d6	1d8	1d10	90	85	80
Staff sling	2 sp	2	M	—	—		—	—	—	85	80	75
Stiletto, Bloodthorn	12 gp	1/2	S	P	-4		1d6-2	1d6-2	1d6-2	75	70	65
Sword	—	—	—	—	—		—	—	—	—	—	—
Bastard sword	25 gp	10	M	H	—		—	—	—	90	85	80
One-handed	—	—	—	—	1		1d6	1d8	1d12	95	90	85
Two-handed	—	—	—	—	3		1d4	2d4	2d8	85	80	75
Broad sword	10 gp	4	M	H	0		1d10	2d4	1d6+1	90	85	80
Khopesh	10 gp	7	M	H	4		1d10+1	2d4	1d6	95	90	85
Long sword	15 gp	4	M	H	0		1d6	1d8	1d12	90	85	80
Rapier, Petite	15 gp	1/2	S	P	-4		1d6-2	1d6-1	1d6	80	75	70
Scimitar	15 gp	4	M	H	0		1d8	1d8	1d8	95	90	85
Short sword	10 gp	3	S	P	-2		1d6-1	1d6	1d8	90	85	80
Two-handed sword	50 gp	15	L	H	5		1d6-1	1d10	3d6	85	80	75
Trident	15 gp	5	L	P	2		1d4	1d6+1	3d4	90	85	80
Warhammer	2 gp	6	M	C	-1		1d8	1d6	1d4	95	90	85
Whip	1 sp	2	M	—	3		1d6-2	1d6-4	1	95	90	85

1. This weapon inflicts double damage against charging creatures of L or greater size.
2. This weapon can dismount a rider on a successful hit.
3. This weapon inflicts double damage when used from the back of a charging mount.
4. This weapon inflicts double damage when firmly set to receive a charge.
5. This weapon inflicts double damage when firmly set to receive a charge.
6. The "Type" category is divided into Crushing (C), Puncturing (P), and Hacking (H). Note that the Edged Weapon categories; honed and serrated from 3rd edition have been combined into the Hacking category. This indicates the type of attack made, which

- may alter the weapon's effectiveness against different types of armor.
7. Sewing needles do a flat .25 (one quarter) hit point of damage.
 8. If a hurled tankard (full) hits its target, roll to see if the victim is temporarily blinded from alcohol.
- * These items weigh little individually. Ten of these weigh one pound.
- ** These items weigh little individually. Ten of these weigh two grams.
- Δ The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table 9U, Weapons: Ammo.

9P: (PHB pg 116): Tack and Harness

Item	Cost	Weight	Base Availability		
			High	Med	Low
Barding Horse**	—	—	—	—	—
Chain	500 gp	70 lbs.	85	80	75
Full plate	2,000 gp	85 lbs.	70	65	60
Full scale	1,000 gp	75 lbs.	75	70	65
Half brigandine	500 gp	45 lbs.	85	80	75
Half padded	100 gp	25 lbs.	90	85	80
Half scale	500 gp	50 lbs.	85	80	75
Leather or padded	150 gp	60 lbs.	95	90	85
Barding, Dolphin	—	—	—	—	—
Chain	1,000 gp	30 lbs.	35	25	10
Leather	500 gp	20 lbs.	45	35	30
Barding, Killer Whale	—	—	—	—	—
Chain	1,700 gp	60 lbs.	35	25	10
Leather	900 gp	50 lbs.	45	35	30
Bit and bridle	15 sp	3 lbs.	95	85	80
Blinders, Horse	05 sp	3 lbs.	95	85	80
Cart harness	2 gp	10 lbs.	95	85	80
Fort, Elephant	400 gp	300 lbs.	55	50	45
Halter	5 cp	*	95	85	80
Horseshoes & shoeing	1 gp	10 lbs.	95	85	80
Saddle, Pack	5 gp	15 lbs.	95	85	80
Saddle, Riding	10 gp	35 lbs.	95	85	80
Saddlebags, Large	4 gp	8 lbs.	95	85	80
Saddlebags, Small	3 gp	5 lbs.	95	85	80
Saddle blanket	3 sp	4 lbs.	95	85	80
Yoke, Horse	5 gp	15 lbs.	95	85	80
Yoke, Ox	3 gp	20 lbs.	95	85	80

* These items weigh little individually. Ten of these items weigh one pound.
 ** For barding for Elephants multiply price by 3 and weight by four.
 Bonding with a new mount takes 1d20 days. Until bonding period is complete any new mount is likely to be skittish and have lower morale.

9Q: (PHB pg 116): Transport, Land*

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Cart, Small	5 gp	—	90	85	80
Carriage, Common	150 gp	—	90	85	80
Carriage, Coach, ornamented	7,000 gp	—	75	70	65
Chariot, Riding	200 gp	—	80	75	70
Chariot, War	500 gp	—	75	70	65
Sedan chair	100 gp	—	90	85	80
Wagon, Two-Wheeled	60 gp	—	90	85	80
Wagon, Four-Wheeled	125 gp	—	85	80	75
Wheel	—	—	—	—	—
Replacement (spoked)	5 gp	65 lbs.	90	85	80
Replacement (planked)	1 gp	125 lbs.	90	85	80

*Movement rates for this equipment are given in the GMG

16E: (GMG pg 201): Maintenance Materials Cost

Material	Cost	Weight	Base Availability		
			Hi	Med	Low
Armor oil (leathers)	5 cp*	0.1 lbs.	99	95	90
Armor polish (metals)	1 sp*	0.1 lbs.	98	94	80
Shield and Weapon oil (wood)	1 cp*	0.1 lbs.	99	95	90
Weapon polish (metals)	2 cp*	0.1 lbs.	99	96	92
Maintenance tools**	2 cp	0.5 lbs.	96	94	92

* Cost per application: 1 application = 1 day's maintenance
 ** Armor and weapon tools.

17B: (PHB pg 158): Light Sources

Source	Radius	Burning time
Beacon lantern	240 ft.*	30 hrs./pint
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a beacon lantern is 90 feet wide. A bullseye lantern has a beam 20 feet wide at its far end.

** Some magical weapons shed light. GMs have details on which ones do so.

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E18: (GMG pg 329): Miscellaneous Utensils and Personal Items

1	awl	35	grinder	67	saucer
2	bandages	36	hourglass	68	scraper
3	basin	37	jack (container)	69	scroll
4-5	basket	38	jar	70	shaker
6	beater	39	jug	71	sifter
7	book	40	kettle	72	soap
8-9	bottle	41	knife	73	spigot
10	bowl	42	knucklebones	74	spoon
11	box (small)	43	ladle	75	stopper
12-13	brush	44-45	lamp/lantern	76	statuette/figurine
14	candle	46	masher	77	strainer
15	candle snuffer	47	mirror	78	tankard
16	candlestick	48	mug	79	thongs
17	cone (walking stick)	49	needle(s)	80	thread
18	case	50	oil, cooking (or fuel)	81-84	tinderbox
19	casket (small)	51	oil fuel		(w/flint & steel)
20	chopper	52	oil, scented	85-86	towel
21	coffer	53	pan	87	tray
22	cologne	54	parchment	88	trivet
23	comb	55	pitcher	89	tureen
24	cup	56	pipe, musical	90-91	twine
25	decanter	57	pipe, smoking	92	unguent
26	dipper	58	plate	93	vase
27	dish	59	platter	94	vial
28	earspoon	60	pot	95	wallet
29	ewer	61	pouch	96	washcloth
30	flagon	62	puff	97	whetstone
31	flask	63	quill	98	wig
32	food	64	razor	99	wool
33	fork	65	rope	100	yarn
34	grater	66	salve		

E10: (GMG pg 326): Things You Might Find in a Dungeon

Roll (1d1,000)

1-10	Armor, broken (totalled)	599-600	Iron statue
11-25	Arrows, broken	601-610	Javelin head, blunt
26-35	Ashes	611-615	Leaves (dry) & twigs
36-50	Belt buckle, steel	616-620	Lost button (halfing-sized)
51-60	Blood, dried	621-625	Lost button (ogre sized)
61-70	Bloody crossbow bolt (broken)	626-640	Magical portal
71-85	Bones, gnomeling-sized	641-645	Magically locked door
86-100	Boot with a lost heel	646-660	Melted pile of metal
101-110	Bottle, broken	661-674	Mold (common)
111-125	Boulders, recently disturbed	675-689	Needles
126-135	Broken arrowheads	690-699	Nothing
136-160	Broken lantern	700-707	Ogre-sized muddy boots
161-170	Burnt out torch	708-722	Parchment, scribbled upon
171-175	Chain, corroded	723-731	Pedestal with pouch of sand
176-190	Chalk	732-736	Pick handle
191-200	Charcoal	737-745	Pins
201-215	Clay statue	746-750	Pole, broken (10')
216-225	Club, splintered	751-755	Pottery shards
226-235	Cobwebs, dusty	756-760	Rope, 5 ft. section
236-249	Cobwebs, fresh	761-766	Rope, rotten
250-259	Coin, copper (bent)	767-780	Rope, 10 ft. section
260-284	Cow manure, dried	781-790	Rotting rat carcass
285-294	Cracks, ceiling	791-800	Shield, broken (totalled)
295-319	Cracks, floor	801-810	Slimy coating, ceiling
320-335	Cracks, wall	811-825	Slimy coating, floor
336-349	Dagger hilt	826-835	Slimy coating, wall
350-374	Dampness, wall	836-845	Sling bullets
375-379	Darts	846-855	Spike, rusted
380-389	Door, broken (rusted iron)	856-865	String
390-404	Door, broken (wooden)	866-870	Sword blade, broken
405-429	Dung	871-880	Teeth/fangs, scattered
430-454	Dust, disturbed	881-890	Thread (multiple colors)
455-459	Dust, thick	891-895	Three inch piece of rope
460-469	Flask, cracked	896-905	Torch, discarded, used
470-479	Food scraps	906-910	Twine
480-498	Fungi, common	911-915	Very small rocks
499-513	Guano, dried	916-920	Wall scratchings
514-518	Guano, fresh	921-930	Wall, badly mortared
519-533	Hair/fur bits	931-935	Water, large puddle
534-543	Helmet, badly dented (totalled)	936-945	Water, small puddle
544-558	Hinge, brass, bent	946-970	Water, trickle
559-574	Horse feed in a burlap sack	971-995	Wax blob (candle stub)
575-583	Horse manure, fresh	996-999	Wax drippings
584-598	Iron bar, bent, rusted	1,000	Wood pieces, rotting

E1: (GMG pg 323): Mood Enhancer - Dungeons*

1	abhorrent	26	disturbing	51	musty	76	sludge
2	abundance	27	disused mine shaft	52	nefarious	77	somber
3	abyss	28	dour	53	ominous	78	stale
4	aisle	29	emanates	54	oppressive	79	stench
5	amassment	30	foreboding	55	opulence	80	sumptuous
6	arcane	31	forsaken	56	opulent	81	taciturn
7	armory	32	foul	57	ornate	82	tattered
8	barracks	33	ghastly	58	portal	83	tomb
9	benign	34	ghoulish	59	postern gate	84	torture chamber
10	blasphemous	35	gleam	60	prosperous	85	treasure-trove
11	bleak	36	glint	61	proud	86	triumph
12	catacombs	37	gloomy	62	pungent	87	tunnel
13	cavern	38	grasping	63	purposeful	88	unearthly
14	cell	39	grotto	64	quarry, marble	89	vault
15	chapel house	40	harrowing	65	quivering	90	vestibule
16	cloister	41	hollow	66	reliquary	91	vile
17	cobwebbed	42	horrid	67	reservoir	92	visage
18	crypt	43	impassive	68	scintillating	93	wavering
19	crystalline	44	imposing	69	sepulcher	94	wealth
20	damp	45	labyrinth	70	shimmer	95	wellspring
21	dank	46	lurid	71	shrine	96	wet
22	depths	47	masquerading	72	sinister	97	wicked
23	diaphanous	48	mausoleum	73	skewed	98	worn
24	diminutive	49	minuscule	74	slimy	99	wretched
25	dismal	50	moist	75	slither	100	zealous

* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.

E6-E8: (GMG pg 325): Dungeon Air & Odors

Roll	Air Current	Roll	Odor	Roll	Air Quality
1-5	breeze, slight	1-3	acrid smell	1-70	clear
6-10	breeze, slight, damp	4-5	chlorine smell	71-80	foggy (or steamy)
11-12	breeze, gusting	6-39	dank, moldy smell	81-88	foggy near floor (or steamy)
13-18	cold current	40-49	earthy smell	89-90	hazy (dust)
19-20	downdraft, slight	50-57	manure smell	91-98	hazy (smoke)
21-22	downdraft, strong	58-61	metallic smell	99-100	misty
23-69	still	62-65	ozone smell		
70-75	still, very chill	66-70	putrid smell		
76-85	still, warm (or hot)	71-75	rotting vegetation		
86-87	updraft, slight	76-77	salty, wet smell		
88-89	updraft, strong	78-82	smoky smell		
90-93	wind, strong	83-89	stale, fetid smell		
94-95	wind, strong, gusting	90-95	sulphurous smell		
96-100	wind, strong, moaning	96-100	urine smell		

E24-E26: (GMG pg 331): Substances

Roll (1d100)	Consistency	Roll (1d100)	Appearance
1-19	Bubbling	1-29	Clear (transparent)
20-29	Cloudy	30-34	Flecked (transparent and other)
30-39	Effervescent	35-39	Layered (color or transparency)
40-49	Fuming	40-54	Luminous (determine transp.)
50-54	Oily	55-59	Opaline (glowing)
55-64	Smoky	60-69	Phosphorescent (determine transparency)
65-74	Syrupy	70-79	Rainbow (transparent)
75-79	Vaporous	80-84	Ribbioned (det. transparency)
80-84	Viscous	85-94	Translucent
85-100	Watery	95-100	Variegated (det. colors)
Roll (1d100)	Taste/Odor		
1-3	acidic	50-51	milky
4-5	bilious	52-53	musty
6-10	bitter	54-56	oniony
11-14	bland	57-60	peppery
15-16	burning/biting	61-62	perfumy
17-18	buttery	63-65	pickled
19-20	dusty	66-69	rotten
21-22	earthy	70-72	salty
23-26	fiery	73-75	smoked
27-29	fishy	76-80	soothing/sugary
30-32	greasy	81-83	sour
33-34	herbal	84-88	spicy
35-39	honeyed	89-92	sweet
40-42	lemony	93-95	tart
43-46	meaty	96-97	vinegary
47-49	metallic	98-100	watery

E17: (GMG pg 328): General Description of Container Contents

1-3	ash
4-6	bark
7-9	bone
10-14	chunks
15-17	cinders
18-22	crystals
23-26	dust
27-28	fibers
29-31	gelatin
32-33	globes
34-37	grains
38-40	greasy
41-43	husks
44-48	leaves
49-56	liquid
57-58	lump(s)
59-61	oily
62-65	paste
66-68	pellets
69-81	powder
82-83	semi-liquid
84-85	skin/hide
86-87	splinters
88-89	stalks
90-92	strands
93-95	strips
96-100	viscous

E12: (GMG pg 327): Chambers, Rooms, Other Spaces Roll (1d100)			
1-25	Antechamber	300-304	Dressing Room
26-40	Armory	305-309	Entry/Vestibule
41-45	Audience Chamber	310-324	Gallery
46-54	Aviary	325-339	Game Room
55-64	Banquet Hall	340-364	Guardroom
65-89	Barracks	365-389	Hall, Great
90-94	Bathing	390-399	Hallway
95-119	Bedroom/Boudoir	400-414	Harem/Seraglio
120-124	Bestiary/Zoo	415-429	kennel
125-149	Cell (prison)	430-454	Kitchen
150-154	Chantry	455-479	Laboratory
155-169	Chapel	480-504	Library
170-174	Cistern	505-524	Lists (jousting yard)
175-179	Classroom	525-544	Lounge
180-184	Closet	545-554	Meditation Chmbr
185-209	Conjuring Chmbr	555-579	Observatory
210-224	Corridor	580-594	Office
225-229	Court	595-604	Pantry
230-254	Crypt	605-619	Parlor
255-264	Dining Hall	620-635	Pen/Prison
265-289	Divination Chamber	636-650	Privy/Secret Rm
290-299	Dormitory	651-665	Reception
			991-1,000 Workshop

E16: (GMG pg 328): Magic-User Furnishings* Roll (1d100)			
1-3	alembic	32	cruet
4-5	balance & weights	33	crystal ball
6-9	beaker	35	desk
10	bellows	36	dish
11	bladder	37-38	flask
12-13	bottle	39	funnel
14-16	book	40	furnace
17	bowl	41-44	herbs
18	box	45	horn
19-22	brazier	46	hourglass
23	cage	47-48	jar
24-25	caldron	49	jug
26	candle	50	kettle
27	candlestick	51	ladle
28	carafe	52	lamp
29-30	chalk	53	lens (concave, convex, etc.)
31	crucible		
		54	magic circle
		55	mortar & pestle
		56	pan
		57-58	parchment
		59	pentacle
		60	pentagram
		61	phial
		62	pipette
		63	pot
		64	prism
		65	quill
		66-68	retort
		69	rod, mixing/
		70-71	scroll
		72	scroll tube
		73	sheet
		74	skin
		75	skull
		76	spatula
		77	spoon, measuring
		78	stand
		79	stool
		80	stuffed animal
		81	tank (container)
		82	tongs
		83	tripod
		84	tube (container)
		85-86	tube (piping)
		87	tweezers
		88-90	vial
		91	waterclock
		92	wire
		93-100	workbench

* When placing items in a magic-user's workroom or laboratory, the GM may want to randomly place spell components or even potions in the appropriate containers listed.

