

# **GUNDERHOLFEN ENCOUNTER PACK**



For use with Gunderholfen mega-dungeon.

**OSR**

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## OVERVIEW

Use the following tables to generate random encounters. A long list of ready to play NPCs has been provided so the GM does not have to prepare these prior to running the adventure. These are also to be used for character encounters in Longfelt. Additionally, a set of ready to play NPC parties has also been provided which can be used as adversaries or possible allies in the campaign. These NPC parties are also included to be used for random encounters in Longfelt, the surrounding lands and in the dungeon. The procedure for conducting encounters is as follows:

### Encounters in Gunderhofen or the wilderness:

- 1) See respective level or location encounter table to determine likelihood and frequency of encounters (usually 1 on D6 or D10).
- 2) Roll D10 to determine type of encounter:

**1: NPC encounter** - roll on NPC table below to determine which NPC party is encountered.

**2-10: Encounter** – roll on relevant table for dungeon level or wilderness location.

### Encounters in Longfelt:

- 1) Check every hour, a 1 on D6 indicates a possible encounter.
- 2) Roll D10 to determine type of encounter:  
**1: NPC encounter** - roll on NPC table below to determine party.

**2-4: Encounter** - roll on encounter table for relevant city district and time, p. 24 (or p. 22 for encounters inside establishments).

**5-10: Incident** - roll on Incident Table, p. 18 (or p. 22 for incidents in establishments).

Location/Dungeon lvl	Level of NPC Party Encountered									
	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10
1	0-50	51-75	76-90	91-94	95	96	97	98	99	100
2	0-25	26-75	76-90	91-92	93-94	95-96	97	98	99	100
3	0-5	6-30	31-80	81-88	89-93	94-96	97	98	99	100
4	01	2-5	6-30	31-80	81-90	91-96	97	98	99	100
5	-	01	2-5	6-35	36-85	86-95	96-97	98	99	100
6	-	-	01	2-10	11-30	31-80	81-95	96-98	99	100
7	-	-	-	01	02-15	16-30	31-80	81-91	92-98	99-100
8	-	-	-	-	1-10	11-20	21-35	36-85	86-95	96-100
9	-	-	-	-	1-3	4-7	8-20	21-40	41-90	91-100
10	-	-	-	-	-	1-2	3-10	11-30	31-50	51-100
Longfelt /surrounds	1-12	13-23	24-33	34-44	45-55	56-64	65-74	75-83	84-92	93-100

**Note:** if the die roll indicates the same party is encountered again after already being destroyed, ignore encounter.

## NPC PARTIES

NPC parties encountered in the dungeons or the surrounding lands will behave as their description and alignment dictate. Most NPC parties will not attack PCs in the lands surrounding Longfelt unless they encounter PCs in Ganfal Swamp or can avoid being seen by onlookers. For encounters with NPC parties in Longfelt, use **Encounter Initiation** table on p. 26 to determine how the encounter begins. Stats for attendant men-at-arms and henchmen are also provided for each party if the GM wishes to include larger groups as part of an encounter.

## NPCs

For NPCs detailed hereafter, sections marked “\*” indicate example equipment or spells, feel free to adjust accordingly based upon NPC encountered. Due to the predominantly human population of Longfelt, all examples given assume a human race, except for some magic-users, thieves, assassins and illusionists where indicated. Races are marked (e)= elf, (h)= halfling, (ho)= half-orc, (d)=dwarf, (he)= half-elf and (g)=gnome. Females are marked with (f).

## NPC PARTIES AND NPC TABLES

### LEVEL 1 NPC PARTY – “The Green Imps”

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
T1 <i>Cathby</i>	6	4	1	21 (20-m)	DEX16	1-8/1-12 2-5/2-7	CN	36	long sword, leather, sling, 2 GP PP:30, MS:15, HS:10, CW:85
MU1 <i>Nerith (f)</i>	9	2	1	21	DEX15	1-6/1-6	CN	30	staff, 8 GP; 1 <sup>st</sup> : shocking grasp, <b>Scroll: shield</b>
C1 <i>Darlui (f)</i>	6	6	1	20	-	2-7/1-6	N	40	mace, scale mail, shield, 3 GP 1 <sup>st</sup> : bless
F1 <i>Harold</i>	4	5	1	20	STR16	1-6+1/1-8+1 1-6+1/1-4+1	N	30	6' spear, mace, chainmail, l. shield, 3 GP
F1 <i>Arndt</i>	6	7	1	20	-	1-10/2-12	CN	34	halberd, ring mail, 15 GP, <b>potion of climbing</b>
<b>Sample men-at-arms</b>									
0	7	4	1	21	-	1-6/-18	N	14	spear, shield, leather, 10 CP
0	6	4	1	21	-	2-8/2-12 1-4/2-5	CN	14	spetum, ring mail, l. crossbow, 20 bolts, 10 CP
0	6	5	1	21	-	2-8/2-8 1-4/1-3	LN	15	ranseur, ring mail, dagger, 10 CP
0	7	3	1	21	-	1-8/1-10 1-6/1-8	N	13	fauchard-fork, studded leather, short sword, 10 CP

This party is a mostly chaotic band looking to secure quick loot but willing to work with others if the opportunity presents itself. The party is led by Arndt. They are untrustworthy but not out to cause harm per se. However, they will be more than willing to take advantage of a situation if a PC party is wounded or can be easily overcome. If possible, they will attack PCs just after a major battle. They will tend to favour disabling PCs and stealing their loot rather than outright killing.

### LEVEL 2 NPC PARTY – “The Enforcers”

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
P2 <i>Bayard</i>	2	12	1	20	CHA17	1-8/1-12 2-7/2-8	LG	73	long sword, plate mail, shield, flail, 20 GP
R2 <i>Adalbert</i>	3	14	1	20	CO16	1-6/1-8 1-4/2-5	CG	92	spear, plate mail, l. crossbow, 12 GP
T2 (e) <i>Bodil</i>	4	8	1	21 (19-m)	DEX17	1-6/1-8 1-4/1-3	CN	74	s. sword, <b>leather +1</b> , dagger, 5 GP; PP:45, MS:31, HS:30, CW:86; <b>potion of flying</b>
MU2 <i>Delevan</i>	9	6	1	21	INT17	1-4/1-3	CG	68	dagger, 40 GP; 1 <sup>st</sup> : sleep, <b>friends; ring of protection+1</b>
D2 <i>Efram</i>	7	10	1 or 3	20	CO15	1-8/1-8	N	80	scimitar, leather, shield, 15 GP; 1 <sup>st</sup> : shillelagh, animal friendship, 2 <sup>nd</sup> : charm
<b>Sample men-at-arms</b>									
0	7	4	1	21	-	1-6/2-7 1-4/1-3	NG	14	partisan, studded leather, dagger, 10 CP
0	6	3	1	21	-	2-8/1-8 1-4/2-5	N	13	guisarme, scale mail, light crossbow, 10 bolts, 10 CP
0	5	5	1	21	-	1-6/1-8	CG	15	spear, ring mail, shield, 10 CP
0	6	4	1	21	-	2-8/2-8 2-5/2-7	CN	14	voulge, ring mail, heavy crossbow, 20 bolts, 10 CP

This party is a mostly good-aligned group trying to rid the area of evil monsters. They will not generally be hostile to any PC party that is of good intent, but will gladly come to blows with a group of evil PC marauders. If they become aware that PCs are evil but feel they are outmatched, they will certainly try to involve the authorities in some manner. This will likely cause trouble for PCs with the City Guard or Watch. Play these guys as goody-two-shoes dibber-dobbers. The party is led by Bayard the paladin.

### LEVEL 3 NPC PARTY – “The Black Axes”

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
A3 (ho) Griggs	6	15	1	21	CO15 STR16 DEX15	1-8+1/1-12+1 2-5/2-7	NE	145	long sword, leather, sling, 5 GP PP:25, MS:15, HS:10, CW:90; <b>potion of healing</b>
I3 (g) Havelock	7	8	1	21	INT17 DEX16	1-6/1-6	NE	117	staff, <b>cloak of protection +1</b> 1 <sup>st</sup> : chromatic orb, wall of fog, 2 <sup>nd</sup> : misdirection; 45 GP
MU3 Finbar	10	7	1	21	INT17	1-4+1/1-3+1	CN	103	<b>dagger +1</b> , 60 GP; 1 <sup>st</sup> : sleep, burning hands 2 <sup>nd</sup> : acid arrow
F3 Kegan	1	17	1	18	DEX15	2-8/2-7 1-6/1-4	NE	128	broadsword, plate mail, shield, mace, 55 GP
F3 Leofric	4	20	1	18 (17)	STR17	2-8+1/2-8+1 1-6+1/1-4+1	LE	140	raneur, <b>chain mail +1</b> , mace, 60 GP

#### Sample men-at-arms

0	7	4	1	21	-	1-8/1-12 1-6/1-4	CN	14	long sword, leather, shield, mace, 10 CP
0	6	5	1	21	-	1-8/2-8	LE	15	military fork, ring mail, 10 CP
0	5	3	1	21	-	1-6/1-8	N	13	spear, ring mail, shield, 10 CP
0	6	4	1	21	-	2-8/1-10 1-4/1-3	CN	14	bill-guisarme, scale mail, dagger, 10 CP

This is primarily a marauding group of looters out to get rich. They will more than likely attack first without hesitation, especially any goody-two-shoes party they come across. This group is led by Kegan the fighter.

### LEVEL 4 NPC PARTY – “The Musers”

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
T4 (h) Philo	4	15	1	21 (19)	DEX17	1-4+2/1-3+2	LE	215	<b>dagger+2, leather +1</b> , 60 GP PP:55, MS:48, HS:45, CW:73
C4 Kermit	2	16	1	18	-	1-6/1-4	CE	200	mace, plate mail, shield, 70 GP; 1 <sup>st</sup> : command x2, curse, 2 <sup>nd</sup> : hold person, silence 15'
C4 Alvina (f)	3	22	1	18	CO16	2-7/2-8	CN	230	flail, plate mail, 50 GP; 1 <sup>st</sup> : light, command, magic stone, 2 <sup>nd</sup> : hold person x2; <b>potion of growth</b>
M4 Loella (f)	10	8	1	21	-	1-4/1-3	CN	170	dagger, 40 GP; 1 <sup>st</sup> : mount, feather fall, charm person, 2 <sup>nd</sup> : levitate, ESP; <b>wand of illusion</b> (29 charges)
F4 Sardul	2	29	1	18	CO15	2-7/1-6 1-6/1-8	N	235	mace, plate mail, short sword, <b>shield +1</b> , 90 GP

#### Sample henchmen

C1 Alsop (Kermit)	5	3	1	20	WIZ13	2-7/1-6	LE	34	mace, scale mail, shield, 2 GP; 1 <sup>st</sup> : command, bless
F1 Cleghorn (Alvina)	5	6	1 or 2	20	-	1-8/1-8 1-6/1-6	CN	30	battle axe, chainmail, short bow, 20 arrows, 2 GP
M1 Edric (Philo)	10	2	1 or 2	21	INT15	1-4/1-3	CE	30	2x daggers, 2 GP; 1 <sup>st</sup> : magic missile
I1 Avril (Sardul) (f)	8	4	1	21	INT15 DEX16	1-6/1-6	N	36	staff, 3 GP; 1 <sup>st</sup> : chromatic orb

This party is a self-serving party looking to take advantage of any situation they can profit from. They will generally be hostile to PC parties unless they are obviously outclassed. If possible, they will seek to follow a PC party back to their lodgings after returning from a dungeon. They will then try to break in and rob the place when the PCs have left, or try a surprise attack on the location if an opportunity arises. The group is led by Alvina the cleric.

### LEVEL 5 NPC PARTY - "The Gray Wolves"

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
T5 (d) Woart	6	22	1	19	DEX16 CO15	2-8/2-7	LN	357	broadsword, leather; PP:50, MS:40, HS:31, CW:80; <b>potion of invisibility</b> , 120 GP
D5 Zarifa (f)	5	29	1	18 (17-m)	CO15	1-8/1-8 2-5+1/2-7+1	N	399	scimitar, <b>leather +2</b> , shield, <b>sling+1</b> ; 1 <sup>st</sup> : entangle x2, faerie fire, 2 <sup>nd</sup> : flame blade, heat metal, cure l. wounds, 3 <sup>rd</sup> : poison, tree; 30 GP
MU5 Neysa (f)	9	13	1	21	DEX15	1-6/1-6	LE	303	staff, 120 GP; 1 <sup>st</sup> : sleep, jump, shield, light 2 <sup>nd</sup> : flaming sphere, pyrotechnics, 3 <sup>rd</sup> : hold person
F5 Aina (f)	1	30	1	16 (14) (15)	STR17	1-8+2/1-12+2 1-4+1/1-3+1	NE	330	<b>long sword +1</b> , plate mail, dagger, <b>shield +1</b> , 30 GP
F5 Sydnor	0	27	1	16	DEX16	1-8/1-8 1-6/1-8	LN	312	battle axe, plate mail, short sword, 125 GP

#### Sample henchmen

I2 Quan (Sydnor)	8	6	1	21	INT17 DEX16	1-6/1-6	CE	68	staff, 3 GP; 1 <sup>st</sup> : darkness, phantasmal force
T2 Odo (Aina)	8	8	1	21	-	2-8/2-7	LE	74	broadsword, leather, 3 GP PP:35, MS:21, HS:15, CW:86
D2 Ilo (Zarifa)	7	10	1 or 3	20	-	1-6/1-6 1-3/1-2	N	80	staff, darts x6, leather, 2 GP 1 <sup>st</sup> : shillelagh, entangle, 2 <sup>nd</sup> : charm person/mammal
F2 Lardner (Woart)	2	11	1	20	DEX15	1-8/1-8 1-4/2-5	NG	68	battle axe, p. mail, 3 GP, light crossbow, 10 bolts

This party is a cautious, self-serving party out for treasure. They will tend to avoid direct conflict if the odds are against them but will consider following and ambushing a weakened party later. The party is led by Neysa the magic-user.

### LEVEL 6 NPC PARTY - "The Red Hawks"

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
F6 Throck	3	38	1	16 (15)	-	2-8+1/2-7+1 2-8/2-16	NE	529	<b>morning star +1</b> , plate mail, bastard sword, 60 GP
F6 Thorkild	2	33	1	16 (15)	DEX15	1-6/1-8 2-5+1/2-5+1	NE	489	spear, <b>chain mail +1</b> , <b>flail+1</b> , shield, 150 GP
F6 Glida (f)	3	30	1	16	-	2-8/2-16 1-6/1-4	LE	465	bastard sword, plate mail, flail, 200 GP
A6 Viveka (f)	5	24	1 or 2	19 (17)	DEX17 STR16	1-8+1/1-12+1 1-4+3/1-3+3	CE	542	long sword, 2x <b>daggers +2</b> , leather, 130 GP, PP:50, MS:38, HS:30, CW:88
M6 Phimister	8	17	1	19 (18)	INT17 DEX16	1-6+1/1-6+1	NE	486	<b>staff+1</b> , 5 GP; 1 <sup>st</sup> : shield, sleep, charm person, grease 2 <sup>nd</sup> : scare, invisibility 3 <sup>rd</sup> : slow, haste; <b>potion of clairaudience</b>

#### Sample henchmen

M2 Thacker (Phimister)	9	5	1	21	INT17	1-4/1-3	NE	65	dagger, 10 GP; 1 <sup>st</sup> : shield, friends; <b>scroll</b> : detect magic
T2 Allene (Thorkid) (f)	8	8	1	21	-	1-6/1-8	LE	74	short sword, leather, 2 GP PP:35, MS:21, HS:15, CW:86
C2 Uhler (Glida)	2	9	1	20	-	2-7/1-6	CN	77	mace, plate mail, shield 2 GP; 1 <sup>st</sup> : resist fear, light
T2 Vyner (Throck)	6	8	1	21 (20-m)	DEX16	1-8/1-12 2-5/2-7	LE	74	long sword, leather, sling, 4 GP PP:35, MS:21, HS:15, CW:86

This party is a sinister, evil group looking for treasure and power. They are intelligent and cautious. Viveka is the leader.

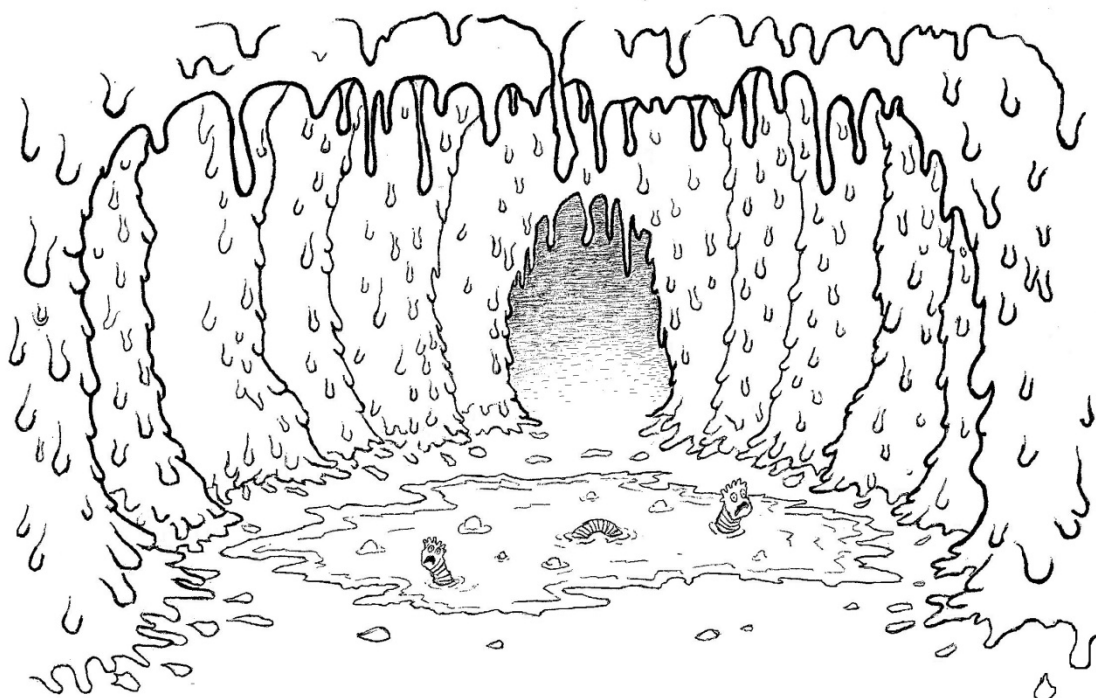
**LEVEL 7 NPC PARTY – “Prafulla’s Gold Hearts”**

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
P7 Mayhew	1	50	3/2	14 (12)	CHA17 CO16	2-5+2/2-5+2	LG	1,050	<b>flail +2</b> , plate mail, <b>shield +1</b> , 60 GP
F7 (d) Lazar	1	60	3/2	14 (13)	CO17	2-5+1/1-4+1	CG	975	<b>war hammer +1</b> , plate mail, <b>shield +1</b> , 60 GP
C7 Hrefna (f)	3	35	1	16 (15)	WIZ15	1-6+1/1-6+1	NG	790	<b>staff +1</b> , plate mail, 200 GP 1 <sup>st</sup> : cure l. wounds x2, command, bless x2, 2 <sup>nd</sup> : hold person x2, silence 15', aid, 3 <sup>rd</sup> : prayer, dispel magic, 4 <sup>th</sup> : cloak of fear
I7 Lysander	6	16	1	20 (18)	INT16 DEX16	1-4+2/1-3+2	CG	610	<b>dagger +2</b> , 130 GP; 1 <sup>st</sup> : light, chromatic orb x2, phantasmal force, 2 <sup>nd</sup> : blindness, fascinate, mirror image, 3 <sup>rd</sup> : fear, delude; <b>potion of extra-healing</b>
R7 Prafulla (f)	2	50	3/2 or 2	14 (13)	CO16	2-8+1/2-7+1 1-6/1-6	CG	1,050	<b>broadsword +1</b> , plate mail, <b>cloak of protection +1</b> , longbow, 50 GP

**Sample henchmen**

F2 Fergus (Lysander)	4	10	1	20	STR16	1-6+1/1-6+1 1-6+1/1-4+1	CG	65	hand axe, <b>scale mail +1</b> , shield, mace, 5 GP
F2 Clarinda (Lazar) (f)	3	8	1	20	STR16	1-8+1/1-12+1 1-4+1/1-3+1	LG	59	long sword, splint, shield, dagger, 4 GP
F2 (he) Sanfrid (Mayhew)	2	13	1	20	DEX15	1-6/1-6 1-6/1-4	CG	74	2x hand axe, plate mail, shield mace, 5 GP
C2 Elmira (Hrefna) (f)	3	10	1	20 (19)	CO15	1-6+1/1-6+1	LN	80	<b>staff +1</b> , plate mail, 5 GP; 1 <sup>st</sup> : magic stone, cure l. wounds

This is a righteous party out to rid the world of evil and slay monsters. They will be hostile to any party not sharing their black and white view of the world. They will act inquisitorially with any party they come across, but, unless shown clear evidence of no ill or selfish intent by PCs, will assume the PCs are guilty of evil, depraved acts. This is more than likely to result in violence. However, if the PCs are of a similar ‘death to evil’ bent, then they could become strong, if annoying, allies. Egos will undoubtedly ensure any collaboration does not last for too long though. The party is led by Profulla the ranger.



**LEVEL 8 NPC PARTY – “The Ravens”**

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
T8 Jovena (f)	5	45	1	19 (17) (17-m)	DEX17 CO16	1-6+2/1-8+2 2-5/2-7	NE	1,440	<b>short sword +2, leather +1, sling, 120 GP; PP:70, MS:62, HS:54, CW:96; potion of fire resistance</b>
F8 (d) Ranfurly	-1	67	3/2	14 (13)	CO17 STR16	1-6+2/1-6+2 2-5+1/1-4+1	CE	2,024	<b>hand axe +1, plate mail +1, shield +2, war hammer, 150 GP, potion of super heroism</b>
F8 Stenger	2	49	3/2	14 (13)	STR17	2-8+1/2-16+1 2-7/1-6	NE	1,488	<b>bastard sword, banded +2, mace, 200 GP, scroll of protection from magic</b>
C8 Eloisa (f)	2	31	1	16	WIZ15	2-7/1-6 2-5/1-4	LE	1,672	<b>mace, plate mail, shield, war hammer, 200 GP; 1<sup>st</sup>: curse, cure l. wounds x2, cause fear, darkness, 2<sup>nd</sup>: resist fire, silence 15', slow poison, 3<sup>rd</sup>: prayer, dispel magic, cause disease, 4<sup>th</sup>: protection from good 10', poison; rod of cancellation</b>
M8 Standwood	4	19	1 or 2	19 (17)	INT17	1-4+2/1-3+2	NE	1,528	<b>dagger +2, 2x daggers, bracers of AC 4, 150 GP; 1<sup>st</sup>: light, magic missile x2, shield, 2<sup>nd</sup>: web, darkness 15', scare, 3<sup>rd</sup>: hold person, haste, fireball, 4<sup>th</sup>: wall of fire, dimension door; wand of fire (15 charges)</b>
<b>Sample henchmen</b>									
F3 Woodruff (Standwood)	3	18	1	18	CO15	1-10+1/3-18+1 1-4/1-3	LE	132	<b>2-H sword +1, plate mail, dagger, 5 GP</b>
C3 Bruna (Ranfurly) (f)	2	13	1	20	WIZ16	1-6+1/1-4+1	LE	137	<b>mace +1, plate mail, shield, 5 GP; 1<sup>st</sup>: darkness, protection from good, cure l. wounds x2, 2<sup>nd</sup>: enthral x2, know alignment; potion of extra healing</b>
A3 (ho) Karker (Stenger)	6	14	1	21	CO15 STR16 DEX15	2-8+1/2-7+1 2-5/2-7	NE	141	<b>broadsword, leather, sling PP:25, MS:15, HS:10, CW:90; 5 GP</b>
C3 Credhe (Eloisa)	3	15	1	20	WIZ17	1-6/1-4	CE	145	<b>mace, chain mail +1, shield, 5 GP; 1<sup>st</sup>: cure l. wounds x2, darkness, command, 2<sup>nd</sup>: aid, chant, hold person</b>

This is an utterly depraved and evil party that will not hesitate to attack any PCs they come across unless some form of payment is made. Usually this will amount to one magic item per PC and any recently acquired treasure (usually whatever was found on that particular mission). If they observe that the PCs are particularly successful over a long period of time, they will work to set up an ongoing extortion business with the PCs their one and most treasured ‘customer’. They have an uncanny knack of being able to sniff out ‘low-level-types’ suitable as targets for extortion. They are very much not concerned with using violence or torture to ensure payments are made. The party is led by Ranfurly the Depraved, a psychotic dwarf with an inherent gift of being able to bring the group wealth and power.

### LEVEL 9 NPC PARTY – “The Iron Fists”

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
A9 Slater	0	33	1 or 2	16 (15) (15)	DEX17 STR16	1-8+2/1-12+2 1-4+2/1-3+2	NE	2,412	<b>long sword +1, bracers of AC 4, 2x daggers +1, ring of protection +1, 90 GP; PP:65, MS:60, HS:48, CW:94</b>
F9 Jotham	2	48	3/2	12 (10)	STR16	1-10+3/3-18+3 2-7/1-6	CN	2,022	<b>2-H sword +2, splint +2, mace, 220 GP, <b>potion of Invulnerability</b></b>
F9 Dwarkanath	2	65	3/2	12 (10)	CO17	1-10+2/2-12+2 1-8/1-12	LE	2,260	<b>halberd +2, chainmail +3, long sword, 215 GP</b>
F9 Dagmar	2	50	3/2	12 (8)	STR17	2-8+4/2-7+4 1-4/1-3	NE	2,050	<b>broadsword +3, plate mail, shield, dagger, 180 GP</b>
M9 Glida (f)	5	20	1 or 2	19 (17) DEX16	INT17	1-6+2/1-6+2	NE	2,230	<b>staff +2, ring of protection +3, 150 GP; 1<sup>st</sup>: run, magic missile x2, shield, 2<sup>nd</sup>: web, levitate, knock, 3<sup>rd</sup>: blink, slow, fireball, 4<sup>th</sup>: stoneskin, fear, 5<sup>th</sup>: cloudkill; <b>scroll: animate dead</b></b>
<b>Sample henchmen</b>									
F6 (e) Felam (Dwarkanath)	3	36	1	16 (15)	CO15 STR16	1-6+1/1-8+1 1-4+1/1-4+1	CN	513	short sword, <b>chain mail +1, dagger +1, shield, 15 GP</b>
F6 Gerd (Dagmar)	3	38	1 (2)	16 (15)	-	1-6+1/1-6+1	LN	529	<b>spear +1, plate mail, 10 GP, <b>potion of heroism</b></b>
C6 Arabella (Glida) (f)	1	25	1	18	DEX15	2-7/1-6	LE	540	mace, plate mail, shield, 15 GP; 1 <sup>st</sup> : cause l. wounds x2, command, 2 <sup>nd</sup> : snake charm, hold person x2, 3 <sup>rd</sup> : animate dead; <b>scroll: cure s. wounds</b>
16 Brunhild (Slater) (f)	7	16	1	20 (19)	INT16 DEX17	1-6+1/1-6+1	LE	478	<b>staff +1, 20 GP; 1<sup>st</sup>: spook, chromatic orb x2, audible glamer, 2<sup>nd</sup>: fog cloud, invisibility, blindness, 3<sup>rd</sup>: delude; <b>scroll: phantasmal force, armour</b></b>

This party, led by Dagmar the fighter, is a predominantly evil, combat oriented party out to amass power and combat good. Unless the PCs appear powerful, the group will generally wade into combat without thought, confident that they can overcome almost any opposition. If this is not the case, this party will seek to waylay or work with other nefarious forces in Longfelt such as the cultists of Afraah or the Thieves Guild to steal the PCs' loot or cause them harm. Once they become aware that the PCs are powerful and successful, they will seek to shadow their moves and attack when the opportunity presents itself.



**LEVEL 10 NPC PARTY – “The Red Eyes”**

Lvl	AC	HP	AT	ACO	STAT	DMG	AL	XP	POS+Skills+Spells
T10 (h) <i>Estrella</i> (f)	3	34	2	16 (14)	DEX17 INT17	1-6+2/1-8+2 1-4+2/1-3+2	NE	2,426	<b>+2 short sword of speed*</b> , <b>dagger +2, leather +2</b> , 200 GP; <i>PP:85, MS:93,</i> <i>HS:83, CW:84</i> ; <b>potion of</b> <b>invisibility, boots of striding</b> <b>and leaping, bag of holding</b>
F10 (ho) <i>Negley</i>	0	80	3/2	12 (9) (10)	STR17 CO17	1-8+3/1-8+3 2-8+2/2-7+2	CE	2,920	<b>battle axe +2, splint +2</b> , <b>morning star +1, shield +2</b> , 250 GP, <b>potion of heroism</b>
M10 <i>Methuen</i>	5	30	1	19 (16)	INT17 CO15 DEX16	1-6+3/+6/+9	LE	2,370	<b>staff of striking</b> (20 charges), <b>cloak of protection +2</b> ; 1st: <i>armour, magic missile</i> <i>x2, jump</i> 2nd: <i>ESP, levitate,</i> <i>knock, mirror image</i> , 3rd: <i>blink,</i> <i>lightning bolt, phantasmal force</i> , 4th: <i>ice storm, fire shield</i> , 5th: <i>cone of cold, animate dead</i> ; <b>ring of warmth</b>
I10 <i>Pattabai</i>	2	23	1 or 2	19 (17)	INT16 DEX16	1-4+2/1-3+2	NE	2,284	<b>2x daggers +2, bracers of</b> <b>AC 6, ring of protection +2</b> , 190 GP; 1st: <i>chromatic orb,</i> <i>phantasmal force, hypnotism,</i> <i>wall of fog, change self</i> , 2nd: <i>blindness, blur, mirror image,</i> <i>invisibility</i> , 3rd: <i>fear, delude,</i> <i>paralyzation</i> , 4th: <i>confusion,</i> <i>phantasmal killer</i> , 5th: <i>shadow</i> <i>magic</i> ; <b>robe of scintillating</b> <b>colors, scroll: suggestion,</b> <i>continual darkness</i>
C10 <i>Ethelred</i>	2	40	1	14 (13)	WIZ17	2-4/2-4	NE	2,510	<b>staff of the adder</b> , <b>plate mail +1</b> , 210 GP; 1st: <i>curse x2, darkness, cause fear,</i> <i>command x2</i> , 2nd: <i>hold person,</i> <i>spiritual hammer, resist fire,</i> <i>silence 15', enthrall, chant</i> , 3rd: <i>animate dead, dispel magic,</i> <i>prayer, continual light</i> , 4th: <i>giant insect, cure serious wounds,</i> <i>cloak of fear</i> , 5th: <i>flame strike,</i> <i>true seeing</i> ; <b>potion of healing</b> , <b>scroll: aerial servant</b>
<b>Sample henchmen</b>									
F6 <i>Seleg (Negley)</i>	2	36	1	16	CO15 STR16	1-6+1/1-8+1 1-6+1/1-4+1	CE	513	spear, <b>splint +1</b> , mace, shield, 15 GP
F6 <i>Slingsby (Pattabai)</i>	3	29	1	16	-	1-10/3-18 1-6/1-4	NE	457	2-H sword, plate mail, flail, 50 GP
F6 <i>Sibert (Estrella) (f)</i>	3	32	1	16 (14)	STR16	2-7+3/1-6+3 2-8+1/2-16+1	NE	481	<b>mace +2</b> , plate mail, bastard sword, 20 GP
T6 (h) <i>Malvin (Ethelred)</i>	4	22	1 or 2	19 (17)	DEX17	1-4+2/1-3+2 1-4/1-3	NE	526	<b>dagger +2</b> , 2 x daggers, leather, 50 GP; <i>PP:65, MS:62,</i> <i>HS:57, CW:77</i>

*This group is a thoroughly evil band of power-hungry marauders. They will attack first and think about the consequences later.*

