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system

TOOLBOX™



Requires the use of the
DUNGEONS & DRAGONS® PLAYER'S HANDBOOK,
THIRD EDITION, published by
Wizards of the Coast.

AEG™

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TOOLBOX



Crack it open.

INTRODUCTION

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1-3	All the writers for meeting impossible deadlines.
4-6	Dawn and Jeff for meeting my constant last minute requests.
7	Thanks to Mike Leader for pinch hitting when we needed it the most.
8	Kevin Millard for batting clean up and stealing second.
9	Boyd Kleen for last minute NPC ideas and his eye for detail.
10	Patrick Kapera and Rob Vaux for letting me pick their brains.
11-14	Mark Jelfo for not vetoing this credits page.
15-19	John Zinser for the core idea and the vision to see a book like this through.
20	You, for buying this book.

DEDICATION

1d20	Dedicated
1-20	Jessie Decker and Dave Gross, for encouragement and general d20 enthusiasm.



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INTRODUCTION

Most roleplaying products deliver a plethora of rules, source material or a combination of the two. Sometimes setting-related fiction is also included, but for the most part when you buy a book about Arabia, you know it's going to have rules for surviving in the desert with Sinbad-like character classes, and feats that allow you to move through the sands undeterred.

This is not that kind of book.

Toolbox, is a DMs tool for generating ideas, encounters, NPCs and entire cities on the fly. Even with preparation these charts are invaluable for anyone looking to generate new ideas or to kick start a sagging campaign. There are charts for anything you can imagine for fantasy campaigns. Caravan items, orc war parties, government systems, names for magic swords, random potion effects, random items from someone's pocket, and the contents of a wizards lab to give you a sense of just a few of the hundreds of charts found inside this book.

Want to create an NPC in less than 10 minutes?

You can. Just check out Chapter 4.

Need to determine the first few rooms of a dungeon before the PCs reach the meat of your adventure or perhaps map an unknown portion of a labyrinth?

Chapter 2 has everything a dungeon-in-process needs.

What if your looking for an entire city with street names, districts, businesses, royal family members, and taverns on the fly, then everything you need is in Chapter 3. You can design a tavern from name, to interior, to drinks, to menus, to patrons, to room rates, to possible encounters and jobs. Even "wanted" posters can be found here. Check out page 135.

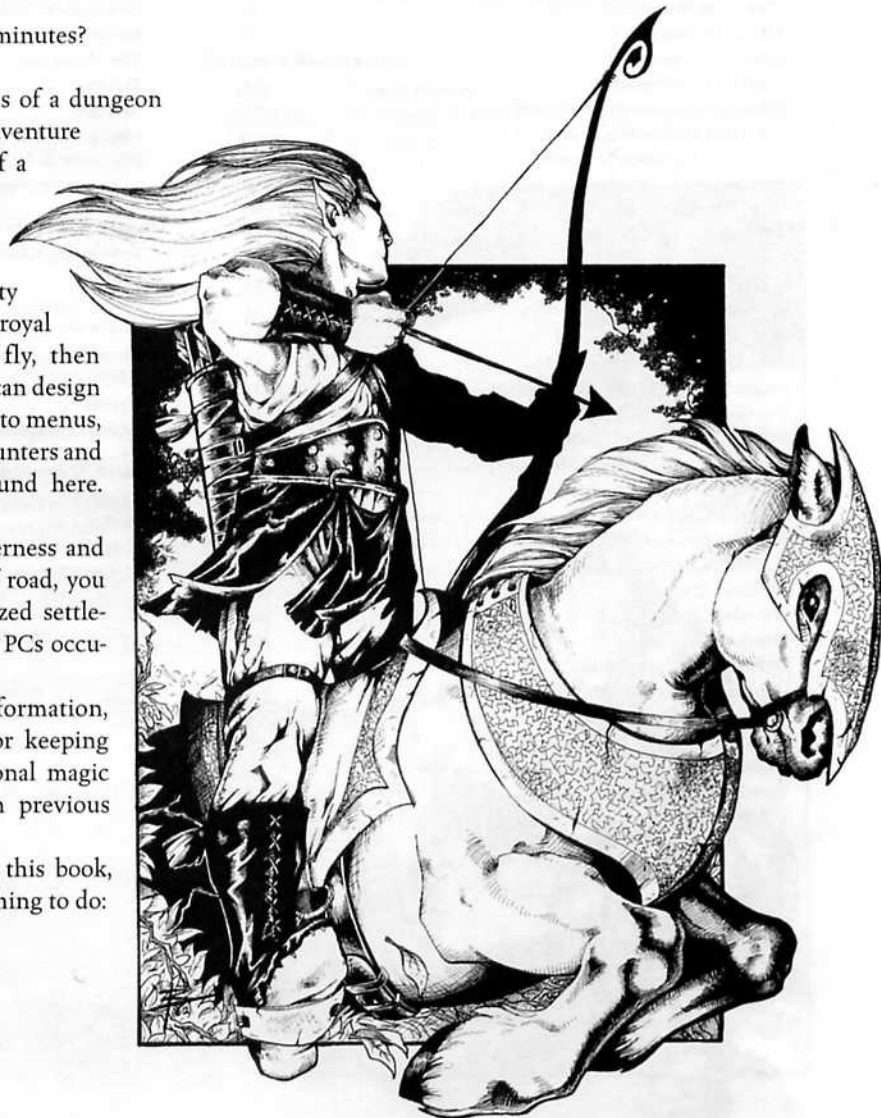
Lastly, if the PCs get lost in the wilderness and you haven't mapped out every stretch of road, you can use Chapter 1 to develop village-sized settlements and road encounters, keeping the PCs occupied for evenings at a time.

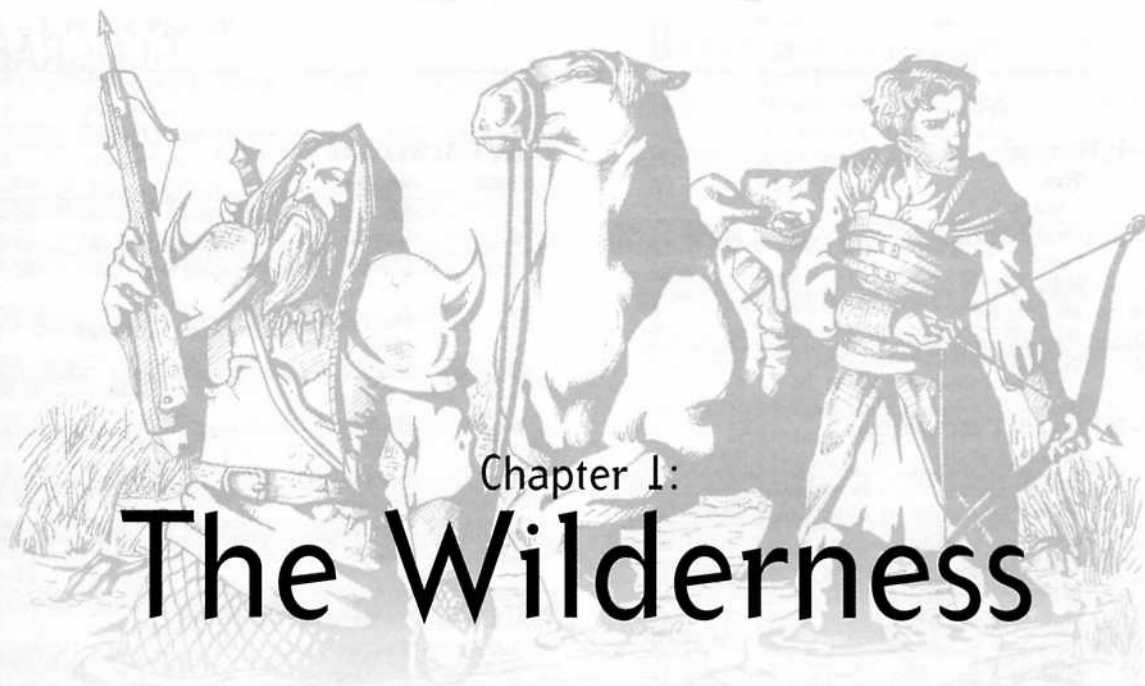
And the appendix has left over information, including hit location charts, a form for keeping track of powerful monsters, and additional magic item properties that we've taken from previous books.

We've run out of things to say about this book, so here's an extra chart to give you something to do:

TABLE 0-1: 36 PLOTS (SORT OF)

1d20	Plot
1	Abduction. A missing person or thing.
2	Ambition. Personal quest for power, etc.
3	Conflict with God/Power. Perfect for paladins.
4	Daring Enterprise. Bold deed of personal or selfless merit.
5	Deliverance. A recovery or return to balance.
6	Disaster. Large scale change.
7	Enigma. At odds with a riddle or person.
8	Enmity/Rivalry of Kin. A fight between factions.
9	Fatal Imprudence. Act against common sense.
10	Loss of Loved One.
11	Madness. Murder, jealousy, and so on.
12	Obtaining. Diplomacy over force.
13	Prey to Misfortune. Victim taken advantage of.
14	Pursuit. Not allows a chase.
15	Revolt. Rise against a tyrant.
16	Rivalry. Internal or external.
17	Self-Sacrifice for Ideal/Passion/Person.
18	Slaying an Innocent. Redemption follows.
19	Supplication. A request for aid.
20	Vengeance. A wrong made right.





Chapter 1:

The Wilderness

WILDERNESS

Geography

- Table 1-1 through 1-4: Terrain and Latitude
- Table 1-5 through 1-8: Forces of Nature
- Table 1-9 through 1-11: Sustenance

Flora

- Table 1-12 through 1-16: Vegetation
- Table 1-17 through 1-21: Herbs
- Table 1-22: Rocks and Minerals

Fauna

- Table 1-23 through 1-31: Hunting
- Table 1-32: Sizes

Outdoor Survival

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- Table 1-35 through 1-37: Druid Circles and Ruins
- Table 1-38 through 1-40: Orcs

On the Road

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- Table 1-79: Flying Encounters
- Table 1-80: Forest Encounters
- Table 1-81: Mountain Encounters
- Table 1-82: Plains and Savanna Encounters
- Table 1-83: Swamp

Encounters by Creature Type

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- Table 1-86 through 1-87: Animal Encounters
- Table 1-88: Construct Encounters
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- Table 1-91: Fey Encounters
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- Table 1-93: Lycanthrope Encounters
- Table 1-94 through 1-96: Magical Beast Encounters
- Table 1-97 through 1-98: Outsider Encounters
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- Table 1-101 through 1-102: Troublesome Beast Encounters
- Table 1-103: Undead Encounters
- Table 1-104: Vermin Encounters
- Table 1-105: Villain Encounters

TABLE 1-1: TERRAIN

1d20	Type
1-2	Aquatic
3-4	Desert
5-8	Forest
9-11	Hills
12-14	Mountains
15-18	Plains
19-20	Swamp

TABLE 1-2: TERRAIN DESCRIPTIONS

1d20	Description
1-2	Arable
3-4	Arid or Dry
5	Barren
6	Blasted
7	Broken
8-9	Flat
10-11	Forested
12	Highland
13-14	Hilly
15-16	Lowland
17-18	Rocky
19	Rolling
20	Wetland

TABLE 1-3: GROUND TYPES

1d20	Type
1	Chalky
2	Clay
3	Craggy
4	Dusty
5	Fertile
6	Grassy
7	Gravelly
8	Hard packed
9	Leaf mulched
10	Loamy
11	Moldy
12	Mossy
13	Muddy
14	Overgrown with weeds
15	Rocky
16	Root-choked
17	Sandy
18	Silty
19	Slippery
20	Soggy

TABLE 1-4: LATITUDE

1d20	Latitude
1	Arctic (cold)
2-4	Sub-arctic (cold)
5-11	Temperate
12-16	Subtropical (warm)
17-20	Tropical (warm)

TABLE 1-5: WEATHER PATTERNS

1d20	Weather
1	Arid
2	Balmy
3-5	Cloudy
6	Dry
7	Foggy
8	Hail
9	Humid
10	Overcast
11-12	Rain
13	Sleet
14	Snow
15	Stormy
16-18	Sunny
19-20	Windy

TABLE 1-6: WEATHER CONDITIONS

1d20	Weather
1	Blizzard
2	Clear skies
3	Cloudy
4	Down pouring rains
5	Extremely dry heat
6	Hail
7	Heavy fog
8	Heavy snowstorm
9	High fog cover
10	High humidity and light rain
11	High winds and rain
12	Light snow
13	Patchy rain
14	Snow and ice mixture
15	Strong gale winds
16	Thunder and lightning, no rain
17	Thunderstorms
18	Tropical rains
19	Tropical storm
20	Turning to rain

DM TIP №1

Table 1-5 is useful for finding the general trends of weather for an entire region, while table 1-6 is mostly used for day-to-day weather activity. In instances where storms or blizzards are rolled in calm regions, you can either re-roll the effect or find a magical or mundane reason to explain it away.

DM TIP №2

Table 1-9 has a number of different names for something as mundane as a stream. Although a brook, brooklet, creek, rivulet, runnel, stream, and streamlet are all effectively the same thing, a great deal of flavor can be added when the locals refer to their creek as a "runnel." Then, use table 1-10 to show just how deep the local runnel is.

THE WILDERNESS

TABLE 1-7: MOON PHASES

1d20	Moon
1-2	First Quarter Moon
3-4	Full Moon
5-7	Last Quarter Moon
8-9	New Moon
10-12	Waning Crescent Moon
13-15	Waning Gibbous
16-18	Waxing Crescent Moon
19-20	Waxing Gibbous Moon

TABLE 1-8: NATURAL DISASTERS

1d20	Disaster
1-4	Drought
5	Earthquake
6-7	Epidemic*
8-9	Flood or tidal wave
10-11	Land/rock slide
12	Meteor shower
13	Monsoon
14-15	Sinkhole
16	Tornado
17	Volcanic eruption
18-20	Wild fire

* While a condition of human settlement patterns and not "natural," epidemics are large scale disasters.

TABLE 1-9: WATER SOURCES

1d20	Source
1	Aquifer
2	Bayou
3	Brook (3 to 5 ft. wide)
4	Brooklet (1 to 3 ft. wide)
5	Chute
6	Creek (5 to 10 ft. wide)
7	Delta
8	Geyser
9	Lagoon
10	Lake
11	Pond
12	Pool
13	River (500 ft. to 3 miles)

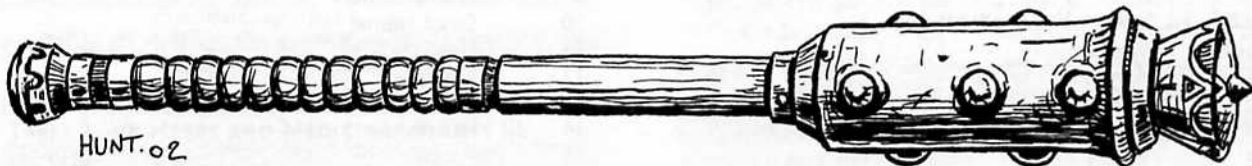
14	Rivulet (2 to 4 ft. wide)
15	Runnel (1 to 2 ft. wide)
16	Spring
17	Stream (10 to 12 ft. wide)
18	Streamlet (1 to 5 ft. wide)
19	Tributary (10 to 20 ft. wide)
20	Waterfall

TABLE 1-10: RIVERS, STREAMS, ETC.

1d20	River
1	Small, deep slow-moving river
2	Small, deep fast-moving river
3	Small, shallow slow-moving river
4	Small, shallow fast-moving river
5	Medium, deep slow-moving river
6	Medium, deep fast-moving river
7	Medium, shallow slow-moving river
8	Medium, shallow fast-moving river
9	Large, deep slow-moving river
10	Large, deep fast-moving river
11	Large, shallow slow-moving river
12	Large, shallow fast-moving river
13	Huge, deep slow-moving river
14	Huge, deep fast-moving river
15	Huge, shallow slow-moving river
16	Huge, shallow fast-moving river
17	Gargantuan, deep slow-moving river
18	Gargantuan, deep fast-moving river
19	Gargantuan, shallow slow-moving river
20	Gargantuan, shallow fast-moving river

TABLE 1-11: SETTLEMENT PATTERNS

1d20	Pattern
1	Haunted
2	Magical
3	Desolate
4-5	Wasteland
6-7	Frontier
8-9	Wilderness
10-11	Verdant
12-14	Civilized
15-17	Heavily traveled
18-20	Urban



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TABLE 1-12: TEMPERATE TREES AND VEGETATION

1d20	Tree
1	Apple
2	Ash
3	Aspen
4	Beech
5	Birch
6	Blue spruce
7	Cedar
8	Cherry
9	Crabapple
10	Cypress
11	Dogwood
12	Hawthorn
13	Hickory
14	Holly
15	Maple
16	Oak
17	Pear
18	Sequoia
19	Walnut
20	Willow

TABLE 1-13: TROPICAL TREES AND VEGETATION

1d20	Tree
1	Avocado
2	Balsa
3	Bamboo
4	Banana
5	Casava
6	Cashew
7	Coconut
8	Date palm
9	Fern tree
10	Fig
11	Hibiscus
12	Macadamia nut
13	Mahogany
14	Mango
15	Palm tree
16	Papaya
17	Pineapple
18	Rosewood
19	Rubber tree
20	Teak

TABLE 1-14: EDIBLE VEGETATION

1d20	Vegetation
1	Almond
2	Apple
3	Blueberry
4	Cherry
5	Chestnut
6	Dandelions
7	Fig
8	Gooseberry
9	Grape
10	Hazelnut

11	Mulberry
12	Mushroom
13	Peach
14	Pear
15	Raspberry
16	Strawberry
17	Sunflower
18	Walnut
19	Wild garlic
20	Wild onion

TABLE 1-15: FORAGING

1d20	Item
1	Acorns
2	Almonds
3	Apples
4	Blueberries
5	Cherries
6	Chestnuts
7	Crabapples
8	Elderberries
9	Figs
10	Grapes
11	Hazelnuts
12	Herb or medicinal plant (see tables 1-17 through 1-21)
13	Mushrooms
14	Peaches
15	Pears
16	Pine nuts
17	Plums
18	Raspberries
19	Strawberries
20	Walnuts

TABLE 1-16: SCROUNGING, WILDERNESS

1d20	Item
1	Animal hide
2	Arrowhead
3	Bones
4	Broken clay jug
5	Broken lantern
6	Broken shoe
7	Burnt out campfire
8	Corncob pipe
9	Crumpled note
10	Dead animal
11	Dead body
12	Feathers
13	Footprint
14	Horseshoe
15	Pouch
16	Ring
17	Tent spike
18	Trail of blood
19	Weapon shard
20	Wineskin

THE WILDERNESS

TABLE 1-17: HERBS AND MEDICINAL PLANTS I

1d20	Plant
1	<i>Abrus precatorius</i> . Rosary pea
2	<i>Aconitum</i> . Aconite, monkshood, or wolfsbane
3	<i>Actaea</i> . Baneberry, doll's eyes, snakeberry, white cohosh
4	<i>Aesculus</i> . Buckeye, horse chestnut
5	<i>Agrostemma githago</i> . Corn cockle
6	<i>Aleurites fordii</i> . Tung oil tree
7	<i>Allium</i> . Chives, onions, swamp onions, wild onions
8	<i>Amanita</i> . Death angel mushrooms, death cap, monkey agaric, panther cap
9	<i>A. muscaria</i> . Fly agaric
10	<i>A. pantherina</i> . Panther
11	<i>A. verna</i> . Destroying angels
12	<i>Amaranthus</i> . Pigweed
13	<i>Amsinckia intermedia</i> . Fiddleneck
14	<i>Apocynum</i> . Dogbane
15	<i>Argemone mexicana</i> . Mexican poppy, prickly poppy
16	<i>Arisaema</i> . Jack in the pulpit
17	<i>Asclepias</i> . Milkweed
18	<i>Astragalus and Oxytropis</i> . Locoweed
19	<i>Atropa belladonna</i> . Belladonna or deadly nightshade
20	<i>Brassica spp.</i> . Broccoli, cabbage, mustard, rape, turnips

TABLE 1-18: HERBS AND MEDICINAL PLANTS II

1d20	Plant
1	<i>Caltha palustris</i> . Cowslip, marsh marigold
2	<i>Cannabis sativa</i> . Cannabis
3	<i>Centaurea solstitialis</i> . Yellow star thistle
4	<i>Chelidonium majus</i> . Celandine
5	<i>Chenopodium album</i> . Lamb's quarters
6	<i>Cicuta</i> . Cowbane, water hemlock
7	<i>Claviceps</i> . Ergot
8	<i>Conium maculatum</i> . Poison hemlock
9	<i>Coronilla varia</i> . Crown vetch
10	<i>Convallaria majalis</i> . Lily of the valley
11	<i>Daphne</i> . daphne
12	<i>Datura</i> . Angel's trumpet, downy thornapple, devil's trumpet, jimsonweed
13	<i>Delphinium</i> . Delphiniums, larkspurs
14	<i>Dicentra</i> . Bleeding heart, dutchman's breeches, squirrel corn
15	<i>Digitalis purpurea</i> . Foxglove
16	<i>Equisetum arvense and other</i> . Horsetail
17	<i>Eupatorium rugosum</i> . White snakeroot
18	<i>Euphorbia</i> . Poinsettia, Snow on the mountain, spurges
19	<i>Fagopyrum esculentum</i> . Buckwheat
20	<i>Festuca arundinacea</i> . Tall fescue

TABLE 1-19: HERBS AND MEDICINAL PLANTS III

1d20	Plant
1	<i>Gelsemium sempervirens</i> . Jessamine
2	<i>Glechoma</i> . Ground ivy, Creeping charlie, gill over the ground
3	<i>Halogeton glomeratus</i> . Halogeton
4	<i>Helleborus niger</i> . Christmas rose
5	<i>Hyoscyamus niger</i> . Henbane

6	<i>Hypericum perforatum</i> . St. John's Wort, klamath weed
7	<i>Iris</i> . Irises
8	<i>Laburnum anagyroides</i> . Golden chain, laburnum
9	<i>Lantana camara</i> . Lantana, red sage, yellow sage
10	<i>Lathyrus</i> . Caley pea, everlasting pea, singletary pea, sweet pea, and tangier pea
11	<i>Leucothoe axillaris and leucothoe davisiae</i> . Drooping leucothoe, sierra laurel
12	<i>Linum usitatissimum</i> . Flax
13	<i>Lobelia</i> . Cardinal flower, Great lobelia, and indian tobacco
14	<i>Lotus corniculatus</i> . Birdsfoot trefoil
15	<i>Lupinus</i> . Lupine
16	<i>Menispermum canadense</i> . Moonseed
17	<i>Nerium oleander</i> . Oleander
18	<i>Onoclea sensibilis</i> . Sensitive fern
19	<i>Ornithogalum umbellatum</i> . Star of bethlehem
20	<i>Papaver</i> . Various poppies

TABLE 1-20: HERBS AND MEDICINAL PLANTS IV

1d20	Plant
1	<i>Phytolacca americana</i> . Pokeweed
2	<i>Pinus ponderosa</i> . Ponderosa pine
3	<i>Podophyllum peltatum</i> . Mandrake, Mayapple
4	<i>Prunus</i> . Bitter cherry, Black cherry, Choke cherry, Pin cherry, Wild cherry
5	<i>Pteridium aquilinum</i> . Bracken fern
6	<i>Quercus</i> . Oak trees
7	<i>Ranunculus</i> . Buttercups, Crowfoot
8	<i>Rheum raphanticum</i> . Rhubarb
9	<i>Ricinus communis</i> . Castor bean
10	<i>Sambucus canadensis</i> . Elderberry
11	<i>Sanquinaria canadensis</i> . Bloodroot
12	<i>Solanum</i> . Black nightshade, Buffalo bur, Common nightshade, Horse nettle, Potato
13	<i>Symplocarpus foetidus</i> . Eastern skunk cabbage
14	<i>Taxus cuspidata</i> . Yew
15	<i>Trifolium</i> . Alsike clover, Red clover, White clover
16	<i>Vicia</i> . Broad beans, Common vetch, Hairy vetch, Narrow-leaved vetch, Purple vetch
17	<i>Veratrum californicum</i> . Corn lily, False hellbore
18	<i>Wisteria</i> . Wisteria
19	<i>Xanthium strumarium</i> . Cocklebur
20	<i>Zigadenus</i> . Death camas

DM TIP №3

Tables 1-17 through 1-20 list 80 different herbs for use in your fantasy gaming. Even 1-21 has 20 "made up" names for fantasy weeds. While it is not within the context of this guide to provide rules for every herb, it would be easy enough to apply a +/- 1 or 2 circumstance modifier to all Alchemy or Profession (herbalism) checks with the information on these charts.

THE WILDERNESS

TABLE 1-21: FANTASY WEEDS

1d20	Weed
1	Alkaiper
2	Ansicle
3	Blackpias
4	Blue rose
5	Brown tongue
6	Burelwort
7	Cherdock
8	Merlin's root
9	Nighthilia
10	Otyugh spike
11	Red jangalel
12	Red weed
13	Rook's feather
14	Serpent's root
15	St. Gamar's tongue
16	Sweet tail
17	White ditiliaicle
18	White tamaindthin
19	Yarsemus
20	Yellow petany

TABLE 1-22: STONES

1d20	Stone
1	Alabaster
2	Basalt
3	Calcite
4	Feldspar
5	Flint
6	Gneiss
7	Granite
8	Gypsum
9	Limestone
10	Magnetite
11	Marble
12	Mica
13	Obsidian
14	Pumice
15	Quartz
16	Sandstone
17	Schist
18	Shale
19	Slate
20	Volcanic

FAUNA

TABLE 1-23: HUNTING ENCOUNTERS, TEMPERATE

1d20	Animal
1	Bighorn sheep
2	Bison
3	Black bear
4	Blacktail deer
5	Boar
6	Bull
7	Elk
8	Grizzly bear
9	Longhorn cattle
10	Lynx
11	Moose
12	Mountain goat
13	Mountain lion
14	Mule deer
15	Muskox
16	Red deer
17	White. Tailed deer
18	Wild horse
19	Wild pig
20	Wolf

11	Leopard
12	Lion
13	Polar bear
14	Rhinoceros
15	Seal
16	Tiger
17	Warthog
18	Water buffalo
19	Wildebeest
20	Zebra

TABLE 1-24: HUNTING ENCOUNTERS, EXOTIC

1d20	Animal
1	Antelope
2	Ape
3	Caribou
4	Cheetah
5	Elephant
6	Giraffe
7	Hippopotamus
8	Hyena
9	Jaguar
10	Kangaroo

TABLE 1-25: HUNTING ENCOUNTERS, GAME BIRDS

1d20	Animal
1	Black duck
2	Black swan
3	Bobwhite quail
4	Button quail
5	Dove
6	Goose
7	Grouse
8	Guineas
9	Hawk
10	Magpie
11	Mallard duck
12	Partridge
13	Peacock
14	Pheasant
15	Pigeon
16	Ptarmigan
17	Snipe
18	Turkey
19	White swan
20	Wood duck

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TABLE 1-26: HUNTING ENCOUNTERS, DIRE ANIMALS

1d20	Dire Creature
1-2	Dire Ape
3-4	Dire Bat
5	Dire Badger
6-7	Dire Bear
8-9	Dire Boar
10-11	Dire Lion
12-13	Dire Rat
14-15	Dire Tiger
16	Dire Weasel
17-18	Dire Wolf
19-20	Dire Wolverine

TABLE 1-27: HUNTING ENCOUNTERS, FRESH WATER FISH

1d20	Animal
1	Black bass
2	Black bullhead (catfish)
3	Blue catfish
4	Blue pike
5	Brook trout
6	Channel catfish
7	Flathead catfish
8	King salmon
9	Largemouth bass
10	Rainbow trout
11	Redfin pickerel
12	Rock bass
13	Silver salmon
14	Smallmouth bass
15	Spotted sunfish
16	Striped bass
17	Tiger musky (pickerel)
18	Walleye
19	White catfish
20	White perch

TABLE 1-28: HUNTING ENCOUNTERS, SALT WATER I

1d20	Animal
1	Anemone
2	Barracuda
3	Black fish
4	Bluefish
5	Cod
6	Crab
7	Dolphin
8	Drum fish
9	Eel
10	Fish, Generic
11	Flounder
12	Haddock
13	Halibut
14	Horseshoe crab
15	Jellyfish
16	King fish
17	Lobster
18	Mackerel
19	Marlin
20	Mollusks

TABLE 1-29: HUNTING ENCOUNTERS, SALT WATER II

1d20	Animal
1	Monk fish
2	Octopus
3	Sailfish
4	Sea bass
5	Sea horse
6	Sea slug
7	Sea robins
8	Sea snake
9	Sea trout
10	Sea urchin
11	Shark
12	Shrimp
13	Snails
14	Squid
15	Starfish
16	Sting ray
17	Striped bass
18	Tuna
19	Turtle
20	Whale

TABLE 1-30: POISONOUS SEA LIFE

1d20	Sea Creature
1	Anemones
2	Blue-ringed octopus
3	Box jellyfish
4	Bubble coral
5	Catfish
6	Cone shells
7	Crown of thorn sea star
8	Fire coral
9	Fire worm
10	Man of war jellyfish
11	Sea skates (snakes)
12	Sea sponge
13	Sea wasp jellyfish
14	Spiny sea urchin
15	Sting ray
16	Stinging fish (zebra fish)
17	Stinging limu (seaweed)
18	Stonefish
19	Toadfish
20	Weaver fish

TABLE 1-31: TROPHIES

1d20	Trophy
1	Antlers
2	Bone, arm
3	Bone, rib
4	Bone, thigh
5	Claw
6-7	Ear
8	Finger
9-10	Head
11	Paw/hand
12-13	Scalp
14	Skin/hide
15	Skull
16-17	Teeth
18	Tongue
19-20	Weapon shards

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TABLE 1-32: SIZES

1d20	Size	8-12	Medium-sized
1	Fine	13-16	Large
2	Diminutive	17-18	Huge
3	Tiny	19	Gargantuan
4-7	Small	20	Colossal

OUTDOOR SURVIVAL

TABLE 1-33: WILDERNESS AMBUSHES

1d20	Ambush
1	<i>Alms? Alms for the Evi-umm, Poor?</i> At a crossroads the players are literally swarmed by beggars. However, they are not simple beggars, but vicious rogues that move from county to county as their murderous ways eventually catch up to them. They try to surround the party and gain flank, then attack quickly.
2	<i>A Damsel in Distress #1.</i> A beautiful young woman, smudged with dirt and wearing tattered clothes is running from a group of thugs. But she is an assassin, and they work for her. Her glamored magic armor and ring of spell storing with teleport in it make her a tough opponent.
3	<i>A Damsel in Distress #2.</i> The party finds a small, lost child sniffing and alone. She asks the party to take her home. Home turns out to be a rather nice place, except the little girl has no parents, as she is something highly unpleasant, cloaked in illusions.
4	<i>A Damsel in Distress, #3.</i> An older woman waves down the group, begging them to recover her young son, who chased off a couple of bandits and rashly went off after them into the woods. She tries to accompany them, or follows them if necessary, to where "her boys" lie in wait for "Mom" to bring them careless folks to rob.
5	<i>Darkness Falls.</i> A group of clerics use darkness spells to blanket the area. They are accompanied by one or more creatures unaffected by darkness that attack the group.
6	<i>Darkvision Is My Friend.</i> A group of creatures with excellent darkvision set up a missile weapon ambush along a series of large trees. They snipe at the group to soften them up as long as possible, then close on them.
7	<i>Death from Above.</i> While four creatures in robes appear to tend a fallen mount (which is actually dead) in the road, two pairs of their companions wait out of sight on the rocky ledges surrounding the path the party walks, holding weighted nets.
8	<i>Don't Touch That.</i> This is an ancient humanoid monument with several fist-sized gems for eyes. A high priest with an ironic sense of humor, a secret trap door, loyal guards, and a pot of sovereign glue. Greedy adventurers with grabby hands. A sticky situation for certain.
9	<i>Excuse Me, Young Fella.</i> An elderly-looking farmer's large, covered cart has lost its wheel, and a couple of big strong backs could go a long way to getting it going again. Of course, it's awfully heavy, what with the armed brigands hiding in it, waiting for the party to put down its arms and help out.
10	<i>Greed Can Cost You.</i> After sizing up who in the party is the most likely to leave his fellows out of an opportunity, someone approaches that character, offering what he thinks the mark will go for. He brings the character somewhere where tough odds and sharp steel is all that is actually available.
11	<i>A Pretty Face Doesn't Mean a Pretty Heart.</i> A barmaid at a wayside inn in league with some cutthroats plies unsuspecting travelers with extra ales "on the house." She will offer to accompany the last reveler to his room, making sure her fellows precede them.
12	<i>A Sinking Feeling.</i> A portion of the swamp was doctored to look more solid than it is by some of its denizens, who lurk near the surface of the water, waiting until the party is slowed in the muck to attack.
13	<i>To Protect and to Sever.</i> A group of bandits overwhelmed a road patrol, and now uses their uniforms as cover to set up ambushes, stopping travelers at convenient spots.
14	<i>The Rainbow Ambush.</i> Invisible, Large sized or larger creatures with the Improved Bull Rush feat or the Improved Grab ability, and a wizard with several prismatic wall spells prepared.
15	<i>Rust Never Sleeps.</i> The adventurers are spied on as they enter this thorny grove. When they are all in the area a group of murderous druids let loose a veritable horde of rust monsters. Guards in leather armor wielding clubs follow a few rounds later to block escape.
16	<i>Slip Sliding Away.</i> A fairly steep rocky incline has several permanent grease spells on it, dumping the party into a pit around which multiple warriors await them.
17	<i>Stabbing Thorns and Swarming Vines.</i> Several druids and rangers don't want meddling adventurers in their woods. Using stealth, missile weapons, spike growth, and entangle, they aim to keep them out.
18	<i>Tree in Road, Fool 'Em Good!</i> In a relative stroke of genius, at least by their standards, several giant-types have toppled an enormous tree across a forest road and lie in wait around it for reckless wanderers.
19	<i>Tree Snipers.</i> A long alley with few visible doors or first floor windows makes a good spot to pick apart an unwary party from the roofs and higher windows. Trapping the group in the alley with debris, cutting off their retreat makes it even better.
20	<i>Water, Water Everywhere.</i> Amphibious humanoids lie in wait by a roadside river and are positioned in two groups to surround the party.