E13: (GMG pg 327): Furnishings/Appointments, General Roll (1d100)			
1	altar	34	crate
2	armchair	35	cresset
3	armoire	36	cupboard
4	arras	37	cushion
5	bag	38	dais
6	barrel	39	desk
7-8	bed	40-42	fireplace & wood
9	bench	43	fireplace with mantle
10	blanket	44	firkin
11	box (large)	45	fountain
12	brazier & charcoal	46	fresco
13	bucket	47	grindstone
14	buffet	48	hamper
15	bunks	49	hassock
16	butt (large barrel)	50	hawshead
17	cabinet	51	idol (largish)
18	candelabrum	52	keg
19	carpet (largish)	53	loom
20	case	54	mat
21	chandelier	55	mattress
22	charcoal	56	pail
23-24	chair	57	painting
25	chair, padded	58-60	pallet
26	chair, padded, arm	61	pedestal
27	chest, large	62-64	pegs
28	chest, medium	65	pillow
29	chest of drawers	66	pipe (large cask)
30	closet (wardrobe)	67	quilt
31	coal	68-70	rug (small-medium)
32-33	couch	71	rushes
		72	sack
		73	sconce, wall
		74	screen
		75	sheet
		76-77	shelf
		78	shrine
		79	sideboard
		80	sofa
		81	staff, normal
		82	stand
		83	statue
		84	stool, high
		85	stool, normal
		86	table, large
		87	table, long
		88	table, low
		89	table, round
		90	table, small
		91	table, trestle
		92	tapestry
		93	throne
		94	trunk
		95	tub
		96	tun
		97	urn
		98	wall basin and font
		99	wood billets
		100	workbench

E15: (GMG pg 328): Torture Chamber Furnishings Roll (1d100)			
1-2	bastinadoes	49-50	pillory
3	bell (huge)	51-54	pincers
4-6	bench	55-56	pliers
7-10	boots (iron)	57-58	pot (huge)
11-15	branding irons	59-66	rack
16-20	brazier	67-68	ropes
21-22	cage	69	stocks
23-26	chains	70-71	stool
27	chair with straps	72-75	strappado
28	clamps	76-78	straw
29-31	cressets	79-80	table
32	fetters	81	thongs
33-35	fire pit	82-85	thumb screws
36	grill	86-88	torches
37-38	hooks	89-90	"U" rack
39-43	iron maiden	91	vice
44	knives	92-93	well
45	manacles	94-96	wheel
46	oubliette (pit)	97-100	whips
47-48	oil (barrel of)		

E20: (GMG pg 328): Jewelry & Items Typically Jeweled Roll (1d100)			
1-2	anklet	41-45	earring
3-6	arm bond	46-47	fob
7-9	belt	48-52	goblet
10-12	box (small)	53-54	headband
13-16	bracelet	55-57	fillet
17-19	brooch	58-59	locket
20-21	buckle	60-62	medal
22-25	chain	63-68	medallion
26	chalice	69-75	necklace
27	choker	76-78	pendant
28-30	clasp	79-83	pin
31-32	coffer	84	orb
33	collar	85-93	ring
34-35	comb	94	sceptre
36	coronet	95-96	seal
37	crown	97-99	statuette
38-39	decanter	100	tiaia
40	diadem		

E11: (GMG pg 326): Unexplained Sounds and Weird Noises			
1-5	bang, slam	37-39	grating
6	bellow (ing)	40-41	groaning
7	bong	42	grunting
8	buzzing	43-44	hissing
9-10	chanting	45	hooting
11	chiming	46	horn/trumpet sounding
12	chirping	47	howling
13	clanking	48	humming
14	clashing	49	jingling
15	clicking	50-53	knocking
16	coughing	54-55	laughter
17-18	creaking	56-57	moaning
19	drumming	58-60	murmuring
20-23	footsteps (ahead)	61	music
24-26	footsteps (approaching)	62	rattling
27-29	footsteps (behind)	63	ringing
30-31	footsteps (receding)	64	roar(ing)
32-33	footsteps (side)	65-68	rustling
34-35	giggling (faint)	69-72	scratching/scrabbling
36	gong	73-74	scream(ing)
		75-77	scuttling
		78	shuffling
		79-80	slithering
		81	snapping
		82	sneezing
		83	sobbing
		84	splashing
		85	splintering
		86-87	squeaking
		88	squealing
		89-90	tapping
		91-92	thud
		93-94	thumping
		95	tinkling
		96	twanging
		97	whining
		98	whispering
		99-100	whistling

E19: (GMG pg 328): Clothing and Footwear Roll (1d100)			
1-2	apron	23-24	frock/pinafore
3-4	belt	25-26	gauntlets
5	blouse	27-28	girdle
6-8	boots	29	gloves
9	buskins	30-31	gown
10-11	cap	32-34	hat
12-13	cape	35	habit
14-16	cloak	36-39	hood
17-18	coat	40-41	hose
19	coif	42-43	jerkin
20	doublet	44	jupon
21-22	dress	45-46	kerchief
		47-48	kirtle
		49-50	leggings
		51-54	linen (drawers)
		55-58	linen (undershirt)
		59	mantle
		60	pantaloons
		61-62	petticoat
		63-66	pouch/purse
		67-70	robe
		71-74	sandals
		75-76	scarf
		77	shawl
		78-79	shift
		80-83	slippers
		84-86	smock
		87-89	stockings
		90	surcoat
		91	toga
		92-94	trousers
		95-96	tunic
		97	veil
		98	vest
		99-100	wallet

E27: (GMG pg 331): Colors Roll (1d100)			
1	amber	21	citrine
2	amethyst	22	colorless
3	apricot	23	copper
4	aquamarine	24	coral
5	auburn	25	cream
6	azure blue	26	crimson
7	black	27	dove
8	blue	28	dun
9	bone	29	ebony
10	brass	30	ecru
11	bronze	31	emerald
12	brown	32	fallow brown
13	buff	33	fawn
14	carmine	34	flame
15	cerise	35	flaxen
16	cerulean	36	fog
17	cherry	37	fuchsia
18	chestnut	38	ginger
19	chocolate	39	gold
20	cinnabar	40	golden
		41	grassy
		42	gray
		43	green
		44	heliotrope
		45	henna
		46	indigo
		47	inky
		48	iron
		49	ivory
		50	jade
		51	lake
		52	lavender
		53	lilac
		54	lime
		55	madder (rose)
		56	magenta
		57	mahogany
		58	maroon
		59	mauve
		60	neutral
		61	ochre
		62	olive
		63	orange
		64	parchment
		65	peach
		66	pearl
		67	pewter
		68	pink
		69	pitch black
		70	plum
		71	purple
		72	purple
		73	red
		74	rose
		75	ruby
		76	russet
		77	rust
		78	sable
		79	saffron
		80	salmon
		81	sand
		82	sanguine
		83	sapphire
		84	scarlet
		85	silver
		86	sky
		87	soot
		88	sorrel
		89	steel
		90	straw
		91	tan
		92	tawny
		93	teal
		94	terra cotta
		95	turquoise
		96	ultramarine
		97	vermillion
		98	white
		99	woolen gray
		100	yellow

12G-12J (PHB pg 138-139): **Saving Throws for Clerics, Magic-users, Fighters and Thieves**

Lvl.	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph ¹	Breath Weapon ²	Apology	Spells ³
0	16	18	17	20	19	19
1	10/14/15/14	14/11/17/15	13/13/16/13	16/15/19/17	15/17/18/16	15/12/18/16
2	10/14/14/13	14/11/16/14	13/13/15/12	16/15/18/16	14/17/18/16	15/12/17/15
3	9/14/13/13	14/11/15/14	13/13/15/12	16/15/17/16	14/16/17/15	15/11/16/15
4	9/14/13/13	13/10/15/13	12/12/14/11	15/14/16/16	13/16/17/15	14/11/16/14
5	9/13/12/12	13/10/14/12	12/12/13/11	15/14/15/15	13/15/16/14	14/11/15/14
6	8/13/11/12	12/10/13/12	11/12/12/11	14/14/14/15	12/15/16/14	13/10/14/13
7	8/13/10/12	12/9/12/12	11/11/11/11	14/13/13/15	12/14/15/13	13/10/13/13
8	7/13/10/12	11/9/12/11	10/11/11/11	13/13/12/15	11/14/15/13	12/10/13/12
9	7/12/9/11	11/8/11/11	10/11/10/10	13/13/11/14	11/13/14/12	12/9/12/12
10	6/12/8/11	10/8/10/10	9/10/9/10	12/12/10/14	10/13/14/12	11/9/11/11
11	6/12/7/11	10/8/9/10	9/10/8/10	12/12/9/14	10/12/13/11	11/9/10/11
12	6/12/7/11	10/7/9/9	9/10/8/10	12/12/8/14	9/12/13/11	11/8/10/10
13	5/11/6/10	9/7/8/9	8/9/7/9	11/11/7/13	9/11/12/10	10/8/9/10
14	5/11/5/10	9/7/7/8	8/9/6/9	11/11/6/13	8/11/12/10	10/8/8/9
15	5/11/4/10	9/6/6/8	8/9/5/9	11/11/5/13	8/10/11/9	10/7/7/9
16	4/11/4/10	8/6/6/7	7/8/5/9	10/10/4/13	7/10/11/9	9/7/7/8
17	4/10/3/9	8/5/5/7	7/8/4/8	10/10/3/12	7/9/10/8	9/7/6/8
18	3/10/3/9	8/5/5/6	6/8/4/8	9/10/2/12	6/9/10/8	8/6/6/7
19	3/10/2/9	6/5/4/6	6/7/3/8	9/9/2/12	6/8/9/7	8/6/5/7
20	2/10/2/9	6/4/4/6	5/7/3/8	8/9/2/12	5/8/9/7	7/6/5/7

¹ Excluding polymorph wand attacks ² Excluding those that cause petrification or polymorph
³ Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

8O: (GMG pg 96): **Monk's Stunning Ht/Wt Limit**

Monk's Level	Max. Height*	Max. Weight*
1st	6'6"	300#
2nd	6'8"	350#
3rd	6'10"	400#
4th	7'	450#
5th	7'2"	500#
6th	7'4"	550#
7th	7'6"	600#
8th	7'8"	650#
9th	7'10"	700#
10th	8'	750#
11th	8'2"	800#
12th	8'4"	850#
13th	8'8"	950#
14th	9'	1,050#
15th	9'4"	1,150#
16th	9'8"	1,250#
17th	10'	1,350#
18th	10'6"	1,500#
19th	11'	1,750#
20th	12'	2,250#
21st	13'	2,750#

* Maximum height or weight of Monk's opponent.

9V: (PHB pg 120): **Missile Weapon Ranges**

Weapon	ROF*	Range (yards)			
		S	M	L	
Blowgun	2	10	20	30	
Comp. long bow, flight arrow	2	60	120	210	
Comp. long bow, sheaf arrow	2	40	80	170	
Comp. short bow	2	50	100	180	
Great Longbow, flight arrow	1/2	80	160	230	
Great Longbow, sheaf arrow	1/2	70	140	210	
Longbow, flight arrow	2	70	140	210	
Longbow, sheaf arrow	2	50	100	170	
Short bow	2	50	100	150	
Club	1	10	20	30	
Hand crossbow	1	20	40	60	
Heavy crossbow	1/2	80	160	240	
Light crossbow	1	60	120	180	
Peashooter crossbow	2	10	20	30	
Dagger	2	10	20	30	
Dart	3	10	20	40	
Hammer	1	10	20	30	
Hand axe	1	10	20	30	
Harpoon	1	10	20	30	
Javelin	1	20	40	60	
Knife	2	10	20	30	
Sling bullet	1	50	100	200	
Sling stone	1	40	80	160	
Spear	1	10	20	30	
Staff sling bullet	2	30	60	90	
Staff sling stone	2	30	60	90	

* ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.
Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range. Arquebuses (if allowed) double all range modifiers.

2E: (PHB pg 26): **Constitution Saving Throw Bonuses**

CON	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5
21-24	+6
25	+7

3QQ: (PHB pg 69): **Backstab Damage Multipliers**

Thief's Level	Extra Damage Dice
1-4	+1
5-8	+2
9-12	+3
13+	+4

8B (GMG pg 89): **Surprise Segment on which Missile Attacks Occur**

Rate of Fire (ROF)	Readied	Not Readied
1/2	1, 11	nil
1	1, 4, 7, 10	6
2	each odd segment	4, 7
3+	1 per segment	4, 7, 10

8W: (GMG pg 102): **Assassination Success***

Level of the Assassin	Level of the Intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	-	-	-	-
2	55%	50%	40%	30%	15%	2%	-	-	-	-
3	60%	55%	45%	35%	20%	5%	-	-	-	-
4	65%	60%	50%	40%	25%	10%	1%	-	-	-
5	70%	65%	55%	45%	30%	15%	5%	-	-	-
6	75%	70%	60%	50%	35%	20%	10%	1%	-	-
7	80%	75%	65%	55%	40%	25%	15%	5%	-	-
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	-
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	-
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%
16	100%	100%	100%	100%	100%	99%	85%	70%	60%	40%
17	100%	100%	100%	100%	100%	100%	99%	85%	70%	60%
18	100%	100%	100%	100%	100%	100%	100%	99%	85%	70%
19	100%	100%	100%	100%	100%	100%	100%	100%	99%	85%
20	100%	100%	100%	100%	100%	100%	100%	100%	100%	99%

* Or attacks on magically sleeping and/or helpless opponents by any character class (see Special To-Hit Bonuses).
Percentage shown is that for success (instant death) under near optimum conditions. Adjust slightly upwards for perfect conditions (absolute trust, very drunk, unguarded, etc.). Deduct points if intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or on behalf of a player character a complete plan of how the deed is to be done should be prepared by the player, and precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

8X-Y: (GMG pg 104): **Item Saving Throw Matrix (Magical/Non-Magical)**

Item Description	Attack Form											
	Acid	Blow, Crushing	Blow, Normal	Disintegration	Fall	Fireball (or breath)	Fire, Magical	Fire, Normal (oil)	Frost, Magical	Lightning Bolt	Electrical Discharge/ Current	
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1	
Ceramic	4	18	12	19	11	5	3	2	4	2	1	
Cloth	12	6	3	20	2	20	16	13	1	18	1	
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5	
Glass	5	20	15	20	14	11	7	4	6	17	1	
Leather or Book	10	4	2	20	1	13	6	4	3	13	1	
Liquid*	15	0	0	20	0	15	14	13	12	15	15	
Metal, hard	7	6	2	17	2	6	2	1	1	11	1	
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1	
Mirror***	12	20	15	20	13	14	9	5	6	18	1	
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1	
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2	
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1	
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1	

* Potions, magical oils, poisons, acids while container remains intact.
** Includes pearls of any sort.
***Silvered glass. Treat silver mirror as "Metal, soft," steel mirror as "Metal, hard."
◊ If exposed to extreme cold then struck against a hard surface with force, saving throw is -10 on die!

8KK: (GMG pg 124): **Fumbles and Mishaps** Roll (1d1,000)

Loss Weapon	Non-weapon injury to self, sprain	Weapon damaged/broken
1 - 85 Drop weapon at feet	303 foot, right	501 - 540 Handle Broken -1 to hit
86 - 110 Drop wpn 2 feet away	304 ankle, right	541 - 580 blade/head broken -1 to damage
111 - 130 Drop wpn 3 feet away	305 knee, right	581 - 590 blade shattered (useless)
131 - 144 Drop wpn 4 feet away	306 hip, right	591 - 600 handle/haft sheared (useless)
145 - 154 Drop wpn 5 feet away	307 wrist, right	601 - 610 sheared (useless)
155 - 161 Drop wpn 6 feet away	308 shoulder, right	611 - 630 Handle Badly Broken -2 to hit
162 - 167 Drop wpn 7 feet away	309 elbow, right	631 - 650 Blade/head badly broken -25% to dmg
168 - 172 Drop wpn 8 feet away	310 foot, left	651 - 660 Blade/head sheared/cracked -50% to dmg
173 - 176 Drop wpn 9 feet away	311 ankle, left	661 - 700 edge dulled, nicked and/or cracked (-1 to hit/-1 to damage)
177 - 180 Drop wpn 10 feet away	312 knee, left	
181 - 183 Drop wpn 11 feet away	313 hip, left	Equipment Mishap
184 - 186 Drop wpn 12 feet away	314 wrist, left	701 - 715 Boot/footgear breaks, -1 to hit until repaired or discarded
187 - 189 Drop wpn 13 feet away	315 shoulder, left	716 - 760 Backpack, pouch or other container strap breaks, -1 to hit until item repaired or discarded
190 - 191 Drop wpn 14 feet away	316 elbow, left	761 - 790 belt, girdle, etc. breaks
192 - 193 Drop wpn 15 feet away	317 neck	791 - 813 Armor loosened, -1 to-hit until readjusted (by redonning or by another person helping for 1 round)
194 - 195 Drop wpn 16 feet away	318 back	814 - 820 Armor strap breaks, +1 AC penalty and -1 to hit until repaired
196 - 197 Drop wpn 17 feet away		821 - 850 Shield strap breaks, -3 to hit until repaired or discarded
198 Drop wpn 18 feet away	Non-weapon injury to self, pulled muscle	
199 Drop wpn 19 feet away	319 - 336 Roll on crit (puncture) chart, until reasonable result attained	
200 Drop wpn 20 feet away		
Injure self	Non-weapon injury to self, hyperextension	Hindrance*
201 - 262 Dmg to self; roll dmg as normal, make Dex check to suffer half dmg	337 foot, right	851 - 868 Sweat in eyes, -1 to hit for 1 round
	338 - 339 ankle, right	869 - 885 Blood in eyes, -3 to hit for 1 turn
Non-weapon injury to self, bad twist	340 knee, right	886 - 903 Nearby Ally is Automatically hit
263 - 264 foot, right	341 hip, right	904 - 920 Distracted, -4 to-hit and no Dex bonus to AC for 1 round
265 - 267 ankle, right	342 wrist, right	
268 - 270 knee, right	343 - 344 shoulder, right	Clumsiness
271 hip, right	345 elbow, right	921 - 936 Overextend +d4 penalty to next initiative, opponent gains +2 to next attack roll
272 - 273 wrist, right	346 foot, left	937 - 952 Hinder ally - takes +d6 initiative penalty suffers -(d4+1) to-hit penalty on next attack or have 25% chance of hitting you off balance +d4 penalty to next initiative
274 - 276 shoulder, right	347 - 348 ankle, left	953 - 968 Slip, opponent gains +2 to next to hit roll, -4 to Dex for one round and make check vs. 1/2 Dex or fall prone.
277 - 279 elbow, right	349 - 350 knee, left	969 - 984 Overextend, opponent gains +2 to next to-hit
280 - 281 foot, left	351 hip, left	
282 - 284 ankle, left	352 wrist, left	
285 - 287 knee, left	353 shoulder, left	
288 hip, left	354 elbow, left	
289 - 290 wrist, left	355 - 357 neck	
291 - 293 shoulder, left	358 back	
294 - 296 elbow, left	359 - 400 Damage own armor for d3 points	
297 - 300 neck	401 - 500 Damage to ally, make Dex check to deliver only half damage	
301 - 302 back		

* If identical results are rolled, then extend the durations.