**FIGHTERS**

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS*
1	4	6	1	20	-	1-8/1-12	CN	32	long sword, chain mail, shield, 5 GP, 30 SP
1	6	5	1	20	STR16	1-6+1/1-8+1 1-6+1/1-4+1	N	30	6' spear, mace, studded leather, l. shield, 3 GP
1	6	8	1	20	CO15	2-7/2-12	NG	36	spetum, ring mail, 5 GP
1	4	7	1	20	-	1-10/2-12	LN	34	halberd, banded, 3 GP
2	3	8	1	20	STR16	2-8+1/2-7+1 1-4+1/1-3+1	NE	59	broadsword, banded, shield, 15 GP, dagger, 30 CP
2	2	13	1	20	-	1-8/1-8 1-6/1-4	CN	74	battle axe, plate mail, shield, mace, 10 GP, 10 SP
2	2	11	1	20	DEX15	1-8/1-6	NG	68	bec de corban, p. mail, 5 GP
2	4	10	1	20 (19)	STR17	1-6+1/1-6+1 1-4+1/1-3+1	CN	65	hand axe, <b>ring mail +1</b> , shield, dagger, 20 GP
3	2	13	1	18	-	2-8/2-7	CG	112	broadsword, plate mail, small shield, 45 GP, 20 SP
3	3	18	1	18	CO15	1-10/3-18 1-4/1-3	LG	132	2-H sword, plate mail, dagger, 75 GP, 35 SP
3	1	16	1	18	DEX15	1-8/1-12 1-6/1-4	CN	124	long sword, plate mail, mace, 45 GP,
3	4	21	1	18	STR16	2-8+1/2-8+1 1-6+1/1-8+1	LE	144	ranseur, <b>chain mail +1</b> , short sword, 60 GP, 20 SP
4	3	22	1	18 (17)	STR17	2-8+1/3-12+1 1-4+1/1-3+1	CE	200	bardiche, plate mail, dagger, 100 GP, 20 SP
4	2	16	1	18	DEX15	2-7/2-8 1-4/1-3	CN	170	flail, plate mail, dagger, 150 GP, <b>healing potion</b>
4	3	33	1	18	CO17	1-8+1/1-12+1 1-4/1-3	NG	255	<b>long sword +1</b> , banded, s. shield, dagger, 25 GP
4	2	25	1	18	-	2-7/1-6 1-4/1-3	N	215	mace, plate mail, dagger, <b>m. shield +1</b> , 30 GP
5	2	23	1	16	-	2-8/2-7 1-6/1-8	LN	288	broadsword, shield, short sword, 120 GP, 20 SP
5	2	28	1	16 (15) (14)	STR17	1-8+1/1-12+1 1-4+2/1-3+2	NE	318	long sword, plate mail, <b>dagger +1</b> , shield, 30 GP
5	0	26	1	16	DEX16	1-8/1-8 2-5/1-4	LG	306	battle axe, plate mail, war hammer, 135 GP, 20 SP
5	1	22	1	16	-	2-8/2-7 2-7/1-6	LE	282	broadsword, plate mail, mace, <b>shield +1</b> , 50 GP
6	3	32	1	16	-	2-8/2-7 2-8/2-16	N	481	morning star, plate mail, bastard sword, 60 GP
6	3	36	1	16	CO15	1-6/1-8 2-5/2-5	CG	513	spear, <b>chain mail +1</b> , flail, shield, 15 GP, 20 SP
6	3	29	1	16	-	2-8/2-16 1-6/1-4	CN	457	bastard sword, plate mail, flail, 150 GP, 20 SP
6	3	38	1 (2)	16 (15)	-	1-6+1/1-6+1	LN	529	<b>2x hand axe +1</b> , plate mail, 45 GP, <b>potion of flying</b>
7	1	41	3/2	14	DEX15	1-8/1-12 1-4/1-3	CE	785	long sword, plate mail, shield, dagger, 30 GP, 25 SP
7	3	42	3/2	14	-	2-8/2-7 1-6/1-4	CN	795	morning star, <b>chain mail +2</b> , mace, 140 GP, 25 SP
7	1	48	3/2	14 (13)	STR17	1-8+1/1-8+1 2-5+1/1-4+1	NG	855	battle axe, plate mail, hammer, <b>shield +1</b> , 55 GP
7	3	63	3/2	14	CO17	1-10/3-18	CG	1005	2-H sword, plate mail, <b>potion of levitation</b> , 45 GP

## CLERICS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS + Spells*
1	6	4	1	20	WIZ15	1-6/1-4	CG	36	mace, scale mail, 10 GP; 1 <sup>st</sup> : cure l. wounds, command, light
1	6	5	1	20	-	2-7/1-6	NG	38	mace, ring mail, shield, 5 GP 1 <sup>st</sup> : bless
1	5	3	1	20	WIZ13	2-7/1-6	LE	34	mace, scale mail, shield, 10 GP; 1 <sup>st</sup> : command, bless, <b>scroll</b> : cause critical wounds
2	5	9	1	20	WIZ15	1-6/1-6	CE	77	staff, chain mail, 15 GP; 1 <sup>st</sup> : cause l. wounds, command x2
2	3	10	1	20 (19)	CO15	1-6+1/1-6+1	LN	80	<b>staff +1</b> , plate mail, 30 GP; 1 <sup>st</sup> : magic stone, remove fear
2	2	9	1	20	-	2-7/1-6	CN	77	mace, plate mail, shield, 5 GP; 1 <sup>st</sup> : resist fear, sanctuary
3	3	15	1	20	WIZ17	2-5/2-5	CG	145	flail, <b>chain mail +1</b> , shield, 25 GP; 1 <sup>st</sup> : cure l. wounds x2, endure heat, command, 2 <sup>nd</sup> : aid, chant, silence 15'
3	2	13	1	20	WIZ 16	2-7/1-6	LG	137	mace, plate mail, shield, 15 GP; 1 <sup>st</sup> : light, protection from evil, cure l. wounds x2, 2 <sup>nd</sup> : enthral x2, know alignment; <b>potion of climbing</b>
3	2	12	1	20	STR16	2-7+1/1-6+1	LE	133	mace, plate mail, shield, 120 GP; 1 <sup>st</sup> : cause l. wounds, command, 2 <sup>nd</sup> : spiritual hammer
4	2	17	1	18	-	1-6/1-4	CE	205	mace, plate mail, shield, 50 GP; 1 <sup>st</sup> : command x2, bless, 2 <sup>nd</sup> : snake charm, hold person
4	6	16	1	18 (17)	WIZ16	1-6+1/1-6+1	CG	200	<b>staff +1, bracers of AC 6</b> , 80 GP; 1 <sup>st</sup> : cure l. wounds, command x2, light, remove fear, 2 <sup>nd</sup> : hold person x2, chant, aid
4	3	22	1	18	CO16	2-7/2-8	CN	230	flail, plate mail, 30 GP; 1 <sup>st</sup> : light, command, magic stone, 2 <sup>nd</sup> : hold person, silence 15'; <b>potion of growth</b>
5	1	22	1	18	WIZ15	2-7/1-6	NG	401	mace, plate mail, <b>shield +1</b> , 130 GP; 1 <sup>st</sup> : cure l. wounds x2, protection from evil, sanctuary, bless, 2 <sup>nd</sup> : spiritual hammer, hold person x2, resist fire, 3 <sup>rd</sup> : prayer
6	1	25	1	18	DEX15	2-7/1-6	LE	540	mace, plate mail, shield, 85 GP; 1 <sup>st</sup> : cause l. wounds x2, command, 2 <sup>nd</sup> : snake charm, chant, hold person, 3 <sup>rd</sup> : animate dead; <b>wand of fear</b>
7	3	33	1	16 (14)	WIZ15	1-6+2/1-6+2	N	770	<b>staff +2</b> , plate mail, 175 GP; 1 <sup>st</sup> : cure l. wounds x2, command, bless x2, 2 <sup>nd</sup> : hold person x2, silence 15', aid, 3 <sup>rd</sup> : prayer, dispel magic, 4 <sup>th</sup> : cloak of fear; <b>scroll</b> : tongues, sticks to snakes

**MAGIC-USERS**

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS+Spells*
1	10	2	1 or 2	21	INT16	1-4/1-3	CE	30	2 daggers, 15 GP; 1 <sup>st</sup> : <i>sleep</i>
1	10	3	1	21	-	1-6/1-6	NE	32	staff, 10 GP; 1 <sup>st</sup> : <i>spider climb</i>
1	9	2	1	21	DEX15	1-6/1-6	CN	30	staff, 5 GP; 1 <sup>st</sup> : <i>shocking grasp</i> , <b>Scroll</b> : <i>charm person</i>
1	10	4	1	21	-	1-4/1-3	NG	34	dagger, 15 GP; 1 <sup>st</sup> : <i>light</i> ; <b>potion of levitation</b>
2	10	4	1	21	INT16	1-6/1-6	N	62	staff, 20 GP; 1 <sup>st</sup> : <i>magic missile</i> , <i>Taunt</i>
2	10	3	1 or 2	21	-	1-4/1-3	LN	59	4 daggers, 10 GP; 1 <sup>st</sup> : <i>light</i> , <i>burning hands</i>
2	9	5	1	21	INT17	1-4/1-3	CN	65	dagger, 30 GP; 1 <sup>st</sup> : <i>jump</i> , <i>friends</i> ; <b>ring of protection+1</b>
2	10	6	1	21	CO15	1-6/1-6	LG	68	staff, 20 GP; 1 <sup>st</sup> : <i>armour</i> , <i>enlarge</i>
3 (he)	10	6	1	21	-	1-4/1-3	NG	99	dagger, 30 GP; 1 <sup>st</sup> : <i>shocking</i> <i>grasp</i> , <i>shield</i> 2 <sup>nd</sup> : <i>invisibility</i>
3	9	5	1	21	INT16	1-6/1-6	CE	95	staff, 25 GP; 1 <sup>st</sup> : <i>run</i> , <i>grease</i> , 2 <sup>nd</sup> : <i>scare</i> , <b>cloak protection+1</b>
3	8	7	1	21	DEX16	1-4/1-3	NE	103	dagger, 40 GP; 1 <sup>st</sup> : <i>feather</i> <i>fall</i> , <i>friends</i> , 2 <sup>nd</sup> : <i>mirror image</i>
3	10	6	1	21 (20)	INT17	1-4+1/1-3+1	N	99	<b>dagger +1</b> , 50 GP; 1 <sup>st</sup> : <i>sleep</i> , <i>jump</i> 2 <sup>nd</sup> : <i>acid arrow</i>
4	8	9	1	21	DEX15	1-6/1-6	LN	175	staff, 45 GP; 1 <sup>st</sup> : <i>shield</i> , <i>light</i> , <i>burning hands</i> , 2 <sup>nd</sup> : <i>ray of</i> <i>enfeeblement</i> , <i>web</i> ; <b>ring of</b> <b>protection+1</b> , <b>healing potion</b>
4	10	8	1	21	-	1-4/1-3	CN	170	dagger, 30 GP; 1 <sup>st</sup> : <i>mount</i> , <i>feather fall</i> , <i>charm person</i> , 2 <sup>nd</sup> : <i>levitate</i> , <i>ESP</i> ; <b>wand of</b> <b>magic missiles</b> (20 charges)
4 (e)	10	12	1	21 (20)	INT16	1-4+1/1-3+1	CG	190	<b>dagger +1</b> , 60 GP; 1 <sup>st</sup> : <i>magic</i> <i>missile</i> x2, <i>shield</i> 2 <sup>nd</sup> : <i>web</i> , <i>scare</i>
5	8	14	1	21	DEX16	1-6/1-6	LE	309	staff, 120 GP; 1 <sup>st</sup> : <i>sleep</i> , <i>jump</i> , <i>shield</i> , <i>light</i> 2 <sup>nd</sup> : <i>flaming sphere</i> , <i>pyrotechnics</i> , 3 <sup>rd</sup> : <i>hold person</i>
5	8	15	1	21 (20)	INT17	1-4+1/1-3+1	CN	315	<b>dagger +1</b> , 50 GP; 1 <sup>st</sup> : <i>magic</i> <i>missile</i> x2, <i>run</i> , <i>spider climb</i> , 2 <sup>nd</sup> : <i>web</i> , <i>strength</i> 3 <sup>rd</sup> : <i>lightning</i> <i>bolt</i> ; <b>ring of protection +2</b>
6	9	11	1	19 (18)	DEX15	1-4+1/1-3+1	LG	438	<b>dagger +1</b> , 130 GP; 1 <sup>st</sup> : <i>friends</i> , <i>armour</i> , <i>burning hands</i> x2, 2 <sup>nd</sup> : <i>acid arrow</i> , <i>stinking cloud</i> , 3 <sup>rd</sup> : <i>fly</i> , <i>minute meteors</i> ; <b>wand of</b> <b>fear</b> (25 charges)
6	10	16	1	19	INT16	1-6/1-6	N	478	staff, 70 GP; 1 <sup>st</sup> : <i>shield</i> , <i>sleep</i> , <i>charm person</i> , <i>grease</i> 2 <sup>nd</sup> : <i>scare</i> , <i>invisibility</i> 3 <sup>rd</sup> : <i>slow</i> , <i>suggestion</i> ; <b>potion of gaseous form</b>
7	8	17	1 or 2	19	-	1-4/1-3	LN	900	4 daggers, 40 GP; 1 <sup>st</sup> : <i>light</i> , <i>magic missile</i> x2, <i>shield</i> , 2 <sup>nd</sup> : <i>web</i> , <i>darkness</i> 15', <i>scare</i> , 3 <sup>rd</sup> : <i>hold person</i> , <i>haste</i> 4 <sup>th</sup> : <i>wall of</i> <i>fire</i> ; <b>cloak of protection +2</b>

## THIEVES

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS+Skills
1	6	4	1	21	DEX16	1-8/1-12 2-5/2-7	CN	36	long sword, leather, sling, 5 GP PP:30, MS:15, HS:10 CW:85
1 (h)	7	3	1 or 2	21	DEX15	1-6/1-8 1-4/1-3	NE	34	s. sword, leather, 4 daggers, 2 GP; PP:35, MS:25, HS:25, CW:70
1	8	5	1	21	-	1-8/1-12 1-4/1-3	N	38	long sword, leather, dagger, 3 GP; PP:30, MS:15, HS:10, CW:85
2 (e)	4	7	1	20	DEX17	1-6/1-8 1-4/1-3	CN	71	s. sword, <b>leather +1</b> , dagger, 5 GP; PP:45, MS:31, HS:30, CW:86; <b>potion of speed</b>
2	8	8	1	21	-	1-8/1-12 2-5/2-7	LE	74	long sword, leather, sling, 4 GP PP:35, MS:21, HS:15, CW:86
2 (d)	8	13	1	21 (20)	CO16	1-6/1-8 1-4+1/1-3+1	CE	89	s. sword, leather, <b>dagger +1</b> , 10 GP; PP:35, MS:21, HS:15 CW:76
3	8	10	1 or 2	21	-	1-6/1-8 1-4/1-3	LN	125	s. sword, leather, 4 daggers, 8 GP; PP:40, MS:27, HS:20, CW:87
3 (g)	7	13	1	21	DEX15	1-6/1-8	CN	137	s. sword, leather, 35 GP; PP:40, MS:32, HS:25, CW:72; <b>potion of diminution</b>
3 (ho)	7	14	1	21	CO15	1-8/1-12 2-5/2-7	NE	141	long sword, leather, sling, 5 GP PP:35, MS:27, HS:20, CW:9; <b>cloak of protection +1</b>
4	5	14	1 or 2	21 (20)	DEX17	1-8+1/1-12+1 1-4/1-3	N	210	<b>long sword +1</b> , leather, 4 daggers, 100 GP; PP: 50, MS:38, HS:30, CW:88
4 (he)	6	15	1	21	DEX16	1-6/1-8 2-5/2-7	CE	215	s. sword, leather, sling, 60 GP; PP:55, MS:33, HS:30, CW:88; <b>philter of love</b>
4 (h)	4	14	1	21	DEX17	1-4/1-3	LE	210	dagger, <b>leather +1</b> , 40 GP PP:55, MS:48, HS:45, CW:73
5	7	18	1	19	DEX15	1-8/1-12 2-5/2-7	CN	333	long sword, leather, sling 25 GP, PP:50, MS:40, HS:31, CW:90
5 (d)	6	17	1	19	DEX16	1-6/1-8	LN	327	s. sword, leather, 60 GP; PP:50, MS:40, HS:31, CW:80; <b>potion of invisibility</b>
6 (h)	4	22	1 or 2	19 (18)	DEX17	1-4+1/1-3+1 1-4/1-3	NE	526	<b>2x dagger +1</b> , 2 daggers, leather, 50 GP; PP:65, MS:62, HS:57, CW:77; <b>ring of protection +1</b>
6	5	24	1 or 2	19	DEX17	1-8/1-12 1-4/1-3	N	542	long sword, 2 daggers, leather, 130 GP; PP:60,MS:52, HS:42, CW:92, <b>ring of free action</b>
7	2	28	1	19	DEX16	1-8/1-12 2-5/2-7	CN	780	long sword, <b>bracers of defence AC 4</b> , sling, 80 GP; PP:60, MS:55, HS:43, CW:94
7 (he)	4	27	1	19 (17)	DEX17	1-6+2/1-8+2	CE	770	<b>s. sword +2, leather +1</b> , 40 GP; PP:75, MS:60, HS:53, CW:94

## PALADINS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL	XP	POS*
1	3	7	1	20	CHA17	2-8/2-7 2-5/2-5	LG	42	broadsword, banded, shield, flail, 5 GP
1	5	5	1	20	CHA18	2-8/2-16 1-6/1-4	LG	38	bastard sword, chain mail, mace, 7 GP
2	2	11	1	20	CHA17 CO15	1-8/1-12 2-8/2-7	LG	70	long sword, plate mail, shield, morning star, 10 GP
3	1	14	1	18	CHA17	1-8/1-12 2-7/1-6	LG	141	long sword, plate mail, <b>shield +1</b> , mace, 25 GP
4	0	24	1	18 (17)	CHA17 DEX15	1-8+1/1-8+1 2-5/1-4	LG	250	<b>battle axe +1</b> , plate mail, war hammer, <b>shield +1</b> , 15 GP
4	4	25	1	18 (17)	CHA17	1-10+1/3-18+1 1-6/1-4	LG	255	<b>2-H sword +1</b> , banded, mace, 30 GP
5	2	27	1	16	CHA17 STR16	1-8+1/1-12+1 1-6/1-4	LG	380	long sword, plate mail, shield, mace, 45 GP
5	2	23	1	16	CHA17	2-8/2-7 2-5/2-5	LG	356	broadsword, plate mail, shield, flail, <b>potion of extra healing</b>
6	1	37	1	16	CHA17	2-8/2-16 1-8/1-8	LG	646	bastard sword, <b>plate mail +2</b> , battle axe, 60 GP, <b>potion of heroism</b>
6	3	35	1	16 (15)	CHA17 STR17	2-8+2/2-7+2 1-6/1-6	LG	650	<b>morning star +1</b> , plate mail, hand axe, 45 GP
7	2	39	3/2	14	CHA17 STR16	2-8+1/2-7+1 2-5+1/2-5+1	LG	940	broadsword, plate mail, shield, flail, <b>potion of hill giant STR</b>
7	2	35	3/2	14 (13)	CHA17	2-5+1/2-5+1	LG	900	<b>flail +1</b> , plate mail, shield, <b>potion of sweet water</b> , 30 GP

## RANGERS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS*
1	5	9	1 or 2	20	-	1-6/1-8 1-6/1-6	NG	46	spear, chain mail, longbow, 5 GP
1	5	8	1 or 2	20	STR16	1-8+1/1-12+1 1-6/1-6	LG	44	long sword, chain mail, long bow, 10 GP
2	3	14	1	20	CO16	1-6/1-6 1-4/2-5	CG	92	2 hand axes, plate mail, l. crossbow, 8 GP
3	2	18	1 or 2	18 (17)	DEX15	2-8/2-7 1-6+1/1-6+1	LG	157	broadsword, plate mail, longbow, <b>5x arrows+1</b> , 15 GP
4	3	23	1 or 2	18	DEX15	1-6/1-8 1-6/1-6	CG	230	spear, <b>chain mail +1</b> , longbow, 25 GP
4	3	26	1	18	-	2-8/2-7 2-5/2-7	CG	242	broadsword, plate mail, heavy crossbow, <b>potion of speed</b>
5	3	26	1 or 2	16 (15)	STR17	1-8+1/1-12+1 1-6/1-6	NG	358	long sword, plate mail, longbow, 10 GP, <b>potion of climbing</b>
5	1	28	1	16	-	1-8/1-12 1-6/1-6	LG	370	long sword, plate mail, <b>shield +1</b> , hand axe, 25 GP
6	3	31	1	16 (14)	STR16	2-8+1/2-16+1 1-4+2/2-5+2	NG	582	bastard sword, plate mail, <b>l. crossbow +2</b> , 120 GP
6	1	30	1 or 2	16 (15)	DEX16	1-6+1/1-8+1 1-6/1-6	NG	574	<b>spear +1</b> , plate mail, longbow, 50 GP
7	2	57	3/2 or 2	14 (13)	CO17	2-8+1/2-7+1 1-6/1-6	CG	1,120	<b>broadsword +1</b> , plate mail, <b>cloak of protection +1</b> , longbow, 50 GP
7	3	38	3/2	14	STR16	1-8/1-8 1-6/1-6	NG	930	battle axe, plate mail, h. axe, <b>potion of healing</b> , 100 GP

## DRUIDS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL	XP	POS+Spells*
1	8	5	1	20	-	1-6/1-6 2-5/2-7	N	38	staff, leather, sling, 5 GP, 20 SP; 1 <sup>st</sup> : animal friendship, entangle
1	8	3	1	20	WIZ15	1-6/1-8	N	34	spear, leather, 8 GP, 9 SP; 1 <sup>st</sup> : faerie fire, entangle, shillelagh, pass without trace
1	7	4	1	20	WIZ14 DEX15	1-8/1-8 1-6/1-4	N	36	scimitar, club, leather, 3 GP; 1 <sup>st</sup> : faerie fire, entangle x2, detect magic; <b>potion of healing</b>
2	7	10	1 or 3	20	CO15	1-8/1-8 1-3/1-2	N	80	scimitar, darts x6, leather, shield, 5 GP; 1 <sup>st</sup> : shillelagh, animal friendship, 2 <sup>nd</sup> : charm
2	7	9	1	20	WIZ16	1-6/1-6 1-4/1-3	N	77	staff, dagger, <b>leather +1</b> , 10 GP; 1 <sup>st</sup> : speak with animals, Entangle, shillelagh x2, 2 <sup>nd</sup> : trip, barkskin, heat metal
3	6	12	1	20	-	1-8/1-8 2-5/2-7	N	133	scimitar, sling, leather, <b>shield+1</b> , 20 GP; 1 <sup>st</sup> : faerie fire, shillelagh, speak with animals, 2 <sup>nd</sup> : barkskin, charm person/mammal, 3 <sup>rd</sup> : stone shape
3	8	16	1	20	WIZ14	1-6/1-8 1-4/1-3	N	149	spear, dagger, leather, shield, 40 GP; 1 <sup>st</sup> : entangle x2, shillelagh, faerie fire, 2 <sup>nd</sup> : heat metal, obscurement, 3 <sup>rd</sup> : spike growth
4	6	18	1	18	WIZ15 DEX15	1-6/1-6	N	220	staff, <b>leather +1</b> , 30 GP; 1 <sup>st</sup> : speak with animals, entangle, detect magic, shillelagh x2, speak with animals, 2 <sup>nd</sup> : fire trap, barkskin, charm person/mammal, 3 <sup>rd</sup> : summon insects, poison; <b>potion of growth</b>
5	5	29	1	18 (17)	CO15	1-8+1/1-8+1 2-5/2-7	N	399	<b>scimitar +1, leather +2</b> , shield, sling, 50 GP; 1 <sup>st</sup> : entangle, pass without trace, faerie fire, 2 <sup>nd</sup> : flame blade, heat metal, cure l. wounds, 3 <sup>rd</sup> : poison, tree
6	6	27	1	18 (17)	WIZ17	1-6+1/1-6+1	N	566	<b>staff +1, leather, shield +1</b> , 65 GP; 1 <sup>st</sup> : shillelagh x2, faerie fire, entangle x2, detect magic, 2 <sup>nd</sup> : barkskin, charm person or mammal, flame blade x2, 3 <sup>rd</sup> : snare, summon insects, hold animal, 4 <sup>th</sup> : animal summoning I
7	4	34	1	16 (14)	WIZ14 DEX16	1-6+2/1-8+2 1-4/1-3	N	890	<b>spear +2, dagger, bracers of AC 6</b> , 90 GP; 1 <sup>st</sup> : detect magic, pass without trace, entangle x2, faerie fire, locate animals, 2 <sup>nd</sup> : warp wood, flame blade, barkskin, trip, 3 <sup>rd</sup> : summon insects, plant growth, stone shape, 4 <sup>th</sup> : dispel magic

## ILLUSIONISTS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS+Spells*
1	8	2	1 or 2	21	INT15 DEX16	1-4/1-3	CN	32	4 daggers, 5 GP; 1 <sup>st</sup> : darkness
1	8	4	1	21	INT15 DEX16	1-6/1-6	NG	36	staff, 6 GP; 1 <sup>st</sup> : hypnotism; <b>scroll</b> : wall of fog
2	7	6	1	21	INT15 DEX17	1-6/1-6	CE	68	staff, 15 GP; 1 <sup>st</sup> : change self, phantasmal force
2	8	5	1 or 2	21	INT17 DEX16	1-4/1-3	LE	65	4 daggers, 25 GP; 1 <sup>st</sup> : spook, chromatic orb; <b>potion of ESP</b>
3	8	7	1 or 2	21	INT16 DEX16	1-4/1-3	LN	113	3 daggers, 3 GP; 1 <sup>st</sup> : color spray, light 2 <sup>nd</sup> : mirror image
3 (g)	6	9	1	21	INT17 DEX17	1-6/1-6	NE	121	staff, <b>cloak of protection +1</b> ; 1 <sup>st</sup> : change self, wall of fog, 2 <sup>nd</sup> : misdirection; 25 GP
4	4	10	1 or 2	21 (20-m)	INT16 DEX16	1-4/1-3	N	170	4 daggers, <b>bracers of AC 6</b> ; 1 <sup>st</sup> : phantasmal force, chromatic orb, light, 2 <sup>nd</sup> : blur, blindness, <b>potion of human control (human)</b> ; 5 GP
4	8	15	1	21 (20)	INT15 DEX16 CO15	1-6+1/1-6+1	CN	180	<b>staff +1</b> , 9 GP; 1 <sup>st</sup> : color spray, detect invisibility, dancing lights, 2 <sup>nd</sup> : hypnotic pattern, fascinate
5 (g)	7	13	1	21	INT17 DEX17	1-6/1-6	CG	303	staff, 120 GP; 1 <sup>st</sup> : chromatic orb x2, darkness, spook, 2 <sup>nd</sup> : mirror image, fog cloud, 3 <sup>rd</sup> : suggestion; <b>wand of paralyzation</b> (34 charges)
5	7	15	1 or 2	21	INT16 DEX16	1-4/1-3	CE	315	4 daggers, 80 GP; 1 <sup>st</sup> : phantasmal force, hypnotism, phantom armour, light, 2 <sup>nd</sup> : blur, improved phantasmal force, 3 <sup>rd</sup> : paralyzation; <b>ring of protection +1</b>
6	8	15	1 or 2	20 (19)	INT17 DEX16	1-4+1/1-3+1	LE	470	<b>dagger +1</b> x2, 9 GP; 1 <sup>st</sup> : color spray, darkness, hypnotism, change self, 2 <sup>nd</sup> : invisibility, blur, misdirection, 3 <sup>rd</sup> : spectral force; <b>scroll</b> : fear, suggestion
6	6	16	1	20 (19)	INT16 DEX16	1-6+1/1-6+1	LG	478	<b>staff +1</b> , 120 GP; 1 <sup>st</sup> : spook, chromatic orb x2, audible glamer, 2 <sup>nd</sup> : fog cloud, invisibility, blindness, 3 <sup>rd</sup> : delude; <b>ring of protection +2</b>
7	7	19	1 or 3	20 (18-m)	INT17 DEX17	1-6/1-6 1-3/1-2	N	640	staff, 6 darts, 80 GP; 1 <sup>st</sup> : change self, hypnotism, light, darkness, 2 <sup>nd</sup> : misdirection, blur, improved phantasmal force, 3 <sup>rd</sup> : continual light, suggestion; <b>wand of fear</b> (21 charges)
7	6	18	1	20 (18)	INT16 DEX16	1-6+2/1-6+2	CN	630	<b>staff +2</b> , 130 GP; 1 <sup>st</sup> : light, chromatic orb x2, phantasmal force, 2 <sup>nd</sup> : blindness, fascinate, mirror image, 3 <sup>rd</sup> : fear, delude; <b>potion of levitation</b>

## ASSASSINS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS+Skills
1	6	4	1	21	DEX16	2-8/2-7	CN	36	broadsword, leather, 10 GP
1 (he)	7	3	1 or 2	21	DEX15	1-6/1-8 1-4/1-3	NE	34	s. sword, leather, 4x daggers, 25 GP
2 (e)	5	7	1	21 (20)	DEX17	1-6+1/1-8+1 1-4/1-3	CN	71	<b>s. sword +1</b> , leather, dagger, <b>potion of invisibility</b>
2	8	8	1	21	-	1-8/1-12 2-5/2-7	LE	74	long sword, leather, sling, 4 GP
3	8	11	1 or 2	21	-	1-6/1-8 1-4/1-3	LN	129	s. sword, leather, 4 daggers, 8 GP; PP:30, MS:15, HS:10, CW:85
3 (ho)	7	14	1	21	CO15 STR16	1-8+1/1-12+1 2-5/2-7	NE	141	long sword, leather, sling, 5 GP PP:25, MS:15, HS:10, CW:90; <b>cloak of protection +1</b>
4	6	14	1 or 2	21 (20)	DEX16	1-8+1/1-12+1 1-4/1-3	N	210	<b>long sword +1</b> , leather, 4 daggers, 100 GP; PP: 35, MS:21, HS:15, CW:86
4 (he)	6	17	1	21 (20-m)	DEX16	1-6/1-8 2-5/2-7	CE	231	s. sword, leather, sling, 60 GP; PP:45, MS:21, HS:20, CW:86; <b>potion of flying</b>
5	7	18	1	19	DEX15	1-8/1-12 2-5/2-7	CN	333	long sword, leather, sling, 25 GP; PP:40, MS:27, HS:20, CW:87
5	6	17	1	19	DEX16 STR16	2-8+1/2-7+1	LN	327	broadsword, leather, 50 GP; PP:40, MS:27, HS:20, CW:87; <b>potion of fire breath</b>
6 (ho)	5	22	1 or 2	19 (17)	DEX17	1-4+2/1-3+2 1-4/1-3	NE	526	<b>dagger +2</b> , 2 daggers, leather, 50 GP; PP:50, MS:38, HS:30, CW:93
6	5	24	1 or 2	19 (17)	DEX17	1-8/1-12 1-4+2/1-3+2	N	542	long sword, 2 <b>daggers +2</b> , leather, 130 GP, PP:50, MS:38, HS:30, CW:88,
7	6	30	1	19 (18-m)	DEX16	1-8/1-12 2-5/2-7	CN	800	long sword, <b>cloak of protection +2</b> , sling, 80 GP; PP:50, MS:40, HS:31, CW:88
7	3	27	1	19	DEX17	1-6+2/1-8+2	CE	770	<b>s. sword +2, leather +2</b> , 40 GP; PP:55, MS:45, HS:36, CW:88

## BARDS

Lvl	AC*	HP	AT	ACO	STAT	DMG*	AL*	XP	POS+Skills+Spells
6/7/7	5	63	1 or 2	16 (15)	DEX16 WIZ15	2-8+1/2-7+1 1-4/1-3	CN	2,232	<b>broadsword +1, leather +2</b> , daggers x2, 200 GP, lute; PP:60, MS:55, HS:43, CW:94; 1 <sup>st</sup> : faerie fire, entangle, shillelagh x2, detect magic, 2 <sup>nd</sup> : trip, barkskin, heat metal, charm person, 3 <sup>rd</sup> : summon insects
6/7/7	2	59	1 or 2	16 (15)	DEX17 WIZ15 STR16	1-8+1/1-12+1 1-4/1-3	CN	2,176	<b>long sword +1, chainmail +2</b> , daggers x2, 180 GP, lute; PP:65, MS:60, HS:48, CW:95; 1 <sup>st</sup> : entangle x2, shillelagh x2, pass without trace, 2 <sup>nd</sup> : barkskin, heat metal, cure l. wounds x2, 3 <sup>rd</sup> : spike growth

## ENCOUNTERS IN LONGFELT

Encounters in Longfelt will take the form of **incidents** in which PCs may choose to take action, or **encounters** in which PCs will be directly involved. Any time PCs want to know what/who is around, roll on the **Street Scenes Table** on p. 27. Check every hour for an encounter, a 1 on D6 indicates an encounter, conduct as follows: **Roll D10: 1: NPC encounter**, see p. 2; **2-4: encounter**, see p. 22 if PCs are inside an establishment or p. 24 if not; **5-10: incident**, see respective table below for district if PCs are outside or p. 22 if PCs are inside an establishment.