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TABLE 1–34: WILDERNESS NPCs

1d20	Wilderness NPC
1–2	Border Patrolman, Human Rgr7: CR 7; SZ M (Humanoid); HD 7d10; hp 37; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atks +1 <i>greataxe</i> +8/+3 melee (1d12+1), or +1 <i>longbow</i> +10/+5 ranged (1d8+1); SV Fort +5, Ref +4, Will +3; AL NG; Str 11, Dex 15, Con 10, Int 14, Wis 12, Cha 10. Skills: Craft +10, Escape artist +7, Hide +2, Innuendo +2, Jump +9, Knowledge (arcana) +4, Knowledge (nature) +12, Listen +1, Move Silently +2, Search +12, Spot +10, Swim +10 Feats: Combat Reflexes, Endurance, Expertise, Point Blank Shot, Track. Spells Prepared (2): 1st – <i>animal friendship</i> , <i>magic fang</i> . Possessions: +1 <i>greataxe</i> , +1 <i>longbow</i> , <i>potion of cat's grace</i> , <i>potion of wisdom</i> , studded leather, backpack, 2 torches, flint and steel, sack, bedroll.
3	Gypsy, HumanRog2: CR 2; SZ M (Humanoid); HD 2d6+2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atks Short sword +1 melee (1d6), or dagger +3 ranged (1d4); SA: Sneak attack +1d6, evasion; SV Fort +1, Ref +5, Will +3; AL N; Str 10, Dex 14, Con 12, Int 14, Wis 13, Cha 14. Skills: Appraise +5, Balance +6, Bluff +8, Craft +7, Decipher Script +4, Disable Device +7, Disguise +3, Gather Information +5, Hide +2, Intuit Direction +6, Listen +1, Move Silently +7, Read Lips +6, Sense Motive +6, Spot +6. Feats: Skill Focus (bluff), Iron Will. Possessions: Leather Armor, short sword, dagger (2), wine bottle, iron pot, bedroll, flint and steel, musical instrument, disguise kit, 50 ft. of rope, sack, thief's tools.
4–5	Local Farmer, Human Com1: CR 1; SZ M (Humanoid); HD 1d4+2; hp 6; Init +0; Spd 30 ft.; AC 10; Atks Quarterstaff +2 melee (1d6+2), or sling +0 ranged (1d4+2); SV Fort +4, Ref +0, Will +4; AL NG; Str 15, Dex 10, Con 14, Int 8, Wis 15, Cha 15. Skills: Listen +2, Ride +4, Spot +2, Swim +6. Feats: Great Fortitude, Iron Will. Possessions: Quarterstaff, sling, 12 sling stones, backpack.
6	Local Hedge Wizard, Human Adp6: CR 5; SZ M (Humanoid); HD 6d6–18; hp 11; Init +0; Spd 30 ft.; AC 10; Atks Heavy mace +5 melee (1d8+1), or shortspear +4 ranged (1d8+1); SA: Spells; SV Fort –1, Ref +2, Will +7; AL CN; Str 12, Dex 10, Con 4, Int 15, Wis 15, Cha 13. Skills: Alchemy +11, Knowledge (nature) +9, Listen +2, Profession (apothecary) +9, Ride +2, Scry +11, Spellcraft +3, Spot +2, Swim +2, Wilderness lore +8. Feats: Maximize Spell, Run, Silent Spell, Still Spell. Spells prepared (3/3/2): 0 – <i>detect magic</i> , <i>ghost sound</i> , <i>guidance</i> ; 1st – <i>cure light wounds</i> , <i>endure elements</i> , <i>sleep</i> ; 2nd – <i>bull's strength</i> , <i>cat's grace</i> . Possessions: +1 <i>heavy mace</i> , masterwork shortspear, backpack, spell component pouch, iron pot, flint and steel, <i>potion of cure moderate wounds</i> , <i>scroll of command</i> , <i>scroll of bless</i> , <i>scroll of protection from evil</i> .
7	Nature Crusader, Human Dru4: CR 4; SZ M (Humanoid); HD 4d8; hp 22; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Atks Sickle +4 melee (1d6), or dagger +6 ranged (1d6); SA: Spells; SQ: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure; SV Fort +2, Ref +4, Will +8; AL N; Str 10, Dex 16, Con 10, Int 8, Wis 18, Cha 12. Skills: Animal Empathy +8, Appraise +1, Craft +6, Diplomacy +8, Hide +4, Listen +4, Move Silently +3, Scry +2, Spot +4. Feats: Dodge, Improved Initiative, Skill Focus (diplomacy). Spells prepared (6/4/3): 0 – <i>detect poison</i> , <i>guidance</i> , <i>light</i> , <i>mending</i> , <i>resistance</i> , <i>virtue</i> ; 1st – <i>calm animals</i> , <i>entangle</i> , <i>goodberry</i> , <i>obscuring mist</i> ; 2nd – <i>barkskin</i> , <i>delay poison</i> , <i>heat metal</i> . Possessions: Masterwork sickle, 3 daggers, 1 silver dagger, mistletoe, sack.
8	Road Patrol Captain, Human Ftr6: CR 6; SZ M (Humanoid); HD 6d10+12; hp 52; Init +4 (Imp Init); Spd 30 ft.; AC 19 (+7 armor, +2 shield); Atks Bastard sword +10/+5 melee (1d10+3) or mighty composite longbow +6/+1 ranged (1d8+3); SV Fort +7, Ref +2, Will +2; AL LN; Str 16, Dex 10, Con 15, Int 15, Wis 10, Cha 13. Skills: Balance +2, Concentration +5, Disable device +4, Disguise +4, Handle Animal +10, Jump +12, Ride +8. Feats: Blind-Fight, Cleave, Exotic Weapon Proficiency, Improved Initiative, Improved Unarmed Strike, Leadership, Mounted Combat, Power Attack. Possessions: Half-plate, large steel shield, masterwork bastard sword, mighty composite longbow, 16 arrows, backpack, <i>potion of bull's strength</i> , <i>portion of cure moderate wounds</i> , 40 gp.
9–11	Road Patrol Soldier, Human War1: CR 1; SZ M (Humanoid); HD 1d8+1; hp 12; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 armor); Atks Halberd +3 melee (1d10+1), or shortbow +2 ranged (1d6); SV Fort +3, Ref +1, Will –1; AL LN; Str 13, Dex 12, Con 12, Int 11, Wis 9, Cha 9. Skills: Appraise +2, Hide +1, Jump +3, Listen –1, Move Silently +1, Spot +1, Swim +5 Feats: Toughness, Weapon Focus (halberd). Possessions: Scale mail, halberd, short bow, 14 arrows.
12–13	Roadwarden, Human Rgr2: CR 2; SZ M (Humanoid); HD 2d10+2; hp 20; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Atks Longsword +4 melee (1d8+1), or mighty composite longbow +6 ranged (1d8+1); SQ: Favored enemy (orcs); SV Fort +4, Ref +3, Will +2; AL NG; Str 13, Dex 17, Con 12, Int 14, Wis 15, Cha 10. Skills: Animal empathy +3, Climb +5, Concentration +5, Handle animal +5, Heal +7, Hide +3, Jump +6, Listen +2, Move Silently +3, Sense Motive +4, Spot +7. Feats: Combat Reflexes, Point Blank Shot, Track. Possessions: Masterwork longsword, masterwork mighty composite longbow, leather armor, backpack, <i>potion of cure light wounds</i> , fishing hook, 50 ft. of rope.
14–15	Tax Collector, Human Ars8: CR 7; SZ M (Humanoid); HD 8d8–8; hp 30; Init +0; Spd 30 ft.; AC 15 (+5 armor); Atks Longsword +9/+4 melee (1d8+2), or +6/+1 ranged; SV Fort +1, Ref +4, Will +8; AL LE; Str 14, Dex 10, Con 9, Int 9, Wis 10, Cha 17. Skills: Appraise +8, Forgery +6, Knowledge (taxes) +12, Spot +9, Swim +12. Feats: Iron Will, Lightning Reflexes, Skill Focus (knowledge (taxes)), Skill Focus (spot). Possessions: Masterwork longsword, breastplate, 3 sacks, 430 gp, signet ring, official documents, merchant's scale, ink, inkpen.
16	Traveling Dignitary, Human Ars2: CR 1; SZ M (Humanoid); HD 2d8+4; hp 15; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Dagger +1 melee (1d4), or dagger +2 ranged (1d4); SV Fort +2, Ref +1, Will +4; AL NG; Str 10, Dex 12, Con 15, Int 13, Wis 13, Cha 14. Skills: Appraise +6, Bluff +7, Diplomacy +9, Disguise +6, Handle Animal +4, Hide +1, Listen +3, Move Silently +1, Spot +7, Wilderness Lore +6. Feats: Alertness, Skill Focus (diplomacy). Possessions: Noble's outfit, 2 silver daggers, light horse, 35 gp.

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- 17 **Traveling Mercenary, Human Bbn5:** CR 5; SZ M (Humanoid); HD 5d12+15; hp 67; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atks Greatsword +7 melee (2d6+2), or shortspear +7 ranged (1d8+2); SQ: Rage 2/day, fast movement, uncanny dodge (dex bonus to AC, can't be flanked); SV Fort +9, Ref +3, Will +2; AL N; Str 15, Dex 14, Con 16, Int 10, Wis 13, Cha 6. Skills: Climb +8, Heal +3, Hide +2, Listen +5, Move Silently +4, Ride +9, Search +1, Spot +3, Swim +5, Wilderness lore +8. Feats: Dodge, Great Fortitude, Quick draw. Possessions: Greatsword, shortspear, chain shirt, belt pouch.
- 18–20 **Traveling Merchant, Human Exp3:** CR 2; SZ M (Humanoid); HD 3d6+6; hp 17; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks Club +1 melee (1d6–1), or halfspear +5 ranged (1d6–1); SV Fort +3, Ref +4, Will +3; AL N; Str 8, Dex 8, Con 15, Int 13, Wis 11, Cha 16. Skills: Concentration +4, Craft +6, Gather information +2, Handle animal +3, Hide +3, Innuendo +6, Intimidate +2, Intuit direction +6, Knowledge (trade) +7, Listen +2, Profession (merchant) +3, Read lips +7, Spot +6. Feats: Alertness, Point Blank Shot, Skill Focus (spot). Possessions: Club, halfspear, backpack, pony, saddlebags, merchant's scale, bedroll, signet ring.

TABLE 1–35: DRUID CIRCLES

1d20	Druid Circle
1	40 towering white ash trees spaced out in a great circle a quarter mile in diameter.
2	A cave filled with slick, multi-hued stalagmites and stalactites.
3	A copse of scrub pines near a fen.
4	A grove of larch near a waterfall.
5	A grove of oak trees next to a babbling brook.
6	A maze of tangled branches in a dark, forbidding forest.
7	A natural spring surrounded by wildflowers deep in a primeval forest.
8	A patch of bright, healthy scrub in the tundra, ringed by low, brightly colored stones.
9	A pentagon of enormous standing stones on a misty moor.
10	A range of mangroves and cypress trees in a vast bayou.
11	A reef of pink and white coral in a warm sea.
12	A ring of brightly colored toadstools nearly 100 ft. across, with a great oak tree in the center.
13	A ring of glowing mushrooms deep below the earth.
14	A riot of colorful flowers in the high mountains, shielded by rock formations from the harsh surrounding weather.
15	A small copse of palm trees on a tropical beach.
16	A small stand of holly just below the tree line on a large mountain.
17	A stand of maples at the foot of a mountain.
18	A tangled skein of sargassum kelp three miles off shore.
19	An octagon of standing stones in a field of heather.
20	Wildly angled standing stones in a tight square deep in the badlands.

TABLE 1–36: DRUID ATTENDANTS

1d20	Attendant
1	<i>Azerius Blackthorn</i> . Male elf Dru11 leader; 2 ettercaps, 4 giant spiders, and 3 half-elf rangers attending.
2	<i>Bithshara</i> . Dryad Dru7 leader; 3 pixies, 2 grigs, and 1 human bard attending.
3	<i>Ehlanna</i> . Nymph Dru10 leader; 4 grig warriors, 1 pixie sorcerer, and 1 unicorn attending.
4	<i>Estina Mosswalker</i> . Female half-elf Dru10 leader; 2 human druid acolytes and 1 werebear barbarian attending.
5	<i>Gimbrin</i> . Male gnome Dru6 leader; 2 human acolytes attending.
6	<i>Gnarl</i> . Male gnoll Dru10, 1 gnoll barbarians, 2 gnoll ranger, and 3 gnoll warriors attending.
7	<i>Harga</i> . Female half-orc Dru7 leader; 2 orc warriors attending.
8	<i>Hondari Amitai</i> . Male human Dru8 leader; 1 human barbarian and 4 human warriors attending.
9	<i>Istheria the Swift</i> . Female sea elf Dru7 leader; 2 merfolk rangers and 2 awakened dire sharks attending.
10	<i>Jerana Ilxandri</i> . Female drow Dru11 leader; 3 svirfneblin druid acolytes, 2 svirfneblin warriors, and 1 drow ranger attending.
11	<i>Kernath</i> . Human male Dru6 leader; 1 water naga sorceress, 2 lizardfolk rangers, and 1 shambling mound attending.
12	<i>Rendash</i> . Male storm giant Dru6 leader; 4 giant eagles and 1 juvenile silver dragon attending.
13	<i>Sildena Farseer</i> . Female elf Dru7 leader; 1 human druid acolyte and 3 elf warriors attending.
14	<i>Trigatha</i> . Male centaur Dru9 leader; 2 centaur druid acolytes and 1 centaur ranger attending.
15	<i>Urlani</i> . Female human Dru7 leader; 2 human barbarians, 1 human druid acolyte attending.
16	<i>Vensa Goodberry</i> . Female half-elf Dru12 leader; 3 human acolytes and 2 elf rangers attending.
17	<i>Wendath</i> . Male merfolk Dru14 leader; 6 merfolk warriors attending.
18	<i>Xeris</i> . Male human Dru20 leader; 2 advanced unicorns, 1 treant wizard, 6 human druid acolytes, 2 elf arcane archers, and 10 elf warriors attending.
19	<i>Yengrin</i> . Male dwarf Dru6 leader; 2 dwarf druid acolytes attending.
20	<i>Zarthak</i> . Male lizardfolk Dru8 leader; 4 lizardfolk warriors attending.

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TABLE 1–37: RUINS

1d20	Ruin Description
1	<i>Alitira's Tower.</i> An elegant, graceful tower stands empty, its owner apparently missing. No one has yet dared to test what defenses the sorcerer may have left behind.
2	<i>Astulariill.</i> The broken towers of pink coral are stark examples of the savagery of the sahaugin. The sea elves seek to reclaim this ruin and restore its former glory, but fear something else has taken up residence there.
3	<i>Biern's Hill.</i> Undead warriors slaughtered this village, but none know why, or where they went afterwards.
4	<i>Castle Thinel.</i> A mysterious plague some thirty years ago wiped out the population of this castle, and none will go there out of fear of it. Recently, an evil cult has moved in, often secretly casting contagion on any who camp nearby to reinforce the place's fearsome reputation.
5	<i>Cyljian's Lighthouse.</i> The last caretaker died during a storm over a decade ago. On gusty nights, a howling can be heard coming from this abandoned tower, though the locals dismiss it as just the wind.
6	<i>Deviltop.</i> Charred stone and broken mortar stand in mute testament to a wizard's overweening ambition. Some fear whatever killed him still lurks in the ruins or the dungeons below it.
7	<i>Dumin Murl.</i> A dead dwarven mine. It is whispered the dwarves unearthed a great artifact in its depths, but they do not speak of the place to outsiders.
8	<i>Evernight.</i> A shadow-wielding archmage built his tower deep in a valley, shrouded in darkness on all sides by high mountains. It has been empty since he disappeared a year ago.
9	<i>Felaris.</i> A freak sandstorm buried this desert metropolis a century ago. The desert nomads consider the place cursed and avoid it.
10	<i>Greensward.</i> This elven hamlet was abandoned by its inhabitants when its population fell below sustainable levels. It is apparently deserted.
11	<i>Grilthak's Keep.</i> A half-orc warlord once held court here, but was slain by a rival. His former troops insist the place is haunted.
12	<i>Hypatia's Folly.</i> A greedy, prideful, and selfish queen built an immense summer home for herself over the protests of her starving peasants. This scorched husk demonstrates the power of mob justice. It appears deserted.
13	<i>Pestun's Meadow.</i> A wildfire burned this town down a month ago. The villagers wish to return and rebuild, but something large and possibly nasty is rumored to have taken up residence in the area.
14	<i>Ramirez Keep.</i> The noble Ramirez family who once called this place home was betrayed from within by poison and deceit. The keep has an unpleasant reputation, and most avoid its crumbling walls.
15	<i>Sparkleton.</i> The small dwarven halls that once made up this small town look as though they were dug up and tossed about by great clawed hands. Whatever did this may still lurk about, seeking more prey.
16	<i>The Eye.</i> A small watch tower of stone topped with a great glass sphere is a remnant left from some great magical empire of days past. An evil warlord with a thirst for power covets its vast view of the surrounding lands.
17	<i>Theradonia.</i> This small city was sacked by an army of gnolls and giants. Several groups of bandits and looters wander its remains.
18	<i>Thrag.</i> This burned out orc village destroyed by adventurers seems to be deserted.
19	<i>Tranigmoor.</i> A barbarian warlord established this large keep in an attempt to dominate several other tribes. He was killed on the field of battle, and the keep was abandoned. A group of bandits is using the keep as a base camp, as it is largely forgotten.
20	<i>Wrathspire.</i> Once a gleaming ivory tower to a noble deity, its builder fell to evil and it was struck down and blackened by bolts of lightning. A gnawing, hateful thing is said to live among its jagged remains.

TABLE 1–38: ORC WAR PARTY

1d20	War Party Composition
1	1 evil paladin (blackguard) on a hippogriff, 1 war priest, 6 elite battleaxemen.
2	1 evil paladin (blackguard) and 6 war priests.
3	1 ranger, 6 elite archers.
4	1 war priest, 6 pikemen.
5	1 war priest, 6 archers.
6	1 ranger, 1 war priest, 4 elite battleaxemen, 4 elite archers.
7–8	1 war leader, 1 war priest, 6 archers, 6 pikemen.
9–10	1 war leader, 1 war priest, 12 archers, 12 pikemen.
11	1 war leader, 1 war priest, 4 battleaxemen, 12 archers.
12	1 war leader, 2 war priests, 4 battleaxemen, 4 pikemen, 12 archers.
13	1 war leader mounted on a dire wolverine, 2 war priests, 12 archers, 12 pikemen.
14	1 war leader mounted on warhorse, 1 war priest mounted on draft horse, 6 archers.
15	1 war leader mounted on a warhorse, 1 war priest mounted on warhorse, 12 pikemen.
16	1 war leader mounted on a worg, 1 war priest, 12 pikemen, 12 archers.
17	1 war leader mounted on a worg, 1 war priest, 1 ranger, 6 elite archers.
18	2 war leaders mounted on warhorses, 2 war priests mounted on worgs, 16 pikemen, 24 archers.
19	2 war leaders, 3 war priests, 12 battleaxemen, 12 pikemen, 24 archers.
20	6 elite pikemen mounted on worgs.

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TABLE 1-39: ORC TRIBES

1d20	Tribe
1	Bloodtakers
2	Champions of the Beast
3	Demonhammers
4	Dwarfslayers
5	Elfbane
6	Eyebiters
7	Fangslicers
8	Fasthammers
9	Ghoulchewers
10	Goblinsmashers
11	Grolig's Horde
12	The Hate of Gahrguun
13	Ice/Tundra Breakers
14	Kurgok's Pride
15	Mooncrawlers
16	The Seven Thousand Hunt
17	Sons of Gruuk'k
18	Thunderchasers
19	Wraithkillers
20	Wyrmmippers

TABLE 1-40: ORC NAMES

1d20	Orc Name
1	Bagdik, the Hate
2	Erag, the Wise
3	Ginak, the Cruel
4	Gog, the Vicious
5	Gorbag, the Torturer
6	Ignaak, the Crusher
7	Kurek Org, Famine hunter
8	M'gog, the Forsaken
9	Ognek, the Punisher
10	Ognier, the Oldskin
11	Ogrek, the Deadwalker
12	Parg, the Mankiller
13	Rag'ghar, the Flesheater
14	Ridik, the Cutter
15	Rurag, the Dog
16	Uhruk, the Faceraker
17	Vrok, the Mangler
18	Vrorb'g, the Fierce
19	Vrugor, the Estranged
20	Vrunig, the Deathhunter

ON THE ROAD

TABLE 1-41: ROAD TYPES

1d20	Road
1	Simple hunter's trail, recently used
2	Simple hunter's trail, overgrown with weeds.
3	Simple hunter's trail, with orc boundary markers and simple runes carved into the trees.
4	Animal trail, with blood and tracks indicating a recent hunt.
5	Animal trail, with canopy trees overhead providing shade.
6	Thin dirt road, desolate and abandoned these days.
7	Thin dirt road, horse hooves and boot prints showing recent use.
8	Thin dirt road, with many off road campfires and wagon wheel markings.
9	Thick dirt road, raised, with high vegetation on each side.
10	Thick dirt road, with occasional patrol shacks and camp structures along its sides.
11	Thick dirt road, with road markers and shrines to spirits of travel.
12	Thick dirt road, with plenty of tracks and movement patterns.
13	Thick dirt road, with deep ruts for wagons and chariots. Roadhouses mark every 10th mile.
14	Thick dirt road, with checkpoints and guard towers every 5th mile.
15	Thin brick road, with occasional town signs and crossroads.
16	Thin brick road, crossroads contain guard towers and roadside inns are common.
17	Thin brick road, marred by the activity of a recent battle.
18	Thick brick road, well-traveled and patrolled, mounted patrols are seen multiple times each day.
19	Thick brick road, with high levels of travel and congestion at strategic settlement points.
20	Thick brick road, desolate, cracked and poorly maintained.

DM TIP №4

A simple road is less likely to have a human or sentient encounter and a well travelled road is avoided by wild animals and creatures almost exclusively. While a hungry ettin might attack a caravan on a dirt road, a brick road is patrolled enough to keep even the hungriest animals at bay. Whenever an encounter happens on a road, ask the question: "fight or flight?"

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TABLE 1-42: BRIDGES

1d20	Bridge
1	A broad wooden bridge with torch stands set in the rails at even intervals looks well-maintained by local residents. It has been recently painted; so recently, in fact, the paint is still wet in spots.
2	This crossing doesn't appear to have been used in some time. Its weather-stained stones are covered in running vines that probably have been growing for years.
3	This crudely made bridge looks as if someone just took large, rough-hewn stones and jammed them together without mortar.
4	Grooves in the stones of this broad span suggest carts cross over it regularly.
5	A massive tree has fallen across a small defile, and signs suggest it is frequently used as a makeshift bridge.
6	A mighty, paved stone bridge wide enough for two carts to comfortably pass side by side spans a gorge. There are small statues at regular intervals along the bridge, each one a unique work of art representing some humanoid species.
7	More a work of art than a bridge, a slender, graceful arc of pure, gleaming marble connects two impressive structures.
8	Patches of rust dot this hulking, ramrod straight metal span.
9	The shells of thousands of giant ants, their segmented legs locked tightly together, form a bizarre bridge of glossy black and red.
10	A simple covered bridge, its wood is slightly soft in spots and its red paint is faded from neglect and time.
11	A slender stone bridge with no hand rails that can't be more than a yard wide.
12	A stone bridge looks sturdy enough though its mortar is cracked in a few places, and moss and lichen grow in some of the cracks.
13	A thick sturdy rope, with two parallel ropes about 5 ft. above it on either side appear to be the only way to cross.
14	A wooden footbridge looks brand new. The freshly laid flower beds indicate it may actually belong to someone.
15	An old rope bridge, its frayed ropes and weathered, graying planks do not engender confidence in its sturdiness.
16	Created by a lost civilization, the bridge appears weak and brittle, yet supports the weight of 100 men.
17	Tightly woven ropes, clearly put together with meticulous precision, form a sturdy but springy bridge.
18	Underneath this flat stone bridge, apparently supporting it, is the enormous stone figure of a great warrior.
19	Wide enough that two frost giants can cross it together comfortably, a bridge of solid ice gives off a diffuse white-blue glow in the light.
20	Wide, covered bridge shows signs that recently battle magic was employed in the vicinity.

TABLE 1-43: MUNDANE ROAD DIVERSIONS

1d20	Diversion Description
1	An elk, with two arrows in its neck lies to the side of the trail. Crows and other scavengers are picking at the flesh. There is no sign of the hunter.
2	A trail of blood bisects the path, leading off into the woods.
3	A tree has fallen recently, from age.
4	A brush fire is slowly moving this way.
5	Pinned to a tree is the decomposed form of a soldier of the empire. Three arrows stick in its chest. Its armor has rotted and its boots are gone. There is no sign of a weapon.
6	A standing circle, cracked and weathered from age is to the side of the road.
7	A recently abandoned campfire is still smoldering off to the side. Logs are positioned around it as if there was a sizeable group here.
8	Off to the side a cave formation can be made out, the dark opening facing in this direction.
9	Ranger's signs are carved into a small wooden plaque set beside the tree.
10	The smell of wildflowers fills the air, as if a meadow lies beyond the trees just out of sight.
11	Someone is cooking something, a soup or stew of great size for the smell to be so strong.
12	A quick succession of cracks and snaps alert you to what might be a startled animal fleeing your approach.
13	An abandoned druid's grove shows no signs of combat or danger, yet it has overgrown from lack of tending.
14	Strange tracks intersect the path, they seem to be from a large creature that passed by recently.
15	A tree has fallen, blocking your path, it appears to have been hit by lightning.
16	The flowers and herbs off to the side of this trail are too organized in one spot. It looks as if someone planted a garden, but there are no signs of recent disturbance.
17	A hawk circles overhead.
18	A black orc arrow is sticking from a tree. Either it has weathered well or it just recently found its mark.
19	A 3-foot stone off the side of the road contains strange markings in an unfamiliar language. They have been painstakingly carved onto the rock.
20	The area suddenly grows cold, but there was no wind to bring it.

TABLE 1-44: ROAD DIVERSIONS

1d20	Diversion Description
1	<i>Adventurers.</i> Another adventuring company passes the party. They gladly swap tales and treasure, and don't seem to be in a hurry.
2	<i>An Arrogant Merchant.</i> A large, well-guarded caravan owned by a sneering, arrogant merchant moves down the road like the man owns it. His guards reflect his attitude as well.
3	<i>Angry Farmers.</i> The party is accosted by a group of angry farmers. One of their daughters was seduced by a young man whose description closely matches one of the PC's, and they demand they come with them.
4	<i>Bandits.</i> A group of organized bandits ambushes the party, fleeing if half their number is killed, or if they manage to grab at least one pack-laden animal.
5	<i>Coffin Transporters.</i> Several pale, dark-robed men drive carts loaded with coffins along the road. They avoid eye contact if possible.
6	<i>The Dog Walker.</i> A young lad in the livery of a local noble is taking several of his master's dogs out for exercise. He may share some gossip, or one of the dogs may run away, leading him (and possibly the party) on a merry chase.
7	<i>A Dragon's Curiosity.</i> A silver dragon, testing how the PC's relate to different people, runs into them on the road in a number of different guises over several days. He may offer them some kind of quest if he likes the results.
8	<i>Flagellants.</i> A grim procession of ascetics in brown robes, bearing flails and whips, passes silently save for the occasional grunt elicited by their self-beatings.
9	<i>Gypsies.</i> A number of colorful wagons and gaily dressed men and women greet the party cordially. If it is near dark, they welcome the group to join them for the night.
10	<i>The Knight Errant.</i> A young knight has set up a strip of land for jousting and put up a rack full of blunted lances by the side of the road. He courteously invites passersby to tilt with him, best out of three unhorsings.
11	<i>A Lost Pet.</i> Several small children approach the group from the direction of a group of farms, asking them if they've seen the pet they found and adopted. When asked about details, they describe what sounds alarmingly like a baby owlbear, displacer beast, or other monstrous creature.
12	<i>The Messenger.</i> A single woman on horseback gallops past the party with a look of deadly urgency on her face. She may even run down anyone that tries to block her way.
13	<i>Off to Market.</i> A family of farmers driving carts laden with foodstuffs makes small talk with the group about local comings and goings.
14	<i>The Princess Bride.</i> An enormous procession of lavishly decorated elephants with howdahs on their backs, guarded by turbaned warriors on horseback takes up much of the road. The party glimpses a dusky-skinned beauty behind the curtains, on her way to a diplomatically arranged marriage.
15	<i>Road Wardens.</i> A patrol of a half-dozen mounted warriors asks the party their business and if they have seen anything suspicious, though they are vague about what.
16	<i>The Runaway.</i> A child, fleeing from an abusive, bullying stepfather tries to tag along with the party. The stepfather chases them down and demand the child's return.
17	<i>Runaway Bride.</i> A distraught young man approaches the party, asking if they have seen a young woman. She had cold feet about their wedding and ran off. He seems genuine in his concern, if a little unwilling to talk about why she may have run off.
18	<i>Talons from Above.</i> A large and nasty flying creature is out hunting along the road, and the group looks like the only food available. It will attempt to snatch a smaller character and fly off.
19	<i>The Walking Cliché.</i> A man with light colored robes, a gray beard, pointy hat, and a gnarled wooden staff travels alone. Whether he is a wizard who enjoys having fun with the stereotype or a charlatan practicing his craft is hard to tell.
20	<i>Wandering Minstrels.</i> A troupe of bards and performers on their way to the next big town happily shares gossip and flirts with attractive party members.

TABLE 1-45: BANDITS

1d20	Bandit
1-2	Archer
3-5	Brigand
6	Brute
7-8	Highwayman
9-10	Hungry merc
11	Local bully
12-13	Pillager
14-15	Poacher
16-17	Raider
18	Robber
19	Thief
20	Thug

DM TIP №5

A simple road is less likely to have a human or sentient encounter and a well travelled road is avoided by wild animals and creatures almost exclusively. While a hungry ettin might attack a caravan on a dirt road, a brick road is patrolled enough to keep even the hungriest animals at bay. Whenever an encounter happens on a road, ask the question: "fight or flight?"

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TABLE 1-46: BANDIT NPCs

1d20	Bandit NPC
1	Human War1: CR 1/2; SZ M (Humanoid); HD 1d8+4; hp 13; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks Short sword +3 melee (1d6+1) or shortbow +1 ranged (1d6); SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 8, Wis 8, Cha 10; AL NE. Skills: Climb +4, Handle Animal +3, Intimidate +4, Jump +4, Ride +5, Swim -1. Feats: Toughness, Weapon Focus (short sword). Possessions: Short sword, shortbow, 50 arrows, studded leather, small wooden shield.
2	Human Rog1: CR 1; SZ M (Humanoid); HD 1d6+1; hp 7; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex, +2 armor); Atks Longsword +1 melee (1d8+1), or shortbow +3 ranged (1d6); SA Sneak Atk +1d6; SV Fort +1, Ref +5, Will +1; AL NE; Str 13, Dex 16, Con 13, Int 17, Wis 13, Cha 14. Skills: Appraise +9, Bluff +6, Craft +7, Decipher Script +7, Forgery +5, Hide +3, Intimidate +6, Listen +1, Move Silently +3, Perform +4, Profession +5, Read Lips +7, Search +7, Sense Motive +5, Spot +1, Swim +5, Use Magic Device +6. Feats: Run, Skill Focus (appraise). Possessions: Leather armor, longsword, short bow, 50 arrows, sack, dagger.
3	Half-orc War2: CR 1; SZ M (Humanoid); HD 2d8+4; hp 16; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks Warhammer +6 melee (1d8+3), or short bow +2 ranged (1d6); SV Fort +5, Ref +0, Will -2; AL NE; Str 17, Dex 11, Con 14, Int 8, Wis 6, Cha 7. Skills: Disable Device +1, Listen -2, Spot -2. Feats: Power Attack. Possessions: Studded leather armor, masterwork warhammer, shortbow, 50 arrows, sack, 15 gp.
4	Human War4: CR 2; SZ M (Humanoid); HD 4d8+4; hp 28; Init +0; Spd 30; AC 17 (+5 armor, +2 shield); Atks Longsword +7 melee (1d8+2) or mighty composite longbow +5 ranged (1d8+2); SV Fort +5, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 12; AL NE. Skills: Climb +6, Handle Animal +7, Intimidate +6, Jump +5, Ride +6, Sense Motive +2. Feats: Mounted Archery, Mounted Combat, Ride-By Attack. Possessions: Masterwork longsword, masterwork heavy lance, masterwork mighty composite longbow (Str +2), 50 arrows, masterwork banded mail, chainmail barding, masterwork large steel shield, military saddle, saddlebags, antitoxin (vial), tent, light warhorse, <i>potion of cure serious wounds</i> x2, <i>potion of endurance</i> .
5	Human Rog4: CR 4; SZ M (Humanoid); HD 4d6+4; hp 21; Init +7 (Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (+3 Dex, +3 armor); Atks Rapier +4 melee (1d6), or dagger +6 ranged (1d4); SA Sneak attack +2d6; SQ Evasion, Uncanny dodge (Dex bonus to AC); SV Fort +2, Ref +7, Will +5; AL NE; Str 10, Dex 17, Con 12, Int 13, Wis 14, Cha 12. Skills: Appraise +8, Climb +4, Diplomacy +8, Escape Artist +4, Forgery +6, Gather Information +3, Hide +3, Innuendo +7, Intimidate +6, Jump +6, Listen +8, Move Silently +3, Read Lips +8, Spot +7, Swim +5, Tumble +9. Feats: Improved Initiative, Iron Will, Run. Possessions: +1 leather armor, masterwork rapier, 2 masterwork daggers, 2 daggers, sack, manacles, 35 gp.
6	Gnoll Rgr5: CR 6; SZ M (Humanoid); HD 2d8+2 + 5d10+5; hp 45; Init +3 (Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Natural, +3 armor); Atks +1 Battleaxe +11/+5 melee (1d8+4), or composite longbow +9/+4 ranged (1d8+4); SA Spells; SQ Favored enemy (elves); SV Fort +8, Ref +4, Will +2; AL CE; Str 18, Dex 17, Con 12, Int 13, Wis 12, Cha 2. Skills: Handle Animal +4, Heal +8, Hide +3, Knowledge (nature) +8, Listen +4, Move Silently +3, Pick Pocket +3, Ride +10, Spot +12, Wilderness Lore +3. Feats: Combat Reflexes, Mounted Combat, Power Attack, Track. Possessions: Studded leather, +1 battleaxe, mighty composite longbow, 15 arrows, <i>potion of cat's grace</i> .
7	Elf Rog6: CR 6; SZ M (Humanoid); HD 6d6+6; hp 27; Init +7 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atks +1 Longsword +7 melee (1d8+3) or composite longbow +9 ranged (1d8+3); SA Sneak attack +3d6; SQ Elf qualities, evasion, uncanny dodge; SV Fort +3, Ref +8, Will +1; Str 14, Dex 17, Con 13, Int 12, Wis 9, Cha 15; AL CN. Skills: Appraise +9, Balance +8, Bluff +11, Diplomacy +7, Hide +12, Intimidate +11, Listen +1, Move Silently +12, Pick Pocket +12, Read Lips +10, Search +8, Sense Motive +8, Spot +1, Use Magic Device +6. Feats: Improved Initiative, Point Blank Shot, Precise Shot. Possessions: +1 longsword, mighty composite longbow (+2 Str), 20 +1 arrows, +2 leather, antitoxin (vial), <i>boots of elvenkind</i> , <i>Quaal's feather token (fan)</i> , <i>ring of sustenance</i> .
8	Half-elf War9: CR 8; SZ M (Humanoid); HD 9d8+18; hp 54; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex, +2 armor); Atks +1 light flail +14/+9 melee (1d8+5), or mighty composite longbow +9/+4 ranged (1d6+4); SV Fort +8, Ref +4, Will +4; AL LE; Str 19, Dex 9, Con 14, Int 11, Wis 12, Cha 7. Skills: Climb +13, Jump +8, Listen +2, Ride +10, Search +2, Spot +2. Feats: Improved critical (light flail), Lightning Reflexes, Power Attack, Skill Focus (ride). Possessions: Leather armor, +1 light flail, mighty masterwork composite longbow (Str +4), <i>potion of bull's strength</i> , <i>potion of cure moderate wounds</i> , light horse, saddlebags, sack, 67 gp.
9	Hobgoblin Rog4/Rgr3: CR 7; SZ M (Humanoid); HD 4d6+12 + 3d10+9; hp 51; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 20 (+3 Dex, +6 armor, +1 natural); Atks +1 battleaxe +8/+3 melee (1d8+3) and +2 handaxe +8/+3 (1d6+3) or masterwork mighty composite longbow +9/+4 ranged (1d8+2); SQ Hobgoblin qualities, favored enemy humans +1; SV Fort +7, Ref +8, Will +4; Str 15, Dex 16, Con 17, Int 12, Wis 10, Cha 10; AL LE. Skills: Appraise +6, Balance +11, Bluff +7, Disable Device +4, Hide +11, Move Silently +15, Open Lock +6, Ride +9, Search +7, Spot +6, Use Rope +8, Wilderness Lore +9. Feats: Improved Initiative, Iron Will, Track, Weapon Focus (battleaxe). Possessions: +2 handaxe, +1 battleaxe, masterwork mighty composite longbow (+2 Str), masterwork light lance, 20 arrows, +2 chain shirt, light warhorse, military saddle, <i>amulet of natural armor</i> +1, <i>potion of endure elements</i> , <i>potion of invisibility</i> x3, <i>potion of vision</i> .
10	Hill Giant Ftr4: CR 11; SZ L (Giant); HD 12d8+72 + 4d10+24; hp 159; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft.; AC 30 (-1 SZ, +1 Dex, +9 armor, +9 natural, +2 deflection); Atks +3 unholy greatclub +27/+22/+17 melee (2d6+17), or rock +14/+9/+4 ranged (2d6+10); SA Rock throwing; SQ Rock catching; SV Fort +17, Ref +9, Will +9; Str 31, Dex 13, Con 22, Int 9, Wis 12, Cha 12; AL CE. Skills: Climb +13, Intimidate +6, Spot +6. Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub). Possessions: +3 unholy greatclub, +3 splint mail of moderate fortification, ring of protection +2, boots of speed, cloak of resistance (+3), necklace of fireballs (Type III), stone of alarm.