8LL: (GMG pg 124): **Weapon Quality Modifiers**

Quality	Modifier
Extraordinary	Save twice vs. normal blow
Superior	Save vs. normal blow
Good	Save vs. crushing blow
Average	Standard table result (no effect)
Poor	Roll twice on Table 8KK
Shoddy	Fumble on 1 or 2; roll twice on Table 8KK
Worthless	Fumble on 1-20; roll five times on Table 8KK

8C (GMG pg 89): **NPC Reactions**

Adjusted Die Score	Reaction
1 or lower	Violently hostile, immediate attack*
2-5	Hostile, immediate action*
6-9	Uncertain but 55% prone toward negative
10-11	Neutral - uninterested - uncertain
12-15	Uncertain but 55% prone toward positive
16-19	Friendly, immediate action
20 or higher	Enthusiastically friendly, immediate acceptance

* In some instances involving henchmen, hirelings, family members, mentors, etc., these results call for a morale check rather than attacks or hostility. For example, if the speaking character were attempting to rouse his troops just before battle, they would not attack him simply because his speech was lousy. But they would need to make an immediate morale check or disperse, leave the battlefield, refuse to break camp, etc.

Name	AC	HP	FF	BSL	Honor	Quirks/Flaws
------	----	----	----	-----	-------	--------------

1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						

IIMM: (GMG pg 158): Situational Loyalty Base Modifiers

Liege dead or surrounded and outnumbered	-25%
Liege removed from combat	-15%
Each henchman dead or removed from combat	-5%
Each hit die or level dead, friendly	-3%
Each hit die or level alive, enemy	-1%
Each hit die or level dead, enemy	+1%
Each hit die or level alive, friendly	+2%
Each henchman present, in sight, alive	+5%
Liege present, in sight, alive	+15%

Relationship Modifiers

Enlistment or Association	Modifier
Associated non-player character	-10%
Captured and enlisted	-15%
Crony	+20%
Hanger-on	-40%
Henchman	+5%
Hired mercenary	0%
Hired mercenary, short term	-5%
Sidekick	+10%
Slave	-30%

Length of Association Modifiers

Length of Enlistment/Association*	
Less than 1 month	-5%
Less than 1 year	0%
1 to 5 years	+10%
More than 5 years (incl. sidekicks)	+25%

Status Modifiers

Training or Status Level	
Untrained or peasant	-25%
Little training, levied troops	-15%
Newly recruited regulars	-5%
Trained regulars	+10%
Elite, sub-officers, minor officials/expert hireling	+20%
Guards, officers or major officials/henchmen	+30%

Salary Modifiers

Pay or Treasure Shared	
None	-20%
Partial, late or unfair	-10%
Average	0%
Above average, choice shares	+5%
Exceptional, bonuses, gift items**	+10%
Paid 10% above standard rate	+5%
Paid 20% above standard rate	+10%

IIBB-IIMM: (GMG pg 156-158): COMBINED Loyalty Base Score & Modifiers
LOYALTY BASE: 50%
Liege Modifiers:

+ (Charisma loyalty base x 5%)
+5% for Great Honor
-10% for Dishonorable

Discipline Modifiers

Discipline/Activity	
None/one	-10%
Lax/little	-5%
Firm and harsh/occasional	0%
Firm and fair/often	+10%

Treatment Modifiers

General Treatment by Liege***	
Inhuman and heartless	-25%
Cruel and domineering	-10%
Indifferent and uncaring or variable	-5%
Just and invariable	+10%
Just, kind and invariable	+15%

Racial Modifiers

Racial Feelings For:	Liege	Group
Antipathy	-5%	-10%
Good will	+10%	+5%
Hatred	-20%	-15%
Neutral	0%	0%
Preferred	+20%	+15%
Tolerance	0%	-5%

Alignment Differential Modifiers

Alignment Compared to:	Liege	Group
Same	+10%	+5%
1 place removed	0%	0%
2 places removed	-15%	-5%
3 places removed	-35%	-20%
4 places removed	-60%	-40%

Alignment of Liege Modifiers

Alignment of Liege	
Lawful good	+15%
Lawful neutral	+10%
Lawful evil	+5%
Neutral good	0%
True neutral	0%
Chaotic good	-5%
Chaotic neutral	-10%
Neutral evil	-15%
Chaotic evil	-20%

Character of Liege Modifiers
Special Considerations

Killed faithful henchman or hireling in front of a witness(es)	-40%
Tortured faithful henchman or hireling in front of a witness(es)	-30%
Reputed to have slain faithful henchmen or hirelings or actually left them to die	-20%
Foresworn or oath breaker or deserter	-15%
Rumored to have tortured faithful henchmen or hirelings	-10%
Discharged faithful henchmen or hirelings without cause	-5%
Given a choice gift or bonus within last two months (hireling) or three months (henchman)	+5%
Risked life for within last six months (hireling) or one year (henchman)	+10%
Ransomed or rescued within one year	+15%
Saved life directly or personally	+25%
Uses and diminishes his own magic to benefit the NPC (including use of spells, especially cures)	+25%
Returned henchman or hireling to normal state from death-like state, had raised or resurrected	+50%

* Includes time between service and the length of time that the player character has been generally known and familiar with the figure(s) in question. Cronies do not apply a Length of Enlistment or Association modifier.

** Typically magic items if a henchman is concerned

*** Applies only when liege is not present, is incapacitated or dead; if liege is near and in power, minuses are treated as pluses.

Racial Modifiers Note: Preference adjustments are cumulative, but only with regard to liege and associates, and with respect to the latter group only the most liked/disliked are counted.

Alignment Differential Examples: lawful evil - lawful neutral = 1 place removed, lawful evil - lawful good = 2 places removed, lawful evil - neutral = 2 places removed, lawful evil - chaotic neutral = 3 places removed, lawful evil - chaotic good = 4 places removed

Character of Liege Notes: Apply only one penalty and one bonus maximum, the highest of each category.

NPC Loyalty Base Notes:

Name	Loyalty Base
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____
11. _____	_____
12. _____	_____

IINN: (GMG pg 158): Loyalty of Henchmen & Allied Creatures

Adjusted Loyalty Score	Loyalty
< 1	None - will attempt to kill, capture, harm, or desert at first opportunity
1-25	Disloyal - always seeks own advantage regardless of circumstance
26-50	Little - will seek own advantage at first sign of weakness
51-75	Fair - will support cause if no great risk is involved
76-100	Loyal - will always attempt to further the ends of the liege, even at great risk to self
> 100	Fanatical - will serve unquestioningly and lay down own life if necessary without hesitation

IIOO: (GMG pg 158): Loyalty/Obedience/Morale Checks

Situation	Failure Result	Situation	Failure Result
Offered bribe	co-operates	Ordered to rescue liege	refuses
Ordered to testify against liege	agrees	In combat with possibly dangerous foe	runs away
Has a chance to steal goods	steals	Liege incapacitated or slain	runs away
Left alone in possible danger	deserts	Offered surrender terms	surrenders
Abandoned	deserts	Surrounded by superior foe	surrenders
Ordered into possible danger	refuses	Ordered to use up own magic item	refuses
Ordered to perform heroic act	refuses	Ordered to rescue party member(s)	refuses
Ordered to perform heroic and dangerous act	refuses		

4J: (GMG pg 60): Random NPC Honor Effects (Human/Demi-human)

Result	Honor	Effects
1-25	Dishonorable (DH)	-1 all die rolls
26-75	Average Honor (AH)	no effect
76-95	Great Honor (GH)	+1 all die rolls
96-100	Too Much Honor (TH)	no effect
Modifiers		Effects
NPC is chaotic		-5
NPC is lawful		+5
NPC is an Elf		+2

IIPP: (GMG pg 159): **Underling Rebellion Roll (1d100)**

1st Roll	2nd Roll	3rd+ Roll	Effect
1-60	-	-	Acts surly/sulks (1d3 days)
61-80	1-30	-	Spits in food
81-90	31-40	1-10	Writes on back of cloak or armor ("Hack Me!")
91-100	41-45	11-15	Puts pebble in shoe or boot
101-140	46-50	16-20	Puts pebbles/sand in shoes or boots
141-180	51-60	21-25	Does shoddy job (maintenance is effective but items appear dirty, frayed, dented or scratched)
181-200	61-70	26-30	Rips pants or cloak to fall down (PC loses 0-1 point of Honor)
201+*	71-80	31-35	Spreads nasty rumor about PC (PC loses 1 point of Honor)
	81-85	36-40	Spreads multiple nasty rumors about PC (PC loses 1d3 points of Honor)
	86-90	41-45	Verbally insults PC (PC loses 1-2 pnts Honor)
	91-95	46-50	Verbally insults PC in town/in front of large groups (PC loses 1d3 points Honor)
	96-100	51-55	Pretends to do maintenance (for 1d4 days)
	101-110	56-60	Puts laxative in food or wine
	111-125	61-65	Spits on PC (PC loses one point of Honor)
	126-150	66-70	Steals from PC (2d20 sp or equivalent value)
	151-175	71-75	Steals from PC (2d20 gp or equivalent value)
	176-200	76-80	Steals equipment
	201+*	81-85	Pretends to do maintenance from then on
		86-90	Openly steals from PC (PC loses 1d2 points of Honor)
		91-95	Sabotages saddle straps
		96-100	Sabotages armor straps
		101-110	Punches or kicks PC (just once)
		111-125	Sabotages armor straps
		126-140	Flees PC
		141-160	Attacks PC outright
		161-180	REVOLT! Turns on PC during battle!
		181-200	REVOLT! Attempts to assassinate PC (or hire assassin, if necessary)
		201	UH-OH! Becomes arch-enemy of PC

*Roll on the next column.

IIQQ: (GMG pg 159): **Rebellion Conditional Modifiers**

Situation	Modifier		
Each previous insult	+5	Underling is chaotic	+10
Each previous successful act of rebellion		PC is evil	+15
Each act of physical violence dealt by PC	+10	Underling is evil	+15
		Each previous roll on	
	+20	3rd roll column	+25

NPC Name Generator (Roll 1d100)

Roll	Female	Male		
1-2	Adriana	Arnold	37-38	Felice Godwin
3-4	Agnes	Arthur	39	Ghellis Gorge
5-6	Alyson	Aylwin	40	Grace Guy
7-8	Ameis	Aymon	41-42	Gresilda Gwaltar
9-10	Angelie	Barnaby	43-44	Greta Hamon
11-12	Beatrix	Bartholomew	45-46	Helene Henry
13-14	Birgitta	Berenger	47-49	Hylda Heyward
15-16	Catherine	Brennan	50-51	Ingrid Hugh
17	Cecily	Carle	52-53	Isobel Hugo
18	Chelsea	Dennis	54-55	Jane Ian
19	Cimerra	Dolman	56	Jessa Justin
20	Cristina	Doughan	57	Joanna Kiel
21-22	Diana	Dufmore	58-59	Kaelin Laurence
23-24	Doratheia	Edvard	60-61	Katerina Milo
25-26	Elena	Elias	62-63	Katernyn Nigel
27	Eizabeth	Friedrich	64	Leanora Norman
28	Elianora	Geoffrey	65	Lovdie Odoyne
29-30	Eliza	Georgios	66-67	Maelie Olyffe
31-32	Elyn	Gerard	68-69	Margaret Osbert
33-34	Emme	Gilbert	70-71	Marina Owen
35-36	Eve	Godfrey	72-73	Marjorie Parnell
			74-75	Martha Patros
			76-77	Mary Paulus
			78-79	Matilda Randolph
			80-81	Maude Reginald
			82-83	Maysa Roger
			84	Melanee Rogahn
			85	Mergitta Roose
			86	Natahle Sam
			87	Nicholina Simon
			88	Ophinia Theobold
			89	Rosa Thomas
			90-91	Rose Tim
			92-93	Sigrith Torqen
			94	Sonora Ulmar
			95	Susane Victor
			96	Sybill Viggo
			97	Syssel Walter
			98	Triessa Warin
			99	Ulmaar Wigham
			100	Ylianne Yitzar

IIIRR-IKKK: (GMG pg 159-160): **COMBINED NPC Random Generation**

Alignment Roll (1d12)

1	Lawful good
2	Lawful neutral
3	Lawful evil
4	Neutral evil
5	Chaotic evil
6	Chaotic neutral
7	Chaotic good
8	Neutral good
9-12	Neutral

Possessions/Wealth Roll (1d10)

1	Piss poor (10-40 gp)
2-3	Scant (20-50 gp)
4-7	Average (30-80 gp)
8	Above average (50-100 gp)
9	Exceptional (75-150 gp)
10	Filthy rich (100-200 gp)

Honor/Work Ethic Roll (1d8+1d12)

2-6	Dishonor/Poor (-10%)
7-13	Average/Lax
14-16	Great/Good (+5%)
17-20	Too Much/Solid*

Appearance Roll (1d10)

Age	
1	Young (75% base age)
2-3	Youthful (base age)
4-7	Mature (base +variable)
8	Middle-aged (middle age)
9	Old (old age)
10	Ancient (venerable age)
General Appearance	
1	Dirty
2	Clean
3	Unkempt
4	Immaculate
5	Rough
6	Ragged
7	Dandyish
8	Foppish
9	Non-descript
10	Imposing

Sanity Roll (1d10)

1	Very stable	8	Unstable
2-6	Normal	9	Insane**
7	Neurotic	10	Maniacal**

Quirks and Flaws Roll (1d20)**

Rolls on 6A		Rolls on 6A
1	0	14-17
2-7	1	18-19
8-13	2	20
	3	5

General Tendencies Roll (1d100)

1-4	Optimist
5-8	Pessimist
9-12	Hedonist
13-16	Altruist
17-20	Helpful/kindly
21-24	Careless
25-28	Capricious/mischievous
29-32	Sober
33-36	Curious/inquisitive
37-40	Moody
41-44	Trusting
45-50	Suspicious/cautious
51-54	Precise/exacting
55-58	Perceptive
59-62	Opinionated/contrary
63-66	Violent/warlike
67-70	Studious
71-74	Foul/barbaric
75-78	Cruel/callous
79-82	Practical joker/prankster
83-86	Servile/obsequious
86-90	Fanatical/obsessive
91-94	Malevolent
95-100	Loquacious

Personality Roll (1d8 & 1d8)

1st Roll	
1-5	Average
6-7	Extrovert
8	Introvert
2nd roll if Average	
1	Modest
2	Egoist/arrogant
3	Friendly
4	Alloof
5	Hostile
6	Well-spoken
7	Diplomatic
8	Abrasive
2nd roll if Extrovert	
1	Forceful
2	Overbearing
3	Friendly
4	Blustering
5	Antagonistic
6	Rude
7	Rash
8	Diplomatic
2nd roll if Introvert	
1	Retiring
2	Taciturn
3	Friendly
4	Alloof
5	Hostile
6	Rude
7	Courteous
8	Solitary/secretive

General Disposition Roll (1d10)

1	Cheerful
2	Morose
3	Compassionate/sensitive
4	Unfeeling/insensitive
5	Humble
6	Proud/Haughty
7	Even tempered
8	Hot tempered
9	Easy going
10	Harsh

Intellect Roll (1d10)

1	Dull
2-3	Average
4-5	Active
6	Dreaming
7	Ponderous
8	Anti-intellectual
9	Scheming
10	Brilliant

Nature Roll (1d6)

1	Softhearted
2	Forgiving
3	Hard-hearted
4	Unforgiving
5	jealous
6	Vengeful

Materialism Roll (1d6)

1	Aesthetic
2	Intellectualist
3	Average
4	Covetous
5	Greedy
6	Avaricious

* Roll 1d4- 1-2 is -10%, 3-4 is +10%

** Roll again, and if either Insane or maniacal is indicated a second time, then the character conforms to that sanity level; in all other cases, the second roll stands in place of the first. See Table 7H: Spell Mishap Insanity Subtable.

