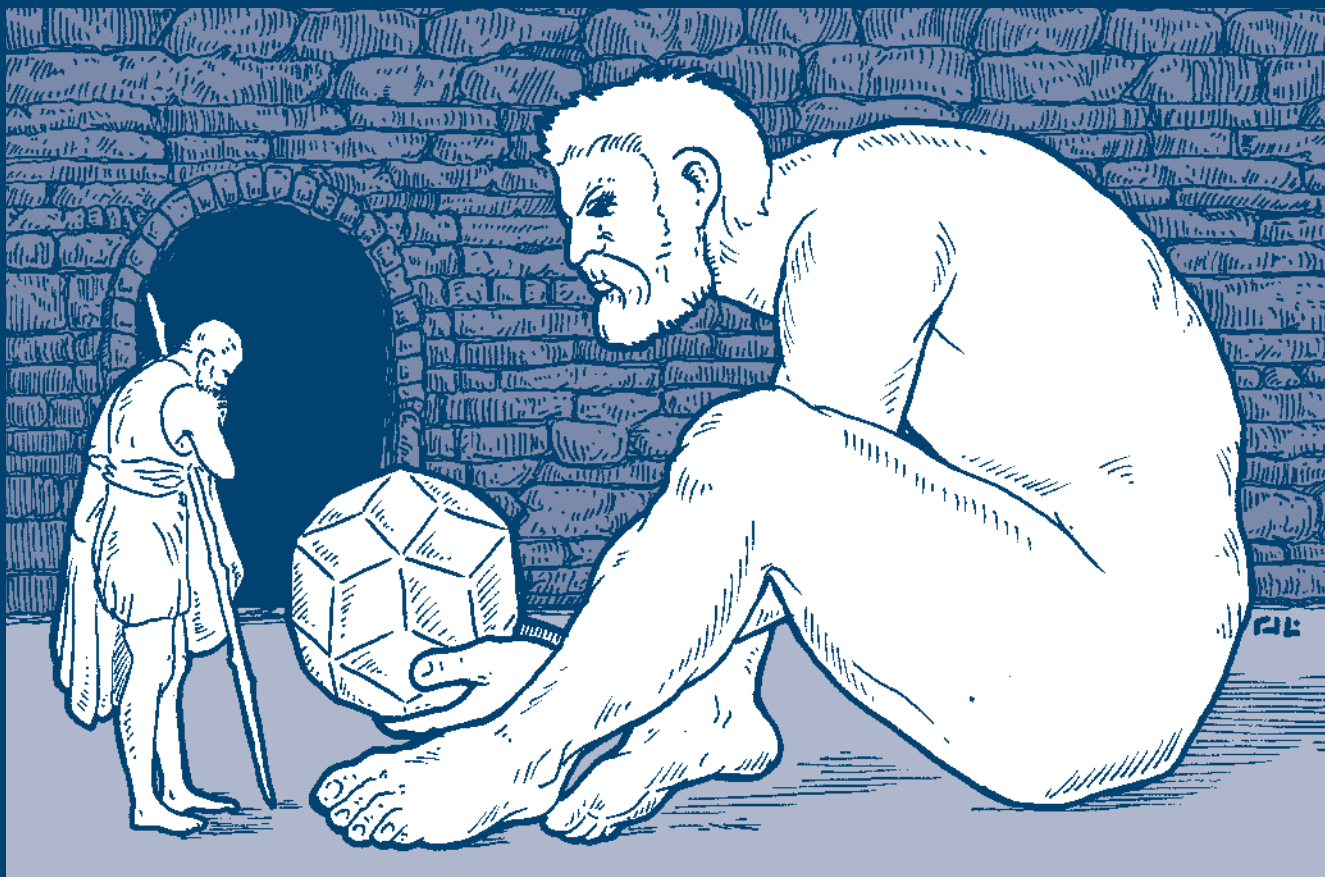


AX2

GAMING ACCESSORY

Old School Adventures™ Accessory AX2

D30 SANDBOX COMPANION



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

by **Richard J. LeBlanc, Jr.**



NEW BIG DRAGON
GAMES UNLIMITED



d30 SANDBOX COMPANION

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



“One die to rule them all!”

by **Richard J. LeBlanc, Jr.**

Copy and Editorial Assistance: **David Welborn**

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Using This Book

The Rhombic Triacontahedron (d30)

The d30 is an oft-overlooked but versatile tool in the world of role-playing games. This supplement offers a compilation of d30-based mechanics, charts, and tables to support the DM's role at the gaming table. It picks up where its predecessor (the *d30 DM Companion*) left off—developing adventures in the world above ground.

This book uses the d30 roll in a number of ways.

Random Numbers from 1 to 30

Individual numbers generated on the d30 are used to index 1 of 30 outputs on a table.

Simultaneous Rolls of 1d3 and 1d10

Ones digits and tens digits are read separately on a d30 roll to index two resulting outputs from a single table.

Probabilities in Increments of 3.3%

Probability curves (linear or bell) can be generated on the d30 for almost any range of numbers, including bell-curved ranges typically associated with rolls of multiple polyhedral dice. This is done by using the d30's native probability increments of 3.3% to quantize the probability of numbers in the desired range (or 0.1% increments, if a second roll is triggered).

Substitutes for Other Polyhedrals

Polyhedrals with a number of sides easily divisible from 30 (d2, d3, d5, d6, d10, and d15) may be emulated with a d30.

Reading the Tables

Bolded Numbering

Throughout this book, all die roll results have been set in a bold typeface to visually aid the GM in retrieving outputs from the table.

Convention 1: Single Result from a Single Number

Using this convention, the result of a single d30 roll determines a single result designated by an individual number (or range of numbers) on a given table.

*Example 1: On the page entitled **Adventure Generator Tables I** (p.10), table "AG1: Triggers" features 30 individual results.*

Convention 2: Multiple Results from a Single Number

Using this convention, the result of a single d30 roll is referenced in multiple directions to determine more than one result from a single table.

Example: Table "SHS: Shop Stock (Availability & Pricing)" (p.35) utilizes the result of one die roll to determine two results—pricing (at top) and depth of stock (at right).

Convention 3: Results from Simultaneous 1d3 and 1d10

Using this convention, the result of a single d30 roll is used to simulate a simultaneous roll of a d3 and a d10.

Example: Using table "REMS: Road Markers & Signs" (p.24), a single d30 roll of "27" would produce a runed wood sign (1s digit of 7) that is old, worn, and overgrown (10s result of 21-30).

Results With Bracketed Extensions

Some individual results throughout this book may require a secondary roll to determine a variation of a more general result. These additional rolls are normally indicated within brackets, either next to the result or as a footnote to it.

Example: On table "TG1: Temple Type" (p.20), a result of 18 (pagoda) requires an additional roll of 1d3.

Table Titles

Most of the tables herein begin with a short code of two-to-four capital letters followed by a number. In some cases, these letter/number codes are followed by an additional lower case letter.

Capital Letter Title Codes

The capital letters used for table titles are intended to be used as a shorthand for the title of the table.

Example: The "Adventure Generator" tables (pp.10-11) use the code "AG" for "Adventure Generator."

Numbered (Sequenced) Tables

When several tables are meant to be used in combination, those tables' titles will begin with the same capital letter title code followed by a sequential number. These tables are almost always intended to be used in sequence.

Example: The "Ruins Generator" (p.19) uses 3 tables in sequence—table "RG1: Type of Ruin," table "RG2: Character of Ruin/Decay & Degree," and table "RG3: Inhabitants & Number."

Alternate Tables

When table titles appear with the same capital letter code and number, but with different trailing lower case letters (e.g., XX0a, XX0b, XX0c, etc.), usually only one of these alternate tables should be used to satisfy the number in a sequence of tables (e.g., only XX0a or XX0b).

Example: The "Classed NPCs" generator (p.38) begins with determination of character class and race. Under the header "CLS1: Class/Race", the table "CLS1a: Oe/1e" should be used only for Oe/1e-comparable rules editions, while table "CLS1b: BX" should only be used for BX-comparable rules editions.

Table Title Exceptions

Some tables in this book may not be titled (as described above). In these cases, refer to the directions presented in each instance.



Tools for the Sandbox

Ultimately, this book is about supporting the DM's role as a game guide and world creator—providing inspirations and/or answers as needs arise. Results are by no means decrees. The details of any game world should always be at the discretion of the DM.

From a blank slate, this book's Adventure Generator tables create the broad strokes of an adventure, and its worksheets and tables fill in the details, but the DM and players should drive the creativity and interaction that fill in the remaining spaces.

World-building Worksheets

In addition to the content-generation tables included in this volume, a number of worksheets have also been provided. These worksheets are designed to: 1) help the DM quickly flesh out the areas of the game world the players choose to explore, 2) keep essential information as accessible as possible, and 3) help sandbox-style play run as smoothly as possible. With those goals in mind, each of the three worksheets is designed to support one of the three major sections in this book.

The **Hex Crawl Worksheet** (p.7) has been designed to be used in conjunction with the the first major section of this book—**Wilderness Locations & Locales** (pp.12-29).

The **Settlement Worksheet** (p.8) has been specifically designed to be used in conjunction with the second major section of this book—**Settlements** (pp.30-37).

The **NPC Record Sheet** (p.9) has been specifically designed to be used in conjunction with the third major section of this book—**NPCs** (pp.38-51).

Adventure Generators

There are only a handful of heroic themes and story plots. All narratives are simply variations on formula. Utilizing thematic elements common to the fantasy adventure genre, the **Adventure Generator** tables (pp.10-11) produce over 590 trillion unique story combinations—results which still leave room for interpretation by the DM.

Take the following example results generated on these tables:

Table	Roll	Result
AG1: Trigger	01	accusation
AG2: Major Goal	10	investigate locale
AG3: Obstacle to Goal	05	beat time limitation
AG4: Locale	28	mountain
AG5: Locale Feature	02	barracks
AG6: Phenomena	23	poisonings
AG7: Villain/Goal/Reason	18	honor
AG8: Artifact/Relic	16	orb/sphere
AG9: Theme	07	forbidden
AG10: Key NPC	01	cleric

From the sample set of results above, a variety of interpretations could be considered. For example, the "accusation" could be pointed toward any one or more of the PCs, or any number of NPCs (e.g., a key NPC, a government official, a nearby monster, or even a legendary figure that may not even exist), while the "poisoning" could be part of the introduction of the adventure or a mystery the heroes must uncover.

Wilderness Locations & Locales

In the context of this book, the term "wilderness" is taken generally to mean "the world above ground," as opposed to the underground world of dungeons and the like, and includes both the unexplored wilds as well as settled areas of all sorts. The tables in this section of the book deal with terrain and climate (e.g., navigation, hunting, foraging), as well as wilderness locations (e.g., ruins, temples, strongholds, types of settlements) and encounters (e.g., pilgrims, travelers, bandits, patrols).

Overview of Hex Types

Atlas-level Hexes represent the "top" mapping level, and usually present an overview of continental terrain, major locations (like capitols and large cities), and major geographic features (like mountain ranges). The standard scale for an atlas-level hex is 1 hex = 36 miles.

On atlas-level maps (e.g., maps of entire countries or continents), it is suggested that columns be *lettered* progressively (i.e., A, B, C, D, etc.) while each hex down from the top of each column be *numbered* progressively (e.g., A1, A2, A3, A4, A5, etc.)

Sub-level hexes represent the "next" level down from atlas hexes, and the standard scale for a sub-level hex is 1 hex = 6 miles (or 1/6 of an atlas-level hex). Sub-level hexes can be used to present larger geographical features (e.g., mountain peaks or lakes) or locales (e.g., cities, towns, and ruins). Sub-level hexes are of particular use when tracking a party's outdoor movement.

Detail-level hexes represent the "lowest" level down from an atlas-level hex, and the standard scale for a detail-level hex is 1/6 of a sub-level hex (or 1/36 of an atlas-level hex, or 1 hex = 1 mile). Detail-level hexes may be used to depict the position of minor geographic features (e.g., cave entrances) and locations (like hamlets, houses, city districts, and monuments), while several contiguous detail-level hexes may be used to present larger features (e.g., a canyon or a sprawling city).

Hex Crawl Worksheet

Mapping Area (1): The large/bold hex that comprises the majority of this area may be used to depict one atlas-level or one sub-level hex.

The random generation of realistic terrain is too complicated for paper and dice. Even basic attempts would take too much work for unsatisfactory results.

The DM should choose a primary terrain type for each atlas-level hex, then fill in the remaining sub-level hexes with related terrain types.

Special terrain features for sub-level hexes may be generated using the "Natural Features & Phenomena" table (p.16).

HEX CRAWL WORKSHEET

2 Name of Area: **Foxpond Area**

3 Atlas Location: G4

4 Scale
Large Hex: 6 miles | Small Hex: 1 mile

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

KEY LOCATIONS
Cities & Castles

Settlements & Strongholds
Bellnick Haven **A**
Phinera's Keep **B**

6
Dungeons & Ruins
Shrine of Dark Malice Ruins **C**

Monster Lairs
nest of giant black widow spiders **D**
giant dohvarcák nest **E**

Miscellaneous Locales
Foxpond callists' altar **F**
quicksand (marked with "Q") **Q**

WANDERING MONSTERS

Area: Foxpond Area - Day
Check every 3 turns

- 1-4 "patrolling" callists
- 1 greater dohvarcák
- 1-3 lesser dohvarcák
- 1-6 giant centipedes
- 2-8 giant fire beetles
- 1-4 giant frogs
- no encounter
- no encounter
- no encounter

Area: Foxpond Area - Night
Check every 3 turns

- 1 "fleeing" callist
- 1-4 "patrolling" callists
- 1-2 giant toads
- 1-2 giant toads
- 1-2 giant toads
- 1-6 skeletons
- 1 giant weasel
- 1-2 giant lizards/geckos
- no encounter
- no encounter

Area: Spiderbane Wood
Check every 2 turns

- 2-12 bats
- 1-6 vampire bats
- 1-4 zombies
- 1-6 skeletons
- 1 giant black widow spider
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter
- no encounter

Habitations for sub-level hexes may be generated using the “Settlements & Inhabitation by Population Density” table (p.18).

Name (2): Use this area to label the worksheet with any name that quickly identifies its contents.

Map Location (3): Use this area to note the location of the worksheet’s hex on a larger map (e.g., atlas-level hex “G4”).

Scale (4): Use this space to note the scale of the worksheet’s map (e.g., “Large Hex = 6 miles, Small Hex = 1 mile).

Overview (5): Use this area for the inclusion of optional notes regarding the mapped location.

Key Locations (6): Use these spaces to record details about locations as generated by the tables in the Wilderness section of this book (e.g., notes on buildings or geographical features).

Wandering Monsters (7): Wandering monsters are at the discretion of the DM, based on the locale and terrain.

Settlements

In the context of this book, the term “settlement” is taken generally to mean any grouping of two or more buildings, from the smallest thorp to the largest city. The tables in this section of the book deal with settlement population, politics, concerns, and commerce, as well as settlement-level encounters.

Settlement Worksheet

Mapping Area (8): The grid may be used to represent any scale that accommodates the size of the settlement. Use the space in the lower right corner to note the scale being used.

Overview (9): Use this section to record basic demographic and background information on the settlement.

Type (e.g., thorp, hamlet, village, town, etc.) may be chosen at will by the DM, or may be generated on the “Settlements & Inhabitation by Population Density” table (p.18).

Population may be chosen, or it may be randomly generated using the header row on the “Settlement Suppliers by Size of Settlement” table (p.34).

Additional Overview items (Government, Reaction to Outsiders, Economic Outlook, Prices/Taxes, Settlement Issues, and Nearby Threats) may be generated using the “Settlement Background” tables (p.30).

Vendors/Shops (10): This area of the worksheet is designed to be used with the “Settlement Suppliers by Size of Settlement” table (p.34). Before this chart can be used, an exact population must be determined for the settlement (see **Overview**, above). The number of vendors of each type should be marked in the “blank” spaces in the second column. The “Key” column shows a two-letter code that may be used to mark the location of each vendor/shop on the map.

Key Locations (11): Use this area to include information on important locations in the settlement. Given the relative importance of inns and taverns to adventurers, a set of tavern-related generators has been provided (p.36-37). Other key locations are at the discretion of the DM.

NPCs

The tables in this section of the book deal with the creation of both major and minor NPCs, as well as henchmen/hiring recruitment.

NPC Record Sheet

Use this sheet to record the following information, which may generated using the tables in this book, or determined at the discretion of the DM:

- 12 - **Class, Race, Sex, & Level** (p.38)
- 13 - **Ability Score Generation** (p.39)
- 14 - **Inventory** (p.40) and **Magic Items** (p.41)
- 15 - **Background/Notes**, including: “Physical Traits” (p.46), “Persona & Behavior” (p.47); “Backgrounds, Eccentricities, and Talents” (p.48); “Language Determination” (p.49)

SETTLEMENT WORKSHEET

Name of Settlement: **Bellwick Haven**

Overview

Type: **Village (medium)**

Population: **100**

Government: **roy (military)**

Reaction to Outsiders: **melancholy**

Economic Outlook: **weak**

Prices/Taxes: **low prices/taxes**

Settlement Issues: **minor corruption**

Nearby Threats: **zombies**

Vendors/Shops

Type	#	Key
alchemist	-	AL
armor smith	1	AR
bootwright	-	BW
butcher	-	FL
healer	-	HL
horses	-	HR
inn	1	IN
leathercraft	1	LT
magic supplies	1	MG
magic items	-	MI
potions	1	PO
provisions	2	PR
resale items	1	RS
scribe	-	SC
sage	1	SG
smith (general)	1	SM
taylor	1	TA
tools	1	TO
weapons	-	WP

Other Notes

a strange spicy/silly scent hangs in the air around the town

Scale: 1" = 20'

Key Locations

<p>1 Name/Type: Church of the Divine Bull</p> <p>Description: brand new limestone construction glass dome over altar cleric = Ristoptiel</p>	<p>12 Name/Type: The Hung Bear Inn</p> <p>Description: new, 2-story, lumber & stone features a large collection of paintings</p>
<p>11 Name/Type: Snake & Duke Tavern</p> <p>Description: old, 2-story, lumber & stone exotic/embellished furniture known for weird/silly food</p>	<p>13 Name/Type: Cemetery</p> <p>Description: empty</p>
<p>10 Name/Type: Barracks/Town Hall</p> <p>Description: houses troops and "major" troops & town led by Colonel Mesyn Teseil</p>	

NPC RECORD SHEET

Character Name: Ardala Fe	12	Race/Class: Dwarf	Background/Notes:
Level: 3 HP: 13 Sex: F		Alignment: Lawful	particularly loathsome of elves
STR: 14 INT: 9 WIS: 13		DEX: 15 CON: 15 CHA: 13	superstitious
AC: 1 Armor Type: plate + shield			considerate
Weapons: throwing axe +1, short bow, arrows (4)			no memory in
Bonuses: +1 hit/dam./doors +1 magic saves +1 missiles/+1 init. +1 reactions			15
Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/12			15
Inventory & Magic Items: strength potion			15
Spells & Special Abilities: infravision, detect construction			15

Character Name: Ratroth	Race/Class: Fighter	Background/Notes:
Level: 1 HP: 7 Sex: Male	Alignment: Chaotic	ingrateful
STR: 17 INT: 9 WIS: 14	DEX: 16 CON: 15 CHA: 9	greedy/covetous
AC: 3 Armor Type: chain + shield		hides a dark secret
Weapons: war hammer +1, short bow, arrows (8)		cheats at cards
Bonuses: +2 hit/dam./doors +1 magic saves +2 missiles/+1 init. +1 reactions		
Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/16		
Inventory & Magic Items: strength potion		
Spells & Special Abilities: infravision, detect construction		

Character Name: Moff Leysimble	Race/Class: Halfling	Background/Notes:
Level: 1 HP: 5 Sex: Male	Alignment: Lawful	boastful
STR: 13 INT: 14 WIS: 11	DEX: 17 CON: 11 CHA: 15	cynical
AC: 2 Armor Type: chain + shield		sense of abandonment
Weapons: mace (cut to size)		is being stalked
Bonuses: +1 hit/dam./doors +3 missiles/+1 init. +1 reactions		historian
Saving Throws: death ray/poison/8 wands/9 paralysis/10 breath/13 spells/12		speaks satyr
Inventory & Magic Items: ring of invisibility		
Spells & Special Abilities: infravision, -2 AC vs. L opponents		
10% chance to go unseen outdoors, 1-in-3 to go unseen in cover/shadow		

Character Name:	Race/Class:	Background/Notes:
Level: HP: Sex:	Alignment:	
STR: INT: WIS: DEX: CON: CHA:		
AC: Armor Type:		
Weapons:		
Bonuses:		
Saving Throws:		
Inventory & Magic Items:		
Spells & Special Abilities:		