### INCIDENTS in SOUTH-EAST and SOUTH-WEST QUARTERS (D100)

DAY / NIGHT	INCIDENT	DESCRIPTION
01 01	Fire	Fire breaks out in a nearby building.
02-03 02-04	Mercenary brawl	Two groups of <b>mercenaries</b> brawl in the street: 01-60 brawl is non-lethal; 61-100: weapons are drawn.
04-05 -	Cart overturns	A <b>merchant's</b> cart wheel breaks spilling goods onto the street. 2-20 bystanders swarm in to steal items.
06-08 05-07	Abduction	<b>Ruffians</b> try to abduct local (determine type of abductee randomly on <b>Encounter Table</b> , p. 341). Ruffians will be connected to the Thieves or Assassins Guild (01-70), or Suleb Darn (71-85), cultists of Afraah (86-95) or Alfred Calmund (96-100).
09 08-09	Bandits	<b>Bandits</b> attack <b>merchant</b> . 10% chance bandit group works for Suleb Darn.
10-12 10-11	City Watch	A <b>City Watch</b> patrol catches a <b>thief</b> (01-40); the thief pleads for help from party; or a <b>City Watch</b> patrol is beating a <b>beggar</b> (41-100).
13-15 12	Priest procession	A procession of 2-8 <b>priests</b> (Kathelea) is passing along the street.
16 13-14	Rakes insulting locals	A group of <b>rakes</b> is insulting/bullying a local: <b>beggar</b> (01-10), <b>tradesman</b> (11-25), <b>farmer</b> (26-50), <b>labourer</b> (51-65), <b>drunk</b> (66-80), <b>harlot</b> (81-85), <b>craftsman</b> (86-90), <b>street seller</b> (91-95) or <b>actor</b> (96-100).
17-19 15-19	Ruffian brawl	Two groups of <b>ruffians</b> brawl.
20-24 21-28	Drunks arguing	1-4 <b>drunks</b> brawling (01-35) or arguing (36-100).
25-26 29	Noble retinue	<b>Noble</b> retinue is passing along the street.
27 30-31	Assassination attempt	<b>Assassins</b> attempt to assassinate a <b>merchant</b> (01-35) or <b>noble</b> (36-100).
28-30 32-34	Musician performing	<b>Musician</b> is performing in the street. 2-20 onlookers are watching.
31 35-37	Burglary	<b>Thieves</b> engaged in act of burglary: trying to enter premise (01-50) or leaving the scene (51-100).
32-34 38	Caravan	A <b>merchant</b> caravan is passing along the street.
35 39	Awning collapses	An awning collapses on a 1-3 townsfolk causing 1-6 damage each. PCs who help will likely be rewarded through valuable information or service.
36-37 40	Fleeing pickpocket	A <b>pickpocket</b> is fleeing along the street towards the party. They are being pursued by: a <b>merchant</b> (01-30), <b>City Watch</b> (31-60) or <b>character</b> (61-100).
38-39 41	Noble lady	A <b>noble</b> lady in a sedan-chair with four bearers is passing along the street.
40-41 42-43	Rubbish	Street ahead is covered in rubbish/dung. Avoid or suffer -2 CHA penalty due to intense smell.
42-43 44-45	Captured bandits	A procession of 1-6 <b>bandits</b> in chains is being led through the street by a <b>City Guard</b> patrol.
44 46-48	Harlot cat fight	Two <b>harlots</b> exchange stinging insults. 50% chance they begin brawling.
45-47 -	Street urchins	Up ahead, 2-12 <b>street urchins</b> pelt locals with mud, stones and dung. If PCs intervene, they become targets. Those hit suffer -3 CHA until cleaned.
48-51 49	Religious festival	A group of 10-60 people is conducting a religious festival in the street.
52-53 50	Tax collector	A <b>city official</b> accompanied by 4 <b>City Watch</b> is knocking on doors to collect taxes (01-60); threatening a local with imprisonment for not paying taxes (61-80); or is taking a bribe from a local (81-100).
54-55 51	Goodwives arguing	Two <b>goodwives</b> are arguing; one is accusing the other of improper activities with her husband. 60% chance turns into a brawl.
56-57 52	Animals/monsters	Equal chance of 1-4 caged animals (lion/tiger/ape/bear) or monster (ogre/1-6 humanoids) escorted by 4-8 <b>mercenaries</b> led by <b>merchant</b> or <b>City Guard</b> led by <b>city official</b> (50% either) passes down the street.

58-59	53-56	Giant rat swarm	A swarm of 2-20 <b>giant rats</b> suddenly swarm out from a sewer entrance/building. The rats try to steal food from nearby stalls if day; or attack lone individuals if at night. Swarm will flee if any are killed.
60-61	57-60	Brawling beggars	A <b>merchant/noble</b> throws some food/money at a group of 1-6 <b>beggars</b> . They begin to fight over the hand out.
62	61-62	Murder	PCs stumble upon a sadistic <b>murderer</b> who is fleeing the scene of a crime crime (01-30), just killed someone (31-60), in the act of killing someone (61-90) or scoping out a potential victim/establishment (91-100).
63-64	63-65	Macho mercenaries	A group of <b>mercenaries</b> exchanges insults with a <b>fighter</b> about who is a real 'man'. 35% chance that both sides draw weapons before <b>City Watch</b> arrives.
65-66	66	Craftsmen squabble	1-4 <b>craftsmen</b> squabble over who is more skilled at their craft. 15% chance violence erupts.
67-68	67	Farmer's cart overturns	A cart belonging to a <b>farmer</b> overturns/wheel breaks spilling produce (vegetables/meat/grain) onto the street. 1-10 <b>street urchins</b> and <b>beggars</b> swarm in to steal as much as they can.
69-70	-	Pickpockets	<b>Pickpockets</b> attempts to pickpocket a <b>trader</b> (01-15), or <b>merchant</b> (16-85) or <b>noble</b> (86-100) but fail and are spotted. Pickpockets try to flee.
71-72	68	Trader robbed	<b>Thieves</b> jump out from side streets and grab produce from the cart of a <b>trader</b> (if day) or <b>street seller</b> (if night). They flee in different directions.
73-74	-	Street urchin raid	A group of 2-5 <b>street urchins</b> try to snatch produce from a <b>trader</b> and flee.
75-76	69-70	Noble in trouble	A young <b>noble</b> only accompanied by one retainer has angered a group of 3-8 hefty <b>labourers</b> who now surround him and threaten violence. If no help is forthcoming, the labourers beat the noble to a pulp. PCs who help the noble will likely be rewarded.
77-78	71-72	Gentlemen	A group of <b>gentlemen</b> is passing down the street towards the PCs.
-	73-75	Street party	A large group of locals (5-30) plus <b>musicians</b> and <b>performers</b> are having a celebration in the street. From 1-4 <b>drunks</b> will also be present attracted by the 'good will' and chance to score booze.
79-80	-	Prophet	A <b>cleric</b> to a long-forgotten god stands on a crate and pronounces the doom of mankind. A crowd of 1-10 locals looks on. There is a 10% chance each round that the crowd gets angry shouting 'blasphemy' before attacking the prophet.
81	76	Longfelt VIP	Longfelt VIP ( <b>The Baron/Evadne/Alfred Calmund</b> ) with large retinue passes down the street in the direction of the PCs.
82-84	77-80	Street urchins attack	2-8 <b>street urchins</b> attack a <b>beggar</b> . They will beat him to death if no help is offered by PCs.
85-86	81-83	Plague beggar	A highly diseased, contagious <b>beggar</b> stumbles through the street cursing everyone and calling down doom upon the world. Anyone who touches him has a 15% chance of catching leprosy.
87-88	84-86	Ruffians abduct	A group of <b>ruffians</b> surround D6+2 <b>street urchins</b> and try to abduct them. They will sell them into slavery if not prevented. There is 10% chance they are collecting victims for <b>Alfred Calmund</b> , the <b>cultists of Afraah</b> or the <b>Suleb Darn</b> (equal chance for each).
89-90	87-88	Paladin insulted	A <b>paladin</b> (looks like regular, if clean-cut fighter) is surrounded by 2-12 poor citizens and is being insulted for being all 'high and mighty' looking. There is 10% chance that they attempt to mug him if no help arrives.
91-92	89-91	Terrorising rakes	A group of <b>rakes</b> with 2-5 vicious war dogs on leashes threaten to release their dogs on a terrified <b>farm hand</b> cowering by a wall. There is a 10% chance they will release the dogs if not prevented.
93-94	92-93	Animal trainer	An animal trainer (treat as <b>fighter</b> ) leads a huge cave bear by leash down the street. The bear is trained and will attack if commanded.
95-98	94-99	Stray dogs	D4+2 <b>stray dogs</b> raid a nearby food stall (01-30); attack a sick beggar (31-50); bark at passers-by (51-70); or chase after a <b>street urchin</b> (71-100).
99-100	100	Wild animal	An escaped animal (ox/bull/rhino/elephant/mastodon/buffalo) bolts down the street pursued by a <b>merchant</b> . It may attack bystanders (40%).

## INCIDENTS in NORTH-EAST and NORTH-WEST QUARTERS (D100)

DAY / NIGHT	INCIDENT	DESCRIPTION	
01 01	Fire	Fire breaks out in a nearby building.	
02-04 02-05	Abduction	4-8 disguised <b>assassins</b> attempt to abduct <b>merchant</b> (01-35), <b>city official</b> (36-55) or <b>noble</b> (56-100). Assassins are working for rival (01-80) or Suleb Darn (81-95) or cult of Afraah (96-100).	
05-07 06-08	Priest procession	A procession of 2-8 <b>priests</b> (Kathelea) is passing along the street.	
08-10 09-10	Nobles arguing	Two rival lesser <b>nobles</b> are insulting each other in the street: 01-30: incident turns into a duel; 31-50: both retinues attack each other; 51-100: storm off.	
11-12 11-12	Noble ladies	Two <b>noble</b> ladies in sedan chairs, with 4 porters, passing in opposite directions stop to talk. 50% chance they exchange insults.	
13-15 13-15	City Watch	A <b>City Watch</b> patrol has caught a <b>thief</b> and is escorting him to the barracks. 40% chance thief calls out to PCs pretending he knows them.	
16-17 16-17	Street performer	A <b>street performer</b> performs in the street with 5-30 onlookers. The performance is actually a ruse while a group of well-dressed <b>pickpockets</b> work the crowd.	
18 18-21	Harlots at work	Two <b>expensive doxies</b> are plying their trade on a young <b>nobleman</b> .	
19-20 22	Bolting horse	1-2 spooked horses bolt down the street, PCs must dive out of way or be trampled for 1-6 damage.	
	23-26	Revellers	A group of <b>revellers</b> bursts out of a nearby establishment looking for their next drinking hole.
21 27-28	City Watch	A <b>City Watch</b> patrol is escorting 1-3 <b>harlots</b> out of the district.	
22-23 29	Caged monster	A caged chimera/giant scorpion/manticore/griffon is being escorted through the streets by a <b>fighter</b> and his henchmen.	
24-25 30-31-	Noble	<b>Noble</b> retinue is passing along the street.	
26-27 -	Criminal execution	A criminal is being led to the block (if in side street) or is about to be executed (if in main thoroughfare). A patrol of <b>City Watch</b> and 1-3 <b>city officials</b> are present.	
28-30 32-33	Hunting party	A group of <b>nobles</b> or <b>rakes</b> is returning from a hunt with 1-3 killed prey (deer, elk etc.).	
31-33 34-36	City Guard	A mounted <b>City Guard</b> patrol is hurrying to the citadel after an encounter with humanoids/bandits. 30% chance one member is near death and will die without receiving healing aid.	
34-36 37-38	Rival Priests	Two groups of <b>clerics</b> are bickering in the street about whose god is the greatest. 15% chance hostilities break out.	
37-39 39-40	City Guard	A mounted <b>City Guard</b> patrol is rushing down the street after being called out. Any PCs in the street must dive out of the way to avoid being trampled (1D6 damage).	
40-43 41-43	Merchant caravan	A <b>merchant</b> caravan is passing along the street.	
44-45 44-46	Assassination attempt	<b>Assassins</b> attempt to assassinate a <b>merchant</b> (01-35) or <b>noble</b> (36-100).	
46-49 47-49	City Watch roadblock	A <b>City Watch</b> patrol has set up a road block ahead, looking for escaped fugitive/thief. Will question anyone who wants to pass on down the street. Will request a bribe (1-2 GP) from anyone not looking like they 'belong'.	
50-51 50-51	Noble whipping	A <b>noble</b> is whipping a servant in the street. 15% chance he/she whips the servant to death if not stopped.	
52-53 -	Priests request charity	D4+2 <b>priests</b> (Kathelea) are requesting donations to help the poor.	
54-55 52-53	Escaped monster	Troll/ogre/1-4 humanoids flee down the street in the PCs direction attacking anyone in the way. A <b>City Guard</b> patrol will show up in 1-3 minutes.	
56 54	Wizard duel	Two <b>magic users</b> attack each other with magic, heedless of hurting anyone nearby.	
57-59 55-60	Rowdy rakes	A group of drunk <b>rakes</b> is insulting everyone nearby.	
60-61 61-62	Longfelt VIP	Longfelt VIP ( <b>The Baron/Evadne/Alfred Calmund</b> with large retinue passes down the street in the direction of the PCs.	

62	-	Tiger lady	A richly dressed <b>noblewoman</b> is walking her pet tiger through the streets. The tiger will attack anyone who gets too close.
63	63	Special deals	A <b>street seller</b> is selling exotic pink phalit mushrooms for only 1GP per dose (has 10 left). These mushrooms heal 1-3 HP and make the character smell divine after consumption (+1 CHA for 2 hours). A favourite with upper class ladies.
64-66	-	Traders squabble	Two <b>traders</b> are squabbling over who has the right to set up their stall in this location. 35% chance the incident turns into a brawl.
67-68	64	Beggars on the run	A group of <b>beggars</b> flees through the street pursued by a <b>City Watch</b> patrol and an angry <b>noble</b> yelling "get that filth away from my daughter".
69-72	65-67	Gentlemen	A group of <b>gentlemen</b> is passing down the street towards the PCs.
73	68	Noble lady falls	A sedan-chair bearing a <b>noblewoman</b> suddenly tips to the side as one of the bearers trips. The noblewoman falls out into a pile of mud and dung. Livid with anger, she will order her 4 guards (F1, AC 5, broad swords, 6 HP) to attack anyone who laughs at her. She will then order the bearer whipped.
74-75	69-70	Tax collector	A <b>city official</b> with 4 <b>City Watch</b> guards is returning to the Citadel after collecting taxes. The guards carry a chest containing 600 GP worth of coins.
76-77	71-72	Merchants Guild	2D4+2 Merchants Guild members with 5-20 guards are hurrying along the street towards the Citadel. They can be heard saying things like "We must convince the Baron not to take that course of action, it could ruin us". 20% chance <b>Alfred Calmund</b> is with them.
78-79	73-74	Fighter duel	Two <b>fighters</b> are preparing for a duel while 2-20 onlookers stand by and place bets. Wagers are being taken by a well-dressed man who is actually a <b>thief</b> .
80	75	Know your betters	An aging <b>noblewoman</b> is reminding a very pretty, young <b>merchant's</b> daughter about her 'place'. The merchant's daughter will pay anyone handsomely for doing something 'nasty' to the noblewoman at a future time.
81-83	76-77	Noble hunting party	A group of 2-5 <b>nobles</b> and retainers on horses with 2-8 hunting dogs is heading in the direction of the gates. They will set their dogs on anyone not moving out of their way.
84	-	Exotic procession	A procession of 2-20 exotic dancers (all CHA 16+) from a foreign land marches through the street towards the Citadel. The dancers are slaves owned by a rich <b>merchant</b> who wishes to sell some dancers to <b>the Baron</b> .
85-86	78-79	Escaped monster	A large, dangerous monster (manticore/griffon/hippogriff/peryton) escapes from its cage and starts to attack bystanders for 3-5 rounds before trying to escape.
87	80	Dignitary	A foreign ruler/great lord from a foreign land/other barony, of at least equal standing to <b>Baron Du Plessis</b> , along with his/her considerable retinue passes down the street towards the Citadel.
88-89	81-82	Famous hero	A famous hero/heroine ( <b>fighter</b> ) of exceptional looks (CHA 18) passes down the street with a throng of 2-20 lady/gentlemen admirers crowding around.
90	83-86	Rooftop chase	A <b>thief</b> who has tried to rob a wealthy estate is being pursued across the rooftops by 1-4 <b>City Watch</b> .
91-92	87-88	Squabbling merchants	Two <b>merchants</b> with a long history of bad relations are arguing in the street. One yells out "You'll pay for this" before storming off. If either is approached, they will be willing to hire potential saboteurs or assassins to disrupt their rival's business or make him retire permanently.
93	89-90	Outlaw wizard	A female <b>magic user</b> , wanted by <b>the Baron</b> for crimes, is surrounded by 11-20 <b>City Guards</b> . They order her to surrender. She will not go quietly.
94	91	Sabotage	A group of <b>ruffians</b> jumps out from a side street and starts smashing up a <b>merchant's</b> produce/cart. The ruffians attempt to flee if someone intervenes.
95-96	92-93	Philosophers' debate	Two visiting sages are debating duo-axiomatic temporal chaos analysis.
97-98	94-97	Prize pooch	A runaway <b>dog</b> bolts down the street pursued by <b>noble</b> owner: 01-45: <b>war dog</b> (30% chance attacks bystanders); 46-100: luxury lap dog.
99-100	98-100	Exotic cat	An escaped <b>big cat</b> (lion/tiger/leopard/panther) strolls down the street.

## ENCOUNTERS AND INCIDENTS IN ESTABLISHMENTS (D20)

Roll for both **incidents** and **encounters** on the table below for encounters taking place in establishments (bars, inns etc.). **Bolded** encounters are open-ended, check **Encounter Initiation** on p. 26 to determine how the encounter begins.

### Establishments in South-East and South-West Districts

D20	INCIDENT	DESCRIPTION	ENCOUNTER
1	Small brawl	Brawl breaks out between 2-8 patrons, 40% chance escalates into all-out bar brawl.	<b>Character</b>
2	Eviction	Loud, drunken <b>citizen</b> is forcibly evicted from establishment.	<b>Character</b>
3	Accusation	<b>Good wife</b> enters establishment and accuses female staff of improper activities with husband: 01-30: cat fight breaks out; 30-100: good wife storms off after screaming match vowing revenge (50% chance may hire PCs to kill staff member if approached).	<b>Character</b>
4	Mass brawl	A long overdue mass brawl involving all patrons erupts after two patrons begin a punch up: win initiative each round to avoid.	<b>Citizen</b>
5	Fight	Two <b>fighters</b> exchange insults and begin fighting.	<b>Citizen</b>
6	Assassination	Cloaked figure ( <b>assassin</b> ) attempts to slit patron's throat/backstab then attempts to flee.	<b>Citizen</b>
7	Intimidation	Group of 2D4+2 <b>ruffians</b> enter establishment, surround patron (roll on encounter table for area on p. 341 to determine victim) and threaten violence unless demands met.	<b>Citizen</b>
8	Inspection	A <b>City Watch</b> patrol enters the establishment: 01-30: orders all patrons to stand still then opens belongings searching for stolen item; 31-50: requests information about recent murder/theft; 51-75: arrest patron (50% chance attempts to flee); 76-100: order all patrons to leave, then question proprietor.	Pickpocket
9	Preachers	1-4 <b>priests</b> enter establishment and request donations from all patrons.	Assassins
10	Chaotic wizard	A <b>magic user</b> suddenly stands up in middle of establishment, casts <b>monster summoning</b> then laughs evilly before disappearing through magical means.	Thief
11	Party tricks	A jolly <b>illusionist</b> casts illusions of scenes of delight and wonder for entertainment of patrons.	City Watch
12	Jealousy	Two rough wenches fawning over a handsome <b>fighter</b> begin brawling.	Drunk
13	Duel	A <b>fighter</b> challenges another <b>fighter</b> to a duel outside.	Ruffians
14	Flying bottles	A patron hurls a bottle across the room which triggers a mass bottle throwing brawl: each round after first, each person still present has a % chance equal to AC x7 of taking 1-4 glass damage, brawl degenerates into standard mass brawl after 3 rounds.	Musician/Actor
15	Prophet	A prophet enters establishment then denounces the immorality of all patrons present, declares their doom for eternity: 01-50: is physically removed from premises; 51-70: is attacked by patrons; 71-85: is laughed at before being pelted with food; 86-100: patrons mutter into their mugs then prophet leaves, laughing evilly.	Merchant
16	Mystery man	Door swings open dramatically framing a hooded man. He enters and sits in a shaded corner. He radiates mystery and power. He is a <b>ranger</b> , 50% chance he has work of interest if approached.	Mercenaries
17	Revellers	A group of <b>revellers</b> bursts into establishment and shout all present a round of drinks: "Oh! Let's get dirty with the commoners, what a blast".	Harlot
18	Fire	A fire breaks out in the kitchen, it will spread to the main room in D4+2 rounds, those still present take 1-2 smoke inhalation damage each round until fire is extinguished. 5% chance premises burns down.	Rakes
19	Job offers	A <b>City Official</b> enters premises, proclaims that there is work available for 'adventurers' at the Citadel (for <b>Sedric the Sage</b> or <b>Baron, area Y</b> ).	Doppelganger
20	Pickpockets	A <b>pickpocket</b> (or group) is caught attempting to pickpocket a patron, pickpocket attempts to flee establishment.	Beggar/Urchin

### Establishments in North-East and North-West Districts

D20	INCIDENT	DESCRIPTION	ENCOUNTER
1	Nobles scuffle	Two young <b>nobles</b> exchange insults, then one storms out of premises vowing revenge: 30% chance either may hire PCs to conduct assassination/assault/robbery mission against rival if approached.	Character
2	Merchant brawl	Two <b>merchants</b> begin accusing each other of bad business practices: 01-30: each draws a dagger and fight erupts; 31-60: one pushes rival over then dumps plate of food on him; 61-100: fist fight erupts (50% chance either will hire PCs to conduct 'revenge' attack if approached afterwards).	Character
3	Rakes brawl	Two groups of drunk <b>rakes</b> exchange insults then begin brawling (20% chance swords are drawn).	Character
4	Arrest	A <b>City Watch</b> patrol enters the establishment, surrounds a patron and orders him to come quietly: 01-50: patron is a <b>character</b> and will resist with force; 51-80: patron is <b>citizen</b> ; 81-100: patron is <b>thief</b> who will call out to PCs for help, pretending they are associates (50% chance City Watch order PCs to come to barracks for questioning).	Citizen
5	Eviction	Two 'lower class' <b>harlots</b> are forcibly evicted from establishment.	Citizen
6	Poisoning	A <b>merchant/noble</b> suddenly stands up choking after eating poisoned food: if saved, he/she will be in debt to saviour and will hire them to investigate assassination attempt.	Citizen
7	Revellers	<b>Revellers</b> burst into establishment and begin a wild, drunken party.	Citizen
8	Retinue brawl	Two retinues of rival nobles (treat as <b>mercenaries</b> ) exchange insults then begin brawling (40% chance weapons are drawn).	City Guard
9	Insulting rakes	A group of <b>rakes</b> insults a patron of low social status for area: 01-30: Rakes tip beer/wine on patron; 31-50: rakes push patron off chair; 51-70: rakes spill patron's food/drink; 71-100: rakes spit on patron (20% chance patron fights, and is likely killed/jailed if not saved).	City Watch
10	Assassination	A poisoned arrow/dart is launched through a window aimed at a <b>merchant/noble</b> . A group of <b>assassins</b> flee down street afterwards.	City Official
11	Honey pot	A <b>merchant</b> (actually a <b>thief</b> ) enters the premises with a group of 3-12 exotic, foreign dancing girls (all CHA 16+) who mesmerize and target all wealthy looking patrons. 'Private' dances are offered to paying customers. The following day stories flood town of drugged and robbed victims, the 'merchant' and his troupe having disappeared from town.	Assassin
12	Rival wizards	Two <b>magic users</b> suddenly stand up from opposite sides of the room and both say ominously 'YOU' before attacking each other with magic.	Rakes
13	Inquisitor	A lawful good <b>cleric</b> accompanied by subordinates and 1-3 <b>paladins</b> enters premises and proclaims 'I, Renthald of the Light, shall cleanse this world of foulness and evil'. Paladins and clerics will then begin to scan patrons with <i>detect evil</i> spells. 50% chance one or more patrons resists and a fight erupts.	Gentleman
14	Duel	Two <b>gentlemen</b> argue then challenge each other to a duel outside.	Merchant
15	Cat fight	Two <b>noblewomen</b> begin brawling over a young <b>nobleman</b> .	Noble
16	Pickpocket	A female <b>thief</b> dressed as an <b>expensive doxy</b> (CHA 17) engaged in seducing a <b>merchant</b> is caught pickpocketing her target. She flees out window, merchant will pay anyone who catches her.	Musician/Actor
17	Famous hero	A famous hero ( <b>fighter</b> ) with two <b>harlots</b> in arm swaggers in. Several patrons gasp with awe, the hero arrogantly orders a drink.	Doppelganger
18	Intimidation	A group of 2D4+2 <b>ruffians</b> enter premises and warn a <b>merchant</b> to leave town 'or else'. Merchant may hire PCs to help if offered.	Priest
19	Bard	A famous <b>bard</b> enters establishment and puts on impromptu show.	Pickpocket
20	Kidnapping raid	A group of 2D4+2 <b>ruffians</b> burst in through the door and abduct a young <b>noblewoman</b> , warning other patrons to stay back or 'die'.	Mercenaries

## LONGFELT CITY ENCOUNTER TABLES

Encounters in Longfelt City differ depending upon whether it is night or day and which district the encounter takes place in. For **bolded** entries, after determining type of character on p. 25, roll on **Encounter Initiation Table** (p. 26) to see how the encounter began, before referencing the relevant entry. These represent open-ended encounters where the individual's line of work probably plays no role in how the encounter came about. For all others, which generally indicate the individual's occupation affected how the encounter began, see the entry description. The City is divided into districts: South-West (SW), North-West (NW), North-East (NE), and South-East (SE).

### DAY ENCOUNTERS

Roll D20	SW	NW	NE	SE
1	Pick Pocket	City Guard	City Guard	City Guard
2	Pick Pocket	City Watch	City Watch	City Watch
3	City Guard	City Official	City Watch	Mercenary
4	Beggar	City Official	Drunk	Merchant
5	Priest	Noble	Merchant	Priest
6	Mercenary	Noble	Merchant	Priest
7	<b>Citizen</b>	<b>Citizen</b>	Noble	<b>Citizen</b>
8	<b>Citizen</b>	Gentleman	Noble	<b>Citizen</b>
9	<b>Citizen</b>	<b>Citizen</b>	<b>Citizen</b>	<b>Citizen</b>
10	<b>Citizen</b>	Rakes	<b>Citizen</b>	Pick Pocket
11	Harlot	Drunk	<b>Citizen</b>	City Official
12	City Watch	<b>Citizen</b>	Musician/Actor	Drunk
13	Musician/Actor	<b>Citizen</b>	Mercenary	Musician/Actor
14	<b>Character</b>	<b>Character</b>	<b>Character</b>	<b>Character</b>
15	Merchant	Merchant	City Official	<b>Citizen</b>
16	City Official	Merchant	Gentleman	Noble
17	Drunk	Mercenary	Rakes	Ruffians
18	Ruffians	Priest	Priest	Thief
19	Thief	Musician/Actor	Thief	Assassin
20	Thief	Thief	Assassin	Assassin

### NIGHT ENCOUNTERS

Roll D20	SW	NW	NE	SE
1	Bandits	City Guard	City Guard	City Guard
2	Bandits	City Watch	City Watch	City Watch
3	Beggar	Mercenary	City Watch	Drunk
4	Giant Rats	City Official	Revellers	Drunk
5	<b>Citizen</b>	Noble	Revellers	Priest
6	Doppelganger	Noble	Drunk	Mercenary
7	Ruffians	Drunk	Noble	Wererat
8	Ruffians	Gentleman	Noble	<b>Citizen</b>
9	Wererat	Revellers	Wererat	Bandits
10	Harlot	Revellers	<b>Citizen</b>	Giant Rats
11	Harlot	Harlot	<b>Citizen</b>	Ruffians
12	City Watch	<b>Citizen</b>	Gentleman	Thief
13	City Guard	<b>Citizen</b>	Mercenary	Musician/Actor
14	<b>Character</b>	<b>Character</b>	<b>Character</b>	<b>Character</b>
15	Drunk	Rakes	City Official	Ghoul
16	Drunk	Rakes	Rakes	Noble
17	Mercenary	Wererat	Rakes	Ruffians
18	Thief	Assassin	Harlot	Rakes
19	Thief	Thief	Thief	Assassin
20	Thief	Thief	Assassin	Assassin

## CHARACTERS

A character can be of any class and will generally indicate an individual who is not from Longfelt, and not necessarily encountered in the roll assigned to them as other characters are. i.e. a 'thief' encounter as indicated above will be with a thief, but the thief will be in some way engaged in their profession, for example in trying to steal something; however, a thief rolled after a 'character' encounter will just be some open-ended encounter with an individual of the thief class. Roll below for type; then see **NPC Tables** provided above or use the sample groups under **characters**, p.29. There is a 10% chance that any evil or neutral character encountered is an agent of the Suleb Darn on a mission in Longfelt, see **Level 8 Core**.

### ROLL D20:

**1-4: Fighter** – Level 4-7, accompanied by 2-5 henchmen (level 1-3), 10% chance encounter is with Rannulf and one 4<sup>th</sup> level henchman (see Longfelt key, area F).

**5-7: Cleric** – Level 4-7, accompanied by 1-4 subordinates (level 1-3 clerics)

**8-10: Magic-user** – Level 4-7, 50% with 1-4 apprentices (level 1-3), 30% with 1-3 guards (level 1-3 fighters), 20% with both. 15% chance encounter is with Proctor or Balfour instead (see Longfelt key, areas E or CC)

**11-13: Thief** – Level 4-7, 30% chance with 1-3 apprentices (level 1-3), 70% chance is a non-guild member

**14: Paladin** – Level 4-7, indistinguishable from normal fighter

**15: Ranger** – Level 4-7, indistinguishable from normal fighter

**16: Druid** – Level 4-7, 40% chance is accompanied by 1-3 lesser druids (level 1-3)

**17: Illusionist** – level 4-7, 50% chance with 1-2 apprentices (level 1-3), 30% with 1-3 guards (level 1-3 fighters), 20% with both

**18-19: Assassin** – level 5-8, 70% chance assassin is a non-guild member

**20: Bard** – Level 6/7/7 fighter/thief/bard, 15% chance encounter is with Rodefer instead (see Longfelt key, area T)

## CITIZENS

Citizen encounters will be open-ended encounters with ordinary townfolk (or outsiders), most likely not working at the time. They may be returning home from a night out, heading out or are out on an urgent errand that could not wait till the morning. Unlike encounters with certain classes as indicated in the encounter tables above, 'citizen' encounters are open ended and the cause of the encounter has nothing to do with the actual occupation of the individual. Determine which type of citizen on the table below:

### ROLL D20:

1: Priest

2: Farmer/Trader

3: Goodwife

4: Labourer

5: Street Seller

6: Tradesman

7: Musician/Actor

8: City Official

9: Merchant

10: Craftsman/Clerical Worker

11: Off-duty City Watch

12: Off-duty City Guard

13: Gentleman

14: Noble

15: Rake

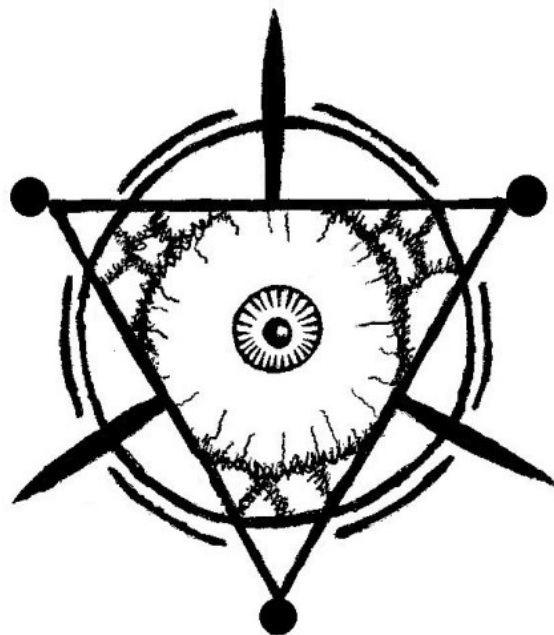
16: Harlot

17: Mercenary

18: Noble

19: Thief

20: Assassin



## ENCOUNTER INITIATION

When an open-ended encounter has occurred, the GM may use the following table to determine how an encounter was initiated. Encounters are always initiated by NPCs, if it was initiated by a PC, it is not a random encounter! Use the table below only for encounters with off-duty civilians (tradesmen, City Officials etc.), character NPCs, or NPC party encounters. For encounters with NPCs engaged in their trade (thieves, assassins, priests etc.), and whose actions are directed at the PCs, use the options provided under each NPC description.

### D100

CITIZEN	CHARACTER	NPC INITIATIVES BY....
01-10	01-08	<b>Bumps into PC:</b> roll REACTION TEST, adjudicate as best fits the situation
11-20	09-16	<b>Recognises PC:</b> D6: 1-4: mistaken identity; 5-6: old acquaintance
21-30	17-25	<b>Doesn't like appearance:</b> D6: 1-2: spits on ground, grumbles something negative Sounding; 3: glares at PC 4: laughs at, makes comment on appearance; 5-6: insults 'high and mighty' adventurer
31-40	26-35	<b>Sexual advance:</b> propositions character: D6: 1-3: crudely/clumsily; 4-6: eloquently
	36-50	<b>Asks for:</b> D6: 1: new to town, asks for directions to inn/pub/market; 2: asks PCs if they are looking for services/hirelings/henchmen; 3: offers to sell item; 4: wants to hire PCs for mission/exploration/retrieve item; 5: asks to buy item from PC; 6: asks for help dealing with rival
41-50	51-55	<b>Stares at PCs:</b> Roll D6: 1-3: mistakes PCs for well-known evil marauders, if PCs interact with NPC and get a negative REACTION result, believes PCs are in fact evil marauders and will report them to City Watch; 4-6: is just curious
51-60	56-65	<b>Imagined slight:</b> "What are you looking at?". Roll REACTION TEST
61-70	66-75	<b>Requests assistance:</b> D6: 1: help sick/injured family member/companion; 2: carry/move something; 3: look after item (actually stolen item, owner/City Watch arrive in 1-3 rounds); 4: just robbed, help finding thieves/bandits/ruffians; 5: finding lost child/pet; 6: unloading wagon
71-75	76-80	<b>In the way:</b> "Get out of my way". Roll REACTION TEST
76-80	81-85	<b>Greets PCs for no reason:</b> "Good day fine gentlemen". Roll REACTION TEST
81-87	86-90	<b>Accuses PC of:</b> D6: 1-2: stealing; 3-4: improper behaviour (with family member/improper religious belief); 5-6: crime (murder/arson). If negative REACTION result, calls for City Watch.
88-92	91-93	<b>Comments about weather:</b> "Nice day for it, yeah?". Roll REACTION TEST
93-95	94-95	<b>Tries to engage in trade:</b> Whatever trade/profession is, will try to sell PCs service related to his or her trade: "Hey, you looking for a brick layer?"
96-100	96-100	<b>Offers information:</b> Believes can make money from adventurer types by offering information, 50% chance any information is false. Information offered will appear to be of value to PCs in accordance with the current situation in the campaign, false info may of course give PCs the wrong idea of what is actually going on.