*** Number of rolls on PHB Table 6A

Honesty Roll (1d8)

1	Scrupulous	5	Average
2	Very honorable	6	Average
3	Truthful	7	Liar
4	Average	8	Deceitful

Bravery Roll (1d12)

1	Wuss (-40% to morale)
2	Coward (-30% to morale)
3	Hesitant (-15% to morale)
4-8	Normal
9-10	Courageous (+15% to morale)
11	Foolhardy (+30% to morale)
12	Fearless (+45% to morale)

Energy Roll (1d8)

1	Slothful	6-7	Energetic
2	Lazy	8	Driven
3-5	Normal		

Thrift Roll (1d8)

1	Miserly	4-5	Average
2	Mean	6-7	Spendthrift
3	Thrifty	8	Wastrel

Morals Roll (1d12)

1	Aesthetic	8	Immoral
2	Virtuous	9	Amoral
3-4	Normal	10	Perverted ¹
5-6	Lusty	11	Sadistic ¹
7	Lustful	12	Depraved ¹

Piety Roll (1d12)

1	Saintly	9	Impious
2	Martyr/zealot	10	Irreverent
3	Pious	11	Iconoclastic
4	Reverent	12	Irreligious
5-8	Average		

Interests Roll (2d12)

2	Religion
3	Legends
4	History
5	Nature
6	Horticulture
7	Husbandry
8	Exotic animals
9	Hunting
10	Fishing
11	Handicrafts
12	Athletics
13	Politics
14	Wines & spirits
15	Foods/preparation
16	Gambling
17	Drugs
18-21	Collector ²
22	Community service
23	Altruism
24	None

Collections Roll (1d12)

1	Knives & daggers
2	Swords
3	Weapons
4	Shields & weapons
5	Armor
6	Books & scrolls
7	Minerals & gems
8	Ornaments/jewelry
9	Coins/tokens
10	Trophies/skins
11	Porcelain, china, crystal
12	Artwork ¹

¹ Roll again; if perverted, sadistic or depraved is again indicated, the character is that; otherwise, the second roll is the true morals, and the first roll is ignored in favor of the second.

² See Table 1IKKK: NPC Collections.

³ Includes tapestries, paintings, statuary, carvings, etc.

12GG (GMG pg 174): Frequency of Encounter Checks

Terrain Type	Time of Day					
	7-10am	11am-2pm	3-6pm	7-10pm	11pm-2am	3-6am
Coastal	x	—	—	x	—	x
Desert	x	—	—	x	x	x
Forest, marsh, jungle	x	x	x	x	x	x
Glacier	—	—	x	x	—	—
Hills	—	x	—	x	—	x
Mountains	x	—	—	x	x	—
Plains	x	—	x	—	x	—
City/Town	x	x	x	x	x	x
Village	x	x	x	—	—	—
Ocean	—	x	—	—	x	—
Lake, river	—	—	—	x	x	x
Aerial	x	x	x	—	x	x

12HH (GMG pg 174): Base Chance of Random Encounter

Population Density	Base Chance*
Relatively dense	1 in 20
Moderate to sparse/populated	1 in 12
Uninhabited/wilderness, subterranean	1 in 10

* Base Chance of Random Encounter.

Terrain Guide (GMG pg 335)

Plain: tundra, steppe, savanna, prairie, heath, moor, downs, meadow
Scrub: brush, veldt, bush, thickets, brackens
Forest: woods, jungle, groves and copses (light forest)
Rough: badlands
Desert (any climate): barrens, waste, flat, snowfield
Hills: ridges, bluffs, dunes
Mountains: mesas, glacier, tors
Marsh: fen, slough, swamp, bog, mire, quagmire, morass
Pond: pools, torn, lake
Depression: gorge, rift, valley, canyon

12B (GMG pg 161): Mounted Movement (miles/day)*

Mount	Terrain Is:		
	Normal	Rugged	V. Rugged
Camel**			
- Mount	20	10	5
- Carriion	25	8	3
Centisteed	80	40	20
Donkey, mule or ass	20	10	8
Elephant			
- Labor	15	10	5
- War	25	20	15
- Saber-Toothed	30	15	5
Horse			
- Light War	60	25	5
- Medium War	40	20	5
- Heavy War	30	15	5
- Dwarfen War	40	20	10
- Draft	30	15	5
- Shirkmare	35	10	3
Lizard, Red-Bellied Armored	15	10	5
Moose, War	20	15	8
Oliphant, War	20	15	10
Pony			
- Common	25	10	5
- Elven	35	20	10
Unicorn	40	25	15
Yak	20	10	5
	Weather is:		
	Fair	Poor	Bad***
Dolphin			
- Mount	25	20	10
- War	35	20	10
Eagle			
- Giant	160	140	120
- Gargantuan	240	220	200
Griffon	100	90	80
Hippogriff	120	110	100
Moose, War (flying only)	60	55	50
Pegasus			
- Common	160	140	120
- Greater	160	140	120
Killer Whale			
- War	55	40	25
- Mount	65	45	10

* Assuming: skilled rider, trained mount and proper equipment.
 ** Camels need much less water than other mounts, and do not suffer any penalties associated with prolonged activity in desert climates.
 *** Bad weather includes rain and high winds. In very bad weather (powerful thunderstorms, hurricanes and such, creatures cannot fly or swim at all.

12A(GMG pg 161): Walking Movement (miles/day)*

Burden	Terrain Is:		
	Normal	Rugged	V. Rugged
Unencumbered	30	20	10
Light	25	15	8
Moderate	18	11	5
Heavy Laden	10	6	3
Severe	6	3	2

* These values are based on a movement value of 12. Characters with a movement value other than 12 should adjust the values proportionally.

12C (GMG pg 161): Vehicular Movement (miles/day)*

Mount	Terrain Is:		
	Normal	Rugged	V. Rugged
Cart, small	15	8	-
Carriage			
- Common	15	5	-
- Coach, Ornate	18	7	-
Chariot			
- Riding	45	20	-
- War	40	25	2
Sedan Chair	5	2	-
Wagon			
- Two-Wheeled	10	5	-
- Four-Wheeled	30	15	5

*These movement rates assume roads or tracks. If no roads or tracks exist, movement is reduced by 50%.

8CC (GMG pg 107): Outdoors Pursuit Base Chance of Evading Pursuit Outdoors: 80%

Movement Speed Adjustment:	
Pursued is faster	-10%
Both parties are of equal speed	0%
Pursuer is faster	+20%
Terrain Adjustment	
Plain, desert, open water	+50%
Scrub, rough, hills, marsh	-10%
Forest, mountains	-30%
Size of Parties Involved Adjustment	
Pursued party totals fewer than 6 creatures	-10%
Pursued party totals 6-11 creatures	0%
Pursued party totals 12-50 creatures	+20%
Pursued party totals over 50 creatures	+50%
Pursuing party totals fewer than 12 creatures	+20%
Pursuing party totals 12-24 creatures	0%
Pursuing party totals over 24 creatures	-10%
Available Light Adjustment	
Light equal to full daylight	+30%
Light equal to twilight	+10%
Light equal to bright moonlight	0%
Light equal to starlight	-20%
Light equal to dark night	-50%

F25: (GMG pg 335): Random Wilderness Terrain

(1d20)	Plain	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plain	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest*	13	12-13	5-14	5	—	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	—	9-10	9-14	8	6	—
Hills**	16	16	16	11-15	15	9-14	7-10	8
Mountains***	17	17	17	16-17	16-17	15-16	11-18	—
Marsh	18	18	18	18	18	17	—	9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

* 1 in 10 also includes hills. ** 1 in 10 also includes forest.
 *** 1 in 20 have a pass which leads through the range.

10D-10E: (GMG pg 138): Effects of Starvation & Dehydration

Character has	Loses
No food	1d6-4 hp/day and 1 point CON per day
No water	2d4 hp/day and 1d4 points CON per day

% of hp lost to S/D	Minimum Rest/day	Movement Rate	Penalty*
0-24%	Normal	Normal	None
25%-49%	+3 hours	X3/4	-2
50%-74%	+5 hours	X1/2	-4
75%-99%	+8 hours	X1/4	-6

*To combat rolls and saving throws.

Notes:

12D (GMG pg 162): Chance of Becoming Lost

Terrain Type	Chance	Direction
Plain	1 in 10	60° left or right
Scrub	3 in 10	60° left or right
Forest	7 in 10	any
Rough	3 in 10	60° left or right
Desert	4 in 10	60° left or right
Hills	2 in 10	60° left or right
Mountains	5 in 10	120° left or right
Marsh	6 in 10	any

E9 (GMG pg 326): **Things You Might Find Along the Trail**

Roll (1d1,000)

1-10	antler (in autumn)	599-600	plate, silver (small)
11-25	apple, core (dry, shriveled)	601-610	pond, small (frogs croaking)
26-35	apple, half eaten	611-615	pouch, with hole in bottom
36-50	apples, pile (wormy)	616-620	rabbit carcass
51-60	arrow, stuck in tree	621-625	rabbies, scampering
61-70	ashes (cool)	626-640	ration wrappers
71-85	ashes (warm)	641-645	ring, tin
86-100	boulder, huge	646-660	road kill, fresh
101-110	bow, string snapped	661-674	rock, large
111-125	branch, broken (blocks path)	675-689	runestone, portion
126-135	broken ox yoke	690-699	sack, empty
136-160	campsite	700-707	saddlebags, torn
161-170	club, wooden	708-722	scabbard, rusted
171-175	coins (random)	723-731	sheep, grazing
176-190	corn husk/cob	732-736	shoe, ladies high class
191-200	cottage, burnt	737-745	shoe, one (human-size)
201-215	cow, grazing	746-750	shrubbery
216-225	cup, pewter (badly dented)	751-755	signpost (scrawled warning)
226-235	dagger, bent and rusty	756-760	signpost (town nearby)
236-249	dirt pile	761-766	skunk (surprised)
250-259	elf, half eaten	767-780	small roadside shrine
260-284	feathers, scattered	781-790	snow drift (in season)
285-294	fence, wooden	791-800	spoon, wooden
295-319	finger, orcish	801-810	squirrel, eating nuts
320-335	firewood, piled	811-825	staff, broken
336-349	flowers (in season)	826-835	sticks, piled
350-374	Goblin carcass with spear	836-845	stone wall, fallen
375-379	hastily-dug grave	846-855	stone wall, in good repair
380-389	hat, flattened	856-865	tent peg (wood)
390-404	hay field	866-870	tent peg, broken (wood)
405-429	haystacks	871-880	thistles
430-454	horse shoe, thrown	881-890	torch, burnt out
455-459	horse, herd	891-895	torn cloth
460-469	humanoid ear (shriveled)	896-905	tracks, animal
470-479	leaf pile, smoldering	906-910	tracks, humanoid
480-498	map, in tiny bits	911-915	tracks, large reptile
499-513	mortar and pestle	916-920	tree, maple
514-518	mud puddle (normal)	921-930	tree, oak (acorns nearby)
519-533	mud puddle (quicksand)	931-935	tree, pine
534-543	nettles	936-945	tree, willow (near water)
544-558	parchment, torn, scribbled	946-970	very small rocks
559-574	pin, silver (royal insignia)	971-995	wand, spent (broken)
575-583	pine cones	996-1,000	wheat field
584-598	pit, leaf covered		

F26: (GMG pg 336): **Inhabitation of Random Terrain**

Result	Type of Settlement	Population
1-3	Single Dwelling	1-12
4-5	Thorp	20-80
6-7	Hamlet	81-400
8-9	Village	401-900
10	Town	901-6500
11	City	6501-60,000
12-14	Castle**	
15-16	Ruins*	
17-100	Uninhabited	

* Consult Table F27 (GMG pg 336). Note that if player characters explore the ruins, you can use the Random Dungeon Generation system.

** Consult Table F28 - F31 for castle details.

F27 (GMG pg 336): **Type of Ruins**

Roll	Type
1-30	Village
31-60	City
51-60	Home
61-65	Tower
66-70	Moat house
71-80	Barrows
81-85	Shrine
86-95	Temple
96-97	Tomb
98	Mine/Dungeon
99	Keep
100	Castle

F28: (GMG pg 336): **Castle Size and Type**

Roll	Sz.	Class	Type
1-10	Small	Small shell keep	
11-25	Small	Tower	
26-35	Small	Moat house/friary	
36-45	Med.	Large shell keep	
46-65	Med.	Small walled castle with keep	
66-80	Med.	Med. walled castle with keep	
81-88	Large	Concentric castle	
89-95	Large	Large walled castle with keep	
96-100	Large	Fortress complex	

E2 (GMG pg 323): **Mood Enhancer - Wilderness Trails*** Roll (1d100)

1	avenue	26	earthwork	51	lovely	76	stockade
2	badlands	27	eerie	52	luminous	77	stomping ground
3	barrens	28	encampment	53	lush	78	stronghold
4	barrow	29	expedition	54	manor house	79	stunning
5	beaten path	30	fierce	55	marshland	80	swale
6	bog	31	fortuitous	56	monarchy	81	sylvan grove
7	breeze	32	garrison	57	monastery	82	tableau
8	bucolic	33	gazebo	58	mooring	83	thick vines
9	bulwark	34	glimpse	59	ornate	84	thicket
10	burial mound	35	glittering	60	outpost	85	thoroughfare
11	camouflage	36	gorge	61	parapet	86	timberland
12	caravan	37	hamlet	62	pastoral	87	tombstone
13	chalet	38	harmonious	63	pilgrimage	88	trysting place
14	chasm	39	haystacks	64	primeval forest	89	unfettered
15	chateau	40	hedonistic	65	radiant	90	uplifting
16	citadel	41	hill and dale	66	rampant	91	verdant
17	coastline	42	hillock	67	rhapsodic	92	vista
18	commonwealth	43	hinterland	68	roadway	93	voyage
19	copse of trees	44	homespun	69	secluded	94	wasteland
20	cottage	45	hut	70	serendipity	95	watering hole
21	crisp	46	indigenous	71	shrubbery	96	wildwood
22	crosscut	47	inspiring	72	sophisticated	97	windfall
23	crossroads	48	keep	73	sovereign	98	wrathful
24	crumbling tower	49	lean-to	74	spooky	99	wrought-iron gate
25	dynasty	50	lilting	75	stalwart	100	yonder

* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library, Volume 18: The HackMaster Thesaurus.

F29: (GMG pg 336): **Castle Inhabitants**

Castle Size:	Small	Medium	Large	Inhabitants
	1-45	1-30	1-15	Totally deserted
	46-60	31-50	16-40	Deserted (monster therein)*
	61-70	51-65	41-60	Humans, demi-humans or humanoids
	71-100	66-100	61-100	Character-types

* Roll on the appropriate Random Encounter Tables in Appendix C, ignoring any rolls that indicate men.

F30: (GMG pg 336): **Humanoid Castle Inhabitants***

Roll	Inhabitants
1-5	Halflings
6-25	Human bandits/brigands
26-30	Escaped henchmen
31-50	Human mercenaries
51-65	Human soldiers
66-70	Half-orcs
71-75	Orcs
76-78	Half-ogres
79-85	Gnomes
86-90	Dwarves
91-94	Half-elves
95-97	Hobgoblins
98-100	Dervishes

* Includes humans and demi-humans

F31: (GMG pg 336): **Master of the Castle**

Master's

Roll	Class	Level
1-15	Cleric	9th-12th
16-17	Druid	12th-13th
18-56	Fighter	9th-12th
57-59	Cavalier	8th-11th
60-61	Dark Knight	7th-10th
62-63	Knight Errant	8th-11th
64-65	Monk*	9th-12th
66	Paladin	9th-10th
67-68	Ranger	10th-13th
69-75	Magic-User	11th-14th
76-80	Battle mage	9th-12th
81-85	Illusionist**	10th-13th
86-95	Thief	10th-14th
96-99	Assassin	14th
100	Bard	23rd

* Monks' strongholds will usually be monasteries, resembling a type of enlarged moat house, formidable more for its location than defensive structures.

** Illusionists' strongholds will be covered by an illusion to appear as rubble or a ruined castle.

F32: (GMG pg 336): **Fortress Artillery**

Fortress Type	Ballistae	Scorpions	Light Catapults	Oil Cauldrons
Small shell keep	2	-	-	1
Tower	1	-	-	1
Moat house or friary	-	1	-	2
Large shell keep	1	1	-	2
Small walled castle with keep	2	1	-	4
Medium walled castle with keep	2	2	-	5
Concentric castle	4	2	-	6
Large walled castle with keep	4	4	-	8
Fortress complex	6	4	-	10

F1: (GMG pg 333): Dungeon Generation: Periodic Check

Roll	Result
1-2	Continue straight - check again in 40 feet (this table)
3-5	Door (see Table F2)
6-10	Side Passage (see Table F3, check width on Table F4) - check again in 20 feet (this table)
11-13	Passage Turns (see Table F6, check width on Table F4) - check again in 30 feet (this table)
14-16	Chamber (see Table F7) - check 30 feet after leaving (this table)
17	Stairs (see Table F18)
18	Dead End (walls left, right and ahead can be checked for secret doors with a 1 in 20 chance, see Table F11, footnote)
19	Trick/Trap (see Table F19), passage continues - check again in 30 feet (this table)
20	Wandering Monster, check again immediately to see what lies ahead so direction of monster's approach can be determined.