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5

Wilderness Mapping Key

CONSTRUCTED LOCATIONS



capitol



city



town



village



hamlet/thorpe



palace



castle



tower/keep/
stronghold



fort



camp



mine



mountain
stronghold



tree fortress



shire



floating (cloud)
stronghold



ruin



temple



shrine



lighthouse



rock shelter

NATURAL TERRAIN/FEATURES



clear/farmland



grasslands



scrub



desert



barren/broken land



plateau



hills



mountains



volcano



cave



deciduous forest



evergreen forest



jungle (or oasis)



swamp



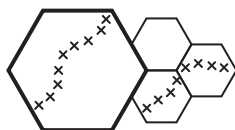
water feature



ice flow



river



trail



road



border

HEX CRAWL WORKSHEET



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Name of Area: _____

Atlas Location: _____

Scale

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

Overview

Region: _____

Climate: _____

Predominant Terrain: _____

KEY LOCATIONS

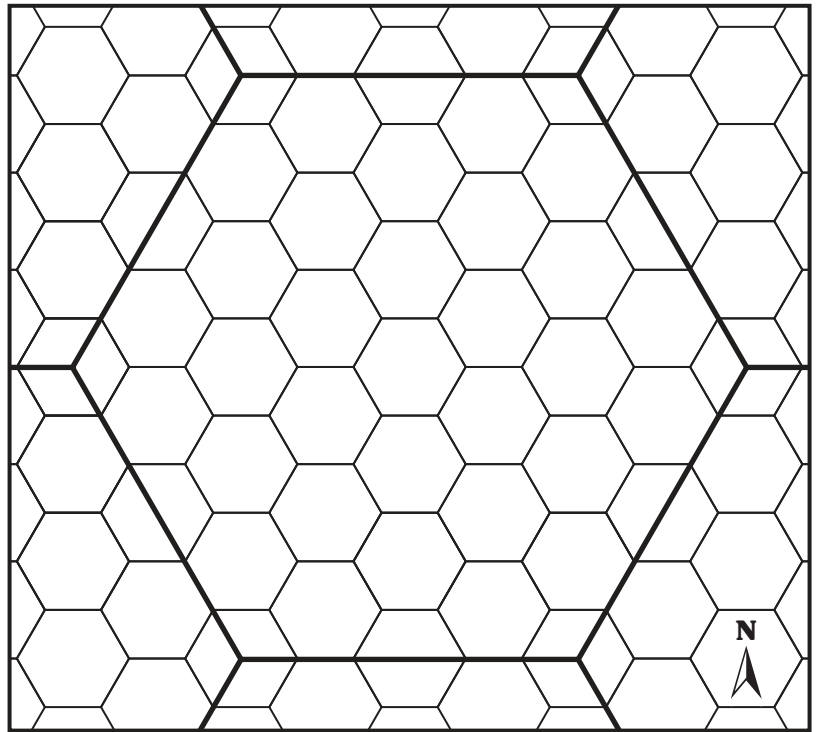
Cities & Castles

Settlements & Strongholds

Dungeons & Ruins

Monster Lairs

Miscellaneous Locales



WANDERING MONSTERS

Area:

Check every *turn(s)* _____

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____

Area:

Check every *turn(s)* _____

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____

Area:

Check every *turn(s)* _____

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____

Area:

Check every *turn(s)* _____

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____

SETTLEMENT WORKSHEET



NEW BIG DRAGON
GAMES UNLIMITED

Name of Settlement: _____

Overview

Type: _____

Population: _____

Government: _____

Reaction to Outsiders: _____

Economic Outlook: _____

Prices/Taxes: _____

Settlement Issues: _____

Nearby Threats: _____

Vendors/Shops

Type	#	Key
alchemist :	_____	AL
armor smith :	_____	AR
boatwright†† :	_____	BW
fletcher :	_____	FL
healing :	_____	HL
horses :	_____	HR
inn :	_____	IN
leathercraft :	_____	LT
magic supplies :	_____	MG
magic items :	_____	MI
potions :	_____	PO
provisions :	_____	PR
resale items :	_____	RS
scribe :	_____	SC
sage :	_____	SG
smith (general) :	_____	SM
tailor :	_____	TA
tools :	_____	TO
weapons :	_____	WP

Key Locations

1 Name/Type: _____

Description: _____

4 Name/Type: _____

Description: _____

2 Name/Type: _____

Description: _____

5 Name/Type: _____

Description: _____

3 Name/Type: _____

Description: _____

6 Name/Type: _____

Description: _____

Other Notes

NPC RECORD SHEET



NEW BIG DRAGON
GAMES UNLIMITED

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

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

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

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

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

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

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Character Name: _____ **Race/Class:** _____ **Background/Notes:** _____

Level: _____ HP: _____ Sex: _____ Alignment: _____

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

AC: _____ Armor Type: _____

Weapon(s): _____

Bonuses: _____

Saving Throws: _____

Inventory & Magic Items: _____

Spells & Special Abilities: _____

Adventure Generator Tables I

Use as many or few of these tables as deemed appropriate for sparking ideas for adventure.

AG1: TRIGGER	AG2: MAJOR GOAL	AG3: OBSTACLE TO GOAL	AG4: LOCATION	AG5: LOCATION FEATURE
1 accusation	1 aid other hero(es)	1 acquire item	1 abbey	1 altar
2 ambush	2 break curse affecting persons(s)	2 acquire knowledge	2 burial ground	2 barracks
3 apparition	3 break curse affecting location	3 acquire key(s)/parts	3 catacombs	3 bridge
4 attack	4 capture fugitive	4 awaken sleeping NPC	4 castle	4 chapel
5 conversation	5 deal with growing threat	5 beat time limitation	5 cave/cavern	5 dais
6 destruction of object	6 defend location	6 clear name(s)/restore honor	6 cemetery	6 door
7 diary	7 deliver message/object	7 compete in tournament	7 chasm	7 fountain
8 drawing	8 discover secret	8 complete scavenger hunt	8 citadel/keep	8 garden
9 dream	9 escort/protect object(s)/person(s)	9 destroy item	9 city	9 gallery
10 encounter w/ NPC	10 investigate location	10 escape location	10 dungeon	10 gate
11 escape	11 locate/track down NPC (ally/hero/villain)	11 explore location	11 farmstead	11 plaza
12 manuscript	12 maintain peace	12 find hidden/lost entrance	12 fortress	12 laboratory
13 map	13 prevent invasion	13 find hidden/lost location	13 forest	13 library
14 message	14 rally ally(allies)/form allegiance(s)	14 find magic item/object	14 hamlet	14 machine, clockwork
15 item, exotic	15 reclaim lost location (regain control of)	15 find way back to key location	15 hill	15 machine, magical
16 item, mundane	16 release person/creature from burden	16 fight for freedom	16 island	16 painting
17 oracle	17 rescue/free captive(s)/slave	17 fix "broken" item	17 mansion	17 pedestal
18 plea	18 root out spies/minions of evil	18 make long journey	18 mountain	18 pit
19 prophecy	19 search for knowledge/evidence	19 make perilous journey	19 outpost	19 pool
20 public notice	20 solve mystery - disappearance of object	20 navigate labyrinth	20 palace	20 portal
21 reconnaissance	21 solve mystery - disappearance of person(s)	21 navigate series of portals	21 ruins	21 sanctuary
22 request	22 solve mystery - murder/death	22 pass series of tests	22 stronghold	22 sarcophagus
23 summoned by group	23 solve mystery - theft	23 perform ritual	23 temple	23 statue/idol
24 survivor	24 solve mystery - phenomenon	24 restore condition	24 thorp	24 shrine
25 symbol	25 stop conflict	25 race against antagonist(s)	25 tomb	25 statuary
26 teleportation	26 stop impending devastation	26 reveal conspiracy	26 tower	26 tapestry
27 transaction	27 stop plot from coming to fruition	27 revive deceased NPC	27 town	27 throne
28 trap	28 stop raids on location	28 solve puzzle/riddles	28 undercity	28 waterfall
29 vision	29 stop strange phenomenon affecting location	29 speak incantation	29 village	29 well
30 warning	30 stop villain from amassing power	30 stop ritual	30 volcano	30 workshop

Adventure Generator Tables II

Use as many or few of these tables as deemed appropriate for sparking ideas for adventure.

AG6: PHENOMENA	AG7: VILLAIN GOAL/REASON	AG8: ARTIFACT/RELIC	AG9: THEME	AG10: KEY NPC
1 charm	1 amusement/boredom	1 amulet	1 blood	1 cleric
2 darkness	2 avoid loss/pain	2 bowl/brazier/censer	2 darkness/night	2 druid/cleric*
3 decay	3 corruption	3 box	3 death	3 fighter
4 delusion	4 debt owed	4 bracers	4 destiny	4 paladin/fighter*
5 disease	5 derangement/insanity	5 candle	5 doom	5 ranger/dwarf*
6 disembodied voices	6 destiny	6 codex/manual/tome	6 freedom	6 magic-user
7 energy drain (hp)	7 domination/control	7 cube	7 forbidden	7 illusionist/magic-user
8 energy drain (level)	8 eliminate species	8 cup	8 enchantment	8 thief
9 fear	9 enslavement	9 figurine/idol	9 evil	9 assassin/halfing*
10 fever	10 envy	10 flask	10 flame(s)	10 monk/elf*
11 fog/mist	11 experimentation	11 gem/jewel	11 glory	11 animal trainer
12 fungi/mold/slime	12 fear	12 grimoire	12 gold	12 hermit
13 hallucinations	13 forgotten reason	13 horn/instrument	13 greed	13 merchant (see NPC02a , p.42)
14 hauntings	14 guilt	14 mask	14 innocence	14 misc. NPC (see NPC02c , p.42)
15 lights/colors	15 greed	15 medallion	15 immortality	15 pilgrim (as 1st-level cleric)
16 loss of memory	16 hatred	16 mirror	16 judgement	16 sage (see pp.44-45)
17 mania	17 honor	17 necklace	17 justice	17 scribe
18 monster plague	18 immortality	18 orb/sphere	18 life	18 spy (as thief)
19 nightmares	19 ideology (strange)	19 pearl	19 light/day	19 smith
20 noises/sounds	20 loyalty (misplaced)	20 potion	20 madness	20 tradesman (see NPC02b , p.42)
21 panic/paranoia	21 mass destruction	21 ring	21 mystery	21 king
22 paralyzation	22 mischief	22 rod	22 power	22 queen
23 poisoning(s)	23 noble goal, extreme measures	23 scarab	23 rebirth	23 queen mother
24 shadows	24 power	24 scepter	24 revenge	24 noble (see NPCN1/NPCN2 , p.43)
25 sickness	25 pride/vanity	25 spellbook	25 shadow	25 noble household (see NPCH , p.43)
26 sightings of dead	26 pure evil	26 staff	26 terror	26 noble teacher (see NPCT , p.43)
27 sleep	27 revenge	27 stone	27 treasure	27 castle employee (see NPCJ , p.43)
28 strange vegetation	28 self-preservation/survival	28 talisman	28 vengeance	28 soldier
29 strange weather	29 serves higher "boss"	29 wand	29 wonder	29 slave
30 transformation	30 utopia (at all costs)	30 weapon	30 wrath	30 peasant

* for Oe and 1e editions use indication on left for BX editions use indication on right

Prevailing Weather Conditions (by Season, Climate, and Terrain)

1 Based on climate, terrain, and season; 2 determine specific temperature (instructions this page), and 3 determine any precipitation events (following page).

1 WTHR: AVERAGE DAILY TEMPERATURE & PRECIPITATION CLASS BY LOCATION AND TIME OF YEAR

This chart presents weather data for the PCs' location. Cross-reference the location's climate & terrain against the current season & month. Values relate the **average temperature**

as F° (Arabic numeral to left of slash) and one of five different **precipitation classes** (Roman numeral to right of slash). **Average temperature** is used to **Determine Temperature** (below). **Precipitation class** is used on **PREC** (following page).

2 DETERMINE TEMPERATURE

"Simple" Method

Temperature indicated on **WTHR** is used "as is" (without any changes/fluctuations) for the entire 24-hour period.

"Advanced" Method

Temperature indicated on **WTHR** is used as "median" temperature for the day. Low and high temperatures vary from the median temperature by the amounts below.

Zone	Months	Low	High
tropical	1-3,10-12	-20°	+20°
	4-9	-10°	+25°
subtropical	1-3,10-12	-20°	+15°
	4-9	-15°	+25°
temperate	1-3,10-12	-25°	+15°
	4-9	-15°	+25°
subarctic	1-3,10-12	-25°	+15°
	4-9	-20°	+20°
arctic	1-3,10-12	-30°	+10°
	4-9	-20°	+20°

Mean Temp. Variation (Optional)

The mean temperature may be adjusted on a daily basis by rolling a d3 or d5 per below:

d3 [1=-5°, 2=±0°, 3=+5°]
d5 [1=-10°, 2=-5°, 3=±0°, 4=+5°, 5=+10°]

* the indication "-" in place of the Roman numeral denotes the lack of any measurable precipitation for that period

SEASON = MONTH =	WINTER			SPRING			SUMMER			FALL			
	1	2	3	4	5	6	7	8	9	10	11	12	
tropical	hills	60/-	65/1	70/-	75/1	80/1	85/1	95/1	100/III	95/II	80/-	70/1	65/-
	mountains	65/1	65/III	70/II	75/III	80/IV	85/IV	90/1	95/III	95/II	90/III	80/IV	70/IV
	forest	80/III	80/V	80/IV	85/III	85/V	85/IV	90/III	90/V	90/IV	85/III	80/V	80/IV
	plains	65/-	70/1	75/-	80/II	85/IV	90/III	95/III	95/IV	90/III	85/II	80/IV	75/III
	swamp	65/-	70/II	75/1	80/III	85/IV	90/IV	95/III	95/IV	90/III	85/II	80/III	75/III
subtropical	desert	70/-	75/1	80/-	80/-	85/II	85/1	90/-	95/1	90/-	85/-	80/1	75/-
	coast	75/-	75/1	80/-	85/II	85/V	90/III	90/IV	90/V	85/V	75/1	75/II	70/1
	hills	60/1	65/II	70/II	75/II	75/IV	80/III	80/II	85/IV	75/III	70/1	65/III	60/II
	mountains	55/1	60/III	65/II	70/II	70/IV	75/III	65/II	60/III	65/III	60/1	60/III	55/II
	forest	75/III	70/IV	75/IV	75/III	80/V	85/IV	85/III	85/V	80/IV	80/III	75/IV	75/IV
temperate	plains	60/-	65/II	70/1	75/1	80/IV	85/II	90/1	90/III	95/II	85/-	75/II	65/1
	swamp	60/1	65/II	70/II	75/1	80/III	85/II	90/1	90/IV	85/II	85/1	70/II	65/II
	desert	60/-	65/1	75/-	75/-	80/1	85/-	90/-	90/-	90/-	80/-	75/1	70/-
	coast	55/1	60/III	65/II	65/II	75/IV	85/III	75/II	75/V	70/III	70/-	65/II	60/1
	hills	25/1	30/III	40/II	50/II	60/IV	70/III	75/II	80/IV	70/III	55/1	40/III	30/II
subarctic	mountains	25/-	25/III	30/II	40/-	50/III	65/II	70/-	70/II	60/1	50/-	40/III	30/II
	forest	20/1	15/III	40/II	50/II	60/IV	65/III	75/II	75/III	65/III	60/1	35/III	30/III
	plains	15/-	20/II	40/1	50/II	60/IV	65/III	75/II	75/IV	65/III	50/1	40/III	30/II
	swamp	30/1	35/III	40/II	50/II	60/IV	65/II	75/II	75/IV	75/III	60/-	50/III	40/II
	desert	55/-	55/1	60/-	65/-	70/1	80/-	90/-	90/1	85/-	75/-	70/-	55/-
arctic	coast	30/II	40/IV	45/III	50/1	55/III	65/II	65/-	65/II	60/1	50/II	40/IV	35/III
	hills	5/-	5/1	10/1	15/-	40/II	50/1	55/1	55/II	40/II	30/-	15/II	10/1
	mountains	5/-	5/1	15/1	15/1	30/III	40/II	50/1	50/1	40/1	30/-	15/II	10/1
	forest	5/-	5/II	15/1	30/1	40/III	50/II	55/1	55/III	40/II	30/1	20/II	15/1
	plains	5/-	5/II	5/1	15/1	40/III	50/II	55/1	55/III	40/II	25/1	5/II	-5/1
arctic	swamp	5/-	5/II	5/1	20/1	40/III	50/II	55/1	55/II	40/II	25/1	10/II	0/II
	desert	5/-	5/1	5/-	15/-	40/-	50/1	55/-	55/-	40/1	25/-	5/1	-5/-
	coast	15/-	20/1	25/1	30/-	40/II	50/1	55/1	55/III	50/II	40/-	25/II	15/1
	hills	-15/-	-20/-	-10/1	-5/-	5/II	15/1	20/-	20/-	20/-	5/-	0/-	-10/1
	mountains	-15/-	-20/-	-10/1	-5/-	5/-	15/1	20/-	20/-	20/-	5/-	0/-	-10/1
plains		-10/-	-15/1	-5/1	5/-	15/II	30/1	40/-	40/III	25/II	15/-	-5/1	-15/1
	desert	-10/-	-15/1	-5/-	5/-	15/1	30/-	40/-	40/1	25/-	15/-	-5/1	-15/-
	coast	5/-	-15/1	-5/-	5/-	15/-	30/1	40/-	40/II	25/1	15/-	0/1	-10/1

Weather Events (by Precipitation Class)

To be used in conjunction with table on previous page.

3 DETERMINE DAILY PRECIPITATION

On table PREC, roll 1d30 against the column matching the precipitation class (I,II,III,IV,V; per WTHR) to determine the "Type of Storm" (at right). Based on the result, follow the directions for that storm type (A-F)

KEY TO TABLES SCN & SCS (far right)

For **SCN & SCS**, the following temperature ranges indicate the type of precipitation:

mean °F	precip. type
35+	rain
30°	mixed
25°-	snow

rain: for rain or mixed precipitation, number indicates total precipitation for the duration of the cell (types A-E), or for each 10 min. period during a supercell (type F); for snow, total is doubled as snowfall (all types)

wind: average MPH wind speed for duration of cell, with gusts reaching 3x average
solid: denotes size/amount of hail/sleet (L=light, M=medium, H=heavy); solid precipitation is ignored for "snow conditions"

hook: chance in 30 of a hook formation spawning a tornado; severity of tornado relative to base chance in 30 (e.g., 5-in-30 hook=minor damage, 30-in-30 hook=widespread devastation)

PREC: WEATHER EVENTS BY PRECIPITATION CLASS

Precipitation Class (per WTHR)

I	II	III	IV	V	Type of Storm
1-29	1-25	1-15	1-8	1-4	= no precipitation event
30	26-28	16-19	9-14	5-9	= single cell (see A, below)
—	29	20-23	15-18	10-14	= multi-cell cluster, non-severe (see B below)
—	—	24	19-21	15-18	= multi-cell cluster, severe (see C below)
—	30	25-28	22-25	19-23	= multi-cell line, non-severe (see D below)
—	—	29	26-28	24-27	= multi-cell line, severe (see E below)
—	—	30	29-30	28-30	= supercell (see F below)

A. SINGLE CELL STORM

1. Determine duration: 20 + 1d10 minutes
2. Determine effect: Roll once on table SCN: Non-severe Storm Cell.

B. MULTI-CELL CLUSTER, NON-SEVERE

1. Determine number of cells: 1d6+2
2. Determine duration individually for each cell: 20 + 1d10 minutes
3. Determine effect individually for each cell: Roll for each cell individually on table **SCN: Non-severe Cell**.
4. Determine duration of break after each cell: 1d30+2 minutes

C. MULTI-CELL CLUSTER, SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but rolling for effect on **SCS: Severe Storm Cell** to determine individually the effect of each cell.

D. MULTI-CELL LINE, NON-SEVERE

As per **B. Multi-cell Cluster, Non-severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

E. MULTI-CELL LINE, SEVERE

As per **C. Multi-cell Cluster, Severe** (above), but ignoring step 4 (there is no substantial break between each cell of the squall line).

F. SUPERCELL

1. Determine total storm duration: 1 hour + (1d30x10) minutes
2. Determine effect every 10 minutes (per below) on **SCS Severe Cell**:
 - first 10 minutes: roll 1d10
 - second 10 minutes: roll 1d10+10
 - every 10 minutes thereafter: roll 1d10+20
 - final 10 minutes: roll 1d10

SCN: NON-SEVERE CELL

rain wind solid hook

1	.1"	3	—	—
2	.2"	3	—	—
3	.3"	3	—	—
4	.4"	3	—	—
5	.5"	3	—	—
6	.6"	4	—	—
7	.7"	4	—	—
8	.8"	4	—	—
9	.9"	4	—	—
10	1"	4	—	—
11	1.1"	5	—	—
12	2"	5	—	—
13	3"	5	—	—
14	4"	5	—	—
15	.5"	5	—	—
16	.6"	6	—	—
17	.7"	6	—	—
18	.8"	6	—	—
19	.9"	6	—	—
20	1"	6	—	—
21	1.25"	7	—	—
22	1.5"	7	L	—
23	1.75"	7	L	—
24	2"	7	L	—
25	2.25"	7	M	—
26	2.5"	8	M	1
27	2.75"	8	M	5
28	3"	8	H	10
29	3.25"	8	H	15
30	3.5"	8	H	20

SCS: SEVERE CELL

rain wind solid hook

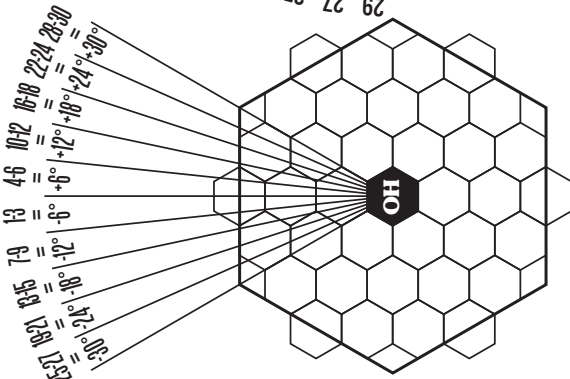
1	.5"	3	—	—
2	1"	3	—	—
3	1.5"	3	—	—
4	2"	7	—	—
5	2.5"	7	—	—
6	3"	7	—	—
7	.5"	10	—	—
8	1"	10	—	—
9	1.5"	10	—	—
10	2"	15	—	—
11	2.5"	15	—	—
12	3"	15	—	—
13	1"	20	L	—
14	1.5"	20	L	—
15	2"	20	L	5
16	2.5"	21	L	10
17	3"	21	L	15
18	3.5"	21	L	20
19	1"	22	M	—
20	1.5"	22	M	5
21	2"	22	M	10
22	2.5"	23	M	15
23	3"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

Off-course Determination

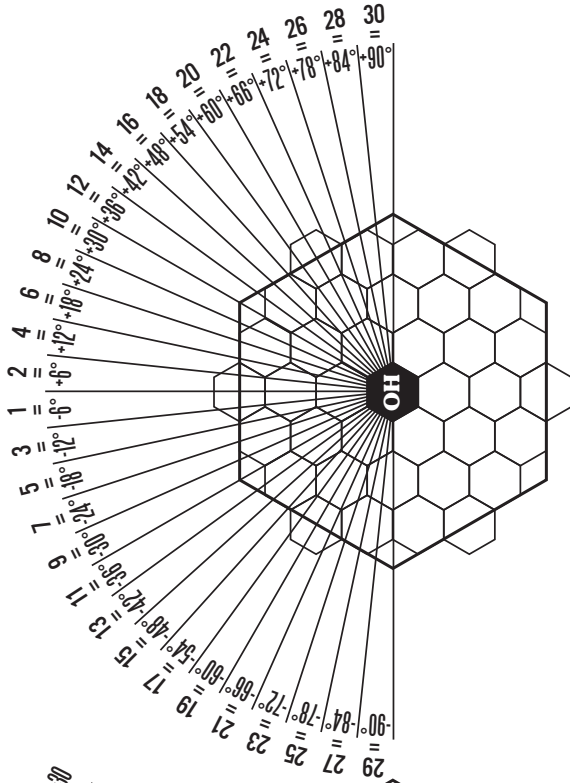
If PCs have gotten lost or gone off course (as determined by rules edition being used), roll for the party's new direction of travel (as outlined below).