## STREET SCENES

Any time the players ask what or who they can see around them use the following table. Unlike **incidents** or **encounters**, none of the individuals in a typical **street scene** will be engaged in any unusual behaviour and may just be working, standing around, chatting, walking by or shopping. PCs will have to initiate encounters. Each time, roll D6 times on the table below in the day time or D4 times at night. Use the number of individuals given under each encounter description or roll a D3, D4 or D6 depending on the time of the day and whether it is a major or minor thoroughfare. Or just choose.

### D100

DAY / NIGHT	SOUTH-WEST	NORTH-WEST	NORTH-EAST	SOUTH-EAST
01-05	01-05 Roguish looking (Thieves)	City Guard	City Guard	City Guard
06-10	06-08 Beggar	City Watch patrol	City Watch patrol	City Watch patrol
11-13	09-10 City Guard patrol	City Official	Drunk	Merchant
14-17	11-12 Farmer/Trader	Noble	Merchant	Priest
18-20	13-14 Clerical	Tradesman	Noble	Tradesman
21-24	15-16 Labourer	Gentleman	Goodwife	Street Seller
25-28	17 Goodwife	Goodwife	Street Seller	Roguish looking (pick pocket)
29-30	18-25 Harlot	Drunk	Gentleman	Drunk
31-33	26-27 Musician/Actor	Farmer/Trader	Musician/Actor	City Official
34-35	28-30 Warrior-type (fighter)	Warrior-type (fighter)	Warrior-type (fighter)	Warrior-type (fighter)
36-38	31-32 Merchant	Merchant	City Official	Farmer or Peasant
39	33 City Official	Street Seller	Farmer/Trader	Noble
40-45	34-40 Drunk	Priest	Young Noble (Rake)	Rough looking (Ruffian)
46-51	41-45 Rough looking (Ruffian)	Musician/Actor	Priest	Roguish looking (Thief)
52	46-47 Roguish looking (Wererat)	Roguish looking (Thief)	Roguish looking (Thief)	Roguish looking (Assassin)
53-55	48-49 Poor Peasant (doppelganger)	Robed (Illusionist)	Warrior-type (Paladin)	Roguish looking
56-64	50 Children playing	Labourers repairing wall	Horses tied up	Small Children
65-66	51-53 City Watch patrol	Two old coots chatting	Wagon with oxen	Servant (in merchant's livery)
67-68	54-56 Hay cart	Servant (in nobles livery)	Robed (MU)	Street Urchins
69-73	57-59 Old man relieving himself	Inn staff talking	Servant (in noble's livery)	Trader unloading wagon
74-77	60-61 1-4 porters	Warrior-type (cleric)	Warrior-type (ranger)	Beggar (disguised assassin)
78-79	62-64 Robed (MU)	Robed (librarian)	Craftsman	Robed (MU)
80-83	65 Craftsman	Craftsman	Robed (guy who likes robes)	Farmer chewing straw
84-85	66-68 Horses tied up	Dogs (special breed)	Wagon full of barrels	Mangy dogs
86-87	69-70 Warrior-type (cleric)	Children (10-12 years)	Labourers repairing street	Noblewoman
88-89	71-73 Dung sweepers	Wagon with goods	Children playing	Dung sweepers
90	74 NPC party	Horses tied up	Old ladies chatting	Noble (actually actor in costume)
91	75-76 Roguish looking	NPC party	NPC Party	NPC party
92	Warrior types (mercenaries)	Warrior types (mercenaries)	Warrior types (mercenaries)	Warrior types (mercenaries)
93-100	77-100 Empty Street	Empty street	Empty street	Empty street

## LONGFELT ENCOUNTER DESCRIPTIONS

### ASSASSINS

**Encounter initiation:** Roll D100: **0-15:** offers services to party (assassinate PC's enemy/theft for PCs/buy sell goods on black market); **16-40:** attempt to steal/snatch item then flee (roll to hit AC 5); **41-60:** attempt to assassinate PC (mistaken identity); **61-80:** warn PCs to leave town or face consequences (PCs now have an enemy in Longfelt/Assassins Guild is now enemy); **81-100:** attempt to assassinate PCs (A Longfelt NPC has become the PCs' enemy).

**Number encountered:** 1-3; if 3 are encountered, the third will be a level 3 assassin. If the encounter is an assassination attempt, then there will also be a 4<sup>th</sup> level and 7<sup>th</sup> level assassin leader present.

**Level 1 assassins:** AC: 7 AT: 1 DMG: 1-8/1-12 (long sword) or 1-4/1-3 (dagger) + save vs poison or take 15 HP in 2-5 rounds SA: backstab, assassinate AL: NE, LE or CE XP: 73 each POS: long sword, leather, poison coated daggers, 10 GP each. Stats average except DEX: 15 ACO: 21 HPT: 4 4

**Level 3 assassin:** As level 1 assassins, but AC: 6 XP: 135 POS: leather, long sword, 2 daggers, 15 GP, stats average except DEX: 16. PP: 30% MS: 15% HS: 10% CW: 85%. ACO: 21 HPT: 10

**Level 4 assassin:** As level 1 assassins but AC: 4 XP: 275 POS: **leather+1** (XP: 300, GP: 2,000), 20 GP. DEX 17. PP: 40% MS: 27% HS: 20% CW: 86%. HPT: 14

**Level 7 assassin leader:** AC: 2 AT: 1 DMG: 1-8+1/1-12+1 (**long sword+1**) or 1-4+2/1-3+2 (**dagger+2**) + save vs poison or take 35 HP damage in 1 round XP: 905 POS: **long sword+1** (XP: 400, GP: 2,000), poison coated **dagger+2** (XP: 200, GP: 1,500), 80 GP, two 50 GP gems, **leather+2** (XP: 1,000, GP: 7,500) DEX: 18. PP: 60% MS: 50% HS: 41% CW: 90% ACO: 19 (18 with sword, 17 with daggers) HPT: 28

### BANDITS

**Encounter initiation:** Roll D100: **01-60:** Bandits try to intimidate first and request all money and items of value, then use force if this fails; **61-100:** Bandits attack. Crossbowmen (half the numbers) will likely be on rooftops or other high locations when the encounter occurs (60% chance). The others will try to surround a party and hem them in.

**Bandits:** N: D8+3\* AC: 7 or 8 (leather armour, half also with shields) AT: 1 DMG: 1-8/1-8 (scimitar) or 1-4/1-4 (light crossbow) AL: N or CN XP: 13 each POS: 3 GP each, scimitar; half with light crossbows, 20 bolts. ACO: 21 HPT: 3 3 3 3 3 3 3 3 3 3

\*One will always be a **6<sup>th</sup> level leader:** As 0-level bandits but XP: 449 POS: 30 GP. ACO: 16 HPT: 28

There is a 15% chance any bandit group is affiliated with or in the employ of the Suleb Darn (likely unknowingly). See **Level 8 Core**. 15% are affiliated with the Thieves Guild in some form, 10% with the Assassins Guild. Unaffiliated groups are small, violent gangs, possibly in conflict with the Guilds. Some bandit groups may also be linked to groups operating in the wilderness around Longfelt.

### BEGGARS/STREET URCHINS

**Encounter initiation:** Roll D100: **01-15:** bumps into PC; **16-20:** bumps into PC attempts to pick pockets (40% skill); **21-70:** begs for money (10% chance of having knowledge of interest to PCs if payment received); **71-80:** tries to lure PCs into side street where group of **bandits** attacks; **81-90:** asks PCs for help (Thieves' or Assassins' Guild is after him/her); **91-100:** offers information of interest for 1-20 GP.

**Beggars/street urchins:** N: 1-4 (or 1-6 if street urchins) AC: 10 AT: 1 DMG: body weapons or improvised weapon, 20% chance of knife (1-3 DMG) XP: 7 each ACO: 21 HPT: 2 2 2 2 2 2

There is an equal chance that this encounter is with beggars or street urchins. 20% of beggars will be afflicted by a disease; party members coming into contact with the beggar have a 5% chance of contracting this. There is a 10% chance any beggar or street urchin is also an informant for the Suleb Darn, see **Level 8 Core**.

## CHARACTER

The following NPCs are sample NPCs for character encounters, feel free to substitute these with any from the NPC tables.

### FIGHTER NPC:

**5<sup>th</sup> level fighter (Grimbilg the Weathered):** AC: 2 MV: 90' AT: 1 DMG: 1-8+1/1-12+1 (long sword + STR), 2-8+1/2-7+1 (morning star + STR) AL: LN XP: 390 POS: long sword, morning star, 35 GP, two 20 GP gems, **+1 splint** (XP: 700, GP: 4,000), shield, longsword, morning star. STR: 16 AC0: 16 HPT: 40

**3 Henchman, 3<sup>rd</sup> level fighters:** AC: 2 MV: 60' AT: 1 DMG: 2-8/2-7 (broad sword), 1-6/1-6 (hand axe) AL: CN XP: 140 POS: 10 GP, 20 SP, plate mail, shield, broad sword, hand axe. AC0: 18 HPT: 20

### CLERIC NPC:

**6<sup>th</sup> level cleric (Parithian of Karnassis):** AC: 2 MV: 60' AT: 1 DMG: 2-7+1/1-6+1 (**+1 heavy mace**) AL: E XP: 685 **Spells:** 1<sup>st</sup>: *cause l. wounds x2, command*, 2<sup>nd</sup>: *snake charm, chant, hold person*, 3<sup>rd</sup>: *animate dead* POS: plate mail, shield, **+1 heavy mace** (XP: 350, GP: 3,000), 35 GP, **potion of extra-healing** (XP: 200, GP: 400). AC0: 18 HPT: 20

**4 subordinates, 2<sup>nd</sup> level clerics:** AC: 2 MV: 60' AT: 1 DMG: 2-7/1-6 (heavy mace) AL: NE XP: 74 each **Spells:** 1<sup>st</sup>: *cause l. wounds, command x2* POS: plate mail, shield, heavy mace, 3 GP. AC0: 20 HPT: 8 8 8 8

### MAGIC-USER NPC:

**4<sup>th</sup> level MU (Malop the Wishful):** AC: 9 MV: 120' AT: 1 DMG: 1-6/1-6 (staff) AL: CN XP: 235 **Spells:** 1<sup>st</sup>: *shield, light, burning hands*, 2<sup>nd</sup>: *ray of enfeeblement, web* POS: staff, 45 GP, **scroll: levitate, jump, knock** (XP: 300, GP: 900). DEX: 15 AC0: 21 HPT: 10

**Apprentice, 3<sup>rd</sup> level MU:** AC: 10 MV: 120' AT: 1 DMG: 1-4/1-3 (dagger) AL: CN XP: 109 **Spells:** 1<sup>st</sup>: *run, grease*, 2<sup>nd</sup>: *scare* POS: dagger, 5 GP. AC0: 21 HPT: 6

**4 guards, 2<sup>nd</sup> level fighters:** AC: 3 MV: 60' AT: 1 DMG: 1-6/1-8 (spear) or 2-8/2-7 (broadsword) AL: N XP: 65 each POS: splint, shield, 7' spear, broad sword, 3 GP, 20 SP each. AC0: 20 HPT: 10 10 10 10

### THIEF NPC:

**7<sup>th</sup> level thief (Nolli the Springer):** AC: 3 MV: 120' AT: 1 DMG: 1-6/1-8 (short sword) or 2-5+1/2-7+1 (sling, **+1 bullets**) AL: NE XP: 1,005. PP:75, MS:60, HS:53, CW:94 POS: **+2 leather** (XP: 1,000, GP: 7,500), 120 GP, 10 **+1 bullet stones** (XP: 200, GP: 1,200). DEX: 17 AC0: 19 (16 with sling) HPT: 28. **Suleb Darn Agent**, see **Level 8 Core**.

**2 apprentices, 2<sup>nd</sup> level thieves:** AC: 6 MV: 120' AT: 1 DMG: 1-6/1-8 (short sword) or 2-7/2-5 (sling) AL: NE XP: 71. PP:45, MS:31, HS:30, CW:86 POS: 9 GP, short sword, sling, 20 sling bullets. DEX: 16 AC0: 21 (20 with sling) HPT: 8 8

### DRUID NPC:

**5<sup>th</sup> level druid (Henneth Greentip):** AC: 6 MV: 120' AT: 1 DMG: 1-6+1/1-6+1 (**+1 staff**) AL: N XP: 387 **Spells:** 1<sup>st</sup>: *entangle, pass without trace, faerie fire*, 2<sup>nd</sup>: *flame blade, heat metal, cure l. wounds*, 3<sup>rd</sup>: *summon insects, hold animal* POS: leather, shield, **+1 staff** (XP: 250, GP: 1,500) 15 GP. AC0: 18 HPT: 27

**2 lesser druids, 2<sup>nd</sup> level druids:** AC: 8 MV: 120' AT: 1 DMG: 1-6/1-8 (spear) AL: N XP: 74 each **Spells:** 1<sup>st</sup>: *shillelagh, animal friendship*, 2<sup>nd</sup>: *barkskin* AC0: 20 HPT: 8 8

### ILLUSIONIST NPC:

**6<sup>th</sup> level illusionist (Roger Rainbow):** AC: 8 MV: 120' AT: 1 or 2 DMG: 1-4/1-3 (dagger) AL: NE XP: 621 **Spells:** 1<sup>st</sup>: *color spray, chromatic orb x2, light*, 2<sup>nd</sup>: *fog cloud, invisibility, blindness*, 3<sup>rd</sup>: *paralyzation* DEX: 16 POS: four daggers, 120 GP, **scroll: blur, hypnotic pattern** (XP: 200, GP: 600) AC0: 19 (18 with missiles) HPT: 12

## RANGER NPC:

**5<sup>th</sup> level ranger (Urden the Enduring):** AC: 3 MV: 120' AT: 1 or 2 DMG: 2-8/2-7 (broad sword) or 1-6/1-6 (long bow) or 1-4/1-3 (dagger) AL: CG XP: 396 POS: broad sword, longbow, 20 arrows, 2 daggers, **chain mail+2** (GP: 1,200, XP: 7,500). AC0: 16 HPT: 41

## PALADIN NPC:

**4<sup>th</sup> level paladin (Brignot Yoot-haaf):** AC: 3 MV: 60' AT: 1 DMG: 2-8/2-16 (bastard sword) or 1-4/1-3 (dagger) AL: LG XP: 320 POS: bastard sword, dagger, plate mail. CHA: 17 CON: 16 AC0: 18 HPT: 30

## ASSASSIN NPC:

**Level 7 assassin (Shirty Commons):** AC: 4 AT: 1 DMG: 1-4+4/1-3+4 (**dagger+3** +STR) + save vs poison or take 35 HP damage in 1 round, or 1-4+1/1-3+1 (dagger) XP: 875 POS: poison coated **dagger+3** (XP: 350, GP: 2,500), 2 daggers, leather, 120 GP, 50 SP. STR: 17 DEX: 18. PP: 60% MS: 50% HS: 41% CW: 90% AC0: 19 (15 dagger) HPT: 25

## BARD NPC:

**Bard, level 6/7/7 fighter/thief/bard (Cornelius Jibbly):** AC: 2 AT: 1 or 2 DMG: 1-8+1/1-12+1 (**long sword+1**) or 1-3/1-3 (throwing knives) XP: 2,176 **Spells:** 1<sup>st</sup>: *entangle, speak with animals, faerie fire, pass without trace*, 2<sup>nd</sup>: *barkskin, heat metal, feign death*, 3<sup>rd</sup>: *summon insects*. POS: **long sword+1** (GP: 400, XP: 2,000), elfin chain, 4 throwing daggers, lute, 300 GP in assorted gems. DEX: 17 WIS: 16 PP: 65% MS: 60 HS: 48 CW: 95 AC0: 16 (15) HPT: 59

## CITY GUARD

**Encounter Initiation:** Roll D100: **01-85:** ignore PCs unless they are up to no good; **86-95:** request PCs' address/purpose for being in Longfelt (check REACTION ROLL, if negative, PCs may be visited/questioned later); **96-100:** warn PCs that there are 'other taxes' in Longfelt (sometime in future will visit PCs weekly and try to extort PCs for 5-20 GP each).

**Number encountered:** 2-8 guardsmen, 1-4 veteran guardsmen and a sergeant, most likely returning from guard duty to the keep or returning from patrol. Other larger groups are possible:

**Sergeant, 2<sup>nd</sup> level human fighter:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (longsword) AL: LN or N with chaotic tendencies POS: spear (7'), large shield, chainmail, long sword, 3 GP. XP: 89 each AC0: 20 HPT: 13

**Veteran guardsmen, 1<sup>st</sup> level human fighters:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (longsword) AL: LN or N with chaotic tendencies POS: spear (7'), large shields, chain mail, long swords, 1 GP, 15 SP each. XP: 34 each AC0: 20 HPT: 7 7 7 7

**Guardsmen, 0-level human fighters:** AC: 5 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (longsword) AL: LN or N with chaotic tendencies POS: spear (7'), large shields, ring mail, long swords, 15 SP each. XP: 14 each AC0: 21 HPT: 4 4 4 4 4 4 4 4

## CITY OFFICIAL

**Encounter initiation:** Roll D100: **01-15:** bumps into PC (check REACTION ROLL, if negative will insult PC); **16-30:** asks for 1-10 GP 'donation' to avoid taxation; **31-60:** asks PCs for service (take message to Citadel/carry books or document/assassinate or intimidate rival); **61-100:** informs PCs that there is possible work for PCs at the Citadel.

**Number encountered:** Roll D100: **01-70:** 1-2 minor officials without escort; **71-95:** a major official with 2-5 City Guards as an escort; **96-100:** a major official travelling without escort.

**City official:** AC: 10 AT: 1 DMG: 1-4/1-3 (dagger) AL: most N XP: 7 each POS: minor officials 2 GP, 20 SP, 10 CP, major officials 40 GP, 20 SP each plus 10% chance of 200 GP worth of gems and jewellery. All carry daggers AC0: 21 HPT: 2

**Guardsmen, 0-level human fighters:** AC: 5 HP: 4 each AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (longsword) AL: LN or N with chaotic tendencies POS: spear (7'), large shields, ring mail, long swords, 15 SP each. XP: 14 each AC0: 21 HPT: 4 4 4 4 4

## CITY WATCH

**Encounter initiation:** Roll D100: **01-40:** ask PCs business (check REACTION); **41-60:** look at PCs suspiciously (check REACTION); **61-75:** warn PCs not to cause trouble; **76-85:** order PCs to reveal contents of bags or other containers; **86-100:** ask for bribe, may cause trouble later for PCs if not given (1-10 GP per PC, times 10 if PCs obviously look wealthy).

**Number encountered:** four watchmen and a sergeant.

**1 Sergeant, 2<sup>nd</sup> level human fighter:** AC: 7 HP: 10 AT: 1 DMG: 1-6/1-4 (club) or 1-6/1-8 (short sword) AL: LN or N with chaotic tendencies POS: club, short sword, studded leather, 2 GP, 15 SP each. AC0: 20 HPT: 10

**4 Watchmen, 0-level human fighters:** AC: 7 HP: 4 AT: 1 DMG: 1-6/1-4 (club) or entangle (net) AL: LN or N with chaotic tendencies POS: clubs, studded leather, pole lanterns, torches, oil, 15 SP each. Additionally, one member of every patrol possesses a net for entangling miscreants and a rope. AC0: 21 HPT: 4 4 4 4

## CRAFTSMAN/CLERICAL WORKER

**Number encountered:** Roll D100: **01-35:** 1 craftsmen; **36-70:** 1-6 craftsmen; **71-100:** 1-3 clerical workers

**Craftsmen/clerical workers:** AC: 10 AT: 1 DMG: may possess something useable as an improvised weapon AL: most N POS: 5 SP, 15 CP each. HPT: 3 3 3 3 3 3

Craftsmen and clerical workers are a central pillar of the Longfelt community and are generally highly respected and very friendly. Any incidence of mistreatment will initiate an immediate manhunt by the City Watch. The Thieves and Assassins Guilds will rarely prey on craftsmen or clerical staff.

## DOPPLEGANGER

**Encounter initiation:** Roll D100: **01-20:** asks PCs to help friend, leads them to side alley then attacks; **21-100:** follows PCs to accommodation and then tries to kill one PC later if they leave at night or alone, then tries to steal identity.

**Doppelgangers:** N: 1 or 10% of 1-4 AC: 5 MV: 90' HD: 4 AT: 1 DMG: 1-12 SA: surprise on a 1-4 SD: immune to sleep/charm, save as 10<sup>th</sup> level fighter Size: M I: very AL: N XP: 406 AC0: 15 HPT: 19 19 19 19

## DRUNK

**Encounter initiation:** Roll D100: **01-25:** bumps in to PC (check REACTION); **26-40:** babbles and slurs useless info; **41-60:** greets PC "Hey Codfield, me ol' mate" and tries to hug; **61-75:** greets PCs "Fair evening, 'ay?" (roll REACTION, if negative will try to fight PC); **76-85:** insults and screams at PC; **86-100:** grumbles and moans about unfairness of life, then blames PCs (roll REACTION).

**Number encountered:** Roll D100: **01-50:** 1-6 extremely intoxicated lower or middle-class individuals out on the town; **51-100:** 1 drunken bum.

**Drunks:** AC: 10 (or worse) AT: 1 DMG: may have improvised weapon such as a bottle. POS: intoxicated individuals will have an average of 5 SP, 10 CP each; bums 1-4 CP. AC0: 23 or worse due to intoxication HPT: 4 4 4 4 4 4

## FARMER/TRADER

**Farmers/traders:** N: 1 or 1-3 (50% of each) AT: 1 DMG: may have something for use as an improvised weapon or a farming implement. XP: 9 each POS: 1-20 GP each, 10 SP, 15 CP, + possible wares AC0: 21 HPT: 4 4 4

This encounter will be with a local farmer/trader (they're really both in Longfelt) who sells some of his produce in town. Produce could be wool, cloth, manufactured textiles or fish oil. The farmer/trader will generally have some wagon or means of carrying their produce. Produce will be from 1-100 GP worth in value depending upon type. Farmers are valued citizens and any maltreatment will lead to an immediate operation by the City Watch.

## GENTLEMEN

**Encounter initiation:** Roll D100: **01-25:** makes offhand insult “My, my...more dirty adventurers”; **26-50:** bumps into PC (orders PC to apologise, check REACTION); **51-75:** sexual advance, propositions highest CHA PC (50% chance seeks revenge later if rejected); **76-100:** offers one-off employment (help moving or protecting goods/guarding building for several hours/intimidating enemy/assassinating enemy).

**Gentlemen:** N: 1-6. These will be an individual or local group of nobles/rich merchants. They will have stats as 0-level fighters (30%), or 2<sup>nd</sup> level fighters (50%), or 4-7<sup>th</sup> level fighters (20% chance, determine level for each individual). They will be dressed in expensive clothes and bearing swords. They will be without the entourage of a noble party, may be drunk and will certainly take offense from any one of lesser station deigning to speak with them. POS: 50 GP each plus 20% chance of 100-200 GP value of gems and jewellery. Sample group:

**2 2<sup>nd</sup> level fighters:** AC: 10 MV: 120' AT: 1 DMG: 1-8/1-12 (long sword) or 1-4/1-3 (dagger) AL: any, equal chance XP: 65 each POS: long sword, dagger, fine clothes. AC0: 20 HPT: 10 10

**1 0-level fighter:** as 2<sup>nd</sup> level fighters but XP: 14 AC0: 21 HPT: 4

**1 5<sup>th</sup> level fighter:** as 2<sup>nd</sup> level fighters but XP: 300 AC0: 16 HPT: 25

## GIANT RATS

**Giant rats:** N: D6+6 AC: 7 MV: 120'//60' HD: ½ AT: 1 DMG: 1-3 SA: bites cause disease 5% Size: S I: ani. AL: N XP: 9 each HPT: 2 2 2 2 2 2 2 2 2 2 2 2

Giant rats will attack weak looking victims on their own or in small groups, or if their lair (such as a sewer tunnel or abandoned building) is entered. Otherwise they will hiss threateningly then flee.

## GOOD WIFE

Encounters will be with a single lady, most likely of the same social class as the surrounding neighbourhood. If a negative REACTION test occurs, there is a 30% chance any attempt to talk with her will be construed as a possible threat and she will scream for the City Watch. On positive REACTION checks, 15% of goodwives will have information/gossip of use to the party. POS: 1-20 GP, 1-20 SP, 10 CP. 10% chance of 100-200 GP value of gems or jewellery. HP: 1-4

## HARLOT

**Encounter initiation:** Roll D100: **01-50:** offers service to PCs; **51-70:** compliments highest CHA male PC, offers special rates if CHA 14+; **71-85:** asks for assistance (wants to get out of business, but is trapped, fears boss); **86-100:** offers information of interest for 1-4 GP (20% chance has some useful info).

Roll for type of harlot encountered:

1: Floozy	6: Jade
2: Jezebel	7: Slattern
3: Broad	8: Moll
4: Scarlet woman	9: Tramp
5: Courtesan	10: Doxy

**Harlots:** AC 10 AT: 1 DMG: 1-3 (knife) HP: average of 2 each; Molls and Slatterns 3 HP each.

30% of harlots will be scouting the streets looking for customers for Lady Karitsa's Parlour, see **area N**. The others will be private harlots or working for smaller establishments. Prices will depend on the type of harlot encountered. On a positive REACTION check, 20% of harlots will have information of value to the party but will not share this without a fee. There is a 5% chance that any harlot is not the gender 'she' appears to be.

## LABOURERS

**Labourers:** AC 10 AT: 1 DMG: improvised weapon or knife (1-3) HP: average of 3; builders or similar occupations 5 HP.

This category will include any citizen that relies on manual labour to earn a living, including stablemen, builders, messengers, servants, farm hands, peasants, cooks, bartenders, workshop employees, weavers, spinners and waiters etc.

## MERCENARIES

**Encounter initiation:** Roll D100: **01-25:** bumps into PC (check REACTION, negative results always result in insult plus possible violent response); **26-50:** insults weakest looking PC; **51-70:** insults toughest looking fighter type; **71-100:** offers mercenary services (standard hiring rates).

**Number encountered:** 3D4. Every third mercenary will be a first level fighter, the others 0-level and the group will always be led by a third level leader:

**0-level:** AC: 6 (studded leather + shield) AT: 1 DMG: 1-6/1-8 (spear) or 1-6/1-4 (mace) AL: N POS: medium shields, 6' spear, light mace, 8 SP each. XP: 13 each AC0: 21 HPT: 3 3 3 3 3 3 3 3

**1<sup>st</sup> level:** AC: 6 (ring mail) AT: 1 DMG: 2-7/2-12 (spetum) or 1-6/1-8 (short sword) AL: N POS: spetum, short sword, 10 SP each. XP: 32 each AC0: 20 HPT: 6 6 6 6

**3<sup>rd</sup> level leader:** AC: 3 (splint + shield) AT: 1 DMG: 2-8/2-7 (broadsword) or 1-4/1-3 (dagger) AL: N POS: medium shield, broadsword, dagger, 10 GP, 20 SP. XP: 124 AC0: 18 HPT: 16

Mercenary groups are 30% likely to already be in someone's employ; otherwise they may be willing to take on a job. They will generally avoid trouble but will not back down if a fight occurs.

## MERCHANT

**Encounter initiation:** Roll D100: **01-50:** offers PCs special discount on product; **51-70:** offers PCs one off employment (guard merchant for several hours/accompany merchant to business deal/help carry merchandise); **71-90:** offers special employment (rob rival merchant/destroy rival's merchandise or store/assassinate rival); **91-100:** offers information or rumour about Longfelt elite for 10 GP fee (Alfred Calmund wants to remove High Priestess' influence over Baron/Assassins and Thieves' guilds will soon be in conflict/Lady Karitsa the 'Brothel Queen' is a cultist of Afraah/cultists of Afraah have infiltrated the City Watch).

**Number encountered:** Roll D100: **01-30:** 1; **31-40:** 1-3; **41-90:** 1 with 1-4 guards; **91-100:** 1-3 with 1-10 guards.

**Merchants:** AC: 10 AT: 1 DMG: 1-4/1-3 (dagger) POS: dagger, 20-200 GP each. XP: 12 each AC0: 21 HPT: 2 2 2

**Guards, 0-level fighters:** AC: 5 AT: 1 DMG: 1-10/1-12 (halberd) or 1-6/1-4 (mace) POS: 10 SP, halberd, light mace, chain mail XP: 15 each AC0: 21 HPT: 5 5 5 5 5 5 5 5 5 5

A merchant or merchant group will most likely be part of a large merchant train that has recently arrived in the city or a local merchant from Longfelt. They may also be transporting their wares when encountered (10% chance, value 1,000 – 10,000 GP+), but in this instance they will be guarded by a full retinue (see **Farmlands Encounter Table**).

## MUSICIAN/ACTOR

**Encounter initiation:** Roll D100: **01-70:** performs to PCs, asks for 1-10 CP from each PC after performance (if refused and REACTION roll is negative, 30% chance will inform Thieves Guild that some 'rich hero-types' are in town); **71-80:** flatter highest CHA PC, then performs for them, asks for 1-10 SP from PC; **81-90:** asks PCs if they are looking for accommodation, then recommends The Laughing Lute, **area GG**; **91-100:** offers PCs information about Longfelt for 1-5 SP fee (choose most useful rumour from **Rumour Table**, page 7 or page 381).

**Musician/actors:** N: 1-4. AC: 10 AT: 1 DMG: may possess dagger (1-4/1-3) POS: 1-4 GP, 10 SP, 10 CP each.

There is a 20% chance any group or individual is connected to the Assassins Guild, 10% chance to the Thieves Guild.

## MURDERER

Murderers are only encountered as **incidents**.

**Murderer:** AC: 10 AT: 1 DMG: 1-4/1-3 (dagger) or 1-3 (knife) or 1-6 (cleaver) or some other simple weapon. AC0: 21 HPT: 4

Longfelt has several mass murderers prowling the streets. Victims will generally be weak and or defenceless types but 'theme' murderers may target anybody. Murderers will most likely try to flee from armed opponents. Any murderer caught and brought to the City Watch will fetch a reward of 100-300 GP. If dead, the reward will be 40-100 GP.

## NOBLE

**Encounter initiation:** Roll D100: **01-35:** insults poorest dressed PC; **36-45:** demands why PCs dare to 'gawk' at them (check REACTION); **46-55:** bumps into PC (orders PC to apologise, check REACTION, will definitely order PC 'thrashed' by guards if negative); **56-65:** comments on PC with best sword or weapon, then orders PC to sell weapon at half value (if refused and REACTION check is negative, will warn PCs that they have made 'an enemy', will then hire Assassins' Guild to conduct hit on PCs in future); **66-75:** offers PCs one-off job (guard noble to meeting with rival/escort goods from nearby estate to Longfelt); **76-100:** offers PCs special job (intimidate rival/burn rival noble or hated merchant's house down/assassinate rival/go on quest to retrieve magic item or treasure).

**Number encountered:** Encounters will be with a single noble and his/her retainers. Nobles will be accompanied by 1-3 servants and guarded by one 2<sup>nd</sup> level fighter with 1-4 1<sup>st</sup> level fighters. 30% of nobles will be riding in a sedan chair, in which case they will be accompanied by an additional 4 bearers.