F2: (GMG pg 333): Doors

Location of Door:	
Roll	Result*
1-6	Left
7-12	Right
13-20	Ahead

Space Beyond Door Is:	
Roll	Result
1-4	Parallel passage **, or 10' x 10' room if door is straight ahead
5-8	Passage straight ahead
9	Passage 45 degrees ahead/behind***
10	Passage 45 degrees behind/ahead***
11-18	Room (go to Table F7)
19-20	Chamber (go to Table F7)

* Unless door is straight ahead, check again on Table F1.
 ** Extends 30 feet in both directions.
 *** The direction will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

F5: (GMG pg 333): Special Passage

Roll	Width and features:
1-4	40 feet, columns down center
5-7	40 feet, double row of columns
8-10	50 feet, double row of columns
11-12	50 feet
13-15	10 feet stream ¹
16-17	20 feet river ¹
18	40 feet river ¹
19	60 feet river ¹
20	20 feet, chasm ¹

1 Columns 10 feet to the right and left support 10 foot wide upper galleries 20 feet above. Stairs up to gallery will be at end of passage (1-15) or at beginning (16-20). In the former case, if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% (1-10) of the time and supplement it 50% (11-20) of the time.
 2 Streams bisect the passage. They will be bridged 75% (1-15) of the time and be an obstacle 25% (16-20) of the time.
 3 Rivers bisect the passage. They are bridged 50% (1-10) of the time, have a boat 25% (11-15) of the time (50% chance for either bank), and are an obstacle 25% of the time.
 4 Chasms bisect the passage. They are 150 to 200 feet deep. They will be bridged 50% (1-10) of the time, have a jumping place 5-10 feet wide 25% (11-15) of the time, and be an obstacle 25% (16-20) of the time.

F3-F4: (GMG pg 333): Side Passages & Width

Roll	Result
1-2	left 90 degrees
3-4	right 90 degrees
5	left 45 degrees ahead
6	right 45 degrees ahead
7	left 45 degrees behind*
8	right 45 degrees behind**
9	left curve 45 degrees ahead
10	right curve 45 degrees ahead
11-13	passage "T"s
14-15	passage "Y"s
16-19	four-way intersection
20	passage "X"s

* Left 135 degrees.
 ** Right 135 degrees.

Roll	Result
1-12	5 feet
13-16	10 feet
17	20 feet
18	30 feet
19-20	SPECIAL PASSAGE*

* See Table F5.

F6: (GMG pg 333): Turns

Roll	Result
1-8	left 90 degrees
9	left 45 degrees ahead
10	left 45 degrees behind*
11-18	right 90 degrees
19	right 45 degrees ahead
20	right 45 degrees behind*

Check width on Table F4.
 * Left/Right 135 degrees.

F14: (GMG pg 334): Treasure*

Roll	Without Monster**
1-25	1000 copper pieces/level
26-50	1000 silver pieces/level
51-60	750 electrum pieces/level
61-75	250 gold pieces/level
76-85	125 hard silver pieces/level
86-88	100 platinum pieces/level
91-94	1-4 gems/level
95-97	1 piece jewelry/level
98-100	Magic***

* See also Tables F15 and F16 or F17
 ** With Monster: Take two rolls on this table, adding 10% to total of each roll.
 *** Roll once on Magic Items Table A1.

F7: (GMG pg 333): Chambers & Rooms Shape and Size

Roll	Chamber Shape/Area	Room Shape/Area
1-2	Square, 20' x 20'	Square, 10' x 10'
3-4	Square, 20' x 25'	Square, 20' x 20'
5-6	Square, 30' x 30'	Square, 30' x 30'
7-8	Square, 40' x 40'	Square, 40' x 40'
9-10	Rectangular, 20' x 30'	Rectangular, 10' x 20'
11-13	Rectangular, 30' x 40'	Rectangular, 20' x 30'
14-15	Rectangular, 30' x 50'	Rectangular, 20' x 40'
16-17	Rectangular, 40' x 60'	Rectangular, 30' x 40'
18-20	Unusual*	Unusual*

* See Tables F8 and F9.

F8-F9: (GMG pg 334): Chamber - Unusual Shape & Size

Roll	Shape	Roll	Size
1-5	Circular*	1-2	about 500 sq. ft.
6-8	Triangular	3-4	about 900 sq. ft.
9-10	Trapezoidal	5-6	about 1200 sq. ft.
11	Rhomboid	7-8	about 1500 sq. ft.
12-13	Odd-shaped**	9-10	about 2000 sq. ft.
14-15	Oval	11-12	about 2500 sq. ft.
16-17	Hexagonal	13-14	about 3000 sq. ft.
18-19	Octagonal	15	about 3500 sq. ft.
20	Cave	16-20	+2000***

* Roll 1d20. A roll of 1-5 indicates a pool (see Table F22 and F24 if appropriate), 6-7 is a well, 8-10 has a shaft and 11-20 is normal.
 ** Draw what shape you desire, what will fit the map, or roll again.
 *** Roll again and add the area to 2000 sq. ft. (if another 16-20 occurs repeat the process, adding 2000 sq. ft., and so on)

F10: (GMG pg 334): Number Of Exits

Roll	Room Area	# Exits*
1-3	up to 600 square feet	1
1-3	over 600 square feet	2
4-6	up to 600 square feet	2
4-6	over 600 square feet	3
7-9	up to 600 square feet	3
7-9	over 600 square feet	4
10-12	up to 1200 square feet	0**
10-12	over 1200 square feet	1
13-15	up to 1600 square feet	0**
13-15	over 1600 square feet	1
16-18	any size	1-4 (d4)
19-20	any size	1***

* 50% chance of exit being either a door or a passage
 ** Check once per 10 feet for secret doors with a 1 in 20 chance (see Table F11, footnote).
 *** Door in chamber, passage in room.

F16: (GMG pg 334): Treasure Guarded by...

Roll	Protection
1-2	Contact poison on container
3-4	Contact poison on treasure
5-6	Poisoned needles in lock
7	Poisoned needles in handles
8	Poisoned Spring darts firing from front of container
9	Poisoned Spring darts firing up from top of container
10	Poisoned Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trap door opening in front of container
16	Trap door opening six feet in front of container
17	Stone block dropping in front of the container
18	Spears released from walls when container opened
19	Explosive Runes
20	Symbol

F11-F12: (GMG pg 334): Exit Location & Direction

Roll*	Exit Location
1-7	opposite wall
8-12	left wall
13-17	right wall
18-20	some wall

Roll	Exit Passage Direction**
1	trap (Table F19)
2-10	straight ahead
11-14	straight left and right
15	slope down (1 level)
16	slope up (1 level)
17	up stairway (1 level)
18	down stairway (1 level)
19	45 degrees left/right***
20	45 degrees right/left***

* If a passage or door is indicated in a wall where the space immediately beyond the wall has been mapped, then the exit is a secret door (1-5), a one-way door (6-10) or it is in the opposite direction (11-20).
 ** If a Door use Table F2 instead - check for width on Table F4.
 *** The exit will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

F13: (GMG pg 334): Chamber or Room Contents

Roll	Contents
1-12	Empty
13-14	Monster only*
15-17	Monster and treasure (see Table F14)
18	Special*
19	Trick/Trap (see Table F19)
20	Treasure (see Table F14)

* Determine on appropriate table from Appendix C.
 ** Determine by balance of level or what you desire; otherwise put in stairs as indicated: Roll 1d20, (1-5) stairway up 1 level, (7-8) up 2 levels, (9-14) down 1 level, (15-19) down 2 levels, or (20) down 3 levels-- 2 flights of stairs and a slanting passageway.

F15: (GMG pg 334): Treasure contained in...*

Roll	Container
1-2	Bags
3-4	Sacks
5-6	Small Coffers
7-8	Chests
9-10	Huge Chests
11-12	Pottery Jars
13-14	Metal Urns
15-16	Stone Containers
17-18	Iron Trunks
19-20	Loose

* Go to Table F16 on a roll of 1-8, Table F17 on a 9-20 to determine protection.

F17: (GMG pg 334): Treasure is Hidden by/in...

Roll	Concealment
1-3	Invisibility (as spell)
4-5	Illusion (changes/hides appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised; appears as something else
11	Under a heap of trash/dung
12-13	Under a loose stone in the floor
14-15	Behind a loose stone in the wall
16-20	In a secret room nearby

F18: (GMG pg 334): **Stairs**

Roll Result (see Table F1 upon ascending/descending).

1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up 1 level
9	Up dead end (1 in 6 chance to chute down 2 levels)
10	Down dead end (1 in 6 chance to chute down 1 level)
11	Chimney up 1 level, passage continues, check again in 30 feet
12	Chimney up 2 levels, passage continues, check again in 30 feet
13	Chimney down 2 levels, passage continues, check again in 30 feet
14-16	Trap door down 1 level, passage continues, check again in 30 feet
17	Trap door down 2 levels, passage continues, check again in 30 feet
18-20	Up 1 then down 2 (total down 1), chamber at end (roll on Table F7)

* 1 in 20 has a door which closes egress for the day (either mechanical or magical).

** 2 in 20 has a door which closes egress for the day (either mechanical or magical).

*** 3 in 20 has a door which closes egress for the day (either mechanical or magical).

F19: (GMG pg 335): **Trick/Trap**

Roll	Trick/Trap
1-5	False Door - (see Table F16 for trap).
6-7	Pit, 10 feet deep, 3 in 6 to fall in.
8	Pit, 10 feet deep with spikes, 3 in 6 to fall in.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels - one upon entering and one additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12	Wall 10 feet behind slides across passage blocking it for 40-60 turns.
13	Oil (equal to one flask) pours on random person from hole in ceiling, followed by flaming cinder (2-12 points of damage unless successful save vs. paralysis is made, which indicates only 1-3 points of damage).
14	Pit, 10' deep, 3 in 6 to fall in, pit walls move together to crush victim(s) in 2-5 rounds.
15	Arrow trap, 1-3 arrows, 1 in 20 is poisoned.
16	Spear trap, 1-3 spears, 1 in 20 is poisoned.
17	Gas; party has detected it, but must breathe it to continue along corridor; as it covers 60 feet ahead. Mark map accordingly regardless of turning back or not. (see Table F20)
18	Door falls outward causing 1-10 hit points, or stone falls from ceiling causing 2-20 points of damage to each person failing his saving throw versus petrification.
19	Illusionary wall concealing 8 (pit) above (1-6), 20 (chute) below (7-10) or chamber with monster and treasure (11-20) (see Table F7 and F14).
20	Chute down 1 level (cannot be ascended in any manner).

F20: (GMG pg 335): **Gas Sub-Table**

Roll	Gas Type
1-7	Only effect is to obscure vision when passing through.
8-9	Blinds for 1-6 turns after passing through.
10-12	Fear: run back 120 feet unless saving throw versus magic is made.
13	Sleep: party sound asleep for 2-12 turns (as Sleep spell).
14-18	Strength: adds 1-6 points of Strength (as Strength spell) to all fighters in party for 1 to 10 hours.
19	Claustrophobia: make Wisdom check or return to surface immediately.
20	Poison: killed unless saving throw versus poison is made.

F21: (GMG pg 335): **Caves and Caverns**

Roll Cave or Cavern

1-5	Cave about 40' x 60'
6-7	Cave about 50' x 75'
8-9	Double Cave: 20' x 30', 60' x 60'
10-11	Double Cave: 35' x 50', 80' x 90'
12-14	Cavern about 95' x 125'
15-16	Cavern about 120' x 150'
17-18	Cavern about 150' x 200'
19	Cavern about 200' x 300'
20	Mammoth cavern - 300' x 400'+**

* Roll to see if pool therein (see Table F22).

** Roll to see if lake therein (see Table F23).

F22: (GMG pg 335): **Pools**

Roll Result

1-6	No pool
8-9	Pool, no monster
10-11	Pool, monster
12	Pool, acid (see Table 16S)
13	Pool, mineral (sulphurous)
14	Pool, drained
15	Pool, fetid
16-18	Pool, monster & treasure
20	Magical pool*

* See Table F24.

F23: (GMG pg 335): **Lakes**

Roll Result

1-6	No lake
8-9	Lake, no monster
10-11	Lake, monster
12	Lake, acid (see Table 16S)
13	Lake, mineral (sulphurous)
14	Lake, salt
15	Lake, fetid
16-18	Lake, monster, treasure*
20	Enchanted lake**

* Choose appropriate in Hacklopedia of Beasts.

** Leads any who cross it to other plane, special temple, etc. (if special map available, otherwise treat as lake with monster), 90% chance monster guards the lake.

F24: (GMG pg 335): **Magic Pools*** Roll (1d20)

Roll Pool Property

1-2	Turns gold to platinum (1-5) or lead (6-20), one time only.
3-4	The Ability Pool ¹
5-6	Wish Pool ²
7-9	Anti-Wish Pool ³
10-12	Dazzle Pool ⁴
13	False Pool- Normal water, but glows with strong dwoemer.

* In order to find out what they are, characters must enter the magic pools.

1 The Ability Pool will, on a one-time only basis, add (1-3) or subtract (4-6) from one characteristic of all who enter it (d8):

1 = Strength 4 = Dexterity 2 = Intelligence 5 = Constitution
3 = Wisdom 6 = Charisma 7-8 = Comeliness

Add or subtract 1-2 points, checking for each character as to addition or subtraction, characteristic and amount.

2 Wish Pool (speaks as Magic Mouth) will grant one wish to characters of its alignment and damage others from 1-20 points. Wish can be withheld for up to one day. Pool's alignment is: lawful good (1-6), lawful evil (7-9), chaotic good (10-12), chaotic evil (13-17), true neutral (18-20). Anti-Wish pools have the same property, but grant anti-wishes (see Wishes, Chapter 9) to those of opposed alignment, damaging all others.

3 Dazzle pool causes entrant to glow as Continual Light. All others hit with Color Spray.

4 Entrants are affected as spell, cast by 20th level caster. See Appendix C, Terrain X for creature type.

5 Transports entrants: back to surface (1-7); elsewhere on level (8-12); one level down (13-16); 100 miles away for outdoor adventure (17-20).

I3S: (GMG pg 182): **Treasure Types - Lair Treasures**

Treasure Type	Copper	Silver	Electrum	Gold	Hard Silver	Platinum	Gems	Art Objects	Magical Item
A	1,000-3,000 25%	200-2,000 30%	500-3,000 35%	1,000-6,000 40%	500-3,000 35%	300-1,800 35%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	300-1,800 25%	200-2,000 25%	150-1,500 25%	100-1,000 25%	1-8 30%	1-4 20%	Armor/Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	1,000-3,000 40%	—	—	100-600 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-12,000 25%	1,000-3,000 50%	—	100-600 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-12,000 45%	1,000-4,000 25%	100-1,200 15%	300-1,800 25%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	—	3,000-18,000 10%	2,000-12,000 25%	1,000-6,000 40%	500-5,000 30%	1,000-4,000 15%	2-20 20%	1-8 10%	Any 5 except weapons 30%
G	—	—	3,000-24,000 15%	2,000-20,000 50%	1,500-15,000 50%	1,000-10,000 50%	3-18 30%	1-6 25%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 35%	2,000-20,000 45%	2,000-20,000 55%	2,000-20,000 45%	1,000-8,000 35%	3-30 50%	2-20 50%	Any 6 15%
I	—	—	—	—	100-400 15%	100-600 30%	2-12 55%	2-8 50%	Any 1 15%

Table I3T: (GMG pg 182): **Individual and Small Lair Treasures**

J	3-24	—	—	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—	—	—
L	—	—	—	—	3-18	2-12	—	—	—
M	—	—	3-12	2-8	—	—	—	—	—
N	—	—	—	—	—	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—	—	—
P	—	10-60	3-30	—	—	1-20	—	—	—
Q	—	—	—	—	—	—	1-4	—	—
R	—	—	—	2-20	—	10-60	2-8	1-3	—
S	—	—	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	—	—	2-16	1-6	Any 1
V	—	—	—	—	—	—	90%	80%	70%
W	—	—	4-24	5-30	2-16	1-8	2-16	1-8	Any 2
X	—	—	—	—	—	—	60%	50%	60%
Y	—	—	—	200-1,200	—	—	—	—	Any 2 potions
Z	100-300	100-400	100-500	100-600	100-500	100-400	1-6	2-12	Any 3
—	—	—	—	—	—	—	55%	50%	50%

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

12BB (GMG pg 171): Sample Rumors

First Part= There is (are)...

Roll	2nd Part
1-10	a dungeon
11-20	catacombs
21-27	an ancient temple
28-35	ancient ruins
36-45	an old castle
46-53	a dark cave
54-61	a great mountain
62-79	deserted monastery
80-85	the deep wood
86-90	an old outpost
91-93	a deserted manor
94-97	an old battlefield
98-100	a graveyard

Roll	3rd Part
1-2	inhabited by evil creatures.
3-4	that is haunted.
5-6	housing bandits.
7-8	containing fabulous treasure.

12Y (GMG pg 171): Tavern Names

(1d6) 1st Part = (1-2) The (3-4) Ye Olde (5-6) (s)'s

Roll (1d20)	Second Part	Roll (1d20)	Third Part	Roll (1d20)	Fourth Part
1	Rolling	1	Happy	1	Halfling
2	Falling	2	Sulry	2	Dwarf
3	Flying	3	White	3	Knight
4	Laughing	4	Rusty	4	King
5	Drooping	5	Copper	5	Scupper
6	Slippery	6	Broken	6	Albatross
7	Burning	7	Jolly	7	Ring
8	Glowing	8	Black	8	Mare
9	Charging	9	Saucy	9	Keg
10	Flooded	10	Drunken	10	Crown
11	Singing	11	Bloody	11	Bat
12	Dancing	12	Hungry	12	Eagle
13	Hunted	13	Merry	13	Barrel
14	Floating	14	Silver	14	Moon
15	Stomped	15	Stormy	15	Deer
16	Shining	16	Golden	16	Spoon
17	Drowned	17	Mighty	17	Tankard
18	Twilight	18	Beautiful	18	Inn
19	Jousting	19	Strong	19	Ox
20	Leaping	20	Noble	20	Plow

* Bartender's name- See Table 12Z: Bartender Generator.