METHOD: First, total the impairment on the PCs' navigational/mapping ability (per the **Impairments** table at lower left)—this "Total Impairment" value determines which **Off-Course Determination** table is used (OCDa, OCDB, or OCDC). Next, roll 1d30 and reduce the result based on the total "Bonuses" (per the Roll Adjustments table at middle bottom). Finally, index the result to determine how many degrees off course the party has gone; adjusted rolls of 0 or less result in the party staying "on course."

OCDa: Mild Impairment Total Impairment: 1-3

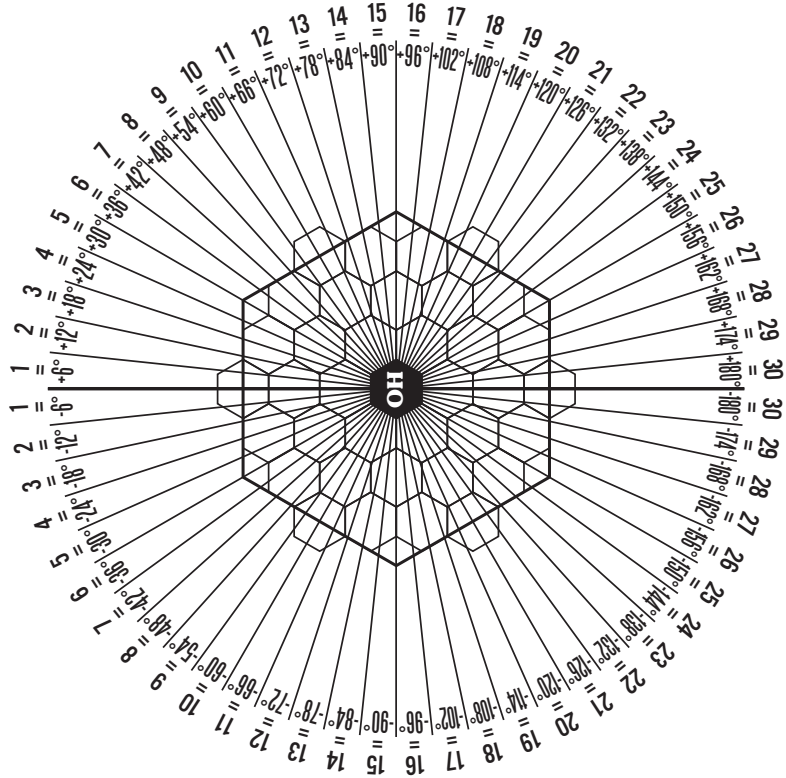


OCDB: Moderate Impairment Total Impairment: 4-7



OCDC: Heavy Impairment Total Impairment: 8+

Determine direction (port/starboard) by prevailing winds, or roll an additional d2
odd = off-course to port (left)
even = off-course to starboard (right)



IMPAIRMENTS	Effect	ROLL ADJUSTMENTS	Bonus†
fog, mild (vision 101-150')	+2	navigator/mapper has "direction sense"	
fog, moderate (vision 51-100')	+4	when using table OCDa: Mild...	-1
fog, heavy (vision 1-50')	+8	when using table OCDB: Moderate...	-2
navigator/mapper drunk	+1-3	when using table OCDC: Heavy...	-3
navigating by stars:		familiarity with location/route	
night sky overcast	+1	has been once or twice	-1
stars moderately obscured	+4	has been several times	-3
stars completely obscured	+8	very familiar (knows well)	-5
precipitation, light	+1	* strong winds will not normally affect navigation while on land (at DM's discretion)	
precipitation, moderate	+3	† bonuses are suggestions only; actual bonus at DM's discretion based on PC's knowledge of location	
precipitation, heavy	+5		
winds (while on water)*	+1 per 10 mph		



Foraging & Hunting (by Terrain & Season)

FHC: FORAGING & HUNTING CHANCES FOR SUCCESS

Foraging: Number to left of slash = chance in 30 of 1 character searching for 2 turns to find 1 full day's rations. Number to right of slash = chance in 30 for the find to be both nutritional and safe to consume (non-toxic/non-poisonous). Maximum number of foraging attempts = 2. Characters with foraging proficiency check in 1 turn (instead of 2), and may make up to 4 attempts.

Hunting: Chance in 30 of a "non-proficient" hunter encountering game per 4 turns spent hunting during early morning or late evening hours. Hunting at night impossible (unless able to see in dark).
Modifiers: -3 per additional hunter in group (but each hunter gets a roll); -3 per roll for hunting during "off" hours; proficient hunters roll with a +3 bonus.

		SPRING		SUMMER		FALL		WINTER	
		forage	hunt	forage	hunt	forage	hunt	forage	hunt
tropical	hills	30/18	15	30/18	15	29/20	15	27/21	15
	mountains	27/21	12	27/18	12	27/20	12	25/21	12
	forest	30/21	15	30/18	15	30/21	15	30/21	15
	plains	30/17	15	30/15	15	30/18	15	30/21	15
	swamp	18/12	15	21/15	15	18/12	15	15/12	15
	desert	1/6	2	0/0	2	1/8	2	1/8	2
	coast	29/15	15	30/15	15	29/15	15	27/18	15
subtropical	hills	27/21	15	30/22	15	29/22	15	24/23	15
	mountains	16/21	10	24/21	10	18/18	10	12/18	10
	forest	30/21	15	30/21	15	30/21	15	27/21	15
	plains	27/21	15	30/21	15	30/20	15	24/21	15
	swamp	15/15	15	15/15	15	15/12	15	12/12	12
	desert	1/5	2	0/0	1	1/9	2	1/9	3
	coast	27/18	15	30/18	15	29/18	15	24/18	18
temperate	hills	22/18	12	27/20	12	24/15	12	20/15	8
	mountains	9/18	9	12/18	9	9/15	9	6/18	5
	forest	27/18	15	30/18	15	27/18	15	24/18	12
	plains	18/18	12	22/21	15	18/15	15	15/18	8
	swamp	10/18	10	12/15	15	10/12	15	9/12	5
	desert	2/15	2	1/9	1	2/15	2	3/7	3
	coast	20/18	12	24/18	15	20/15	15	15/15	6
subarctic	hills	9/15	3	12/18	5	8/15	5	6/15	1
	mountains	5/15	2	6/18	3	5/15	2	3/15	1
	forest	27/18	3	30/15	3	24/18	1	21/18	1
	plains	9/18	3	15/18	5	9/15	5	6/18	1
	swamp	6/12	3	9/12	5	6/15	3	5/12	1
	desert	2/15	3	5/15	3	2/5	2	0/0	1
	coast	10/15	4	15/18	6	10/15	6	7/12	2
arctic	hills	3/12	3	3/12	3	2/15	2	2/6	1
	mountains	0/0	1	2/15	2	0/0	1	0/0	1
	plains	2/15	2	3/15	3	2/15	2	1/50	1
	desert	2/5	1	3/5	3	0/0	1	0/0	1
	coast	3/15	1	5/15	3	3/6	1	3/6	1

HNT1: GAME TYPE

Hunting characters must possess:
 • proficiency with missile weapons
 • missiles with range to cover distance
 • ability to cause "average" amount of damage per shot required by size of creature (small=1, medium=2, large=3)

	Size	#	Distance*
1	small	1-3	20 yds.
2	small	1-3	30 yds.
3	small	1-3	40 yds.
4	small	1-6	20 yds.
5	small	1-6	30 yds.
6	small	1-6	40 yds.
7	small	1-8	20 yds.
8	small	1-8	30 yds.
9	small	1-8	40 yds.
10	small	1-12	20 yds.
11	small	1-12	30 yds.
12	small	1-12	40 yds.
13	medium	1-2	40 yds.
14	medium	1-2	50 yds.
15	medium	1-2	60 yds.
16	medium	1-3	40 yds.
17	medium	1-3	50 yds.
18	medium	1-3	60 yds.
19	medium	1-6	40 yds.
20	medium	1-6	50 yds.
21	medium	1-6	60 yds.
22	medium	2-8	40 yds.
23	medium	2-8	50 yds.
24	medium	2-8	60 yds.
25	large	1-2	60 yds.
26	large	1-2	70 yds.
27	large	1-2	80 yds.
28	large	1-3	60 yds.
29	large	1-3	70 yds.
30	large	1-3	80 yds.

HNT2: HUNTING SUCCESS

1. Roll initial d30; reference column per HNT1 for resulting # of game.
 2. Roll twice more; reference both rolls on column indicated by # of hunters; larger result = # of missiles used; smaller result = # of game killed*.

game:	1-3	1-6	2-8	2-12
hunters:	(1)	(2)	(3)	(4+)
1	1	1	1	2
2	1	1	1	2
3	1	1	1	3
4	1	2	3	4
5	1	2	3	4
6	1	2	4	5
7	1	2	4	5
8	1	2	4	5
9	1	3	4	6
10	1	3	4	6
11	2	3	5	6
12	2	3	5	6
13	2	3	5	7
14	2	3	5	7
15	2	3	5	7
16	2	4	5	7
17	2	4	5	7
18	2	4	5	7
19	2	4	6	8
20	2	4	6	8
21	3	4	6	8
22	3	4	6	8
23	3	5	6	9
24	3	5	7	9
25	3	5	7	9
26	3	5	7	10
27	3	5	7	10
28	3	6	7	11
29	3	6	8	11
30	3	6	8	12

* maximum kill limited by whichever number is smaller: available game, or missiles w/ effective range

Natural Features & Phenomena (by Terrain Type)

For each sub-level hex, roll 1d30 to determine if there is a variation from the normal terrain found in the containing atlas-level hex (chance-in-30 for variation noted at header of each column). If a variation exists, roll an additional 1d30 to determine the variant feature or phenomena.

NFP: NATURAL FEATURES & PHENOMENA BY TERRAIN TYPE

Hills	Mountains	Forest	Plains	Swamp	Desert	Coast
6-in-30 = feature	10-in-30 = feature	8-in-30 = feature	4-in-30 = feature	17-in-30 = feature	4-in-30 = feature	9-in-30 = feature
1 bluff	1 bluff	1 brook	1 aquifer	1 crooked trees	1 aquifer	1 barachois
2 butte	2 cave, fracture*	2 cave, fracture*	2 butte	2 cypress dome	2 bedrock outcrop	2 bay
3 cave, fracture*	3 cave, lava tube*	3 cave, limestone*	3 cave, fracture*	3 dam, natural	3 bluff	3 bight
4 cave, lava tube*	4 cave, limestone*	4 cave, talus*	4 cave, limestone*	4 heavy algae	4 butte	4 blowout
5 cave, limestone*	5 cave, talus*	5 clearing (natural)	5 crater lake	5 heavy canopy	5 cacti	5 bog
6 cave, talus*	6 cliff	6 cloud forest (fog)	6 dry lake	6 heavy mossier	6 cave, limestone*	6 cave, sea*
7 crag	7 crag	7 copse	7 escarpment	7 heavy muck	7 cave, talus*	7 coastal dunes
8 cuesta (w/ cliff)	8 crater lake	8 crooked trees	8 esker	8 heavy pathogens, air	8 chasm	8 cove
9 dell	9 dry lake	9 dead forest	9 gulch	9 heavy pathogens, surface	9 crag	9 estuary
10 draw	10 fluvial terrace	10 den tree*	10 heavy shrubs	10 heavy pathogens, water	10 crater lake, dry	10 firth
11 escarpment	11 geyser	11 forked trees	11 heavy underbrush	11 heavy plants, emergent	11 cuesta (w/cliff)	11 fjord
12 esker	12 gorge	12 gully	12 hillock/knoll	12 heavy plants, floating	12 dunes	12 kelp bed (subtidal)
13 glen	13 gulch	13 grotto	13 lake	13 heavy plants, submerged	13 escarpment	13 lagoon
14 gulch	14 hoodoo (tent rock)	14 heavy canopy	14 lava dome	14 island, small	14 eskar	14 lake/loch
15 hillock/knoll	15 kettle (lake)	15 heavy underbrush	15 limestone pavement	15 island, medium	15 gulch	15 marine meadow
16 lake	16 lava dome	16 lake	16 mesa	16 island, large	16 hoodoo (tent rock)	16 mangrove swamp
17 lava dome	17 lava lake	17 primeval forest	17 mud pits	17 islands, small (scatters)	17 mesa	17 mud flat
18 lava lake	18 ledge	18 pond	18 plateau	18 natural gas vent†	18 limestone pavement	18 quicksand
19 limestone pavement	19 mountain pass	19 rock outcropping	19 pond	19 marsh gas†	19 quicksand	19 rocky shore
20 mesa	20 natural arch	20 rock shelter*	20 ridge	20 mud flat	20 oasis	20 sand beach
21 plateau	21 pseudocrater	21 rot, widespread	21 riparian zone	21 quicksand	21 pediment	21 sand flat
22 pond	22 ravine	22 sinkhole	22 rock outcropping	22 rocky area	22 playa	22 salt flat
23 rock outcropping	23 ridge	23 spring, artesian	23 rock shelter	23 rot, widespread	23 rock shelter	23 salt marsh
24 rock shelter*	24 rock shelter*	24 spring, hot	24 sinkhole	24 shallow water	24 sailing stones	24 salt meadow
25 spring, artesian	25 spring	25 stream	25 strath	25 slough/channel	25 sinkhole	25 salting
26 spring, hot	26 summit	26 sylvan grove	26 tar pit	26 spring, acidic hot	26 shrubs	26 sea loch (inlet)
27 strath	27 valley	27 sylvan forest	27 thicket	27 tar pit	27 terrace	27 seabed (subtidal)
28 terrace	28 volcanic cone	28 thicket	28 tor	28 turbid water	28 trees	28 shingle beach
29 tor	29 volcanic crater	29 well	29 vernal pool	29 volcanic vent	29 valley	29 pebble beach
30 well	30 volcanic vent	30 wolf tree*	30 well	30 volcanic vent w/ tuff ring	30 well, dry	30 tide pool

* 50% chance this feature houses a lair † highly flammable; susceptible to combustion in presence of open flame

Natural Features & Phenomena Definitions

For your convenience, definitions for uncommon and obscure terrain features included on table **NFP** (previous page) have been provided below.

Please Note: All outlined below, as well as any related features noted as part of that description, are purely at the discretion of the DM.

aquifer: underground layer of water-bearing permeable rock or unconsolidated materials (gravel, sand, or silt) from which groundwater can be extracted using a water well; 1-in-3 chance = naturally tapped

barachois: a coastal lagoon separated from the ocean by a sand or shingle bar

bight: sharp bend in the coast

blowout: a sandy depression formed by winds and lack of vegetation

cave, fracture: formed when layers of more soluble minerals, such as gypsum, dissolve out from between layers of less soluble rock; rocks fracture and collapse in blocks of stone

cave, limestone: solutional cave where rock has been dissolved by natural acid in groundwater seeping through bedding-planes, faults, joints, etc.

cave, lava tube: formed through volcanic activity

cave, talus: opening between rocks that have fallen down into a pile, often at the base of cliffs

cloud forest (fog): moist forest characterized by a persistent, frequent or seasonal low-level cloud cover, usually at the canopy level

copse: thicket or grove of small trees

crater lake: lake formed in collapsed volcanic mountain

crooked trees: unexplained grove of twisted and/or deformed trees

cuesta (w/ cliff): ridge with a gentle slope on one side and a cliff on the other

cypress dome: type of swamp, typically dominated by pond cypress

dell: small retired valley; dale

den tree: tree with cavities suitable for habitation, usually by birds or mammals

draw: formed by two parallel ridges or spurs with low ground in between them

escarpment: wide steep slope

esker: narrow ridge of gravelly and sandy drift deposited by a stream in association with glacier ice

fluvial terrace: elongated terrace that flanks the side of floodplain or fluvial valley

hillock/knoll: small hill

hoodoo (tent rock): tall, thin spire of rock that protrudes from the bottom of an arid drainage basin or badland

kettle (lake): shallow, sediment-filled body of water formed by retreating glaciers or draining floodwaters

lava dome: roughly circular mound-shaped protrusion resulting from the slow extrusion of viscous lava from a volcano

lava lake: large volume of molten lava contained in a volcanic vent, crater, or depression

limestone pavement: flat, incised surface of exposed limestone resembling artificial pavement

mangrove swamp: area where evergreen trees and shrubs thrive in tideland mud or sand flats inundated daily with sea water

pebble beach: beach formed by pebbles (as opposed to fine sand)

playa: broad, level spot where water temporarily accumulates after rains

primeval forest: forest that has attained great age without significant disturbance

pseudocrater: volcanic landform resembling true volcanic crater, but is not an actual vent from which lava has erupted

riparian zone: interface between land and a river or stream

shingle beach: beach formed by small- to medium-sized cobbles (as opposed to fine sand)

spring, artesian: confined aquifer which flows upward naturally without the need for pumping

strath: river valley of considerable size

tor: rocky peak

turbid water: water in which particulate matter (both inorganic and organic waste) is suspended

vernal pool: temporary pools of water providing habitat for distinctive plants or animals

volcanic cone: formation in the shape of a cone with a central crater

volcanic crater: circular depression in the ground caused by volcanic activity

volcanic vent: opening in ground through which molten lava, ash, and/or gases are ejected

volcanic vent w/ tuff ring: as volcanic vent, with additional outer ring of fragmented layers of volcanic material

wolf tree: very large tree with wide-spreading crown that has inhibited/prevented the growth of smaller trees around it

Settlements & Inhabitation by Population Density

Check each sub-level hex for the presence of settlements and/or habitations as outlined below.

IPD: INHABITATION BY POPULATION DENSITY

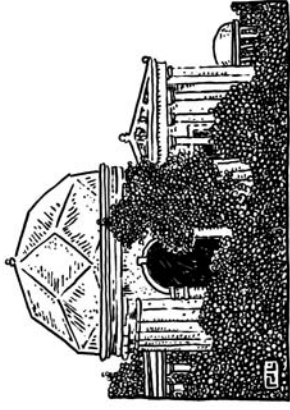
Begin with an initial roll of 1d3: on a result of 2-3, the area is uninhabited; on a result of 1, the area may be inhabited. If the initial roll results in a 1, roll 1d30 and index its result against the column that best matches the area's population density (at DM's discretion).

Dense	Scattered	Frontier	Unsettled	Desolate	Habitation Type	Instructions
—	1-5	1-10	1-13	1-23	uninhabited	—
1-4	6-12	11-13	14-19	24-25	single dwelling	# of inhabitants=(1d30)-2 (rounded up)
5-7	13-15	14-16	20-21	26	thorp	roll for settlement size (p.34)*
8-10	16-18	17-18	22-23	27	hamlet	roll for settlement size (p.34)*
11-12	19-20	19-20	24-25	—	village	roll for settlement size (p.34)*
13-14	21-22	21-22	26	—	town, small	roll for settlement size (p.34)*
15	23	23	—	—	town, large	roll for settlement size (p.34)*
16	24	—	—	—	city, small	roll for settlement size (p.34)*
17-19	—	—	—	—	city, large	roll for settlement size (p.34)*
20-22	25-26	24	—	—	castle/keep/stronghold	see Castle/Keep/Stronghold tables (pp.26-27)
25-27	27-28	25	—	—	temple	see Temple Generator (p.20)
28-29	29	26-29	27-29	28-30	ruins	see Ruins Generator (p.19)
30	30	30	30	—	special	roll on STT: Special Inhabitation Types by Terrain or on STP: Special Inhabitation Types by Population Density (at DM's discretion)

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

STP: SPECIAL INHABITATION TYPES BY POPULATION DENSITY

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



STT: SPECIAL INHABITATION TYPES BY TERRAIN

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

Ruins Generator

Quick determination of type of ruin, degree & type of decay, and general type/number of inhabitants, with general suggestions for specific inhabitant type by party level.