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- 11 **Goblin Rog3:** CR 3; SZ S (Humanoid); HD 3d6; hp 18; Init +3 (Dex); Spd 30 ft.; AC 16 (+1 size, +3 Dex, +2 armor); Atks Short sword +4 melee (1d6) or light crossbow +6 ranged (1d8 + poison); SA Poison bolts, sneak attack +2d6; SQ Darkvision 60 ft., evasion, uncanny dodge; SV Fort +1, Ref +6, Will +2; AL CE; Str 10, Dex 16, Con 10, Int 10, Wis 13, Cha 5. Skills: Appraise +6, Balance +8, Bluff +2, Climb +5, Decipher Script +6, Forgery +8, Hide +7, Intuit direction +7, Knowledge (nature) +2, Listen +1, Move Silently +7, Sense Motive +6, Spot +1. Feats: Dodge, Skill Focus (forgery). Possessions: Leather armor, masterwork short sword, light crossbow, 10 bolts, *potion of cure light wounds*, 1 vial of small centipede poison, 10 gp.
- 12 **Orc Rog2:** CR 2; SZ M (Humanoid); HD 2d6; hp 11; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Armor); Atks Longsword +3 melee (1d8+2), or shortbow +4 ranged (1d6); SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, light sensitivity; SV Fort +0, Ref +5, Will +2; AL CE; Str 15, Dex 14, Con 10, Int 11, Wis 14, Cha 8. Skills: Bluff +1, Climb +7, Diplomacy +2, Disguise +2, Gather Information +2, Hide +2, Intuit Direction +7, Listen +2, Move Silently +2, Open Lock +5, Read Lips +5, Spot +2, Tumble +5. Feats: Point Blank Shot. Possessions: Studded leather armor, longsword, shortbow, 50 arrows, sack, *potion of cat's grace*, 23 gp.
- 13 **Human Rog4/Ftr5:** CR 9; SZ M (Humanoid); HD 4d6+8 + 5d10+10; hp 68; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atks +2 rapier +12/+7 melee (1d6+4), or longbow +11/+6 ranged (1d8+3); SV Fort +7, Ref +8, Will +3; AL NE; Str 15, Dex 17, Con 14, Int 10, Wis 8, Cha 12. Skills: Climb +8, Craft +3, Decipher script +6, Gather information +5, Hide +3, Intimidate +5, Jump +8, Knowledge (trade routes) +2, Listen +3, Move Silently +10, Pick pocket +10, Profession +9, Ride +10, Spot +3, Tumble +8, Use Magic Device +3. Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Leadership, Point Blank Shot, Weapon Finesse, Weapon Focus (rapier). Possessions: Chain shirt, +2 rapier, masterwork mighty composite shortbow, 20 masterwork arrows, *potion of cat's grace*, *potion of invisibility*.
- 14 **Human Clr4:** CR 4; SZ M (Humanoid); HD 4d8+4; hp 25; Init +0; Spd 30 ft.; AC 15 (+5 Armor); Atks +1 heavy mace +4 melee (1d8+1), or heavy crossbow +4 ranged (1d10); SA Spells; SQ Rebuke undead; SV Fort +5, Ref +1, Will +6; AL NE; Str 13, Dex 10, Con 12, Int 8, Wis 15, Cha 13. Skills: Concentration +8, Diplomacy +4, Knowledge (religion) +6; Listen +2, Spot +2. Feats: Combat Casting, Extra Turning, Heighten Spell, Cleric Domains: Trickery, Evil. Spells prepared (5/4+1/3+1): 0 – *detect magic*, *inflict minor wounds*, *light*, *read magic*, *resistance*; 1st – *cause fear*, *change self*, *command*, *random action*, *summon monster I*; 2nd – *darkness*, *death knell*, *hold person*, *invisibility*. Possessions: +1 heavy mace, chainmail, masterwork heavy crossbow, 14 bolts, *potion of wisdom*, *potion of cure light wounds*, *potion of cure moderate wounds*, 135 gp.
- 15 **Kobold War1/Rog1:** CR 1; SZ S (Humanoid); HD 1d8+3 + 1d6+3; hp 18; Init +4 (Dex); Spd 30 ft.; AC 16 (+1 size, +4 Dex, +1 natural, +2 armor); Atks Club +2 melee (1d6–1), or light crossbow +6 ranged (1d8); SV Fort +5, Ref +6, Will +1; AL NE; Str 9, Dex 19, Con 16, Int 12, Wis 13, Cha 9. Skills: Appraise +4, Craft +5, Gather Information +2, Hide +9, Listen +2, Move Silently +4, Profession +3, Search +7, Spot +1. Feats: Blind-Fight. Possessions: Leather armor, masterwork club, light crossbow, 10 bolts, hunting knife, *potion of bull's strength*, 22 gp.
- 16 **Bugbear Rog2/Bbn2:** CR 6; SZ M (Humanoid); HD 3d8+9 + 2d6+6 + 2d12+6; hp 55; Init +7 (+3 Dex, +4 Imp Init); Spd 30 ft.; AC 23 (+3 Dex, +7 armor, +3 natural); Atks +2 halberd +12/+7 melee (1d10+9) or longbow +9/+4 ranged (1d8+4); SA Sneak attack +1d6, rage 1/day; SQ Bugbear qualities, evasion, uncanny dodge (Dex bonus to AC); SV Fort +9, Ref +7, Will +1; Str 20, Dex 17, Con 16, Int 12, Wis 10, Cha 7; AL CE. Skills: Climb +11, Escape Artist +7, Hide +11, Listen +7, Move Silently +15, Open Lock +4, Search +5, Sense Motive +2, Spot +8, Swim –3, Use Rope +10, Wilderness Lore +4. Feats: Combat Reflexes, Improved Initiative, Power Attack. Possessions: +2 breastplate, +2 halberd, masterwork mighty composite longbow (+4 Str), 50 arrows, *boots of the winterlands*, *potion of cure serious wounds (5)*, *potion of fire breath*.
- 17 **Half-Elf War3:** CR 2; SZ M (Humanoid); HD 3d8+3; hp 17; Init +2 (Dex); Spd 20 ft.; AC 16 (+2 Dex, +4 armor); Atks Longsword +3 melee (1d8+2) or shortsword +5 ranged (1d6); SQ Half-elf qualities; SV Fort +4, Ref +3, Will +0; Str 11, Dex 14, Con 12, Int 9, Wis 9, Cha 10; AL N. Skills: Handle Animal +4, Listen +0, Ride +6, Search +0, Spot +0, Wilderness Lore +1. Feats: Mounted Combat, Quick Draw. Possessions: Scale mail, composite shortbow, longsword, large wooden shield, 50 arrows, light horse, riding saddle, saddlebags, cold weather outfit.
- 18 **Human Ftr1:** CR 1; SZ M (Humanoid); HD 1d10+3; hp 13; Init +1 (Dex); Spd 20 ft.; AC 15 (+1 Dex, +4 armor); Atks Warhammer +5 melee (1d8+3) or shortbow +2 ranged (1d6); SV Fort +5, Ref +1, Will –1; Str 16, Dex 13, Con 17, Int 10, Wis 8, Cha 12; AL LE. Skills: Craft (Blacksmithing) +2, Craft (Metalworking) +2, Handle Animal +5, Listen +1, Spot +1. Feats: Alertness, Blind-Fight, Weapon Focus (warhammer). Possessions: Warhammer, shortbow, 15 arrows, scale mail, large steel shield.
- 19 **Sahuagin Rgr2:** CR 4; SZ M (Humanoid (aquatic)); HD 2d8+4 + 2d10+4; hp 24; Init +2 (Dex); Spd 30 ft., swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +1 trident +4 melee (1d8+3) and short sword (1d6+1); SA Blood frenzy, favored enemy sea elves; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; SV Fort +8, Ref +2, Will +2; Str 15, Dex 14, Con 15, Int 13, Wis 14, Cha 13; AL LE. Skills: Animal Empathy +6, Concentration +7, Handle Animal +6, Heal +7, Hide +11, Intuit Direction +7, Listen +11, Spot +11, Wilderness Lore +7. Feats: Expertise, Track, Weapon Focus (trident). Possessions: +1 trident, masterwork short sword, masterwork net, *potion of cat's grace* x3; *potion of blink* x4.
- 20 **Dwarf Rog2/Ftr3:** CR 5; SZ M (Humanoid); HD 2d6+8 + 3d10+12; hp 44; Init +1 (Dex); Spd 15; AC 17 (+1 Dex, +6 armor); Atks +1 greataxe +7 melee (1d12+2) or light crossbow +5 ranged (1d8); SA Sneak attack; SQ Dwarf qualities, evasion; SV Fort +7, Ref +5, Will +1; Str 13, Dex 13, Con 18, Int 12, Wis 11, Cha 8; AL LE. Skills: Climb +2, Disable Device +7, Innuendo +5, Intimidate +7, Listen +5, Open Lock +7, Spot +5, Swim –6, Use Magic Device +5. Feats: Cleave, Dodge, Power Attack, Weapon Focus (greataxe). Possessions: +1 great axe, masterwork light crossbow, 12 bolts, +2 chain shirt, masterwork large steel shield, *potion of protection from elements* (x4).

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TABLE 1-47: STONE/BOULDER FORMATIONS OR MARKINGS

1d20	Formation
1	Black stone with face size carvings on it.
2	Blood red heart shaped boulder.
3	Clear boulder with a purple stone in the middle.
4	Dark brown square boulder.
5	Egg shaped 5 ft. high boulder
6	Green moss covered jagged boulder.
7	Grooved rectangular boulder.
8	Group of boulders on top of each other making a small bridge over the stream.
9	Hexagon shaped stone with a symbol etched on every corner.
10	Immense boulder with a hole in the middle that makes a natural bath when it rains.
11	Large brown boulder in the shape of a tree.
12	Large cracked bell shaped boulder.
13	Large ivory colored hook shaped boulder protruding 20 ft. high.
14	Perfectly round onyx colored stone.
15	Red flat stone slab 10 ft. wide.
16	Rust colored arrow shaped stone.
17	Smooth white body contoured boulder.
18	Triangle shaped black rock.
19	Two identical round boulders next to each other.
20	White stone slab on top of two evenly sized smaller boulders making a natural bench.

CIVILIZATION

TABLE 1-48: FARM ACTIVITIES

1d20	Activity
1	Baking bread
2	Butchering meat
3	Chopping firewood
4	Cleaning chimney
5	Cleaning out barn
6	Digging a well
7	Digging irrigation or sewage ditch
8	Examining crops for bugs or wilting
9	Feeding animals
10	Gathering crops or herbs
11	Hanging herbs to dry
12	Hanging up or taking down laundry
13	Helping animal give birth
14	Herding livestock into a pen, out of a pen, to a different field
15	Repairing some fences
16	Repairing the roof of the house, barn, or other building
17	Shearing sheep (spring)
18	Taking some livestock to market
19	Transporting water to crops
20	Washing dog or prize livestock

TABLE 1-49: SETTLEMENT GENERATOR

1d20	Size
1-2	Thorp
3-4	Hamlet
5-6	Village
7-8	Small Town
9-10	Large Town

11-12	Small City
13-14	Large City
15	Two villages linked by a bridge
16	Two small towns linked by a bridge
17	Two large towns linked by a bridge
18	Two small cities linked by a bridge
19	Two large cities linked by a bridge
20	Metropolis

TABLE 1-50: SETTLEMENT NAMES I

1d20	Settlement Name
1	Ælward
2	Ashton
3	Achester
4	Ballysgard
5	Bennikpark
6	Belwell Height
7	Bridgespan
8	Brynport
9	Caervale
10	Carrick Field
11	Denburn Square
12	Dunith Bay
13	Dunworth Rest
14	Eastwood
15	Eklinbury
16	Ennisston Lot
17	Heaven's Breath
18	Highspruce
19	Honeybeech Point
20	Houghton Gate

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TABLE 1-51: SETTLEMENT NAMES II

1d20	Settlement Name
1	Kartlake
2	Killbourne March
3	Kyrkberg
4	Lochstead
5	Louton Dun
6	Millerhurst
7	New Goldcastle
8	New Whitewalnut
9	Newardine
10	Norville
11	Old Riverton
12	Port Newgate
13	Portwater Sound
14	Southoak Fens
15	Stockbury South
16	Stockton Brest
17	Suttin Glen
18	Uncaster Vista
19	West Diamondriver
20	Yorkpoint End

TABLE 1-52: DWARVEN SETTLEMENT NAMES

1d20	Settlement Name
1	Askulgorm
2	Bukgor Hall
3	Deep Ithragol
4	Dworalin
5	Dworgin Halls
6	Fell Gonungol
7	Forbrinori Caverns
8	Fottor Mines
9	Gomungar Halls
10	Hammerholme
11	Karazrin Mines
12	Kargrom Hall
13	Mines of Ollafor
14	Mount Balafor
15	Munaluk
16	Tarkaigin Ollogar
17	Tereth Amanund
18	Terit Karok
19	Thoradol Holme
20	Under Nargal

TABLE 1-53: ELVEN SETTLEMENT NAMES

1d20	Settlement Name
1	Athendon
2	Athfinwey
3	Brimbolyn
4	Cirrolrond
5	Dorbroduen
6	Elgollir
7	Forathin
8	Githlorrond
9	Glorandel
10	Glorolmyr
11	Glorthieldon
12	Hirandel
13	Hirlorund
14	Ina Elrolor

15	Inengost
16	Lothloran
17	Nimdirel
18	Nothailen
19	Rathroddel
20	Thilol

TABLE 1-54: GOVERNMENTS I

1d20	Government Type
1	<i>Anarchy.</i> Order without leaders.
2-3	<i>Autocracy.</i> One hereditary ruler has absolute power.
4	<i>Bureaucracy.</i> Various departments compose the government.
5	<i>Communism.</i> Government plans and controls the economy.
6-7	<i>Confederacy.</i> Each city or town governs itself under a federation.
8	<i>Democracy.</i> Governed by the people through elected representatives.
9-11	<i>Despotism.</i> One ruler holds absolute authority.
12-13	<i>Dyarchy.</i> Government by two joined rulers.
14	<i>Fascism.</i> Centralization of authority under a dictator and stringent socioeconomic controls.
15-17	<i>Feudalism.</i> System of fiefs and vassals under which a lord is owed allegiance.
18	<i>Garrison state.</i> A militocracy in which everyone serves in the militia.
19	<i>Geriatocracy.</i> Ruled by the eldest.
20	<i>Gynarchy.</i> Ruled by females only.

TABLE 1-55: GOVERNMENTS II

1d20	Government Type
1	<i>Hegemony.</i> Rulership by a external body, usually a confederacy.
2	<i>Heteronomy.</i> Subordination or subjection to the law of another; political subjection of a community or state.
3-5	<i>Hierarchy.</i> Religious feudal system.
6-7	<i>Magocracy.</i> Ruled by wizards or sorcerers.
8	<i>Matriarchy.</i> Ruled by the eldest or most important female alone or in a council.
9-10	<i>Militocracy.</i> Military leaders rule under martial law.
11	<i>Mobacracy.</i> Near chaos, ruled by a mob.
12-15	<i>Monarchy.</i> Ruled by a single hereditary ruler.
16	<i>Monarchy, Absolute.</i> A single hereditary ruler undeterred by a parliament or congress.
17-18	<i>Monarchy, Constitutional.</i> A single hereditary ruler sharing power with a body of government, such as parliament.
19	<i>Monarchy, Limited.</i> A single hereditary ruler, usually in a figurehead position, consigning power to another body.
20	<i>Ochlocracy.</i> Government by the masses.

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TABLE 1-56: GOVERNMENTS III

1d20	Government Type
1-2	Oligarchy. A small group of rulers share power.
3	Pantisocracy. A utopian society where all rule equally.
4-5	Pedocracy. Ruled by sages or scholars.
6-7	Plutocracy. Ruled by the wealthy.
8	Regency*. Government by which power is held until the rightful ruler can take his place.
9-11	Republic. Government by representatives of an established electorate who rule on behalf of the electors.
12	Satrapy. Representatives of another government rule.
13	Socialism. A collective or centralized government plans and controls the economy.
14-15	Syndicracy. Ruled by the guilds.
16-18	Theocracy. A direct representative or collection of agents of power rules as a dictator.
19	Triumvirate. Government by three joined rulers.
20	Utopia. An impossible system of government, but this is a fantasy game... right?

* Roll again to determine real system of government

TABLE 1-57: DWARVEN SETTLEMENT NPCs

1d20	Dwarven NPC
1-5	Citizen Dwarven Com1: CR 1/2; SZ M (Humanoid); HD 1d4-1; hp 3; Init +2 (Dex); Spd 20 ft.; AC 12 (+2 Dex); Atks +3 Unarmed melee (1d3+3), or +2 ranged; SV Fort 0, Ref +2, Will +1; AL LG; Str 16, Dex 15, Con 11, Int 13, Wis 13, Cha 9. Skills: Appraise +3, Craft +3, Hide +2, Jump +7, Listen +7, Move Silently +2, Spot +3, Use Rope +6. Feats: Alertness. Possessions: Peasant's outfit.
6-10	Craftsman Dwarven Exp3: CR 2; SZ M (Humanoid); HD 3d6+3; hp 18; Init +5 (Dex, +4 Improved initiative); Spd 20 ft.; AC 11 (+1 Dex); Atks Light hammer +2 melee (1d4), or +3 ranged; SV Fort +2, Ref +2, Will +4; AL LG; Str 10, Dex 12, Con 13, Int 15, Wis 12, Cha 10. Skills: Appraise +10, Balance +6, Bluff +4, Craft (any) +6, Gather Information +4, Hide +1, Innuendo +3, Knowledge (commerce) +5, Listen +4, Move Silently +3, Spot +4, Use rope +3. Feats: Improved Initiative, Skill Focus (craft (any)). Possessions: Light hammer, artisan's outfit, artisan's tools, merchant's scale, 50 gp.
11-15	Guard Dwarven War3: CR 2; SZ M (Humanoid); HD 3d8+6; hp 27; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +4 armor, +1 shield); Atks +7 Battleaxe melee (1d8+2), or lightcrossbow +5 ranged (1d8); SV Fort +5, Ref +3, Will +4; AL LG; Str 14, Dex 14, Con 14, Int 17, Wis 12, Cha 8. Skills: Appraise +5, Climb +8, Craft +5, Hide +2, Innuendo +3, Jump +8, Listen +3, Move Silently +2, Profession +3, Spot +2, Swim +7. Feats: Iron Will, Weapon Focus (battleaxe). Possessions: Chain shirt, masterwork battleaxe, small steel shield, light crossbow, 14 bolts.
16-18	Cleric Dwarven Clr4: CR 4; SZ M (Humanoid); HD 4d8+8; hp 28; Init -1 (Dex); Spd 20 ft.; AC 15 (-1 Dex, +5 breastplate, +1 shield); Atks Morningstar +6 melee (1d8+2), or light crossbow+2 ranged (1d8); SA: Spells; SQ: Turn undead; SV Fort +6, Ref +0, Will +8; AL LG; Str 14, Dex 8, Con 15, Int 13, Wis 18, Cha 10. Skills: Appraise +3, Craft +9, Diplomacy +7, Knowledge (religion) +6, Scry +6, Spot +4. Feats: Extend Spell, Extra Turning. Domains: Law, Knowledge. Spells prepared (5/4+1/3+1): 0 - <i>detect magic, detect poison, mending, resistance, virtue</i> ; 1st - <i>cure light wounds, divine favor, endure elements, protection from chaos, sanctuary</i> ; 2nd - <i>calm emotions, cure moderate wounds, hold person, shatter</i> . Possessions: Breastplate, masterwork morningstar, light crossbow, 50 bolts, holy symbol, <i>potion of cure moderate wounds, scroll of bless</i> (x2) 23 gp.
19-20	Fighter Dwarven Ftr5: CR 5; SZ M (Humanoid); HD 5d10+10; hp 45; Init +0; Spd 20 ft.; AC 17 (+7 armor); Atks greataxe +9 melee (1d12+3), or Heavy crossbow +5 ranged (1d10); SV Fort +6, Ref +1, Will +2; AL LG; Str 16, Dex 10, Con 14, Int 12, Wis 9, Cha 12. Skills: Appraise +3, Climb +11, Craft +3, Handle Animal +7, Intuit Direction +1, Knowledge (law) +3, Listen +1, Spot +1, Swim +3. Feats: Blind-Fight, Combat Reflexes, Improved Unarmed Strike, Iron Will, Power Attack. Possessions: Half-plate armor, masterwork greataxe, heavy crossbow, 18 bolts, 15 gp.

TABLE 1-58: ELVEN SETTLEMENT NPCs

1d20	Elven NPC
1-5	Citizen Elven Com1: CR 1/2; SZ M (Humanoid); HD 1d4; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Unarmed +3 melee (1d3+1), or +2 ranged; SQ: Elven qualities; SV Fort +0, Ref +2, Will +2; AL CG; Str 12, Dex 14, Con 10, Int 9, Wis 15, Cha 11. Skills: Craft (any) +4, Hide +2, Listen +4, Move Silently +2, Search -1, Spot +4. Feats: Skill Focus (tumble). Possessions: Peasant's outfit.
6-10	Craftsman Elven Exp3: CR 2; SZ M (Humanoid); HD 3d6; hp 9; Init +5 (Dex); Spd 30 ft.; AC 15 (+5 Dex); Atks Dagger +3 melee (1d4+1), or shortbow +7 ranged (1d6); SV Fort +1, Ref +6, Will +4; AL CG; Str 13, Dex 20, Con 10, Int 14, Wis 13, Cha 12. Skills: Appraise +10, Craft (any) +8, Decipher script +5, Disguise +7, Heal +7, Hide +5, Knowledge +7, Listen +3, Move Silently +7, Open lock +7, Perform +7, Search +4, Spot +3, Use Magic Device +2. Feats: Skill Focus (appraise), Skill Focus (Craft). Possessions: Artisan's outfit, artisan's tools, dagger, shortbow, 12 arrows, 16 gp.

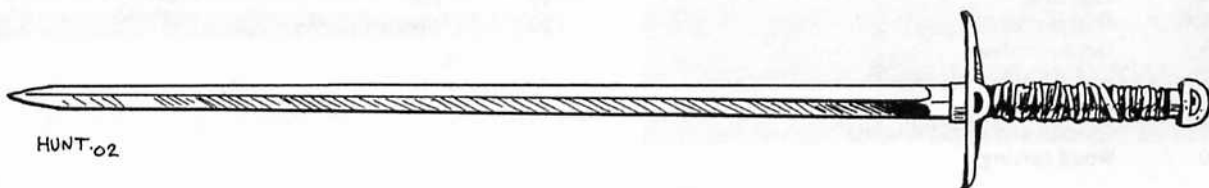
- 11–15 **Wizard Elven Wiz3:** CR 3; SZ M (Humanoid); HD 3d4; hp 10; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks Quarterstaff +0 melee (1d6–1), or shortbow +4 ranged (1d6); SA: Spells; SQ: Elven qualities; SV Fort +1, Ref +4, Will +4; AL CG; Str 9, Dex 16, Con 11, Int 14, Wis 13, Cha 8. Skills: Alchemy +8, Bluff +1, Concentration +3, Hide +3, Listen +3, Move Silently +3, Profession +7, Search +7, Spot +3. Feats: Run, [Scribe scroll], Spell Focus (divination). Wizard Spells Known (4/3/2): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *burning hands, charm person, identify, mage armor, magic missile, shield, spider climb*. 2nd – *invisibility, melf's acid arrow, web*. Possessions: Quarterstaff, spell component pouch, robes, shortbow, 10 arrows, *scroll of magic missile, scroll of light*, 35 gp.
- 16–18 **Guard Elven Rgr1:** CR 1; SZ M (Humanoid); HD 1d10; hp 10; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt); Atks Longsword +1 melee (1d8), or longbow +3 ranged (1d8); SQ: Elven qualities; SV Fort +1, Ref +2, Will +2; AL CG; Str 11, Dex 15, Con 11, Int 15, Wis 14, Cha 12. Skills: Climb +4, Hide +2, Knowledge (nature) +6, Listen +6, Move Silently +4, Ride +6, Search +4, Spot +4, Swim +4, Use Rope +6;. Feats: Mounted Combat, Track. Possessions: Chain shirt, longsword, longbow, 18 arrows.
- 19–20 **Guard Elven Captain Ftr4:** CR 4; SZ M (Humanoid); HD 4d10–4; hp 25; Init +6 (Dex, +4 Improved initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail); Atks Longsword +6 melee (1d8+1), or longbow +7 ranged (1d8+1); SQ: Elven qualities; SV Fort +3, Ref +3, Will +0; AL CG; Str 12, Dex 14, Con 9, Int 12, Wis 10, Cha 10. Skills: Hide +2, Move Silently +2, Search +3, Sense Motive +4, Spot +2. Feats: Wilderness Lore +1. Feats: Dodge, Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus (composite longbow). Possessions: Masterwork longsword, chainmail armor, mighty composite longbow.

TABLE 1–59: HUMAN SETTLEMENT NPCs

1d20	NPC
1	Citizen, Com1: CR 1/2; SZ M (Humanoid); HD 1d4–1; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Unarmed +0 melee (1d3), or sling +1 ranged (1d4); SV Fort +1, Ref +1, Will +0; AL NG; Str 11, Dex 13, Con 9, Int 13, Wis 10, Cha 11. Skills: Handle Animal +6, Heal +2, Hide +1, Jump +4, Move Silently +1, Ride +5. Feats: Great Fortitude, Skill Focus (Handle Animal). Possessions: Peasant's outfit, sling, 8 sling stones.
2	Craftsman Human, Exp2: CR 1; SZ M (Humanoid); HD 2d6; hp 10; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks Dagger +1 melee (1d4), or shortbow +4 ranged (1d6); SV Fort +0, Ref +3, Will +3; AL CG; Str 11, Dex 16, Con 10, Int 13, Wis 11, Cha 13. Skills: Appraise +3, Craft (Any)+8, Heal +3, Hide +4, Knowledge (nature) +5, Knowledge (local history) +5, Move Silently +5, Open Lock +4, Read Lips +6, Ride +5, Spot +2. Feats: Quick Draw, Skill Focus (craft (any)). Possessions: Artisan's outfit, dagger, shortbow, artisan's tools, merchant's scale, 12 gp.
3	Hedge Wizard, Adp2: CR 1; SZ M (Humanoid); HD 2d6; hp 9; Init +0; Spd 30 ft.; AC 10; Atks Quarterstaff +1 melee (1d6), or dagger +0 ranged (1d4); SA Spells; SV Fort +0, Ref 0, Will +6; AL NG; Str 10, Dex 10, Con 10, Int 13, Wis 17, Cha 16. Skills: Alchemy +6, Heal +7, Knowledge (nature) +6, Listen +3, Scry +3, Spellcraft +6, Spot +3. Feats: Enlarge Spell, Scribe Scroll. Spells prepared (3/2): 0 – <i>create water, cure minor wounds</i> ; 1st – <i>comprehend languages, cure light wounds, sleep</i> . Possessions: Traveler's outfit, dagger, quarterstaff, <i>potion of cure moderate wounds, poison antidote, scroll of cure moderate wounds, scroll of restoration</i> .
4	Merchant, Ars3: CR 2; SZ M (Humanoid); HD 3d8–3; hp 18; Init +0; Spd 30 ft.; AC 10; Atks Dagger +4 melee (1d4), or dagger +2 ranged (1d4); SV Fort +0, Ref +1, Will +3; AL N; Str 14, Dex 10, Con 9, Int 10, Wis 10, Cha 16. Skills: Appraise +6, Diplomacy +10, Forgery +2, Perform +6, Ride +6, Sense Motive +4, Swim +6. Feats: Point Blank Shot, Precise Shot, Skill Focus (diplomacy). Possessions: Artisan's outfit, dagger, merchant's scale.
5	Guardsmen, War1: CR 1/2; SZ M (Humanoid); HD 1d8+2; hp 10; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 armor); Atks Longsword +4 melee (1d8+2), or light crossbow +3 ranged (1d8); SV Fort +4, Ref +1, Will +0; AL LG; Str 15, Dex 12, Con 14, Int 11, Wis 11, Cha 12. Skills: Hide +1, Intimidate +5, Listen +1, Move Silently +1, Ride +5, Swim +6. Feats: Weapon Focus (crossbow), Weapon Focus (longsword). Possessions: Studded leather armor, longsword, light crossbow, 14 bolts, dagger, manacles, signal whistle.
6	Guard Captain, Ftr2: CR 2; SZ M (Humanoid); HD 2d10+4; hp 19; Init +5 (+1 Dex, +4 Imp Init); Spd 20 ft.; AC 15 (+1 Dex, +5 armor); Atks Longsword +5 melee (1d8+2), or heavy crossbow +3 ranged (1d10); SV Fort +5, Ref +1, Will +0; AL LN; Str 14, Dex 13, Con 15, Int 12, Wis 11, Cha 13. Skills: Craft +3, Hide +2, Listen +2, Move Silently +1, Ride +5, Spot +2. Feats: Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (longsword). Possessions: Chainmail, longsword, heavy crossbow, 18 bolts, signal whistle, manacles, 6 gp.
7	Weaponsmith, Dwarf Exp3: CR 2; SZ M (Humanoid); HD 3d6+3; hp 16; Init +5 (Dex, +4 Imp Init); Spd 20 ft.; AC 11 (+1 Dex); Atks Light hammer +2 melee (1d4); SV Fort +2, Ref +2, Will +4; AL LG; Str 11, Dex 12, Con 13, Int 14, Wis 13, Cha 11. Skills: Appraise +10, Balance +6, Bluff +4, Craft (weaponsmithing) +8, Gather Information +4, Innuendo +4, Knowledge (commerce) +6, Listen +4, Move Silently +3, Spot +4, Use Rope +3. Feats: Improved Initiative, Skill Focus (craft (weaponsmithing)). Possessions: Artisan's outfit, artisan's tools, merchant's scale, 50 gp.
8	Scout, Elf Rgr1: CR 1; SZ M (Humanoid); HD 1d10; hp 10; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atks Longsword +1 melee (1d8), or longbow +3 ranged (1d8); SQ Elven qualities; SV Fort +1, Ref +2, Will +2; AL CG; Str 10, Dex 14, Con 10, Int 15, Wis 14, Cha 12. Skills: Climb +4, Hide +2, Knowledge (nature) +6, Listen +6, Move Silently +4, Ride +6, Search +4, Spot +4, Swim +4, Use Rope +6. Feats: Mounted Combat, Track. Possessions: Studded Leather, longsword, longbow, 18 arrows.

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- 9 **Barmaid, Com1:** CR 1; SZ M (Humanoid); HD 1d4-1; hp 3; Init +0; Spd 30 ft.; AC 10; Atks unarmed +1 melee (1d3+1), or clay mug +0 ranged (1d2+1); SV Fort +1, Ref +0, Will +2; AL CG; Str 12, Dex 10, Con 9, Int 14, Wis 14, Cha 14. Skills: Handle animal +4, Jump +7, Knowledge (local history) +4, Listen +4, Ride +2, Spot +4, Swim +7, Use Rope +4. Feats: Alertness, Great Fortitude. Possessions: Peasant's clothes.
- 10 **Innkeeper, Exp2:** CR 1; SZ M (Humanoid); HD 2d6+4; hp 16; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Club +1 melee (1d6), or clay mug +3 ranged (1d2); SV Fort +2, Ref +2, Will +3; AL LG; Str 10, Dex 15, Con 14, Int 14, Wis 11, Cha 11. Skills: Animal Empathy +3, Diplomacy +5, Disable Device +6, Forgery +4, Hide +2, Intuit Direction +3, Knowledge (local history) +5, Move Silently +2, Pick Pocket +7, Profession (innkeeper) +7, Use Rope +3. Feats: Ambidexterity, Skill Focus (Profession (innkeeper)). Possessions: Peasant's outfit, club.
- 11 **Porter, Half-orc Com2:** CR 1; SZ M (Humanoid); HD 2d4; hp 8; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack Quarterstaff +4 melee (1d6+3), or +2 ranged; SV Fort +0, Ref +1, Will +1; AL N; Str 16, Dex 13, Con 10, Int 11, Wis 13, Cha 9. Skills: Forgery +3, Hide +3, Spot +7. Feats: Skill Focus (spot). Possessions: Peasant's outfit
- 12 **Singer, Half-elf Brd3:** CR 3; SZ M (Humanoid); HD 3d6+6; hp 15; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Atks Longsword +4 melee (1d8+2), or shortbow +3 ranged (1d6); SV Fort +3, Ref +4, Will +3; AL N; Str 15, Dex 13, Con 15, Int 11, Wis 11, Cha 14. Skills: Appraise +6, Bluff +7, Hide +4, Listen +1, Move Silently +1, Scry +4, Search +1, Spot +1, Swim +8; Brew Potion, Improved Initiative. Spells Known (3/2): 0 - *daze, detect magic, flare, ghost sound, mage hand, open/close*; 1st - *cure light wounds, hypnotism, sleep*. Possessions: Performer's outfit, lute or pipe, longsword, leather armor, shortbow, 20 arrows, 33 gp.
- 13 **Apprentice, Exp1:** CR 1; SZ M (Humanoid); HD 1d6; hp 6; Init +6 (+2 Dex, +4 Imp Init); Spd 30 ft.; AC 12 (+2 Dex); Atks Unarmed strike -1 melee (1d3-1), or +2 ranged; SV Fort -1, Ref +2, Will +1; AL N; Str 10, Dex 14, Con 10, Int 10, Wis 8, Cha 8. Skills: Animal empathy +1, Craft (any) +6, Gather Information +1, Hide +2, Knowledge (local history) +4, Listen +1, Move Silently +2, Open Lock +3, Perform +3, Read lips +2, Ride +6, Spot +1. Feats: Alertness, Skill Focus (Craft (any)). Possessions: Artisan's outfit, artisan's tools, 1 gp.
- 14 **Gypsy, Rog2:** CR 2; SZ M (Humanoid); HD 2d6+2; hp 12; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 armor); Atks Short sword +1 melee (1d6), or dagger +3 ranged (1d4); SA: Sneak attack +1d6, evasion; SV Fort +1, Ref +5, Will +3; AL N; Str 11, Dex 13, Con 13, Int 14, Wis 12, Cha 15. Skills: Appraise +5, Balance +6, Bluff +7, Decipher Script +5, Disable Device +7, Disguise +3, Gather Information +5, Hide +2, Intuit Direction +6, Listen +3, Move Silently +7, Perform +3, Read Lips +6, Sense Motive +6, Spot +8. Feats: Alertness, Iron Will. Possessions: Studded leather armor, short sword, dagger, musical instrument, thieves' tools, wine.
- 15 **Farmer, Com1:** CR 1; SZ M (Humanoid); HD 1d4+2; hp 6; Init +0; Spd 30 ft.; AC 10; Atks Sickle +2 melee (1d6+2), or sling +0 ranged (1d4+2); SV Fort +4, Ref +0, Will +4; AL NG; Str 15, Dex 10, Con 14, Int 8, Wis 15, Cha 15. Skills: Listen +2, Ride +4, Spot +2, Swim +6. Feats: Great Fortitude, Iron will. Possessions: Sickle, sling, stones.
- 16 **Brute, Half-orc War2:** CR 1; SZ M (Humanoid); HD 2d8+4; hp 16; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks Warhammer +6 melee (1d8+3), or short bow +2 ranged (1d6); SV Fort +5, Ref +0, Will -2; AL NE; Str 17, Dex 11, Con 14, Int 8, Wis 6, Cha 7. Skills: Disable Device +1, Listen -2, Spot -2. Feats: Power Attack. Possessions: Studded leather armor, masterwork warhammer, shortbow, sack, 15 gp.
- 17 **Midwife, Com1:** CR 1; SZ M (Humanoid); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Unarmed strike +2 melee (1d3+2), or +1 ranged; SV Fort -1, Ref +1, Will +0; AL N; Str 14, Dex 12, Con 10, Int 10, Wis 14, Cha 14. Skills: Climb +4, Heal +4, Hide +1, Jump +4, Listen +4, Move Silently +3, Spot +2. Feats: Alertness, Skill Focus (listen). Possessions: Peasant's outfit.
- 18 **Cleric, Dwarf Clr2:** CR 2; SZ M (humanoid); HD 2d8+8; hp 19; Init +0; Spd 15 ft.; AC 16 (+4 armor, +2 shield); Atks Heavy mace +3 melee (1d8+2) or heavy crossbow +1 ranged (1d10); SA Spells; SQ Dwarf qualities, turn undead; SV Fort +7, Ref +0, Will +5; Str 14, Dex 11, Con 18, Int 12, Wis 15, Cha 10; AL LG. Skills: Diplomacy +5, Knowledge (religion) +6, Spellcraft +6. Feats: Extra Turning. Domains: Law, Good. Spells Prepared (Clr 4/3): 0 - *create water, guidance, mending, purify food and drink*; 1st - *bles, command, magic weapon, protection from chaos*. Possessions: Chain shirt, large steel shield, heavy mace, heavy crossbow, 50 bolts, holy symbol, holy water.
- 19 **Stablemaster, Exp2:** CR 1; Size M (humanoid); HD 2d6+2; hp 11; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 armor, +1 shield); Atks Handaxe +1 melee (1d6), or short bow +4 ranged (1d8); SV Fort +1, Ref +2, Will +4; Str 10, Dex 16, Con 13, Int 13, Wis 12, Cha 11; AL LG; Skills: Animal Empathy +6, Climb +1, Forgery +3, Handle Animal +6, Intuit Direction +3, Jump +4, Listen +1, Move silently +4, Ride +6, Search +3, Spot +1. Feat: Dodge, Point Blank Shot. Possessions: Leather armor, hand axe, shortbow, 10 arrows, small wooden shield.
- 20 **Mayor, Human Nob5:** CR 4; SZ M (Humanoid); HD 5d8-5; hp 24; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 ring); Atks Dagger +4 melee (1d4+1), or dagger +4 ranged (1d4+1); SV Fort +4, Ref +4, Will +8; AL Any; Str 10, Dex 13, Con 9, Int 14, Wis 14, Cha 15. Skills: Diplomacy +11, Forgery +9, Intimidate +10, Knowledge (royalty) +9, Knowledge (local history) +4, Listen +10, Perform +7, Spot +6, Wilderness Lore +6. Feats: Alertness, Great Fortitude, Skill Focus (diplomacy). Possessions: Royal outfit, signet ring, *ring of protection* +2, 750 gp.