12AA (GMG pg 171): Bartender Background

Roll	Background
1-8	Former torch bearer
9-16	Needs to feed family of ten
17-24	In debt to thieves' guild
25-32	Inherited bar from spouse/parent
33-41	World-weary traveler
42-49	Former pirate
50-59	Maimed adventurer
60-68	Brewmaster
69-72	Town's founder/heir of founder
73-81	Former prizefighter/gladiator
82-91	Former Merchant
92-99	Exile
100	Evil Magic-User

12X (GMG 171): Tavern Details

Roll (1d10)	Size	Customers (Day/Night)	# Tables
1-3	Small	3d4/5d4	2d4
4-8	Medium	4d6/8d6	3d6
9-10	Large	3d10/7d10	4d10

12Z (GMG pg 171): Bartender Generator

Roll (d6)	Sex	Roll (d20)	Name (M/F)
1-5	Male	1	Clarence/Clarissa
6	Female	2	Rudgar/Debbie
		3	Thargin/Frances
		4	Frank/Edith
		5	Bobo/Jane
		6	Rangar/Sorina
		7	Blake/Elle
		8	Jorell/Hope
		9	Samuel/Rebecca
		10	Oren/Sarah
		11	Benson/Loriell
		12	Felgood/Tipper
		13	Ralph/Melibe
		14	Apok/Rose
		15	Razak/Nora
		16	Chaka/Elenore
		17	Feldon/Rolinda
		18	Basto/Gloriana
		19	Willum/Beth
		20	Joe/Jo

12W: (GMG pg 170): Intoxication Recovery Table

Intoxication Level*	Recovery Time	Stimulant Effect Mild	Stimulant Effect Strong
Buzzed	1-2 hours	x .80	x .50
Sloshed	2-4 hours	x .85	x .55
Wasted	4-6 hours	x .90	x .55
Passed Out	7-10 hours	x .95	x .60

* As time passes the affected person becomes less intoxicated. Once the recovery time remaining equals the maximum recovery time for the lower intoxication level, the person's intoxication level lowers one category.

12V: (GMG pg 170): Effects of Alcohol and Drugs

Effect on	State of Intoxication
	Buzzed Sloshed Wasted*
Morale**	+5% +10% +15%
Intelligence	-1 -3 -6
Wisdom	-1 -4 -7
Dexterity	0 -2 -5
Charisma	+1 -1 -4
Attack modifier	0 -1 -5
Hit points	0 +1 +3
Movement	-1 -2 -4

* Beyond Wasted, persons pass out and sleep for 7-10 hours, then waken and vomit sporadically for 1d3 hours. During this time a character can take no other action other than to moan.

**Morale pertains only to NPCs.

12R-12S: (GMG pg 170): Quaffing Ale & Racial Intoxication Levels

Race	One Drink (seconds)	Drinks per Hour	Drinks** for Intoxication Level of
			Buzzed Sloshed Wasted
Dwarf	4	10	5-8 9-12 13-16
Elf: Dark	20	4	2-4 5-7 8-10
Elf: High	20	4	2-4 5-7 8-10
Grunge	15	6	3-5 6-7 8-10
Gnome	6	8	5-7 8-10 11-13
Gnome titan	5	10	5-8 9-12 13-16
Gnomeling	7	7	4-6 7-9 10-12
Half-elf	12	4	3-4 6-7 8-10
Halfling	9	5	3-5 6-8 9-11
Half-ogre	5	15	7-10 11-14 15-18
Half-orc	5	15	6-9 10-13 14-17
Human	8	5	3-5 6-8 9-11
Pixie fairy	25*	3*	2-3*** 4-5*** 6***

*These values are for pixie fairy sized drinks.

** One drink equals one shot of liquor, one glass of wine, or 8 ounces of beer or ale.

*** Numbers refer to pixie fairy sized drinks.

Notes:

9O (PHB pg 115): Services

Item	Cost	Base Availability
		Hi Med Low
Bath	3 cp	95 85 80
Doctor, Leech, or Bleeding	3 gp	90 85 80
Doctor, Sew Wounds	10 gp	90 85 80
Guide, in city (per day)	2 sp	90 85 80
Lantern or torchbearer (per night)	1 sp	90 85 80
Laundry (by load)	1 cp	85 80 70
Massage	1 gp	90 85 80
Messenger, 10 to 50 miles	1 gp	95 85 80
Messenger, 51 to 100 miles	5 gp	90 85 80
Messenger, in city (per message)	10 cp	85 80 75
Messenger, per 100 miles	5 gp	80 75 70
Minstrel (per performance)	3 gp	90 85 80
Mourner (per funeral)	2 sp	90 85 80
Scout, Wilderness (per day)	1 gp	90 85 80
Scribe, Legal document/contract	10 sp	90 85 80
Scribe, Letter	2 sp	90 85 80
Tattoo (per design)	1 gp	95 85 80
Teamster w/wagon	1 sp/mile	90 85 80

12T-12U: (GMG pg 170): Modifiers to Intoxication Level

Circumstance	Modifier
High/Low Constitution	Hit Point Bonus/Penalty
Maximum Weight for Race	+1 Cleric
Maximum Height for Race	+1 Druid
Each hour since last drink	+1 Lower Upper Class or higher
Fighter Class	+1 Upper Lower Class or lower

Drink Type Potency Value**

Ale, Common	75%	1	Mead, Common	75%	1
Ale, Dead Viking*	35%	4	Mead, Dwarven	25%	5
Ale, Kromian	55%	3	Mead, Nordlar	55%	3
Ale, Pint	65%	2	Mead, Orliuan*	45%	4
Beer, Cut	75%	1	Rum	65%	2
Beer, Heavy	65%	2	Stout Brown Grevan*	85%	.5
Bitter Broth	65%	2	Whiskey, Bitter-Korn	85%	.5
Brandy, Orliuan*	55%	3	Wine, Blackberry	85%	.5
Grog	75%	1	Wine, Common	85%	.5
Gut Bruiser*	15%	6	Wine, Good	85%	.5
Finch-Yager (Amber Brew)	85%	.5	Wine, Gutberry*	65%	2
Honey Brew*	85%	.5	Wine, Watered	95%	.25
Liver Squeezings*	55%	2	Wine, Elderberry*	85%	.5
Mead, Baker's Thicke	65%	2			

Note: A positive modifier adds to the number of drinks a character can drink before reaching the next intoxication level. For example, a human with a +1 modifier would be buzzed from 4-6 drinks, sloshed from 7-9 drinks, and wasted from 10-12 drinks, and after 13 drinks would be comatose. A negative modifier subtracts from the number of drinks a character can drink before reaching the next intoxication level.

*This drink has additional effects that detailed under Drink Descriptions.

** Measured in Drinks.

City/Town Encounter Matrix

Day	Night	Result	Day	Night	Result
1	1-3	Assassin*	—	50	Nefarian (Devil: Dark Soulstress)
2	4-5	Bandit/Brigand*	—	51	Nefarian (Mezzodaemon)
3-12	6-8	Beggar*	—	52	Nefarian (Quasit)
13-15	9-10	Caravan Guard*	70	52	Night hag
16-20	11	City guard*	—	53	Paladin
21-23	12	City official	71-73	54-56	Pilgrim*
24-25	13-21	Cleric*	74-77	57-58	Poltergeist/Polterzeitgeist
26	22	Doppelganger	—	59-61	(75%/25%)
27-30	23	Druid*	—	62-66	Prostitute*
31	24	Drunk	78-81	67-68	Rakshasa
32-36	25	Fighter*	82	69-71	Ranger*
37-38	26	Gentry	83-86	72-73	Ruffian**
—	27	Ghast/Ghoul	87-88	74-76	Servant*
—	28	Ghost	89-93	77	Shadow
—	29-35	Giant rats (5-50)	—	78-79	Spectre
39-44	36	Goodwife	94-95	80-85	Thief*
45-46	37	Illusionist*	96-99	86-87	Tradesman/Craftsman*
47-50	—	Laborer/Peddler	100	88-92	Wererat
51-52	38-39	Magic-user*	—	93	Weretiger
53-57	40-42	Mercenary	—	94-96	Werewolf
58-64	—	Merchant	—	97	Wight
65-69	43-46	Monk or Bard	—	98	Will-o'-wisp
—	47-49	Mynx	—	99	Wraith
—	—	—	—	100	Vampire or Lich
—	—	—	—	—	(75%/25%)

* Determine whether race is human or demi-human: Roll (1d100)

Roll	Race
1-8	Dwarf
9-13	Elf (25% Grel)
14-15	Gnome (30% Titan)
16-23	Half-Elf

** 1 in 4 ruffians can be half-orc or another humanoid race (goblin, hobgoblin, kobold, orc, etc.) common to the region.

11B: (GMG pg 140): Costs of Standard Hirelings

Occupation	Daily	Monthly*
Bearer/Porter	1 sp	1 gp
Carpenter	3 sp	2 gp
Lamp fairy	5 sp	4 gp
Leather worker	2 sp	30 sp**
Limner	10 sp	10 gp
Mason	4 sp	3 gp
Pack handler	2 sp	30 sp
Party grunt	1 sp	1 gp
Seeing-eye boy	1 sp	1 gp
Tailor	2 sp	30 sp**
Teamster	5 sp	5 gp
Torch bearer	1 sp	1 gp
Valet/lackey	3 sp	50 sp

* The monthly rate assumes that adequate living quarters are provided for the hireling and that these quarters contain bedding and like necessities.

** Additional cost is 10% of the normal price of items fashioned by the hireling.

2B (GMG pg 31): 0-Level HP by Title

Profession	Die Range
Manual Laborer	20+1d6
Soldier	20+1d8
Above Average	20+1d5
Active Person	—
Average Person	20+1d4
Sedentary Person	19+1d3
Invalid/Beggar	15+1d4
Child	2d6
Youth	3d6

11C: (GMG pg 140): Retainer/Wage for Expert Hirelings

Occupation or Profession	Retainer/Wage* (in gp)
Alchemist	300
Armorer	100*
Armor repairer	50
Blacksmith	30
Dancing girls/men	special
Engineer (architect)	100*
Engineer (artillerist)	150
Engineer (sapper/miner)	150
Jeweler-gemcutter	100*
Map monkey	100
Meisters (teachers)	special
Party courier	25
Party minstrel	175
Rogue cleric	special
Sage	15
Scribe	special
Scroll caddy	special
Ship crew	special
Ship master	special
Spy	special
Spell-lobber	special
Steward/castellan	special
Wagon wright	150
Weapon maker	100*

* Wage shown is what an expert hireling with an expert skill mastery (76-100%) would demand to be paid. Those skilled hirelings of lesser or higher skill mastery would hold out for more or less accordingly. All skilled hirelings of lesser ability will try to pass themselves off as 'experts' in their primary skill unless it can be proven otherwise. Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirelings on a per job basis. For example, an armorer makes a suit of plate mail that has a normal cost of 2,000 gold pieces, so 10% of that sum (200 gp) is added to the cost of maintaining the armorer.

9A (PHB pg 110): Alcohol/Beverages

Item	Cost	Base Availability		
		Hi	Med	Low
Ale (per gallon)	2 sp	95	85	75
Ale, Dead Viking (Cut Ale) (pint)	1 sp	95	95	95
Ale, Kromian	5 gp	85	70	60
Ale, Pint	5 cp	95	85	75
Beer, Cut, (pint)	5 cp	90	85	75
Beer, Heavy (pint)	1 sp	95	85	75
Bitter Broth (pint)	5 sp	65	70	80
Brandy, Orluian (pint)	5 gp	70	50	35
Grog (pint)	3 sp	95	85	75
Gut Bruiser (pint)	1 gp	75	65	55
Finch-Yager (Amber Brew)	7 gp	70	60	50
Honey Brew (pint) (medicinal)	1 gp	80	70	60
Liver Squeezings	2 gp	85	70	60
Mead, Baker's Thicke (pint)	10 sp	95	90	85
Mead, Common (pint)	5 sp	95	85	80
Mead, Dwarfven, Keg	300 gp	30	20	10
Mead, Nordlar (gallon)	10 gp	75	60	45
Mead, Orluian (gallon)	100 gp	65	50	40
Rum (pint)	5 sp	75	65	55
Stout Brown Grevan (pint)	7 sp	90	85	80
Whiskey, Bitter-Korn	2 gp	90	80	70
Wine, Blackberry (pint)	1 gp	85	70	60
Wine, Good (pint)	10 sp	75	65	55
Wine, Gutberry (pint)	4 gp	85	70	60
Wine, Watered (pint)	1 cp	95	85	75
Wine, Watered (pitcher)	2 sp	95	85	75
Wine, Elderberry (pint)	40 gp	60	40	20

To compute weight for any liquids carried allow 1 lb. per pint (8 lbs. per gallon). Don't forget to nail players who don't buy containers to haul liquids, and include container weights in encumbrance audits.

2D: (PHB pg 25): Racial Preferences (Basic Acceptability of Racial Type)

RACE	Dwarf	Elf	Gnome	Gnomeling	Half-elf	Halfling	Half-orc	Half-ogre	Pixie Fairy	Human
Dwarf	P	A	G	H	N	G	H	H	A	N
Elf	A	P	T	T	G	T	A	N	G	N
Gnome	G	T	P	T	T	G	H	H	A	N
Gnomeling	G	T	T	P	T	N	A	A	H	N
Half-Elf	N	P	T	T	P	N	N	A	G	T
Halfling	G	G	T	G	N	P	N	T	T	N
Half-Orc	H	A	H	A	A	N	N	A	H	T
Half-ogre	H	N	H	A	A	T	A	N	H	N
Pixie Fairy	A	G	A	H	G	T	H	H	P	T
Human	N	N	N	N	T	N	T	N	T	P

1. Only with regard to tallfellow and stouts, other halflings are regarded with tolerance (T).

2. Only stout halflings regard dwarves as acceptable, other halflings tolerate them (T).

3. Only tallfellow halflings regard elves as good company, other halflings are tolerant (T).

4. Drow and grunge elves are not as tolerant of pixie fairies as other elves. (H)

5. Half-ogres generally don't get along with anyone – not even members of their own kind.

P: the race is generally preferred, and dealings with members of the race will be reflected accordingly.

N: the race is thought of neutrally, although some suspicion will be evidenced.

G: considerable goodwill exists towards the race.

A: the race is greeted with antipathy.

T: the race is viewed with tolerance and generally acceptable, if not loved.

H: tokens a strong hatred for the race in question.

9D (PHB pg 111): Daily Food and Lodging

Item	Cost	Base Availability			Item	Cost	Base Availability		
		Hi	Med	Low			Hi	Med	Low
Banquet (per person)	10 gp	90	85	80	Inn lodging (per day/week)	—	—	—	—
Bath	3 cp	95	85	75	Opulent Lodging	50 gp	90	85	80
Bear Fat Dumplings	6 cp	70	60	50	Common	5 sp/3 gp	95	90	85
Bread	5 cp	95	85	75	Poor	5 cp/2 sp	95	90	85
Cheese	4 sp	95	85	75	Meat for one meal	1 sp	95	90	85
Cheese, Rank (hard)	10 sp	80	75	60	Meals (per day)	—	—	—	—
City rooms (per month)	—	—	—	—	Gourmet	5 gp	90	85	80
Opulent	100 gp	90	85	80	Good	5 sp	95	90	85
Common	20 gp	95	85	75	Common	3 sp	95	90	85
Poor	6 sp	95	90	85	Poor	1 sp	95	90	85
Egg or fresh vegetables	1 gp	95	90	85	Scratch-Root Stew	1 sp	95	90	85
Grain/stabling for horse (daily)	5 sp	95	90	85	Separate latrine for rooms	—	—	—	—
Grouse Onion Stew	3 cp	95	90	85	(per month)	2 gp	85	75	60
Honey	5 sp	95	90	85	Soup	5 cp	95	90	85