RG1: TYPE OF RUIN

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

RG2: CHARACTER OF RUIN/DECAY & DEGREE

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

* as appropriate to terrain type

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

RG3: INHABITANTS & NUMBER

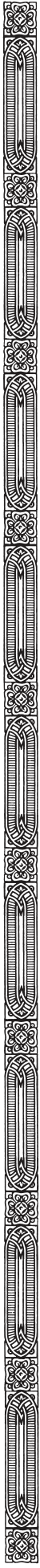
Type	10s Digit: Size
1 chimeras	1-10 nuisance
2 humanoids*	11-20 infested
3 humans	21-30 overrun
4 insects	
5 lycanthropes	
6 magical	
7 mammals	
8 molds/slimes/jellies	
9 reptiles/reptilians	
0 undead	

* roll addition 1d3

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

SUGGESTED RUIN INHABITANTS BY TYPE AND GENERAL LEVEL

Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1 chimeras			...harpies, centaurs, minotaurs, medusae, satyrs, cockatrices, manticores, lammasus, lamias, chimeras, sphinxes												
2 humanoids, small	kobolds, goblins														
humanoids, medium	orcs, hobgoblins, gnolls, lizard men, troglodytes														
humanoids, giant	...bugbears...	...ogres, ogre magi, trolls...					...hill giants, stone giants, frost giants, fire giants, cyclopes, cloud giants, storm giants								
3 humans	by level...														
4 insects	giant: centipedes, ants, beetles, spiders, wasps, scorpions														
5 lycanthropes	...wererats, werewolves, wereboars, weretigers, werebears, devil swines														
6 magical/misc.	stirges, gargoyles, living statues, blink dogs, basilisks, rust monsters, invisible stalkers, rakshasa, salamanders, djinn, efreet, ropers, giant slugs, purple worms														
7 mammals	badgers, wolves, dire wolves, giant skunks, giant porcupines														
8 molds/slimes/jellies	yellow mold, green slime, gray ooze, gelatinous cube, ochre jelly...						...black puddings								
9 reptiles/reptilians	spitting cobras, pit vipers, giant rattlers, rock pythons, giant lizards, hydras, wyverns, nagas, dragons (white, black, green, blue, red, gold)						...ghosts...								
0 undead	skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, vampires...						...lich(es)								



Temple Generator

Quick determination of basic temple architecture and size.

TG1: TEMPLE TYPE

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

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

** as opposed to strictly religious in purpose

† roll 1d3 [1=small, 2=medium, 3=large]; sizes are general guidelines; actual sq. ft. at DM's discretion

TG1a: CLASSICAL TEMPLE TYPES (Roll here as directed by TG1)

1 cyclostyle	Classical Temple Overview
2 peripteral/tholoi	Classical temples generally consist of a rectangular naos (central structure) housing a cella (main chamber containing a cult statue), and are lined on 1, 2 or 4 sides with columns supporting porticos.
3 prostyle/distyle	There is a 1-in-3 chance any rectangular classical temple will include a pronaos (inner portico area) before the cella, and a 1-in-30 chance of including an adyton (restricted area) behind the cella.
4 prostyle/tetrastyle	
5 prostyle/hexastyle	
6 prostyle/octostyle	
7 prostyle/decastyle	
8 prostyle/dodecastyle	
9 amphiprostyle/distyle	Classical Temple Types
10 amphiprostyle/tetrastyle	cyclostyle: round/domed (no columns)
11 amphiprostyle/hexastyle	peripteral tholoi: round/domed w/ single colonnade around perimeter
12 amphiprostyle/octostyle	prostyle: columns along front face only
13 amphiprostyle/decastyle	amphiprostyle: columns along front and back faces
14 amphiprostyle/dodecastyle	peripteral: single colonnade around perimeter
15 peripteral/hexastyle	pseudo-peripteral: single colonnades at front & back faces with "false" (1/2) colonnade along "side" walls
16 peripteral/octostyle	dipteral: double colonnade around perimeter
17 peripteral/decastyle	pseudo-peripteral: double colonnades on front & back faces, and single colonnade + "false" (1/2) colonnade along "side" walls
18 peripteral/dodecastyle	
19 pseudo-peripteral/hexastyle	
20 pseudo-peripteral/octostyle	
21 pseudo-peripteral/decastyle	
22 pseudo-peripteral/dodecastyle	
23 dipteral/hexastyle	
24 dipteral/octostyle	
25 dipteral/decastyle	
26 dipteral/dodecastyle	
27 pseudo-dipteral/hexastyle	
28 pseudo-dipteral/octostyle	
29 pseudo-dipteral/decastyle	
30 pseudo-dipteral/dodecastyle	

Cult Generator

Generates 24,300,000 unique cult variations, including name, leader, goal, and strange practices.

NAME OF GROUP (“The ___ of ___”)

CSS1: TYPE

- 1 alliance
- 2 brethren
- 3 brotherhood*
- 4 church

CSS2: THEME

- 1 the apocalypse
- 2 the aurora
- 3 the body
- 4 the cataclysm

- 5 the covenant
- 6 darkness
- 7 desolation
- 8 despair

- 9 destruction
- 10 the eclipse
- 11 the elect
- 12 the infinite

- 13 the key
- 14 liberation
- 15 (the) night
- 16 the oracle

- 17 power
- 18 the secret
- 19 shadows
- 20 the shroud

- 21 the skull
- 22 smoke
- 23 the spirit
- 24 the star

- 25 the sun
- 26 the universe
- 27 the void
- 28 winter

- 29 the word
- 30 per CSS3†

CSS3: WORSHIP/FOLLOW

- 1 beholder
- 2 demon, succubus
- 3 demon, type I
- 4 demon, type II

- 5 demon, type III
- 6 demon, type IV
- 7 demon, type V
- 8 demon, type VI

- 9 djinni
- 10 dragon, black
- 11 dragon, blue
- 12 dragon, green

- 13 dragon, red
- 14 dragon, white
- 15 efreeti
- 16 elf, female, magic-user

- 17 elf, male, magic-user
- 18 human, female, cleric
- 19 human, female, magic-user
- 20 human, female, unclassified

- 21 human, male, cleric
- 22 human, male, magic-user
- 23 human, male, thief
- 24 human, male, unclassified

- 25 lamia
- 26 lich (cleric)
- 27 lich (magic-user)
- 28 mind flayer

- 29 naga, spirit
- 30 rakshasa

CSS4: IMMEDIATE GOAL*

- 1 anarchy
- 2 control, children (all)
- 3 control, government (all)
- 4 control, religion (all)

- 5 control, wealth (all)
- 6 control, magic (all)
- 7 conversion, everyone
- 8 corruption, everyone

- 9 create massive evil army
- 10 death, all clerics
- 11 death, all monarchs
- 12 death, all nobles

- 13 debauchery/hedonism
- 14 deliverance of “destroyer”
- 15 destruction, churches
- 16 destruction, libraries/books

- 17 destruction, living beings
- 18 destruction, magic items
- 19 destruction, religious artifacts
- 20 experimentation (unabated)

- 21 genocide (e.g., elves)
- 22 hoard, magic items
- 23 hoard, money (gold)
- 24 isolation (from others)

- 25 mayhem (general)
- 26 servitude of others (to cult)
- 27 spread hate & fear
- 28 terrorism

- 29 torture
- 30 vandalism

CSS5: STRANGE CULT PRACTICES

- 1 amputate pinky finger upon joining
- 2 body/face painting
- 3 cannibalism
- 4 dead members “live” (stay) with living members

- 5 dead members are dissected and fed to animal(s)
- 6 each member spends 1 day per month in hole in ground
- 7 eating of dirt
- 8 exposing of genitalia

- 9 carrying of bugs in pockets or pouches
- 10 do not clean themselves... ever (2-in-3 chance of disease)
- 11 murder
- 12 must always carry lit candle

- 13 never cut their hair
- 14 nudism
- 15 pyromania
- 16 self-flagellation

- 17 shave all hair from body
- 18 sleep in coffins
- 19 sleep on bed of nails
- 20 sleep on bed of rocks

- 21 sleep suspended from a hook
- 22 speak in gibberish
- 23 speak in rhymes
- 24 spread disease (usually carried in vials)

- 25 stand still in strange places for days on end
- 26 strange diet (e.g., all worms)
- 27 talking to trees
- 28 talk only to strangers, never w/ other members

- 29 tattoo of arcane symbol (2-in-3 chance = publicly visible)
- 30 zoösadism (inflicting pain on animals)

* 1 in 30 chance = sisterhood

† use name of character where appropriate

* There is a 29 in 30 chance the long-term goal of any cult is total world annihilation/destruction

Magical Places Generator

Generates 900 different magical places, including magical properties of locale.

MPG1: PLACE	MPG2: NAME AND BOON
Roll	Roll Name*
Type (Place)	Boon Gained at Location
1 garden	1 crystal _ all magic-user spells (including sub-types) memorized at location will have double effect when cast
2 tree	2 divine _ all cleric spells (including sub-types) memorized at location will have double effect when cast
3 forest	3 enchanted _ 5-20 pixies dwell nearby; will normally remain invisible and cause mischief to characters visiting location
4 woods	4 faraway _ all visitors must save vs. magic or be sent on quest which will send them "faraway" to retrieve an obscure object and return
5 grove	5 golden _ removes curses from any cursed character who visits location
6 field	6 heavenly _ all lawful/good clerics who pray here receive a +1 "to hit" bonus; duration is # of days = # hours spent praying (no bonus for druids)
7 plains	7 living _ provides visitors +1 protection from undead; duration = 1 day for each 2 days spent at location
8 mesa/plateau	8 magical _ all magic weapons (not including rods/staves/wands) and armor receive +1 bonus; duration = 1 day for each 2 days spent at location
9 valley	9 _ of accord all chaotic/evil characters become neutral in presence of location
10 trench	10 _ of awakening doubles the normal time limit on deceased corpses when <i>raise dead</i> spell is cast in this location
11 knoll/hill	11 _ of dreams prophetic visions during sleep while near place; strength/clarity of visions based on proximity to place
12 rock	12 _ of enlightenment 3 days of continual meditation, prayer and fasting will raise a wisdom by +1 (one time only bonus)
13 mount	13 _ of healing restores HPs (duration time at location vs. restored points at DM discretion); also cures poison
14 peak	14 _ of honor all lawful/good fighters who rest here receive a +1 "to hit" bonus; duration of bonus = duration of stay at location
15 dome	15 _ of joy removes the effects of any magical fear
16 cave	16 _ of life provides regenerative power to visitors; +1 HP per day; duration of ability = 1 day for each 2 days spent at location
17 cavern	17 _ of light provides visitors +1 protection from evil; duration = 1 day for each 3 days spent at location
18 grotto	18 _ of peace removes effects of confusion and/or fear
19 well	19 _ of power every spell memorized at location will have double effect when cast
20 pond	20 _ of serenity cures lycanthropy to afflicted who visit location
21 lake	21 _ of souls halves the normal time required to recuperate (while at location) for a cleric who has cast a <i>resurrection</i> spell
22 lagoon	22 _ of the ancients all demi-human who rest here receive a +1 "to hit" bonus; duration = 1 day for each 2 days spent at location
23 falls	23 _ of tranquility cures disease to afflicted who visit location
24 river	24 _ of understanding all thieves (and thief types) who rest here receive a +1 level bonus to thieving skills; duration = 1 day for each 3 days spent at location
25 brook/stream	25 _ of visions site is disguised by hallucinatory terrain; save vs. magic or believe illusion
26 bridge	26 paradise _ removes curses from any cursed character
27 circle	27 singing _ magical singing; all characters who hear singing must save vs. magic or never want to leave the location
28 gate	28 sorcerer's _ any magic-user spells memorized here has a 50% chance of not being forgotten the first time it is cast (will be forgotten after 2nd casting)
29 shrine	29 wishing _ 1 in 30 chance a wish (as spell) made in presence of location will come true; once attempt per character, regardless of # of visits
30 spire (rock)	30 wizard's _ allows magic-user in presence of place to memorize up to twice the normal amount of spells normally allowed (if time allows as normal)

*insert type of place in blank space with name (e.g., 12/15 = rock of joy)

Pilgrims Generator

Quick determination of large pilgrim groups, including general party type & size, level and number of accompanying clerics & fighters, and presence of any monks or magic-users. (Levels for monks & magic-users may be generated using table **CLS2** on p.38.)

PLG1: ALIGNMENT OF PARTY, PRESENCE OF MONKS/MAGIC-USERS, AND OTHER NOTES

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

PLG2: GROUP SIZE AND MOUNT

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

PLG3: # OF CLERICS BY LEVEL**

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

PLG4: # OF FIGHTERS/THIEVES See instructions at left (below PLG2)

A	B	C	Max. Chance
1	1/1	3/3	6/1
2	1/2	3/4	6/2
3	1/3	3/5	6/3
4	1/4	3/6	6/4
5	1/5	4/1	6/5
6	1/6	4/2	6/6
7	2/1	4/3	7/1
8	2/2	4/4	7/2
9	2/3	4/5	7/3
10	2/4	4/6	7/4
11	2/5	5/1	7/5
12	2/6	5/2	7/6
13	3/1	5/3	8/1
14	3/2	5/4	8/2
15	3/3	5/5	8/3
16	3/4	5/6	8/4
17	3/5	6/1	8/5
18	3/6	6/2	8/6
19	4/1	6/3	9/1
20	4/2	6/4	9/2
21	4/3	6/5	9/3
22	4/4	6/6	9/4
23	4/5	7/1	9/5
24	4/6	7/2	9/6
25	5/1	7/3	10/1
26	5/2	7/4	10/2
27	5/3	7/5	10/3
28	5/4	7/6	10/4
29	5/5	8/1	10/5
30	5/6	8/2	10/6

Instructions for Table PLG4: # of Fighters/Thieves

The results of each column (A,B,C) represent a number of fighters and thieves, where the number on the left of the slash represents a number of fighters and the number on the right of the slash represents a number of thieves (F/T).

The column on the right indicates the maximum number that may be rolled for fighters/thieves to be present in a group of pilgrims based on its size (e.g., if a 4 or higher is rolled for a group of 10 pilgrims, there will be no fighters/thieves present).

Roll 1d3 to determine which column to consult (1=A, 2=B, 3=C), then roll 1d30 to determine the number of fighters/thieves present, ignoring all results above the "Max. Chance" for the group size.

† though fighting as berserkers, pilgrims will only be armed with daggers

* all pilgrims in a group will be either mounted or unmounted

** all groups will have an 8th level cleric with a 3rd and a 5th level assistant

Road Encounters

Quick generation of encounters along traveled roads, according to general population density of the area.

REPD: ROAD ENCOUNTERS BY POPULATION DENSITY

	Dense	Scattered	Frontier	Unsettled	Desolate
1	Marker	—	—	—	—
2	Marker	—	—	—	—
3	Marker	Marker	—	—	—
4	Remains	Marker	—	—	—
5	Traveling	Remains	—	—	—
6	Traveling	Remains	—	—	—
7	Traveling	Remains	Marker	—	—
8	Traveling	Traveling	Marker	—	—
9	Traveling	Traveling	Marker	—	—
10	Merchant	Traveling	Marker	Marker	—
11	Merchant	Traveling	Remains	Marker	—
12	Merchant	Traveling	Remains	Marker	—
13	Merchant	Merchant	Remains	Marker	—
14	Merchant	Merchant	Traveling	Remains	—
15	Merchant	Merchant	Merchant	Remains	—
16	Hostile	Merchant	Hostile	Remains	—
17	Hostile	Merchant	Hostile	Traveling	Marker
18	Hostile	Hostile	Hostile	Hostile	Marker
19	Hostile	Hostile	Hostile	Hostile	Marker
20	Hostile	Hostile	Hostile	Hostile	Remains
21	Hostile	Attack	Attack	Hostile	Remains
22	Hostile	Attack	Attack	Hostile	Remains
23	Attack	Attack	Attack	Hostile	Hostile
24	Attack	Attack	Attack	Hostile	Hostile
25	Attack	Attack	Attack	Attack	Attack
26	Attack	Attack	Attack	Attack	Attack
27	Attack	Ambush	Ambush	Attack	Attack
28	Ambush	Ambush	Ambush	Attack	Attack
29	Ambush	Ambush	Ambush	Attack	Attack
30	Ambush	Ambush	Ambush	Ambush	Ambush

REHR: HUMANOID REMAINS

REHR1: SEX & RACE

Male	Female	Type
1	18	bugbear
2	19	dwarf
3	20	elf
4	21	gnome
5	22	gnoll
6	23	goblin
7	24	half-elf
8	25	half-orc
9	26	halfling
10	27	hobgoblin
11	28	human
12	29	kobold
13	30	orc
14*		unknown, demi-human
15*		unknown, humanoid 4-5'
16*		unknown, humanoid 5-6'
17*		unknown, humanoid 6-7'

* sex unknown

Notes Regarding REPD:

Ambush: Ambush/Surprise Attack

Roll on "REAG: Attacking Group," (p.25) with initiative going to the ambushing group

Attack: Attacking Group

Roll on "REAG: Attacking Group"

Hostile: Hostile Group

Roll on "REAG: Attacking Group" and "REHG: Hostile Group Reaction"

Marker: Marker or Sign

Roll on "REMS: Markers & Signs"

Merchant: Traveling Merchant

roll on NPCO1 (disregarding results of "tradesman" or "misc."), NPCO2a, and NPCO3 (p.42)

Traveling: Traveling NPCs

Roll on "RETN: Traveling NPCs" (p.25)

Remains: Humanoid Remains

Roll on "REHR: Humanoid Remains"

REMS: MARKERS & SIGNS

1s: Type	10s Digit: Age
1 cairn	1-10 fresh/newly constructed
2 carving in rock	
3 plaque (stone/ground)	11-20 recent/some coverage
4 pyre (remnants)	
5 staff/pole	21-30 old/worn/overgrown
6 pile of rocks/stones	
7 runed sign (wood)	
8 runed stone	
9 sign (wood)	
0 totem	

REHR2: PROPERTY & DEGREE

1s Digit: Property	10s Digit: Degree
1 burned	1-10 slightly/barely
2 covered in dirt/buried	
3 covered in vines	11-20 moderately/noticeably
4 covered with rocks	
5 crystallized/petrified	21-30 severely/extremely
6 decayed	
7 diseased	
8 disfigured/beaten	
9 eaten/devoured	
0 wormeaten/infested	

Road Encounters (Cont.)

RETN: TRAVELING NPCs

Roll Encounter

- 1** bandits (3-18 1st level thieves)
- 2** beggar (2-in-3 chance = follows PCs and continues to beg)
- 3** caravan, merchants
- 4** caravan, migrant workers (3-12 families)
- 5** caravan, circus (3-12 feature animals, 20-30 circus folk)
- 6** caravan, troupe of performers (jugglers/acrobats)
- 7** caravan, gypsies (fortune tellers, etc.)
- 8** cart driver, hauling livestock
- 9** cart driver, hauling lumber
- 10** cart driver, hauling slaves
- 11** funeral procession
- 12** group, pilgrims (3-18 1st level clerics)
- 13** group, recruits (3-18 1st level fighters)
- 14** individual, good-for-nothing seeking to join thieves guild (level 0 thief)
- 15** individual, faithful person seeking to join religious order (level 0 cleric)
- 16** individual*, fugitive (disguised)
- 17** individual*, shamed religious man (nude, flogging self)
- 18** individual, seeking tutelage in magic (level 0 magic user)
- 19** individual, seeking to join army/guard (level 0 fighter)
- 20** messenger on assignment
- 21** party of adventurers, novice (1st-3rd levels)
- 22** party of adventurers, seasoned (4th-7th levels)
- 23** party of adventurers, legendary (level 8+)
- 24** soldiers, escorting diplomat(s)
- 25** soldiers, escorting criminal(s)
- 26** soldiers, escorting political prisoner(s)
- 27** soldiers, returning from assignment
- 28** traveler, individual*
- 29** traveler, royalty (with attendants)
- 30** travelers, family

REAG: ATTACKING GROUP

	Party Size (vs. PCs)				
	1	2	3	4	5
1					-2
6					-1
11					±0
16					+1
21					+2
26					+3

Level of Attackers (vs. PCs)
 -2 -1 ±0 +1 +2

Direction for Table REAT (below)

Choose 3 contiguous columns, where the column on the left produces results from 01-10, the column in the middle produces results from 11-20, and the column on the right produces results from 21-30. Result includes all treasure in column from top row to row of roll result.

Suggested Column Use by Attacking Party:

PCs have advantage: columns A, B, and C
 Sides evenly matches: columns B, C, and D
 Attackers have advantage: columns C, D, and E

REAT: ATTACKING GROUP QUICK TREASURE GENERATOR

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

* In addition to gold or magic item(s) from previous row † gem/jewelry value = 100 g.p. per item

REHG: HOSTILE GROUP REACTION

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

Hostiles' Morale

* roll d3 to determine age: 1=young, 2=mature, 3=old

Castle/Keep/Stronghold Generator I: Owner and Patrol Size/Makeup

Roll on **CK1** to determine the class/race of the castle/keep/stronghold owner. Roll on **CK2** and index the roll on the column matching the owner's race/class.