HUNT-02

CASTLES AND KEEPS

TABLE 1-60: CASTLES

1d20	Castle Description
1	<i>Castle Bromingner.</i> A castle built in the middle of a lake with many ballista-filled bastions on the wall for attacking ships.
2	<i>Castle Eileen Dolan.</i> A castle built at the end of a river with four square towers and one main gatehouse.
3	<i>Castle Endmore.</i> A star shaped keep made on the edge of a cliff side overlooking the ocean.
4	<i>Castle Fell.</i> A castle, unfortunately built over a fault line and is constantly plagued with earthquakes; it is surrounded by a reinforced stone wall.
5	<i>Castle Holstrom.</i> A moat and castle, in perfect condition. It is surrounded by a white curtain wall 20 ft. high.
6	<i>Castle Ra-Ammon.</i> This small castle is built against the side of a great mountain. The outside wall is made from the natural stone surrounding the structure.
7	<i>Castle Sacharaque.</i> A double concentric castle built on a hill overlooking the valley below.
8	<i>Castle Deloro.</i> A small round keep with no windows for the first 40 ft. up. A single 20 ft. round tower stands on top that is rumored to be made of gold.
9	<i>Citadel Simonia.</i> A huge fortress, many areas are in ruins. It's organized into sub-wards separated by walls and surrounded by a 50 ft. outer wall.
10	<i>Fort Iscar.</i> A small wooden fort built from living trees. The large trees were planted in a large rectangle pattern and as they grew, made a natural fort.
11	<i>Fort Lepargh.</i> A double walled desert fort with orange colored crenelated walls.
12	<i>Fort Pierce.</i> A series of six towers arranged in a circle surrounded by 20 ft. curtain walls.
13	<i>Fortress Guadamur.</i> A square keep with a step profile that allows it to have 60 ft. walls surrounding it.
14	<i>Fortress Hel.</i> A double walled castle, fairly new but in very bad shape. Things are always breaking at a faster rate than can be repaired. It used to be surrounded by a stone crenelated wall but many parts have collapsed and been replaced with wooden palisades.
15	<i>Fortress Valencia.</i> An extremely large group of 10 castles connected by 40 ft. high curtain walls supported by many buttresses and surrounded by a deep moat.
16	<i>Keep Morg.</i> A single-moat keep in the swamp lands. Grey wet wooden walls surround the place.
17	<i>Keep Thromm.</i> A simple wooden keep shows its old age. The original walls have fallen and now it is surrounded a by a spike filled wooden palisade.
18	<i>Moradin's Hammer.</i> A large above ground fortress. It is kept in perfect shape. The entire structure is made from stone and its 30 ft. high walls are reinforced with steel.
19	<i>Palace Bellmonte.</i> Was once a small island and is now the imperial palace. The entire island has been built up and is surrounded by a double reinforce 40 ft. curtain wall.
20	<i>Tower Hec Al Aldibar.</i> A tower made of black marble. It is surrounded by ten 25 ft. black stone walls which are spaced 300 ft. apart.

TABLE 1-61: INTERIOR CASTLE WALLS

1d20	Castle Wall
1	Alcoves
2	Animal skins
3	Bookshelves
4	Coat of arms banners
5	Fireplaces
6	Mirrors
7	Mosaics
8	Murals
9	Paintings
10	Portents
11	Secret doors
12	Stone workings
13	Stuffed animal heads
14	Tapestries
15	Thin curtains
16	Trophy shelves
17	Wall lanterns
18	Wall sconces
19	Weapon and shield displays
20	Wood carvings

TABLE 1-62: INTERIOR CASTLE FLOORS

1d20	Castle Floor
1	Animal skin rugs
2-3	Area rugs
4	Brick
5-6	Furs
7-8	Marble
9	Mats
10	Pillows
11	Precious metal
12	Room rug
13	Sawdust
14-15	Silks
16-17	Stone
18	Straw
19	Tile
20	Wooden planks

TABLE 1–63: CASTLE CHAMBERS AND ROOMS I

1d20	Chamber or Room
1	Antechamber
2	Armory
3	Aviary
4	Banquet Hall
5	Barracks
6	Bath
7	Bedroom
8	Bestiary
9	Cell
10	Chapel
11	Cistern
12	Classroom
13	Closet
14	Conjuring Room
15	Corridor
16	Court
17	Crypt
18	Dining Room
19	Divination Chamber
20	Dormitory

TABLE 1–64: CASTLE CHAMBERS AND ROOMS II

1d20	Chamber or room
1	Dressing Room
2	Dungeon
3	Gallery
4	Game Room
5	Garden
6	Great Hall
7	Guard Room
8	Guest Room
9	Harem
10	Kennel
11	Kitchen
12	Laboratory
13	Library
14	Loft
15	Lounge
16	Meditation Chamber
17	Observatory
18	Office
19	Pantry
20	Planning Room

TABLE 1–65: CASTLE CHAMBERS AND ROOMS III

1d20	Chamber or room
1	Prison
2	Privy
3	Reception
4	Salon
5	Shrine
6	Sitting Room
7	Smithy
8	Stable
9	Storage
10	Study

11	Temple
12	Throne Room
13	Torture Chamber
14	Training Room
15	Trophy Chamber
16	Vault
17	Vestibule
18	Waiting Room
19	Weapon Chamber
20	Workshop

TABLE 1–66: CASTLE AND KEEP DIVERSIONS I

1d20	Diversion
1	A black coach pulls up to the castle doors, sits there a few minutes and then leaves.
2	A blacksmith dunks her head in a rainwater barrel to cool off.
3	A blind child is selling apples from a wooden basket.
4	A blind man sits on a barrel, playing a recorder.
5	A couple of guards are surrounding the well, they look nervous.
6	A couple of young men are trying to convince one of their number to get a tattoo.
7	A criminal is being pardoned, the locals are not pleased.
8	A dangerous looking man is pacing outside the smithy.
9	A dirty hound is being chased by an even dirtier child in fine clothes.
10	A fancy wagon enters the area and deposits its seemingly destitute occupants at the front door.
11	A feast is hurriedly being prepared for an unexpected guest.
12	A few suitors to a noblewoman inside the castle are arguing as to whom is more worthy.
13	A fur trapper is being admitted into the area, a noble greets him and begins to haggle.
14	A group of gypsies are refused entrance to the keep and are making a fuss.
15	A group of hunters are returning from a hunt, successful or not successful.
16	A group of kitchen boys are taking a break and sharing a loaf of bread and some cheese.
17	A group of nobles are heading out with their falcons at their wrists.
18	A group of young boys is tormenting a cat.
19	A guardsman has slipped off the wall.
20	A horse is spooked and almost throws his young rider.

DM TIP №6

Encounters in castles can be tricky. The average castle bustles with activity and the PCs can't be forced to stop and meet every NPC. These tables are designed for flavor, general use, and the occasional strange encounter within the walls of a lord's keep.

TABLE 1-67: CASTLE AND KEEP DIVERSIONS II

1d20	Diversion
1	A hound has broken loose from his handler and is chasing a chicken.
2	A hounds-man is leading a pack of hunting dogs outside the walls.
3	A hunting group is returning and one of their number has suffered an accident.
4	A lady is berating her escort for the footprint on the hem of her dress.
5	A large bald man is teaching a young girl swordplay.
6	A large fountain dominates this area; there are fish within.
7	A merchant with a basket of glass-bead necklaces is handing out small beads to children around him.
8	A noble has been kidnapped and is being held for ransom.
9	A noble is being executed.
10	A noble woman is holding an empty bird cage and is crying.
11	A noble's young child is missing; she is hiding from her tutors.
12	A page is tacking a wanted poster to a few buildings.
13	A page is trying in vain to remove a stain from his surcoat.
14	A performer is attempting an impromptu musical using anything at hand; the nobles think he is very entertaining.
15	A prisoner is being executed.
16	A prisoner is being led in chains to the dungeon.
17	A servant has fallen into the water well.
18	A serving girl is talking to a guardsman, apparently her beau.
19	A silk merchant is being escorted inside.
20	A small group of children are holding a funeral for a pet.

TABLE 1-68: CASTLE AND KEEP DIVERSIONS III

1d20	Diversion
1	A small group of nobles are watching a masked dancer in long elegant robes perform.
2	A small group of peasants are threatening a guard with revolt.
3	A spice merchant is leaving with a heavy pouch.
4	A squire is leading a horse covered in barding inside the area; the rider is missing.
5	A thief has escaped the castle prison.
6	A weasel of a horse merchant arrives with his exceptional wares.
7	A weaver is using her loom and singing, the area occupants are quietly working and listening to her song.
8	A well-dressed man is juggling apples to the delight of several ladies around him.
9	A wizard is applying for a position as advisor.
10	A young boy is selling wildflowers from a basket.
11	A young female farrier is examining the guard's mounts.
12	A young noble has insisted a few of his disreputable friends be given admittance, they're casing the place and he's oblivious to it.
13	A young noble is returning from a long journey.
14	A young noble woman is handing out food to the poor at the rear gate.
15	A young peasant arrives carrying a dead messenger pigeon.
16	All of the buildings here are made of stone.
17	An angry woman storms out of the castle and charges her mount through the area.
18	An animal trainer and an animal doing tricks.
19	An apprentice is carrying a heavy box that he can barely see over.
20	An old man is putting on a puppet show for a small group of people.

TABLE 1-69: CASTLE AND KEEP DIVERSIONS IV

1d20	Diversion
1	An older man is sleeping in a carriage with a cat on his lap.
2	An older man opens the stable doors and waves out a dozen cats.
3	Children can be heard playing in the castle garden.
4	Every building here has a bowl of milk and a slice of bread on the widow sill.
5	Inside the smithy a knight is being fitted for armor.
6	Lamps are kept burning here all day and night.
7	Nobles from another house are visiting.
8	One of the castle hounds has gone mad and is frothing at the mouth.
9	One of the castle's nobles is about to be knighted.
10	One of the area buildings has caught on fire.
11	One of the guards at the gate is recovering from a night of carousing.
12	One of the nobles has a griffon mount, which has escaped.
13	Rival nobles from another house are visiting.
14	Several off duty guards are wrestling.
15	Several vultures circle lazily overhead.

THE WILDERNESS

- 16 Someone has fallen from a second story window or they've been pushed.
- 17 Someone has poisoned the noble's horses.
- 18 Someone in the castle has been murdered .
- 19 Someone in the castle has successfully performed a coup.
- 20 Someone in the castle has unsuccessfully attempted a coup.

TABLE 1-70: CASTLE AND KEEP DIVERSIONS V

- | 1d20 | Diversion |
|------|------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Someone in the castle is getting married. |
| 2 | Someone sits on a high castle balcony watching the area. |
| 3 | The black sheep of the noble family is visiting. |
| 4 | The breeze carries the scent of bread baking from the kitchen. |
| 5 | The buildings and castle are sized for a giant race. |
| 6 | The buildings here are surrounded by a well manicured garden setting and paved walkways. |
| 7 | The castle is in mourning and everyone is wearing their mourning colors. |
| 8 | The castle's cook is tossing out bread that has will not rise, the servants mumble about an evil spirit being the cause. |
| 9 | The area is completely empty; there are no people visible. |
| 10 | The entire castle and area detects as magical. |
| 11 | The gate guards are loudly insisting that a young woman is a troublemaker and refusing to let her inside the gates. |
| 12 | The ground is covered in deep wet mud and has been covered in straw to help the flow of traffic. |
| 13 | The patriarch's favorite hound is having pups. |
| 14 | There is a farmer unloading bales of hay into the stables, the hay is either good or poisoned. |
| 15 | There is a small gathering of priests outside the castle doors; they are standing very still. |
| 16 | There is a terrible smell coming from one of the buildings. |
| 17 | These people are devout followers of a deity; statues and murals can be seen everywhere. |
| 18 | These people follow a deity of song and music; there are wind chimes of various materials on each building and each breeze creates a symphony. |
| 19 | This area is dominated by a bell tower of immense proportions. |
| 20 | Two men are trying for the attentions of the same woman. |

TABLE 1-71: CASTLE JOBS/PROFESSIONS

- | 1d20 | Job |
|------|-----------------------------|
| 1 | Arcane Advisor |
| 2 | Blacksmith |
| 3 | Bodyguard |
| 4 | Chamber Maid |
| 5 | Cook |
| 6 | Doorman |
| 7 | Entertainer |
| 8 | Falconmaster |
| 9 | Gardener |
| 10 | Guard |
| 11 | Hand maiden/lady in waiting |
| 12 | Head Maid |
| 13 | Noble |
| 14 | Nurse/nanny |
| 15 | Paige |
| 16 | Spiritual (divine) advisor |
| 17 | Stable hand |
| 18 | Stable master |
| 19 | Steward |
| 20 | Tutor |

TABLE 1-72: FANTASTIC CASTLES OR HOLDS

- | 1d20 | Fantastic Castle Description |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <i>Blood.</i> The walls are stained forever red from the centuries of war and the atrocities witnessed within. |
| 2 | <i>Castle of Darkness.</i> The castle is always dark like on a moonless night, and any undead within 100 ft. regenerate 1 point of damage per round. |
| 3 | <i>Illusory.</i> This castle the ability to blend their outer appearance to the surrounding terrain so as to keep from being discovered. |
| 4 | <i>City of Trees.</i> This huge city/fortress is made of living wood. |
| 5 | <i>Demon Hall.</i> This castle type is built by denizens of the Abyss and given to truly evil and powerful beings on the prime material plane to further their cause. |
| 6 | <i>Dread Fort.</i> A small keep made from the bones of the dead. They usually start small, but if a dead person is placed against the walls it is absorbed and the castle begins to expand or repair itself. |
| 7 | <i>Elemental.</i> There are different kinds, each to a different element. Each castle has a portal within it to its elemental plane and the outer walls are made from that element. |
| 8 | <i>Gift of The Sea.</i> These castles are placed on land and are filled with either salt or fresh water that never spoils and lets water breathing beings swim inside without the threat of suffocating in air. |
| 9 | <i>Illusive Towers.</i> These towers sit normally within the defense area of the castle but when needed can be teleported to other areas within the castle where its need most. |
| 10 | <i>Living.</i> These castles are living beings and have absolute ability to manipulate any part of its structure. |
| 11 | <i>Coral.</i> These castles are usually underwater. They are able to keep the water from entering the castle even when the main door is left open. It never runs out of air and can "swim" 10 miles a day. |

THE WILDERNESS

- 12 *Rainbow*. This small castle is made from the essence of rainbows.
- 13 *Resizing*. This castle has the ability to resize itself and all inside it to fit the inhabitancy perfectly.
- 14 *Shifting*. This castle has the ability to shift its rooms, walls, stairs and floors to any other part of the castle.
- 15 *Planeshifting*. This castle has the ability to travel between the different planes of existence, care must be taken to prepare the castle and inhabitancy for the unnatural surroundings they may travel to.
- 16 *Silken Hold*. These small keeps are made of spider silk from giant spiders and hardened with a blood ritual of no less than 100 victims to the spider goddess.
- 17 *Suspension Citadels*. This castle is filled with sleeping chambers that allow its inhabitancy to lie dormant for centuries if need be.
- 18 *Teleporting*. These castles have the ability to teleport once a day to any destination within a 100 mile range.
- 19 *Time Travelers*. This castle has the ability to transverse time itself, either forward or backwards.
- 20 *Traveling Castles*. This castle will have eight giant spider-like legs and can walk up most surfaces, while others float at about one foot off the ground and slowly hover across the countryside.

TABLE 1-73: CASTLE NPCs

1d20	Castle NPC
1-2	Guardian Human War1 : CR 1; SZ M (Humanoid); HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5, armor); Atks Halberd +4 melee (1d10+2), or light crossbow +2 ranged (1d8); SV Fort +3, Ref +1, Will -1; AL Any; Str 15, Dex 12, Con 13, Int 12, Wis 8, Cha 11. Skills: Climb +4, Handle Animal +2, Hide +1, Intimidate +4, Pick Pocket +3, Ride +5, Spot +1. Feats: Combat Reflexes, Weapon Focus (halberd). Possessions: Chain shirt, halberd, light crossbow, 10 bolts.
3-4	Soldier Human Ftr2 : CR 2; SZ M (Humanoid); HD 2d10+4; hp 25; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +5 armor, +1 shield); Atks Longsword +5 melee (1d10+2), or heavy crossbow +4 ranged (1d10); SV Fort +5, Ref +2, Will +1; AL Any; Str 14, Dex 15, Con 15, Int 13, Wis 13, Cha 12. Skills: Climb +7, Craft +6, Handle Animal +4, Hide +2, Listen +1, Move Silently +2, Ride +6, Spot +1, Swim +5. Feats: Blind-fight, Mounted Combat, Toughness, Weapon Focus (longsword). Possessions: Breastplate, longsword, heavy crossbow, 16 bolts, cape, helmet, small steel shield.
5-6	Knight Human Ftr5 : CR 5; SZ M (Humanoid); HD 5d10+10; hp 37; Init +2 (Dex); Spd 20 ft.; AC 21 (+1 Dex, +8 Armor, +2 Shield); Atks Bastard sword +8 melee (1d10+2), or +8 heavy lance (1d8+2) or longbow +7 ranged (1d8+2); SV Fort +6, Ref +3, Will +2; AL Any; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 12. Skills: Climb +6, Craft +6, Heal +3, Hide +2, Listen +3, Ride +7, Spot +3, Swim +8. Feats: Alertness, Blind-fight, Combat reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Mounted Combat. Possessions: Full plate mail, masterwork bastard sword, masterwork heavy lance, masterwork mighty composite longbow, 20 arrows, manacles, <i>potion of cure moderate wounds</i> , 30 gp.
7-8	Lord or Lady Human Nob5 : CR 4; SZ M (Humanoid); HD 5d8-5; hp 14; Init +1 (Dex); Spd 20 ft.; AC 15 (+1 Dex, +4 Armor); Atks Dagger +4 melee (1d4+1), or dagger +4 ranged (1d4+1); SV Fort +2, Ref +4, Will +8; AL Any; Str 11, Dex 12, Con 9, Int 14, Wis 14, Cha 15. Skills: Diplomacy +11, Forgery +9, Hide +1, Intimidate +10, Jump +3, Knowledge (royalty) +9, Knowledge (local history) +3, Listen +10, Move Silently +1, Perform +7, Spot +4, Wilderness Lore +4. Feats: Alertness, Point Blank Shot, Skill Focus (diplomacy). Possessions: Scale mail armor, +1 silver dagger, royal outfit, signet ring, <i>ring of protection</i> +2, 2,000 gp.
9-10	Advisor Human Adp6 : CR 5; SZ M (Humanoid); HD 6d6+12; hp 36; Init -2 (Dex); Spd 30 ft.; AC 9 (-2 Dex, +1 Ring); Atks Sickle +4 melee (1d6), or light crossbow +1 ranged (1d8); SA: Spells; SV Fort +4, Ref +0, Will +8; AL Any; Str 10, Dex 7, Con 14, Int 14, Wis 16, Cha 11. Skills: Climb +1, Heal +10, Knowledge (arcane) +11, Knowledge (nature) +11, Listen +5, Scry +8, Spellcraft +11, Spot +5. Feats: Alertness, Quicken Spell, Run, Scribe Scroll. Spells prepared (3/3/2): 0 - <i>cure minor wounds, guidance, read magic</i> ; 1st - <i>cause fear, command, obscuring mist</i> ; 2nd - <i>cat's grace, cure moderate wounds</i> . Possessions: Masterwork sickle, light crossbow, 10 bolts, <i>ring of protection</i> +1, <i>scroll of bull's strength</i> , <i>scroll of sleep</i> x2, <i>potion of cure light wounds</i> , <i>potion of cat's grace</i> .
11-12	Castle Servant, Human Com1 : CR 1/2; SZ M (humanoid); HD 1d4; hp 4; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Kitchen Knife +0 melee (1d4); SV Fort +0, Ref +2, Will +0; Str 10, Dex 14, Con 11, Int 16, Wis 10, Cha 13; AL LN; Skills: Gather information +4, Handle animal +5, Hide +2, Jump +4, Listen +2, Move silently +2, Perform +2, Ride +6, Spot +2, Swim +4, Use rope +6; Feats: Skill Focus (Gather Information), Alertness. Possessions: Kitchen knife.
13-14	Jester, Human Brd2 : CR 2; SZ M (humanoid); HD 2d6+2; hp 14; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 Armor); Atks Rapier +4 melee (1d6+2), or light crossbow +5 ranged (1d8); SA Spells; SV Fort +1, Ref +6, Will +3; Str 15, Dex 16, Con 13, Int 13, Wis 10, Cha 16; AL CN; Skills: Appraise +6, Diplomacy +8, Hide +7, Listen +0, Move silently +2, Perform +8, Profession +5, Spellcraft +6; Feats: Combat Reflexes, Scribe Scroll. Spells Prepared (3/1): 0 - <i>detect magic, light, mending, open/close, resistance</i> ; 1st - <i>cure light wounds, erase</i> . Possessions: Rapier (masterwork quality), dagger, light crossbow, 10 bolts (masterwork quality), studded leather armor, elongated flute.
15-16	Paige, Human War1 : CR 1/2; SZ M (humanoid); HD 1d8+2; hp 10; Init +2 (Dex); Spd 20 ft. (scale mail), base 30 ft.; AC 18 (+2 Dex, +4 Armor, +2 Shield); Atks Longsword +4 melee (1d8), or light crossbow +3 ranged (1d8); SV Fort +4, Ref +2, Will +2; Str 15, Dex 14, Con 15, Int 12, Wis 15, Cha 14; AL CG; Skills Climb +2, Handle Animal +4, Hide -2, Intimidate +4, Listen +2, Move Silently -2, Ride +6, Sense Motive +3, Spot +2; Feat: Dodge, Weapon Focus (longsword). Possessions: Longsword, mace, light crossbow, 10 bolts, scale mail, large steel shield.

- 17–18 Stablemaster, Human Exp2:** CR 1; Size M (humanoid); HD 2d6+2; hp 13; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 Armor, +1 Shield); Atks Handaxe +1 melee (1d6), or light crossbow +3 ranged (1d8); SV Fort +1, Ref +2, Will +4; Str 10, Dex 15, Con 13, Int 13, Wis 12, Cha 11; AL LG; Skills: Animal Empathy +6, Appraise +6, Climb +1, Forgery +3, Handle Animal +6, Intuit Direction +3, Jump +4, Listen +1, Move silently +3, Ride +8, Search +6, Spot +1; Feat: Point Blank Shot, Skill Focus (Ride). Possessions: Masterwork hand axe, light crossbow, 10 bolts, masterwork leather armor, small wooden shield
- 19–20 Falconmaster, Human Rgr2:** CR 2; SZ M (humanoid); HD 2d10+2; hp 18; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 Armor); Atks Longsword +5 melee (1d8 +2), or Mighty Composite Longbow +6 ranged (1d8 +2); SV Fort +4, Ref +3, Will +1; Str 15, Dex 16, Con 12, Int 14, Wis 13, Cha 9; AL LG; Skills: Climb +1, Craft +6, Hide –2, Innuendo +3, Jump +2, Knowledge (nature) +5, Listen +6, Move silently –2, Profession +3, Ride +7, Search +4, Spot +1, Wilderness Lore +3; Feats: Dodge, Point Blank Shot, Track. Possessions: Masterwork longsword, dagger, mighty composite longbow (+2 Str), chainmail.

AIR AND SEA

TABLE 1–74: AIRBORNE DIVERSIONS

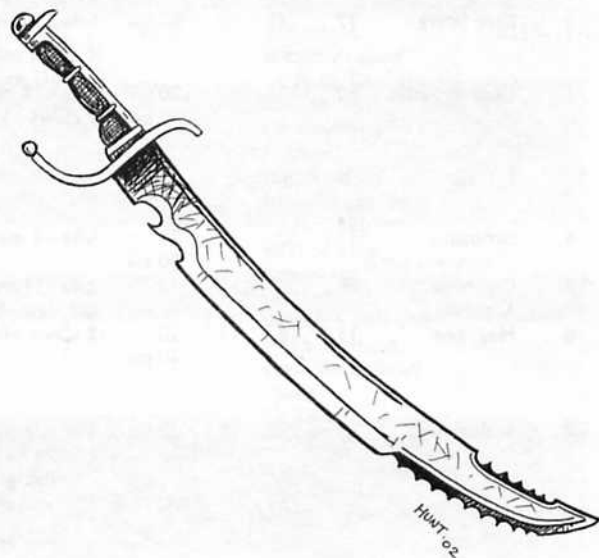
1d20	Diversion Description
1	Adverse winds, movement slowed
2	Aerial creature teaching young to fly
3	Aerial race children playing
4	Aerial race patrolling or hunting
5	Aerial races in battle
6	Dead magic zone
7	Favorable winds, movement increased
8	Flying broom and rider
9	Flying carpet and crew
10	Fog reducing visibility
11	Forest fire, smoke column
12	Ground battle
13	Heat lightning
14	Herd of Pegasus
15	High winds reducing maneuverability
16	Light rain, visibility reduced
17	Migrating birds
18	Ruined watchtower
19	Strange colored cloud or mist
20	Swarm of biting bugs

TABLE 1–76: SEA DIVERSIONS

1d20	Diversion Description
1	Carved wooden totem
2	Dead creature wrapped in fishing twine
3	Dead marine life with or without scavengers
4	Fishing boat
5	Floating island
6	Patrol ship
7	Pink or black sand beach
8	Pirate ship
9	School of small or medium fish
10	Ship crewed by sea druids
11	Ship disaster theft
12	Ship running plague flag
13	Ship with crew mending sails or making repairs
14	Small ship with dead crew and otter pelts
15	Steam vent bubbles to surface
16	Tribal canoe
17	Two ships trading supplies
18	Unmanned ballista on cliff ledge
19	Wineskin filled with air and sealed tightly
20	Wrecked lighthouse or beacon tower

TABLE 1–75: SHIP NAMES

1d20	Name of Ship
1	Ace
2	Bay's Courage
3	Coral Gift
4	Cyclone
5	Dockside Sentinel
6	Exultant Tempest
7	Gallant Waverunner
8	Gypsy Venture
9	Hornet
10	Mananan's Glory
11	Mighty Gull
12	Morning Glory
13	Shellcrest Defender
14	Singerwave
15	Star Charger
16	Starskimmer
17	Talazar Silversly
18	Typhoonbane
19	Viridian Amazon
20	Wave's Curse



THE WILDERNESS



ENCOUNTERS BY LOCATION

TABLE 1-77: AQUATIC ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aquatic Elf	15	3	+1	40 sw	longsword +1 melee (1d8) longbow +2 ranged (1d8)	5 ft.	aquatic elven qualities	+1/+1/+0
2	Dire Shark	17	135	+2	90 sw	bite +17 melee (2d6+9)	10 ft.	keen scent swallow whole improved grab	+14/+13/+12
3	Dragon Turtle	20	138	+0	20 30 sw	bite +18 melee (4d6+8) 2 claws +13 melee (2d8+4)	10 ft.	breath weapon capsize dragon fire immunity scent snatch	+13/+8/+9
4	Dinosaur, elasmosaurus	13	52	+2	20 50 sw	bite +9 melee (2d8+12)	10 ft.	scent	+9/+6/+2
5	Crocodile, giant	16	59	+1	20 30 sw	bite +11 melee (2d8+12) tail slap +11 melee (1d12+12)	10 ft.	improved grab	+9/+6/+3
6	Hag, sea	13	16	+1	30 40 sw	2 claws +6 melee (1d4+4)	10 ft.	evil eye horrific appearance water breathing SR 14	+2/+4/+4
7	Kraken	20	290	+0	20 sw	bite +23 melee (4d6+6) 6 arms +23 melee (1d6+6) 2 tentacles rake +28 melee (2d8+12)	10 ft. (100 ft.)	improved grab constrict 2d8+12 or 1d6+6 ink cloud jet spell-like abilities	+21/+12/+13

THE WILDERNESS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
8	Kuo-Toa	18	11	+0	20 50 sw	spear +3 melee (1d8) bite -2 melee (1d4) spear +2 ranged (1d8)	5 ft.	adhesive amphibious electricity resistance 30 immunities keen sight light blindness lightning bolt pincher staff slippery	+3/+3/+5
9	Lizardfolk	15	11	+0	30	2 claws +2 melee (1d4+1) great club +2 melee (1d10+1) bite +0 melee (1d4) javelin +1 ranged (1d6+1)	5 ft.		+1/+3/+0
10	Locathah	14	9	+1	10 60 sw	longspear +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.		+3/+1/+1
11	Merfolk	13	5	+1	5 50 sw	trident +1 melee (1d8) heavy crossbow +2 ranged (1d10)	5 ft.	low-light vision	+3/+1/+0
12	Merrow	16	26	-1	30 40 sw	huge longspear +7 melee (1d8+7)	10 ft. (10–15 ft.)		+6/+0/+1
13	Octopus	16	9	+3	20 30 sw	8 arms +5 melee (0) bite +0 melee (1d3)	5 ft.	improved grab ink cloud, jet	+3/+6/+1
14	Porpoise	15	11	+3	80 sw	butt +4 melee (2d4)	5 ft.	blindsight	+4/+6/+1
15	Sahuagin	16	11	+1	30 60 sw	trident +3 melee (1d8+2) 2 rakes +1 melee (1d4+2) bite +1 melee (1d4+1) heavy crossbow +2 ranged (1d10)	5 ft.	amphibious blood frenzy light blindness freshwater sensitivity speak with sharks underwater sense	+2/+1/+1
16	Shark, medium-size	15	16	+2	60 sw	bite +4 (1d6+1)	5 ft.	keen scent	+4/+5/+2
17	Skum	13	11	+1	20 40 sw	bite +5 melee (2d6+4) 2 claws +0 melee (1d4+2) 2 rakes +0 melee (1d6+2)	5 ft.	low-light vision	+1/+1/+3
18	Squid	16	13	+3	60 sw	10 arms +4 melee (0) bite -1 melee (1d6+1)	5 ft.	improved grab ink cloud jet	+3/+6/+2
19	Water Naga	15	59	+1	30 50 sw	bite +7 melee (2d6+4 and poison)	10 ft.	poison spells	+6/+5/+8
20	Whale	16	126	+1	40 sw	tail slap +17 melee (1d8+18)	10 ft.	blindsight	+14/+9/+5

TABLE 1-78: ARCTIC ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Bear, polar	15	68	+1	40 30 sw	2 claws +13 melee (1d8+8) bite +8 melee (2d8+4)	5 ft.	improved grab scent	+10/+7/+3
3	Dragon, white (adult)	26	189	+0	60 30 brw 200 fly 60 sw	bite +23 melee (2d6+6) 2 claws +18 melee (1d8+3) 2 wings +18 melee (1d6+3) tail slap +18 melee (1d8+3)	10 ft.	blindsight breath weapon (6d6, DC 23) cold immunity cold subtype DR 5/+1 fog cloud frightful presence (DC 19) gust of wind icewalking keen senses paralysis immunity sleep immunity spell-like abilities spells SR 18	+15/+11/+11
4-5	Frost Worm	18	147	+4	30 10 brw	bite +20 melee (2d6+12 and 1d8 cold)	10 ft.	breath weapon (15d6, DC 22) cold subtype death throes trill	+14/+9/+6