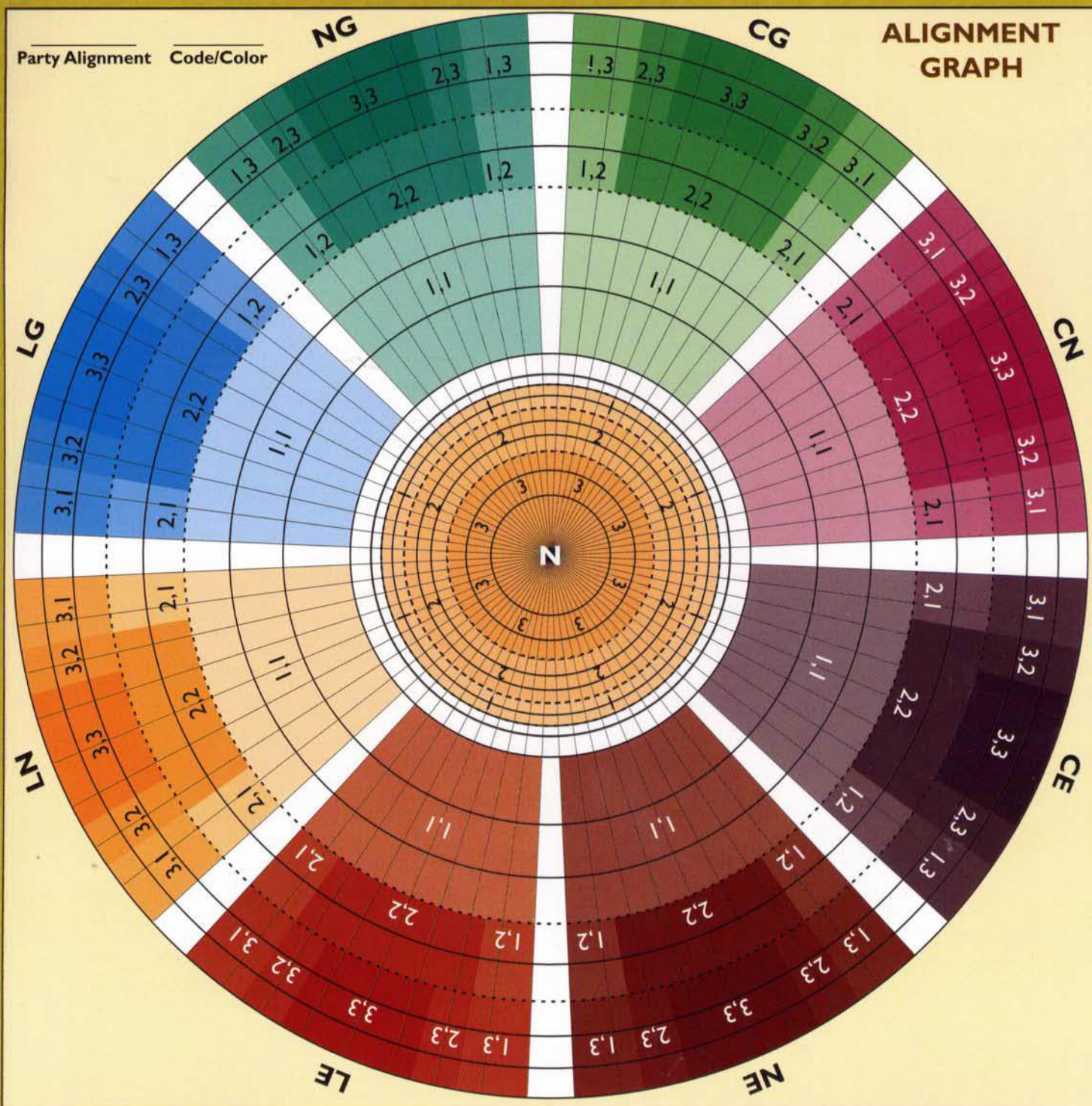
E21: (GMG pg 329): Food & Drink Roll (1d100)

1-2 ale	25 cookies	39-42 mead	70 pie
3 apricots	26 eggs	43-46 meal (grain)	71 plums
4-5 apples	27 fish*	47-56 meat*	72-74 porridge
6 beans	28 fish, shell*	57 milk	75 prunes
7-10 beer	29-30 fowl*	58 muffins	76 pudding
11 berries	31 grapes	59 mushrooms	77 raisins
12 biscuits	32 greens*	60-62 nuts*	78-80 soup
13 brandy	33 gruel	63-64 onions	81-82 stew
14-18 bread	34 honey	65 pastries	83 sweetmeats
19 broth	35 jam	66 peaches	84-87 tea
20 butter	36 jelly	67 pears	88-89 tuber/root*
21 cakes	37 léeks	68 peas	90-95 water
22-24 cheese*	38 lentils	69 pickles	96-100 wine

* Substitute specific varieties, such as:
cheese: brie, feta, gouda, wensleydale...
fish: dragonfish, eel, gar, trout...
fish, shell: crab, lobster, shrimp...
fowl: chicken, clubnek, duck, pheasant...
greens: lettuce, okra, spinach...
meat: bison, giant frog, ham, dire hedgehog, mutton, pork, venison...
nuts: chestnut, hazelnut, peanut, pecan, walnut...
tubers/roots: beet, carrot, leeks, turnip, potato, yam...

MONSTER NAME*	EP VALUE	Bird: Swan	65	Dawg, Rottweiler	65	Ghost	7000	Infernal Slayer	2000	Lycanthrope: Were-Wolf	420
HOB VOL. 1		Bison/tyders	270	Dawg, War	65 <td>Ghoul, Common</td> <td>175<td>Insidious Ichor</td><td>420<td>Mad Titterling</td><td>125</td></td></td>	Ghoul, Common	175 <td>Insidious Ichor</td> <td>420<td>Mad Titterling</td><td>125</td></td>	Insidious Ichor	420 <td>Mad Titterling</td> <td>125</td>	Mad Titterling	125
		Black Annis	2000	Dawg, Wild	35 <td>Ghoul: Lacedon</td> <td>175<td>Insidious Stalker</td><td>270</td><td>Madger</td><td>320</td></td>	Ghoul: Lacedon	175 <td>Insidious Stalker</td> <td>270</td> <td>Madger</td> <td>320</td>	Insidious Stalker	270	Madger	320
	650	Black Poppy	15	Death Dawg	120	Giant, Cloud	10,000	Intellect Devourer, Adult	6000	Magick Mocking Mouth	120
	1400	Blind, Wretched Pursuer	3000	Death Knight	10,000	Intellect Destroyer, Larva	175	Invisible Heculer	2000	Magick Mouth, Common	120
	175	Blink Dawg	270	Death Weaver	175+	Giant, Firbolg	8000 (9000 Shaman)	Invisible Horror	270	Magick Mouth, Rogue	120
	35	Black Guzzler	8000	Death's Minions	120	Giant, Fire	5000	Invisible Stalker	3000	Magick Mouth, Sassy	120
	175	Blood Hawk	35	Deepspawn	12,000	Giant, Fomorion	6000	Invisible Stalker	3000	Mammoth, Ram-Horned	4000
	175	Blue Throttle	175	Demilich	4000	Giant, Frost	6000	Iron Cobra	120	Mammoth, Wooly	4000
	65	Boar, Giant	420	Denzellian	6000	Giant, Gorge	8000+	Isotachic: Cleric	120	Mantragora	120
	65	Boar, Man	175	Densellian	900+	Giant, Hill	3000	Isotachic: standard	120	Manticore	65
Aarakian Queen Mother	10,000	Boar, Snow	175	Disenchanter	35	Giant, Mist	4000	Isotachic: Snow	120	Manticore, Common	975
Aarakian Warrior	175	Boar, Warthog	65	Displacer Beast	650	Giant, Mountain	7000	Jabberwock, Vile	6200	Manticore, Womanscore	975
Aarakian Worker	35	Boar, Wild	120	Djinni	4000	Giant, Prairie	5000	Jackal	7	Mantis, Deadly Preying	120
Aardvark, Dire	175	Bogel: Trows	650	Djinni, Black	5000	Giant, Scorn	4000	Jackalope, Pronghore	30	Mantis, Dire Field	1400
Aardvarkians	65	Boggelman	650	Djinni, Noble	7000	Giant, Scorn	4000	Jackalope, Standard	15	Mantrap	420
Aarniz Hound	85	Bogel: Trows	650	Dolphin	420	Giant, Scorn	14,000+	Jackalwere	420	Murble Huggler	35
Adarupikus	35	Bone Scavenger	15	Doom Harvester	1400	Giant, Verbeeg	650	Jaded Manacle	270	Margolye	120
Aerial Servant	10,000	Boobrie	2000	Doombat, Mortal	420	Gibbering Moulder	420	Jann	2000+	Marmoset	15
Alligator, Giant	175	Boring Mauler	35	Doornant, Spirit	1400	Gibbon	15	Jarvin-taur	35	Marrow Mite	0
Amoebo, Giant	7,000	Boring Barnacles	15	Doornant, Tree	975	Githyanki	1+	Jaudiced Grappler	1400	Marsh Gibberer	170
Angel	100,000	Bovinians	175	Doppelwee	270	Githzerai	1+	Jelly, Green	650	Masticator: Articulated	6000
Angel: Redeemer	11,000	Brain Mite, Carnivorous	175	Doppelganger	270	Gloomwing	650	Jelly, Green	2300	Masticator: Subterranean	270
Ankou	7,000	Brain Mole	35	Doppelganger, Master	1400	Glow Worm	7	Jelly, Ochre	270	Mastiff, Shadow	4000
Ankou's Sk. Dr. Horses of Doom	35+	Brownie, Barbarian	175	Doppelganger, Predator	1000	Gnarl-rons	120	Jelly, Symbiotic	65	Mastodon	2000
Ant, Giant	35+	Brownie, Normal	35	Doppelmeister	3000	Gnarl, Desert	35	Jellyfish, Common	7	Maulguito	120
Ant, Hunter	575+	Brownie, Greater	175	Draat	650	Gnoll, Headhunter	35	Jellyfish, Dire Man O' War	975	Mea-Zel	120
Ant, Lion, Giant	650	Brownie, Quicking	175	Draat	650	Gnoll, Standard	65+	Jellyfish, Flying Swamp	420	Medusa, Gorgon	40,000
Ant, Men, Enforcer	1400	Buffalo/Bison	420	Dragon, Chromatic	100,000+	Gnome, Common	65+	Jellyfish, Giant	270	Medusa, Greater	4000
Ant, Men, Queen	1+	Bugbear	175	Dragon, Platinum	100,000+	Gnome, Forest	120	Jellyfish, Man-O-War	35+	Medusa, Lesser	2000
Ant, Men, Red Fire	175	Bugbear, Greater	2000	Dragonfaerie	3000	Gnome, Swirbelin	420	Jellyfish, Man-O-War	975		
Ant, Men, Shaman	35	Bulette	4000	Dragonfly, Giant	650	Gnome, Tinker	65+	Jellyfish, Man-O-War	975		
Ant, Men, Workers	35	Bulette, Hammerhead	4000	Dragonfly, Giant	650	Gnome Titans	65+	Jellyfish, Man-O-War	975		
Anthraxian	35	Bull Angler	2000	DragonHorse	1400	Gnomish Doom Lord	2000+	Jellyfish, Man-O-War	975		
Anti-Elemental, Air	2000+	Bullfrog, Giant	270	DragonKomodo	420	Goat	35	Jellyfish, Man-O-War	975		
Anti-Elemental, Earth	2000+	Bullfrog, Giant Man-eating	65	DragonKomodo, Dire	650	Goat, Giant	270	Jellyfish, Man-O-War	975		
Anti-Elemental, Fire	2000+	Bullywug	120	DragonKomodo, Giant	2000	Goblin, Common	15+	Jellyfish, Man-O-War	975		
Anti-Elemental, Water	2000+	Butterfly, Advanced	120	Dragonne	2000	Goblin, Gibbering	420	Jellyfish, Man-O-War	975		
Ape, Carnivorous	275	Butterfly, Seed/Mount	2000	Dragnell	650	Golem, Blood	925	Jellyfish, Man-O-War	975		
Ape, Gorilla	175	Camel, Carrion	20	Dreih	975	Golem, Clay	5000	Jellyfish, Man-O-War	975		
Ape, Pack (etc. - see Ape, Gorilla)	175	Camel, Wild	120	Dreih	975	Golem, Clay	5000	Jellyfish, Man-O-War	975		
Ape, Shadow	65	Camp Moth	7	Droider	3000+	Golem, Flesh	2000	Jellyfish, Man-O-War	975		
Ape, Shaman	175	Carcass Seether	35	Drow	650+	Golem, Gristle	8000	Jellyfish, Man-O-War	975		
Ape, Shaman Warrior	270	Carnagesaur	6000	Drow, Half-	65	Golem, Guardian	120	Jellyfish, Man-O-War	975		
Apparition	2,000	Carnivorous Coral	35	Drowat	650+	Golem, Iron	14,000	Jellyfish, Man-O-War	975		
Arcane Merchant	3,000	Carrion, Fawler	270	Dryad	975	Golem, Master	2000+	Jellyfish, Man-O-War	975		
Argos	26,422	Carrion, Greater	420	Dryad	975	Golem, Muck	650	Jellyfish, Man-O-War	975		
Armaddillo, Dire	175	Carrion, Nine-Tentacled	20	Dungeon Anemone	650	Golem, Muck, Diseased	975	Jellyfish, Man-O-War	975		
Arvanger, Spotted	2000	Carrion, Pecker	7	Dungeon Cat	65	Golem, Puppet	120	Jellyfish, Man-O-War	975		
Arvanger, Speckled	2500	Cat, Great Cheetha	175	Dust Digger	275	Golem, Stone	8000	Jellyfish, Man-O-War	975		
Ashen Prowler	275	Cat, Great: Common Lion	650	Dwarf, Dermo	975+	Gopher, Saver	975+	Jellyfish, Man-O-War	975		
Astral Searcher	85	Cat, Great: Jaguar	420	Dwarf, Gully	275	Goragatang	270	Jellyfish, Man-O-War	975		
Attention Grabber	270	Cat, Great: Leopard	420	Dwarf, Hill	175	Gore Monger, Instable	1400	Jellyfish, Man-O-War	975		
Augerisk	975	Cat, Great: Mountain Lion	720	Dwarf, Mountain	270	Gorecupic	650	Jellyfish, Man-O-War	975		
Avening Servant	20,000	Cat, Great: Smilodon	1400	Dwarf, Pygmy	175	Goregon	1400	Jellyfish, Man-O-War	975		
Avanderthal	65	Cat, Great: Snow Leopard	270	Dwarven Warhorse	270	Gorger, Dire	4000	Jellyfish, Man-O-War	975		
Babbler, Cantakerous	65	Cat, Great: Spotted Lion	975	Eagle, Gargantuan	650	Gorizala	3000	Jellyfish, Man-O-War	975		
Babbler, Incessant	66	Cat, Great: Tiger	420	Eagle, Wild	175	Gouger, Cave	150	Jellyfish, Man-O-War	975		
Babbler, Incoherent	67	Cat, Small: Domestic	7	Ebis	650+	Gouger, Dark	175	Jellyfish, Man-O-War	975		
Babbling Inbabbler	420	HOB VOL. 2		Eel, Electric	120	Gouger, Fanged	275	Jellyfish, Man-O-War	975		
Baboon	35	Cat, Small: Elven	650	Eel, Giant	175	Gouger, Great	420	Jellyfish, Man-O-War	975		
Baboon, Ian	65	Cat, Small: Wild	35	Eel, Veed	65	Grappling Thrasher	980	Jellyfish, Man-O-War	975		
Badger, Common	15	Cat, Small: Wild	650	Eefreei	8000	Grave Scrounger	175	Jellyfish, Man-O-War	975		
Badger, Dread	65	Catfish, Giant	975	HOB VOL. 3		Gremlin	650	Jellyfish, Man-O-War	975		
Badger, Giant	65	Catoblepas	975	Elemental, Greater Periodic	14,000	Gremlin, Gallitric	15	Jellyfish, Man-O-War	975		
Bandy Tailed Fighting Cock	2700	Cattle, Wild	270	Elephant, Club Trunked	1500	Grendel	11,000	Jellyfish, Man-O-War	975		
Bane Lords	5000	Cave Chameleon, Gargantuan	6,000	Elephant, Club Trunked	1500	Grieving Herald	420	Jellyfish, Man-O-War	975		
Banshee: Groaning Spirit	4000	Cave Chameleon, Large	975	Elephant, Sabre Toothed	2000	Griffon	650	Jellyfish, Man-O-War	975		
Banshee: Groaning Spirit	4000	Cave Crick, Carnivorous	175	Elephant, Small-Eared	1400	Grim	1400	Jellyfish, Man-O-War	975		
Barbarian, Urban	700	Cave Fisher	175	Elephant, Standard	1400	Grim	1400	Jellyfish, Man-O-War	975		
Barbarian, warrior	175	Cave Moray	300	Elf, Aquatic	420	Grimlock	65+	Jellyfish, Man-O-War	975		
Barracuda	15-65	Centaaur	175+	Elf, Grel Cleric	975	Grippli	65	Jellyfish, Man-O-War	975		
Basilisk, Burrowing	270	Centaaur Ant	270	Elf, Grel Mage	975	Grizzled Bankrass	650	Jellyfish, Man-O-War	975		
Basilisk: Dracolisk	2000	Centepede, Giant	35	Elf, Grey	420	Grizzly Squirrel	35	Jellyfish, Man-O-War	975		
Basilisk, Greater	7,000	Centepede, Huge	35	Elf, Grey	420	Grynnar, Monk	65	Jellyfish, Man-O-War	975		
Basilisk, Lesser	975	Centepede, Megalo-	175	Elf, Half-	120	Guardian Familiar	2000	Jellyfish, Man-O-War	975		
Bat, Arcane	975	Centepede, Tunnel	1400	Elf, High	420	Guardian Spirit	4000	Jellyfish, Man-O-War	975		
Bat, Azmyth	650	Centipus	15,000	Elf, Hunter: Grel	420	Gummy Fiend	2000	Jellyfish, Man-O-War	975		
Bat, Common	15	Centisteed	975	Elf, Shadow	650	Gut Waller	100+	Jellyfish, Man-O-War	975		
Bat, Fire	65	Cerebral Marauder	3000	Elf, Shadow Grel	830	Gut Waller Serpent	270+	Jellyfish, Man-O-War	975		
Bat, Giant	420	Cerebral Parasite	1000	Elf, Shadow Grel	830	Hag, Green	4000	Jellyfish, Man-O-War	975		
Bat, Huge	420	Chaos Corpse	1+	Elf, Wood	420	Hag, Sea	4000	Jellyfish, Man-O-War	975		
Bat, Night Hunter	420	Chaos Feeder	650	Elk, Dire	175	Halling, Hairfoot	35	Jellyfish, Man-O-War	975		
Bat, Pack	35	Chimera	5000	Elven Pony	270	Halling, Stout	35	Jellyfish, Man-O-War	975		
Bat, Sinister	2000	Chimera: Gorgimera	6000	Elven Wardawg	125	Halling: Tallfellow	35	Jellyfish, Man-O-War	975		
Beaked Horror	1400	Chimera: Mimera	6000	Enigma Ice	35	Halling: Tuff	35	Jellyfish, Man-O-War	975		
Beaked Terror	65	Chimera: Sthymera	3000	Enslaver of the Deep	420+	Hanging Tree	5000	Jellyfish, Man-O-War	975		
Bear, Black	175	Chimney Mites	1	Enveloper	420+	Happy	975	Jellyfish, Man-O-War	975		
Bear, Blizzard	6000	Chimney Sneak	120	Entercap	650	Haunt	2000	Jellyfish, Man-O-War	975		
Bear, Cave	650	Chimpanzies	65	Ettin	1400	HedgeHawg, Giant	270	Jellyfish, Man-O-War	975		
Bear, Grizzly	420	Cloaker	1400	Ettin, Floating	35	HedgeHawg, Vorpil-Clawed	420	Jellyfish, Man-O-War	975		
Bear, Poisonous	3000	Clubnek	35	Fairy, Carnivorous, Glitter	65	Hedley Goo	420	Jellyfish, Man-O-War	975		
Bear, Polar	2000	Cockatrice	650	Fairy, Carnivorous, Hardcore	170	Hedley Borer	120	Jellyfish, Man-O-War	975		
Beast of Brd.: Donkey	65	Cockatrice: Cryolisk	400	Fairy, Carnivorous, Hunter	120	Herd Animals	1400	Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Draft	65	Cockatrice: Polylisk	650	Fairy, Carnivorous, Seasoned	65	Hippocampus	120	Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Heavy War	120	Cockatrice: Pyrolisk	1400	Fairy, Carnivorous, Wild	35	Hippogriff	175	Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Light War	35	Cockroach, Carnivorous Giant	420	Fairy, Gorge	35	Hippopotamus	975	Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Medium War	65	Cockroach: Cheetha	65	Fairy, Standard	35			Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Pony	35	Cockroach: Dire	120	Fairy, Water Crested	35			Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Riding	35	Cockroach, Hair Lipped	120	Felam	35			Jellyfish, Man-O-War	975		
Beast of Brd.: Horse, Wild	35	Cockroach, Hissing	15	Ferret, Man-Eating	35			Jellyfish, Man-O-War	975		
Beast of Brd.: Mule	65	Cockroach, Lightning	270	Festering Reaver	6000			Jellyfish, Man-O-War	975		
Beast of Brd.: Ox	65	Cockroach, Oriental	65	Fire Ants	110			Jellyfish, Man-O-War	975		
Beaver, Giant	270	Cockroach, Shortwinged	270	Fire-Monk	75			Jellyfish, Man-O-War	975		
Beaver, Great Red Marauding	650	Coffler Corpse	65	Firebreake	420			Jellyfish, Man-O-War	975		
Bee, Giant Bumblebee	420	Confusion Beast	35	Finale, Dire	300			Jellyfish, Man-O-War	975		
Bee, Giant Soldier	175	Corby, Dire	65	Firenewt, Cleric	120			Jellyfish, Man-O-War	975		
Bee, Giant Worker	175	Corpse Crab	35	Firenewt, Common	120			Jellyfish, Man-O-War	975		
Bee, Regular	1	Corpse Skink	65	Firenewt, Elite	170			Jellyfish, Man-O-War	975		
Beetle, Carnage	420	Coatl	6000	Firenewt, Overlord	720			Jellyfish, Man-O-War	975		
Beetle, Common	2000	Crab Man	65	Firenewt, Strider	370			Jellyfish, Man-O-War	975		
Beetle, Death Watch	35	Crane, Dire	175	Firenewt, Tread	420			Jellyfish, Man-O-War	975		
Beetle, Flesh-Eating Gargantuan	10,000	Crawling Claw	35	Flint Snail	420+			Jellyfish, Man-O-War	975		
Beetle, Giant Artillery	270	Creeper, Purple Howling	65	Flashing Waller	270			Jellyfish, Man-O-War	975		
Beetle, Giant Bombardier	120	Creeper, Yellow Musk	120	Flies Thrasher	2000			Jellyfish, Man-O-War	975		
Beetle, Giant Boring	175	Creeping Horror	175	Fleshpecker	15			Jellyfish, Man-O-War	975		
Beetle, Giant Fire	4000	Cricketer, Common	1100	Fly, Giant Horse-	370			Jellyfish, Man-O-War	975		
Beetle, Giant Rhinoceros	4000	Criocamp	175	Frog, Chain Reaction	175			Jellyfish, Man-O-War	975		
Beetle, Giant Stag	975	Crococid, Giant	400	Frog, Crocodile	1400			Jellyfish, Man-O-War	975		
Beetle, Giant Water	120	Crococid, Normal	65	Frog, Killer	35			Jelly			