CK1: OWNER

Roll Class	Level	CK2: PATROL SIZE AND MAKEUP (BY OWNER'S CLASS/RACE)	CK2a: Fighter	CK2b: Magic-user	CK2c: Cleric	CK2d: Dwarf	CK2e: Elf	CK2f: Halfling	Note Regarding CK2
1 fighter	9	2HH	2HF	2MH	2D	2E	2LF	Roll result may be shifted "up" or "down" by ±10 or ±20 to account for level of castle/stronghold owner.	
2 fighter	10	3HH	3HF	3MH	3D	3E	3LF		
3 fighter	11	3HH	3HF	3MH/1C1	3D	3E	3HF		
4 fighter	12	4HH/F1	4HF/F1	4MH	4D/F1	4E	4LF		
5 fighter	13	4HH	4HF	4MH/1C2	4D	5E	4LF/F1		
6 fighter	14	5HH	5HF	5MH	5D	5E	4HF/F1		
7 fighter	15	5HH/F1	5HF/F1	5MH	5D/F1	5E	5LF/F1		
8 fighter	16	5HH/F2	5HF/F2	5MH/1C3	5D/F2	5E	5HF/F1		
9 magic-user	11	6HH	6HF	6MH	6D	6E	6LF/F1		
10 magic-user	12	6HH/F1	6HF/F1	6MH/1C3	6D/F1	6E	6LF/F2		
11 magic-user	13	6HH/F2	6HF/F2	6MH/1C4	6D/F2	6E	6HF/F1		
12 magic-user	14	6HH/F3	6HF/F3/M1	6MH/1C5	6D/F3	6E	6HF/F2		
13 magic-user	15	7HH/F1	7HF/F1	7MH	7D/F1	7E	7LF/F2		
14 magic-user	16	7HH/F2	7HF/F2	7MH/C3	7D/F2	7E	7LF/F3		
15 cleric	7	7HH/F3/m	7HF/F3/MU1	7MH/C4	7D/F3	7E	7LF/F4		
16 cleric	8	7HH/F4/m	7HF/F4/MU1	7MH/C1/C4	7D/F4	7E	7HF/F2		
17 cleric	9	7HH/F5/m	7HF/F5/MU1	7MH/C2/C4	7D/F5	7E	7HF/F3		
18 cleric	10	7HH/F6/m	7HF/F6/MU2	7MH/C3/C4	7D/F6	7E	7HF/F4		
19 cleric	11	8HH/F3/m	8HF/F1/MU1	8MH/C4	8D/F3	8E	8LF/F3		
20 cleric	12	8HH*/F4/m	8HF*/F2/MU1	8MH/C2/C4	8D/F4	8E	8LF/F4		
21 cleric	13	8HH*/F5/m/x	8HF*/F3/MU2/x	8MH/C3/C4	8D/F5	8E/†	8HF/F3/u		
22 cleric	14	8HH*/F6/m/x	8HF*/F4/MU3/x	8MH/C4/C5	8D/F6	8E/†	8HF/F4/u		
23 cleric	15	9HH*/F4/m/x	9HF*/F3/MU1/x	9MH/C4	9D/F4	9E/†	9LF/F4/u		
24 cleric	16	9HH*/F5/m/x	9HF*/F4/MU2/x	9MH/C5	9D/F5	9E/†	9HF/F4/u		
25 dwarf (fighter)	9	9HH*/F6/m/x	9HF*/F5/MU3/x	9MH/C2/C4	9D/F6	9E/†	9HF/F5/u		
26 dwarf (fighter)	10	10HH*/F5/m/x	10HF*/F4/MU4/x	10MH/C3/C4	10D/F5	10E/†	10LF/F5/u		
27 elf (fighter/MU)	9	10HH*/F6/m/x	10HF*/F5/MU5/x	10MH/C3/C5	10D/F6	10E/†	10HF/F5/u		
28 elf (fighter/MU)	10	11HH*/F5/m/x	11HF*/F5/MU4/x	11MH/C3/C5	11D/F5	11E/†	11LF/F5/u		
29 halfling (fighter)	9	11HH*/F6/m/x	11HF*/F6/MU5/x	11MH/C4/C5	11D/F6	11E/†	11HF/F5/u		
30 halfling (fighter)	10	12HH*/F6/m/x	12HF*/F6/MU5/x	12MH/C2/C6	12D/F6	12E/†	12HF/F6/u		

Key to CK2

- C# = Cleric (# = level)
- D = Dwarf (as "monster")
- E = Elves (as "monster")
- F# = Fighter (# = level)
- HH = heavy horsemen
- HF = heavy footmen
- LF = light footmen
- MH = medium horsemen
- MU# = Magic-user (# = level)

Any additional types accompanying horsemen (e.g., fighters or clerics) will also be mounted on same type of steed (e.g., griffons).

- * 1-in-3 chance = half of normal number, but mounted on griffons
- m 2-in-6 chance of additional magical type:
 - 1 = MU from CK2b on same line (as CK2a roll)
 - 2 = Cleric(s) from CK2c on same line as CK2a roll
- u 1-in-3 chance of additional magic-user:
 - 1 = MU from CK2b on same line (as CK2a roll)
- x 1-in-3 chance of additional "extraordinary" type (e.g., ogres; creature type at DM's discretion)

Castle/Keep/Stronghold Generator II: Type, Size, and Construction

Roll on **CK3**, referencing the "Type" (Roman numeral) and "Size" (letter) indications against the **Key for CK3**, using the sub-table that matches the owner's race/class (per **CK1**). Rolls on **CK4** are optional and may be interpreted at the DM's discretion.

CK3: TYPE/SIZE

Type	Size
1	I A
2	II A
3	III A
4	IV A
5	V A
6	VI A
7	I B
8	II B
9	III B
10	IV B
11	V B
12	VI B
13	I C
14	II C
15	III C
16	IV C
17	V C
18	VI C
19	I D
20	II D
21	III D
22	IV D
23	V D
24	VI D
25	I E
26	II E
27	III E
28	IV E
29	V E
30	VI E

KEY FOR CK3

FIGHTER/CLERIC: CASTLE

Type	Size	levels/towers	rings/castles
I	keep/square	(size = # of levels)	1d2+1 (per type)
II	keep/round	(size = # of levels)	1d3+2 (per type)
III	keep/shell	(size = # of rings)	1d3+3 (per type)
IV	towers/square	(size = # of towers)	1d5+6 (per type)
V	towers/round	(size = # of towers)	1d6+10 (per type)
VI	concentric	(size = # of castles)	1d2+5 (per type)

MAGIC-USER: TOWER

Type	Size
I	round/sloped
II	round/straight
III	round/stepped
IV	square/sloped
V	square/straight
VI	square/stepped

ELF: TREE STRONGHOLD

Type	Size
I	1 level per tree
II	1d2 levels per tree
III	1d3 levels per tree
IV	1d5 levels per tree
V	1d6 levels per tree
VI	1d10 levels per tree

DWARF: MOUNTAIN STRONGHOLD

Type	Size
I	centralized/flat
II	spread/concave
III	spread/convex
IV	modular/towered
V	hidden/disguised*
VI	roll d2 [1=underground, 2=freestanding]

* by/as mountains



HALFLING: SHIRE

Type	Size
I	mounds/walled (size x 2 = # of mounds)
II	mounds/hidden* (size x 2 = # of mounds)
III	mounds & trees/walled (size = # of mounds & trees†)
IV	mounds & trees/hidden* (size = # of mounds & trees†)
V	castle/walled (size = # of towers)
VI	castle/hidden* (size = # of towers)

* usually by magical means (e.g., through the aid of a high-level magic-user employing the use of a *mass invisibility* or *hallucinatory terrain* spell)

† roll separately for specific number of each type































CK4: CONSTRUCTION (OPTIONAL)

	Main/Older Area	Secondary/Newer Area
1	partially constructed	—
2	newly completed	—
3	good condition, some age	—
4	well-worn	—
5	in need of minor repair	—
6	in need of major repair	—
7	partially inoperational/destroyed	—
8	newly completed	partially constructed
9	newly completed	newly completed
10	good condition, some age	partially constructed
11	good condition, some age	newly completed
12	good condition, some age	good condition, some age
13	well-worn	partially constructed
14	well-worn	newly completed
15	well-worn	good condition, some age
16	in need of minor repair	partially constructed
17	in need of minor repair	newly completed
18	in need of minor repair	good condition, some age
19	in need of minor repair	well-worn
20	in need of major repair	partially constructed
21	in need of major repair	newly completed
22	in need of major repair	good condition, some age
23	in need of major repair	well-worn
24	in need of major repair	in need of minor repair
25	partially inoperational/destroyed	partially constructed
26	partially inoperational/destroyed	newly completed
27	partially inoperational/destroyed	good condition, some age
28	partially inoperational/destroyed	well-worn
29	partially inoperational/destroyed	in need of minor repair
30	partially inoperational/destroyed	in need of major repair

Heraldry Generator

Creates over 27,000 variants of spatial divisions, colors, and charges.

HRLD1: DIVISION

1		solid
2		per pale
3		per fess
4		quartered
5		quarterly of 6
6		canton
7		per bend
8		per bend sinister
9		per saltire
10		tierced in pale
11		tierced in pale reversed
12		gyronny of 8
13		pale
14		bars
15		bend
16		paly of 6
17		barry of 6
18		bendy of 8
19		per chevron
20		per chevron reversed
21		chevron
22		chief
23		fess
24		pall
25		inescutcheon bordure
26		bordure
27		cross
28		per pale indented
29		chape-ploye
30		chief embattled































HRLD2: COLOR

For the main/background field color, roll an initial 1d6; on a 1-5, roll an additional 1d30 and refer to the chart below using the 1s digit only (result of 1-10); on an initial result of 6, roll an additional 1d30 and reference the full number on the chart below.

For all second (or third) color rolls (stripes, quarters, chevrons, etc.), roll an additional 1d30 referencing only the tens digit (1-10) on the chart below, ignoring any duplications and rerolling where necessary.

1s	Type	Name	Description	Meaning
1	metal	argent	silver or white	sincerity, peace
2	metal	or	gold or yellow	generosity
3	color	azure	blue	strength, loyalty
4	color	gules	red	warrior, martyr, military strength
5	color	purpure	purple or violet	justice, sovereignty, regal
6	color	sable	black	constancy, grief
7	color	vert	green	hope, loyalty in love
8	stain	murrey	mulberry	victorious, patient in battle
9	stain	sanguine	blood red or dark red	victorious, patient in battle
10	stain	tenné	brown or orange	worthwhile ambition
11	rare	bleu celeste	light blue or sky blue	strength, loyalty
12	rare	carnation	skin tone	worthwhile ambition
13	rare	cedré	grey	sincerity, peace
14	rare	marron	brown or earth color	worthwhile ambition
15	rare	brunâtre	brown	worthwhile ambition
16	rare	acqua	water color	strength, loyalty
17	rare	cedrée	ashen grey	sincerity, peace
18	fur	ermine	white field with black ermine spots	valor, justice, dignity
19	fur	ermines	black field with white ermine spots	valor, justice, dignity
20	fur	erminois	yellow field with black ermine spots	valor, justice, dignity
21	fur	pean	black field with yellow ermine spots	valor, justice, dignity
22	fur	vair	bell shapes alternating (blue/white)	guardian of peace
23	fur	vair	bell shapes alternating (red/gold)	guardian of peace
24	fur	counter-vair	bell shapes aligned (blue/white)	guardian of peace
25	fur	vair in pale	bell shapes in vertical lines (blue/white)	guardian of peace
26	fur	vair en pointe	bell shapes in zig-zag lines (blue/white)	guardian of peace
27	fur	potent	T shapes alternating (blue/white)	guardian of peace
28	fur	counter-potent	T shapes aligned (blue/white)	guardian of peace
29	fur	papelonne	fish scale pattern (blue/white)	guardian of peace
30	fur	plumeté	feathered pattern (blue/white)	guardian of peace

HRLD3: BASIC CHARGES

1		cross: bottonny
2		cross: flory
3		cross: moline
4		cross: pattee
5		cross: patonce
6		cross: potent
7		cross: crosslet
8		sun (in splendor)
9		moon (in plenitude)
10		star
11		estoitte
12		garb of wheat
13		fleur de lis
14		crown
15		knight on horseback
16		sword
17		crossed swords
18		crossed axes
19		lion (rampant)
20		bear (rampant)
21		griffon (rampant)
22		unicorn (rampant)
23		panther (rampant)
24		dragon (passant)
25		eagle (displayed)
26		2-head eagle (displayed)
27		lion head
28		eagle head
29		dragon head
30		unicorn head

Expanded Heraldry Charges/Sigils

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

HRLD3a: QUADRAPEDS (COMMON)

1	antelope
2	badger
3	bear
4	bison
5	boar
6	buffalo
7	bull
8	calf
9	cougar*
10	cow
11	deer, hart
12	deer, doe
13	dog
14	elk
15	fox†
16	goat
17	horse
18	ermine
19	lamb
20	leopard†
21	lion*
22	ox
23	pig
24	ram
25	rat
26	sheep
27	tiger*
28	wildcat
29	wolf†
30	wolverine

HRLD3b: BIRDS/AVIANS

1	albatross
2	auk
3	blackbird
4	canary
5	cardinal
6	cock
7	crane
8	crow
9	dodo
10	dove
11	duck
12	emu
13	falcon
14	goose
15	gull
16	hawk
17	heron
18	kingfisher
19	magpie
20	ostrich
21	owl
22	peacock
23	partridge
24	pheasant
25	raven
26	stork
27	swallow
28	swan
29	woodpecker
30	wren

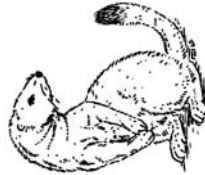
HRLD3c: RARE ANIMALS

1	ape
2	badger
3	bat
4	beaver
5	elephant
6	gopher
7	hedgehog
8	monkey
9	porcupine
10	raccoon
11	squirrel
12	walrus
13	crocodile
14	lizard
15	pike
16	salamander†
17	salmon
18	snake/serpent††
19	ant
20	anthill
21	bee
22	beetle (stag)
23	butterfly
24	dragonfly
25	grasshopper
26	earthworm
27	fly
28	slug
29	snail
30	spider

HRLD3d: EXTRAORDINARY ANIMALS

1	chimera
2	cockatrice
3	dragon
4	griffin
5	hippogriff
6	pegasus†
7	phoenix
8	shedú
9	sphinx*
0	wyvern

* type at DM's discretion



HRLD3e: AQUATIC (OCEANIC) ANIMALS/FISH

1-2	dolphin
3-4	hippocampus
5-6	lobster
7-8	manatee
9-10	mermaid†*
11-12	octopus†
13-14	ray
15-16	salmon
17-18	seahorse†
19-20	sea-lion
21-22	shark
23-24	swordfish
25-26	tigerfish
27-28	whale
29-30	eel

† ignore attitude
* [1 in 3 = two-tailed]

HRLD3f: PLANTS

1	flower, fleur-de-lis
2	flower, trefoil
3	flower, quatrefoil
4	flower, cinquefoil
5	flower, sexfoil
6	flower, lavender
7	flower, rose
8	fruit, apple (tree)
9	fruit, cherry
10	fruit, pear (tree)
11	fruit, grape(vine)
12	nut, acorn
13	hay/rye/wheat
14	tree, alder
15	tree, beech
16	tree, birch
17	tree, cedar
18	tree, elm
19	tree, fir
20	tree, oak
21	tree, pine
22	tree, poplar
23	tree, willow
24	tree, dead*
25	other, artichoke
26	other, bush†
27	other, cattail
28	other, fern
29	other, holly
30	other, thorns

HRLD3d: OTHER/MISC.

1	axe*
2	bow
3	broadsword*
4	crossbow
5	dagger*
6	flail*
7	glaive*
8	halberd*
9	hammer*
10	rapier*
11	scimitar*
12	sickle
13	spear*
14	sword*
15	trident*
16	belfry
17	bridge
18	castle
19	cloud
20	diamond
21	harp
22	ladder
23	lightning bolt
24	lyre
25	mountain
26	scales
27	ship
28	steeple
29	volcano
30	windmill

ATTITUDES (POSITIONS) FOR OPTIONAL CHARGES/SIGILS

Quadrupeds
1 head (only)
2 passant
3 rampant
Avians/Birds
1 displayed
2 rousant
3 trussed
Serpents
odd glissant
even nowed

Fish
odd naient
even hauriant
Extraordinary Creatures
1 displayed
2 rousant
3 trussed

* 1-in-3 = w/ wings
† 1-in-3 = arctic/snow

† 1-in-5 = spits flame
†† 1-in-10 = winged

* [1=oak, 2= pine]
† 1-in-5 = burning

* 1-in-2 = two crossed
of type indicated

Settlement Background

Quick determination of settlement background. To be used in conjunction with the *Settlement Worksheet* located on p.8.

SBG1: GOVERNMENT

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

SBG2: REACTION TO OUTSIDERS

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

SBG3: ECONOMIC BACKGROUND

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

† relative to economic condition (e.g., low for “inflationary” would compare to exorbitant for “booming”)
* make daily d30 roll to determine if economy collapses [1=collapses, 2-30=does not collapse]
**make daily d3 roll on “10s Digit” column to determine prices/taxes for that particular day

SBG4: SETTLEMENT ISSUES

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

SBG5: NEARBY THREATS

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

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

Assorted Settlement Encounters

SEUA: UNPROVOKED ATTACKS/ASSAULTS AGAINST PCs

Type/Goal	Reason
1 capture	exchange (prisoner)
2 capture	ransom
3 capture	press into service (slavery)
4 capture	sacrifice
5 capture	sell into slavery
6 intolerance	alignment
7 intolerance	class (character)
8 intolerance	class (social)
9 intolerance	group association (clan, religion, etc.)
10 intolerance	race
11 malevolence	doesn't like PC's looks
12 malevolence	generally aggressive
13 malevolence	PCs in way
14 malevolence	reminds attacker of someone
15 malevolence	revenge/spite
16 mental impairment	insanity, permanent
17 mental impairment	insanity, temporary
18 mental impairment	magic (e.g. charm)
19 mental impairment	under influence, alcohol
20 mental impairment	under influence, other (mushroom, toxin, etc.)
21 misunderstanding	perceived interference w/ attacker's plans
22 misunderstanding	mistaken identity, past wrong
23 misunderstanding	mistaken identity, wanted criminal
24 misunderstanding	perceived slight
25 misunderstanding	perceive PCs as underhanded/having ill intentions
26 robbery	addict [1 =drug, 2 =gambling]
27 robbery	crime of opportunity
28 robbery	owes lender
29 robbery	professional thief
30 robbery	victim of circumstance (needs money)

SEAE: ANNOYING ENCOUNTERS

1s Type	10s Digit: Degree
1 beggar	1-10 agreeable/timid
2 buffoon	11-20 presumptuous/pushy
3 drunk	21-30 obnoxious/unyielding
4 military recruiter	
5 peddler/vendor	
6 politician/petitioner	
7 prostitute	
8 religious petitioner	
9 religious recruiter	
0 street performer	

SECE: CELEBRATIONS & EVENTS

1 games, commoners'
2 games, hunt
3 games, tournament (knights)
4 games, youth
5 political, census
6 political, celebration of past leader
7 political, founders celebration
8 political, leader's/ruler's birth
9 political, leader's/ruler's celebration
10 political, memorial observance (solemn)
11 political, veterans' observance
12 political, victory celebration (annual)
13 political, visiting dignitaries
14 popular, children's celebration
15 popular, patrons/fathers (honors)
16 popular, matrons/mothers (honors)
17 popular, "betrothing" day
18 popular, lords/servants reverse roles
19 popular, music
20 religious, calendar (new year, festive)
21 religious, death (festive)
22 religious, death (solemn)
23 religious, fertility
24 religious, lights (festive)
25 religious, lights (solemn)
26 religious, harvest
27 religious, martyr (solemn or festive)
28 religious, moon
29 religious, purification (solemn)
30 religious, sun

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

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

Target of Crime

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



City Guards, City Watch, Border Patrols

Any group: highest level fighter = commander, 2nd = lieutenant, and 3rd = sergeant. Magic items for fighters 3rd level and above may be determined using the appropriate chart on page 41.

City Guard/City Watch: All fighters and mercenaries wear chain armor, and there is a 50% chance all in the group will have shields. All armed per single result on **Arms** table.

Magic-users and clerics = advisors. All equipment for magic-users and clerics (including magic items) may be determined using the "quick" tables on pages 40-41.

Border Patrols: All fighters 1st level and above have plate armor, shield, longsword, flail, and lance. There is a 1-in-3 chance all fighters in group of 2nd level and above are rangers. Men-at-arms wear chain or leather armor (50% chance each), and there is a 50% chance all in the group have shields. 1-in-3 chance men-at-arms have light horses and are armed (weapons) as other fighters in group; otherwise, all men-at-arms armed per single result on **Arms** table.