THE WILDERNESS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
6	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
7-8	Giant, frost	21	133	-1	40	huge greataxe +18/+13 melee (2d8+13) rock +9/+4 ranged (2d6+9)	10 ft.	cold subtype rock catching rock throwing	+14/+3/+4
9	Gnoll	17	11	+0	20	battleaxe +3 melee (1d8+2) shortbow +1 ranged (1d6)	5 ft.	darkvision 60	+4/+0/+0
10	Gray Render	19	125	+0	30	bite +12 melee (2d6+6) 2 claws +7 melee (1d6+3)	10 ft.	improved grab rend 3d6+9 scent	+14/+7/+4
11	Lycanthrope, werewolf	16	13	+6	50	bite +3 melee (1d6+1)	5 ft.	curse of lycanthropy DR 15/silver scent trip wolf empathy heat	+7/+5/+2
12-13	Remorhaz	20	73	+1	30 20 brw	bite +13 melee (2d8+12)	10 ft.	improved grab swallow whole tremorsense	+10/+6/+3
14	Skeleton, medium-size	13	6	+5	30	2 claws +0 melee (1d4)	5 ft.	immunities undead	+0/+1/+2
15	Winter Wolf	15	51	+5	50	bite +9 melee (1d8+6)	5 ft.	breath weapon cold subtype scent trip	+8/+6/+3
16	Wolf	14	13	+2	50	bite +3 melee (1d6+1)	5 ft.	scent trip	+5/+5/+1
17-18	Yrthak	18	102	+6	20 60 fly	bite +15 melee (2d8+5) 2 claws +13 melee (1d6+2)	10 ft.	blindsight explosion snatch sonic lance +12 ranged touch sonic vulnerability	+11/+10/+5
19-20	Zombie, medium-size	11	16	-1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/-1/+3

TABLE 1-79: FLYING ENCOUNTERS

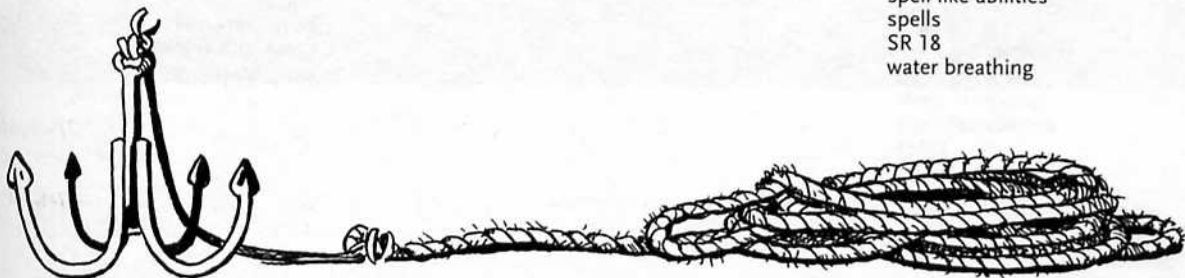
1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Arrow Hawk (adult)	21	38	+5	60 fly	electricity ray +12 ranged touch (2d8) bite +12 melee (1d8+2)	5 ft.	cold resistance 20 electricity ray fire resistance 20 immunities	+6/+10/+6
2	Chimera	16	76	+1	30 50 fly	bite +12 melee (2d6+4) bite +10 melee (1d8+2) butt +10 melee (1d8+2) 2 claws +10 melee (1d6+2)	5 ft.	breath weapon (3d8, DC 17) scent	+9/+7/+4
3	Demon, quasit	18	13	+3	20 50 fly	2 claws +8 melee (1d3-1) and poison bite +3 melee/1d4-1	0 ft.	alternate form DR 5/silver fire resistance 20 poison poison immunity regeneration 2 spell-like abilities SR 5	+3/+6/+4
4	Devil, imp	18	13	+3	20 50 fly	sting +8 melee (1d4) and poison	0 ft.	DR 5/silver fire resistance 20 poison poison immunity polymorph regeneration 2 SR 5 see in darkness spell-like abilities	+3/+6/+4
5	Dire bat	20	30	+6	20 40 fly	bite +5 melee (1d8+4)	5 ft.	blindsight	+7/+10/+6
6	Dragon† (see table 1-79a)								
7	Dragonne	18	76	+6	10 30 fly	bite +12 melee (2d6+4) 2 claws melee (2d4+2)	5 ft.	roar scent	+9/+8/+4
8	Elemental, air† (see table 1-79b)								

THE WILDERNESS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
9	Gargoyle	16	38	+2	45 75 fly	2 claws +6 melee (1d4) bite +4 melee (1d6) gore +4 melee (1d6)	5 ft.	DR 15/+1 freeze	+8/+6/+1
10	Genie, djinni	16	45	+8	20 60 fly	slam +10/+5 melee (1d8+6)	10 ft.	acid immunity air mastery plane shift spell-like abilities telepathy whirlwind	+7/+9/+7
11	Giant Eagle	15	26	+3	10 80 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	evasion	+5/+7/+3
12	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
13	Giant Wasp	14	26	-1	20 60 fly	sting +6 melee (1d3+6 and poison)	5 ft.	poison vermin	+6/+2/+2
14	Griffon	17	59	+2	30 80 fly	bite +8 melee (2d6+4) 2 claws +3 melee (1d4+2)	5 ft.	pounce rake 1d6+2 scent	+8/+7/+3
15	Hippogriff	15	+2	25	50 100 fly	2 claws +5 melee (1d4+4) bite +0 melee (1d8+2)	5 ft.		+6/+5/+2
16	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3
17	Pegasus	14	34	+2	60 120 fly	2 hooves +7 melee (1d6+4) bite +2 melee (bite 1d3+2)	5 ft.	scent spell-like abilities	+7/+6/+4
18	Pseudodragon	18	15	+0	15 60 fly	sting +4 melee (1d3 and poison) bite -1 melee (1)	0 ft. (5 ft.)	immunities poison see invisibility SR 19 telepathy	+4/+3/+4
19	Sphinx androsphinx	22	114	+0	50 80 fly	2 claws +18 melee (2d4+7)	5 ft.	pounce rake (2d4+3) roar spells	+12/+8/+7
20	Will-O'-Wisp	29	40	+13	50 fly	shock +16 melee (2d8)	5 ft.	natural invisibility spell immunity	+3/+12/+9

TABLE 1-79A: FLYING ENCOUNTERS, DRAGONS

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Dragon, black (young)	19	85	+0	60 150 fly 60 sw	bite +12 melee (1d8+2) 2 claws +7 melee (1d6+1) 2 wings +7 melee (1d4+1)	5 ft.	acid immunity breath weapon (6d4, DC 17) paralysis immunity sleep immunity water breathing	+9/+7/+7
2	Dragon, black (adult)	27	199	+0	60 150 fly 60 sw	bite +24 melee (2d6+6) 2 claws +19 melee (1d8+3) 2 wings +19 melee (1d6+3) tail slap +19 melee (1d8+3)	10 ft.	acid immunity blindsight breath weapon (12d4, DC 23) corrupt water darkness DR 5/+1 frightful presence (DC 20) keen senses paralysis immunity sleep immunity spell-like abilities spells SR 18 water breathing	+15/+11/+12



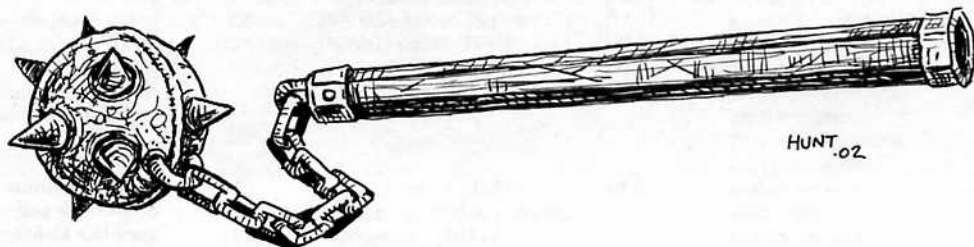
THE WILDERNESS

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
3	Dragon, blue (young)	21	102	+0	40 20 brw 150 fly	bite +15 melee (1d8+3) 2 claws +10 melee (1d6+1) 2 wings +10 (1d4+1)	5 ft.	blindsight breath weapon (6d8, DC 18) create/destroy water electricity immunity keen senses paralysis immunity sleep immunity	+10/+8/+9
4	Dragon, blue (adult)	28	241	+0	40 20 brw 150 fly	bite +27 melee (2d8+8) 2 claws +22 melee (2d6+4) 2 wings +22 (1d8+4) tail slap +22 melee (2d6+4) crush +22 melee (2d8+4)	10 ft.	breath weapon blindsight breath weapon (12d8, DC 25) create/destroy water electricity immunity DR 5/+1 frightful presence (DC 21) keen senses paralysis immunity sleep immunity sound imitation spell-like abilities spells SR 21	+17/+12/+15
5	Dragon, brass (young)	19	85	+0	60 30 brw 200 fly	bite +12 melee (1d8+2) 2 claws +7 (1d6+1) 2 wings +7 (1d4+1)	5 ft.	blindsight breath weapon (3d6, DC 17) fire immunity fire subtype keen senses paralysis immunity sleep immunity speak with animals spells	+9/+7/+8
6	Dragon, brass (adult)	27	199	+0	60 30 brw 200 fly	bite +24 melee (2d6+6) 2 claws +19 (1d8+3) 2 wings +19 (1d6+3) tail slap +19 melee (1d8+3)	10 ft.	blindsight breath weapon (6d6, DC 23) DR 5/+1 endure elements fire immunity fire subtype frightful presence (DC 21) keen senses paralysis immunity sleep immunity speak with animals spell-like abilities spells suggestion SR 20	+15/+11/+13
7	Dragon, bronze (young)	21	102	+0	40 150 fly 60 sw	bite +15 melee/1d8+3 2 claws +10 melee/1d6+1 2 wings +10 melee/1d4+1	5 ft.	blindsight breath weapon (6d8, DC 18) electricity immunity keen senses paralysis immunity polymorph self spells sleep immunity speak with animals water breathing	+10/+8/+11

THE WILDERNESS

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
8	Dragon, bronze (adult)	27	241	+0	40 150 fly 60 sw	bite +27 melee (2d8+8) 2 claws +22 melee (2d6+4) 2 wings +22 melee (1d8+4) tail slap +22 (2d6+4) crush +22 melee (2d8+4)	10 ft.	blindsight breath weapon (12d6, DC 25) DR 5/+1 electricity immunity frightful presence (DC 22) keen senses paralysis immunity polymorph self spell-like abilities spells sleep immunity speak with animals SR 22 water breathing	+17/+12/+17
9	Dragon, copper (young)	20	93	+0	40 150 fly	bite +13 melee (1d8+2) 2 claws +8 melee (1d6+1) 2 wings +8 melee (1d4+1)	5 ft.	acid immunity blindsight breath weapon (6d4, DC 17) keen senses paralysis immunity sleep immunity spells spider climb acid immunity	+9/+7/+9
10	Dragon, copper (adult)	28	210	+0	40 150 fly	bite +25 melee (2d6+6) 2 claws +20 melee (1d8+3) 2 wings +20 melee (1d6+3) tail slap +20 (1d8+3)	10 ft.	blindsight breath weapon (12d4, DC 24) DR 5/+1 frightful presence (DC 23) keen senses paralysis immunity sleep immunity spell-like abilities spells stone shape SR 21	+16/+12/+15
11	Dragon, gold (young)	22	133	+0	60 200 fly 60 sw	bite +20 melee (2d6+7) 2 claws +15 melee (1d8+3) 2 wings +15 melee (1d6+3) tail slap +15 melee (1d8+3)	10 ft.	blindsight breath weapon (6d10, DC 20) fire subtype keen senses paralysis immunity polymorph self sleep immunity spells spell-like abilities water breathing	+12/+9/+12
12	Dragon, gold (adult)	30	264	+0	60 200 fly 60 sw	bite +32 melee (2d8+11) 2 claws +27 melee (2d6+5) 2 wings +27 melee (1d8+5) tail slap +27 melee (2d6+5) crush +27 melee (2d8+5)	10 ft.	bless blindsight breath weapon (12d10, DC 26) DR 5/+1 fire subtype frightful presence (DC 26) luck bonus keen senses paralysis immunity polymorph self sleep immunity spell-like abilities spells SR 23 water breathing	+18/+13/+18

THE WILDERNESS



HUNT .02

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
13	Dragon, green (young)	20	93	+0	40 150 fly 40 sw	bite +14 melee (1d8+3) 2 claws +9 melee (1d6+1) 2 wings +9 melee (1d4+1)	5 ft.	acid immunity blindsight breath weapon (6d6, DC 17) keen senses paralysis immunity sleep immunity water breathing	+9/+7/+8
14	Dragon, green (adult)	27	230	+0	40 150 fly 40 sw	bite +26 melee (2d8+8) 2 claws +21 melee (2d6+4) 2 wings +21 melee (1d8+4) tail slap +21 melee (2d6+4) crush +21 melee (2d8+4)	10 ft.	acid immunity blindsight breath weapon (12d6, DC 25) DR 5/+1 frightful presence (DC 23) keen senses paralysis immunity sleep immunity spell-like abilities spells suggestion SR 21 water breathing	+17/+12/+15
15	Dragon, red (young)	21	123	+0	40 150 fly	bite +19 melee/2d6+7 2 claws +14 melee/1d8+3 2 wings +14 melee/1d6+3 tail slap +14 melee/1d8+3	10 ft.	blindsight breath weapon (6d10, DC 19) fire subtype fire immunity keen senses paralysis immunity sleep immunity spells	+11/+8/+9
16	Dragon, red (adult)	29	253	+0	40 150 fly	bite +31 melee (2d8+11) 2 claws +26 melee (2d6+5) 2 wings +26 melee (1d8+5) tail slap +26 melee (2d6+5) crush +26 melee (2d8+5)	10 ft.	blindsight breath weapon (12d10, DC 25) DR 5/+1 fire subtype fire immunity frightful presence (DC 24) keen senses locate object paralysis immunity sleep immunity spell-like abilities spells SR 21	+18/+13/+17
17	Dragon, silver (young)	22	110	+0	40 150 fly	bite +16 melee (1d8+3) 2 claws +11 melee (1d6+1) 2 wings +11 melee (1d4+1)	5 ft.	acid immunity blindsight breath weapon (6d8, DC 18) cloudwalking cold immunity keen senses paralysis immunity sleep immunity spells	+10/+8/+11

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1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
18	Dragon, silver (adult)	29	253	+0	40 150 fly	bite +28 melee (2d8+8) 2 claws +23 melee (2d6+4) 2 wings +23 melee (1d8+4) tail slap +23 melee (2d6+4) crush +23 melee (2d8+4)	10 ft.	acid immunity blindsight breath weapon (12d8, DC 26) cloudwalking cold immunity DR 5/+1 feather fall fog cloud frightful presence (DC 26) keen senses paralysis immunity sleep immunity spell-like abilities spells SR 22	+18/+13/+18
19	Dragon, white (young)	18	76	+0	60 30 brw 200 fly 60 sw	bite +11 melee (1d8+2) 2 claws +6 melee (1d6+1) 2 wings +6 melee (1d4+1)	5 ft.	blindsight breath weapon (3d6, DC 16) cold immunity cold subtype icewalking keen senses paralysis immunity sleep immunity	+8/+6/+6
20	Dragon, white (adult)	26	189	+0	60 30 brw 200 fly 60 sw	bite +23 melee (2d6+6) 2 claws +18 melee (1d8+3) 2 wings +18 melee (1d6+3) tail slap +18 melee (1d8+3)	10 ft.	blindsight breath weapon (DC 6d6, 23) cold immunity cold subtype DR 5/+1 fog cloud frightful presence (DC 19) gust of wind icewalking keen senses paralysis immunity sleep immunity spell-like abilities spells SR 18	+15/+11/+11

TABLE 1-79B: FLYING ENCOUNTERS, AIR ELEMENTALS

1d20	Air Elemental	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-4	Air Elemental, small	17	9	+7	fly 100	slam +5 melee (1d4)	5 ft.	air mastery elemental whirlwind	+0/+6/+0
5-8	Air Elemental, medium-size	18	26	+9	fly 100	slam +8 melee (1d6+1)	5 ft.	air mastery elemental whirlwind	+3/+9/+1
9-12	Air Elemental, large	20	60	+11	fly 100	slam +12/+7 melee (2d6+3)	10 ft.	air mastery DR 10/+1 elemental whirlwind	+5/+13/+2
13-16	Air Elemental, huge	21	136	+13	fly 100	slam +19/+14/+9 melee (2d8+6)	15 ft.	air mastery DR 10/+2 elemental whirlwind	+9/+19/+5
17-18	Air Elemental, greater	26	178	+14	fly 100	slam +23/+18/+13 melee (2d8+7)	15 ft.	air mastery whirlwind elemental DR 10/+2	+11/+22/+7
19-20	Air Elemental, elder	27	204	+15	fly 100	slam +27/+22/+17/+12 melee (2d8+9)	15 ft.	air mastery DR 15/+3 elemental whirlwind	+12/+25/+8

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TABLE 1-80: FOREST ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ankheg	18	25	+0	30 20 brw	bite +6 melee (2d6+7)	5 ft.	acid improved grab spit acid tremorsense	+6/+3/+2
2	Aranea	13	19	+6	50 25 clm	bite +4 melee (1d6+poison) web +4 ranged	5 ft.	alternate form poison spells web	+5/+5/+4
3	Assassin Vine	15	30	+0	0	slam +7 (1d6+7)	10 ft. (20 ft.)	blindsight camouflage cold resistance 20 constrict electricity immunity entangle fire resistance 20 improved grab	+7/+1/+2
4	Bear, black	13	19	+1	40	2 claws +6 melee (1d4+4) bite +1 melee (1d6+2)	5 ft.	scent	+5/+4/+2
5	Bear, brown	15	51	+1	40	2 claws +11 melee (1d8+8) bite +6 melee (2d8+4)	5 ft.	improved grab scent	+9/+6/+3
6	Centaur	15	26	+2	50	greatclub +7 melee (1d10+4) 2 hooves +3 melee (1d6+2) mighty composite longbow (Str +4) +5 ranged (1d8+4)	5 ft.		+3/+6/+5
7	Dryad	12	7	+6	30	dagger +1 melee (1d4)	5 ft.	spell-like abilities symbiosis	+0/+5/+5
8	Giant Bee	14	13	+2	20 80 fly	sting +2 melee (1d4 and poison)	5 ft.	poison vermin	+3/+3/+2
9	Giant Eagle	15	26	+3	10 80 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	evasion	+5/+7/+3
10	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
11	Hippogriff	15	25	+2	50 100 fly	2 claws +5 melee (1d4+4) bite +0 melee (1d8+2)	5 ft.		+6/+5/+2
12	Krenshar	15	11	+2	40	bite +2 melee (bite 1d6) 2 claws +0 melee (1d4)	5 ft.	scare scent	+3/+5/+1
13	Nymph	11	10	+1	30 20 sw	dagger +1 melee (1d4)	5 ft.	blinding beauty spell-like abilities unearthly beauty	+1/+4/+8
14	Satyr	15	22	+1	40	gore +2 melee (1d6) dagger -3 melee (1d4) shortbow +3 ranged (1d6)	5 ft.	pipes	+2/+5/+5
15	Spider Eater	13	42	+1	30 60 fly	sting +7 melee (1d8+5 + poison) bite +2 melee (1d8+2)	10 ft.	freedom of movement implant poison scent	+9/+5/+2
16	Sprite, grig	18	2	+4	20 40 fly	dagger +6 melee (1d4-3) composite shortbow +6 ranged (1d4)	0 ft.	fiddle spell-like abilities SR 17	+1/+6/+3
17	Sprite, pixie	20	2	+4	20 60 fly	dagger +5 melee (1d4-2) composite shortbow ranged +6 (1d6)	5 ft.	special arrows spell-like abilities	+0/+6/+4
18	Treant	20	66	-1	30	2 slams +12 melee (2d6+9)	15 ft.	animate trees double damage against objects half damage from piercing plant fire vulnerability trample	+10/+1/+6
19	Unicorn	18	42	+3	60	horn +11 melee (1d8+8) 2 hooves +3 melee (1d4+2)	5 ft. (10 ft.)	immunities magic circle against evil spell-like abilities	+9/+7/+6
20	Wyvern	17	59	+1	20 60 fly	sting +9 melee (1d6+4 and poison) 2 wings +4 melee (1d8+2) 2 claws +9 melee (1d6+4)	10 ft. (20 ft.)	improved grab poison scent snatch	+7/+6/+6

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TABLE 1–81: MOUNTAIN ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Basilisk	16	45	–1	20	bite +8 melee (1d8+3)	5 ft.	petrifying gaze	+9/+4/+3
2–3	Bear, black	13	19	+1	40	2 claws +6 melee (1d4+4) bite +1 melee (1d6+2)	5 ft.	scent	+5/+4/+2
4–5	Bear, brown	15	51	+1	40	2 claws +11 melee (1d8+8) bite +6 melee (2d8+4)	5 ft.	improved grab scent	+9/+6/+3
6–7	Dire Wolf	14	45	+2	50	bite +10 melee (1d8+10)	5 ft.	scent trip	+8/+7/+6
8	Displacer Beast	16	51	+2	40	2 tentacles +9 melee (1d6+4) bite +4 melee (1d8+2)	5 ft. (15 ft.)	displacement resistance to ranged attacks	+8/+7/+3
9	Dragon, red (young adult)	26	218	+0	40 150 fly	bite +27 melee (2d8+10) 2 claws +22 melee (2d6+5) 2 wings +22 melee (1d8+5) tail slap +22 melee (2d6+5) crush +22 melee (2d8+5)	10 ft.	blindsight breath weapon (10d10, DC 24) DR 5/+1 fire immunity fire subtype frightful presence (DC 21) keen senses locate object paralysis immunity sleep immunity spell-like abilities spells SR 19	+16/+11/+13
10	Ettin	18	65	+3	40	2 greatclubs +12/+7 melee (1d10+6) 2 longspear +5/+0 ranged (1d8+6)	10 ft.	darkvision 90 ft. superior two-weapon fighting	+9/+2/+3
11	Giant† (see table 1–81a)								
12	Giant Eagle	15	26	+3	10 80 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	evasion	+5/+7/+3
13	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
14–15	Gnoll	17	11	+0	20	battleaxe +3 melee (1d8+2) shortbow +1 ranged (1d6)	5 ft.	darkvision 60 ft.	+4/+0/+0

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
16	Lycanthrope, werebear	17	51	+1	30	2 claws +11 melee (1d8+8) bite +9 melee (2d8+4)	10 ft.	bear empathy curse of lycanthropy DR 15/silver improved grab scent	+11/+6/+4
17	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3
18	Ogre	16	26	-1	30	huge greatclub +8 melee (2d6+7) huge longspear +1 ranged (2d6+5)	10 ft. (10–15 ft.)	+6/+0/+1	
19	Umber Hulk	17	68	+1	20 20 brw	2 claws +11 melee (2d4+6) bite +9 melee (2d8+3)	10 ft.	confusing gaze tremorsense	+6/+3/+6
20	Worg	14	30	+2	50	bite +7 melee (1d6+4)	5 ft.	scent trip	+6/+6/+3

TABLE 1–81A: MOUNTAIN ENCOUNTERS, GIANTS

1d20	Giant	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–4	Cloud Giant	21	178	+1	50	gargantuan morningstar +22/+17/+12 melee (4d6+18) rock +12/+7/+2 ranged (2d8+12)	15 ft.	rock catching rock throwing scent spell-like abilities	+16/+6/+6
5–12	Hill Giant	20	102	-1	30	huge greatclub +16/+11 melee (2d6+10) rock +8/+3 ranged (2d6+7)	10 ft.	rock catching rock throwing	+12/+3/+4
13–16	Stone Giant	25	119	+2	40	huge greatclub +17/+12 melee (2d6+12) rock +12/+7 ranged (2d8+8)	10 ft.	rock catching rock throwing	+13/+6/+4
17–20	Storm Giant	27	199	+2	40 30 sw	gargantuan greatsword +26/+21/+16 melee (4d6+21) gargantuan mighty composite longbow (Str +14) +14/+9/+4 ranged (2d8+14)	15 ft.	electricity immunity freedom of movement rock catching spell-like abilities water breathing	+17/+8/+9

TABLE 1–82: PLAINS AND SAVANNA ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ankheg	18	25	+0	30 20 brw	bite +6 melee (2d6+7)	5 ft.	acid improved grab spit acid tremorsense	+6/+3/+2
2	Giant Ant, worker	17	9	+0	50 20 clm	bite +1 melee (1d6)	5 ft.	improved grab vermin	+3/+0/+0
3	Cheetah	15	19	+4	50	bite +6 melee (1d6+3) 2 claws +1 melee (1d2+1)	5 ft.	sprint trip	+5/+7/+2
4	Dire Badger	16	25	+3	30 10 brw	2 claws +4 melee (1d4+2) bite -1 melee (1d6+1)	5 ft.	rage scent	+7/+6/+4
5	Dire Bat	20	30	+6	20 40 fly	bite +5 melee (1d8+4)	5 ft.	blindsight	+7/+10/+6
6	Dire Lion	15	60	+2	40	2 claws +12 melee (1d6+7) bite +7 melee (1d8+3)	5 ft.	improved grab pounce rake scent	+9/+8/+7
7	Dragonne	18	76	+6	10 30 fly	bite +12 melee (2d6+4) 2 claws melee (2d4+2)	5 ft.	roar scent	+9/+8/+4
8	Elephant	15	104	+0	40	slam +16 melee (2d6+10) 2 stamps +11 melee (2d6+5) gore +16 melee (2d8+15)	10 ft.	scent trample (2d8+15)	+12/+7/+4
9	Ettin	18	65	+3	40	2 greatclubs +12/+7 melee (1d10+6) 2 longspear +5/+0 ranged (1d8+6)	10 ft.	darkvision 90 ft. superior two-weapon fighting	+9/+2/+3
10	Giant Eagle	15	26	+3	10 80 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	evasion	+5/+7/+3
11	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
12	Giant Wasp	14	26	-1	20 60 fly	sting +6 melee (1d3+6 and poison)	5 ft.	poison vermin	+6/+2/+2

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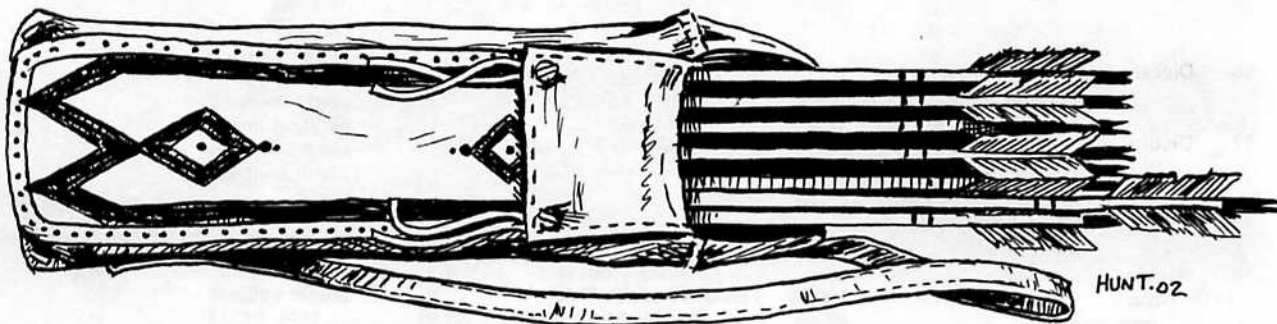
1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
13	Hag, annis	20	45	+1	40	2 claws +13 melee (1d6+7) bite +8 melee (1d6+3)	10 ft.	improved grab rend 2d6+14 spell-like abilities SR 19 steely skin	+4/+6/+6
14	Lion	15	32	+3	40	2 claws +7 melee (1d4+5) bite +2 melee (1d8+2)	5 ft.	improved grab pounce rake (1d4+2) scent	+6/+7/+2
15	Scorpion, large monstrous	14	26	+0	50	2 claws +5 melee (1d6+3) sting +0 melee (1d6+1 and poison)	5 ft.	improved grab poison squeeze vermin	+6/+1/+1
16	Spider, large monstrous	14	22	+3	30 20 clm (40) (20 clm)	bite +4 melee (1d8+3 and poison)	5 ft.	poison vermin web	+5/+4/+1
17	Rhinoceros	16	76	0	30	gore +13 (2d6+12)	5 ft.		+11/+6/+3
18	Snake, giant constrictor	15	60	+3	20 20 clm	bite +13 (1d8+10)	10 ft.	constrict (1d8+10) improved grab scent	+8/+10/+4
19	Sphinx androsphinx	22	114	+0	50 80 fly	2 claws +18 melee (2d4+7)	5 ft.	pounce rake (2d4+3) roar spells	+12/+8/+7
20	Zebra	13	19	+1	60	2 hooves +2 melee (1d4+1)	5 ft.	scent	+5/+4/+2

TABLE 1-83: SWAMP ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Assassin Vine	15	30	+0	0	slam +7 (1d6+7)	10 ft. (20 ft.)	blindsight camouflage cold resistance 20 constrict electricity immunity entangle fire resistance 20 improved grab	+7/+1/+2
2	Black pudding	3	115	-5	20 20 clm	slam +8 melee (2d6+4 and 2d6 acid)	10 ft.	acid blindsight constrict 2d6+4 and 2d6 acid improved grab ooze spit	+7/-2/-2
3	Chuul	22	93	+7	30 20 sw	2 claws +12 melee (2d6+5)	10 ft.	improved grab paralysis poison immunity squeeze	+7/+6/+9
4	Dire Rat	15	5	+3	40 20 clm	bite +4 melee (1d4)	5 ft.	disease scent	+3/+5/+3
5	Dragon, black (young adult)	24	152	+0	60 150 fly 60 sw	bite +19 melee (2d6+4) 2 claws +14 melee (1d8+2) 2 wings +14 melee (1d6+2) tail slap +14 melee (1d8+2)	10 ft.	acid immunity blindsight breath weapon (10d4, DC 22) darkness DR 5/+1 frightful presence (DC 19) keen senses paralysis immunity sleep immunity spell-like abilities spells SR 17 water breathing	+13/+10/+11
6	Dragon, black (very young)	17	52	+0	60 100 fly 60 sw	bite +9 melee (1d8+1) 2 claws +3 melee (1d6) 2 wings +3 melee (1d4)	5 ft.	acid immunity breath weapon (4d4, DC 14) paralysis immunity sleep immunity water breathing	+6/+5/+5

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
7	Crocodile, medium-size	15	22	+1	20 30 sw	bite +6 melee (1d8+6) tail slap +6 melee (1d12+6)	5 ft.	improved grab	+6/+4/+2
8	Lizard, giant								
9	Gray Ooze	5	26	-5	10	slam +3 melee (1d6+1 and 1d6 acid)	5 ft.	acid blindsight camouflage cold immunity constrict 1d6+1 and 1d6 acid corrosion fire immunity improved grab ooze scent	+1/-4/-4
10	Hydra, eight-headed	15	84	+1	20 10 sw	8 bites +8 melee (1d10+4)	10 ft.		+11/+7/+2
11	Lizardfolk	15	11	+0	30	2 claws +2 melee (1d4+1) bite +0 melee (1d4) greatclub +2 melee (1d10+1) javelin +1 ranged (1d6+1)	5 ft.		+1/+3/+0
12	Owlbear	15	47	+1	30	2 claws +7 melee (1d6+5) bite +2 melee (1d8+2)	5 ft.	improved grab scent	+8/+5/+2
13	Shambling Mound	20	60	+0	20	2 slams +10 melee (2d6+5)	10 ft.	constrict 2d6+7 improved grab electricity immunity fire resistance 30 plant	+9/+2/+2
14	Shocker Lizard	16	13	+2	40 20 clm 20 sw	bite +3 melee (1d4)	5 ft.	electricity immunity electricity sense lethal shock stunning shock	+3/+5/+1
15	Snake, giant constrictor	15	60	+3	20 20 clm	bite +13 melee (1d8+10)	10 ft.	constrict (1d8+10) improved grab scent	+8/+10/+4
16	Snake, medium-size viper	16	9	+3	20 20 clm 20 sw	bite +4 (1d4-1 and poison)	5 ft.	poison scent	+3/+6/+1
17	Tendriculos	16	94	-1	20	bite +13 melee (2d8+9) 2 tendrils +8 melee (1d6+4)	15 ft.	improved grab paralysis plant regeneration 10 swallow whole	+12/+2/+2
18	Troglodyte	15	13	-1	30	longspear +1 melee (1d8) 2 claws +1 melee (1d4) bite -1 melee (1d4) javelin +1 ranged (1d6)	5 ft. (10 ft.)	darkvision 90 ft. stench	+5/-1/+0
19	Will-O'-Wisp	29	40	+13	50 fly	shock +16 melee (2d8)	5 ft.	natural invisibility spell immunity	+3/+12/+9
20	Zombie, medium-size	11	16	-1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/-1/+3



ENCOUNTERS BY CREATURE TYPE

TABLE 1-84: ABERRATION ENCOUNTERS I

1d20	Aberration	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aboleth	16	76	+1	10 60 sw	4 tentacles +12 melee (1d6+9)	10 ft.	enslave mucus cloud psionics transformation	+7/+3/+11
2	Athach	20	133	+1	50	huge club +12/+7 melee (2d6+8) 2 huge clubs +12 melee (2d6+4) bite +14 melee (2d8+4 and poison) rock +5/+0 ranged (2d6+8) 2 rocks +5 ranged (2d6)	15 ft.	poison	+9/+5/+10
3	Beholder	20	60	+4	5 20 fly	eye rays +7 ranged touch bite +2 melee (2d4)	5 ft.	all-around vision antimagic cone eye rays fly	+4/+3/+11
4-5	Carrion Crawler	17	19	+2	30 15 clm	8 tentacles +3 melee (paralysis)	5 ft.	paralysis scent	+3/+3/+5
6	Chaos Beast*	16	44	+5	20	2 claws +10 melee (1d3+2 and corporeal instability)	5 ft.	corporeal instability immune to critical hits immune to transformation SR15	+7/+7/+6
7	Choker	16	16	+4	20 10 clm	2 tentacle slaps +6 melee (1d3+3)	10 ft.	constrict haste improved grab	+2/+1/+4
8	Chuul	22	93	+7	30 20 sw	2 claws +12 melee (2d6+5)	10 ft.	improved grab paralysis poison immunity squeeze	+7/+6/+9
9	Cloaker	19	45	+7	10 40 fly	tail slap +8 melee (1d6+5) bite +3 melee (1d4+2)	10 ft. (5 ft.)	engulf moan shadow shift	+5/+5/+7
10-11	Dark Naga	14	58	+2	40	sting +7 melee (2d4+2 and poison) bite +2 bite (1d4+1)	10 ft.	charm resistance detect thoughts guarded thoughts poison poison immunity spells	+5/+7/+8
12	Darkmantle*	17	6	+4	20 30 fly	slam +5 melee (1d4+4)	5 ft.	blindsight constrict darkness improved grab	+3/+2/+0
13	Delver	14	142	+5	30 10 brw	2 slams +17 melee (1d6+8 and 2d6 acid)	10 ft.	acid acid immunity corrosive slime stoneshape tremorsense	+10/+6/+11
14-15	Destrachan	16	60	+5	30	2 claws +9 melee (1d6+4)	5 ft.	blindsight destructive harmonics protection from sonics reverberating harmonics	+5/+3/+10
16	Digester*	17	68	+6	60	rake +11 melee (1d8+4)	5 ft.	acid immunity acid spray scent	+9/+8/+3
17	Displacer Beast*	16	51	+2	40	2 tentacles +9 melee (1d6+4) bite +4 melee (1d8+2)	5 ft. (15 ft.)	displacement resistance to ranged attacks	+8/+7/+3
18-19	Drider	17	45	+2	30 15 clm	2 short swords +3 melee (1d6+2/1d6+1) bite +0 melee (1d4+1 and poison) shortbow +5 ranged (1d6)	5 ft.	poison spell-like abilities spells SR 14	+5/+4/+8
20	Ethereal Filcher	17	22	+8	40	bite +3 melee (1d4)	5 ft.	detect magic ethereal jaunt	+1/+5/+8

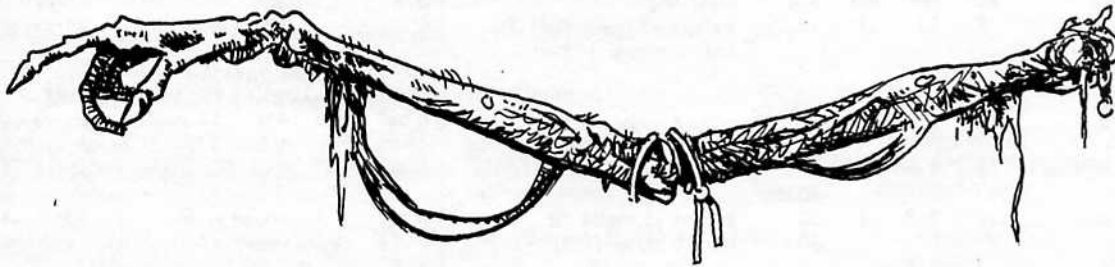
* Although technically not aberrations, these creatures are alien enough to be useful props for "creep factor."