**2<sup>nd</sup> level human fighters:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (longsword) AL: LN or N POS: spear (7'), large shields, chain mail, long swords, 3 GP each. XP: 74 each AC0: 20 HPT: 13

**1<sup>st</sup> level human fighters:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (long sword) AL: LN or N POS: spear (7'), large shields, chain mail, long swords, 1 GP, 10 SP each. XP: 34 AC0: 20 HPT: 7 7 7 7

**Servants:** AC: 10 AT: 1 DMG: body weapons HP: 2 each (will try to flee or keep away from any fighting).

**4 Bearers:** AC: 10 AT: 1 DMG: 1-6/1-8 (short sword) XP: 14 each AC0: 21 HPT: 4 4 4 4

**Nobles:** Roll D100: **01-50:** 0-level type; **51-80:** fighters of 1-7<sup>th</sup> level (30%); **81-90:** 1-7<sup>th</sup> level clerics; **91-100:** 1-7<sup>th</sup> level magic-users. POS: 20-200 GP, 50-200 GP worth of gems and jewellery, with a 1% chance of 1,000-6,000 GP worth of gems or jewellery. Sample nobles:

**0-level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) or 1-4/1-3 (dagger) AL: any, equal chance XP: 14 AC0: 21 HPT: 4

**6<sup>th</sup> level fighter:** as 0-level fighter but XP: 465 AC0: 16 HPT: 30

**4<sup>th</sup> level cleric:** AC: 10 AT: 1 DMG: 2-7/1-6 (heavy mace) XP: 210 **Spells:** 1<sup>st</sup>: *command* x2, *bles*, 2<sup>nd</sup>: *snake charm*, *hold person*. AC0: 18 HPT: 16

**5<sup>th</sup> level magic user:** AC: 10 AT: 1 DMG: 1-4/1-3 (dagger) XP: 410 **Spells:** 1<sup>st</sup>: *friends*, *armour*, *burning hands* x2, 2<sup>nd</sup>: *acid arrow*, *stinking cloud*, 3<sup>rd</sup>: *fly*, *minute meteors*. XP: 285 AC0: 21 HPT: 10

Nobles will take offense to any remark from obvious inferiors. Most nobles in Longfelt are linked to the Baron in some form and rely upon his protection to be essentially above the law when it comes to dealings with commoners. Only the most unprovoked and outrageous acts of violence or maltreatment of citizens will attract serious punishment from the law. In most other cases the noble might be banished from Longfelt for a limited time, or lose standing with the Baron etc. The same rules essentially apply to encounters with rakes or gentlemen.

## PICKPOCKET

**Encounter initiation:** A single pickpocket or group attempts to target a party member. If encountered as a group, the pickpockets will be acting in coordination and if an attempt fails, all will help each other escape. All will be members of the Thieves Guild.

**Number encountered:** Roll D100: **01-50:** single 3<sup>rd</sup> level pickpocket; **51-100:** 3 1<sup>st</sup> level pickpockets. 50% of all pickpocket encounters will be with a halfling or a halfling team.

**1<sup>st</sup> level thieves:** AC: 5 (leather + DEX) AT: 1 DMG: 1-4/1-3 (dagger) AL: N or NE XP: 36 each POS: all have 2 daggers; 1<sup>st</sup> level 2 GP, 15 SP each. PP: 35% MS: 20% HS: 15% CW: 85% DEX: 17. ACO: 21 HPT: 1<sup>st</sup>: 4 4 4

**3<sup>rd</sup> level thief:** as 1<sup>st</sup> level but XP: 133 POS: 3 daggers, 5 GP, 20 SP. PP: 45% MS: 32% HS: 25% CW: 87% ACO: 21 HPT: 12

**Halflings:** as above but PP: 50% MS: 42% HS: 40% CW: 72% or PP: 40% MS: 30% HS: 30% CW: 70%

## PRIEST

**Encounter initiation:** Roll D100: **01-30:** asks if PCs are in need of aid (healing/curing disease), if accepted and REACTION roll is negative, requests donation to temple of Kathelea; **31-60:** requests donations to temple of Kathelea; **61-80:** tries to convert PCs; **81-100:** informs them that temple of Kathelea has work for adventurers.

**Number encountered:** Roll D100: **01-50:** 1-3 0-level lesser acolytes plus 50% chance of 1-3 additional level one clerics; **51-100:** lone cleric of 0, 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> level (equal chance for each). Sample priests group:

**2 junior acolytes, 0-level cleric:** AC: 10 AL: CG or NG. POS: Each wears deep-yellow colored robes and yellow belts, 10 SP XP: 13 each ACO: 21 HPT: 3 3

**1 acolyte, 1st level cleric:** AC: 10 AL: CG or NG. Usually unarmed but can wield staves and cudgels, wear deep-yellow colored robes with red belts, 2 GP, 20 SP and 20 CP. 1st: *magic stone* XP: 36 ACO: 20 HPT: 4

A priest encounter will mean an encounter with a cleric of Kathelea, not a cleric of another deity. Priests will be helpful, courteous and may help a party if they are in need. They will be forthcoming with information about Longfelt on positive REACTION tests, if they feel the party is of good alignment. See **Longfelt area Z** for details on Priests of Kathelea.

## RAKES

**Encounter initiation:** Roll D100: **01-15:** bumps into PC (-10% to REACTION roll, if negative, violence will occur unless PC grovels in the dirt); **16-30:** spits in PC's direction; **31-45:** insults poorest dressed PC; **46-60:** joke with each other about the 'bad smells' in town these days; **61-80:** tries to hit on highest CHA PC, if refused and REACTION roll is negative will vow revenge on 'stinky peasant' (50% chance hires group of ruffians to assault PCs later); **81-100:** challenges most powerful looking fighter to duel (no armour allowed, if rake loses, City Watch may be dispatched to arrest PCs or group of ruffians hired to assault PCs, 50% chance of either).

**Number encountered:** 2-5 rakes, all 3-5<sup>th</sup> level fighters POS: flashy clothes (30 GP value), 30 GP each, with 50% chance of extra 10-100 GP worth of jewelry. Sample rake group:

**3<sup>rd</sup> level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) AL: N or E XP: 84 ACO: 18 HPT: 18

**2 4<sup>th</sup> level fighters:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) AL: N or E XP: 210 each ACO: 18 HPT: 24 24

**5<sup>th</sup> level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) AL: N or E XP: 330 POS: ACO: 16 HPT: 30

Rake encounters will always be with a young group of male nobles out to show their superiority and cause trouble for common folk. They will most certainly try to instigate a fight and likely will be drunk (especially night encounters). The City Watch, City Guard and noble houses will look very dimly on any people responsible for harming a group of rakes.

## REVELLERS

**Encounter initiation:** Roll D100: **01-30:** burst out of establishment or side street and bump into PCs (check REACTION, if positive, will ask PCs to join party); **31-55:** yell out slurred compliments at PCs clothing; **56-70:** try to hit on PC with highest CHA then invite to join party; **71-80:** start hugging PCs talking about much they love the 'common man'; **81-100:** insult PCs' dress while also inviting them to party "Gee, I say Ronnie, look at these filthy plebs, I bet they know how to party. You wanna have some fun dwarfy"?

**Number encountered:** D6+6 nobles or merchants (60% chance all 0-level, 40% chance 2-4 will be fighters of 3<sup>rd</sup>-7<sup>th</sup> level). 50% chance group of men, 50% chance of a mixed group of women and men. POS: 10-30 or more GP each, fighters have swords. Sample group:

**6 nobles, 0-level:** AC: 10 AT: 1 DMG: body weapons, improvised weapons only XP: 13 each HPT: 3 3 3 3 3 3

**Noble, 3<sup>rd</sup> level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) XP: 105 AC0: 18 HPT: 15

**Noble, 5<sup>th</sup> level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) XP: 300 AC0: 16 HPT: 30

**Noble, 7<sup>th</sup> level fighter:** AC: 10 AT: 1 DMG: 1-8/1-12 (long sword) XP: 725 AT: 3/2 AC0: 14 HPT: 35

Revellers are groups of nobles or merchants, generally young, out on the town for a party. Unlike encounters with nobles at other times, revellers are out for fun and new experiences; this often results in a desire to mix it with the less respectable 'common' types. Revellers will all be drunk, very loud and obnoxious and may even invite the party to join in the fun on a positive REACTION roll. Most revellers will be returning home from a party, heading to a party or heading to the next party.

## RUFFIANS

**Encounter initiation:** Roll D100: **01-15:** bumps into PC (check REACTION, if negative will request apology or with threaten violence); **16-25:** challenges largest PC warrior type to prove how tough they are ("Hey shiny git, I reckon you all soft and squishy under that metal"); **26-45:** orders PCs to move on 'or else'; **46-65:** asks for 1-4 SP payment from each PC or warns there will be violence; **65-75:** warns PCs that "this area is off limits, coz the Thieves/Assassins Guild says it is", then attack if PCs don't leave; **76-100:** insults PCs ("More stinkin' think they're tough hero-types").

**Ruffians:** N: D6+4 AC: 10 AT: 1 DMG: 1-6/1-4 (club) or 1-4/1-3 (dagger) POS: 20 SP, dagger, club. XP: 40 each AC0: 19 HPT: 10 10 10 10 10 10 10 10 10 10

Ruffians are mean looking types looking for a fight, or someone to intimidate or even someone to bully into giving them money. Unlike bandits, they are not out to rob people per se, but may do this if the opportunity presents itself. Ruffians will likely flee if a fight goes against them. Most ruffians in Longfelt work for the Thieves Guild or the Assassins Guild. It is their job to provide muscle and to dissuade non-locals from entering the south-west or east slum areas. Some are unconnected to the guilds and 10% are also working for the Suleb Darn (see **Level 8 Core**), though they may not be aware of this.

## STREET SELLER

**Encounter initiation:** Roll D100: **01-70:** tries to sell PCs wares; **71-100:** tries to sell PCs wares and then offers information of interest if a REACTION check is positive (information is valid; GM should provide gossip or rumour of interest to PCs).

**Street sellers:** N: 1-3 AC: 10 AT: 1 DMG: 1-3 (knife) or 1-6/1-4 (cudgel) POS: 40 CP, 10 SP, knife or cudgel. HP: 2 each.

Encounters will be with a small street trader or street stall operator. The street seller will be selling some cheap merchandise such as shoes or some street food. Street sellers are generally friendly and know a lot about the goings on in Longfelt. 30% chance any street seller has information of use to the party.

## THIEF

**Encounter initiation:** Roll D100: **01-30:** tries to snatch item from PC (roll to hit AC 5) then flee; **31-55:** follow PCs to accommodation then try to burgle premise while PCs away or sleeping; **56-75:** surround PCs then threaten violence if all money and weapons are not handed over; **76-85:** warn PCs to not work for Assassins Guild or face consequences/warn any PC thief that has not joined guild yet; **86-95:** ask PCs if they are looking for a place to sell black market goods; **96-100:** offers information of value to PCs for fee (10 GP per average level of party, information is valid and useful).

**Number encountered:** 1-6 thieves of 1st-6<sup>th</sup> level (D6: **1-3:** 1<sup>st</sup> level; **4-6:** 1st-6<sup>th</sup> level, determine level for each thief):

**1<sup>st</sup> level thieves:** AC: 5 AT: 1 DMG: 1-4/1-3 (dagger) or 2-5/2-7 (sling) AL: N or NE XP: 36 POS: 5 GP, 15 SP, 3 daggers, sling, 20 bullets each. DEX: 17 (average). PP: 35 MS: 20 HS: 15 CW: 85 ACO: 21 (19 with sling) HPT: 4 4 4

**2<sup>nd</sup> level thieves:** as 1<sup>st</sup> level but XP: 71. PP: 40 MS: 26 HS: 20 CW: 86 HPT: 7 7 7

**3<sup>rd</sup> level thieves:** XP: 125. PP: 45 MS: 32 HS: 25 CW: 87 HPT: 10 10 10

**4<sup>th</sup> level thieves:** XP: 200. PP: 50 MS: 38 HS: 30 CW: 88 HPT: 14 14 14

**5<sup>th</sup> level thieves:** XP: 332. PP: 55 MS: 45 HS: 36 CW: 90 ACO: 19 (18 with sling) HPT: 17 17 17

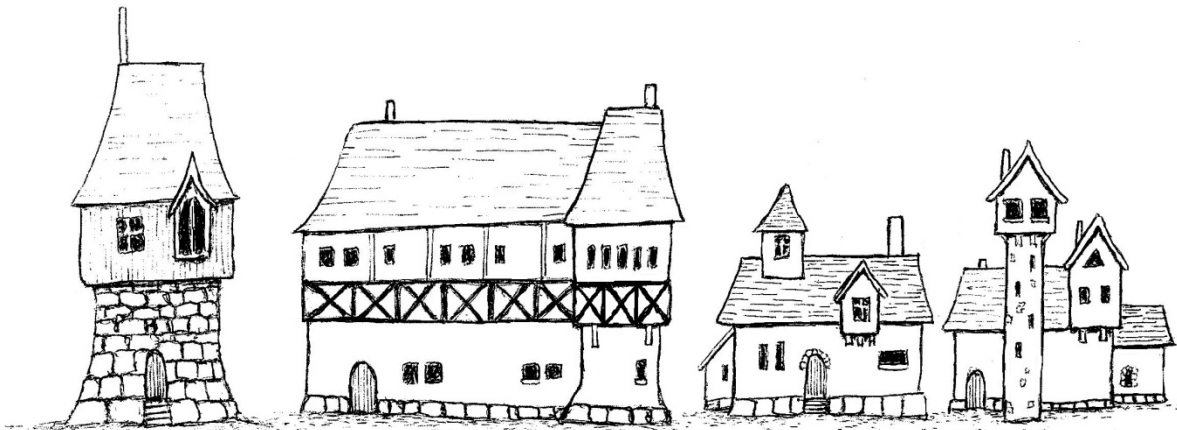
**6<sup>th</sup> level thieves:** XP: 518. PP: 60 MS: 52 HS: 36 CW: 92 ACO: 19 (18 with sling) HPT: 21 21 21

90% of thieves will be members of the Thieves Guild. The Guild is unlikely to seek revenge if their thieves fail at a mission or are killed by PCs, incompetence is not encouraged.

## TRADESMAN

**Tradesmen:** N: 1-4 AC: 10 AT: 1 DMG: will possess something that can be used as improvised weapons AL: most N or NG POS: 1 GP, 20 SP, 10 CP each. HP: 4 each.

Tradesmen are valuable, lower to lower middle-class citizens. They are generally tough and blunt but honest and straightforward. Any attacks on tradesmen will be frowned upon by local authorities.



## FARMLANDS ENCOUNTER TABLE

In the lands surrounding Longfelt, check for encounters every three hours. Encounters occur on a 1 in 10. **Note:** Just as GMs should consider re-stocking previously 'cleared' dungeon levels, they should think of regularly updating or generating new encounter tables as the campaign progresses and the PCs eliminate certain monster groups in a given area.

### Roll D20

**1-5: Farmhands or peasants:** N: D10 AC: 10 HD: 0 AT: 1 DMG: 1-6 (farming tools, implements). Peasants or farmhands are unlikely to be looking for a fight but will defend themselves or come to the aid of a compatriot. XP: 7 each AC0: 21 HPT: 2 2 2 2 2 2 2 2 2 2

### 6-10: CITY GUARD PATROL:

**4 archers, 1<sup>st</sup> level human fighters:** AC: 5 AT: 1 or 2 DMG: 1-6/1-6 (short bow) or 1-8/1-12 (long sword) AL: LN or N with chaotic tendencies POS: short bows, 20 arrows, chain mail, long swords, 1 GP, 15 SP each. XP: 34 each AC0: 20 HPT: 7 7 7 7

**3 guardsmen, 0-level human fighters:** AC: 5 (ring mail + shield) AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (long sword) AL: LN or N with chaotic tendencies POS: spear (7'), large shields, ring mail, long swords, 15 SP XP: 14 each AC0: 20 HPT: 4 4 4

**2 veteran guardsmen, 1<sup>st</sup> level human fighters:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (long sword) AL: LN or N with chaotic tendencies POS: spear (7'), large shields, chain mail, long swords, 1 GP, 15 SP each. XP: 34 each AC0: 20 HPT: 7 7 7 7

**1 sergeant, 2<sup>nd</sup> level human fighter:** AC: 4 AT: 1 DMG: 1-6/1-8 (spear) or 1-8/1-12 (long sword) AL: LN or N with chaotic tendencies POS: spear (7'), shield, chain mail, long sword, 3 GP. XP: 89 each AC0: 20 HPT: 13

**Riding horses:** AC 7 HPT: 8 8 8 8 8 8 8 8 8 8

All are mounted on riding horses. Archers will dismount to fire arrows. They will question any party but are unlikely to cause trouble unless the characters are up to no good, or the patrol is 'corrupt' (5% chance).

### 11-12: MERCHANT TRAIN:

**5 merchants:** AC: 10 HP: 2 each AT: 1 DMG: 1-4/1-3 (dagger) AL: mix (neutral) POS: dagger, 10 CP, 8 SP, 6 EP, 4 GP, 2 PP each. XP: 7 each AC0: 21 HPT: 2 2 2 2 2  
Riding on riding horses: AC 7 HPT: 7 7 7 7 7

**5 drovers:** AC: 10 POS: unarmed, driving wagons, will probably flee combat if attacked XP: 7 each AC0: 21 HPT: 2 2 2 2 2

**12 mercenaries, 0-level fighters:** AC: 6 AT: 1 DMG: 2-8/2-7 (morning star) or 1-6/1-8 (spear) POS: 10 SP, spear, morning star, ring mail XP: 14 each AC0: 21 HPT: 4 4 4 4 4 4 4 4 4 4 4 4

**4 crossbowmen, 0-level fighters:** AC: 5 (chain) AT: 1 or 1/2 DMG: 2-5/2-7 (heavy crossbow) or 1-6/1-4 (mace) POS: chain mail, light mace, heavy crossbow, 20 bolts, 10 SP each. XP: 13 each AC0: 21 HPT: 3 3 3 3

**4 halberdiers, 0-level fighters:** AC: 5 AT: 1 DMG: 1-10/1-12 (halberd) or 1-6/1-4 (mace) POS: halberd, light mace, chain mail, 10 SP each. XP: 15 each AC0: 21 HPT: 5 5 5 5

**4 mounted crossbowmen, 0-level fighters:** AC: 6 AT: 1 DMG: 1-4/2-5 (h. crossbow) or 1-8/1-12 (long sword) POS: ring mail, long sword, h. crossbow, 20 bolts, 10 SP each. XP: 16 each AC0: 21 HPT: 6 6 6 6  
Riding light warhorses: AC: 7 AT: 2 DMG: 1-4/1-4 AC0: 17. HPT: 9 9 9 9

**4 mounted mercenaries, 0-level fighters:** AC: 4 AT: 1 DMG: 2-5/2-5 (flail) or 1-8/1-12 (long sword) POS: chain mail, shield, light flail, long sword, 10 SP each. XP: 16 each AC0: 21 HPT: 6 6 6 6  
Riding medium warhorses: AC: 7 AT 3 DMG: 1-6/1-6/1-3 AC0: 17 HPT: 12 12 12 12

**8 mounted lancers, 0-level fighters:** AC: 4 AT: 1 DMG: 2-7/2-12 (m. lance) or 1-8/1-12 (long sword) POS: chain mail, shield, m. lance, long sword, 10 SP XP: 15 each AC0: 21 HPT: 5 5 5 5 5 5 5 5  
Riding medium warhorses: AC: 7 AT 3 DMG 1-6/1-6/1-3 AC0 17 HPT: 10 10 10 10  
10 10 10 10

**4 mounted heavy lancers, 0-level fighters:** AC: 2 AT: 1 DMG: 3-9/3-18 (h. lance) or 1-8/1-12 (long sword) POS: plait mail, shield, h. lance, long sword, 10 SP each. XP: 15 each AC0: 21 HPT: 6 6 6 6  
Riding heavy warhorses: AC: 7 AT 3, DMG 1-8/1-8/1-3, XP 132 each AC0 17 HPT: 18 18  
18 18

**12 sergeants, 2<sup>nd</sup> level fighters:** AC: 2 AT: 1 DMG: 1-8/1-12 (long sword) POS: plate mail, shield, 5 GP each.  
 XP: 130 each AC0: 19 HPT: 10 10 10 10 10 10 10 10 10 10 10  
 Riding heavy warhorses: AC 7 AT 3 DMG 1-8/1-8/1-3 XP: 132 each AC0 17 HPT: 18 18  
 18 18 18 18 18 18 18 18 18 18 18

**6<sup>th</sup> level commander:** AC: 0 AT: 1 DMG: 1-8/1-12 (long sword) POS: **plate mail +1** (800/5,000), **medium shield +1** (XP: 250, GP: 2,500), long sword, **potion of clairvoyance** (XP: 300, GP: 500), 5 GP. XP: 515 AC0: 15 HPT: 35

Riding heavy warhorse: AC 7 AT 3 DMG 1-8/1-8/1-3 XP: 132 AC0 17 HPT: 18

**5<sup>th</sup> level lieutenant:** AC: 1 AT: 1 DMG: DMG: 1-8/1-12 (long sword) POS: **medium shield +1** (XP: 250, GP: 2,500), long sword, 5 GP. XP: 230 AC0: 16 HPT: 30

Riding heavy warhorse: AC 7 AT 3 DMG 1-8/1-8/1-3 XP: 132 AC0 17 HPT: 18

The merchant train will be transporting 10,000 GP value of silk, cloth and textile goods. Additionally, there will be several locked chests containing the payroll of 2,000 GP.

**13-14: NOBLE AND RETINUE:**

**Young noble, 5<sup>th</sup> level fighter:** AC: 3 AT: 1 DMG: -18/1-12 (long sword) POS: plate mail, long sword, 50 GP, 30 SP, 150 GP in assorted gems. XP: 255 AC0: 16 HPT: 34

Riding a riding horse: AC: 7 HPT: 9

**Guard captain, 5<sup>th</sup> level fighter:** AC 2 AT: 1 DMG: 2-7/2-8 (falchion) POS: plate mail, shield, falchion, 4 GP. XP: 230 AC0: 16 HPT: 30

Riding a riding horse: AC: 7 HPT: 9 9

**2 sergeants, 2<sup>nd</sup> level fighters:** AC: 2 HP: 10 each AT: 1 DMG: 1-8/1-12 (long sword) POS: plate mail, shield, long sword, 5 GP each. XP: 130 each AC0: 19

Riding horses: AC: 7 HPT: 9

**7 men-at-arms, 0-level fighters:** AC: 6 AT: 1 DMG: 1-6/1-8 (spear) POS: studded leather, large shields, 7' spears, 10 SP. XP: 14 each AC0: 21 HPT: 4 4 4 4 4 4 4

Riding horses: AC: 7 HPT: 9 9 9 9 9 9 9

The noble will most likely be visiting or returning from one of his/her estates. Any party looking decidedly less than 'upper-class' may invite his derision.

**15: BANDITS:**

**0-level fighters:** N: D4+4 AC: 7 AT: 1 DMG: 1-8/1-12 (long sword) AL: N POS: studded leather, long sword, 5 GP each. XP: 13 each AC0: 21 HPT: 3 3 3 3 3 3 3 3

**Archers, 0-level fighters:** N: 3D4 AC: 8 AT: 1 or 2 DMG: 1-6/1-8 (short sword) or 1-6/1-6 (short bow) POS: leather, short sword, short bow, 20 arrows, 5 GP each. XP: 12 each AC0: 21 HPT: 2 2 2 2 2 2 2 2 2 2 2 2

**3<sup>rd</sup> level leader:** AC: 4 AT: 1 DMG: 1-8/1-12 (long sword) POS: banded, long sword, 5 GP. XP: 124 AC0: 18 HPT: 16

**4<sup>th</sup> level leader:** AC: 4 AT: 1 DMG: 1-8/1-12 (long sword) POS: banded, long sword, 5 GP. XP: 200 AC0: 18 HPT: 22

This will be a raiding party from Prickly End either returning with spoils (30% chance, then they will have between 200-800 GP worth of valuables) or a group heading out to raid (will definitely attack in this case).

**16: Kobolds:** N: D6+4 AC: 7 MV: 60' HD: 1/2 AT: 1 DMG: 1-6/1-8 (short sword) or 1-6/1-6 (javelin) Size: S l: low AL: LE XP: 7 each POS: short sword, javelin, 10 CP each. AC0: 21 HPT: 2 2 2 2 2 2 2 2 2 2

**17: Goblins:** N: D6+4 AC: 6 MV: 60' HD: 1-1 AT: 1 DMG: 1-6/1-8 (spears) AL: LE XP: 14 each POS: spears (6'), 9 SP each. AC0: 20 HPT: 4 4 4 4 4 4 4 4 4 4

**18: Hobgoblins:** N: D4+4 AC: 5 MV: 90' HD: 1+1 AT: 1 DMG: 1-8/1-12 (long sword) or 2-8/2-8 (ranseur) Size: M l: ave. AL: LE XP: 30 each POS: first 3 carry long swords, the remainder carry ranseurs, all have 10 CP and 4 GP AC0: 18 HPT: (long swords): 5 5 5 (ranseurs): 5 5 5 5 5

**19-20: Troll:** N: 1 AC: 4 MV: 120' HD: 6+6 AT: 3 DMG: 5-8/5-8/2-12 SA: divide attacks SD: regeneration 3 rounds after damaged, 3 HP per round, only killed by fire or acid. Size: L l: low AL: CE XP: 781 AC0: 13 HPT: 32

## GANFAL SWAMP ENCOUNTER TABLE

Check for an encounter three times in daylight hours and three times during the night. An encounter occurs on a roll of 1 on a D10:

### Roll 1d20:

1:	<b>Warthog:</b> N: 1 AC: 7 MV: 120' HD: 3 AT: 2 DMG: 2-8/2-8 SD: fight till -6 HP or for 1-2 extra rounds at 0 to -5 HP Size: M l: ani. AL: N XP: 68 AC0: 16 HPT: 15
2:	<b>Giant leeches:</b> N: D6+4 AC: 9 MV: 30' HD: 1 AT: 1 DMG: 1-4 SA: blood drain 1 HP per round. Size: S l: non AL: N XP: 176 each AC0: 19 HPT: 4 4 4 4 4 4 4 4 4 4
3:	<b>Giant constrictor snake:</b> N: 1 AC: 5 MV: 90' HD: 6+1 AT: 2 DMG: 1-4/2-8 SA: constriction 2-8 HP per round. Size: L l: ani. AL: N XP: 401 AC0: 13 HPT: 22
4:	<b>Giant poisonous snake:</b> N: 1 AC: 5 MV: 150' HD: 4+2 AT: 1 DMG: 1-3 SA: poison (no save 3-18 HP) Size: L l: ani. AL: N XP: 460 AC0: 15 HPT: 14
5:	<b>Giant toads:</b> N: 1-6 AC: 6 MV: 60'+60' hop HD: 2+4 AT: 1 DMG: 2-8 SA: hop Size: M l: ani. AL: N XP: 89 each AC0: 16 HPT: 13 13 13 13 13 13
6:	<b>Giant poisonous toad:</b> N: 1-4 AC: 7 MV: 60'+60' hop HD: 2+1 HP: 8 each AT: 1 DMG: 2-5 SA: poison bite Size: M l: ani. AL: N XP: 171 each AC0: 16 HPT: 8 8 8 8
7:	<b>Kobolds:</b> N: D6+4 AC: 7 MV: 60' HD: ½ AT: 1 DMG: 1-6/1-8 (short sword) or 1-6/1-6 (javelin) Size: S l: low AL: LE XP: 7 each POS: javelin, short sword and 10 CP. AC0: 21 HPT: 2 2 2 2 2 2 2 2
8:	<b>Goblins:</b> N: D6+4 AC: 6 MV: 60' HD: 1-1 HP: 4 each AT: 1 DMG: 1-6/1-8 (spears) Size: M l: low AL: LE XP: 14 each POS: spear and 9 SP. AC0: 20 HPT: 4 4 4 4 4 4 4 4 4
9:	<b>Hobgoblins:</b> N: D4+4 AC: 5 MV: 90' HD: 1+1 AT: 1 DMG: 1-8/1-12 (longsword) or 2-8 (ransour) Size: M l: ave. AL: LE XP: 30 each POS: longswords, ransours, 10 CP, 4 GP each. AC0: 18 HPT: 5 5 5 5 5 5 5 5
10:	<b>Lizard men:</b> N: D4+2 AC: 4 MV: 60'//120' HD: 2+1 AT: 3 or 1 DMG: 1-2/1-2/1-8 or 2-8/2-7 (spiked club), 1-6/1-6 (javelin) Size: M l: ave. AL: N XP: 80 each POS: shield, spiked club, javelin. AC0: 16 HPT: 10 10 10 10 10 10
11:	<b>Basilisk:</b> N: 1 AC: 4 MV: 60' HD: 6+1 AT: 1 DMG: 1-10 SA: petrifying gaze Size: M l: ani. AL: N XP: 1,200 AC0: 13 HPT: 25
12:	<b>Shambling mound:</b> N: 1 AC: 0 MV: 60' HD: 8 AT: 2 DMG: 2-16/2-16 SA: suffocate in 2-8 rds if both arms hit SD: immune to fire, lightning grows 1HD, cold ½ or no damage, all weapons ½ damage AL: N XP: 2,150 AC0: 12 HPT: 35
13:	<b>Muckdwellers:</b> N: D6+5 AC: 6 MV: 30'/120' HD: ½ AT: 1 DMG: 1-2 SA: water jet: save vs wands or blinded 1 round, can't attack, muckdwellers at +2 to hit Size: S l: ave. AL: N XP: 10 each AC0: 21 HPT: 3 3 3 3 3 3 3 3 3 3
14:	<b>Troll:</b> N: 1 AC: 4 MV: 120' HD: 6+6 AT: 3 DMG: 5-8/5-8/2-12 SA: divide attacks SD: regeneration 3 rounds after damaged, 3 HP per round, only killed by fire or acid. AL: CE XP: 781 AC0: 13 HPT: 32
15:	<b>Giant dragonfly:</b> N: 1 AC: 3 MV: 10'/360' HD: 7 AT: 1 DMG: 3-12 SA: +2 on initiative SD: can't be struck with hand weapons if wins initiative and missile at -4, otherwise missiles strike at -2 MR: save as 16 <sup>th</sup> level MU Size: M l: low AL: N XP: 665 AC0: 13 HPT: 30
16:	<b>Mongrelmen:</b> N: D6+5 AC: 5 MV: 90' HD: ½ AT: 1 DMG: 1-6/1-4 (club) SD: camouflage (80% +1%/turn of prep) Size: M l: low-ave. AL: N XP: 23 each POS: club. AC0: 21 HPT: 3 3 3 3 3 3 3 3 3 3
17:	<b>Ogres:</b> N: 1-4 AC: 5 MV: 90' HD: 4+1 AT: 1 DMG: 1-10 or 2-8+2 (large, spiked club) Size: L l: low AL: CE XP: 195 each AC0: 15 HPT: 21 21 21 21
18:	<b>Harpies:</b> N: 1-3 AC: 7 MV: 60'/150' HD: 3 AT: 3 DMG: 1-3/1-3/1-6 SA: song, charm Size: M l: low AL: CE XP: 172 each AC0: 16 HPT: 9 9 9
19:	<b>Huge Spider (trapdoor):</b> N: 1 AC: 6 MV: 180' HD: 2+2 AT: 1 DMG: 1-6 SA: poison (+1 on save) Size: M l: ani. AL: N XP: 181 AC0: 16 HPT: 12
20:	<b>Ghoul:</b> N: D6 AC: 6 MV: 90' HD: 2 AT: 3 DMG: 1-3/1-3/1-6 SA: paralyzation SD: immune to mind spells Size: M l: low AL: CE XP: 83 each AC0: 16 HPT: 9 9 9 9 9 9

## BALOR'S RENT ENCOUNTER TABLE

Check for an encounter every hour in Balor's Rent. A roll of 1 on D10 indicates an encounter:

### Roll D20:

- 1:** **Fomoiré giant** (new monster, see **Appendix 1**): N: 1-2 AC: 3 MV: 90' HD: 14 AT: 1 DMG: 5-40 or 2-20 (rock, 100' range) SA: surprise on 1-3 SD: cannot be surprised Size: L I: ave. AL: NE XP: 3,970 each AC0: 8 HPT: 65 65
- 2:** **Giant spitting snake**: N: 1 AC: 5 HD: 4+2 AT: 1 DMG: 1-3 SA: poison bite, spit poison 30' at single target, save versus poison or die Size: M I: ani. AL: N XP: 535 AC0: 15 HPT: 29
- 3:** **Lizard men**: N: D6+6 AC: 4 MV: 60'//120' HD: 2+1 HP: 10 each AT: 1 or 3 DMG: 1-6/1-6 (javelin), 2-8/2-7 (spiked clubs) or 1-2/1-2/1-6 (claw/claw/bite) Size: M I: ave. AL: N XP: 80 each POS: javelin, shield, spiked club. AC0: 16 HPT: 10 10 10 10 10 10 10 10 10 10 10 10 10
- 4:** **Ghouls**: N: 1-8 AC: 6 MV: 90' HD: 2 HP: 8 each AT: 3 DMG: 1-3/1-3/1-6 SA: *paralyzation* SD: immune to mind spells Size: M I: low AL: CE XP: 81 each AC0: 16 HPT: 8 8 8 8 8 8 8 8
- 5:** **Cyclopians** (new monster, see **Appendix 1**): N: 1-8 AC: 3 MV: 120' HD: 5 AT: 1 DMG: 2-8+2/2-7+2 (spiked club), 1-6+2/1-6+2 (javelin) Size: L I: low-ave. AL: CE XP: 210 each POS: each carries a spiked club and a javelin. AC0: 15 (17 with javelins) HPT: 24 24 24 24 24 24 24 24
- 6:** **Chimera**: N: 1 AC: 6/5/2 MV: 90'/180' HD: 9 AT: 6 DMG: 1-3/1-3/1-4/1-4/2-8/3-12 SA: fire breath 50' for 3-24 Size: L I: semi AL: CE XP: 1,504 AC0: 12 HPT: 42
- 7:** **Frogemoth**: N: 1 AC: 2 (tentacle)/4 (body)/6 (tongue) MV: 20'//80' HD: 16 HD: 10 AT: 1 or 4 DMG: 5D10 or 5-8 (x4) SA: swallow on 19 or 20 then 4-16/round acid DMG, unconscious after 2 rounds SD: immune to normal fire, very hot ½ damage Size: L I: ani. AL: N XP: 9,500 AC0: 7 HPT: 70
- 8:** **Giant slug**: N: 1 AC: 8 MV: 60' HD: 12 AT: 1 DMG: 1-12 SA: can spit acid 60' at 10% chance to hit on first attempt (-10% for ranges over 60', +10% for ranges under 60') and 50% chance afterwards for 4-32 DMG, ½ if save successful SD: immune to blunt weapons Size: L I: non AL: N XP: 1,504 AC0: 9 HPT: 55
- 9:** **Werewolf**: N: 1-12 AC: 5 MV: 150' HD: 4+3 AT: 1 DMG: 2-8 SA: surprise on 1-3 SD: silver/magic weapons to hit Size: M I: ave. AL: CE XP: 335 AC0: 15 HPT: 26 26 26 26 26 26 26 26
- 10:** **Trolls**: N: 1-6 AC: 4 MV: 120' HD: 6+6 AT: 3 DMG: 5-8/5-8/2-12 SA: divide attacks SD: regeneration 3 rounds after damaged, 3 HP per round, only killed by fire or acid. Size: L I: low AL: CE XP: 765 each AC0: 13 HPT: 30 30 30 30 30 30
- 11:** **Giant poisonous snake**: N: 1 AC: 5 MV: 150' HD: 4+2 AT: 1 DMG: 1-3 SA: poison (if save 3-18 DMG) Size: L I: ani. AL: N XP: 460 AC0: 15 HPT: 14
- 12:** **Giant constrictor snake**: N: 1 AC: 5 MV: 90' HD: 6+1 AT: 2 DMG: 1-4/2-8 SA: constriction 2-8 HP per round. Size: L I: ani. AL: N XP: 401 AC0: 13 HPT: 22
- 13:** **Shambling mound**: N: 1 AC: 0 MV: 60' HD: 8 AT: 2 DMG: 2-16/2-16 SA: suffocate in 2-8 rds if both arms hit SD: immune to fire, lightning grows 1HD, cold ½ or no damage, all weapons ½ damage AL: N XP: 2,150 AC0: 12 HPT: 35
- 14-15:** **Acid puffs** (new monster, see **Appendix 1**): N: D12 +6 AC: 5 MV: -/150' (A) HD: 1 AT: 1 bite or 1 acid spit DMG: bite 1-3, acid 1-8+ 1 HP/round for 2 rounds (cumulative) SA: acid spit 20' range at +2 to hit, 3' splash radius save versus paralyzation or take 1-2 splash damage SD: immune to acid/poison Size: S I: low AL: CN XP: 22 each.. AC0: 19 HPT: 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
- 16-18:** **Fenth worm** (new monster, see **Appendix 1**): N: 1 AC: 3, 2 or 1 MV: 120' HD: 7, 8 or 9 AT: 1 (2 when berserk) DMG: 2-24 SA: berserk when reach 50% HP, attack at +2 to hit, attacks increase to 2 per round SD: +2 on saves while berserk Size: L I: ani. AL: N XP: 680/1,140/1,516 AC0: 7 HD: 13 or 12 for 8/9 HD HPT: 7 HD: 35 8 HD: 39 9 HD: 43
- 19-20:** **Black mist** (new monster, see **Appendix 1**): N: 1 AC: 4 MV: 90' HD: 6 AT: 4 DMG: 1-6 (x4) + 1 HP acid damage next round per successful hit SA: acid damage, surprise on 1-5 in dark conditions SD: +1 weapon to hit, immune to magic, magical damage heals them 1 HP MR: special Size: L I: ave. AL: CN (evil tendencies) XP: 800. AC0: 13 HPT: 30

## LEVEL 1A ENCOUNTER TABLE

Check every 6 turns. A roll of 1 indicates an encounter. Except for encounter areas 21-25, any wandering monster encountered will be entry 1 (kobolds). Once areas 1-20 have been cleared of kobolds, no more will be encountered:

### Roll D6:

- Kobolds:** N: D6 AC: 7 MV: 60' HD: 1/2 AT: 1 DMG: 1-6/1-8 (short sword) or 1-6/1-6 (javelin) Size: S I: low AL: LE XP: 7 each POS: each carries a javelin, a short sword, 11 CP. AC0: 21 HPT: 2 2 2 2 2 2
- Goblins:** N: D6 AC: 6 MV: 60' HD: 1-1 AT: 1 DMG: 1-6/1-8 (spears) Size: M I: low-ave. AL: LE XP: 13 each POS: each carries a 6' spear and 8 SP. AC0: 20 HPT: 3 3 3 3 3 3
- Giant rats:** N: D6+6 AC: 7 MV: 120'//60' HD: 1/2 AT: 1 DMG: 1-3 SA: bites cause disease 5% Size: S I: ani. AL: N XP: 9 each AC0: 21 HPT: 2 2 2 2 2 2 2 2 2 2 2 2
- Ghoul (from area 23):** N: 1 AC: 6 MV: 90' HD: 2 AT: 3 DMG: 1-3/1-3/1-6 SA: *paralyzation* SD: immune to mind spells Size: M I: low AL: CE XP: 79. *If defeated, remove ghoul encounter from area 23.* AC0: 16 HPT: 7
- Pedipalp (large):** N: 1 AC: 7 MV: 120' HD: 1+1 AT: 1 DMG: 1-8 Size: S I: non AL: N XP: 34 AC0: 18 HPT: 7
- Pedipalp (huge):** N: 1 AC: 4 MV: 90' HD: 2+2 AT: 3 DMG: 1-6/1-6/1-8 SA: grip on subsequent rounds for 2-12 HP, successful open doors roll required to escape Size: S I: non AL: N XP: 86 AC0: 16 HPT: 12

## LEVEL 1B ENCOUNTER TABLE

This level is controlled firmly by the goblins; wandering monsters in 1B will always be goblins. Check every 6 turns, a 1 on D6 indicates a group of goblins. Once all areas have been cleared of goblins, no further goblins will be encountered:

**Goblins:** N: D6 AC: 6 MV: 60' HD: 1-1 AT: 1 DMG: 1-6/1-8 (spears) Size: M I: low-ave. AL: LE XP: 13 each POS: each carries a 6' spear and 8 SP. AC0: 20 HPT: 3 3 3 3 3 3

## LEVEL 1C ENCOUNTER TABLE

There will be no random encounters in this area except encounters with hobgoblins. Check once every 6 turns, a 1 on D6 indicates an encounter with hobgoblins. Once all areas are cleared of hobgoblins, no more will be encountered:

**Hobgoblins:** N: D4 AC: 5 MV: 90' HD: 1+1 AT: 1 DMG: 1-10/2-12 (halberd) Size: M I: ave. XP: 30 each POS: halberd, 12 CP, 4 GP each. AC0: 18 HPT: 5 5 5 5

## LEVEL 2 ENCOUNTER TABLE

Check for wandering monsters every 6 turns, with a 1 indicating an encounter:

### Roll D6:

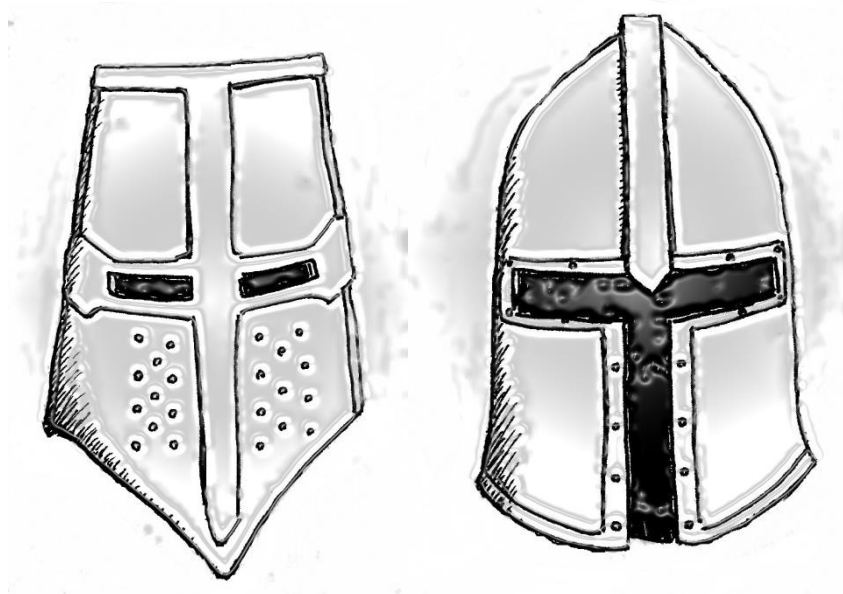
- Giant worker ants:** N: D4 AC: 3 HD: 2 AT: 1 DMG: 1-6 Size: S I: ani. AL: N XP: 38 each AC0: 16 HPT: 9 9 9 9
- Giant toad:** N: 1 AC: 6 MV: 60'+60' hop HD: 2+4 AT: 1 DMG: 2-8 SA: hop 60' Size: M I: ani. AL: N XP: 83 AC0: 16 HPT: 11
- Giant rats:** N: D4+6 AC: 7 MV: 120'//60' HD: 1/2 HP: 2 each AT 1 DMG: 1-3 SA: bite has 5% chance of causing a disease Size: S I: ani. AL: N XP: 9 each. *10% chance that **Frihtft** will be present (see area 12 for details).* AC0: 21 HPT: 2 2 2 2 2 2 2 2 2 2
- Giant fire beetle:** N: 1 AC: 4 MV: 120' HD: 1+2 AT: 1 DMG: 2-8 Size: S I: non AL: N XP: 34 AC0: 18 HPT: 7
- Vilstrak:** N: D4 AC: 2 MV: 90' HD: 1-6 hp AT: 2 DMG: 2-5/2-5 SA: surprise on 1-4 Size: M I: low AL: N(E) XP: 10 each AC0: 21 HPT: 3 3 3 3
- Gorbels:** N: 1-2 AC: 3 (10 when attached to victim) MV: 180' HD: 2 (attack ability) AT: 1 DMG: 1-4 (automatic 1-6/round after attached to victim) SD: if hit will explode doing 1-4 in 5' radius, only damaged by piercing/slashing Size: S I: non AL: N XP: 34 each AC0: 16 HPT: 1 1

## LEVEL 3 ENCOUNTER TABLE

Check once every 6 turns, a roll of 1 on D6 indicates an encounter occurs:

### Roll D10:

1. **Ice troll:** AC: 8 MV: 90' HD: 2 AT: 2 DMG: 1-8/1-8 SD: regenerate 2 HP/round if in water 3 rounds after being wounded, immune to cold attacks, magical weapons to hit, fire does x2 DMG Size: L I: AL: CE XP: 60 ACO: 16 HPT: 8
2. **Dark creeper:** N: 1 AC: 8 (0 if in darkness) MV: 90' HD: 1+1 AT: 1 DMG: 1-4/1-3 (dagger) SA: cause darkness x3/day SD: if killed body will combust, all within 10' save versus magic or blinded 1-6 turns Size: S I: ave. AL: CN XP: 122 POS: dagger, aquamarine gem (500 GP). **Thief skills:** PP: 45% OL: 37% F/RT: 35% MS: 33% HIS: 25% HN: 15% CW: 88% RL: 20%. *If defeated as a wandering monster, will not be encountered at area 12.* ACO: 18 HPT: 6
3. **Giant rats:** N: 2-12 AC: 7 MV: 120'//60' HD: 1/2 AT: 1 DMG: 1-3 SA: bite has 5% chance of causing disease Size: S I: ani. AL: N XP: 10 each ACO: 21 HPT: 3 3 3 3 3 3 3 3 3 3 3 3
4. **Kiigoths** (new monster, see **Appendix 1**): N: 1-6 AC: 6 MV: 120' HD: 1+2 AT: 2 +1 or 1 DMG: 1-4/1-4 +1-4 or by weapon +1 SA: fight till -6 HP, from 0 to -5 HP fight at +2 to hit and +2 to DMG Size: L I: low AL: N XP: 42 ACO: 18 HPT: 7 7 7 7 7 7
5. **Ogre:** N: 1-2 AC: 4 MV: 90' HD: 4+1 HP: 20 AT: 1 DMG: 2-8+2 (spiked club + STR) Size: L I: low AL: CE XP: 190 each POS: spiked club and 50 GP each. ACO: 15 HPT: 20 20
6. **Blindheim:** N: 1 AC: 3 (1 if opponent is blinded) MV: 90' HD: 4+2 AT: 1 DMG: 1-8 SA: gaze causes blindness 30' range for 11-20 turns unless save versus wands, people with infravision save at -3 Size: S I: ani. AL: CE XP: 215 ACO: 15 HPT: 17
7. **Giant boring beetle:** N: 1 AC: 3 MV: 60' HD: 5 AT: 1 DMG: 5-20 Size: L I: ani. AL: N XP: 185. *If defeated as a wandering monster, will not be encountered at area 35.* ACO: 15 HPT: 19
8. **Gelatinous cube:** N: 1 AC: 8 MV: 60' HD: 4 AT: 1 DMG: 2-8 SA: attack causes paralysis 5-20 rounds, surprise on 1-3 SD: cold causes no damage unless they fail saving throw, then they are slowed 50% and take 1-4 DMG, immune to electricity, and mind spells Size: L I: non AL: N XP: POS: within the body of the cube are 1 topaz (500 GP), 2 blue quartz stones (10 GP each) and a +1 long sword (XP 400, 2,000 GP). *If defeated, will not be encountered at area 13.* ACO: 15 HPT: 20
9. **Vilstrak:** N: D4 AC: 2 MV: 90' HD: 1-6 hp AT: 2 DMG: 2-5/2-5 SA: surprise on 1-4 Size: M I: low AL: N(E) XP: 10 each ACO: 21 HPT: 3 3 3 3
10. **Ochre jelly:** N: 1 AC: 8 MV: 30' HD: 6 AT: 1 DMG: 3-12 SD: lightning divides it into two 1/2 strength jellies Size: M I: non AL: N XP: 265. *If slain, will not be encountered at area 3.* ACO: 13 HPT: 19



## LEVEL 4A ENCOUNTER TABLE

Check once every 6 turns, a 1 on D6 indicates that an encounter:

### Roll D5:

- Ogres:** N: 1-2 AC: 4 MV: 90' HD: 4+1 AT: 1 DMG: 2-8+2 (spiked club + STR) Size: L I: low AL: CE XP: 190, 205 POS: carry spiked clubs and 50 GP each. ACO: 15 HPT: 20 23
- Ankheg** (only in natural caves): N: 1 AC: 2/4 (underside) MV: 120' (60') HD: 3 AT: 1 DMG: 3-18 + (1-4 per turn) SA: squirt acid 30' 1/6 hours for 8-32 DMG, 1/2 if save Size: L I: non AL: N XP: 162. *If defeated, will not be encountered at area 23.* ACO: 16 HPT: 19
- Giant cave lizard** (only in natural cave areas): N: 1 AC: 5 MV: 120' HD: 6 AT: 1 DMG: 2-12 SA: double damage on natural roll of 20 Size: L I: non AL: N XP: 494 ACO: 13 HPT: 24
- Orcs:** N: 1-8 AC: 6 MV: 90' HD: 1 AT: 1 DMG: 2-7/2-8 (falchion) or 1-8/1-8 (battle axe) or 2-8/2-8 (ranseur) Size: M I: low-ave. AL: LE XP: 14 each POS: first 3 will have falchions, the next 2 battle axes, the next 3 ranseurs. All carry 7 EP each. ACO: 19 HPT: 4 4 4 4 4 4 4 4
- Screaming devilkin:** N: 1 AC: 2 MV: 120' HD: 3 AT: 1 DMG: 1-6 SA: scream: all within 60' each round must save or can only defend Size: S I: low AL: LE XP: 153 POS: 5 GP. *If defeated as a wandering monster, will not be encountered at area 4. After the battle there is a 50% chance of another encounter occurring immediately from this table drawn here by the noise.* ACO: 16 HPT: 21

## LEVEL 4B ENCOUNTER TABLE

Check for wandering monsters each 6 turns, a 1 on D6 indicates an encounter:

### Roll D6:

- Skeletons:** N: 1-8 AC: 7 MV: 120' HD: 1 AT: 1 DMG: 1-6 (first 3 will have spears, next 3 broad swords, last 2 hand axes) SD: immune to mind spells, 1/2 damage from piercing/slashing weapons Size: M I: non AL: N XP: 17 each ACO: 19 HPT: 3 3 3 3 3 3 3 3
- Zombies:** N: 1-8 AC: 8 MV: 60' HD: 2 AT: 1 (always strike last) DMG: 1-8 SD: immune to mind spells Size: M I: non AL: N XP: 36 each ACO: 16 HPT: 8 8 8 8 8 8 8 8
- Ghouls:** N: 1-3 AC: 6 MV: 90' HD: 2 AT: 3 DMG: 1-3/1-3/1-6 SA: *paralyzation* SD: immune to mind spells Size: M I: low AL: CE XP: 79, 81, 83 ACO: 16 HPT: 7 8 9
- Huecuvas:** N: 1-3 AC: 3 MV: 90' HD: 2 AT: 1 DMG: 1-6 SA: polymorph self 3/day, if strikes victim must save versus poison or catch cardio vascular renal disease SD: immune to mind spells, turned as a wight Size: M I: semi AL: CE XP: 93, 95, 103 ACO: 16 HPT: 6 7 11
- Skeleton animals:** N: 1-10 AC: 8 MV: 60' HD: 1-1 HP: 3 each AT: 1 DMG: 1-4 SD: immune to cold and mind spells, edged weapons only do 1/2 DMG, are turned as skeletons but at +1 to the roll. Size: S I: non AL: N XP: 13 each ACO: 21 HPT: 3 3 3 3 3 3 3 3 3 3
- Ghasts:** N: 1-2 AC: 4 MV: 150' HD: 4 AT: 3 DMG: 1-4/1-4/1-8 SA: *paralyzation*, 10' radius stench save versus poison or -2 on to hit rolls SD: immune to mind affecting spells Size: M I: very AL: CE XP: 254 ACO: 15 HPT: 16 16

## LEVEL 4C ENCOUNTER TABLE

There will be no random encounters unless the PCs set up camp somewhere before they defeat the **dark stalker** in **area 9**, in which case they will be attacked by a group of 1-8 **dark creepers** every 1-3 hours:

**Dark creepers:** N: 1-8 AC: 8 (0 if in *darkness*) MV: 90' HD: 1+1 AT: 1 DMG: 1-4/1-3 (dagger) SA: cause *darkness* x3/day SD: if killed body will combust, all within 10' save versus magic or blinded 1-6 turns Size: S I: ave. AL: CN XP: 122 POS: dagger, aquamarine gem (500 GP). **Thief skills:** PP: 45% OL: 37% F/RT: 35% MS: 33% HIS: 25% HN: 15% CW: 88% RL: 20% ACO: 18 HPT: 6 6 6 6 6 6 6 6

## LEVEL 4D ENCOUNTER TABLE

Encounters will occur on 1 in 6 on this level. Check every 6 turns. There will be no random encounters in **areas 16-22** and **36-38** unless the PCs leave the secret doors open after passing. Even then check for an encounter only once every 6 hours in these areas:

### Roll D6:

- Gray ooze:** N: 1 AC: 8 MV: 10' HD: 3+3 AT: 1 DMG: 2-16 SA: eat through chainmail 1 round, plate 2 rounds, +1 round for each plus of armour SD: dissolve metal weapons, immune to spells (except lightning), cold and heat Size: M-L I: ani. AL: N XP: 265. *If defeated, will not be encountered at area 6.* AC0: 16 HPT: 13
- Gnolls:** N: 1-10 AC: 3 MV: 90' HD: 2+2 AT: 1 DMG: 1-6/1-8 (club) Size: S I: ave. AL: CE POS: clubs XP: 28 each. AC0: 18 HPT: 4 4 4 4 4 4 4 4 4 4
- Oslets** (new monster, see **Appendix 1**): N: 1-6 AC: 7 MV: 120' HD: 3 AT: 1 DMG: 2-8 SA: bites cause disease 10% Size: S I: ani. AL: N XP: 96x2, 100x2, 104x2. AC0: 16 HPT: 9 9 10 10 11 11
- Owl bear:** N: 1 AC: 5 MV: 120' HD: 5+2 AT: 3 DMG: 1-6/1-6/2-12 SA: if a paw hits on roll of 18+, then owl bear hugs for additional 2-16 for each round Size: L I: low AL: N XP: 321. *If defeated, will not be encountered at area 27.* AC0: 15 HPT: 22
- Nord beasts** (new monster see **Appendix 1**): N: 1-2 AC: 3 MV: 90' HD: 5 AT: 2+1 DMG: 1-6/1-6 SA: if hits with tentacle on roll of 2 higher than required, gets 3<sup>rd</sup> *paralyzing* tentacle attack: save or be *paralyzed* SD: only Size: L I: low AL: N XP: 195, 215 AC0: 15 HPT: 21 25
- Large spiders:** N: 1-3 AC: 8 MV: 60'\*150' HD: 1+1 AT: 1 DMG: 1 SA: poison bite save at +2 Size: S I: non AL: N XP: 77 each AC0: 18 HPT: 6 6 6

## CENTRAL SHAFT ENCOUNTER TABLE (LEVELS 5 TO 10)

**Note:** The wandering monster encounters for the Central Shaft are to be used for all random encounters in the shaft from **levels 5 to 10**. **Level 10** has only a single encounter for the Central Shaft (**areas 1 and 2**) which is detailed under that level's description; however, encounter checks still take place when moving between Level 9 and Level 10. Check once every 6 turns, a roll of 1 indicates an encounter:

### Roll D8:

- Stirges:** N: roll D6: **1-4:** 1-10 stirges **5-6:** 2-20 stirges. AC: 8 MV: 30'/180' HD: 1+1 AT: 1 DMG: 1-3 SA: attack as 4HD monster, blood drain on subsequent rounds of 1-4 HP up to 12 max Size: S I: ani. AL: N XP: 46 each. *Remove any casualties from the total number of stirges in the Central Shaft (see p. 66).* AC0: 15 HPT: 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
- Giant spiders:** N: 1-2 AC: 4 MV: 30' (web 120') HD: 4+4 AT: 1 DMG: 2-8 SA: poison, webs Size: L I: low AL: CE XP: 425, 435 AC0: 15 HPT: 22 24
- Imp** (Felust): AC: 2 MV: 60'/18' HD: 2+2 AT: 1 DMG: 1-4 SA: *polymorph self* (raven, large spider, giant rat, goat), poison, detect good/evil, invisible at will, once per day suggestion SD: regenerate 1 HP/round; hit by only silver or magic weapons; immune to cold, fire, electricity; save as 7 HD creature Size: S I: ave. MR: 25% AL: LE XP: 308. *Felust will not be encountered at area 47 Level 6 Core if defeated as a wandering monster.* Felust will try to harass the party hoping to cause a character to fall into the shaft. He will flee to his lair as soon as he takes any damage. AC0: 18 HPT: 13
- Harpies:** N: 1-4 AC: 7 MV: 60'/150' HD: 3 AT: 3 DMG: 1-3/1-3/1-6 SA: song, charm Size: M I: low AL: CE XP: 184x2, 190, 193. *Remove any harpies slain from the harpies available at area 46 Level 6 Core.* AC0: 16 HPT: 13 13 15 16
- Wall collapses:** part of the wall collapses; 1-2 characters must make a DEX check or fall. Replace this with **No.1** if the party is moving in the air.
- Margoyles:** N: 1-2 AC: 2 MV: 60'/120' HD: 6 AT: 4 DMG: 1-6/1-6/2-8/2-8 SA: 80% undetectable if not moving when lurking against stone SD: +1 or better weapon to hit Size: M I: low AL: CE XP: 494, 530. *Remove any casualties from the number of margoyles available at area 41.* AC0: 13 HPT: 24 30
- Roll on **Level 5 Encounter Table**
- Roll on **Level 8 Encounter Table** (reroll if gorgon is rolled)



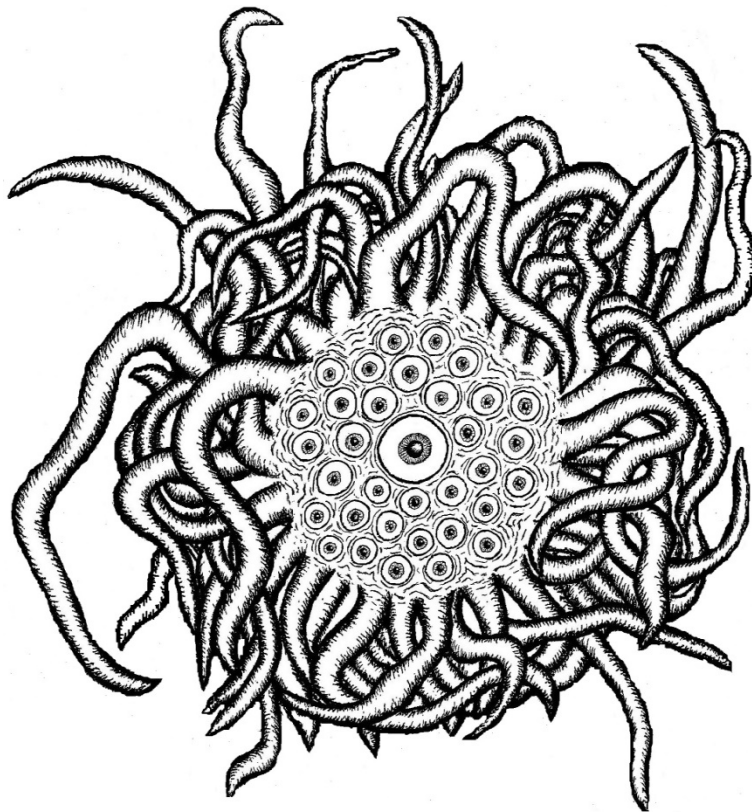


## LEVEL 6B ENCOUNTER TABLE

Check once in 6 turns, a roll of 1 indicates an encounter:

### Roll D6:

1. **Deep ogres:** N: 1-3 AC: 4 MV: 60'//90' HD: 5 AT: 3 or 1 DMG: 5-8/5-8/2-8 (claw/claw/bite) or 2-12+4 (spear) SD: -1 penalty to hit in bright light Size: L I: low-ave. AL: CE XP: 225 each POS: spear. AC0: 15  
HPT: 19 19 19
2. **Qeel men** (new monster, see **Appendix 1**): N: 1-4 AC: 4 MV: 90'//180' HD: 2 AT: 1 DMG: 1-6+1/1-8+1 (spear +STR) or 1-4+1/1-3+1(dagger +STR) or 1-6 (bite) SA: harpoons: DMG is 2-12, range is 30', victim must save versus paralyzation or snagged and take 1-6 DMG when extracting; qeel men will emit piercing sonar in 30' radius, save versus paralyzation or fight at -3 to hit SD: immune to mind affecting spells, fight at -1 in bright light, save at -3 versus fire attacks on subsequent fire attacks after first. Size: M -L I: high AL: NE XP: 84 each POS: first three with spears, 4<sup>th</sup> with harpoon, all have daggers, 6 EP, 4 GP and 3 PP each. Fight at -1 in bright light, save at -2 versus fire attacks. AC0: 16 (15 with weapons) HPT: 12 12 12 12
3. **Troglodytes:** N: 1-4 AC: 5 MV: 120' HD: 2 AT: 3 or 1 DMG: 1-3/1-3/2-5 (claw/claw/bite) or 2-8 (javelin) SA: surprise on 1-4 unless emitting odour, +3 to hit with javelins, odour: save versus poison or lose 1 point of STR per melee round for 1-6 rounds, cumulative, lasts 10 rounds SD: change coloration Size: M I: low AL: CE XP: 52 each AC0: 16 HPT: 8 8 8 8
4. **Stirges:** N: 1-10 AC: 8 MV: 30'/180' HD: 1+1 AT: 1 DMG: 1-3 SA: attack as 4HD monster, blood drain on subsequent rounds of 1-4 HP up to 12 max Size: S I: ani. AL: N XP: 46 each AC0: 15 HPT: 5 5 5 5 5 5 5 5 5 5
5. **Gargoyles:** N: 1-4 AC: 5 MV: 90'/150' HD: 4+4 AT: 4 DMG: 1-3/1-3/1-6/1-4 SD: +1 or better weapon to hit Size: M I: low AL: CE XP: 255, 265, 280 AC0: 15 HPT: 20 20 20 20
6. **Argoyles** (new monster, see **Appendix 1**): N: 1-2 AC: 5 MV: 90'//150' HD: 4+4 AT: 4 DMG: 1-3/1-3/1-6 SA: shriek: all in 30' save vs paralyzation or take 1-3 DMG + deafened 1-3 rounds SD: +1 weapon to hit Size: M I: low AL: CE XP: 325 each POS: 30 GP each. AC0: 15 HPT: 22 22



## LEVEL 6C ENCOUNTER TABLE

Encounters will occur on a roll of 1 on D6, check every 6 turns. Encounters differ depending on the type of terrain: If the characters are moving underwater use the appropriate table, likewise for when PCs are located on land or travelling on the surface of the lake:

### ROLL D10:

UNDERWATER:	LAND:	OPEN WATER (boat etc.):
1: Giant pikes	1-2: Gargoyles	1: Deep troll
2: Lizard men	3-4: Stirges	2: Gargoyles
3: Deep troll	5: Lizard men	4: Stirges
4: Deep ogres	6: Deep ogres	5: Lizard men
5: Aquatic hulk	7: Cave sahuagins	6: Deep ogres
6: Cave sahuagins	8: Qeel men	7: Cave sahuagins
7-8: Qeel men	9: Marine ghouls	8: Qeel men
9: Argoyles	10: Deep troll	9: Argoyles
10: Marine ghouls		10: Marine ghouls

## MONSTER STATS:

**Giant pike:** N: 1-2 AC: 5 MV: //360' HD: 4 AT: 1 DMG: 4-16 SA: surprise on 1-4 Size: L I: ani. AL: N XP: 169 each AC0: 15 HPT: 21 21

**Lizard men:** N: D4+2 AC: 5 MV: 60'//120' HD: 2+1 AT: 3 or 1 DMG: 1-2/1-2/1-8 (claw/claw/bite) or 1-6/1-6 (javelin) Size: M I: ave. XP: 71 each POS: javelin. AC0: 16 HPT: 9 9 9 9 9 9

**Deep troll** (new monster, see **Appendix 1**): N: 1 AC: 3 MV: 60'//90' HD: 6+6 AT: 3 DMG: 4-7/4-7/3-12 SD: regenerates in water 3 HP/round 3 rounds after being damaged, -1 penalty to hit in bright light Size: L I: semi-low AL: CE XP: 805 AC0: 13 HPT: 35

**Stirges:** N: 1-10 AC: 8 MV: 30'//180' HD: 1+1 AT: 1 DMG: 1-3 SA: attack as 4HD monster, blood drain on subsequent rounds of 1-4 HP up to 12 max Size: S I: ani. AL: N XP: 46 each AC0: 15 HPT: 5 5 5 5 5 5 5 5 5 5

**Argoyles** (new monster, see **Appendix 1**): N: 1-2 AC: 5 MV: 90'//150' HD: 4+4 AT: 4 DMG: 1-3/1-3/1-6 SA: shriek: all in 30' save vs paralyzation or take 1-3 DMG + deafened 1-3 rounds SD: +1 weapon to hit Size: M I: low AL: CE XP: 325 each POS: 30 GP each. AC0: 15 HPT: 22 22

**Gargoyles:** N: 1-4 AC: 5 MV: 90'//150' HD: 4+4 AT: 4 DMG: 1-3/1-3/1-6/1-4 SD: +1 or better weapon to hit Size: M I: low AL: CE XP: 255, 265, 280 AC0: 15 HPT: 20 20 20 20

**Deep ogres** (new monster, see **Appendix 1**): N: 1-2 AC: 4 MV: 60'//90' HD: 5 AT: 3 or 1 DMG: 5-8/5-8/2-8 (claw/claw/bite) or 2-12+4 (spear) SD: -1 penalty to hit in bright light Size: L I: low-ave. AL: CE XP: 230 each POS: spear. AC0: 15 HPT: 20 20

**Aquatic hulk** (new monster, see **Appendix 1**): N: 1 AC: 2 MV: 60' HD: 8 AT: 3 DMG: 3-12/3-12/1-10 (claw/claw/bite) SA: once per day summon 2-20 slasher fish 50% chance Size: L I: ave. AL: CE XP: 1,078. *If defeated as a wandering monster, will not be encountered at area 15.* AC0: 12 HPT: 42

**Cave sahuagins** (new monster, see **Appendix 1**): N: D6+2 MV: 90' AC: 5 HD: 2+2 AT: 1 DMG: 1-6/1-8 (spear) or 1-3/1-3 (crossbow) Size: M I: high. AL: LE XP: 62 each POS: spear, repeating crossbow, 10 CP, 12 bolts, 4 GP. AC0: 18 HPT: 11 11 11 11 11 11 11 11

**Qeel men** (new monster, see **Appendix 1**): N: D2+2 AC: 4 MV: 90'//180' HD: 2 AT: 1 DMG: 1-4+1/1-3+1 (dagger + STR), 1-6+1/1-8+1 (spear + STR) or 1-6 (bite) SA: harpoons: DMG is 2-12, range is 30', victim must save versus paralyzation or snagged and take 1-6 DMG when extracting; qeel men will emit piercing sonar in 30' radius, save versus paralyzation or fight at -3 to hit SD: immune to mind affecting spells, fight at -1 in bright light, save at -3 versus fire attacks on subsequent fire attacks after first. Size: M -L I: high AL: NE XP: 84 each POS: first three have spears, 4<sup>th</sup> with harpoon + dagger, 10 EP, 8 GP, 4 PP each. AC0: 16 (15 with weapons) HPT: 12 12 12 12