CITY GUARD			CITY WATCH			BORDER PATROLS			ARMS			
CG1: ROLL 1	CG2: ROLL 2	Magic-user/ Fighter(s)	CWa: DAY WATCH Cleric/Fighter/ Mercenaries	CWb: NIGHT WATCH Cleric/Fighter/ Mercenaries	BP1: ROLL 1 #Men-at-arms/ Fighters:1	BP2: +ROLL 2 +Fighters Level	Roll	Roll	Roll	Roll	Weapon	Weapon
1	MU:1/F:1	7m/-	1	C:3/F:1/3m	1	C:4/F:3/8m	1	10m/3xF:1	1	F:2/F:3/F:6	1	short sword
2	MU:1/F:2	8m/-	2	C:3/F:1/4m	2	C:4/F:3/9m	2	11m/3xF:1	2	F:2/F:3/F:8	2	longsword
3	MU:1/F:3	9m/-	3	C:3/F:2/4m	3	C:4/F:4/9m	3	12m/3xF:1	3	F:2/F:4/F:5	3	broadsword
4	MU:1/F:1/F:2	10m/-	4	C:3/F:1/5m	4	C:4/F:3/10m	4	13m/3xF:1	4	F:2/F:4/F:6	4	flail
5	MU:1/F:1/F:3	11m/-	5	C:3/F:2/5m	5	C:4/F:4/10m	5	14m/3xF:1	5	F:2/F:4/F:6	5	mace
6	MU:1/F:2/F:3	12m/-	6	C:3/F:3/5m	6	C:4/F:5/10m	6	15m/3xF:1	6	F:2/F:4/F:8	6	short sword
7	MU:2/F:1	13m/+F:4	7	C:3/F:4/5m	7	C:4/F:6/10m	7	16m/3xF:1	7	F:2/F:5/F:6	7	longsword
8	MU:2/F:2	14m/+F:4	8	C:3/F:3/6m	8	C:4/F:5/11m	8	17m/3xF:1	8	F:2/F:5/F:6	8	broadsword
9	MU:2/F:3	15m/+F:4	9	C:3/F:4/6m	9	C:4/F:6/11m	9	18m/3xF:1	9	F:2/F:5/F:8	9	flail
10	MU:2/F:1/F:2	16m/+F:4	10	C:3/F:4/7m	10	C:4/F:6/12m	10	19m/3xF:1	10	F:2/F:6/F:6	10	mace
11	MU:2/F:1/F:3	7m/+F:4	11	C:4/F:1/3m	11	C:5/F:3/8m	11	20m/3xF:1	11	F:2/F:6/F:8	11	short sword
12	MU:2/F:2/F:3	8m/+F:4	12	C:4/F:1/4m	12	C:5/F:3/9m	12	21m/3xF:1	12	F:2/F:7/F:8	12	longsword
13	MU:3/F:1	9m/+F:4	13	C:4/F:2/4m	13	C:5/F:4/9m	13	22m/3xF:1	13	F:3/F:4/F:5	13	broadsword
14	MU:3/F:2	10m/+F:4	14	C:4/F:1/5m	14	C:5/F:3/10m	14	23m/3xF:1	14	F:3/F:4/F:6	14	flail
15	MU:3/F:3	11m/+F:4	15	C:4/F:2/5m	15	C:5/F:4/10m	15	24m/3xF:1	15	F:3/F:4/F:6	15	mace
16	MU:3/F:1/F:2	12m/+F:5	16	C:4/F:3/5m	16	C:5/F:5/10m	16	10m/4xF:1	16	F:3/F:4/F:8	16	short sword
17	MU:3/F:1/F:3	13m/+F:5	17	C:4/F:4/5m	17	C:5/F:6/10m	17	11m/4xF:1	17	F:3/F:5/F:6	17	longsword
18	MU:3/F:2/F:3	14m/+F:5	18	C:4/F:3/6m	18	C:5/F:5/11m	18	12m/4xF:1	18	F:3/F:5/F:6	18	broadsword
19	MU:4/F:1	15m/+F:5	19	C:4/F:4/6m	19	C:5/F:6/11m	19	13m/4xF:1	19	F:3/F:5/F:8	19	flail
20	MU:4/F:2	16m/+F:5	20	C:4/F:4/7m	20	C:5/F:6/12m	20	14m/4xF:1	20	F:3/F:6/F:6	20	mace
21	MU:4/F:3	7m/+F:5	21	C:5/F:1/3m	21	C:6/F:3/8m	21	15m/4xF:1	21	F:3/F:6/F:8	21	short sword
22	MU:4/F:1/F:2	8m/+F:5	22	C:5/F:1/4m	22	C:6/F:3/9m	22	16m/4xF:1	22	F:3/F:7/F:8	22	longsword
23	MU:4/F:1/F:3	9m/+F:5	23	C:5/F:2/4m	23	C:6/F:4/9m	23	17m/4xF:1	23	F:4/F:5/F:6	23	broadsword
24	MU:4/F:2/F:3	10m/+F:5	24	C:5/F:1/5m	24	C:6/F:3/10m	24	18m/4xF:1	24	F:4/F:5/F:6	24	flail
25	MU:5/F:1	11m/+F:5	25	C:5/F:2/5m	25	C:6/F:4/10m	25	19m/4xF:1	25	F:4/F:5/F:8	25	mace
26	MU:5/F:2	12m/+F:5	26	C:5/F:3/5m	26	C:6/F:5/10m	26	20m/4xF:1	26	F:4/F:6/F:6	26	short sword
27	MU:5/F:3	13m/+F:5	27	C:5/F:4/5m	27	C:6/F:6/10m	27	21m/4xF:1	27	F:4/F:6/F:8	27	longsword
28	MU:5/F:1/F:2	14m/+F:5	28	C:5/F:3/6m	28	C:6/F:5/11m	28	22m/4xF:1	28	F:4/F:7/F:8	28	broadsword
29	MU:5/F:1/F:3	15m/+F:5	29	C:5/F:4/6m	29	C:6/F:6/11m	29	23m/4xF:1	29	F:5/F:6/F:6	29	flail
30	MU:5/F:2/F:3	16m/+F:5	30	C:5/F:4/7m	30	C:6/F:6/11m	30	24m/4xF:1	30	F:5/F:6/F:8	30	mace

Methods of Torture & Execution

Generally, medieval laws and customs did not provide for the treatment of prisoners facing torture. The type of torture did, however, generally depend on the victim's crime and/or social status. Any of the following methods may be seen as a legitimate means for extracting confessions, obtaining information about crimes, or attaining names of accomplices.

TAE: METHODS OF TORTURE AND/OR EXECUTION

Method/Device	Description
1 brank	metal cage-like mask; victim's head is caged and the brank is chained for public display
2 brazen bull	hollow bronze bull w/ "door"; condemned locked inside and fire lit below; "roasting" inhabitants; screams inside sound like mad ox
3 breaking wheel	large wooden-wheel with spokes; victim's limbs tied to spokes, wheel revolved slowly, victim hit through spokes with iron hammer
4 burning at the stake	if fire is large enough, death occurs first by asphyxia rather than heat damage from flames; small fires prolong death
5 cat's paw	victim tied up (usually to plank/board), metal claws used to scrape skin
6 chair	chair with straps and spikes covering back, arm-rests, seat, leg-rests and foot-rests
7 coffin	cage-like coffin; very painful to larger/overweight characters; usually accompanied by public display
8 copper boot	victim's feet placed inside copper boot [1=boiling water poured in, 2=molten metal poured in, 3=boot beaten]
9 crocodile shears	scissor-like clamp with crocodile-like head/teeth; usually used to mutilate fingers; exclusive punishment for regicide (killing monarch)
10 crocodile tube	tube just big enough for victim's entrance, with crocodile-like spikes on interior; usually heated by fire; face and feet exposed for additional torture methods
11 exposure	[1=buried up to neck, 2=stocks/ropes in town, 3=stocks/ropes in unprotected area]
12 flagellation	[1=cane/rod, 2=cat o' tails, 3=single-tail whip]
13 flaying	victim "skinned" alive
14 foot torture	[1=denailing, 2=toe wedging, 3=roasting]
15 garrotte	victim tied to instrument (seat-like device), neck forced inside iron collar, neck slowly crushed
16 head crusher	chin placed over bottom bar, head placed under upper cap, screw turned pressing bar against cap
17 heretic's fork	two forks set against each other, one up to chin, one down to chest; makes speech and neck movement nearly impossible
18 iron maiden	coffin with spikes on every interior wall
19 judas cradle	victim seated on a triangular-shaped seat and slowly impaled
20 knee splitter	vice with opposing metal spikes; used to render knees permanently useless; often used on other body parts (elbows, arms, lower legs)
21 lead sprinkler	appears as holy water sprinkler; molten metals poured into butt of handle, then "rain" over victim from other end
22 pendulum	vertical wooden frame; victim's wrists tied behind back, handle turned, roped slowly elevated, shoulders dislocated
23 picquet	stake placed on ground, victim's thumb (or hand) tied above head; to relieve pressure of near dislocation, victim places weight on spike; used extensively by military
24 pillory	wooden/metal framework on post with holes for securing head and hands; often used as post for flagellation
25 rack	victim placed tied to rack, ropes tied to limbs, then handles turned to pull limbs; limbs torn apart, dislocate with loud crack
26 rats	victim constrained and tied to ground (or horizontal surface); rat placed on stomach, covered by heated metal container; rat seeks way out
27 saw	victim tied up in inverted position (blood diverted to brain, loss of blood slowed); victim slowly cut in half
28 street sweeper's daughter	metal clamp placed around victim's crouched body; tightened or loosened to fit severity of crime; may last for weeks or months
29 thumbscrews	victim's fingers placed inside instrument, slowly crushed; often used in combination with other torture methods
30 water	[1=dunking, 2=drops of water, 3=cauldron, 4=freezing with water, 5=force drinking]

Shop & Shopkeeper Information

Includes description of shop's interior, item availability & pricing in shop's stock, reaction table for shopkeeper's, and information about shopkeeper's personality.

SHI: INTERIOR Description

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

SHS: SHOP STOCK (AVAILABILITY & PRICING)

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

Prices (as % of Standard)	Depth of Stock	Chance-in-30 for C/U/R*
75%		
90%		
100%		
125%		
150%		
1	2	3
6	7	8
11	12	13
16	17	18
21	22	23
26	27	28
30		

* represents chance-in-30 for common (C), uncommon (U), or rare (R) items to be in stock when requested; numbers in parentheses (e.g. "(3)") require an initial d30 roll of "1", followed by a second d30 roll equal-to-or-less-than the number in parenthesis for the requested item to be in stock

SHR: REACTION TABLE FOR SHOPKEEPER

Roll 1d30, adding "Reaction Modifier" (per SHK) and Charisma modifiers† to result.

Roll Reaction

1 or below	refuses service to PCs; expels them from shop
2-8	apathetic toward PCs; will let them shop; unlikely to help; may refuse sale to PCs based on their behavior/attitude; will not barter
9-22	generally accommodating; will sell to PCs if item is in stock; will barter
23-29	will sell to PCs if item is in stock; if item is not in stock, will point PCs to where they may find unstocked items; will barter for in-stock items only
30+	will sell to PCs if item is in stock, and at discount (TBD by DM); if item is not in stock, will try to hunt it down for PCs and attempt delivery it to them (at standard price for item, plus applicable delivery/courier fees); will barter for in-stock items

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

BARTERING

In table SHK (at right), based on the the shopkeeper's "Attitude," use the "Bartering" column that corresponds to the shop's "Pricing" (per SHS); the percentage indicates the lowest price the shopkeeper is willing to accept (as % of standard pricing). For example, an "apathetic" shopkeeper whose shop's prices are 75% of standard pricing would be willing to accept as low as 60% of standard pricing when bartering.

SHK: KEEPER Attitude

Attitude	Reaction Modifier	Bartering (as % of Standard)
1	accommodating	+3
2	apathetic	±0
3	considerate	+1
4	cooperative	+2
5	disinterested	-5
6	dispassionate	-3
7	earnest	+2
8	enthusiastic	+7
9	friendly	+2
10	generous	+1
11	helpful	+2
12	hospitable	+1
13	humble	±0
14	indifferent	±0
15	lazy	-4
16	motivated	+5
17	obliging	+2
18	passionate	+3
19	passive	±0
20	persistent	+6
21	poker-faced	±0
22	polite	+1
23	pushy	+3
24	relentless	+7
25	snobbish	-6
26	sober	-2
27	stoic	±0
28	submissive	+8
29	overbearing	-4
30	uncaring	±0

* if shop stock is thin/sparse, then clutter is non-product-related (e.g., furnishings, decor, etc.)

Tavern Name Generator

Creates approximately 27,000 different tavern names in three rolls.

Naming conventions per **TNG1**: #1-18 = "The (adjective) (noun)"; #19-27 = "The (noun) & (noun)"; #28-30 = "The (noun)'s (object)".

COMBINATION

DESCRIPTORS/ADJECTIVES

NOUNS/OBJECTS

	COMBINATION				DESCRIPTORS/ADJECTIVES				NOUNS/OBJECTS				
	TNG1	TNG2a	TNG2b	TNG2c	TNG3a	TNG3b	TNG3c	TNG3d	TNG3e	TNG3f			
1	TNG2a/TNG3a	solitary	angry	bright	1	acolyte	mage	badger	basilisk	arrow	1	barrel	
2	TNG2a/TNG3b	lone	barking	blind	2	angel	magician	bear	brownie	axe	2	bridge	
3	TNG2a/TNG3c	two	bawdy	bloody	3	archer	maid	beaver	centaur	bow	3	bucket	
4	TNG2a/TNG3d	three	belching	bold	4	bachelor	merchant	boar	cockatrice	buckler	4	bush	
5	TNG2a/TNG3e	four	bitter	bouncing	5	bard	mistress	cock	cyclops	catapult	5	castle	
6	TNG2a/TNG3f	five	crying	busy	6	baron	monk	dog	dragon	club	6	cauldron	
7	TNG2b/TNG3a	seven	cheerful	chequered	7	beggar	nomad	eagle	dwarf	crossbow	7	crown	
8	TNG2b/TNG3b	nine	cranky	dark	8	bishop	nun	fox	elf	dagger	8	citadel	
9	TNG2b/TNG3c	ten	dancing	dirty	9	brigand	paladin	frog	gargoyle	dart	9	cup	
10	TNG2b/TNG3d	twelve	drunken	dusty	10	buccaneer	pirate	hound	ghost	flail	10	flagon	
11	TNG2b/TNG3e	king's	fallen	flying	11	burglar	priest	horse	giant	gauntlet	11	field	
12	TNG2b/TNG3f	queen's	friendly	fiery	12	captain	prince	jackal	gnome	halberd	12	garden	
13	TNG2c/TNG3a	noble	happy	filthy	13	cardinal	princess	lamb	goblin	hammer	13	gate	
14	TNG2c/TNG3b	royal	hungry	flaming	14	cavalier	queen	leopard	gorgon	helm	14	hand	
15	TNG2c/TNG3c	brass	jolly	frozen	15	dervish	robber	lion	griffon	hilt	15	key	
16	TNG2c/TNG3d	bronze	laughing	hairy	16	duke	scout	lizard	halfling	javelin	16	leaf	
17	TNG2c/TNG3e	copper	leering	humble	17	earl	sharper	monkey	harpy	lance	17	mug	
18	TNG2c/TNG3f	gold(en)	lonely	idle	18	enchanter	sheriff	ostrich	hippogriff	mace	18	plate	
19	TNG3a + TNG3a*	platinum	nosy	pale	19	footman	sorcerer	peacock	hydra	pick	19	pantry	
20	TNG3a + TNG3b	silver	proud	radiant	20	friar	swordsman	pig	kobold	pike	20	paw	
21	TNG3b + TNG3b*	black	quiet	rusty	21	guard	thief	porcupine	leprechaun	pollaxe	21	purse	
22	TNG3c + TNG3c*	blue	raving	old	22	jester	traveler	salamander	minotaur	rapier	22	rose	
23	TNG3c + TNG3d	crimson	salty	polished	23	judge	trickster	snake	ogre	sabre	23	scepter	
24	TNG3d + TNG3d*	gray	screaming	shining	24	hero	vagabond	spider	orc	scabbard	24	scroll	
25	TNG3e + TNG3e*	green	sleeping	slippery	25	horseman	veteran	swan	pixie	scythe	25	skull	
26	TNG3e + TNG3f	purple	snarling	smoking	26	king	vicar	tiger	satyr	sheath	26	staff	
27	TNG3c + TNG3e	rose	starving	stinking	27	knave	virgin	toad	sphinx	shield	27	star	
28	TNG3a's TNG3e	scarlet	tired	stone	28	knight	wanderer	weasel	sprite	sickle	28	tree	
29	TNG3b's TNG3e	white	winking	striped	29	lancer	warlock	wolf	troll	spear	29	wheel	
30	TNG3b's TNG3f	yellow	zealous	young	30	lord	wizard	wolverine	unicorn	sword	30	windmill	

* ignore duplicate results

Tavern Accommodations, Features, Reputation, and Food

Creates 2,430,000 variants on tavern accommodations, features, reputation, and food offerings.

TVN1: ACCOMMODATIONS

1s Digit: Type **10s Digit: Age**
1 1-story, timber **01-10** = new
2 1-story, timber & brick **11-20** = "worn in"
3 1-story, timber & stone **21-30** = old
4 1-story, stone

5 1-story, brick
6 2-story, timber
7 2-story, timber & brick
8 2-story, timber & stone
9 2-story, stone
0 2-story, brick

TVN2: Rooms & Bedding

Poor Accommodations^a
1-4 hammocks in main room
5-7 cots in main room

8-10 small rooms w/ straw mattresses

Common Accommodations^b
11-14 cots in main room

15-17 small rooms w/ straw mattresses
18-20 med. rooms w/ straw mattresses

Good Accommodations^c
21-22 small rooms w/ straw mattresses

23-24 small rooms w/ feather mattresses
25-26 med. rooms w/ straw mattresses

27-28 med. rooms w/ feather mattresses
29 large rooms w/ straw mattresses

30 large rooms w/ feather mattresses

- a.** additional 1-in-3 chance of stable(s)
- b.** additional 2-in-3 chance of stable(s);
additional 1-in-3 chance of bath house
- c.** all with stable(s);
additional 2-in-3 chance of bath house

TVN3: PHYSICAL FEATURES

Decor/Furniture/Features of Note

1 ceiling vaulted
2 ceiling low (claustrophobic)
3 collection tankards
4 collection exotic drinking vessels
5 collection obscure animal skeletons
6 collection paintings
7 collection statues
8 doors elaborate ironwork hardware
9 doors painted red
10 exterior garden
11 exterior well-groomed hedges
12 exterior salvaged stone wall

13 floor tile mosaic
14 furniture very old, but well-crafted

15 furniture dwarven construction
16 furniture elven construction

17 furniture exotic/embellished
18 furniture inscribed w/ runes

19 lighting excess of tiny candles
20 lighting magical torches

21 lighting elaborate chandelier
22 misc. ornate cauldron

23 over hearth skull, dragon*
24 over hearth exotic weapons

25 over hearth painting of figure**
26 roof slate

27 roof red tile

28 windows leaded glass

29 windows stained glass

30 windows complete lack of

TVN4: REPUTATION

Tavern is known for...

1 drink quality of ales
2 drink quality of wines
3 drink selection
4 drink strength
5 drink weakness
6 drink weird/odd selections
7 food small portions
8 food large portions
9 food quality
10 food unique/outstanding
11 food unique/weird
12 patrons strange/odd

13 patrons mages
14 patrons veterans

15 patrons criminals/thieves
16 patrons demi-humans

17 patrons reserved
18 patrons unruly

19 patrons drunken women
20 prejudiced toward dwarves

21 prejudiced toward elves
22 prejudiced toward halflings

23 prejudiced to all non-humans
24 prostitutes beautiful

25 prostitutes heinous
26 prostitutes exotic

27 entertainment bizarre games

28 entertainment drinking contests

29 entertainment fighting

30 entertainment talented minstrels

TVN5: FOOD

Featured Main Dishes

1 ale-baked beef stuffed with onion and bacon
2 beef & wine pie

3 beef roll in mustard sauce

4 beef tenderloin in garlic sauce

5 chicken in thick wine sauce

6 five-spice barbecue roast

7 hare hash

8 lamb simmered with almonds and spices

9 lamb stew thickened with honey

10 lamb stewed with herbs and fruits

11 liver sausage custard pie

12 mutton shoulder with oysters

13 oxtail stewed with leeks, onions, and carrots

14 pork, chicken, and rabbit pie

15 pork dumplings in meat sauce

16 pork in wine, egg, and pepper sauce

17 pork meatballs in almond milk

18 pork pie with eggs, honey, and spices

19 rabbit in ginger sauce

20 rabbit in wine-currant sauce

21 roast beef in orange sauce

22 roast pig stuff with cheese and chestnuts

23 rolled stuffed steak, baked in sauce

24 sausages sautéed in sherry

25 sheep tongue with onions

26 spiced pork with oranges & onions

27 stewed beef ribs

28 veal pie with herbs, dates, and eggs

29 venison soup with wine & spices

30 venison ribs in wine

Classed NPCs: Class, Race, Sex, and Level Determination

Quick generation of classed NPCs for Oe/1e/BX-comparable editions, relative to average level of PCs.

CLS1: CLASS/RACE CLS1a: Oe/1e

CLS1b: BX		CLS1ax: Multi-classed* & 1e-specific Races			
1	cleric	human	1	cleric	half-elf
2	cleric	human	2	cleric	half-orc
3	druid	elf	3	cleric/fighter	half-elf
4	druid	human	4	cleric/fighter	half-orc
5	druid	human	5	[1=C/F/MU, 2=C/R, 3=C/MU]	half-elf
6	fighter	dwarf	6	[1=C/T, 2=C/A]	half-orc
7	fighter	elf	7	druid	half-elf
8	fighter	halfling	8	fighter	half-elf
9	fighter	human	9	fighter	gnome
10	fighter	human	10	fighter	half-orc
11	paladin	human	11	fighter/magic-user	elf
12	ranger	human	12	fighter/magic-user	half-elf
13	magic-user	elf	13	fighter/illusionist	gnome
14	magic-user	human	14	fighter/thief	dwarf
15	magic-user	human	15	fighter/thief	elf
16	illusionist	human	16	fighter/thief	gnome
17	thief	dwarf	17	fighter/thief	half-elf
18	thief	elf	18	fighter/thief	halfling
19	thief	halfling	19	[1=F/T, 2=F/A]	half-orc
20	thief	human	20	fighter/MU/thief	[1=elf, 2=half-elf]
21	thief	human	21	ranger	half-elf
22	assassin	dwarf	22	magic-user	half-elf
23	assassin	elf	23	magic-user/thief	elf
24	assassin	halfling	24	magic-user/thief	half-elf
25	assassin	human	25	illusionist	gnome
26	assassin	human	26	illusionist/thief	gnome
27	monk	human	27	thief	gnome
28	roll on CLS1ax [†] or reroll ^{††}	human	28	thief	half-elf
29	roll on CLS1ax [†] or reroll ^{††}	human	29	thief	half-orc
30	roll on CLS1ax [†] or reroll ^{††}	human	30	assassin	[1=gnome, 2=half-elf, 3=half-orc]

† = for 1e; †† = for Oe

CLS2: ALIGNMENT*, SEX AND CLASS LEVEL**

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

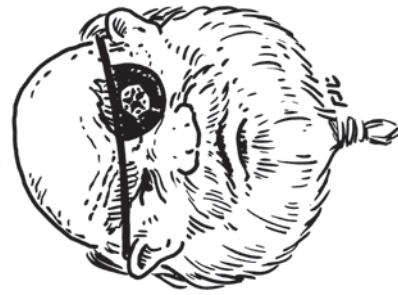
† For multi-classed characters: use the level result from **CLS2** for the first class listed. Roll 1d5 for each additional class to determine the level adjustment for that class.

roll adj.

- 1 = -2
- 2 = -1
- 3 = ±0
- 4 = +1
- 5 = +2

* For 1e, roll additional 1d3 for character's secondary alignment variation [1=/good, 2=/neutral, 3=/evil]. Adjust for class if necessary.

** Choose a range of 5 levels appropriate to the campaign (or the encounter), where:
 -2 = the 1st of those 5 levels
 -1 = the 2nd of those 5 levels
 ±0 = the 3rd of those 5 levels
 +1 = the 4th of those 5 levels
 +2 = the 5th of those 5 levels



Classed NPCs: Quick Ability Score Generation

Determines ability scores for classed NPCs (based on class prime requisites) or for non-classed NPCs (by general type, or by race/sex).