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TABLE 1-85: ABERRATION ENCOUNTERS II

1d20	Aberration	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ethereal Marauder*	14	11	+5	40	bite +4 (1d6+3)	5 ft.	ethereal jaunt	+3/+4/+1
2	Ettercap	14	27	+3	30 30 clm	bite +3 melee (1d8 + poison) 2 claws +1 melee (1d3)	5 ft.	low-light vision poison web	+2/+4/+6
3-4	Gibbering Moulder	19	22	+1	10 20 sw	6 bites +4 melee (1)	5 ft.	amorphous blood drain engulf gibbering ground manipulation improved grab spittle	+2/+2/+5
5	Grick	16	9	+2	30 20 clm	4 tentacle rakes +3 melee (1d4+2) bite -2 melee (1d3+1)	5 ft.	DR 15/+1 scent	+0/+2/+5
6	Harpy*	13	31	+2	20 80 fly	club +7/+2 melee (1d6) 2 claws +2 melee (1d3)	5 ft.	captivating song	+2/+7/+5
7	Howler*	17	39	+7	60	bite +10 melee (2d8+5) 1d4 quills +5 melee (1d4+2)	5 ft.	howl quills	+7/+8/+7
8	Mimic	13	52	+1	10 ft.	slam +8 melee (1d8+6)	10 ft.	acid immunity adhesive mimic shape	+5/+3/+6
9	Mind Flayer	15	44	+6	30	4 tentacles +8 melee (1d4+1)	5 ft.	extract improved grab mind blast psionics SR 25 telepathy	+3/+4/+9
10	Otyugh	17	33	+0	20	2 tentacle rakes +3 melee (1d6) bite -2 melee (1d4)	10 ft. (15 ft.)	constrict 1d6 disease improved grab scent	+3/+2/+6
11	Phasm*	17	97	+6	30	2 slams +12 melee (1d3+1)	5 ft.	alternate form amorphous scent telepathy tremorsense	+11/+11/+11
12	Rast*	15	22	+5	50 fly	4 claws melee (1d4+2) bite +6 melee (bite 1d8+3)	5 ft.	blood drain fire subtype flight improved grab	+5/+5/+5
13	Rust Monster	18	27	+3	40	antennae touch +3 melee (rust) bite -2 melee (1d3)	5 ft.	rust scent	+2/+4/+5
14-15	Shambling Mound	20	60	+0	20	2 slams +10 melee (2d6+5)	10 ft.	constrict 2d6+7 improved grab electricity immunity fire resistance 30 plant	+9/+2/+2
16	Skum	13	11	+1	20 40 sw	bite +5 melee (2d6+4) 2 claws +0 melee (1d4+2) 2 rakes +0 melee (1d6+2)	5 ft.	low-light vision	+1/+1/+3
17	Umber Hulk	17	68	+1	20 20 brw	2 claws +11 melee (2d4+6) bite +9 melee (2d8+3)	10 ft.	confusing gaze tremorsense	+6/+3/+6
18	Will-O'-Wisp	29	40	+13	50 fly	shock +16 melee (2d8)	5 ft.	natural invisibility spell immunity	+3/+12/+9
19	Xorn, average	22	45	+0	20 20 brw	bite +10 melee (4d6+3) 3 claws +8 melee (1d4+1)	5 ft.	all-around vision burrow cold immunity electricity resistance 10 fire immunity half damage from slashing tremorsense	+7/+5/+5

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1d20	Aberration	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
20	Yrthak	18	102	+6	20 60 fly	bite +15 melee (2d8+5) 2 claws +13 melee (1d6+2)	10 ft.	blindsight explosion snatch sonic lance +12 ranged touch sonic vulnerability	+11/+10/+5

* Although technically not aberrations, these creatures are alien enough to be useful props for "creep factor."

TABLE 1-86: ANIMAL ENCOUNTERS I

1d20	Animal	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ape	14	26	+2	30	2 claws +7 melee (1d6+5)	5 ft.	scent	+6/+6/+2
2	Baboon	13	5	+2	40 30 clm	bite +2 melee (1d6+2)	5 ft.	scent	+3/+4/+1
3	Badger	15	6	+3	30 10 brw	2 claws +5 melee (1d2-1) bite +0 melee (1d3-1)	0 ft.	rage scent	+4/+5/+1
4	Bat	16	1	+2	5 40 fly		0 ft.	blindsight	+2/+4/+2
5	Bear, black	13	19	+1	40	2 claws +6 melee (1d4+4) bite +1 melee (1d6+2)	5 ft.	scent	+5/+4/+2
6	Bear, brown	15	51	+1	40	2 claws +11 melee (1d8+8) bite +6 melee (2d8+4)	5 ft.	improved grab scent	+9/+6/+3
7	Bear, polar	15	68	+1	40 30 sw	2 claws +13 melee (1d8+8) bite +8 melee (2d8+4)	5 ft.	improved grab scent	+10/+7/+3
8	Bison	13	37	+0	40	butt +6 melee (1d8+6)	5 ft.	scent stampede	+7/+4/+1
9	Boar	16	22	+0	40	gore +4 melee (1d8+3)	5 ft.	ferocity scent	+6/+3/+2
10	Camel	13	19	+3	50	bite +5 melee (1d4+6)	5 ft.	scent	+5/+6/+1
11	Cat	14	2	+2	30	2 claws +4 melee (1d2-4) bite -1 melee (1d3-4)	0 ft.		+2/+4/+1
12	Cheetah	15	19	+4	50	bite +6 melee (1d6+3) 2 claws +1 melee (1d2+1)	5 ft.	sprint trip	+5/+7/+2
13	Crocodile, medium-size	15	22	+1	20 30 sw	bite +6 melee (1d8+6) tail slap +6 melee (1d12+6)	5 ft.	improved grab	+6/+4/+2
14	Dog	15	6	+3	40	bite +2 melee (1d4+1)	5 ft.	scent	+4/+5/+1
15	Donkey	13	11	+1	30	bite +1 melee (1d2)	5 ft.	scent	+4/+4/+0
16	Eagle	14	5	+2	10 80 fly	2 claws +3 melee (1d3) bite -2 melee (1d4)	5 ft.		+3/+4/+2
17	Elephant	15	104	+0	40	slam +16 melee (2d6+10) 2 stamps +11 melee (2d6+5) gore +16 melee (2d8+15)	10 ft.	scent trample (2d8+15)	+12/+7/+4
18	Hawk	17	4	+3	10 60 fly	claws +5 melee (1d4-2)	0 ft.		+2/+5/+2
19	Horse, light	13	19	+1	60	2 hooves +2 melee (1d4+1)	5 ft.	scent	+5/+4/+2
20	Leopard	15	19	+4	40 20 clm	bite +6 melee (1d6+3) 2 claws +1 melee	5 ft.	improved grab	+5/+7/+2

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TABLE 1-87: ANIMAL ENCOUNTERS II

1d20	Animal	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Lion	15	32	+3	40	2 claws +7 melee (1d4+5) bite +2 melee (1d8+2)	5 ft.	improved grab pounce rake (1d4+2) scent	+6/+7/+2
2	Lizard	14	2	+2	20 20 clm	bite +4 melee (1d4)	0 ft.		+2/+4/+1
3	Monkey	14	4	+2	30 30 clm	bite +4 melee / 1d3-4	0 ft.		+2/+4/+1
4	Octopus	16	9	+3	20 30 sw	8 arms +5 melee (0) bite +0 melee (1d3)	5 ft.	improved grab ink cloud jet	+3/+6/+1
5	Octopus, giant	18	44	+2	20 30 sw	8 arms +10 melee (1d4+5) bite +5 melee (1d8+2)	10 ft.	constrict improved grab ink cloud jet	+7/+8/+3
6	Owl	17	4	+3	10 40 fly	claws +5 melee (1d2-2)	0 ft.		+2/+5/+2
7	Pony	13	11	+1	40	2 hooves +2 melee (1d3+1)	5 ft.	scent	+4/+4/+0
8	Porpoise	15	11	+3	80 sw	butt +4 melee (2d4)	5 ft.	blindsight	+4/+6/+1
9	Rat	14	1	+2	15 15 clm	bite +4 melee (1d3-4)	0 ft.	scent	+2/+4/+1
10	Raven	14	1	+2	10 40 fly	claw +4 melee (1d2-5)	0 ft.		+2/+4/+2
11	Rhinoceros	16	76	0	30	gore +13 (2d6+12)	5 ft.		+11/+6/+3
12	Shark, large	15	38	+2	60 sw	bite +7 melee (1d8+4)	5 ft.	keen scent	+6/+7/+3
13	Snake, large viper	15	13	+3	20 20 clm 20 sw	bite +4 melee (1d4 and poison)	10 ft.	poison scent	+3/+6/+1
14	Squid	16	13	+3	60 sw	10 arms +4 melee (0) bite -1 melee (1d6+1)	5 ft.	improved grab ink cloud jet	+3/+6/+2
15	Tiger, large animal	14	45	+2	40	2 claws +9 melee (1d8+6) bite +4 melee (2d6+3)	5 ft.	improved grab pounce rake 1d8+3	+8/+7/+3
16	Toad	15	1	+1	5		0 ft.		+2/+3/+2
17	Weasel	14	2	+2	20 20 clm	bite +4 melee (1d3-4)	0 ft.	attach scent	+2/+4/+1
18	Whale	16	126	+1	40 sw	tail slap +17 melee (1d8+18)	10 ft.	blindsight	+14/+9/+5
19	Wolf	14	13	+2	50	bite +3 melee (1d6+1)	5 ft.	scent trip	+5/+5/+1
20	Wolverine	14	25	+2	30 10 brw 10 clm	2 claws +4 melee (1d4+2) bite -1 melee (1d6+1)	5 ft.	rage scent pounce rake (1d3+1) scent	+7/+5/+2

TABLE 1-88: CONSTRUCT ENCOUNTERS

1d20	Construct	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-3	Animated Object† (see table 1-88a)								
4-5	Gargoyle	16	38	+2	45 75 fly	2 claws +6 melee (1d4) bite +4 melee (1d6) gore +4 melee (1d6)	5 ft.	DR 15/+1 freeze	+8/+6/+1
6-9	Golem† (see table 1-85b)								
10	Gorgon	18	68	+4	30	gore +12 melee (1d8+7)	5 ft.	breath weapon scent trample 1d8+7	+9/+6/+3
11-14	Homunculus	14	11	+2	20 50 fly	bite +2 melee (1d4-1 + poison)	0 ft.	construct poison	+0/+2/+1
15-16	Demon, Retriever	22	55	+1	50	4 claws +12 melee (2d6+7) eye rays +6 ranged touch	10 ft.	construct find target improved grab regeneration 5	+3/+4/+3
17-18	Shield Guardian	24	82	+0	30	slam +16/+11/+6 melee (1d8+9)	10 ft.	construct fast healing 5 find master guard shield other spell storing	+5/+5/+5

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19 Skeleton* † (see table 1–88c)

20 Zombie* †(see table 1–88d)

* Although technically not constructs, some creatures make excellent “natural” guardians.

TABLE 1–88A: CONSTRUCT ENCOUNTERS, ANIMATED OBJECTS

1d20	Animated Object	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–3	Animated Object, tiny	14	2	+2	40 (varies)	slam +1 melee (1d3–1)	0 ft.	animated object qualities	+0/+2/–5
4–6	Animated Object, small	14	5	+1	30 (varies)	slam +1 melee (1d4)	5 ft.	animated object qualities	+0/+1/–5
7–9	Animated Object, medium-size	14	11	+0	40 (varies)	slam +2 melee (1d6+1)	5 ft.	animated object qualities	+0/+0/–5
10–12	Animated Object, large	14	22	+0	20 (varies)	slam +5 melee (1d8+4)	5 ft. (10 ft.)	animated object qualities	+1/+1/–4
13–15	Animated Object, huge	13	44	–1	20 (varies)	slam +9 melee (2d6+7)	10 ft. (15 ft.)	animated object qualities	+2/+1/–3
16–18	Animated Object, gargantuan	12	88	–2	10 (varies)	slam +15 melee (2d8+10)	10 ft. (20 ft.)	animated object qualities	+5/+3/+0
19–20	Animated Object, colossal	11	176	–3	10 (varies)	slam +25 melee (4d6+13)	15 ft. (25 ft.)	animated object qualities	+10/+7/+5

TABLE 1–88B: CONSTRUCT ENCOUNTERS, GOLEMS

1d20	Golem	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–5	Flesh Golem	18	49	–1	30*	2 slams +10 melee (2d8+5)	10 ft.	berserk construct DR 15/+1 magic immunity	+3/+2/+3
6–10	Clay Golem	22	60	–1	20*	2 slams +14 melee (2d10+7)	10 ft.	berserk construct DR 20/+1 immune to piercing and slashing haste magic immunity wound	+3/+2/+3
11–15	Stone Golem	26	77	–1	20*	2 slams +18 melee (2d10+9)	10 ft.	construct DR 30/+2 magic immunity slow	+4/+3/+4
16–20	Iron Golem	30	99	–1	20*	2 slams +23 melee (2d10+11)	10 ft.	breath weapon construct DR 50/+3 magic immunity rust vulnerability	+6/+5/+6

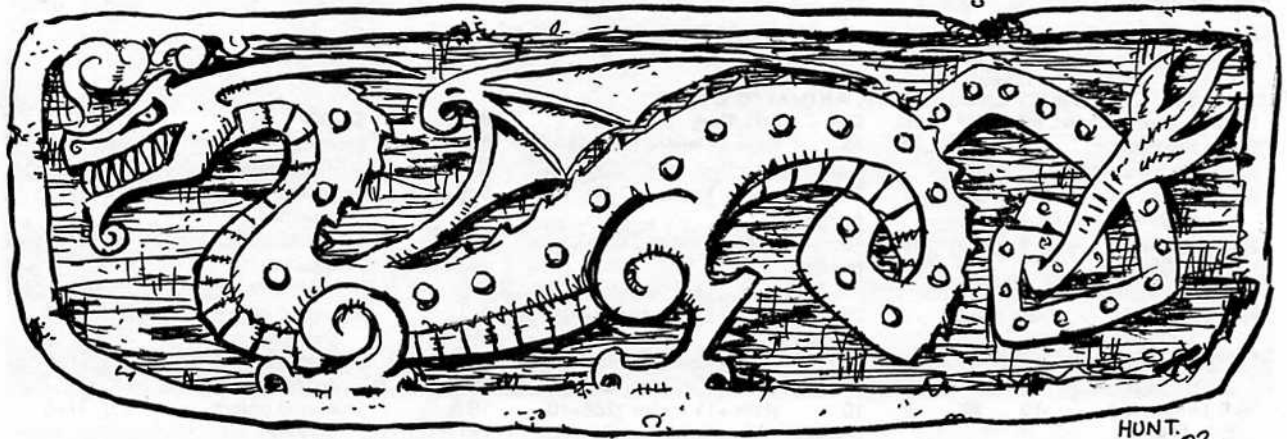
* Golems cannot run.

TABLE 1–88C: CONSTRUCT ENCOUNTERS, SKELETONS

1d20	Skeleton	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–5	Skeleton, tiny	13	1	+5	30	2 claws +0 melee (1d2–2)	0 ft.	immunities undead	+0/+1/+2
6–10	Skeleton, medium-size	13	6	+5	30	2 claws +0 melee (1d4–2)	5 ft.	immunities undead	+0/+1/+2
11–15	Skeleton, large	13	13	+5	40	2 claws +2 melee (1d6+2)	10 ft.	immunities undead	+0/+1/+3
16–20	Skeleton, gargantuan	13	104	+5	40	2 claws +10 melee (2d6+6)	20 ft.	immunities undead	+5/+6/+10

TABLE 1–88D: CONSTRUCT ENCOUNTERS, ZOMBIES

1d20	Zombie	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–12	Zombie, medium-size	11	16	–1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/–1/+3
13–20	Zombie, large	11	29	–1	40	slam +4 melee (1d8+4)	10 ft.	partial actions only undead	+1/+0/+4



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TABLE 1-89: DIRE ANIMAL ENCOUNTERS

1d20	Dire Animal	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Dire Ape	15	32	+2	30	2 claws +8 melee (1d6+6)	10 ft.	rend scent	+6/+6/+5
3-4	Dire Bat	20	30	+6	20 40 fly	bite +3 melee (1d8+3)	5 ft.	blindsight	+7/+10/+6
5	Dire Badger	16	25	+3	30 10 brw	2 claws +4 melee (1d4+2)	5 ft.	rage scent	+7/+6/+4
6-7	Dire Bear	17	102	+1	40	2 claws +18 melee (2d4+10)	10 ft.	improved grab scent	+12/+9/+9
8	Dire Boar	15	52	+0	40	bite +13 melee (2d8+5)	5 ft.	ferocity scent	+8/+5/+6
9-10	Dire Lion	15	60	+2	40	2 claws +12 melee (1d6+7)	5 ft.	improved grab pounce rake scent	+9/+8/+7
11-13	Dire Rat	15	5	+3	40 20 cim	bite +4 melee (1d4)	5 ft.	disease scent	+3/+5/+3
14-15	Dire Tiger	16	120	+2	40	2 claws +18 melee (2d4+8)	10 ft.	improved grab pounce rake scent	+13/+12/+11
16-18	Dire Wolf	14	45	+2	50	bite +10 melee (1d8+10)	5 ft.	trip scent	+8/+7/+6
19-20	Dire Wolverine	16	42	+3	30 10 cli	2 claws +8 melee (1d6+6)	5 ft.	rage scent	+8/+7/+5
						bite +3 melee (1d8+3)			

TABLE 1-90: DRAGON ENCOUNTERS

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-20	See table 1-79a								

TABLE 1-91: FEY ENCOUNTERS

1d20	Fey	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-3	Dryad	12	7	+6	30	dagger +1 melee (1d4)	5 ft.	spell-like abilities symbiosis	+0/+5/+5
4	Merfolk	13	5	+1	5 50 sw	trident +1 melee (1d8)	5 ft.	low-light vision	+3/+1/+0
						heavy crossbow +2 ranged (1d10)			
5-8	Nymph	11	10	+1	30 20 sw	dagger +1 melee (1d4)	5 ft.	blinding beauty spell-like abilities unearthly beauty	+1/+4/+8
9-11	Satyr	15	22	+1	40	gore +2 melee (1d6)	5 ft.	pipes	+2/+5/+5
						dagger -3 melee (1d4)			
						shortbow +3 ranged (1d6)			
12-13	Sprite, grig	18	2	+4	20 40 fly	dagger +6 melee (1d4-3)	0 ft.	fiddle spell-like abilities SR 17	+1/+6/+3
						composite shortbow +6 ranged (1d4)			

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1d20	Foe	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
14–15	Sprite, nixie	14	3	+7	20 30 sw	dagger +4 melee (1d4–2) light crossbow +4 ranged (1d8)	0 ft.	charm person SR 16 water breathing special arrows spell-like abilities	+0/+5/+3
16–17	Sprite, pixie	20	2	+4	20 60 fly	dagger +5 melee (1d4–2) composite shortbow ranged +6 (1d6)	5 ft.	spell-like abilities	+0/+6/+4
18	Treant	20	66	–1	30	2 slams +12 melee (2d6+9)	15 ft.	animate trees double damage against objects half damage from piercing plant fire vulnerability trample spell-like abilities	+10/+1/+6
20	Triton*	16	16	+0	40 sw	trident +4 melee (1d8+1) heavy crossbow +3 ranged (1d10)	5 ft.	spell-like abilities	+4/+3/+4

* Although technically not fey, these creatures belong to the category of “friendly nature folk.”

TABLE 1–92: FOE ENCOUNTERS

1d20	Foe	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Bugbear	17	16	+1	30	morningstar +4 melee (1d8+2) javelin +3 ranged (1d6+2)	5 ft.	darkvision 60 ft.	+2/+4/+1
2	Drider	17	45	+2	30 15 cfm	2 short swords +3 melee (1d6+2/1d6+1) bite +0 melee (1d4+1 and poison) shortbow +5 ranged (1d6)	5 ft.	poison spell-like abilities spells SR 14	+5/+4/+8
3	Dwarf, duergar	16	5	+0	15	short sword +1 melee (1d6) shortbow +1 ranged (1d6)	5 ft.	darkvision 120 ft. immunities light sensitivity spell-like abilities	+3/+0/+0
4	Elf, drow	15	3	+1	30	longsword +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.	darkvision 120 ft. light sensitivity poison arrows spell-like abilities SR 11	+1/+1/+2
5	Ettin	18	65	+3	40	2 greatclubs +12/+7 melee (1d10+6) 2 longswords +5/+0 ranged (1d8+6)	10 ft.	darkvision 90 ft. superior two-weapon fighting	+9/+2/+3
6	Gnoll	17	11	+0	20	battleaxe +3 melee (1d8+2) shortbow +1 ranged (1d6)	5 ft.	darkvision 60	+4/+0/+0
7	Goblin	15	4	+1	20	morningstar +1 melee (1d8–1) dart +3 ranged (1d4–1)	5 ft.	darkvision 60	+2/+1/+0
8	Grimlock	15	11	+1	30	battleaxe +4 melee (1d8+3)	5 ft.	blindsight immunities scent	+1/+4/+2
9–10	Hobgoblin	15	5	+1	30	longsword +1 melee (1d8) javelin +2 ranged (1d6)	5 ft.	darkvision 60 ft.	+3/+1/+0
11	Kobold	15	2	+1	30	halfspear –1 melee (1d6–2) light crossbow +2 ranged (1d8)	5 ft.	darkvision 60 ft. light sensitivity	+0/+1/+2
12	Lizardfolk	15	11	+0	30	2 claws +2 melee (1d4+1) great club +2 melee (1d10+1) bite +0 melee (1d4) javelin +1 ranged (1d6+1)	5 ft.		+1/+3/+0
13	Locathah	14	9	+1	10 60 sw	longspear +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.		+3/+1/+1
14	Minotaur	14	39	+0	30	huge greataxe +9/+4 melee (2d8+4) gore +4 melee (1d8+2)	10 ft.	charge 4d6+6 natural cunning scent	+6/+5/+5
15	Ogre	16	26	–1	30	huge greatclub +8 melee (2d6+7) huge longspear +1 ranged (2d6+5)	10 ft. (10–15 ft.)		+6/+0/+1
16–17	Orc	14	4	+0	20	greataxe +3 melee (1d12+3) javelin +1 ranged (1d6+2)	5 ft.	darkvision 60 light sensitivity	+2/+0/–1

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1d20	Foe	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
18	Sahuagin	16	11	+1	30 60 sw	trident +3 melee (1d8+2) 2 rakes +1 melee (1d4+2) bite +1 melee (1d4+1) heavy crossbow +2 ranged (1d10)	5 ft.	amphibious blood frenzy light blindness freshwater sensitivity speak with sharks underwater sense	+2/+1/+1
19	Troglodyte	15	13	-1	30	longspear +1 melee (1d8) 2 claws +1 melee (1d4) bite -1 melee (1d4) javelin +1 ranged (1d6)	5 ft. (10 ft.)	darkvision 90 ft. stench	+5/-1/+0
20	Troll	18	63	+2	30	2 claws +9 melee (1d6+6) bite +4 melee (1d6+3)	10 ft.	darkvision 90 ft. regeneration 5 rend 2d6+9 scent	+11/+4/+3

TABLE 1-93: LYCANTHROPE ENCOUNTERS

1d20	Lycanthrope	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-4	Lycanthrope, werebear	17	51	+1	30	2 claws +11 melee (1d8+8) bite +9 melee (2d8+4)	10 ft.	bear empathy curse of lycanthropy DR 15/silver improved grab scent	+11/+6/+4
5-8	Lycanthrope, wearboar	18	22	+4	40	gore +4 melee (1d8+3)	5 ft.	curse of lycanthropy boar empathy DR 15/silver ferocity scent	+8/+3/+3
9-12	Lycanthrope, wererat	17	5	+3	40 20 clm	bite +4 melee (1d4)	5 ft.	curse of lycanthropy DR 15/silver rat empathy scent	+5/+5/+4
13-16	Lycanthrope, weretiger	16	45	+2	40	2 claws +9 melee (1d8+7) bite +7 melee (2d6+3)	5 ft.	curse of lycanthropy DR 15/silver improved grab pounce rake 1d8+3 scent tiger empathy	+10/+7/+4
17-20	Lycanthrope, werewolf	16	13	+6	50	bite +3 melee (1d6+1)	5 ft.	curse of lycanthropy DR 15/silver scent trip wolf empathy	+7/+5/+2

TABLE 1-94: MAGICAL BEAST ENCOUNTERS I

1d20	Magical Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-3	Basilisk	16	45	-1	20	bite +8 melee (1d8+3)	5 ft.	petrifying gaze	+9/+4/+3
4-5	Blink Dog	16	22	+3	30	bite +4 melee (1d6)	5 ft.	blink dimension door scent	+4/+7/+4
6-8	Chimera	16	76	+1	30 50 fly	bite +12 melee (2d6+4) bite +10 melee (1d8+2) butt +10 melee (1d8+2) 2 claws +10 melee (1d6+2)	5 ft.	breath weapon (3d8, DC 17) scent	+9/+7/+4
9-10	Cockatrice	14	27	+3	20 60 fly	bite +4 melee (1d4-2)	5 ft.	petrification petrification immunity	+4/+7/+2
11-12	Darkmantle	17	6	+4	20 30 fly	slam +5 melee (1d4+4)	5 ft.	blindsight constrict darkness improved grab	+3/+2/+0
13-14	Digester	17	68	+6	60	rake +11 melee (1d8+4)	5 ft.	acid immunity acid spray scent	+9/+8/+3

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1d20	Magical Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
15–16	Displacer Beast	16	51	+2	40	2 tentacles +9 melee (1d6+4) bite +4 melee (1d8+2)	5 ft. (15 ft.)	displacement resistance to ranged attacks	+8/+7/+3
17–18	Dragonone	18	76	+6	10 30 fly	bite +12 melee (2d6+4) 2 claws melee (2d4+2)	5 ft.	roar scent	+9/+8/+4
19–20	Frost Worm	18	147	+4	30 10 brw	bite +20 melee (2d6+12 and 1d8 cold)	10 ft.	breath weapon (15d6, DC 22) cold subtype death throes trill	+14/+9/+6

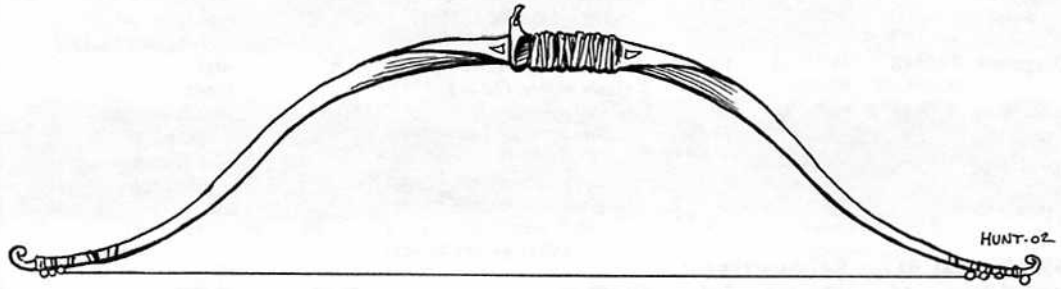
TABLE 1–95: MAGICAL BEAST ENCOUNTERS II

1d20	Magical Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–2	Giant Eagle	15	26	+3	10 80 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	evasion	+5/+7/+3
3–4	Giant Owl	15	26	+3	10 70 fly	2 claws +7 melee (1d6+4) bite +2 melee (1d8+2)	5 ft.	superior low-light vision	+5/+7/+3
5–6	Gorgon	18	68	+4	30	gore +12 melee (1d8+7)	5 ft.	breath weapon trample 1d8+7 scent	+9/+6/+3
7–8	Kraken	20	290	+0	20 sw	bite +23 melee (4d6+6) 6 arms +23 melee (1d6+6) 2 tentacles rake +28 melee (2d8+12)	10 ft. (100 ft.)	improved grab constrict 2d8+12 or 1d6+6 ink cloud jet spell-like abilities	+21/+12/+13
9–10	Krenshar	15	11	+2	40	bite +2 melee (1d6) 2 claws +0 melee (1d4)	5 ft.	scare scent	+3/+5/+1
11–12	Lamia	17	58	+2	60	touch +9 melee (1 permanent wisdom drain) dagger +11/+6 melee (1d4)	5 ft.	spell-like abilities wisdom drain	+7/+8/+7
13–14	Lammasu	14	59	+0	30 60 fly	2 claws +12 melee (1d6+6)	5 ft.	magic circle against evil pounce rake 1d6+3 spell-like abilities spells	+8/+7/+7
16	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3
17	Pegasus	14	34	+2	60 120 fly	2 hooves +7 melee (1d6+4) bite +2 melee (bite 1d3+2)	5 ft.	scent spell-like abilities	+7/+6/+4
19–20	Phase Spider	15	42	+7	40 20 clm	bite +7 melee (1d6+4 and poison)	5 ft.	ethereal jaunt poison	+7/+7/+2

TABLE 1–96: MAGICAL BEAST ENCOUNTERS III

1d20	Magical Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–2	Remorhaz	20	73	+1	30 20 brw	bite +13 melee (2d8+12)	10 ft.	heat improved grab swallow whole tremorsense	+10/+6/+3
3–4	Roper	24	85	+5	10 ft.	6 strands +11 ranged (special) bite +8 melee (2d6+2)	10 ft. (50 ft.)	attach cold resistance 30 electricity immunity fire vulnerability strands SR 28 weakness	+10/+8/+8
5–6	Shocker Lizard	16	13	+2	40 20 clm 20 sw	bite +3 melee (1d4)	5 ft.	electricity immunity electricity sense lethal shock stunning shock	+3/+5/+1
7–8	Sphinx† (see table 1–96a)								
9–10	Spider Eater	13	42	+1	30 60 fly	sting +7 melee (1d8+5 + poison) bite +2 melee (1d8+2)	10 ft.	freedom of movement implant poison scent	+9/+5/+2

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1d20	Magical Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
11–12	Unicorn	18	42	+3	60	horn +11 melee (1d8+8) 2 hooves +3 melee (1d4+2)	5 ft. (10 ft.)	immunities magic circle against evil spell-like abilities	+9/+7/+6
13–15	Winter Wolf	15	51	+5	50	bite +9 melee (1d8+6)	5 ft.	breath weapon cold subtype scent trip	+8/+6/+3
16–18	Worg	14	30	+2	50	bite +7 melee (1d6+4)	5 ft.	scent trip	+6/+6/+3
19–20	Yrthak	18	102	+6	20 60 fly	bite +15 melee (2d8+5) 2 claws +13 melee (1d6+2)	10 ft.	blindsight explosion snatch sonic lance +12 ranged touch sonic vulnerability	+11/+10/+5

TABLE 1–96A: MAGICAL BEAST ENCOUNTER, SPHINXES

1d20	Sphinx	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–5	Androsphinx	22	114	+0	50 80 fly	2 claws +18 melee (2d4+7)	5 ft.	pounce rake (2d4+3) roar spells	+12/+8/+7
6–10	Cryosphinx	20	85	+0	30 60 fly	butt +15 melee (2d6+6) 2 claws (1d6+3)	5 ft.	pounce rake (1d6+3)	+10/+7/+3
11–15	Gynosphinx	21	52	+5	40 60 fly	2 claws +11 melee (1d6+4)	5 ft.	pounce rake (1d6+2) spell-like abilities	+7/+7/+8
16–20	Hieracosphinx	19	67	+2	30 90 fly	bite +13 melee (1d10+5) 2 claws +8 melee (1d6+2)	5 ft.	pounce rake (1d6+2)	+8/+8/+5

TABLE 1–97: OUTSIDER ENCOUNTERS I

1d20	Outsider	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Achaierai	20	39	+1	50	2 claws +9 melee (2d6+4) bite +4 melee (4d6+2)	10 ft.	black cloud SR 19	+7/+6/+7
2	Arrow Hawk (adult)	21	38	+5	60 fly	electricity ray +12 ranged touch (2d8) bite +12 melee (1d8+2)	5 ft.	cold resistance 20 electricity ray fire resistance 20 immunities	+6/+10/+6
3	Azer	19	11	+1	30	warhammer +3 melee (1d8+1 and 1 fire) halfspear +3 ranged (2d6+1 and 1 fire)	5 ft.	heat fire subtype SR 13	+4/+4/+4
4	Barghest	18	33	+6	30 (60)	bite +9 (1d6+3) 2 claws +4 (1d4+1)	5 ft.	alternate form DR 15/+1 feed scent spell-like abilities	+6/+7/+7
5	Chaos Beast*	16	44	+5	20	2 claws +10 melee (1d3+2 and corporeal instability)	5 ft.	corporeal instability immune to critical hits immune to transformation SR15	+7/+7/+6

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1d20	Outsider	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
6	Couatl	15	58	+7	20 60 fly	bite +12 melee (1d3+6 and poison)	5 ft.	constrict ethereal jaunt poison psionics spells telepathy	+8/+9/+10
7-8	Demon† (see table 1-97a)								
9-10	Devil† (see table 1-97b)								
11	Genie, Djinni	16	45	+8	20 60 fly	slam +10/+5 melee (1d8+6)	10 ft.	acid immunity air mastery plane shift spell-like abilities telepathy whirlwind	+7/+9/+7
12	Genie, Efreeti	18	65	+7	20 40 fly	slam +15/+10 melee (1d8+9)	10 ft.	heat plane shift spell-like abilities telepathy	+9/+10/+9
13	Genie, Janni	18	33	+6	20 10 fly	scimitar +9/+4 melee (1d8+4) longbow +8/+3 ranged (1d8)	5 ft.	elemental endurance fire resistance 30 plane shift spell-like abilities telepathy	+6/+7/+7
14-15	Formian† (see table 1-97c)								
16	Hell Hound	16	22	+5	40	bite +5 melee (1d8+1)	5 ft.	breath weapon (1d4+1, DC 13) fire subtype scent	+5/+5/+4
17	Howler	17	39	+7	60	bite +10 melee (2d8+5) 1d4 quills +5 melee (1d4+2)	5 ft.	howl quills	+7/+8/+7
18	Lillend	17	45	+3	20 70 fly	sword +11/+6 (1d8+5) tail slap +6 (2d6+2)	10 ft.	constrict 2d6+5 fire resistance 20 improved grab poison immunity spell-like abilities spells	+7/+8/+8
19	Mephit, air	17	13	+7	30 60 fly	2 claws +4 melee (1d3)	5 ft.	breath weapon DR 5/+1 fast healing 2 spell-like abilities summon mephit	+3/+6/+3
20	Mephit, dust	17	13	+7	30 50 fly	2 claws +4 melee (1d3)	5 ft.	breath weapon DR 5/+1 fast healing 2 spell-like abilities summon mephit	+3/+6/+3