**Marine ghouls:** N: 1-8 AC: 6 MV: 90' HD: 2 AT: 3 DMG: 1-3/1-3/1-6 SA: paralyzation SD: immune to mind spells AL: CE XP: 81 each AC0: 16 HPT: 8 8 8 8 8 8 8 8

## LEVEL 7 CORE ENCOUNTER TABLE

In areas 15 to 49 check once every 4 turns, a 1 on D6 indicates an encounter with a **duergar patrol** (entry 1). For the Central Shaft, use the **Central Shaft Encounter Table**. There are no random encounters in areas 55 to 57. In areas 1 to 12, and areas 49 to 54 encounters will occur 1 in 6, check every 6 turns:

### Roll D6:

1. **Duergar patrol:** N: 4 AC: 4 MV: 60' HD: 1+2/2 (leaders) AT: 1 DMG: 1-6/1-8 (spear), 2-5/1-4 (pick or hammer) or 1-4/1-4 (light crossbow) SA: surprise on 1-3, psionics SD: immune to illusion/phantasm spells, paralysis and poison; save at +4 versus magical attacks; only surprised 1 in 10 Size: M I: ave. AL: LE XP: 63 each, 104 for leaders POS: 1 HD duergar have hammers, picks, spears, chain and shields. 2 HD leaders have picks, light crossbows, 20 bolts, chain and shield. Each patrol consists of 3 1HD duergar led by a 2 HD leader. AC0: 18 or 16 HPT: (1HD): 9 9 9 (2HD): 13
2. **Black pudding:** N: 1 AC: 6 MV: 60' HD: 10 AT: 1 DMG: 3-24 SA: hits dissolve wood/metal (1 round for chainmail, 2 for plate, plus one round per + of armour) SD: immune to cold, lightning, acid, poison, blows split it in half Size: M I: non AL: N XP: 1,462 AC0: 10 HPT: 50
3. **Giant slug:** N: 1 AC: 8 MV: 60' HD: 12 AT: 1 DMG: 1-12 SA: can spit acid 60' at 10% chance to hit on first attempt (-10% for ranges over 60', + 10% for ranges under 60') and 50% chance afterwards for 4-32 DMG, ½ if save successful SD: immune to blunt weapons AL: N XP: 1,504 AC0: 9 HPT: 55
4. **Lurker above:** N: 1 AC: 6 MV: 10'/90' HD: 10 AT: 1 DMG: 1-6 constriction per round SA: surprise on 1-4, prey dies in 2-5 rounds from smothering, prey only able to attack back with weapons that are short and previously drawn Size: L I: non AL: N XP: 2,032 AC0: 10 HPT: 38
5. **Ochre jelly:** N: 1 AC: 8 MV: 30' HD: 6 AT: 1 DMG: 3-12 SD: lightning divides it into two ½ strength jellies Size: M I: non AL: N XP: 283. AC0: 13 HPT: 22
6. **Giant spiders:** N: 1-6 AC: 4 MV: 30' (web 120') HD: 4+4 AT: 1 DMG: 2-8 SA: poison, webs Size: L I: low AL: CE XP: 410 each. AC0: 15 HPT: 19 19 19 19 19 19

## LEVEL 7A ENCOUNTER TABLE

Check for encounters every 3 turns, a roll of 1-2 on D6 indicates an encounter. Encounters will only be with ghouls or with the death mist. The following table is used to determine where the ghoul attacks come from, adjust accordingly if the PCs are in a room. Encounters will be with 1-10 ghouls except entry 4, which will be with two such groups. The ghoul tunnels do not access the altar rooms (areas 4, 10 and 12); so if the doors are locked, no encounters will occur:

### Roll D20:

- 1-4: **Ghouls:** these ghouls will leap down from above, surprising the party on a 1-3 and immediately beginning combat in melee range (10'). N: 1-10 AC: 6 MV: 90' HD: 2 AT: 3 DMG: 1-3/1-3/1-6 SA: attacks cause *paralyzation* SD: immune to mind spells Size: M I: low XP: 81 each. AC0: 16 HPT: 8 8 8 8 8 8 8 8 8 8
- 5-8: **Ghouls:** these ghouls will approach the party from behind, distance will be 10' – 40' when the party becomes aware of them. HPT: 8 8 8 8 8 8 8 8 8 8
- 9-12: **Ghouls:** these ghouls will approach the party from the front, distance will be 20' – 40' feet (D3+1). HPT: 8 8 8 8 8 8 8 8 8 8
- 13-15: **Ghouls:** two parties of ghouls, attacking the party from the front and behind. Each group will be 20'-40' (D3+1) from the PCs when encounter occurs. 1-10 ghouls will approach from each direction. HPT: 8
- 16-19: **Ghouls:** this will be by ghouls lurking below the water so that the party will not be aware of them at all until they are right on top of them. The ghouls will suddenly leap up out of the water and attack the party. Surprise on 1-4, immediately begin combat in melee range. HPT: 8 8 8 8 8 8 8 8 8 8
- 20: **Death mist** (new monster, see **Appendix 1**): AC: 0 MV: 120' HD: 13 AT: 1 DMG: 3-30 SA: surprise on 1-5, wail of terror in lieu of attacks: those within 100' save vs spells or *paralyzed with fear* for 1-4 rounds SD: hit only by +1 or better weapons Size: M I: genius MR: 100% AL: NE XP: 7,996. *If defeated as a wandering monster, the death mist will not be encountered at area 13.* AC0: 9 HPT: 52

## FLOATING LEVEL AERIAL ENCOUNTER TABLE:

Wandering monster checks for each individual island will be discussed under the relevant entries. However, movement through the air in this level will likely draw attention from the local inhabitants and the following table for aerial encounters should be used whenever the characters are travelling by air. All encounters will generally be hostile unless the actions or the perceived threat level of the players dictate otherwise. Those marked with a number in brackets '()' can only occur the indicated number of times, others can occur as many times as the dice dictate except an encounter with Jithax.

Check once every 10 turns, a roll of 1 on D6 indicates an encounter has occurred:

### Roll D12:

1. **Hippogriffs:** N: 2-8 AC: 5 MV: 180'/360' (C) HD: 3+3 AT: 3 DMG: 1-6/1-6/1-10 Size: L I: semi AL: N XP: 128 each AC0: 16 HPT: 17 17 17 17 17 17 17 17
2. **Griffons:** N: 1-4 AC: 3 MV: 120'/300' (C) HD: 7 AT: 3 DMG: 1-4/1-4/2-16 Size: L I: semi AL: N XP: 695 each AC0: 13 HPT: 32 32 32 32
3. **Chimeras:** N: 1-2 AC: 6/5/2 MV: 90'/180' (E) HD: 9 AT: 6 DMG: 1-3/1-3/1-4/1-4/2-8/3-12 SA: fire breath, range 50' for 3-24 (save for 1/2) Size: L I: semi AL: CE XP: 1,480 each AC0: 12 HPT: 40 40
4. **Cockatrice:** N: 1 AC: 6 MV: 60'/180' (C) HD: 5 AT: 1 DMG: 1-3 SA: touch turns victim to stone unless save versus petrification Size: S I: ani. AL: N XP: 410 AC0: 15 HPT: 24
5. **Manticores:** N: 1-2 AC: 4 MV: 120'/180' (E) HD: 6+3 HP: AT: 3 DMG: 1-3/1-3/1-8 SA: hurl 6 tails spikes 180' range for 1-6 DMG/spike, 4 volleys/day Size: L I: low AL: LE XP: 665 each AC0: 13 HPT: 30 30
6. **Giant eagles:** N: 1-4 AC: 4 MV: 30'/480' (D) HD: 4 AT: 3 DMG: 1-6/1-6/2-12 SA: dive attack at +4 to hit and x2 damage for claws Size: M I: ave. AL: N XP: 222 each AC0: 15 HPT: 18 18 18 18
7. **Giant wasps:** N: 1-3 AC: 4 MV: 60'/210' (B) HD: 4 AT: 2 DMG: 2-8/1-4 (bite/sting) SA: poison sting, save or paralyzed, die in 2-5 days SD: Size: M I: ani. AL: N XP: 376 each AC0: 15 HPT: 14 14 14
8. **Hieracosphinx:** N: 1 AC: 1 MV: 90'/360' (D) HD: 9 AT: 3 DMG: 2-8/2-8/1-10 Size: L I: low AL: CE XP: 936 AC0: 12 HPT: 28
9. **Blood hawks:** N: 1-3 AC: 7 MV: 240' (B) HD: 1+1 AT: 3 DMG: 1-4/1-4/1-6 Size: S I: semi AL: N XP: 32 each AC0: 18 HPT: 6 6 6
10. **Fire drake:** N: 1 AC: 4 MV: 60'/180' (C) HD: 4 AT: 1 DMG: 2-8 SA: fire breath 60' by 10' base for 2-16 (save for 1/2) Size: S I: semi AL: N XP: 181 AC0: 15 HPT: 14
11. **Halfling griffon patrol (3):** N: 4 AC: 6 (5 for leader) MV: 90' HD: 2 (3 for leader) AT: 1 or 2 DMG: 1-6/1-8 (short sword), 1-4/1-3 (dagger), 1-6/1-6 (short bow) SA: +3 to hit with short bow, surprise on 1-4 SD: considered invisible in natural terrain when not moving, save at 4 levels higher Size: S I: ave. AL: LE/NE XP: 116 each, 215 for leaders POS: short sword, dagger, short bow, 20 arrows, 10 GP. *Each patrol consists of three 2<sup>nd</sup> level fighters and one 3<sup>rd</sup> level leader mounted on griffons. Should this encounter occur in a forest, it is likely that PCs will be able to keep out of sight from the griffon riders. The patrol will attack with their bows before meleeing with their griffons. Subtract any casualties from the number of halflings and griffons at areas 4 and 12 in the halfling keep (area C11).* AC0: 20 or 18 (17 and 15 with missiles) HPT: (2<sup>nd</sup> lvl): 12 12 12 (3<sup>rd</sup>): 20  
**4 Griffons:** AC: 3 MV: 120'/300' (C) HD: 7 AT: 3 DMG: 1-4/1-4/2-16 Size: L I: semi AL: N XP: 695 each AC0: 13 HPT: 32 32 32 32
12. **Jithax, black dragon:** See area F5 for stats and information regarding Jithax. If Jithax encounters the party in the air, she will use here breath once, do a pass and swoop attack with her bite once (x2 damage) then return to her lair to prepare her defences. She will not try to fight to the death at this stage but will try to kill/maim a few members of the party and disrupt their plans. She will only ever be encountered once as a wandering monster, ignore this result if she has already been encountered. She will use the teleport ability of her magic ring to escape if she must.

## ISLE B ENCOUNTER TABLE

Check for an encounter every turn, a 1-2 on D6 indicates an encounter. Encounters marked with a \* may occur multiple times due to the constant influx of demons through the gate. Use a random number to determine numbers encountered on second and subsequent encounters with the same type of demons (e.g. 1-3 or 1-8 depending on the strength of the demon). Other encounters will only occur once. Should the die indicate that one of these encounters occurred again, the GM may randomly determine a demon encounter from other sources or substitute it for a different encounter on this table.

### Roll D10:

1. **Dretch\***: N: 8 AC: 2 MV: 90' HD: 4 AT: 3 DMG: 1-4/1-4/2-5 SA: at will *darkness 5'*, *scare*, *infravision*, *stinking cloud* (once per day), *telekinesis* 500 GP, *teleport* (once per day), *gate* Vrock demon (5%) SD: take ½ DMG from cold, electricity, fire and gas Size: S l: semi-low MR: 30% AL: CE XP: 215, 223, 231, 242x2, 250, 262x2  
AC0: 15 HPT: 10 13 15 18 18 20 23 23
2. **Yatnaaf**: N: 1 AC: 1 MV: 60' HD: 5+2 AT: 3 DMG: 2-7/2-7/2-8 (claw/claw/constrict) SA: if constriction attack hits 2-8 damage automatically per round, at will *darkness 5'*, *infravision*, *fear* by touch, *fly*, *telekinesis* 1,000 GP, *teleport*, once per day *gate* Vrock (15%) SD: take ½ DMG from cold, electricity, fire and gas Size: M l: ave. MR: 40% AL: CE XP: 575. Appearance: this demon has the lower body of a serpent, a large lion-like head covered in scales, human-like torso with a huge, bulging pot belly, insect-like arms with clawed hands and orange, snake-like eyes. AC0: 15 HPT: 22
3. **Ghurhul**: N: 1 AC: -3 MV: 120' HD: 6+7 AT: 3 DMG: 1-6/1-6/2-12 SA: at will *darkness 10'*, *create water*, *fear* by touch, *detect illusion*, *detect invisible*, *dispel magic*, *infravision*, *dig*, *telekinesis* 2,500 GP, *teleport*, *gate* in another Vrock (25%), twice per day: *change self*, *invisibility*, *spectral force* SD: take ½ DMG from cold, electricity, fire and gas Size: M l: very-high MR: 45% AL: CE XP: 2,085 Appearance: this demon appears as a black, vaguely gorilla shaped humanoid with long shaggy black fur, crocodilian head, large fangs, ape-like arms with long sharp claws and small black eyes. AC0: 13 HPT: 36
4. **Glabrezu\***: N: 1 AC: -4 MV: 90' HD: 10 AT: 3 DMG: 2-12/2-12/1-3/1-3/2-5 SA: at will *darkness 10'*, *teleport*, *levitate* (10<sup>th</sup> level proficiency), *infravision*, *telekinesis* 4,000 GP, *cause fear* as wand, *pyrotechnics*, *gate* Vrock, Hezrou, Glabrezu (30%), *polymorph self* SD: take ½ DMG from cold, electricity, fire and gas Size: L l: ave. MR: 65% AL: CE XP: 2,960 AC0: 10 HPT: 40
5. **Vrock\***: N: 1 AC: 0 MV: 120'/180' HD: 8 AT: 5 DMG: 1-4/1-4/1-8/1-8/1-6 SA: at will *darkness 5'*, *detect invisible objects*, *telekinesis* 2,000 GP, *gate* Vrock demon (10%), *teleport*, *infravision* SD: take ½ DMG from cold, electricity, fire and gas Size: L l: low MR: 50% AL: CE XP: 1,635 AC0: 12 HPT: 36
6. **Quasit\***: N: 1 AC: 2 MV: 150' HD: 3 AT: 3 DMG: 1-2/1-2/1-4 SA: *polymorph self* (bat, wolf), claw attacks reduce victim's dexterity by 1 point for 2-12 rounds unless save versus poison, *detect good/evil*, *invisibility* at will, *cause fear* 30' radius once per day SD: immune to cold, fire and lightning, save as 7HD creatures, *regenerate* 1 HP per round Size: S l: low MR: 25% AL: CE XP: 382 AC0: 16 HPT: 19
7. **Cambion (8<sup>th</sup> level thief abilities)**: N: 1 AC: 1 MV: 120' HD: 8 AT: 1 DMG: 1-8+5/1-12+5 (**Long sword+2** plus STR), 1-6+3/1-4+3 (hand axe + STR) SD: *infravision*, immune to silver MR: 10% AL: CE XP: 1,675 POS: **+2 long sword** (XP: 800, GP: 4,000), hand axe, leather armour, gold bracelet (400 GP) STR: 18/10 l: 14 WIS: 6 DEX: 17 CON: 16 CHA: 6. PP: 70% OL: 67% FRT: 55% MS: 67% HS: 54% HN: 25% CW: 96% RL: 40%. AC0: 11 (10 with missiles) HPT: 40
8. **Hezrou\***: N: 1 AC: -2 MV: 60'//120' HD: 9 AT: 3 DMG: 1-3/1-3/4-16 SA: *darkness 15'*, *cause fear* (as wand of fear), *levitate* (8<sup>th</sup> level ability), *detect invisible objects*, *telekinesis* 3,000 GP, *gate* Hezrou (20%), *teleport*, *infravision* SD: take ½ DMG from cold, electricity, fire and gas Size: L l: low MR: 55% AL: CE XP: 2,480 AC0: 12 HPT: 40
9. **Grithneekh**: N: 1 AC: 0 MV: 180' HD: 10 AT: 3 DMG: 1-4+2/1-3/1-3 (horns/claw/claw) SA: claw attacks drain 1-4 STR per hit for 1-4 turns, *teleport*, *darkness 5'*, *turn invisible*, *dispel magic*, *infravision* SD: +1 or better weapon to hit, take ½ DMG from cold, electricity, fire and gas Size: S l: low MR: 25% AL: CE XP: 2,800. Appearance: this demon appears as yellow, wrinkly skinned vaguely monkey-like creature with a thin rat-like chest, two tentacle arms ending in claws, a simian-like face with two eyestalks and three long horns. Grithneekh stands only 3' tall. It moves in great bounds. AC0: 10 HPT: 40
10. **Roll twice again**: the party encounters two different groups or demons from this table. There is a 50% chance that both demons/groups will join together to kill the PCs, and a 50% chance that each demon will attack everyone, the closest target at the time being the one attacked in any given round.

## ISLE C ENCOUNTER TABLE

Use the stats given below for the monsters encountered on this island, but use the random encounter tables for each area to determine which monsters are encountered. The number in parentheses '()' after a monster's name indicates how many times the designated monster can be encountered. If the same type of monster is encountered more than the indicated number of times, no encounter takes place. There will be an automatic encounter with **quicklings** after moving one square into the mushroom forest, **area C7**:

### C2 – DESERT D6:

Check every hour, 1 in 6

- 1: Halfling griffon patrol
- 2: Wild camels
- 3-5: Axe beaks
- 6: Roll on Aerial Encounter Table

### C3 – FOREST 3D6:

Check every 2 turns, 1 in 6

- 3: Malignant tree
- 4: Will-o-the wisp
- 5: Succarath
- 6-7: Pixies
- 8-9: Quicklings
- 10: Buckawns
- 11: Satyrs
- 12: Wild boar
- 13: Giant badgers
- 14: Korred
- 15: Leprechaun
- 16: Halfling foot patrol
- 17: Halfling griffon patrol
- 18: Forlarren

### C6 – FAERIE MARSH D12:

Check every 2 turns, 1 in 6

- 1-2: Will-o-the wisp
- 3: Pixies
- 4: Quicklings
- 5: Buckawns
- 6: Satyrs
- 7: Wild boar
- 8: Korred
- 9: Leprechaun
- 10: Halfling foot patrol
- 11: Forlarren
- 12: Giant frogs

### C7 – GIANT MUSHROOMS D10:

Check every 2 turns, 1 in 6

- 1: Will-o-the wisp
- 2: Violet fungi
- 3: Buckawns
- 4: Satyrs
- 5: Korred
- 6: Quicklings
- 7: Pixies
- 8: Giant frogs
- 9: Forlarren
- 10: Halfling foot patrol

### C8 – STEAM POOLS D6:

Check every 2 hours, 1 in 6

- 1: Will-o-the wisp
- 2: Leprechaun
- 3: Buckawns
- 4: Forlarren
- 5: Quicklings
- 6: Korred

### C9 – HIGH GRASS D12:

Check every 6 turns, 1 in 6

- 1: Will-o-wisp
- 2: Leprechaun
- 3: Buckawns
- 4: Korred
- 5: Quicklings
- 6: Pixies
- 7: Wild boar
- 8: Axe beaks
- 9: Halfling griffon patrol
- 10: Satyrs
- 11: Halfling foot patrol
- 12: Roll on Aerial Encounter Table

### C10 – MOUNTAINS D6:

Check every 3 turns, 1 in 6

- 1: Axe beaks
- 2: Halfling foot patrol
- 3: Halfling griffon patrol
- 4: Korred
- 5: Crushers
- 6: Roll on Aerial Encounter Table

### C11 – HALFLING KEEP D10:

Check every turn, 1 in 6

- 1-3: 1-4 male halflings (see foot patrol entry below)
- 4-6: 1-4 female halflings (see page 153, area A2)
- 7: 1-2 female assassins (see page 153, area A2)
- 8: 1-3 griffon riders (see griffon entry below)
- 9: Lord Ferris and elite guards (see page 155, area 6)
- 10: Shira and four 4<sup>th</sup> level assassins (see page 158, area 22)

## ISLE C MONSTER STATS:

**Axe beaks** (3): N: 1-6 AC: 6 MV: 180' HD: 3 AT: 3 DMG: 1-3/1-3/2-8 Size: L I: ani. AL: N XP: 71 each AC0: 16  
HPT: 12 12 12 12 12 12

**Giant badgers** (4): N: 1-2 AC: 4 MV: 60' (30') HD: 3 AT: 3 DMG: 1-3/1-3/1-6 Size: S I: semi AL: N XP: 77 each  
AC0: 16 HPT: 14 14

**Wild boars** (4): N: 1-12 AC: 7 MV: 150' HD: 3+3 AT: 1 DMG: 3-12 Sa: fight up to -6 HP for 2-5 rounds before dying  
Size: M I: semi AL: N XP: 145 each AC0: 16 HPT: 15 15 15 15 15 15 15 15  
15 15 15 15 15

**Wild camels** (4): N: 1-12 AC: 7 MV: 210' HD: 3 AT: 1 DMG: 1-4 SA: spit: blinds victim for 1-3 rounds Size: L I: ani. AL: N  
XP: 65 each. *Will only attack 20% of the time.* AC0: 16 HPT: 10 10 10 10 10 10 10 10  
10 10 10 10 10

**Giant frogs** (3): N: 1-6 AC: 7 MV: 30'/90' HD: 2 AT: 1 DMG: 1-6 SA: leap 20'-180', surprise on 1-4, tongue attack: if  
hits, victim may attack tongue and if successful tongue is released, otherwise victim is dragged to the frog next round and  
takes maximum bite damage Size: M I: non AL: N XP: 66 each AC0: 16 HPT: 7 7 7 7 7 7

**Violet fungi** (3): N: 1-4 AC: 7 MV: 10' HD: 3 AT: 3/3/2/2 DMG: each hit causes rot unless a save versus poison is made  
or cure disease is used Size: M I: non AL: N XP: 175 each AC0: 16 HPT: 10 10 10 10

**Leprechaun** (4): N: 1 AC: 8 MV: 150' HD: 2-5 AT: 0 DMG: 0 SA: at will: *polymorph non-living objects, create illusions, ventriloquism, invisibility* SD: cannot be surprised Size: S I: exc. MR: 80% AL: N XP: 84. Will try to steal an object and run away. AC0: 21 HPT: 4

**Pixies** (6): N: D6+4 AC: 5 MV: 60'/120' HD: 1-4 HP AT: 1 or 2 DMG: 1-4/1-3 (tiny swords) or bow for 1-3/1-3+ causes  
sleep for 1-6 hours (save versus magic). SA: always *invisible* unless they chose to become visible; +4 to hit with bows; at  
will: *polymorph self*; once per day: *create illusions, know alignment, dispel magic* (8<sup>th</sup> level of expertise), *dancing lights, ESP*,  
leader can use *Otto's irresistible dance* SD: opponents -4 to hit when invisible Size: S I: exc. MR: 25% AL: N XP: 108 each,  
109 for leaders. *One pixie will always be a leader. Pixies are malicious and will seek to harass, put PCs to sleep and steal 1-2 items from each character. They will generally avoid trying to kill PCs.* AC0: 21(17 with bows)  
HPT: (leader): 4 (others): 3 3 3 3 3 3 3 3 3 3

**Satyrs** (3): N: 2-8 AC: 5 MV: 180' HD: 5 AT: 1 DMG: 2-8 (horns) SA: one satyr will have pan pipes which can *charm, cause fear, cause sleep* in a 60' radius. SD: surprised only on a 1, blend into foliage (90% undetectable) Size: M I: very MR: 50% AL: N XP: 405 each, 705 for satyr with pipes. *Hostile.* AC0: 15 HPT: (pipes): 25 (others): 25 25  
25 25 25 25 25

**Succarath** (new monster, see **Appendix 1**) (4): N: 1 AC: 6 MV: 90' HD: 5+5 AT: 5 DMG: 1-4 (x4)/2-8 Size: M I: ave. AL: C XP: 263. AC0: 13 HPT: 23

**Will-o-wisp** (1): N: 1 AC: -8 MV: 180' HD: 9 AT: 1 DMG: 2-16 (electrical) SA: become *invisible* for 2-8 rounds SD: immune to all magic except *protection from evil, magic missile, and maze* Size: S I: exc. AL: CE XP: 1,680. *Will-o-wisp's lair is in the SW of the swamp, hidden in a hollow under a tree: 3,000 CP, 1,000 EP, 400 PP, ten 100 GP aquamarine stones.* AC0: 12 HPT: 40

**Buckawns** (4): N: D6+4 AC: 3 MV: 120' HD: 1-1 AT: 1 DMG: 1-4/1-3 (dagger), or 1-3/1-2 (dart) SA: at will: *audible glamer, change self, dancing lights, invisibility*, once per day at 6<sup>th</sup> level expertise: *entangle, pass without trace, summon insects, trip, infravision, ultravision* SD: opponents at -50% to move silently Size: S I: ave.-very MR: 10% AL: N XP: 68 each. *Hostile.* AC0: 20 HPT: 3 3 3 3 3 3 3 3 3 3

**Crushers** (new monster, see **Appendix 1**) (6): N: 1-12 AC: 4 MV: 60'+10' per round rolling HD: 1-3 AT: 1 DMG: 1-4 or 2-8 or 3-12 SA: 98% chance of being unnoticed Size: S-M I: semi AL: N XP: 1HD: 9 each, 2 HD: 30 each, 3 HD: 80 each AC0: 19 or 16 HPT: (1 HD): 4 4 4 4 (2 HD): 10 10 10 10 (3 HD): 15 15 15 15

**Korred**: N: 1-2 AC: 5 MV: 90' HD: 6+1 AT: 1 DMG: 1-6+4/1-4+4 (cudgel + STR) SA: laugh 3/day: all within 60' roll over CHA or stunned for 1-4 rounds, at will: *stone shape, transmute rock to mud, stone tell* Size: S I: very MR: 25% AL: CN XP: 1,132 AC0: 13 HPT: 29 29

**Quicklings** (4): N: D6+4 AC: -3 MV: 960' HD: 1 ½, leaders 3HD or 4HD AT: 3 DMG: 1-4/1-3 (dagger) SA: at will 1/day: *ventriloquism, forget, levitate, shatter, dig, firecharm*; 3 or 4HD leaders: *poisoned daggers, save versus poison* or fall asleep. SD: *invisible* in natural cover when not moving, 90% visible when moving, save as 19<sup>th</sup> level clerics, cannot be surprised Size: S I: high-gen. AL: CE XP: 218 each, 3HD leaders 236, 4HD leaders 245. *One quickling will always be a 3HD leader, if 10 are encountered two will be 3HD leaders, one will be a 4HD leader.* AC0: 16 or 15 HPT: (quicklings): 6 6 6 6 6 6 6 (3HD): 12 12 (4HD): 15

**Malignant tree** (1): N: 1 AC: 3 MV: 0' HD: 12 AT: 8 DMG: 1-4 (x8) SA: *cause confusion 30' once per day* SD: bludgeon weapons only do 1 point damage, piercing ¼, non-axe half Size: L I: semi AL: N(E) XP: 2,880. *If the malignant tree is*

encountered, there is also a 50% chance a group of quicklings will also be encountered with the tree who will attack on the second round of combat. AC0: 9 HPT: 55

**Forlarren** (1): N: 1 AC: 2 MV: 90' HD: 3 AT: 2 DMG: 1-4/1-4 SA: 1/day: heat metal by touch: 3-18 DMG per round for plate mail, 2-16 for other metal armours, save versus magic for 1/2, will maintain contact with target until it is killed Size: M l: semi AL: NE XP: 129 AC0: 16 HPT: 13

**Halflings, foot patrol** (5): N: 10 AC: 7 (leader 6) MV: 90' HD: 1 (2 for leaders) AT: 1 or 2 DMG: 1-6/1-8 (short sword), 1-4/1-3 (dagger), 1-6/1-6 (short bow) SA: +3 to hit with short bow, surprise on 1-4 SD: considered invisible in natural terrain when not moving, save at 4 levels higher (5<sup>th</sup> level fighter) Size: S l: ave AL: LE/NE XP: 52 each, 122 for leaders POS: each carries a short sword, dagger, short bow, 20 arrows, 5 GP. Each patrol consists of nine 1<sup>st</sup> level fighters and one 2<sup>nd</sup> level leader. Subtract any casualties from the number of halflings available at area A in the keep. AC0: 20 (missiles 17) HPT: (1<sup>st</sup> level): 6 6 6 6 6 6 6 6 6 6 (leader): 14

**Halfling griffon patrol** (3): N: 4 AC: 6 (5 for leader) MV: 90' HD: 2 (3 for leader) AT: 1 or 2 DMG: 1-6/1-8 (short sword), 1-4/1-3 (dagger), 1-6/1-6 (short bow) SA: +3 to hit with short bow, surprise on 1-4 SD: considered invisible in natural terrain when not moving, save at 4 levels higher Size: S l: ave. AL: LE/NE XP: 116 each, 215 for leaders POS: short sword, dagger, short bow, 20 arrows, 10 GP. Each patrol consists of three 2<sup>nd</sup> level fighters and one 3<sup>rd</sup> level leader mounted on griffons. Should this encounter occur in a forest, PCs will likely be able to keep out of sight from the griffon riders. The patrol will seek to attack with their bows before meleeeing with their griffons if possible. Subtract any casualties from the number of halflings and griffons at areas 4 and 12 in the keep (area C11). AC0: 20 or 18 (17 and 15 with missiles) HPT: (2<sup>nd</sup> lvl): 12 12 12 (3<sup>rd</sup>): 20

**4 Griffons:** AC: 3 MV: 120'/300' (C) HD: 7 AT: 3 DMG: 1-4/1-4/2-16 Size: L l: semi AL: N XP: 695 each AC0: 13 HPT: 32 32 32 32

## ISLE D ENCOUNTER TABLE

Use the stats given below for monsters encountered on this island, but use the random encounter tables for each area to determine which monsters are encountered. The number in parentheses '()' at the end of the description indicates how many times the designated monster can be encountered. If the same type of monster is encountered more than the indicated number of times, no encounter takes place. Those marked with an \* can occur an unlimited number of times (within reason). Numbers given for attacks in brackets indicate the range that a given specimen may possess for this stat.

Encounters on the lake, **area D4:** Check once every 6 turns while travelling on the lake during the day, check every 10 turns while travelling at night. A roll of 1 on D6 indicates an encounter. Encounters will always be with a **giant crayfish** if they choose to swim over. If they go by boat, the encounter will always be with a group of **cyclopians** in a boat. This will also mean that the cyclops and his servants at **D7** will be prepared for the party's arrival.