ABILITY SCORE "SLOTS"

Based on the character's class/type/race, roll 1d30 for each ability using the "Ability Score Generation Scales" (at bottom), referencing each roll against the scale (A/B/C/D) noted for that ability to determine its score.

CLASSED CHARACTERS (including BX "race" classes)

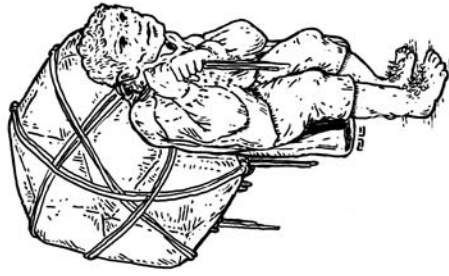
Class	STR INT WIS DEX CON CHA					Type**	STR INT WIS DEX CON CHA					ABILITY SCORES BY RACE/SEX								
	STR	INT	WIS	DEX	CON		CHA	STR	INT	WIS	DEX	CON	CHA	Race, Sex	STR	INT	WIS	DEX	CON	CHA
cleric	A/B*	C	A	B	B/A*	C	alchemist	D	A	B	A	C	C	dwarf, female	B	C	C	B	C	B
druid	B	C	A	A	B	C	blacksmith	A	B	C	B	A	B	dwarf, male	A	C	C	B	A	C
fighter/dwarf	A	C	B	B/A*	A/B*	C	captain/navigator	C	B	A	C	C	B	human, female	C	C	C	C	D	C
paladin/elf	A	A	B	B/C*	C/B*	C	man-at-arms	B	C	C	B	B	C	human, male	B	C	C	C	C	C
ranger	B	B	A	C	A	C	master merchant	C	C	B	C	D	A	elf, female	D	B	B	C	A	B
magic-user	B	A	C	A	B	C	sailor	B	B	B	B	D	D	elf, male	C	B	B	A	B	B
illusionist	C	A	C	A	B	B	sage (C)	C	A	B	B	C	C	half-elf, female	C	B	C	A	B	B
thief/halfling	B	A	C	A	C	B	sage (MU)	C	A	A	B	C	C	half-elf, male	B	B	C	A	C	B
assassin	A	A	C	A	C	C	sage (MU/C)	C	A	A	B	B	C	halfling, female	D	C	D	B	C	C
monk	A	C	A	A	B	C	spy	C	A	B	A	B	A	halfling, male	C	C	B	B	C	C

* If using the higher letter on one ability, use the lower letter on the other ability, and vice versa.

** All assumed to be human.

ABILITY SCORE GENERATION SCALES

Scale	Aptitude	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
A	exceptional	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	
B	above average	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13
C	average	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
D	below average	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7



Classed NPCs: Quick Character Inventory

Provides one-roll determination for a character's armor, weapon(s), and class-specific equipment & inventory, based on character class.

FOR CLASSES IN THIS TOP ROW: Roll 1d30. Use 1s digit on class tables to determine weapon and shield type. Use 10s digit on "Armor Table" to determine armor type. Roll for "2nd Weapon" only when indicated.

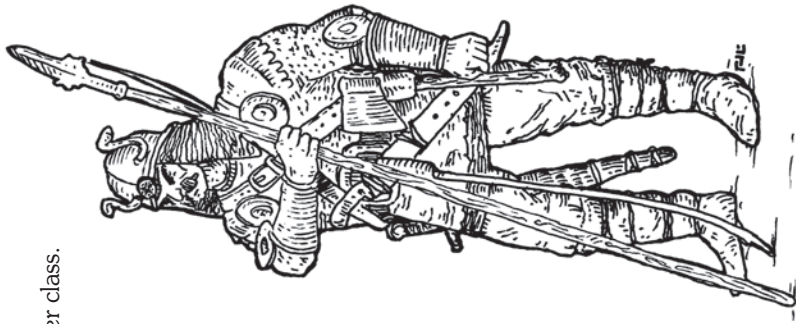
FIGHTER/PALADIN [†]		RANGER/ELF ^{†*}		DWARF ^{†*}		HALFLING ^{†*}		ARMOR TYPE	
1s Weapon	Shield	1s Weapon	Shield	1s Weapon	Shield	1s Weapon	Shield	10s Digit: Type	10s Digit: Type
1 axe, battle	no ¹	1 bow, long	no	1 axe, hand	no	1 axe, hand	no	1-10 leather	1-10 leather
2 hammer, war	no ¹	2 bow, short	no	2 axe, throwing	no	2 bow, short	no	11-20 chain	11-20 chain
3 sword, broad	no ¹	3 dagger	no	3 hammer, war	no	3 crossbow	no	21-30 plate	21-30 plate
4 sword, long	no ¹	4 sword, short	no	4 mace	no	4 dagger	no		
5 sword, 2-handed	no ¹	5 sword, long	no	5 sword	no	5 mace	no	2ND WEAPON[†]	10s Digit: Type
6 pole arm, 2-handed	no ¹	6 bow, long	yes	6 axe, hand	yes	6 sword (short)	no		
7 axe, battle	yes	7 bow, short	yes	7 axe, throwing	yes	7 axe, hand	yes		
8 hammer, war	yes	8 dagger	yes	8 hammer, war	yes	8 dagger	yes		
9 sword, broad	yes	9 sword, short	yes	9 mace	yes	9 mace	yes		
0 sword, long	yes	0 sword, long	yes	0 sword	yes	0 sword (short)	yes		

¹ fighters w/out shield have 50% chance to own second weapon; roll 1d30 on "2nd Weapon" sub-table, using 10s digit to determine 2nd weapon type
^{*} elves, dwarves, and halflings = BX only
[†] use "Armor Type" sub-table to determine armor type from same roll

FOR CLASSES IN THIS BOTTOM ROW: Roll 1d30, using 1s and 10s digits as indicated by class type (except druids and monks, which use 1s digit only).

CLERIC		DRUID		MAGIC-USER/ILLUSIONIST		THIEF/ASSASSIN ^{**}		MONK	
1s Weapon	Armor	10s Digit: Add-on	1s Weapon	Armor	1s Weapon	Armor ^{††}	10s Digit: Other	10s Digit: Other	1s Weapon
1 club	leather	1-10 shield	1 club	none	1 bo staff	1-10 parchment	1 club	none	1 bo staff
2 mace	leather	11-20 holy symbol	2 dagger	none	2 dagger	11-20 quill & ink	2 dagger	none	2 club
3 hammer	leather	21-30 holy water	3 hammer	none	3 jo staff	21-30 parchment, quill & ink	3 sword, broad	none	3 crossbow
4 club	chain		4 spear	none	4 dagger + bo staff		4 sword, short	none	4 dagger
5 mace	chain		5 staff	none	5 dagger + jo staff		5 sword, long	none	5 hand axe
6 hammer	chain		6 club	leather	6 dagger + darts		6 club	leather	6 javelin
7 club	plate		7 dagger	leather	7 bo staff + darts		7 dagger	leather	7 jo staff
8 mace	plate		8 hammer	leather	8 jo staff + darts		8 sword, broad	leather	8 polearm
9 hammer	plate		9 spear	leather	9 dagger + bo staff + darts		9 sword, short	leather	9 spear
0 sling	leather		0 staff	leather	0 dagger + jo staff + darts		0 sword, long	leather	0 staff

^{**} all thieves are assumed to have thieves' tools
^{††} additional 50% chance assassin has shield



Classed NPCs: Quick Magic Item Determination

CLERICS

- Levels 1-3:** 1 roll on column I
Levels 4-6: 1 roll each on columns I and II
Levels 7-9: Weapon + Armor + 1 roll on III
Levels 10+: Weapon + Armor + 1 roll each on II and IV

	I	II	III	IV
1-10	Weapon	Misc. I	Misc. II	Misc. II
11-20	Armor	Potions I	Potions II	Potions II
21-30	Misc. I	Rings I	Cleric	Cleric

FIGHTERS/DWARVES

- Levels 1-3:** 1 roll on column I
Levels 4-6: 1 roll each on columns I and II
Levels 7-9: Weapon + Armor + 1 roll on III
Levels 10+: Weapon + Armor + 1 roll on IV

	I	II	III	IV
1-10	Weapon	Misc. I	Potions I	Potions II
11-20	Armor	Rings I	Rings I	Rings II
21-30	Misc. I	Potions I	Fighter	Fighter

MAGIC-USERS/ELVES

- Levels 1-3:** 1 roll on column I
Levels 4-6: 1 roll each on columns I and II
Levels 7-9: Weapon^M + Ring^P + 1 roll each on I and III
Levels 10+: Weapon^M + Ring^P + 1 roll each on III and IV

	I	II	III	IV
1-10	Misc. I	Rings I	Misc. II	Misc. II
11-20	Rings I	Potions I	Potions II	Rings II
21-30	Potions I	Wands I	Wands I	Wands II

THIEVES/HALFLINGS

- Levels 1-3:** 1 roll on column I
Levels 4-6: 1 roll each on columns I and II
Levels 7-9: Weapon + Armor + 1 roll on III
Levels 10+: Weapon + Armor + 1 roll on IV

	I	II	III	IV
1-10	Weapon	Misc. I	Misc. II	Misc. II
11-20	Armor	Potions I	Swords	Swords
21-30	Misc. I	Rings I	Potions I	Potions II

WEAPON

convert NPC's main weapon to a +1 item.

RINGS I

1	control, animal
2	feather falling
3	fire resistance
4	free action
5	invisibility
6	protection, +1
7	swimming
8	telekinesis
9	warmth
0	water walking

RINGS II

1	control, plant
2	control, human
3	control, undead
4	djinni summoning
5	invisibility
6	protect. +1, 5' radius
7	regeneration
8	spell storing
9	spell turning
0	x-ray vision

SWORDS[#]

1	+1, +2 vs. lycan.
2	+1, +2 vs. dragons
3	+1, +2 vs. enchanted
4	+1, +2 vs. regenerating
5	+1, +2 vs. spell users
6	+1, +2 vs. undead
7	+1, flaming
8	+1, light (30' radius)
9	+1, locate object
0	+2

ARMOR

convert NPC's armor (or shield) to a +1 item; NPCs originally without armor (per p.40) receive minimum allowable armor for that class, as a +1 item

WANDS I

1	charm (person)
2	fear
3	illusion
4	magic missiles
5	webs
6	trap detection
7	enemy detection
8	magic detection
9	metal detection
0	secret door detection

WANDS II

1	cold/frost [*]
2	charm (monster)
3	fireballs/fire [*]
4	illusion
5	lightning (bolts)
6	negation
7	paralyzation
8	polymorphing
9	(staff of) striking
0	(ring of) spell storing

FIGHTER

1	boots, speed
2	boots, levitation
3	gauntlets, ogre strength
4	girdle, giant strength
5	elven cloak & boots
6	helm of telepathy
7	horn of blasting
8	ring, protection +2
9	ring, regeneration
0	bracers, defense (AC7)

POTIONS I

1	diminution
2	climbing
3	cold resistance
4	ESP
5	fire resistance
6	gaseous form
7	growth
8	healing
9	invisibility
0	levitation

POTIONS II

1	clairaudience
2	clairvoyance
3	control animal
4	control person
5	control undead
6	giant strength
7	heroism
8	invulnerability
9	polymorph self
0	speed

CLERIC

1	staff, healing
2	staff, snake
3	staff, commanding
4	staff, curing
5	staff, striking
6	staff, turning (undead)
7	mace of disruption
8	sling of seeking
9	ring, regeneration
0	ring, spell storing ^c

MISC. I

1	bag of holding
2	bracers of defense (AC8)
3	brooch of shielding
4	broom of flying
5	elven boots
6	elven cloak
7	ring of protection +1
8	rope of climbing
9	roll d10 on Potions I
0	roll d10 on Rings I

MISC. II

1	amulet, vs. spying ^A
2	bracers of defense (AC7)
3	boots of levitation
4	boots of speed
5	elven cloak & boots
6	displacer cloak
7	flying carpet
8	helm of reading ^B
9	horn, blasting
0	medallion of ESP

Footnotes

- * left of slash = BX/
 right of slash = 1e
^A vs. crystal balls & ESP
^B languages & magic
^C stores cleric spells only
^M 1st weapon only,
 if more than 1 listed
^P +1 ring of protection
[#] roll additional
 1d3 for type [**1**=short,
2=broad, **3**=long];
 halflings = always short;
 dwarves may substitute
 axe of same type

NPC Occupations

Creates 2,430,000 variations of freeman NPCs.

NPC01: RACE, SEX & OCCUPATION TYPE

1s Digit: Race, Sex 10s Digit: Occupation

1 dwarf, female	1-10 merchant (roll on table NPC02a)
2 dwarf, male	11-20 tradesman (roll on table NPC02b)
3 human, female	21-30 misc. (roll on table NPC02c)
4 human, male	
5 elf, female	
6 elf, male	
7 half-elf, female	
8 half-elf, male	
9 halfling, female	
0 halfling, male	

NPC02: OCCUPATION

NPC02a: Merchant NPC02b: Trade NPC02c: Misc.

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

NPC04: TEMPERAMENT

1 aspiring
2 acquisitive
3 adventurous
4 ambitious
5 careful
6 conniving
7 covetous
8 deceitful
9 destructive
10 dispassionate
11 enterprising
12 generous
13 greedy
14 helpful
15 humanitarian
16 impetuous
17 inquisitive
18 logical
19 lustful
20 malicious
21 obliging
22 philanthropic
23 protective
24 reckless
25 scheming
26 shrewd
27 status-seeker
28 treacherous
29 underhanded
30 vindictive

NPC03: EMPLOY & OFFERING/ABILITY

1s Digit: Employ 10s Digit: Offering/Ability

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



Nobles and Noble Household Personnel

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

NPCN1: NPC NOBLES

Male

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

Female

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

NPCN2: RELATION TO KING

1s Type

1	brother/sister
2	uncle/aunt
3	nephew/niece
4	first cousin
5	second cousin
6	third cousin
7	first cousin, once removed
8	second cousin, once removed
9	second cousin, once removed
0	adopted sibling

10s Digit: Degree

1-10	direct relation
11-20	spouse of (in-law)
21-30	family friend (ignore 1s digit)

NPCN: NOBLE HOUSEHOLD OFFICERS

1	administration	steward	estate administration
2	administration	constable	warden/governor
3	administration	marshal	horses, grooms, pages
4	administration	master-at-arms	arms & discipline
5	administration	chamberlain	chambers
6	administration	wardrobe	clothing & domestic items
7	administration	bailliff	peasant laborers
8	administration	clerk	accounts
9	administration	reeve	work supervisor
10	administration	chancellor	secretary to noble
11	food and drink	kitchen steward	food & drink staff
12	food and drink	pantry	pantry
13	food and drink	butler	drink/buttery
14	food and drink	confectioner	confectionery
15	food and drink	cook	food preparation
16	food and drink	cellarer	cellar/wine
17	food and drink	poulterer	poultry
18	food and drink	spicer	spices/spicery
19	food and drink	larder	larder
20	food and drink	scaldier	animal carcasses & utensils
21	food and drink	saucery	sauces & cooking assistance
22	other/miscellaneous	scullion	wash (dishes/kitchen)
23	other/miscellaneous	chandler	wax/candles
24	other/miscellaneous	ewer	water & drinking vessels
25	other/miscellaneous	laundry	wash/store clothes
26	other/miscellaneous	napery	wash/store linens
27	other/miscellaneous	veneur	hunting animals
28	religious/clergy	chaplain	chapel & daily services
29	religious/clergy	confessor	spiritual needs/confessions
30	religious/clergy	almoner	collects & dispenses to poor

NPCT: TEACHERS TO NOBLE TYPES

1	etiquette
2	courtly love
3	clothing/dress
4	music
5	dance
6	aesthetics
7	reading/writing
8	calligraphy
9	illumination
10	languages
11	speaking
12	cultures
13	geography
14	theology
15	philosophy
16	law
17	history
18	heraldry
19	strategy
20	astronomy
21	archery
22	swordsmanship
23	horsemanship
24	hunting
25	hawking
26	dog trainer (hounds)*
27	hawk trainer*
28	horse trainer*
29	elephant trainer*
30	fantastic/other† trainer*

NPCJ: MISC. CASTLE JOBS

1	barber
2	blacksmith
3	bowyer
4	candlemaker
5	carpenter
6	chambermaid
7	clothier
8	cook
9	driver
10	dyer
11	fletcher
12	gardener
13	glazier
14	hayward
15	herbalist
16	herald
17	houseboy
18	messenger
19	minstrel
20	nursemaid
21	painter
22	page
23	physician
24	porter
25	potter
26	scribe
27	shoemaker
28	spinster
29	valet
30	weaver

* trainer of animals (not persons)

† other/fantastic animal type (e.g., bear, hippogriff, etc.)

Sage Generator

Generates a sage in only 4 rolls, including all major/minor areas of expertise. (Ability scores, spells known, and languages known must be determined separately.)

1 Roll 1d30 once on SG1

to determine sage's:

- major field of study
- additional minor fields of study
- number of specialties within the sage's major field of study

2 Roll 1d30 once on SG2

using the column header matching the sage's Major Field (per SG1), to determine sage's minor fields of study (ignoring the second notation if the sage possesses only 1 minor field of study).

KEY TO SG2

HK = humankind
 DH = demi-humankind
 HG = humanoids & giants
 FA = fauna
 FL = flora
 PU = physical universe
 SU = supernatural & unusual

3 Roll 1d30 on SG3

to determine sage's specialties in major field as prescribed by the instructions on that table.

4 Determine sage's

ability scores per "Specific NPC Types" on p.39. Actual class (cleric, magic-user, or cleric/magic-user) at DM's discretion based on sage's areas of expertise.

1 SG1: AREAS OF EXPERTISE

Roll	Major Field	Minor Fields	Specialties
1	physical universe	1	2
2	physical universe	2	3
3	physical universe	2	4
4	fauna	1	2
5	fauna	2	3
6	fauna	2	4
7	humanoids & giantkind	1	2
8	humanoids & giantkind	1	3
9	humanoids & giantkind	1	4
10	demi-humankind	1	2
11	demi-humankind	1	3
12	demi-humankind	1	4
13	humankind	1	2
14	humankind	2	2
15	humankind	1	3
16	humankind	2	3
17	humankind	1	4
18	humankind	2	4
19	demi-humankind	2	2
20	demi-humankind	2	3
21	demi-humankind	2	4
22	humanoids & giantkind	2	2
23	humanoids & giantkind	2	3
24	humanoids & giantkind	2	4
25	flora	1	2
26	flora	2	3
27	flora	2	4
28	supernatural & unusual	1	2
29	supernatural & unusual	2	3
30	supernatural & unusual	2	4

2 SG2: MINOR FIELDS OF STUDY (BY MAJOR FIELD)

Roll	HK	DH	HG	FA	FL	PU	SU
1	DH/HG	HK/HG	HK/DH	HK/DH	HK/DH	HK/DH	HK/DH
2	DH/FA	HK/FA	HK/FA	HK/HG	HK/HG	HK/HG	HK/HG
3	DH/FL	HK/FL	HK/FL	HK/FL	HK/FA	HK/FA	HK/FA
4	DH/PU	HK/PU	HK/PU	HK/PU	HK/PU	HK/FL	HK/FL
5	DH/SU	HK/SU	HK/SU	HK/SU	HK/SU	HK/SU	HK/PU
6	HG/FA	HG/FA	DH/FA	DH/HG	DH/HG	DH/HG	DH/HG
7	HG/FL	HG/FL	DH/FL	DH/FL	DH/FA	DH/FA	DH/FA
8	HG/PU	HG/PU	DH/PU	DH/PU	DH/PU	DH/FL	DH/FL
9	HG/SU	HG/SU	DH/SU	DH/SU	DH/SU	DH/SU	DH/PU
10	FA/FL	FA/FL	FA/FL	HG/FL	HG/FA	HG/FA	HG/FA
11	FA/PU	FA/PU	FA/PU	HG/PU	HG/PU	HG/FL	HG/FL
12	FA/SU	FA/SU	FA/SU	HG/SU	HG/SU	HG/SU	HG/PU
13	FL/PU	FL/PU	FL/PU	FL/PU	FA/PU	FA/FL	FA/FL
14	FL/SU	FL/SU	FL/SU	FL/SU	FA/SU	FA/SU	FA/PU
15	PU/SU	PU/SU	PU/SU	PU/SU	PU/SU	FL/SU	FL/PU
16	SU/PU	SU/PU	SU/PU	SU/PU	SU/PU	SU/FL	PU/FL
17	SU/FL	SU/FL	SU/FL	SU/FL	SU/FA	SU/FA	PU/FA
18	PU/FL	PU/FL	PU/FL	PU/FL	PU/FA	FL/FA	FL/FA
19	SU/FA	SU/FA	SU/FA	SU/HG	SU/HG	SU/HG	PU/HG
20	PU/FA	PU/FA	PU/FA	PU/HG	PU/HG	FL/HG	FL/HG
21	FL/FA	FL/FA	FL/FA	FL/HG	FA/HG	FA/HG	FA/HG
22	SU/HG	SU/HG	SU/DH	SU/DH	SU/DH	SU/DH	PU/DH
23	PU/HG	PU/HG	PU/DH	PU/DH	PU/DH	FL/DH	FL/DH
24	FL/HG	FL/HG	FL/DH	FL/DH	FA/DA	FA/DA	FA/DA
25	FA/HG	FA/HG	FA/DH	HG/DH	HG/DH	HG/DH	HG/DH
26	SU/DH	SU/HK	SU/HK	SU/HK	SU/HK	SU/HK	PU/HK
27	PU/DH	PU/HK	PU/HK	PU/HK	PU/HK	FL/HK	FL/HK
28	FL/DH	FL/HK	FL/HK	FL/HK	FA/HK	FA/HK	FA/HK
29	FA/DH	FA/HK	FA/HK	HG/HK	HG/HK	HG/HK	HG/HK
30	HG/DH	HG/HK	DH/HK	DH/HK	DH/HK	DH/HK	DH/HK

Sage Generator (Cont.)