TABLE 1-97A: OUTSIDER ENCOUNTERS, DEMONS

1d20	Demon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Demon, dretch	16	9	+0	20	2 claws +3 melee (1d4) bite +1 melee (1d4)	5 ft.	DR 5/silver spell-like abilities summon tanar'ri SR 5 tanar'ri qualities	+3/+3/+3
3-4	Demon, quasit	18	13	+3	20 50 fly	2 claws +8 melee (1d3-1 and poison) bite +3 melee (1d4-1)	0 ft.	alternate form DR 5/silver fire resistance 20 poison poison immunity regeneration 2 spell-like abilities SR 5	+3/+6/+4

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1d20	Demon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
5-6	Demon, succubus	20	33	+1	30 50 fly	2 claws +7 melee (1d3+1)	5 ft.	alternate form DR 20/+2 energy drain spell-like abilities summon tanar'ri SR 14 tanar'ri qualities tongues	+6/+6/+7
7-8	Demon, bebelith	25	102	+5	40 20 cfm	bite +19 melee (2d6+9 and poison) 2 claws +14 melee (2d4+4 and armor damage)	10 ft.	armor damage DR 30/+3 poison plane shift protective aura scent telepathy web	+12/+12/+9
9-10	Demon, retriever	22	55	+1	50	4 claws +12 melee (2d6+7) eye rays +6 ranged touch	10 ft.	construct find target improved grab regeneration 5	+3/+4/+3
11-12	Demon, vrock	25	60	+2	30 50 fly	2 claws +11 melee (1d8+4) bite +9 melee (1d6+2) 2 rakes +9 melee (1d4+2)	10 ft.	dance of ruin DR 20/+2 screech spores spell-like abilities summon tanar'ri SR 22 tanar'ri qualities	+9/+8/+8
13-14	Demon, hezrou	26	67	+0	30	bite +13 melee (4d4+5) 2 claws +8 melee (1d6+2)	10 ft.	DR 20/+2 half damage improved grab spell-like abilities stench summon tanar'ri SR 23 tanar'ri qualities	+9/+6/+8
15-16	Demon, glabrezu	27	85	+0	40	2 pincers +15 melee (2d6+7) 2 claws +13 melee (1d3+3) bite +13 melee (1d4+3)	15 ft.	detect magic DR 20/+2 improved grab summon tanar'ri spell-like abilities SR 21 tanar'ri qualities true seeing	+11/+7/+10
17-18	Demon, nalfeshnee	28	93	+1	30 40 fly	bite +15 melee (2d4+6) 2 claws +13 melee (1d4+3)	15 ft.	DR 20/+2 know alignment see invisibility smite spell-like abilities summon tanar'ri SR 24 tanar'ri qualities	+11/+8/+13
19	Demon, marilith	29	85	+2	40	weapon +13/+8 melee (1d8+5) 5 weapons +13 melee (1d8+2) tail slam +11 melee (4d6+2)	10 ft.	constrict DR 20/+2, improved grab spell-like abilities summon tanar'ri SR 25 tanar'ri qualities	+11/+8/+10
20	Demon, balor	30	110	+5	40 90 fly	+1 vorpal greatsword +18/+13/+8 melee (2d6+8) whip +17 melee (1d4+3 and entangle) 2 slams +19 melee (1d6+7 and fear)	10 ft. (15 ft.)	body flames death throes DR 30/+3 entangle fear spell-like abilities summon tanar'ri SR 28 tanar'ri qualities	+12/+9/+13

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TABLE 1-97B: OUTSIDER ENCOUNTERS, DEVILS

1d20	Devil	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Devil, lemure	13	9	+0	20	2 claws +2 melee (1d3)	5 ft.	baatezu qualities DR 5/silver mindless SR 5	+3/+3/+3
3-4	Devil, imp	18	13	+3	20 50 fly	sting +8 melee (1d4) and poison	0 ft.	DR 5/silver fire resistance 20 poison poison immunity polymorph regeneration 2 SR 5 see in darkness spell-like abilities	+3/+6/+4
5-6	Devil, osyluth	17	32	+4	40	bite +9 melee (1d8+5) 2 claws +4 melee (1d4+2) sting +4 melee (3d4+2 and poison)	10 ft.	baatezu qualities DR 10/+1 fear aura know alignment poison spell-like abilities summon baatezu SR 22	+6/+4/+6
7-8	Devil, kyton	18	44	+4	30	2 chain rakes +9 melee (1d8+1)	10 ft.	cold immunity dancing chains DR 20/+2 regeneration 2 SR 17 unnerving gaze	+7/+6/+6
9-10	Devil, hellcat	14	52	+6	40	2 claws +12 melee (1d4+6) bite +7 melee (2d6+3)	5 ft.	DR 20/+2 fire resistance 20 improved grab invisible in light pounce rake scent SR 16	+8/+7/+7
11-12	Devil, barbezu	17	33	+4	40	glaive +8/+3 melee (1d10+3 and wounding) claws +8 melee (1d4+2)	5 ft.	battle frenzy baatezu qualities beard DR 10/+1 summon baatezu SR 23 wounding	+6/+5/+5
13-14	Devil, eriyes	20	33	+1	30 50 fly	longsword +8/+3 melee (1d8+3) longbow +7/+2 ranged (1d8) rope +7 ranged (entangle)	5 ft.	baatezu qualities charm person DR 10/+1 rope entangle summon baatezu SR 12 tongues	+6/+6/+7
15-16	Devil, hamatula	22	49	+0	30	2 claws +12 melee (2d4+3 and fear)	5 ft.	baatezu qualities DR 10/+1 fear impale improved grab summon baatezu SR 23	+7/+6/+8
17-18	Devil, cornugon	25	82	+1	20 50 fly	whip +15/+10/+5 melee (1d6+5 and stun) 2 claws +15 melee (1d4+5) bite +9 melee (1d4+2) tail +9 melee (1d3+2 and wound)	15 ft.	baatezu qualities DR 20/+2 fear aura regeneration 5 spell-like abilities stun summon baatezu SR 24 wound	+10/+8/+9

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1d20	Devil	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
19	Devil, gelugon	28	114	+1	40	longspear +17/+12/+7 melee (1d8+9 and cold) 2 claws +17 melee (1d8+6) bite +12 melee (2d4+3) tail +12 melee (3d4+3 and cold)	15 ft.	baatezu qualities cold fear aura DR 20/+2 regeneration 5 spell-like abilities summon baatezu SR 25	+13/+9/+14
20	Devil, pit fiend	30	123	+5	40 60 fly	2 claws +19 melee (1d6+7) 2 wings +14 melee (1d4+3) bite +14 melee (2d6+3 and poison plus disease) tail slap +14 melee (2d4+3)	10 ft.	baatezu qualities constrict DR 25/+2 fear aura improved grab regeneration 5 spell-like abilities summon baatezu SR 28	+13/+9/+13

TABLE 1-97C: OUTSIDER ENCOUNTERS, FORMIANS

1d20	Formian	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-4	Formian, worker	17	5	+2	40	bite +3 melee (1d4+1)	5 ft.	heal hive mind immunities make whole resistances hive mind immunities poison resistances SR 18	+3/+4/+2
5-8	Formian, warrior	18	26	+3	40	sting +7 melee (2d4+3 + poison) 2 claws +5 melee (1d6+1) bite +5 melee (1d4+1)	5 ft.	dominate creature dominate person hive mind immunities poison resistances telepathy SR 21	+6/+7/+5
9-12	Formian, taskmaster	19	39	+7	40	sting +10 melee (2d4+4 + poison) 2 claws +5 melee (1d6+2)	5 ft.	fast healing 2 hive mind immunities resistances spell-like abilities SR 25	+7/+8/+8
13-16	Formian, myrmarch	28	102	+8	40	sting +15 melee (2d4+4 + poison) bite +13 melee (2d6+2) javelin +15/+10 ranged (1d6+4 and poison)	5 ft.	fast healing 2 hive mind immunities poison resistances spell-like abilities SR 25	+12/+12/+11
17-20	Formian, queen	23	190	-5	0		5 ft.	fast healing 2 hive mind immunities resistances spell-like abilities spells	+19/—/+19

TABLE 1-98: OUTSIDER ENCOUNTERS II

1d20	Outsider	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Mephit, earth	16	16	-1	30 40 fly	2 claws +7 melee (1d3+3)	5 ft.	breath weapon DR 10/+1 fast healing 2 spell-like abilities summon mephit	+4/+2/+3
2	Mephit, fire	16	13	+5	30 50 fly	2 claws +4 melee (1d3 and 2 fire)	5 ft.	breath weapon DR 5/+1 fast healing 2 fire subtype spell-like abilities summon mephit	+3/+4/+3
3	Mephit, magma	16	13	+5	30 50 fly	2 claws +4 melee (1d3 and 2 fire)	5 ft.	breath weapon DR 5/+1 fast healing 2 fire subtype spell-like abilities summon mephit	+3/+4/+3

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1d20	Outsider	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
4	Night Hag	20	44	+1	20	bite +12 melee (2d6+6 and disease)	5 ft.	dream haunting DR 20/+3 immunities spell-like abilities SR 25	+9/+9/+10
5	Nightmare	24	45	+6	40 90 fly	2 hooves +9 melee (1d8+4 and 1d4 fire) bite +4 melee (1d8+2)	5 ft.	astral projection etherealness flaming hooves smoke	+8/+7/+6
6	Plantouched, aasimar	16	4	+4	30	longsword +1 melee (1d8) light crossbow +1 ranged (1d8)	5 ft.	acid resistance 5 cold resistance 5 electricity resistance 5 light	+2/+2/+3
7	Plantouched, tiefling	15	4	+4	30	rapier +2 melee (1d6) light crossbow +2 ranged (1d8)	5 ft.	cold resistance 5 darkness fire resistance 5 electricity resistance 5	+2/+3/+2
8	Rakshasa	21	52	+2	40	2 claws +8 melee (1d4+1) bite +3 melee (1d6)	5 ft.	alternate form detect thoughts DR 20/+3 spells spell immunity vulnerable to blessed crossbow bolts	+8/+7/+6
9	Rast	15	22	+5	50 fly	4 claws melee (1d4+2) bite +6 melee (bite 1d8+3)	5 ft.	blood drain fire subtype flight improved grab paralyzing gaze	+5/+5/+5
10	Ravid	25	16	+0	60 fly	tail slap +4 melee (1d6+1 and positive energy) claw +2 melee (1d4 and positive energy)	5 ft.	animate objects fire immunities flight positive energy lash	+4/+3/+4
11	Salamander† (see table 1-98a)								
12	Shadow Mastiff	14	30	+5	50	bite +7 melee (1d6+4)	5 ft.	bay blend scent shadow trip	+7/+5/+5
13	Slaad† (see table 1-98b)								
14	Titan	22	210	+1	90	gargantuan warhammer +31/+26/+16 melee (4d6+19) huge javelin +19/+14/+9/+4 ranged (2d6+13)	15 ft.	DR 15/+1 spells spell-like abilities SR 25	+18/+13/+17
15	Tojanidas† (see table 1-98c)								
16	Triton*	16	16	+0	40 sw	trident +4 melee (1d8+1) heavy crossbow +3 ranged (1d10)	5 ft.	spell-like abilities	+4/+3/+4
17	Vargouille	12	5	+1	30 fly	bite +3 melee (1d4 and poison)	5 ft.	kiss poison shriek	+3/+3/+3
18	Xill	20	32	+7	40	2 shortswords +7 melee (1d6+2/1d6+1) 4 claws +7 melee (1d4+2) 1 or 2 longbows +8 ranged (1d8)	5 ft.	implant improved grab paralysis planewalk SR 21	+6/+7/+5
19	Xorn† (see table 1-98d)								
20	Yeth Hound	20	19	+6	40 70 fly	bite +6 melee (1d8+4)	5 ft.	bay DR10/silver flight scent trip	+5/+5/+5

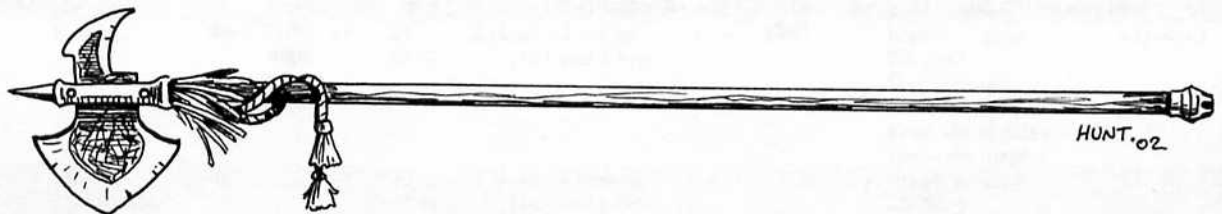
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TABLE 1–98A: OUTSIDER ENCOUNTERS, SALAMANDERS

1d20	Salamander	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–8	Salamander, flamebrother	19	16	+1	20	halfspear +5 melee (1d6+1 and 1d6 fire) tail slap +3 melee (1d4 and 1d6 fire)	5 ft.	constrict (1d4 and 1d6 fire) fire subtype heat	+4/+4/+5
9–16	Salamander, average	18	38	+1	20	longspear +9/+4 melee (1d8+2 and 1d6 fire) tail slap +7 melee (2d6+1 and 1d6 fire)	5 ft.	constrict (2d6+1 and 1d6 fire) DR 10/+1 fire subtype heat	+6/+6/+7
17–20	Salamander, noble	18	112	+1	20	+3 huge longspear +23/+18/+13 melee (2d8+9 and 1d8 fire) tail slap +15 melee (2d8+3 and 1d8 fire)	10 ft.	constrict (2d8+3 and 1d8 fire) DR 20/+2 fire subtype heat spell-like abilities	+12/+10/+11

TABLE 1–98B: OUTSIDER ENCOUNTERS, SLAAD

1d20	Slaad	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–4	Slaad, red	16	52	+1	30	bite +10 (2d8+4) 2 claws +8 (1d4+2 and implant)	10 ft.	fast healing 5 implant pounce resistances (all energy 5) stunning croak summon slaad	+8/+6/+3
5–8	Slaad, blue	18	60	+2	30	4 rakes +11 melee (2d6+4) bite +9 melee (2d8+2 and disease)	10 ft.	disease fast healing 5 resistances (all energy 5) spell-like abilities summon slaad	+9/+8/+4
9–12	Slaad, gree	20	67	+1	30	2 claws +12 melee (1d6+4) bite +10 melee (2d8+2)	10 ft.	fast healing 5 resistances (all energy 5) spell-like abilities summon slaad	+9/+7/+6
13–16	Slaad, grey	22	75	+1	30	2 claws +14 melee (2d4+4) bite +12 melee (2d8+2)	5 ft.	alternate form fast healing 5 DR 10/+1 resistances spell-like abilities summon slaad	+10/+8/+9
17–20	Slaad, death	26	112	+8	30	2 claws +20 melee (3d6+5 and stun) bite +18 melee (2d10+2)	5 ft.	alternate form DR 20/+2 fast healing 5 resistances (all energy 5) stun spell-like abilities summon slaad telepathy	+12/+13/+13



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TABLE 1-98C: OUTSIDER ENCOUNTERS, TOJIANDA

1d20	Tojianda	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-8	Tojianda, small	22	19	+1	10 90 sw	bite +6 melee (2d6+2) 2 claws +1 melee (1d4+1)	5 ft.	acid and cold immunity all-around vision electricity resistance 20 fire resistance 20 improved grab ink cloud	+5/+4/+4
9-16	Tojianda, medium-size	23	45	+1	10 90 sw	bite +10 melee (2d8+3) 2 claws +5 melee (1d6+1)	5 ft.	acid and cold immunity all-around vision electricity resistance 20 fire resistance 20 improved grab ink cloud	+7/+6/+6
17-20	Tojianda, large	24	127	+1	10 90 sw	bite +20 melee (4d6+6) 2 claws +15 melee (1d8+3)	5 ft.	acid and cold immunity all-around vision electricity resistance 20 fire resistance 20 improved grab ink cloud	+13/+10/+10

TABLE 1-98D: OUTSIDER ENCOUNTERS, XORN

1d20	Xorn	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-8	Xorn, minor	23	19	+0	20 20 brw	bite +6 melee (2d8+2) 3 claws +4 melee (1d3+1)	5 ft.	burrow xorn qualities	+5/+3/+3
9-16	Xorn, average	22	45	+0	20 20 brw	bite +10 melee (4d6+3) 3 claws +8 melee (1d4+1)	5 ft.	burrow xorn qualities	+7/+5/+5
17-20	Xorn, elder	22	127	+0	20 20 brw	bite +21 melee (4d8+7) 3 claws +19 melee (1d6+3)	10 ft.	burrow xorn qualities	+13/+9/+9

TABLE 1-99: OVERLORD ENCOUNTERS I

1d20	Overlord	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Beholder	20	60	+4	5 20 fly	eye rays +7 ranged touch bite +2 melee (2d4)	5 ft.	all-around vision antimagic cone eye rays fly	+4/+3/+11
3	Demon, balor	30	110	+5	40 90 fly	+1 vorpal greatsword +18/+13/+8 melee (2d6+8) whip +17 melee (1d4+3 and entangle) 2 slams +19 melee (1d6+7 and fear)	10 ft. (15 ft.)	body flames death throes DR 30/+3 entangle fear spell-like abilities summon tanar'ri SR 28 tanar'ri qualities	+12/+9/+13
4	Demon, glabrezu	27	85	+0	40	2 pincers +15 melee (2d6+7) 2 claws +13 melee (1d3+3) bite +13 melee (1d4+3)	15 ft.	detect magic DR 20/+2 improved grab summon tanar'ri spell-like abilities SR 21 tanar'ri qualities true seeing	+11/+7/+10
5	Demon, marilith	29	85	+2	40	weapon +13/+8 melee (1d8+5) 5 weapons +13 melee (1d8+2) tail slam +11 melee (4d6+2)	10 ft.	constrict DR 20/+2, improved grab spell-like abilities summon tanar'ri SR 25 tanar'ri qualities DR 20/+2	+11/+8/+10
6	Demon, nalfeshnee	28	93	+1	30 40 fly	bite +15 melee (2d4+6) 2 claws +13 melee (1d4+3)	15 ft.	know alignment see invisibility smite spell-like abilities summon tanar'ri SR 24 tanar'ri qualities	+11/+8/+13

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1d20	Overlord	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
7	Demon, succubus	20	33	+1	30 50 fly	2 claws +7 melee (1d3+1)	5 ft.	alternate form DR 20/+2 energy drain spell-like abilities summon tanar'ri SR 14 tanar'ri qualities tongues	+6/+6/+7
8	Devil, eriyes	20	33	+1	30 50 fly	longsword +8/+3 melee (1d8+3) longbow +7/+2 ranged (1d8) rope +7 ranged (entangle)	5 ft.	baatezu qualities charm person DR 10/+1 rope entangle summon baatezu SR 12 tongues	+6/+6/+7
9	Devil, gelugon	28	114	+1	40	longspear +17/+12/+7 melee (1d8+9 and cold) 2 claws +17 melee (1d8+6) bite +12 melee (2d4+3) tail +12 melee (3d4+3 and cold)	15 ft.	baatezu qualities cold fear aura DR 20/+2 regeneration 5 spell-like abilities summon baatezu SR 25	+13/+9/+14
10	Devil, pit fiend	30	123	+5	40 60 fly	2 claws +19 melee (1d6+7) 2 wings +14 melee (1d4+3) bite +14 melee (2d6+3 and poison plus disease) tail slap +14 melee (2d4+3)	10 ft.	baatezu qualities constrict DR 25/+2 fear aura improved grab regeneration 5 spell-like abilities summon baatezu SR 28	+13/+9/+13
11	Doppelganger	15	22	+1	30	2 slams +4 melee (1d6+1)	5 ft.	alter self detect thoughts immunities	+5/+5/+6
12–15 Dragon† (see table 1–99a)									
16	Drider	17	45	+2	30 15 c/m	2 short swords +3 melee (1d6+2/1d6+1) bite +0 melee (1d4+1 and poison) shortbow +5 ranged (1d6)	5 ft.	poison spell-like abilities spells SR 14	+5/+4/+8
17	Elf, drow	15	3	+1	30	longsword +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.	darkvision 120 ft. light sensitivity poison arrows spell-like abilities SR 11	+1/+1/+2
18	Genie, Djinni	16	45	+8	20 60 fly	slam +10/+5 melee (1d8+6)	10 ft.	acid immunity air mastery plane shift spell-like abilities telepathy whirlwind	+7/+9/+7
19	Genie, Efreeti	18	65	+7	20 40 fly	slam +15/+10 melee (1d8+9)	10 ft.	heat plane shift spell-like abilities telepathy	+9/+10/+9
20	Genie, Janni	18	33	+6	20 10 fly	scimitar +9/+4 melee (1d8+4) longbow +8/+3 ranged (1d8)	5 ft.	elemental endurance fire resistance 30 plane shift spell-like abilities telepathy	+6/+7/+7

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TABLE 1–99A: OVERLORD ENCOUNTERS, DRAGONS

1d20	Dragon	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1–5	Dragon black (ancient)	38	387	+0	60 150 fly 60 sw	bite +40 melee (2d8+11) 2 claws +35 melee (2d6+5) 2 wings +35 melee (1d8+5) tail slap +35 melee (2d6+5) crush +35 (2d8+5)	10 ft.	acid immunity blindsight breath weapon (20d4, DC 31) corrupt water darkness DR 15/+2 frightful presence (DC 28) insect plague keen senses paralysis immunity plant growth sleep immunity spell-like abilities spells SR 25 water breathing	+23/+17/+20
6–9	Dragon blue (ancient)	38	445	+0	40 200 fly 20 brw	bite +41 melee (4d6+12) 2 claws +36 melee (2d8+6) 2 wings +36 melee (2d6+6) tail slap +36 melee (2d8+6) crush +36 (4d6+6) tail sweep +36 melee (2d6+6)	15 ft.	blindsight breath weapon (20d8, DC 33) create/destroy water DR 15/+2 electricity immunity frightful presence (DC 31) hallucinatory terrain keen senses paralysis immunity sound imitation sleep immunity spell-like abilities spells SR 27 ventriloquism veil	+25/+18/+23
10–14	Dragon, green (ancient)	37	432	+0	40 200 fly 40 sw	bite +40 melee (4d6+12) 2 claws +35 melee (2d8+6) 2 wings +35 melee (2d6+6) tail slap +35 melee (2d8+6) crush +35 melee (4d6+6) tail sweep +35 melee (2d6+6)	15 ft.	acid immunity blindsight breath weapon (20d6, DC 33) dominate person DR 15/+2 frightful presence (DC 31) keen senses plant growth spells spell-like abilities suggestion SR 27 paralysis immunity sleep immunity water breathing	+25/+18/+23
15–20	Dragon, red (ancient)	39	527	+0	40 200 fly	bite +44 melee (4d6+14) 2 claws +39 melee (2d8+7) 2 wings +39 melee (2d6+7) tail slap +39 melee (2d8+7) crush +39 melee (4d6+7) tail sweep +39 melee (2d6+7)	15 ft.	blindsight breath weapon (20d10, DC 35) DR 15/+2 find the path fire immunity fire subtype frightful presence keen senses locate object paralysis immunity SR 28 sleep immunity spells spell-like abilities suggestion	+28/+19/+26

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TABLE 1-100: OVERLORD ENCOUNTERS II

1d20	Overlord	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-2	Hag, green	22	49	+1	30 30 sw	2 claws +13 melee (1d4+4)	5 ft.	darkvision 90 mimicry spell-like abilities SR 18 weakness	+6/+7/+7
3	Harpy	13	31	+2	20 80 fly	club +7/+2 melee (1d6) 2 claws +2 melee (1d3)	5 ft.	captivating song	+2/+7/+5
4-6	Human† * (see Chapter 4)								
7	Invisible Stalker	17	52	+8	30 30 fly	slam +10/+5 (2d6+6)	10 ft.	elemental improved tracking natural invisibility	+4/+10/+4
8-9	Lich*	21	72	+3	30	touch +5 melee (1d8+5 and paralysis)	5 ft.	damaging touch DR 15/+1 fear aura immunities paralyzing touch spells undead +4 turn resistance	+4/+7/+10
10	Medusa	15	33	+2	30	shortbow +8/+3 melee (1d6) dagger +6/+1 melee (1d4) snakes +3 melee (1d4 and poison)	5 ft.	petrifying gaze poison	+3/+7/+6
11-12	Mind Flayer	15	44	+6	30	4 tentacles +8 melee (1d4+1)	5 ft.	extract improved grab mind blast psionics SR 25 telepathy	+3/+4/+9
13-14	Night Hag	20	44	+1	20	bite +12 melee (2d6+6 and disease)	5 ft.	dream haunting DR 20/+3 immunities spell-like abilities SR 25	+9/+9/+10
15-16	Ogre Mage	18	37	+4	30 40 fly	huge greatsword +7 melee (2d8+7) huge longbow +2 ranged (2d6)	10 ft.	regeneration 2 spell-like abilities SR 18	+7/+1/+3
17	Rakshasa	21	52	+2	40	2 claws +8 melee (1d4+1) bite +3 melee (1d6)	5 ft. spells	alternate form detect thoughts DR 20/+3 spell immunity vulnerable to blessed crossbow bolts	+8/+7/+6
18	Salamander, noble	18	112	+1	20	+3 <i>huge longspear</i> +23/+18/+13 melee (2d8+9 and 1d8 fire) tail slap +15 melee (2d8+3 and 1d8 fire)	10 ft.	constrict (2d8+3 and 1d8 fire) DR 20/+2 fire subtype heat spell-like abilities	+12/+10/+11
19	Storm Giant	27	199	+2	40 30 sw	gargantuan greatsword +26/+21/+16 melee (4d6+21) gargantuan mighty composite longbow (Str +14) +14/+9/+4 ranged (2d8+14)	15 ft.	electricity immunity freedom of movement rock catching spell-like abilities water breathing	+17/+8/+9
20	Yuan-Ti, abomination	20 (21)	67	+5	30 20 clm 20 sw	falchion +13/+8 melee (2d4+6) bite +12 melee (2d6+6 and poison) mighty composite longbow +11/+6 ranged (1d8+2)	10 ft.	constrict 1d6+6 improved grab spell-like abilities psionics SR16	+6/+7/+10

* These overlords require a great deal of time to set up and should not be dropped into a setting hastily, lest they lose their value.



TABLE 1-101: TROUBLESOME BEAST ENCOUNTERS I

1d20	Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ankheg	18	25	+0	30 20 brw	bite +6 melee (2d6+7)	5 ft.	acid improved grab spit acid tremorsense	+6/+3/+2
2	Barghest	18	33	+6	30 (60)	bite +9 (1d6+3) 2 claws +4 (1d4+1)	5 ft.	alternate form DR 15/+1 feed scent spell-like abilities	+6/+7/+7
3	Basilisk	16	45	-1	20	bite +8 melee (1d8+3)	5 ft.	petrifying gaze	+9/+4/+3
4	Behir	16	94	+1	40 15 cfm	bite +15 melee (2d4+8) 6 claws +10 melee (1d4+4)	10 ft.	breath weapon can't be tripped constrict electricity immunity improved grab scent swallow whole	+11/+7/+5
5	Bulette	22	94	+2	40 10 brw	bite +2 melee (2d8+8) 2 claws +7 melee (2d6+4)	10 ft.	leap scent tremorsense	+11/+8/+4
6	Chimera	16	76	+1	30 50 fly	bite +12 melee (2d6+4) bite +10 melee (1d8+2) butt +10 melee (1d8+2) 2 claws +10 melee (1d6+2)	5 ft.	breath weapon (3d8, DC 17) scent	+9/+7/+4
7	Cloaker	19	45	+7	10 40 fly	tail slap +8 melee (1d6+5) bite +3 melee (1d4+2)	10 ft. (5 ft.)	engulf moan shadow shift	+5/+5/+7
8	Cockatrice	14	27	+3	20 60 fly	bite +4 melee (1d4-2)	5 ft.	petrification petrification immunity	+4/+7/+2
9	Displacer Beast	16	51	+2	40	2 tentacles +9 melee (1d6+4) bite +4 melee (1d8+2)	5 ft. (15 ft.)	displacement resistance to ranged attacks	+8/+7/+3
10	Dragonne	18	76	+6	10 30 fly	bite +12 melee (2d6+4) 2 claws melee (2d4+2)	5 ft.	roar scent	+9/+8/+4
11	Frost Worm	18	147	+4	30 10 brw	bite +20 melee (2d6+12 and 1d8 cold)	10 ft.	breath weapon (15d6, DC 22) cold subtype death throes trill	+14/+9/+6
12	Gorgon	18	68	+4	30	gore +12 melee (1d8+7)	5 ft.	breath weapon scent trample 1d8+7	+9/+6/+3
13	Gray Render	19	125	+0	30	bite +12 melee (2d6+6) 2 claws +7 melee (1d6+3)	10 ft.	improved grab rend 3d6+9 scent	+14/+7/+4
14	Harpy	13	31	+2	20 80 fly	club +7/+2 melee (1d6) 2 claws +2 melee (1d3)	5 ft.	captivating song	+2/+7/+5
15	Hydra, ten-headed	15	105	+1	20 10 sw	10 bites +8 melee (1d10+5)	10 ft.	scent	+12/+8/+3

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1d20	Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
16	Kraken	20	290	+0	20 sw	bite +23 melee (4d6+6) 6 arms +23 melee (1d6+6) 2 tentacles rake +28 melee (2d8+12)	10 ft. (100 ft.)	improved grab constrict 2d8+12 or 1d6+6 ink cloud jet spell-like abilities	+21/+12/+13
17	Krenshar	15	11	+2	40	bite +2 melee (bite 1d6) 2 claws +0 melee (1d4)	5 ft.	scare scent	+3/+5/+1
18	Lamia	17	58	+2	60	touch +9 melee (1 permanent wisdom drain) dagger +11/+6 melee (1d4)	5 ft.	spell-like abilities wisdom drain	+7/+8/+7
19–20	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3

TABLE 1–102: TROUBLESOME BEAST ENCOUNTERS II

1d20	Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Dark Naga	14	58	+2	40	sting +7 melee (2d4+2 and poison) bite +2 bite (1d4+1)	10 ft.	charm resistance detect thoughts guarded thoughts poison poison immunity spells	+5/+7/+8
2	Nightmare	24	45	+6	40 90 fly	2 hooves +9 melee (1d8+4 and 1d4 fire) bite +4 melee (1d8+2)	5 ft.	astral projection etherealness flaming hooves smoke	+8/+7/+6
3–4	Owlbear	15	47	+1	30	2 claws +7 melee (1d6+5) bite +2 melee (1d8+2)	5 ft.	improved grab scent	+8/+5/+2
5	Phase Spider	15	42	+7	40 20 clm	bite +7 melee (1d6+4 and poison)	5 ft.	ethereal jaunt poison	+7/+7/+2
6	Purple Worm	19	200	-2	20 20 brw 10 sw	bite +20 melee (2d8+12) sting +15 melee (2d6+6 and poison)	15 ft.	improved grab poison swallow whole tremorsense	+17/+8/+4
7	Remorhaz	20	73	+1	30 20 brw	bite +13 melee (2d8+12)	10 ft.	heat improved grab swallow whole tremorsense	+10/+6/+3
8	Roc	14	225	+2	20 80 fly	2 claws +21 melee (2d6+12) bite +16 melee (2d8+6)	10 ft.	snatch	+18/+13/+7
9	Rust Monster	18	27	+3	40	antennae touch +3 melee (rust) bite -2 melee (1d3)	5 ft.	rust scent	+2/+4/+5
10	Salamander, average	18	38	+1	20	longspear +9/+4 melee (1d8+2 and 1d6 fire) tail slap +7 melee (2d6+1 and 1d6 fire)	5 ft.	constrict (2d6+1 and 1d6 fire) DR 10/+1 fire subtype heat	+6/+6/+7
11	Shadow Mastiff	14	30	+5	50	bite +7 melee (1d6+4)	5 ft.	bay blend scent shadow trip	+7/+5/+5
12	Shambling Mound	20	60	+0	20	2 slams +10 melee (2d6+5)	10 ft.	constrict 2d6+7 improved grab electricity immunity fire resistance 30 plant	+9/+2/+2
13	Sphinx androsphinx	22	114	+0	50 80 fly	2 claws +18 melee (2d4+7)	5 ft.	pounce rake (2d4+3) roar spells	+12/+8/+7

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1d20	Beast	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
14	Spider Eater	13	42	+1	30 60 fly	sting +7 melee (1d8+5 + poison) bite +2 melee (1d8+2)	10 ft.	freedom of movement implant poison scent	+9/+5/+2
15	Umber Hulk	17	68	+1	20 20 brw	2 claws +11 melee (2d4+6) bite +9 melee (2d8+3)	10 ft.	confusing gaze tremorsense	+6/+3/+6
16	Winter Wolf	15	51	+5	50	bite +9 melee (1d8+6)	5 ft.	breath weapon cold subtype scent trip	+8/+6/+3
17–18	Worg	14	30	+2	50	bite +7 melee (1d6+4)	5 ft.	scent trip	+6/+6/+3
19	Wyvern	17	59	+1	20 60 fly	sting +9 melee (1d6+4 and poison) 2 wings +4 melee (1d8+2) 2 claws +9 melee (1d6+4)	10 ft. (20 ft.)	improved grab poison scent snatch	+7/+6/+6
20	Yuan-Ti, pureblood	16	27	+5	30	scimitar +7/+2 melee (1d6) longbow +9/+4 ranged (1d8)	5 ft.	psionics spell-like abilities SR16	+2/+6/+9

TABLE 1–103: UNDEAD ENCOUNTERS

1d20	Undead	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Allip	15	26	+5	30 fly	incorporeal touch +3 melee (1d4 permanent wisdom drain)	5 ft.	babble incorporeal madness undead wisdom drain +2 turn resistance acid resistance 20 death gaze DR 15/silver electricity immunity fire resistance 20 flashbacks sunlight vulnerability energy drain spell deflection spell-like abilities SR 21 trap essence undead	+1/+2/+4
2	Bodak	15	58	+6	20	slam +6 melee (1d8+1)	5 ft.	DR 15/silver electricity immunity fire resistance 20 flashbacks sunlight vulnerability energy drain spell deflection spell-like abilities SR 21 trap essence undead	+3/+5/+7
3	Devourer	18	78	+4	30	2 claws +11 melee (1d6+5)	10 ft.	energy drain spell deflection spell-like abilities SR 21 trap essence undead	+4/+4/+11
4	Ghast	16	26	+2	30	bite +4 melee (1d8+1 and paralysis) 2 claws +1 melee (1d4 and paralysis)	5 ft.	create spawn paralysis stench undead +2 turn resistance	+1/+3/+6
5	Ghost*	12	32	+5	30 fly	incorporeal touch +6 melee (corruption 1d4) bastard sword +10 melee (1d10+4) shortbow +7 ranged (1d6)	5 ft.	corrupting touch incorporeal malevolence manifestation rejuvenation undead +4 turn resistance	+4/+2/+2
6	Ghoul	14	13	+2	30	bite +3 melee (1d6+1 and paralysis) 2 claws +0 melee (1d3 and paralysis)	5 ft.	create spawn paralysis undead +2 turn resistance	+0/+2/+5
7	Human, evil Cleric† * (see Chapter 4)								
8	Lich*	21	72	+3	30	touch +5 melee (1d8+5 and paralysis)	5 ft.	damaging touch DR 15/+1 fear aura immunities paralyzing touch spells undead +4 turn resistance	+4/+7/+10
9	Mohrg	15	91	+5	30	2 slams +12 melee (1d6+5) tongue touch +7 melee (paralysis)	5 ft.	create spawn improved grab paralyzing touch undead	+4/+5/+9

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1d20	Undead	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
10	Mummy*	17	42	-1	20	slam +6 melee (1d6+4 and mummy rot)	5 ft.	despair DR5/+1 fire vulnerability mummy rot resistance to blows undead	+2/+1/+7
11	Nightwalker	26	136	+6	40 20 fly	2 slams +20 melee (2d6+12)	15 ft.	acid resistance 50 aversion to daylight crush items chill aura cold immunity detect magic DR 25/+3 electricity resistance 50 evil gaze fire resistance 50 spell immunity see invisibility telepathy undead summon undead	+7/+9/+17
12	Shadow	13	19	+2	30 40 fly	incorporeal touch +3 melee (1d6 temporary strength)	5 ft.	create spawn incorporeal strength damage undead +2 turn resistance	+1/+3/+4
13	Skeleton, medium-size	13	6	+5	30	2 claws +0 melee (1d4-2)	5 ft.	immunities undead	+0/+1/+2
14	Spectre	15	45	+7	40 80 fly	incorporeal touch +6 melee (1d8 and energy drain)	5 ft.	create spawn energy drain incorporeal sunlight powerlessness undead unnatural aura +2 turn resistance	+2/+5/+7
15	Vampire*								
16	Vampire Spawn	15	26	+6	30	slam +5 melee (1d6+4 and energy drain)	5 ft.	blood drain charm cold resistance 10 DR 10/silver electricity resistance 10 energy drain fast healing 2 gaseous form spider climb undead +2 turn resistance	+1/+5/+5
17	Wight	15	26	+1	30	slam +3 melee (1d4+1 and energy drain)	5 ft.	create spawn energy drain undead	+1/+2/+5
18	Wraith	15	32	+7	30 60 fly	incorporeal touch +5 melee (1d4 and 1d6 permanent constitution drain)	5 ft.	constitution drain create spawn daylight powerlessness incorporeal undead unnatural aura +2 turn resistance	+1/+4/+6
19	Zombie, medium-size	11	16	-1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/-1/+3
20	Zombie, huge	11	55	-1	40	slam +7 melee (2d6+7)	15 ft.	partial actions only undead	+2/+1/+6

* These undead require a great deal of time to set up and should not be dropped into a setting hastily, lest they lose their value.