### D1 – GRASSLANDS D6:

Check every 1 hour, 1 in 6

### D2 – CREAKING FOREST D10:

Check every 3 turns, 2 in 6

### D3 – MARSH D6:

Check every 3 turns, 2 in 6

1: Herthed

1: Yellow musk creeper

1: Yellow musk creeper

2: Flightless birds

2: Mandragora

2: Mandragora

3: Wild cattle

3: Slasherweed

3: Muckdwellers

4: Jackelware

4: Tri-flower frond

4: Giant frogs

5: Cyclopians

5: Phycomid

5: Cyclopians

6: Roll on Aerial Encounter Table

6: Crimson trapper

6: Roll on Aerial Encounter Table

7: Forester's bane

8: Cyclopians

9: Jackelware

10: Herthed

### D5 – CYCLOPS ISLAND D6:

Check every 3 turns, 1 in 6

1-3: Cyclopians

4-5: Wild cattle

6: Roll on Aerial Encounter Table

## ISLE D MONSTER STATS:

**Cyclopians** (new monster, see **Appendix 1**) (10): N: 1-4 AC: 3 MV: 120' HD: 5 AT: 1 DMG: 2-8+2/1-7+2 (spiked club), 1-6+2/1-6+2 (javelin) Size: L l: low AL: CE XP: 210 each POS: each carries a spiked club and a javelin. AC0: 15 (17 with javelins) HPT: 24 24 24 24

**Giant frogs** (3): N: 1-6 AC: 7 MV: 30'//90' HD: 2 AT: 1 DMG: 1-6 SA: leap 18', surprise on 1-4, tongue attack: if hits, victim may attack tongue and if successful tongue is released, otherwise victim is dragged to the frog next round and takes maximum bite damage Size: M l: non AL: N XP: 66 each AC0: 16 HPT: 7 7 7 7 7 7

**Muckdwellers** (3): N: D6+5 AC: 6 MV: 30'/120' HD: ½ AT: 1 DMG: 1-2 SA: water jet: save vs wands or blinded 1 round, can't attack, muckdwellers at +2 to hit Size: S l: ave. AL: N XP: 10 each AC0: 21 HPT: 3 3 3 3 3 3 3 3 3 3

**Wild cattle** (5): N: D4+6 AC: 7 MV: 150' HD: 3 AT: 1 DMG: 1-4 Size: L l: ani. AL: N XP: 65 each. *Will only attack if spooked.* AC0: 16 HPT: 10 10 10 10 10 10 10 10 10 10

**Giant crayfish** (3): N: 1 AC: 4 MV: 60'//120' HD: 4+4 HP: 18 AT: 2 DMG: 2-12/2-12 Size: L l: non AL: N XP: 180. *Encountered only by parties swimming across the lake (D4).* AC0: 15 HPT: 18

**Flightless birds** (5): N: D4+2 AC: 7 MV: 180' HD: 3 AT: 1 or 1 DMG: 1-4 (peck) or 2-8 (kick) Size: M l: ani. AL: N XP: 71 each. *Similar to an ostrich but has blue feathers and an orange skin.* AC0: 16 HPT: 10 10 10 10 10 10

**Herthed** (8): N: D6+4 AC: 7 MV: 180' HD: 3 HP: 13 each AT: 1 DMG: 1-4 (horns) Size: M l: ani. AL: N XP: 44 each. *Similar to a deer but with black coats. Will only attack if spooked.* AC0: 16 HPT: 13 13 13 13 13 13 13 13

**Jackelwere** (1): N: 1 AC: 4 MV: 120' HD: 4 AT: 1 DMG: 2-8 SA: gaze causes victim to sleep unless they save versus magic SD: iron or +1 weapons to hit Size: M l: very AL: LE XP: 872. *Will masquerade as a lost adventurer.* AC0: 15 HPT: 18

**Forester's bane\***: N: 1 AC: 4 (stalks)/7 (leaves)/9 (bush proper) HD: 5 AT: 4 (3-6)(after trapping victim only) DMG: 2-5 (x4) SA: instantly trap anyone walking in its area, trapped victim is attacked each round, victim has a 5% chance of breaking free per STR point Size: L l: non AL: N XP: 275 AC0: 15 HPT: (leaves): 10 (stalks): 18 (body): 22

**Crimson trapper\*** (new monster, see **Appendix 1**): N: 1 AC: 6 MV: 0' HD: 8 (5-9) AT: 4 leaf traps, can hold 1 victim per leaf trap (3-6) DMG: trapped victim takes acid damage equal to AC rating (no DEX) with a minim of 1 per round SA: anyone within 60' must save versus poison or become fascinated and trapped in a leaf trap Size: L l: non AL: N XP: 558 AC0: 12 HPT: 43

**Mandragoras\***: N: 1-6 AC: 5 MV: 120' (60') HD: 1+1 (up to 2+2) AT: 2 DMG: 1-4/1-4 SA: on a hit roll of 20 victim is caught and strangled for 1-4 damage per round SD: immune to mind spells, ½ DMG from fire Size: S l: low-ave. XP: 56 each AC0: 18 HPT: 6 6 6 6 6 6

**Phycomid\***: N: 1 AC: 5 MV: 30' HD: 4 AT: 2 (7-12' range) DMG: 3-6/3-6 SA: if victim is hit must save versus poison or become infected: infection will start spreading in 5-8 rounds, causes 5-8 damage, will kill victim in 5-8 turns and turn victim into phycomid (can be stopped by *cure disease*) SD: immune to mind spells, save at +4 versus fire, damage is ½ or none Size: S l: non. AL: N XP: 380 AC0: 15 HPT: 20

**Tri-flower frond\***: N: 1-4 AC: 9 MV: 0' HD: 2+8 AT: 2-8 DMG: 0 SA: shoots 2-8 tendrils at target, if hit must save versus poison or fall asleep, afterwards take 2-8 enzyme damage per round Size: M l: non AL: N XP: 171 AC0: 16 HPT: 17 17 17 17

**Slasherweed** (new monster, see **Appendix 1**)\*: N: 1-2 AC: 5 MV: 30' HD: stalks: 2+4, base: 1+4 AT: 3 DMG: 1-10 per stalk + poison SA: attacks as 3HD monster, stalks coated in poison: +1 damage/round for 5 rounds Size: M l: semi AL: N XP: 176 AC0: 16 HPT: No.1: (stalks): 13 13 13 (base): 9 No. 2: (stalks): 13 13 13 (base): 9

**Yellow musk creeper\***: N: 1 AC: 7 MV: 0' HD: 3 AT: 8 flowers (2-12) DMG: 0 SA: each successful flower attack victim must save versus magic or walk into center of plant and on next round take 1-4 INT damage per round (regained at 1 per day of rest), if drop to 1 or 2 INT points turn into *yellow musk zombie*, if drop to 0, victim dies AL: N XP: 104 AC0: 16 HPT: 13



## LEVEL 8 ENCOUNTER TABLE

Encounter checks use the same table for **Level 8 Core** and **Level 8 East**. There are no random wandering monsters in **Level 8 Core areas 7 to 53** and in **Level 8 East areas 44 to 66**.

Check once every 6 turns, a roll of 1 on D6 indicates an encounter has occurred. Use the encounter table for the **Central Shaft Encounter Table** when players are moving around in the shaft. **Note:** Any random encounter which occurs in **Level 8 East areas 26 to 38** will be with the gorgon and NOT any other wandering monster.

### Roll D10:

1. **Black pudding:** N: 1 AC: 6 MV: 60' HD: 10 HP: 10 AT: 1 DMG: 3-24 SA: hits dissolve wood/metal (1 round for chainmail, 2 for plate, plus one round per + of armour) SD: immune to cold, lightning, acid, poison, blows split it into half Size: M I: non AL: N XP: 1,462 AC0: 10 HPT: 50
2. **Giant slug:** N: 1 AC: 8 MV: 60' HD: 12 AT: 1 DMG: 1-12 SA: can spit acid 60' at 10% chance to hit on first attempt (-10% for ranges over 60', + 10% for ranges under 60') and 50% chance afterwards for 4-32 DMG, ½ if save successful SD: immune to blunt weapons Size: L I: non AL: N XP: 1,504 AC0: 9 HPT: 55
3. **Lurker above:** N: 1 AC: 6 MV: 10'/90' HD: 10 AT: 1 DMG: 1-6 constriction per round SA: surprise on 1-4, prey dies in 2-5 rounds from smothering, prey only able to attack back with weapons that are short and previously drawn Size: L I: non AL: N XP: 2,032 AC0: 10 HPT: 38
4. **Chimera:** N: 1 AC: 6/5/2 HD: 9 AT: 6 DMG: 1-3/1-3/1-4/1-4/2-8/3-12 SA: fire breath range 50' for 3-24 DMG, ½ if save successful Size: L I: semi AL: CE XP: 1,504 AC0: 12 HPT: 42
5. **Giant spiders:** N: 1-6 AC: 4 MV: 30' (web 120') HD: 4+4 AT: 1 DMG: 2-8 SA: poison, webs Size: L I: low AL: CE XP: 410 each. AC0: 15 HPT: 19      19      19      19      19      19
6. **Serpent men** (new monster, see **Appendix 1**): N: 1-6 AC: 5 MV: 90'//180' HD: 4 AT: 1 and 1 DMG: 1-6/1-8 (spear)/1-3 (bite) SA: poison bite: save versus poison or take 1-10 damage, half if save Size: M I: low-very AL: CE XP: 191 POS: spear AC0: 15 HPT: 14      14      14      14      14      14
7. **Werewolves:** N: 1-3 AC: 5 MV: 150' HD: 4+3 AT: 1 DMG: 2-8 SA: surprise on 1-3 SD: silver or magic weapons to hit Size: M I: ave. AL: CE XP: 345 each AC0: 15 HPT: 28      28      28
8. **Xorn:** N: 1 AC: -2 MV: 90' HD: 7+7 AT: 4 DMG: 1-3 (x4)/6-24 SA: surprise on 1-5 SD: immune to fire or cold; electricity only deals ½ damage or none; can merge and pass through stone in one melee round; vulnerable spells: *move earth*: xorn flies back 30' and is stunned 1 round; *stone to flesh* or *rock to mud*: reduces xorn's AC to 8 for 1 round and xorn cannot attack; *passwall*: xorn takes 11-20 damage Size: M I: ave. AL: N XP: 1,595 AC0: 12 HPT: 32
9. **Cultists:** N: D4+6 AC: 7 MV: 120' HD: 2-7 hp AT: 1 at +2 to hit, or 2 DMG: 2-8/1-7 (broad swords) Size: M I: ave. AL: N XP: 19 each. *This will be a group of charmed Afraah cultists from Level 8 East clothed in black Afraah robes.* AC0: 21 HPT: 5    5    5    5    5    5    5    5    5
10. **Gorgon, true** (new monster, see **Appendix 1**): AC: 5/2 MV: 60' HD: 12 AT: 2 or 5 DMG: 1-6+2/1-6+2 (bow) or 2-8 (constriction)/ 1 (x4) + poison SA: petrification gaze 30', poison bite attacks Size: L I: ani. AL: N XP: 5,960. POS: bow, **20 arrows+2** (XP: 50, GP: 300 each) AC0: 9 (7 with bow). *If defeated as a wandering monster, will not be encountered at area 37.* HPT: 53

## LEVEL 9 ENCOUNTER TABLE

Random encounters in this level will be less frequent due to the restricted nature of access to the tomb of the Beings of Nahr and the Great Library. In **areas 1-6** there will be random encounters, but in the other areas there will be no encounters unless the players leave the secret door at **area 6** open behind them. Due to the proximity to the bottom of the shaft, the chance of an encounter with giant spiders is high:

### Roll D6:

- 1-3. Roll on **Central Shaft Encounter Table**, reroll if entry 5 is rolled.
- 4-6. **Giant spiders:** N: 1-6 AC: 4 MV: 30' (web 120') HD: 4+4 HP: 19 each AT: 1 DMG: 2-8 SA: poison, webs Size: L I: low AL: CE XP: 410 each. AC0: 15 HPT: 19      19      19      19      19      19

## LEVEL 10A ENCOUNTER TABLE

There are no wandering monsters at the bottom of the Central Shaft (**areas 1-2**), but check normally if characters are moving down or up the shaft between level 9 and level 10. For **areas 3 to 15**, check every 6 turns; an encounter occurs on a 1 in 10. For **areas 16-27** check every 6 turns, a 1 on D10 indicates an encounter, all monsters will approach from behind. Additionally, unless the deathgazer has been killed, while in **areas 16 to 27**, PCs will also be subject to attack by one demon per hour from **areas 21 to 26** (in that order). No wandering monsters will be encountered in the sanctuary (**areas 9 and 10**) unless the party has destroyed the *prismatic wall* at **area 8**:

### Roll D20

1. Use **Central Shaft Encounter Table** (reroll if entry 5 is rolled)

2. Use **Level 8 Encounter Table** (reroll if gorgon is rolled)

**3-9. Red Zathi party:** (new monster, see **Appendix 1**) On a mission to retrieve the Demon Stone from the deathgazer. A Red Zathi stronghold became aware of the Demon Stone a while ago and Hamdaal, a powerful leader, is leading a party to acquire the item. The Red Zathi will try to negotiate with any PCs encountered prior to any move to attack. They will offer to assist the party in destroying the deathgazer, but once this is done will turn on the party and attempt to steal the Demon Stone. They may try to use the *potion of human control* to also gain the services of the PCs. The Red Zathi are not aware that a party of Blue Zathi is on a similar mission.

**Leader** (Hamdaal): 11<sup>th</sup> level fighter AC: 0 MV: 90' AT: 3/2 or 1 DMG: 1-10+4+3d4/3-18+4+3d4 (+3 **two-handed lightning shock sword** + STR) or 1-6+3 (+2 **javelin** + STR) MR: 20% AL: NE XP: 4,432 POS: +3 **lightning shock sword** (XP: 10,000, GP: 50,000), +2 **javelin** (XP: 750, GP: 5,000), **potion of healing** (XP: 200, GP: 400), **potion of flying** (XP: 500, GP: 750), **potion of climbing** (XP: 300, GP: 500), **potion of frost giant strength** (XP: 550, GP: 1,000), **wand of negation**, 70 charges (XP: 3,000, GP: 12,000), **cloak of elvenkind** (XP: 1,000, GP: 6,000), **pipes of the sewers** (XP: 1,750, GP: 8,500), +4 **bronze plate** (XP: 3,000, GP: 19,000) STR: 17 I: 16 WIS: 16 DEX: 8 CON: 13 CHA: 15 ACO: 10 (4 with sword, 7 with javelin including all bonuses) HPT: 62

**Captain** (Yurthdaal): 7<sup>th</sup>/6<sup>th</sup> level fighter/magic-user AC: -1 MV: 90' AT: 3/2 DMG: 1-8+3/1-12+3 (+3 **longsword**) or 2-7+1/1-6+1 (**heavy mace +1**) MR: 20% AL: NE XP: 1,300 POS: +3 **long sword** (XP: 1,400, GP: 7,000), +1 **mace** (XP: 350, GP: 3,000), **potion of healing** (XP: 200, GP: 400), **potion of cloud giant strength** (XP: 700, GP: 1,350), **potion of fire resistance** (XP: 250, GP: 400), **potion of superheroism** (XP: 450, GP: 750), **potion of reptile control** (XP: 250, GP: 400), **scroll of protection from possession** (XP: 2,000, GP: 10,000), +4 **bronze plate** (XP: 3,000, GP: 19,000), 100 PP **MU spells**: 1<sup>st</sup>: *shield, charm person, detect magic, magic missile* 2<sup>nd</sup>: *invisibility, mirror image, web* 3<sup>rd</sup>: *lightning bolt, protection from evil 10'* STR: 12 I: 18 WIS: 13 DEX: 15 CON: 18 CHA: 13 ACO: 14 (11 with sword, 13 with mace including all bonuses) HPT: 53

**Knight** (Ixdaal): 8<sup>th</sup> level unholy-paladin AC: 0 MV: 9 AT: 3/2 DMG: 1-10+3+3d4/3-18+3+3d4 (+3 **two-handed shock sword**) or 1-6+1/1-8+1 (+1 **short sword**) or 1-4+2/1-3+2 (+2 **dagger**) SA: *lay on hands for 16 damage* SD: *protection from good 10'*, +2 to saves MR: 20% AL: NE XP: 1,728 POS: +3 **two-handed shock sword** (XP: 1,600, GP: 8,000), +1 **short sword** (XP: 400, GP: 2,000), +2 **dagger** (XP: 200, GP: 1,500), **potion of heroism** (XP: 300, GP: 500), **potion of invulnerability** (XP: 350, GP: 500), +4 **bronze plate** (XP: 3,000, GP: 19,000), 50 PP STR: 15 I: 15 WIS: 14 DEX: 13 CON: 14 CHA: 17 ACO: 14 (11 with 2-H sword, 13 with short sword, 12 with dagger) HPT: 44

**Warrior** (Fezdaal): 5<sup>th</sup> level fighter AC: 0 MV: 90' AT: 1 or 1 DMG: 1-10+1/3-18+1 (+1 **two-handed sword**) or 2-5+3/2-7+3 (+1 **crossbow of speed** plus +2 **bolts**) MR: 20% AL: NE XP: 840 POS: +1 **two-handed sword** (XP: 400, GP: 2,000), **heavy crossbow of speed** (XP: 1,500, GP: 7,500), **ring of mammal control** (XP: 1,000, GP: 5,000), **potion of human control** (XP: 500, GP: 900), **potion of levitation** (XP: 250, GP: 400), 10 +2 **bolts** (XP: 50, GP: 300 each), +4 **bronze plate** (XP: 3,000, GP: 19,000), 40 PP STR: 15 I: 15 WIS: 14 DEX: 13 CON: 14 CHA: 13 ACO: 16 (15 with sword, 13 with crossbow) HPT: 30

**Wizard** (Weethdaal): 3<sup>rd</sup> level magic-user AC: 9 MV: 12 AT: 1 DMG: 1-4/1-3 (dagger) MR: 20% AL: NE XP: 175 POS: dagger, **scroll of protection from demons** (XP: 2,500, GP: 12,500), 20 PP **MU spells**: 1<sup>st</sup>: *enlarge, magic missile* 2<sup>nd</sup>: *stinking cloud* STR: 14 I: 17 WIS: 13 DEX: 15 CON: 13 CHA: 12 ACO: 21 HPT: 7



18. **Cultists:** N: D4+6 AC: 7 MV: 120' HD: 2-7 hp AT: 1 at +2 to hit, or 2 DMG: 2-8/2-7 (broad swords) Size: M l: ave. AL: N XP: 19 each. *This will be a group of charmed Afraah cultists from Level 8 clothed in black Afraah robes looking for sacrificial victims.* AC0: 21 HPT: 5 5 5 5 5 5 5 5 5 5
19. **Black ghouls** (new monster, see **appendix 1**): N: 2-12 AC: 6 MV: 120' HD: 2+2 AT: 4 DMG: 1-3/1-3/1-6/1-4 (claw/claw/bite/tail slash) SA: each hit has 10% of causing *black ghoul rot* SD: immune to mind spells, turned as spectres Size: M l: low AL: CE XP: 110 each AC0: 16 HPT: 10 10 10 10 10 10  
10 10 10 10 10 10
20. **Margoyles:** N: 1-4 AC: 2 MV: 60'/120' HD: 6 AT: 4 DMG: 1-6/1-6/2-8/2-8 SA: 80% undetectable if not moving when lurking against stone SD: +1 or better weapon to hit Size: M l: low AL: CE XP: 494 or 530. AC0: 13 HPT: 24 24 30 30

## LEVEL 10B ENCOUNTER TABLE

For areas 1-12 use **Level 10A Encounter Table**, encounters will occur 1 in 10, check every 6 turns. Red Zathi and Blue Zathi parties who encounter PC parties in possession of the Demon Stone will request PCs hand it over or they will immediately attack.

Encounters in the Abyssal Pocket and Periphery should be checked for each 6 turns, a roll of 1-2 indicating an encounter:

### Roll D8:

1. **Quasit:** N: 1 AC: 2 MV: 150' HD: 3 AT: 3 DMG: 1-2/1-2/1-4 SA: *polymorph self* (bat, wolf), claw attacks reduce victim's dexterity by 1 point for 2-12 rounds unless save versus poison, *detect good/evil*, *invisibility* at will, *cause fear* 30' radius once per day SD: immune to cold, fire and lightning; save as 7HD creatures; *regenerate* 1 HP per round Size: S l: low MR: 25% AL: CE XP: 382 AC0: 16 HPT: 19
2. **Sub-demons:** N: 3-12 AC: 7 MV: 30' HD: 1 AT: 3 DMG: 1-2/1-2/1-4 SD: +1 weapon to hit, immune to mind spells S: S l: semi AL: CE XP: 24 each AC0: 19 HPT: 6 6 6 6 6 6 6 6  
6 6 6 6 6
3. **Hezrou:** N: 1 AC: -2 MV: 60'//120' HD: 9 AT: 3 DMG: 1-3/1-3/4-16 SA: *darkness* 15', *cause fear* (as wand of fear), *levitate* (8<sup>th</sup> level ability), *detect invisible objects*, *telekinesis* 3,000 GP, *gate* Hezrou (20%), *teleport*, *infravision* SD: take ½ DMG from cold, electricity, fire and gas Size: L l: low MR: 55% AL: CE XP: 2,480 AC0: 12 HPT: 40
4. **Ghasts:** N: 4-16 AC: 4 MV: 150' HD: 4 AT: 3 DMG: 1-4/1-4/1-8 SA: *paralyzation*, 10' radius stench save versus poison or -2 on to hit rolls SD: immune to mind affecting spells Size: M l: very AL: CE XP: 254 AC0: 15  
HPT: 16 16 16 16 16 16 16 16 16 16  
16 16 16 16 16 16 16
5. **Abyssal ghasts** (new monster, see **Appendix 1**): N: 2-8 AC: 3 MV: 150' HD: 6 AT: 3 DMG: 2-5/2-5/1-8 SA: *paralyzation*, 10' radius stench save versus poison or -2 on to hit rolls SD: immune to mind affecting spells Size: M l: very AL: CE XP: 550 each AC0: 13 HPT: 25 25 25 25 25  
25 25 25
6. **Bloated abyssal ghasts** (new monster, see **Appendix 1**): N: 2-5 AC: 3 MV: 60' HD: 8 AT: 3 DMG: 5-8/5-8/2-9 SA: *paralyzation*, 10' radius stench save versus poison or -2 on to hit rolls SD: immune to mind affecting spells Size: M l: very AL: CE XP: 1,275 each AC0: 12 HPT: 35 35 35 35 35
1. **2-8 ghasts** and **1-4 abyssal ghasts** (stats as above)
2. **2-7 ghasts**, **1-3 abyssal ghasts** and **1-2 bloated abyssal ghasts** (stats as above)

## SUMMARY OF MAJOR NPCs

A short summary of some of the more important NPCs and groups in Longfelt and Gunderhofen has been provided below.

### **ASTOLPHE RENSWALD - Deputy High Constable, cultist of Afraah**

**Location:** Longfelt, area AA

**Motivations:**

- Gaining power and influence in Longfelt
- Usurping High Constable Vandahaut's position
- Working with Alfred Calmund to gain power
- Obtaining books on cult of Afraah
- Spreading the cult of Afraah

### **BALFOUR - elf wizard, cultist of Afraah**

**Location:** Longfelt, area CC

**Motivations:**

- Obtaining maps of Gunderhofen
- Interested in books on cult of Afraah
- Hates Proctor, wants him dead
- Searching for Galryxed's Book of Demonology

### **CALEB – paranoid, pessimistic gnome thief**

**Location:** Floating Level, Isle of Glak

**Motivations:**

- Escaping the Floating Level, will want to accompany PCs to achieve this

### **CEDRIC - sage**

**Location:** Longfelt, area Y

**Motivations:**

- Obtaining books
- Acquiring maps of Gunderhofen
- Possibly willing to provide sage advice to PCs

### **CULTISTS OF AFRAAH - Astolphe Renswald, Lady Karitsa, Balfour and about 15 other members**

**Location:** Longfelt

**Motivations:**

- Gaining power and influence in Longfelt
- Infiltrating government structures
- Kidnapping sacrificial victims
- Keeping Priests of Afraah from the temple happy
- Concealing their identities

### **DEDREEL - magic user and community leader**

**Location:** Floating Level, Isle of Glak

**Motivations:**

- Assisting PCs to escape the Floating Level
- Wellbeing of Glak and its residents

### **DEDROL - cleric, lunatic, necrophiliac, megalomaniac**

**Location:** Level 6A, area 14

**Motivations:**

- Wants to destroy the derro, is possibly willing to use PCs to achieve this
- Also wants corpses to animate into undead (and for much less savoury reasons), will pay for these
- Wants to take over Level 6A

### **DHURIWEIL - duergar leader**

**Location:** Level 7 Core, area 43

**Motivations:**

- Knows how to access the Floating Level
- Does not want to share this information with other duergar
- May assist the PCs enter the Floating Level but with try to betray them later

### **EVADNE - High Priestess of Kathelea**

**Location:** Longfelt, area Z

**Motivations:**

- Wellbeing of Longfelt and its citizens
- Ensuring the harvests are as best as possible
- Finding the lost Rod of Harvests, looking to hire adventurers for this mission
- Suspicious of Alfred Calmund

### **FETHNOOK - illusionist**

**Location:** Level 5 Core, area 7

**Motivations:**

- Wants to establish a stronghold in Gunderhofen
- Starting with clearing Level 5 Core, may hire PCs for this job at 25 GP per monster head

### **GETRAGH DU PLESSIS - the Baron**

**Location:** Longfelt, area Y

**Motivations:**

- Efficient and profitable administration and exploitation of Longfelt and its resources
- Maintain power in Longfelt, warding off rivals

### **GINRALF - derro spell slinger**

**Location:** Level 6A, areas 39-41

**Motivations:**

- Wants to kill Dedrol and set up a base in Level 6A, is possibly willing to work with PCs to achieve this, but is trigger happy and likes evil things like causing pain and death

**GLOODGABEL - qeel man Priest King****Location:** Level 6C, area 14, sub-area 28**Motivations:**

- Maintaining qeel man hegemony and dominance in levels 6C and 6B over the cave sahuagin, lizard men and deep ogres
- Obtaining sacrificial victims for the eel man god and for the kraken

**GRANLEY - dwarf fighter and community leader****Location:** Floating Level, Isle of Glak**Motivations:**

- Assisting PCs to escape the Floating Level
- Possibly escaping the Floating Level
- Wellbeing of Glak and its residents

**HIXEWIIL - duergar head cleric****Location:** Level 7 Core, area 43**Motivations:**

- Wants to supplant Dhuriweil
- Willing to work with PCs to kill Dhuriweil

**HIRIONIS - paladin, cultist hunter****Location:** Longfelt, area Z**Motivations:**

- Finding and rooting out Afraah cultists
- Locating the temple of Afraah in Gunderholfen, willing to hire PCs for this
- Possible involvement in operation to destroy temple of Afraah once it is found

**JAND - beef loving intelligent hill giant****Location:** Level 5 Core, area 24**Motivations:**

- Generally wants to be alone, so isn't happy about Fethnook and his minotaurs rocking up recently
- However, loves beef, especially of the minotaur variety so will offer his services to PCs who bring him minotaur corpses
- Will also assist PCs if they plan to attack Fethnook, but may betray them later (he likes to eat humans too)

**LIZARD MEN - N'ssithalik and Shh'hartik'ss****Location:** Level 6 C, area 6, sub-areas 10 and 12**Motivations:**

- Protecting the lizard man tribe, fear qeel men
- Will possibly work with PCs to destroy the qeel men, but will need some proof of the PC's power, such as the destruction of the qeel men fort at Level 6C area 13, before risking their tribe in revolt

**NIKTATHITATH (ALFRED CALMUND) - sorcerer-noble of Nahr (Lord of the Pyramid of Ashen Souls, Prince of the Green Fire)****Location:** Level 9, area 41 and Longfelt, area DD (Alfred Calmund)**Motivations:**

- Usurping power in Longfelt
- Aiming for eventual domination of the entire multiverse, wants that extra title: 'Overlord of all Creation'
- Protecting tomb from intruders
- Capturing sacrificial victims to charge the Power Crystal

**NUURXIYED - deathgazer****Location:** Level 10A, area 28**Motivations:**

- Alien, hard to comprehend, but likes causing pain and destruction
- Acquiring the Keystone
- Killing Niktathitath and destroying the Beings of Nahr

**ORITHED - cleric and community leader****Location:** Floating Level, Isle of Glak**Motivations:**

- Assisting PCs to escape the Floating Level
- Wellbeing of Glak and its residents

**PRIESTS OF AFRAAH - Egan, Fharizen, Narquis and Spirt Naga****Location:** Level 8 East, areas 44, 49 and 65**Motivations:**

- Taking control of Gunderholfen
- Destabilising the rule of law
- Gaining power and wealth
- Spreading the cult of Afraah
- Kidnapping sacrificial victims
- Destroying the Suleb Darn in Level 8 Core

**PROCTOR - wizard****Location:** Longfelt, area E**Motivations:**

- Obtaining maps of Gunderholfen
- Dealing with his rival Balfour
- May provide magical services to PCs and purchase magical items

**SAMATHEL - foo dog****Location:** Level 9, area 8**Motivations:**

- Protecting the Great Library
- Destroying the evils on Level 9 and Level 10

### SEGOtha - imprisoned Demon Lord

**Location:** 10B, area 26

**Motivations:**

- Getting the Demon Stone back
- Escaping his prison and returning the Abyssal Pocket to the Abyss
- Finding Segotha and tormenting him for a hundred ages plus ten
- Eating souls

### SULEB DARN - Gunthor, Derringer, Vardni, Arimis and Nelvin

**Location:** Level 8 Core, areas 16, 25, 32, 40 and 47

**Motivations:**

- Gaining wealth and power through any means
- Causing general chaos and destabilising the rule of law
- Raising their status from 'villains' to 'super-villains' and revelling in the coolness of evil
- Destroying the Afraah temple complex on Level 8 East

### YATHFAR - former kick-ass paladin, now Demon-Ghast

**Location:** Level 10B, area 25

**Motivations:**

- Preventing entry to the Abyssal Pocket
- Protecting the Keystone
- Getting his sword back (for sentimental reasons)

## SUPPLEMENTARY RUMOURS TABLE

Use the optional rumours table below once the PCs are established in Longfelt and the campaign is in full swing. Those marked 'F' are false.

### D100: RUMOUR

- 01-10 Word on the street is that there is tension between the High Priestess Evadne (area Z) and the Merchants Guild (nominally area DD).
- 11-15 The elf wizard Balfour (area CC) holds no love for the wizard Proctor (area E).
- 16-20 The Deputy High Constable Astolphe Renswald (area BB) has been seen meeting with some shady, hooded characters at night.
- 21-23 An illusionist by the name of Fethnook passed through Longfelt several months ago with a minotaur companion.
- 24-28 People sometimes enter Barkis the Tanner's shop (area J) but don't come out again.
- 29-35 Cultists wearing black robes have been prowling the night abducting townsfolk.

- 36-40 Lady Gallania (area X) and Lady Karitsa (area N) are the respective heads of the Thieves and Assassins Guilds. (F)
- 41-45 The Ashen Bandit Tavern (area L) is rumoured to be a good place for those seeking to sell things on the black market or looking for the services of the Thieves Guild.
- 46-48 Rodefer the Bard (area T) is an old adventurer and is rumoured to have a hoard of treasure stashed in his residence. (F)
- 49-50 Lady Karitas (area N) wants Lady Gallania (area X) killed for stealing her lover. (F)
- 51-53 Rufina Longknots at the Gasping Playhouse (area EE) is rumoured to have powerful underground connections.
- 54-59 The wizard Balfour's tower (area CC) is rumoured to hold great treasure.
- 60-64 Merrick Vandahout the High Constable (area BB) is believed to be in an amorous relationship with Lady Karitsa (area N). Lady Gallania (area X) is looking to pay anyone who can confirm this. (F)
- 65-69 Savage rats prowl the slums at night. (mostly false).
- 70-75 Watch out for ruffian gangs in Longfelt, they are often hired for abductions or extortion activities by the Thieves and Assassins guilds or by nobles.
- 76-80 Nobles in Longfelt are effectively above the law, avoid engagements with them if possible.
- 81-83 There has been increasing tension between the City Watch and the City Guard. (F)
- 84-85 Sometimes zombies emerge from the sewers and attack locals. (F)
- 86-88 Fish oil is the source of Longfelt's wealth, any disruption to this trade would cause economic ruin for the city.
- 89-92 A small group of bandits is operating out of Prickly End forest. They have so far been able to avoid the Baron's forces.
- 93-95 Ganfal Swamp is littered with the ruins of Serpent Man cities dating from the time when they ruled the lands.
- 96-97 Lizard men and trolls inhabit the swamp, but they rarely venture into the southern reaches.
- 98-99 Southhall, the bouncer at the Ashen Bandit, is rumoured to provide extra muscle to those who require it. (False, Southhall only sells his services to the Thieves Guild).
- 100 Baran Getragh Du Plessis (area Y) is rumoured to be non-human. (F)

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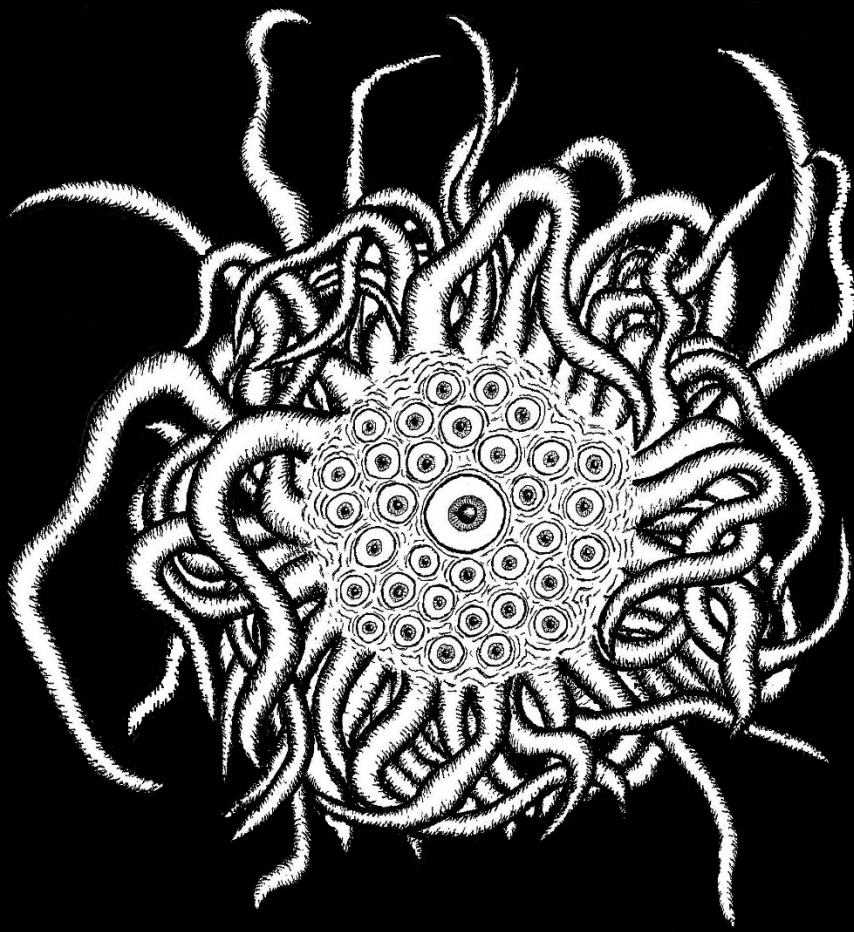
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