3 SG3: MAJOR FIELD SPECIALTIES

Roll an initial 1d30 (rerolling on 29 or 30) and use that result to determine which column to use on the table below. Make a second 1d30 roll to retrieve a result-set from that column—using only as many places (reading from left to right) as the sage has “Specialties” (per SG1). Select numbered specialties indicated by result-set from table matching sage’s Major Field (at right).

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

HUMANKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & genealogy
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

DEMI-HUMANKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & genealogy
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

HUMANOID & GIANTKIND

- 1 art & music
- 2 biology & anatomy
- 3 demography
- 4 history & genealogy
- 5 languages
- 6 legends, lore & myth
- 7 law & customs
- 8 philosophy & ethics
- 9 sociology & politics
- 0 theology & religion

FAUNA

- 1 amphibians
- 2 arachnids
- 3 avians
- 4 cephalopods & echinoderma
- 5 crustaceans & mollusks
- 6 ichthyoids
- 7 insects
- 8 mammals
- 9 marsupials
- 0 reptiles

FLORA

- 1 algae & lichen
- 2 bacterial flora
- 3 bushes & shrubs
- 4 flowers
- 5 fungi
- 6 grasses & grains
- 7 herbs
- 8 mosses & ferns
- 9 trees
- 0 weeds

SUPERNATURAL & UNUSUAL

- 1 astrology & numerology
- 2 cryptography
- 3 divination
- 4 dweomer/craft
- 5 heraldy, signs & symbols
- 6 medicine
- 7 metaphysics
- 8 planes (inner)
- 9 planes (outer)
- 0 runes & sigils

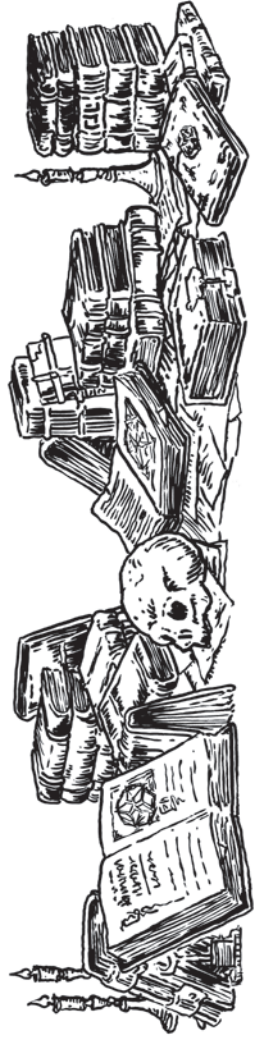
PHYSICAL UNIVERSE

- 1 architecture & engineering
- 2 astronomy
- 3 chemistry
- 4 geography
- 5 geology & mineralogy
- 6 mathematics
- 7 meteorology & climatology
- 8 oceanography
- 9 physics
- 0 topography & cartography

CHANCE-IN-30 OF SAGE ANSWERING QUESTION

Roll initial 1d3 to determine target chance within given range.

Question is	Exacting	Specific	General
in specialty field	21-23	24-26	27-29
in major field	8-10	16-18	21-23
in minor field	4-6	10-12	15-17
out of fields	—	3-5	11-13



NPC Physical Traits

NPCA1: BODY	NPCA2: SKIN	NPCA3: FACE	NPCA4: EYE COLOR	NPCA5: HAIR COLOR	NPCA6: HAIR LENGTH/APPEARANCE
1 barrel-chested	1 alabaster	1 baby-faced	1 amethyst	1 black	Resulting Length* cropped over ears to chin to collar long 1 2 3 4 5 straight 6 7 8 9 10 curly 11 12 13 14 15 wavy 16 17 18 19 20 bushy 21 22 23 24 25 wild 26 27 28 29 30 matted There is a 1-in-30 chance a male will be bald or balding. Roll an additional 1d3 [1 =completely bald, 2 =partially bald, 3 =thinning/scalp showing]. NPCA7: FACIAL HAIR (MEN ONLY/OPTIONAL) Chance-in-30 of facial hair at DM's discretion. 1s Digit: Type 10s Digit: Grooming 1 moustache 1-10 neglected (unkempt) 2 goatee 11-20 poor (stubbly/long) 3 van dyke 21-30 good (clean) 4 mouche ("soul patch") 5 chin curtain 6 neck beard 7 forked beard 8 full beard 9 sideburns 0 mutton-chops
2 beefy	2 amber	2 craggy	2 aqua, bright	2 soft black	
3 big	3 beige, light	3 fresh-faced	3 aqua, medium	3 dark brown	
4 brawny	4 beige, med.	4 full-face	4 aqua, dark	4 dark chestnut	
5 built	5 beige, dark	5 furrowed	5 blue, light	5 dark ash brown	
6 bullnecked	6 beige, golden	6 good-looking	6 blue, medium	6 medium brown	
7 burly	7 bisque	7 handsome	7 blue, deep	7 med. chestnut brown	
8 coltish	8 bronze, light	8 hatchet-faced	8 blue, sapphire	8 medium ash brown	
9 compact	9 bronze, med.	9 lived-in	9 blue, steel	9 light golden brown	
10 full	10 bronze, dark	10 sculpted	10 brown, dark	10 dark golden blonde	
11 gangly	11 chestnut	11 chin, cleft	11 brown, medium	11 light chestnut brown	
12 heavily built	12 cocoa, light	12 chin, weak	12 brown, light	12 wheat blonde	
13 heavy-set	13 cocoa, med.	13 cheeks, chubby	13 brown, chestnut	13 honey blonde	
14 herculean	14 cocoa, dark	14 cheeks, dimpled	14 green, light	14 light ash brown	
15 husky	15 golden, light	15 eyes, almond	15 green, medium	15 light blonde	
16 lanky	16 golden, med.	16 eyes, bulging	16 green, dark	16 golden blonde	
17 paunchy	17 golden, dark	17 eyes, round	17 green, jade	17 light blonde	
18 pear-shaped	18 honey, light	18 eyes, narrow	18 gray, pearl	18 strawberry blonde	
19 pigeon-chested	19 honey, med.	19 features, chiseled	19 gray, light	19 light copper blonde	
20 slight	20 honey, dark	20 features, fine	20 gray, medium	20 light auburn	
21 solid	21 milky white	21 features, narrow	21 honey, light	21 medium auburn	
22 statuesque	22 porcelain	22 features, odd	22 honey, medium	22 bright copper brown	
23 stocky	23 rosy	23 features, weak	23 hazel brown	23 mahogany	
24 stooped	24 ruddy	24 lips, full	24 hazel, green	24 copper chestnut	
25 strapping	25 russet	25 lips, thick	25 periwinkle	25 dark auburn	
26 taut	26 tan, light	26 lips, thin	26 lavender	26 dark wine	
27 thickset	27 tan, medium	27 nose, hook	27 pink	27 mix: blonde/ash	
28 well-built	28 tan, dark	28 nose, long	28 plum	28 mix: blonde/copper	
29 wide	29 tan, golden	29 nose, snub	29 violet, light	29 mix: brown/auburn	
30 willowy	30 tawny	30 nose, turned-up	30 violet, dark	30 mix: wine/dk. brown	

NPC Persona & Behavior

NPCB1: MOTIVATION*	NPCB2: PERSONAL INSPIRATION	NPCB3: PERSONALITY	NPCB4: QUIRKY BEHAVIOR	NPCB5: BAD HABITS
1 avoiding past	1 accomplishments of key figure	1 anxious	1 allergic to everything	1-2 bad manners
2 avoiding duty	2 challenge overcome (in past)	2 arrogant	2 claustrophobic	3-4 bad temper
3 avoiding responsibility	3 covenant/promise made	3 austere	3 clumsy	5-6 bias
4 duty, general	4 event witnessed - childhood	4 blasé	4 compulsive truth-teller	7-8 cynicism
5 duty, group	5 event witnessed - adolescence	5 boastful	5 fear of birds	9-10 distrust
6 duty, family member	6 event witnessed - recent	6 calm	6 fear of blood	11-12 envy
7 goal, personal	7 example of others (general)	7 cheerful	7 fear of bugs	13-14 guilt/ing others
8 goal, for other	8 friend/acquaintance	8 confused	8 fear of the dark	15-16 ingratitude
9 glory	9 great leader	9 considerate	9 fear of fire	17-18 insensitivity
10 greed	10 mentor - childhood*	10 distressed	10 fear of magic	19-20 jealousy
11 honor	11 mentor - adolescence*	11 effervescent	11 fear of snakes	21-22 manipulation
12 impress someone	12 mentor - current	12 eloquent	12 fear of water	23-24 negativity
13 knowledge, general	13 philosophical writings/beliefs	13 energetic	13 gambling addiction	25-26 prejudice (e.g., elves)
14 knowledge, specific	14 prophecy	14 fanciful	14 greedy/covetous	27-28 pride
15 on the run	15 relative, distant - same generation	15 fidgety	15 insomniac	29-30 prying
16 psychopath	16 relative, distant - prev. generation**	16 glum	16 know-it-all	NPCB6: BURDENS
17 pursuit	17 relative, close - same generation	17 jovial	17 lacks empathy	odd =occasional, even =constant
18 redemption	18 relative, close - prev. generation**	18 loquacious	18 nosy	1-2 anxiety
19 reputation, earn	19 religious writings/beliefs*	19 meek	19 obsessive-compulsive	3-4 fear, helplessness
20 reputation, protect	20 sense of destiny	20 moody	20 packrat	5-6 fear, failure
21 rivalry	21 serendipitous "signs" (ongoing)	21 mysterious	21 paranoid	7-8 guilt, general
22 seek lost item	22 story/stories of legend (general)	22 polite	22 pathological liar	9-10 guilt, past bad act
23 solve mystery/question	23 story/stories of a particular hero	23 prim/proper	23 pyromaniac	11-12 guilt, unfulfilled promise
24 teach/mentor	24 visions, symbolic - childhood	24 relaxed	24 religious zealot	13-14 heartbreak
25 thrill seeking	25 visions, symbolic - adolescence	25 serious	25 stutters	15-16 nightmares
26 uphold good	26 visions, symbolic - current	26 strange/affected	26 suicidal	17-18 paranoia
27 unwanted involvement	27 visions, deity/spirit - childhood	27 suspicious	27 superstitious	19-20 sense of abandonment
28 vengeance	28 visions, deity/spirit - adolescence	28 unfriendly	28 substance addiction	21-22 sense of alienation
29 wanderer	29 visions, deity/spirit - current	29 vacant	29 unrealistic/daydreamer	23-24 sense of despair
30 win affections (love)	30 visions, mentor (deceased) - current	30 withdrawn	30 zones out	25-26 sense of detachment
				27-28 sense of longing
				29-30 sense of worthlessness

* may be adjusted according to result on NPCB2
 ** 2-in-3 chance mentor is deceased
 *** roll 1d6 to determine # of generations in distance (e.g., 2=parents' generation)

NPC Background, Eccentricities, and Talents

NPCC1: PARENT(S)	NPCC2: ADDITIONAL FAMILY INFORMATION	NPCC3: PERSONAL LIFE	NPCC4: ECCENTRICITIES	NPCC4: TALENTS
1 adventurer	1 remembers nothing of family or youth*	1 belongs to secret cult	1 ambidextrous	1 acupuncture
2 artist/performer	2 from enormous family, has 15+1d15 brothers/sisters	2 blind	2 blabbermouth	2 body painting
3 baker	3 was stolen as a child and ransomed back to family	3 broke a great vow	3 blinks a lot	3 bureaucracy
4 bard	4 was left on parents' doorstep and raised as their own	4 cares for disabled relative	4 calls all by a nickname	4 calligraphy
5 beast master	5 illegitimate child of a king; has 1d30 half-brothers/sisters	5 color blind	5 changes deity constantly	5 cheating at cards
6 carpenter	6 raised by mother in the brothel where she worked*	6 deaf	6 crass vocabulary	6 cider making
7 cobbler	7 orphaned by natural parents, raised by wicked step-parents	7 has multiple spouses	7 crossdresser	7 disguise
8 criminal	8 sold into slavery as a child, escaped, grew up by own wits	8 hates his/her life	8 does "voices"	8 etiquette/protocol
9 drifter	9 parent(s) killed by (fill in monster)†	9 held in high regard	9 double-jointed	9 flower arranging
10 farmer	10 entire family (except character) are now undead	10 hides a dark secret	10 fidgets with jewelry	10 folklore
11 fisherman	11 parent(s) killed by criminal†	11 illiterate	11 gestures incessantly	11 genealogy
12 forester	12 entire family in hiding, being stalked out of revenge	12 is being stalked	12 keeps many animals	12 good at games
13 herder	13 parent(s) killed by religious sect†	13 knows many clerics	13 lecherous	13 good at riddles
14 innkeeper	14 entire family purportedly cursed by high-level evil cleric	14 knows many magic-users	14 mumbles	14 good with dogs
15 leatherworker	15 everyone else in family in cult	15 knows many thieves	15 narcoleptic	15 good with horses
16 mason	16 everyone in family eventually goes insane	16 lives a secret life	16 poor hygiene	16 heraldry
17 miner	17 parents were pillars of their community	17 missing eye (eyepatch)	17 prone to migraines	17 historian
18 noble	18 parents were well-known swindlers	18 missing digit (finger)	18 no attention span	18 knows a lot of jokes
19 peasant	19 parents were actually spies (50% chance character knows)	19 missing limb (arm/leg)	19 no short term memory	19 letter writing
20 potter	20 mother was assassinated at jealous noble's behest	20 no memory of childhood	20 no sense of direction	20 lip reading
21 priest	21 father was a noble, had title stripped after "incident"	21 no use of one arm	21 prays before <u>all</u> decisions	21 ornithology
22 sage/sailor	22 father was executed (rightfully; his crime was unspeakable)	22 owes someone a "favor"	22 self-congratulatory	22 paper folding
23 scholar	23 father was executed wrongfully (he was innocent)	23 publicly shamed	23 speaks gibberish	23 parlor tricks
24 scribe	24 sibling was given (at birth) to high-level MU to honor a debt	24 reputation, bad	24 speaks in third person	24 reading body language
25 merchant	25 has identical twin, same class	25 reputation, good	25 talks in rhyme	25 relaxation techniques
26 military officer	26 has identical twin, different class/profession	26 scarred	26 talks out of their ass	26 rowing
27 soldier	27 fraternal twin, same sex, character lives in twin's shadow	27 severely in debt	27 talks to inanimate objects	27 sexual techniques
28 tax collector	28 fraternal twin, same sex, twin lives in character's shadow	28 speaks many languages	28 talks with mouth full	28 storytelling
29 weaver	29 fraternal twin, different sex, character lives in twin's shadow	29 tattooed/marked	29 whistles incessantly	29 tobacco connoisseur
30 woodworker	30 fraternal twin, different sex, twin lives in character's shadow	30 walks with limp	30 yawns a lot	30 whittling

* parent(s) from NPCC1 still applicable, but unknown to character
 † roll additional 1d3 **1**=raised by aunt/uncle, **2**=raised in orphanage, **3**=grew up on the streets/by own wits

NPC Language Determination

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

LNGB: SUGGESTED SETS OF LANGUAGE SUBTABLES

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

LNGB: LANGUAGE SUBTABLES

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

BY CLASS

	01-10	10-20	21-30
cleric	humanoid I	humanoid II	chimera
druid	sylvan	aquatic I	chimera
fighter	humanoid I	humanoid II	giant I
ranger	humanoid I	sylvan	giant I
paladin	human†	humanoid I	dragon
magic-user	humanoid I	sylvan	dragon
illusionist	humanoid I	humanoid II	humanoid III
thief	human†	humanoid I	humanoid II
assassin	human†	humanoid II	reptile

NPCs/OTHER

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

† no subtable; choose human foreign language (at DM's discretion)

†† if resulting language = character/creature's alignment, use inverse of result; if character/creature alignment and result are both true neutral, treat result as both lawful good and chaotic evil (2 languages)

* koalinh = aquatic hobgoblins

** kopoacinh = aquatic gargoyles

Henchmen/Hirelings Recruitment

Recruitment is subject to a variety of influences that affect the number of respondents. The chart on this page allows the DM to shift columns (left and right) based on circumstances that may make recruitment more or less successful. (See suggested modifiers on next page.)

HHRR: RECRUITMENT RESPONDENTS

Less Favorable ← ——— CONDITIONS FOR RECRUITMENT ———> More Favorable

Roll	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	±0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	Roll
1	-	-	-	-	-	-	-	-	-	-	-	-	1	1	2	2	2	2	2	3	4	4	7	8	10	1
2	-	-	-	-	-	-	-	-	-	-	-	1	1	1	2	2	2	2	3	4	5	5	8	9	11	2
3	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	2	3	3	3	4	6	6	9	10	12	3
4	-	-	-	-	-	-	-	-	1	1	1	1	1	1	2	3	3	3	4	5	7	7	9	10	12	4
5	-	-	-	-	-	-	-	-	1	1	1	1	1	2	3	3	3	4	5	7	7	10	11	13	5	
6	-	-	-	-	-	-	-	-	1	1	1	1	2	2	3	3	4	5	5	8	8	10	11	13	6	
7	-	-	-	-	-	-	-	1	1	1	2	2	2	3	3	4	4	5	6	8	8	10	11	13	7	
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14	-	-	-	-	-	-	1	2	2	3	3	4	5	5	6	7	10	10	12	13	15	14	14	14	14	
15	-	-	-	-	-	-	1	2	2	3	3	4	5	5	6	7	10	10	12	13	15	15	15	15	15	
16	-	-	-	-	-	1	2	2	2	3	3	4	5	5	6	7	8	10	11	13	14	16	16	16	16	
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29	-	1	1	2	2	3	4	4	4	5	5	5	6	6	7	8	10	11	11	14	16	17	18	20	29	
30	1	1	1	2	3	3	4	4	4	5	5	5	6	7	8	8	10	12	12	15	17	18	19	20	30	

Reactions to Offers of Employment

RRXa: RETAINER REACTIONS (TO OFFERS)

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

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

RRXb: MONSTER REACTIONS (TO SERVICE OFFERS)

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

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

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

Retainer Loyalty

HHRM: SUGGESTED RECRUITMENT MODIFIERS

BY SETTLEMENT SIZE AND POPULATION DENSITY*

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

* Optional Economy Factor

Poor Economy: treat settlement size as next larger

Booming Economy: treat settlement size as next smaller

FROM ADVERTISING

Settlement Size	Cost/Week	1 Week	2 Weeks	3 Weeks*
thorp	5gp	+1	—	—
hamlet	10gp	+1	—	—
village	15gp	+1	—	—
small town	25gp	+1	+2	—
large town	40gp	+1	+2	—
small city	75gp	+1	+2	+3
large city	100gp	+2	+3	+4

* ads lose effect after period of media saturation

MISCELLANEOUS ADVERTISING MODIFIERS

Advertising	Modifier
more than 1 listing in same ad*	-1 per additional listing
ad is twice normal size (costs tripled)	+1

* separate response rolls should be made for each listing

Henchmen/Hirelings Recruitment Modifiers

FOR SPECIFIED NON-FIGHTER/MERCENARY

Type	Modifier
non-fighter	+0
light footman	-1
heavy footman	-2
pikeman	-4
archer	-4
crossbowman	-3
longbowman	-4
light horseman	-4
med. horseman	-4
mounted bowman	-5
heavy horseman:	-6
dwarf (BX)	-4*
elf (BX)	-5*
halfling (BX)	-4*

* no other race modifiers should be applied

BY PAY OFFERED

Pay/Salary Offered	Modifier
bonus offered (1 mo. pay)	+1
generous pay - double monthly	+1
generous pay - triple monthly	+2
poor pay - 50-99% standard	-1
poor pay - less than 50% standard	-3

FOR SPECIFIED SPECIALIST

Type	Modifier
alchemist	-8
animal trainer	-4
armorer	-3
blacksmith	-2
engineer, artilleryist	-4
jeweler/gemcutter	-3
sage	-10
scribe	-3
sea type: sailor	-1
sea type: rower	+0
sea type: navigator	-3
sea type: captain	-5
spy	-6
weapon maker	-2

ADDITIONAL CHARACTER TYPE SPECIFICS

Type Sought	Modifier
alignment specified	-1
align. different from any in party	-1*
specific level	-1 per level above 3rd
specific race	-1
sea types in coastal area	+1
sea types in non-coastal area	-2

* in addition to penalty for specified alignment

LMM: LOYALTY

MORALE MODIFIERS

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

Roll Reaction

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

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



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The d30 Sandbox Companion is the ideal right-hand man for the DM who wants to avoid his sandbox campaign running him. Whether starting an adventure from scratch, filling in the details of a campaign world, or just struggling to keep up with players, this compilation of d30-based mechanics, charts, and tables will support and simplify the role of the DM/GM at the tabletop. Inside these 30-something pages you'll find a host of d30-based sandbox resources, including:

- a robust adventure generator that allows the DM flexibility to interpret its results, and to support existing campaigns
 - wilderness tables for weather, off-course navigation, and foraging & hunting
 - wilderness encounter tables for pilgrims, road travel, and castle/keep/stronghold patrols
 - location generators for ruins, temples, magical places, castles/keeps/strongholds, and settlements of all sizes
 - settlement background generators, including: government, economy, settlement issues, city guards & watches, availability of shops & suppliers, shop stock and shopkeeper information, and robust tavern information generators
 - super-quick classed character generation, including: class, level, race, sex, attributes, and inventory
 - an extensive set of NPC tools for both classed and non-classed characters, including: occupations, physical traits, persona & behavior, background, eccentricities, talents, and languages
 - fast generation of complete sage information
 - a system for quick-and-easy recruitment of henchmen & hirelings, their reactions, and loyalty
- + a wilderness mapping key, a Hex Crawl Worksheet, a Settlement Worksheet, and an NPC Record Sheet to assist DMs in fleshing out their campaign worlds**
- And much more!**



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