Naga, Water	3000	Ooze, Scathing	420	Quay Lurker	125	Sheep, Giant	120	Su-Monster	650	Vargouille	125
Nar Wasp, Crimson	270	Opilicus	3000	Quickwood	920	Sheet Ghoul	420	Subcutaneous Feeder	7	Vegepygmy, Bipedal	65
Nar Wasp, Yellow Jacketed	420	Orange Tail Plant Squaller	650	Quivering Disembowler	975	Sheet Phantom	275	Subterranean Magna-Ferrets	120	Vegepygmy, Dawg	270
Necrophidius	175	Orc, Bottomland	15+	Rabbit, common	35	Shirkman	650	Sundered, Giant	1400	Vengeful Troubadour	175+
Needle Fiend	2000	Orc, Bountiful Hunter	1+	Rabbit, giant	35	Shocker	120	Surgeon Beetle	650	Verm Sparrow	7
Nefarians:		Orc, Brigsards	15+	Rabbit, Predator	1,400	Shrew Klutcher	270	Sussur	650	Vent-Squawler	270
		Orc, Cloven-hoof	120	Rabbit, Hummingbirds	35	Shrew Mouse, Common	1	Swamp Terror	10,000	Ver Men	7
Daemon Royalty: Anthraxus	29,555	Orc, Common	15+	Radiation Elemental	6000+	Shrew Mouse, Giant	2	Swanman, Bird Maiden	420+	Vermintor	65
Daemon Royalty: Charon	24,000	Orc, Half	1+	Raging Buceutarius	272	Shriek, The	5000	Swanman, Swanmay	120+	Vicious Beach Mite	1
Daemon Royalty: ArcanaDaemon	8,000	Orc, High Priest	4000	Rakshasa, Common	7000	Shriek, The	1000	Swordfish, Bastard	65	Vile Double-Crested Crawdad	175
Daemon Minion: CharonDaemon	6,000	Orc, Highland	11,000	Rakshasa, Makarajah	7000	Shril Lancer	15	Swordfish, Long	35	Vile Shadow Fiend	1400
Daemon Minion: Derghodaemon	6000	Orc, Jester	35	Rakshasa, Rajah	7000	Simian Orc	120	Swordfish, Vorpul	270	Vile Thunder Beast	650
Daemon Minion: Guardian Daemon	1400	Orc, Glibbering Lord	270	Rakshasa, Rukh	7000	Simurgh	10,000	Sylph	420	Viper, Spit	35
Daemon Minion: Hydrodaemon	4000	Orc, Slaver	65	Ram	35	Sinewy Mugger	65	Symbiotic Tapeworm	7	Virulentent, Giant	3000
Daemon Minion: Maenes (Least)	65	Orc, Southern, Tribe	35	Ram, Battering	650	Sirine	2000+	Taintor	270	Vision	975
Daemon Minion: Meccodaemon	8000	Orc, Vampire	4000	Ram, Rain	8000	Sivian Banshee	370	Tangle web	650+	Vodrax	420
Daemon Minion: NyalDaemon	2000	Orc, Vampire High Priest	8000	Ram,koaran	120	Skanglitter	65	Tarabque	107,000	Vorcing	15
Daemon Minion: Pizzodaemon	2000	Orkin Bandit	35	Rambumatta	120	Skeleton, Animal	65	Tasloi	35+	Vulture, Common	65
Daemon Minion: UltroDaemon	10,000	Orkin Lowland Pony	120	Rat	5	Skeleton, Animated	975	Taunter	650+	Vulture, Giant	120
Daemon Minion: YagnoDaemon	9000	Orkin, Org	120	Rat, Carnivorous	15	Skeleton, Monster	650	Tavern Lisc, Canine Mandibled	1	Walters, Red Crested Snow	35
Demodand: Farastu	11,500	Orkin Wardwag	125	Rat, Dire Albino	9	Skeleton, Red Eyed	650	Teether	650	Walrus, Sick, giant	15
Demodand: Kelubar	14,000	Orkin Witch Doctor	175+	Rat, Giant	7	Skeleton, Screaming	4000	Tenta Kill	650	Walrus, common	420
Demodand: Shazor	16,500	Otter, Giant River	270	Rat, Large	120	Skeleton, Warrior	125+	Termite, Giant Harvester King	1400	Walrus, Rabid	650
Demon Royalty: An'Gnarl	40,000	Otter, Giant Sea	7	Rat, Ravenous	8	Skin Walker	15	Termite, Giant Harvester soldier	65	Walrus, Wretched	3000
Demon Roy-Arch Demon Kaleb	35,000	Otter, River	35	Rat, Sand	6	Skink, Blink	1400	Termite, Giant Harvester worker	35	War-Hawg	270
Demon Royalty: Demogoon	900,000	Otter, Sea	7	Rat, Sewer	7	Skink, Clink	120	Teroth	650	Waryur, Lowland	125
Demon Royalty: Dread	850,000	Otterman	35	Rat, Vapor	6	Skink, Dink	15	Thessachtra, Banded Crest	7000	Wasp, Giant	125
Demon Royalty: Duke of Evil	105,000	Otyugh	650+	Rath Lord	6000	Skink, Flak	270	Thessalirak	175	Water Weird	120
Demon Royalty: Gar'Rangeeze	270	Otyugh, Neo-	2000+	Rath Lord	6000	Skink, Mink	270	Thought Eater	1400	Weasel, Acid	120
Demon Royalty: Graagyn	43,000	Ouroboros	25,000	Ray, Deathray	975	Skink, Pink	65	Thought Ghoul	270	Weasel, Common	125
Demon Royalty: Lord Scroud	4000	Overhorde	4000	Ray, Mantaray	90+	Skink, Stink	50	Thrasher	420	Weasel, Giant	125
Demon Royalty: Prince Kraas	75,000	Owl, Common	65	Ray, Pungi	270	Skink, Think	65	Thri-Kreen	975	Weasel, Large	650
Demon Royalty: Prince Murgan	40,000	Owl, Talking	975	Ray, Stingray	15	Skithering Yith-Monkey	120+	Throat Grappler	65	Web Queen	6000
Demon Royalty: Taur Raad	65,000	Owlbear, common	900	Reaving Derivishes	175	Skullbreaker	120+	Thunderherd	7	Weebird	7
Demon Royalty: Uthbos Envar	50,000	Owlbear, Great Horned	1100	Rele, Devourer	5000+	Skunk	270	Thunderherd	65+	Weevil, Blood, Adult	120
Demon Min: Dark Enchantress	13,000+	Owlbear, Lesser	125	Revenant	175	Skunk, Giant	270	Tick, Giant, Common	420	Weevil, Larva	120
Demon Minion: Ebony Death	4000	Owlbear, Spotted	125	Revenant	3000	Skunk, Giant	270	Tick, Giant Mottled	120+	Weevil, Larva	120
Demon Minion: Loogey Spit	995	Oyster, Giant, River	500	Revenant	3000	Skunk, Giant	270	Tick, Groin	120+	Weevil, Common	2000+
Demon Minion: Magma	5000	Oyster, Giant, Sea	270	Revenant	3000	Skunk, Giant	270	Tiger Fly, Female	175	Whale, Giant	8000+
Demon Minion: Nathraak	770	Packasite	65	Revenant	3000	Skunk, Giant	270	Tiger Fly, Male	420	Whale, Killer	9/975+
Demon Minion: Nefaryn, Immature	49,000	Pan-Dimensional Rover	770	Revenant	3000	Skunk, Giant	270	Tiger Fly, Male	420	Whale, Narwhal	4+4/175+
Demon Minion: Nefaryn, Mature	49,000	Panda Bear, Common	175	Revenant	3000	Skunk, Giant	270	Time Elemental, Noble	3000+	Whip Scorpion, Giant	175
Demon Minion: Predator	13,000	Panda Bear, Trans-Planar	650	Revenant	3000	Skunk, Giant	270	Time Elemental, Noble	3000+	Whip Scorpion, Large	65
Demon Minion: Quasit	2000	Para-Elementals: Ice	1400+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Whipwhipped	125
Demon Minion: Succubus	5000	Para-Elementals: Magma	1400+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wight	7
Demon Minion: Type I	975	Para-Elementals: Ooze	1400+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wild Cat O' Nine Tails	3000
Demon Minion: Type II	2000	Para-Elementals: Smoke	1400+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Will-O'-the-Wisp	3000
Demon Minion: Type III	6000	Parasites: Dreaded Tape Worm	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Willow-Black	3000
Demon Minion: Type IV	12,000	Parasites: Magus Ticks	0	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wind Walker	4000
Demon Minion: Type V	10,000	Parasites: Paralyzing Fleas	0	Revenant	3000	Skunk, Giant	270	Titan	21,000	Witherstench	65
Demon Minion: Type VI	17,000	Parasites: Pin Worms, Dire	65	Revenant	3000	Skunk, Giant	270	Titan	21,000	Witherstench	90+30+
Demon Minion: Type VII	14,000	Parasites: Pin Worms, Dire	65	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Common	65
Demon Minion: Type VIII	17,000	Parasites: Preator, Greater Pionic	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Dire	120
Demon Minion: Type IX	19,000	Parasites: Preator, Greater Pionic	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Storm	700
Demon Minion: Type X	25,000	Parasites: Preator, Greater Pionic	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Demon Minion: Type XI	35,000	Parasites: Preator, Greater Pionic	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Asmodeus	1,000,000	Pegasus, Greater	650	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Roy: Burgaad Baydylax	30,000	Pegasus, Obsidian	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: De'Yin Yai	28,000	Pendulous Filcher	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Duke An'Nys	28,000	Penguin, common	15	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Roy: Duke Braax Mourgon	35,000	Penguin, Dire	35	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Evilyn	20,000	Penguin, Dire Sand	35	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Harbinger	29,000	Pernicon	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Dev R. Lord Garrguss Vlaadmaer	40,000	Peryton	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Malefene	800,000	Phantom	70	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Mephistopheles	800,000	Phantom Fog	70	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Saurguss Baydylax	30,000	Phantom Fog	70	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Thraar	42,000	Phantom Stalker	450	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Royalty: Vorgaal Lad	75,000	Phoenix	19,000	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Bone Devil	5000	Ptychmid	420	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Dark Minion	70	Pud Viper	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Dark Southless	1400	Piercer	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Dweez Yant	2000	Pig, Blood	65	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Hell Sentinel	2000	Pig, domesticated	65	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Hell Spawn	4000	Pig, giant	420	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Horned Devil	4000	Pig, Wild	420	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Ice Devil	7000	Pigwag, Prancing	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Lemurs Devil	7000	Pigwag, Carrier	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Pit Fiend	16,000	Pigeon, Common	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Soul Broker	5000	Pike, Giant	275	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Devil Minion: Spiny Devil	270	Pincher	975	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Bullweiller	1400	Pinnard	30	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Devil Dawg	420	Piranha, Cold Water	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Diakk, Dawg	2000	Piranha, Common	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Diakk, Tail	2000	Piranha, Common	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Face Seeking Claw	2000	Pit Howler	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Frighmare	1400	Pit Mauler	420	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: HellCat	1400	Pit Maw	270+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Hellephant	15,000	Pitbulls	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: HellGoat	375	Pixie, Common	650	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: HellHound	420	Pixie, Fighter	7	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: HellSpider	130	Pixie, Mage	975+	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Imp, Common	1400	Pixie, Elder	1400	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Imp, Limp-Wristed	2000	Pixie, Lich	3000	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Imp, Penster	2000	Pixie, Mirror	750	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Imping	2000	Pixie, Hybrid: Pixie Leprechaun	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Imping Demon	1075	Pixie, Hybrid: Pixie Brownie	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Soul Cloaker	175	Pixie-kin, Leprechaun	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Soul Fayer, greater	2000	Pixie-kin, Leprosychaun	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Soul Fayer, lesser	2000	Planetar	61,000	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Other: Soul Larva	35	Pleistocene Deer	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
HOB vol. 6:		Pod Plant, Malicious	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
		Pod Plant, Malicious	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nefarian: Other: Soul Snatcher	815	Podling	125	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nereid	270	Poltergeist	270	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Newt, Jelly-Banded, Common	1	Porculisk	650	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Newt, Jelly-Banded, Giant	15	Porcupine, common	15	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nid'Hogg	4000	Porcupine, Giant	15	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nighthag	2000	Porcupine, Giant	15	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nightmare	2000	Porcupine, Poison	120	Revenant	3000	Skunk, Giant	270	Titan	21,000	Wolf, Winter	975
Nixies	27										



Character Name	AL	Honor	Code/Color	Character Name	AL	Honor	Code/Color

4A: (GMG pg 55): Party Alignment Determination		
Lawful/chaotic Good/evil		
Lawful good	>.33	>.33
Lawful neutral	>.33	.33 to -.33
Lawful evil	>.33	<-.33
Neutral good	.33 to -.33	>.33
Neutral	.33 to -.33	.33 to -.33
Neutral evil	.33 to -.33	<-.33
Chaotic good	<-.33	>.33
Chaotic neutral	<-.33	.33 to -.33
Chaotic evil	<-.33	<-.33

See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.

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NOTES:

Jack D. Knight



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