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TABLE 1-104: VERMIN ENCOUNTERS

1d20	Vermin	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ankheg*	18	25	+0	30 20 brw	bite +6 melee (2d6+7)	5 ft.	acid improved grab spit acid tremorsense	+6/+3/+2
2	Aranea*	13	19	+6	50 25 clm	bite +4 melee (1d6+poison) web +4 ranged	5 ft.	alternate form poison spells web	+5/+5/+4
3	Carrion Crawler*	17	19	+2	30 15 clm	8 tentacles +3 melee (paralysis)	5 ft.	paralysis scent	+3/+3/+5
4	Centipede, large monstrous	14	9	+2	40	bite +2 melee (1d8+1 and poison)	5 ft.	poison vermin	+3/+2/+0
5	Demon, bebelith*	25	102	+5	40 20 clm	bite +19 melee (2d6+9 and poison) 2 claws +14 melee (2d4+4 and armor damage)	10 ft.	armor damage DR 30/+3 poison plane shift protective aura scent telepathy web	+12/+12/+9
6	Giant Ant, soldier	17	11	+0	50 20 clm	bite +3 melee (2d4+3)	5 ft.	acid sting improved grab vermin	+4/+0/+1
7	Giant Ant, worker	17	9	+0	50 20 clm	bite +1 melee (1d6)	5 ft.	improved grab vermin	+3/+0/+0
8	Giant Beetle, bombardier	16	13	+0	30	bite +2 melee (1d4+1)	5 ft.	acid spray vermin	+5/+0/+0
9	Giant Beetle, fire	16	4	+0	30	bite +1 melee (2d4)	5 ft.	vermin	+2/+0/+0
10	Giant Praying Mantis	14	26	-1	20 40 fly	claw +6 melee (1d8+4) bite +1 melee (1d6+2)	5 ft.	improved grab squeeze vermin	+6/+0/+3
11-12	Giant Wasp	14	26	-1	20 60 fly	sting +6 melee (1d3+6 and poison)	5 ft.	poison vermin	+6/+2/+2
13-14	Scorpion, large monstrous	14	26	+0	50	2 claws +5 melee (1d6+3) sting +0 melee (1d6+1 and poison)	5 ft.	improved grab poison squeeze vermin	+6/+1/+1
15	Snake, giant constrictor*	15	60	+3	20 20 clm	bite +13 (1d8+10)	10 ft.	constrict (1d8+10) improved grab scent	+8/+10/+4
16	Snake, small viper	17	4	+3	20 20 clm 20 sw	bite +4 (1d2-2 and poison)	5 ft.	poison scent	+2/+5/+1
17-18	Spider, large monstrous	14	22	+3	30 20 clm (40) (20 clm)	bite +4 melee (1d8+3 and poison)	5 ft.	poison vermin web	+5/+4/+1
19	Stirge*	16	5	+4	10 40 fly	touch +6 (1d3-4)	0 ft.	attach blood drain	+2/+6/+1
20	Vargouille*	12	5	+1	30 fly	bite +3 melee (1d4 and poison)	5 ft.	kiss poison shriek	+3/+3/+3

* Although technically not vermin, some of these creatures make for useful "ichthy" monsters.

HUNT.02

THE WILDERNESS

TABLE 1-105: VILLAIN ENCOUNTERS

1d20	Villain
1	Aragzel, Drow Rgr11: CR 13; SZ M (humanoid); HD 11d10; hp 61; Init +4 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +5 armor); Atks +1 rapier +17/+12/+7 melee (1d6+2) or +1 longbow +16 (1d8+2); SQ Darkvision 120 ft., light blindness, favored enemy (elf +3, human +2, dwarf +1), SR 21; SV Fort +7, Ref +7, Will +5; Str 12, Dex 18, Con 10, Int 10, Wis 14, Cha 10; AL CE. Skills: Climb +7, Concentration +7, Hide +14, Intuit Direction +6, Knowledge (nature) +9, Move Silently +14, Listen +5, Swim +3, Search +5, Spot +9 Feats: Improved Critical (rapier), Track, Weapon Finesse (rapier), Weapon Focus (rapier). Prepared Spells: 1st – <i>animal friendship, pass without a trace</i> ; 2nd – <i>cure light wounds, snare</i> . Possessions: +1 chain shirt, +1 elfbane rapier, +1 longbow, 50 arrows, +3 dagger.
2	Belladrate Ivydeath of the Moonsphere, Drow Dru9: CR 11; SZ M (humanoid); HD 8d8; hp 48; Init +4 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 armor); Atks +1 sickle +7/+2 melee (1d8+6+1d6); SA Spells; SQ Animal companion, nature sense, resist nature's lure, spells, SR 20, trackless step, wild shape (Large, 3/day), woodland stride; SV Fort +6, Ref +6, Will +10; Str 12, Dex 18, Con 11, Int 13, Wis 18, Cha 10; AL NE. Skills: Animal Empathy +10, Concentration +10, Knowledge: Nature +12, Spellcraft +10, Wilderness Lore +11. Feats: Expertise, Point Blank Shot, Rapid Shot. Prepared Spells: 0 – <i>create water, cure minor wounds, detect magic, light, purify food and drink, read magic</i> ; 1st – <i>cure light wounds, entangle, shillelagh, summon nature's ally I</i> ; 2nd – <i>barkskin, chill metal, flame blade, summon nature's ally II</i> ; 3rd – <i>call lightning, dominate animal, poison, summon nature's ally III</i> ; 4th – <i>dispel magic, flame strike, summon nature's ally IV</i> . Possession: +1 hide armor, +1 shocking burst sickle, staff of swarming insects, bag of tricks (rust).
3	Brother Rasnilyr, Human Mnk12: CR 12; SZ M (humanoid); HD 12d8; hp 79; Init +9 (+4 Dex, +5 Imp Init); Spd 70 ft.; AC 20 (+5 Dex, +5 monk bonus); Atks Unarmed strike +9/+6/+3 melee (1d12+2); SQ Abundant step, diamond body, evasion, flurry of blows, improved evasion, ki strike (+1), leap of the clouds, purity of body, slow fall (50ft), still mind, stunning attack, wholeness of body, leap of the clouds; SV Fort +11, Ref +15, Will +13; Str 14, Dex 20, Con 12, Int 10, Wis 16, Cha 12; AL CE. Skills: Balance +10, Climb +8, Hide +10, Listen +10, Move Silently +10, Swim +2, Tumble +8. Feats: Blind Fight, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Mobility, Improved Initiative, Improved Trip, Improved Unarmed Strike.
4	Dirk Helmsplitter, Dwarf Ftr12: CR 12; SZ M (humanoid); HD 12d10+36; hp 112; Init +6 (+2 Dex, +4 Imp Init); Spd 15 ft.; AC 23 (+2 Dex, +8 banded mail of luck, +3 shield); Atks +3 heavy mace +19/+14/+9 melee (1d8+8), or javelin +15/+10/+5 ranged (1d6+3); SV Fort +11, Ref +6, Will +5; Str 16, Dex 14, Con 16, Int 13, Wis 12, Cha 6; AL LE. Skills: Appraise +4, Climb +2, Craft (armorsmith) +9, Craft (weaponsmith) +9, Jump +1, Search +3, Spot +4. Feats: Combat Reflexes, Improved Initiative, Power Attack, Cleave, Great Cleave, Dodge, Improved Bull Rush, Improved Critical (heavy mace), Point Blank Shot, Sunder, Weapon Focus (heavy mace), Weapon Specialization (heavy mace). Possessions: Banded mail of luck, +1 large steel shield, +3 heavy mace, Ehlonna's quiver, javelin of lightning (3), explorer's outfit, masterwork javelins (6), potion of bull strength (2), potion of cure serious wounds (3), potion of heroism (2), blacksmith's tools, 1,200 gp in gems, 110 gp.
5	Grimmel the Dark, of the Great Climb, Dwarf Sor10: CR 10; SZ M (humanoid); HD 10d4+10; hp 33; Init +6 (+2 Dex +4 Imp Init); Spd 20 ft.; AC 16 (+2 Dex +4 ring); Atks +3 dagger +11/+6 melee (1d4+3) or dagger +11 ranged (1d4+3); SA Spells; SQ Darkvision 60 ft.; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 16; AL LE. Skills: Concentration +11, Craft (stoneworking) +3, Knowledge (arcana) +5, Spellcraft +10 Feats: Improved Initiative, Weapon Finesse (dagger), Weapon Focus (dagger). Known Spells: 0 – <i>ray of frost, flare, light, mage hand, arcane mark, prestidigitation, read magic, detect magic, mending, detect poison</i> ; 1st – <i>mage armor, obscuring mist, magic missile, burning hands, sleep</i> ; 2nd – <i>invisibility, knock, blur, web</i> ; 3rd – <i>fire ball, fly, greater magic weapon</i> ; 4th – <i>dimension door, polymorph other</i> ; 5th – <i>cone of cold</i> . Possessions: +3 defending dagger, ring of protection +4.
6	J'gorl, Elf Sor9: CR 9; SZ M (humanoid); HD 9d4; hp 31; Init +4 (Dex); Spd 30 ft.; AC 17 (+4 Dex, +2 ring, +1 ioun stone); Atks Dagger +4 melee (1d4-1), or light crossbow +9 ranged (1d8); SA Spells; SQ Spells; SV Fort +3, Ref +7, Will +7; Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 18; AL CE. Skills: Alchemy +6, Concentration +10, Heal +3, Knowledge (arcana) +8, Ride +5, Scry +5, Spellcraft +12, Spot +6, Profession (scribe) +4. Feats: Combat Casting, Dodge, Spell Penetration, Toughness; Spells Known (6/7/7/7/5): 0 – <i>dancing lights, daze, detect magic, light, mage hand, mending, ray of frost, read magic</i> ; 1st – <i>burning hands, color spray, expeditious retreat, mage armor, summon monster I</i> ; 2nd – <i>cat's grace, melf's acid arrow, summon monster II, tasha's hideous laughter</i> ; 3rd – <i>dispel magic, magic circle against good, slow</i> ; 4th – <i>Evard's black tentacles, fire shield</i> . Possessions: Masterwork light crossbow, 12 bolts, masterwork dagger, traveler's outfit, dusty rose prism ioun stone, ring of protection +2, robe of blending, necklace of fireballs II, wand of mirror image, qual's token (whip) (2), potion of blur (2), potion of cure light wounds (3), potion of detect thoughts, 260 gp.
7	Nethil Clithonicus, Half-Elf Ftr11: CR 11; SZ M (humanoid); HD 11d10; hp 77; Init +8 (+4 Dex, +4 Imp Init); Spd 60 ft.; AC 20 (+3 Dex, +1 natural, +7 armor); Atks +2 longsword +17/+12/+7 melee (1d8+7); SA None; SQ None; SV Fort +7, Ref +7, Will +4; Str 16, Dex 18, Con 10, Int 12, Wis 12, Cha 14; AL CE. Skills: Climb +12, Jump +10, Listen +5, Wilderness Lore +5. Feats: Dodge, Combat reflexes, Improved Critical (longsword), Improved Initiative, Mobility, Quick Draw, Spring Attack, Whirlwind Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Possessions: +2 invulnerable elven chain mail, +2 wounding longsword, boots of striding and springing, potion of cure serious wounds (3).

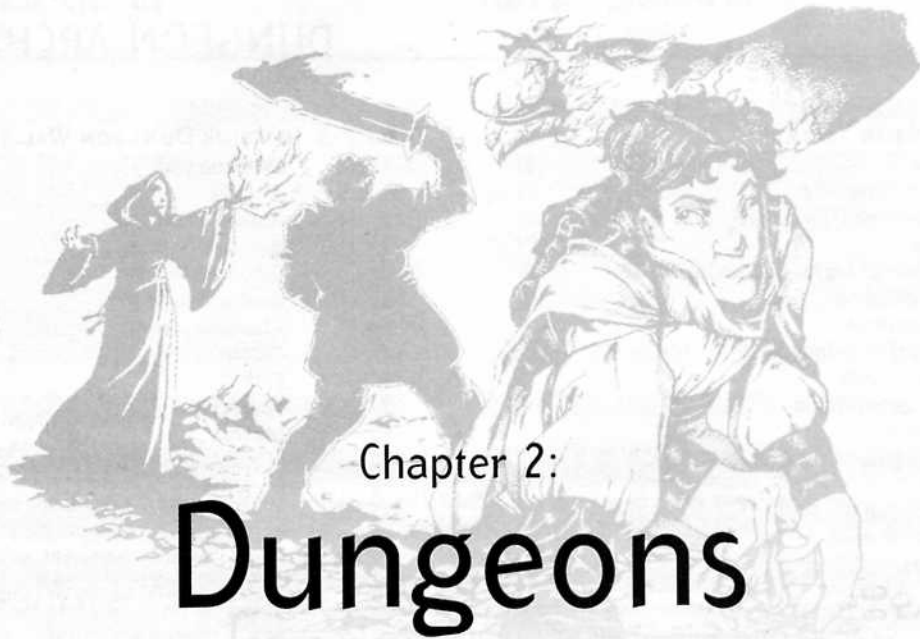
THE WILDERNESS

1d20 Villain

- 8 **Nynle Hunnir, Human Wiz12:** CR 12; SZ M (humanoid); HD 12d4+12; hp 49; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 bracers); Atks +2 *quarterstaff* +6/+1 melee (1d6), or light crossbow +7 ranged (1d8); SA Spells; SQ Spells, conjuration specialist, raven familiar; SV Fort +5, Ref +5, Will +9; Str 11, Dex 13, Con 14, Int 17, Wis 13, Cha 8; AL LE. Skills: Alchemy +18, Concentration +16, Knowledge (arcana) +15, Knowledge (religion) +4, Spellcraft +12. Feats: Brew Potion, Craft Arms and Armor, Craft Wand, Craft Wondrous Item, Silent Spell, Scribe Scroll, Toughness. Prepared Spells: 0 – *disrupt undead, mage hand, open/close ray of frost* (2), *resistance*; 1st – *grease, magic missile* (2), *obscuring mist, summon monster I* (2); 2nd – *bull's strength, fog cloud, Melf's acid arrow, summon monster II* (2), *summon swarm*; 3rd – *flame arrow, magic circle against good, protection from elements, sepia snake sigil, summon monster III* (2); 4th – *Leomund's secret shelter, minor globe of invulnerability, stonkskin, summon monster IV*; 5th – *cloudkill, major creation, Mordenkainen's faithful hound, summon monster V*; 6th – *acid fog, guards and wards, summon monster IV*. Possessions: Bracers of armor +4, traveler's outfit, rod of the python, ring of sustenance, ring of regeneration, *potion of cure moderate wounds* (3), *potion of invisibility*, spellbook, 90 gp.
- 9 **O'ort, Gnoll Brb9:** CR 11; SZ M (humanoid); HD 2d8+6 + 9d10+27; hp 95; Init +3 (Dex); Spd 30 ft.; AC 23 (+3 Dex, +6 scale mail armor, +4 lion's shield); Atks +2 *battleaxe* +18/+11 melee (1d8+7), or mighty composite longbow +12/+7 ranged (1d8+4); SQ Rage 3/day, uncanny dodge; SV Fort +9, Ref +6, Will +5; Str 20, Dex 16, Con 16, Int 9, Wis 14, Cha 10; AL CE. Skills: Climb +2, Hide -1, Intimidate +10, Intuit Direction +3, Jump +3, Listen +7, Move Silently -2, Spot +3, Wilderness Lore +6. Feats: Cleave, Power Attack, Combat Reflexes, Weapon Focus (battleaxe); Possessions: +2 *scale mail, lion's shield*, +2 *battleaxe*, traveler's outfit, mighty composite longbow (+2 Str), 18 arrows, *ring of feather fall, potion of alter self, potion of cure moderate wounds* (2), *potion of vision*, 80 gp in pretty stones and junk jewelry, 44 gp.
- 10 **Okk, Half-Orc Mnk8:** CR 8; SZ M (humanoid); HD 8d8+8; hp 44; Init +6 (+2 Dex +4 Imp Init); Spd 50 ft.; AC 14 (+2 Dex, +2 monk bonus); Atks Unarmed strike +12/+9 melee (1d10+5); SQ Darkvision 60 ft., flurry of blows, stunning attack, evasion, still mind, slow fall (50ft), purity of body, wholeness of body, leap of the clouds; SV Fort +7, Ref +8, Will +7; Str 20, Dex 15, Con 12, Int 10, Wis 12, Cha 8; AL LE. Skills: Balance +7, Climb +9, Escape Artist +7, Hide +11, Jump +6, Listen +6, Move Silently +10, Swim +6, Tumble +7 Feats: Improved Initiative, Weapon Focus (unarmed), Power Attack, Deflect Arrows, Improved Unarmed Strike, Improved Trip.
- 11 **Osruc Tenhands, Human Rog10:** CR 10; SZ M (humanoid); HD 10d6+20; hp 55; Init +9 (+5 Dex, +4 Imp Init); Spd 30 ft.; AC 20 (+5 Dex, +5 magical studded leather); Atks +2 *shortsword* +10/+5 melee (1d6+3), or +1 *mighty composite shortbow* ranged +13/+8 ranged (1d6+1); SA Sneak attack +5d6; SQ Evasion, slippery mind, uncanny dodge; SV Fort +7, Ref +16, Will +7; Str 13, Dex 20, Con 14, Int 13, Wis 14, Cha 15; Appraise +10, Balance +12, Bluff +10, Climb +12, Disable Device +8, Disguise +8. Escape Artist +10, Gather Information +8, Hide +15, Intimidate +10, Jump +6, Listen +12, Move Silently +15, Open Lock +8, Pickpocket +8, Profession (wainwright) +4, Search +13, Spot +10, Tumble +15, Use Magic Device +8. Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack. Possession: +3 *studded leather armor*, +2 *shortsword*, +1 *defending dagger*, +1 *mighty composite shortbow* (+2 Str), *bag of holding* (bag 2), *ring of invisibility, cloak of resistance* +2, *boots of elvenkind, potion of cure critical wounds* (2), *potion of glibness*.
- 12 **Orvikh, Half-Orc Clr12:** CR 12; SZ M (humanoid); HD 12d8 +12; hp 62; Init +0; Spd 20 ft.; AC 21 (+9 armor, +2 shield); Atks +3 *warhammer* +15/+10 melee (1d8+5); SQ Darkvision 60 ft., rebuke undead; SV Fort +8, Ref +3, Will +11; Str 14, Dex 10, Con 12, Int 9, Wis 18, Cha 8; AL CE. Skills: Concentration +16, Knowledge (religion) +6, Spellcraft +5 Feats: Blind-Fight, Cleave, Combat Casting, Power Attack, Weapon focus (warhammer). Domains Evil and War; Prepared Spells: 0 – *create water, cure minor wounds, detect magic, light, mending, read magic* 1st – *casue fear, command, cure light wounds, doom, magic weapon, obscuring mist*; 2nd – *bull strength, cure moderate wounds, darkness, death knell, shatter*; 3rd – *animate dead, blindness/deafness, contagion, continual flame, deeper darkness*; 4th – *death ward, divine power, greater magic weapon, spell immunity*; 5th – *circle of doom, ethereal jaunt, slay living, unhallow*; 6th – *antilife shell, create undead, forbiddance, harm*. Possessions: +3 *warhammer*, +2 *half-plate, large steel shield, pearl of power* (3rd-level), traveler's outfit, silver holy symbol, *scroll of animate dead* (2), *scroll of bane* (2), *scroll of doom* (2), *scroll of prayer, scroll of raise dead*.
- 13 **Skullcarrier, Orc Brb8:** CR 8; SZ M (humanoid); HD 8d12; hp 79; Init +3 (Dex); Spd 40 ft.; AC 20 (+3 Dex, +1 natural, +6 armor); Atks Double axe +14/+6/+9 melee (1d8+6/1d8+6); SQ Rage 2/day, uncanny dodge; SV Fort +8, Ref +5, Will +2; Str 20, Dex 16, Con 15, Int 8, Wis 10, Cha 12; AL CE. Skills: Climb +5, Jump +5, Listen +6, Wilderness Lore +6. Feats: Exotic Weapon Feat (double axe), Fast Movement, Two-Weapon Fighting, Weapon Focus (double axe). +1 *breastplate*, +1 *keen double axe, amulet of natural armor* +1, *potion of cure moderate wounds, potion of heroism*.
- 14 **Thorin of the West Fens, Human Brb9:** CR 9; SZ M (humanoid); HD 9d12+18; hp 82; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +8 armor); Atks +1 *greataxe* +14/+9 melee (1d12+5); SQ Rage 3/day, uncanny dodge; SV Fort +8, Ref +5, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 10; AL NE. Skills: Climb +9, Craft (smith) +10, Handle Animal +8, Listen +6, Intuit Direction +6, Move Silently +4, Hide +4, Swim +6, Jump +6, Ride +3, Wilderness Lore +3 Feats: Improved Bull Rush, Weapon Focus (Greataxe), Power Attack. Possessions: +3 *elven chainmail*, +1 *greataxe*.

THE WILDERNESS

- 1d20 Villain**
- 15 Tor Stonefinger, Dwarf Clr10:** CR 10; SZ M (humanoid); HD 10d8; hp 77; Init +0; Spd 20 ft.; AC 22 (+9 armor, +1 natural, +2 deflection); Atks +1 *morningstar* +10/+5 melee (1d8+4); SA Spells; SQ Spells; SV Fort +12, Ref +5, Will +12; Str 16, Dex 10, Con 16, Int 14, Wis 16, Cha 10; AL LE. Skills: Concentration +13, Diplomacy +10, Heal +12, Knowledge (arcana) +12, Knowledge (religion) +12, Spellcraft +13.; Feats: Alertness, Brew potion, Combat Casting, Craft Wand, Weapon Focus (*morningstar*). Prepared Spells: 0 – *create water, detect magic, detect poison, inflict minor wounds, purify food and drink, read magic*; 1st – *bane, cause fear, detect good, doom, inflict light wounds**, *protection from good, shield of faith*; 2nd – *bull's strength, endurance, enthrall, hold person, shatter**, *sound burst*; 3rd – *bestow curse, blindness/deafness, magic circle against good*, magic vestment, prayer*; 4th – *greater magic weapon, poison, unholy blight**; 5th – *circle of doom, dispel good**. Possessions: +1 *full plate*, +1 *unholy morningstar, gauntlets of ogre power, horn of evil, ring of protection +2, wand of inflict moderate wounds, amulet of natural armor +1, cloak of resistance (+3)*.
- 16 "Thrash" Morley, Human Rog8:** CR 8; SZ M (humanoid); HD 8d6+16; hp 50; Init +4 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 studded leather armor); Atks +2 *light mace* +11/+6 melee (1d6+4), or *light crossbow* +11 ranged (1d8); SA Sneak attack +4d6; SQ Evasion, uncanny dodge; SV Fort +4, Ref +12, Will +3; Str 14, Dex 18, Con 15, Int 17, Wis 12, Cha 8; AL NE. Skills: Appraise +7, Balance +9, Bluff +5, Climb +9, Disable Device +11, Disguise +3. Escape Artist +7, Gather Info +3, Hide +13, Intimidate +9, Jump +7, Listen +7, Move Silently +11, Open Lock +12, Pickpocket +7, Search +13, Spot +9, Tumble +9, Use Magic Device +7. Feats: Combat Reflexes, Dodge, Lightning Reflexes, Mobility. Possessions: +1 *studded leather*, +2 *light mace*, masterwork *light crossbow*, 15 bolts, explorer's outfit, *brooch of shielding, ring of the ram, dust of tracelessness, potion of cure moderate wounds (2), potion of bull's strength, potion of darkvision*, 480 gp in jewelry.
- 17 Vahn Halfhand, Half-Orc Rgr10:** CR 10; SZ M (humanoid); HD 10d10+10; hp 74; Init +6 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+2 Dex, +7 chain shirt, +1 shield); Atks +1 *Morningstar* +14/+9 melee (1d8+4), or +2 *composite shortbow* +14/+9 ranged (1d6+4); SQ *Darkvision* 60 ft. favored enemy (dwarf +3, elf +2, human +1), orc blood; SV Fort 10, Ref +7, Will +7; Str 16, Dex 14, Con 13, Int 10, Wis 14, Cha 10; AL CE. Skills: Handle Animal +3, Heal +5, Hide +5, Intuit Direction +4, Jump +4, Knowledge (Nature) +4, Listen +8, Move Silently +5, Search +4, Spot +8, Swim –4, Wilderness Lore +8. Feats: Cleave, Improved Critical (*morningstar*), Improved Initiative, Power Attack, Track. Possessions +3 *chain shirt*, small wooden shield, +1 *morningstar*, +2 *mighty composite shortbow (Str +2)*, 24 arrows, traveler's outfit, *boots of winterland, cloak of resistance +2, ring of force shield, potion of cure moderate wounds (3), potion of cure serious wounds (2), potion of heroism, snares and triplines*, 320 gp.
- 18 Vorlic Sunbearer, Human Clr12:** CR 12; SZ M (humanoid, Human); HD 12d8; hp 111; Init +1 (Dex); Spd 30 ft.; AC 24 (+1 Dex, +7 armor, +3 natural, +3 deflection); Atks +1 *heavy mace* +10/+5 melee (1d8+4), or *light crossbow* +10 ranged (1d8); SA Spells; SQ Spells, turn undead; SV Fort +13, Ref +8, Will +15; Str 10, Dex 12, Con 14, Int 16, Wis 18, Cha 14; AL LE. Skills: Concentration +13, Diplomacy +12, Heal +14, Knowledge (arcana) +14, Knowledge (religion) +14, Spellcraft +13. Feats: Brew potion, Combat casting, Expertise, Heighten Spell, Spell Penetration, Weapon focus (*heavy mace*). Prepared Spells: 0 – *create water, detect magic, detect poison, inflict minor wounds, purify food and drink, read magic*; 1st – *bane, cause fear, command, doom, change self**, *magic weapon, shield of faith*; 2nd – *bull's strength, darkness, death knell, hold person, invisibility**, *spiritual weapon*; 3rd – *bestow curse, daylight, magic vestment, nondetection*, prayer, searing light*; 4th – *confusion*, divine power, greater magic weapon, poison, restoration, summon monster IV*; 5th – *false vision*, flame strike, greater command, slay living*; 6th – *harm, heal, mislead*, wind walk*; 7th – *blasphemy*, dictum, resurrection*. Possessions: *Adamantine breastplate*, +1 *heavy mace, amulet of natural armor +3, cloak of resistance (+3), potion of blur (2), potion of cure serious wounds (3), potion of heroism (2), potion of bull's strength (3), ring of force shield, ring of protection +3, wand of cure moderate wounds*, 36 gp.
- 19 Wyrikkeer of the White Sands, Elf Wiz8:** CR 10; SZ M (humanoid, Human); HD 12d4; hp 47; Init +4 (Dex); Spd 30 ft.; AC 21 (+4 Dex, +5 deflection); Atks +1 *quarterstaff* +5 melee (1d6+1); SA Spells; SQ Spells, hawk familiar; SV Fort +8, Ref +10, Will +11; Str 10, Dex 18, Con 14, Int 18, Wis 12, Cha 12; AL LE. Skills: Alchemy +10, Concentration +10, Heal +12, Knowledge (arcana) +15, Knowledge (planes) +12, Scry +10, Spellcraft +15. Feats: Brew potion, Combat casting, Craft Wondrous Item, Expertise, Maximize Spell, Scribe Scroll, Silent Spell, Weapon Finesse (*dagger*). Prepared Spells: 0 – *arcane mark, detect magic, dancing lights, ghost sound*; 1st – *burning hands, cause fear, endure elements, summon monster I, tenser's floating disk*; 2nd – *blur, cat's grace, Melf's acid arrow, mirror image, summon monster II*; 3rd – *fireball, invisibility sphere, hold person, lightning bolt, summon monster III*; 4th – *fire trap, phantasmal killer, summon monster IV, wall of fire*; 5th – *bigby's interposing hand, summon monster V, teleport*; 6th – *chain lightning, mordenkainen's lucubration*. Possession: *Bracers of armor +5, cloak of resistance +2, eversmoking bottle, potion of aid (2), potion of cure moderate wounds (2), potion of fire breath, potions of ghoul touch (3), potion of heroism, ring of invisibility, ring of sustenance, wand of burning hands, wand of lightning bolt (9th level caster)*.
- 20** Roll twice, combining results.



Chapter 2:

Dungeons

DUNGEONS

This chapter details the dungeon, providing DMs with the invaluable details that player's want, but get over looked like, what is the floor made of? Are there lanterns or torch sconces? Is the sound of echoed footfalls, real or imagined? What really triggers a trap? And what happens after I open the chest?

This chapter has many applications, from determining the innocuous details of a wizard's laboratory to helping to flesh out portions of a dungeon you didn't expect the PCs to be interested in.

How you use this chapter is ultimately up to you... so enjoy it.

Dungeon Architecture

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Dungeon Details

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Traps

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Wizard's Laboratory

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Dungeon Encounters

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- Table 2-96: Temple or Holy Ground Encounters
- Table 2-97: Treasury or Hermitage Encounters
- Table 2-98: Underground Community Encounters
- Table 2-99: Volcanic Cave Encounters

DUNGEON ARCHITECTURE

TABLE 2-1: DUNGEON TYPES

1d20	Type
1	Abandoned site
2	Abandoned/Excavated mine
3	Alien*
4	Arcane or highly magical site
5	Bandit camp
6	Catacombs
7	Colony or animal host
8	Crypt/Tomb
9	Dungeon/Prison
10	Hermitage
11	Holy ground
12	Lair
13	Lost keep or tower
14	Natural mine
15	Ruins
16	Stronghold
17	Temple
18	Treasury/Storage
19	Underground community
20	Volcanic cave

* The dungeon is not really a dungeon at all. Perhaps it is the remnants of a lost civilization, a device from another plane or planet, or something completely foreign to the genre (spaceship, etc.)

TABLE 2-2: DUNGEON ENTRANCES

1d20	Entrance
1	Accidental (weak ceiling gives way, etc.)
2	Animal cave
3	Basement of a civilized structure
4	Behind magical or secret door
5	Behind a waterfall
6	Cavern entrance
7	Deliberately carved entrance
8	Down an abandoned shaft
9	Giant monster skull
10	Half-buried structure's entrance
11	Inside a volcano
12	Magically-shaped wood or stone entrance
13	Natural fissure
14	Natural sinkhole
15	On a cliff face
16	Rune-covered stone motif
17	Secret entrance
18	Through a transporting portal
19	Under a rock formation
20	Underwater cavern

DM TIP №7

It is not intended that these charts be used to design an entire dungeon, but rather help the DM flesh out smaller portions of the dungeon that may have been overlooked or to add a corridor to extend the dungeon or add flavor to the adventure. Ultimately, the charts are yours.

TABLE 2-3: INTERIOR DUNGEON WALLS

1d20	Dungeon Wall
1	Alcoves
2	Animal skins
3	Banners
4	Bloodstains
5	Bookshelves
6	Charcoal stains
7	Curtains
8	Filth
9	Fireplaces
10	Mirrors
11	Mosaics (murals, paintings, tapestries)
12	Portents
13	Scrawlings
14	Secret doors
15	Shackles
16	Stuffed animal heads or trophy shelves
17	Victims
18	Wall lanterns or sconces
19	Weapon racks
20	Wood panels

TABLE 2-4: INTERIOR DUNGEON FLOORS

1d20	Dungeon Floor
1	Animal skins or furs
2	Brick
3-4	Marble
5	Precious metal
6	Rugs
7	Sawdust
8	Stonework, beveled
9	Stonework, etched
10	Stonework, polished
11-14	Stonework, rough
15	Stonework, raised
16	Stonework, relief
17	Straw
18-19	Tile
20	Wooden planks

TABLE 2-5: CORRIDORS

1d20	Corridor
1	Comes to a cross intersection
2-3	Comes to a T-intersection
4-5	Continues forward
6	Dead ends
7	Door to the right
8	Door to the left
9	Doors to the right and left
10	Ends in a door or stairs
11	Side passage to the right
12	Side passage to the left
13	Slopes up
14	Slopes down
15	Turns 45° left
16	Turns 45° right
17-18	Turns 90° left
19-20	Turns 90° right

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TABLE 2-6: CORRIDOR INTERVALS

1d20	Length
1	5 ft.
2	10 ft.
3	15 ft.
4-6	20 ft.
7-8	25 ft.
9-11	30 ft.
12-15	40 ft.
14-16	50 ft.
17-18	60 ft.
19	80 ft.
20	1d20 × 10 ft.

TABLE 2-7: CORRIDOR WIDTHS

1d20	Width
1-4	5 ft.
5-9	10 ft.
10-12	15 ft.
13-15	20 ft.
16	25 ft.
17	30 ft.
18	40 ft.
19	50 ft.
20	1d20 × 10 ft.

TABLE 2-8: CORRIDOR HAZARDS

1d20	Hazard
1	Along the left wall there are five small holes with small bits of ash in each.
2	Behind the door is a lever against it that would go off if it was opened more than half way.
3	A brick on the ground seems to have a heavy acidic smell coming from it.
4	A ceiling tile appears reflective, as if it wasn't really stone.
5	Down the middle of the floor, the cement seems to be cracking as if something big keeps running down the middle.
6	The floor and walls have a checkered board combination and the light colored ones are reflective, but produce a horrid image of the looker. If avoided and they only step on the black one the trap is set off.
7	A foul smelling breeze is coming through the cracks and small holes in the wall.
8	The ground feels very soft and roller like as if it would start to roll anyone standing on it forward.
9	The ground is smooth but there are a lot of grains of sand all around.
10	A large circular shaped stone in the middle of the floor has debris around it, as if it had been spinning.
11	The hall is pitch black and rumbles louder as light approaches it.
12	Many holes on the ground look as though they contain spikes within them.
13	Many small smooth holes look as through something has eaten away at the stonework.
14	Stone debris on the ground and walls looks as though it has been struck repeatedly with something large.
15	A stone is slightly discolored and smooth compared to the rest.
16	The stone walls have a smooth feel to them as if someone had sanded them down.
17	The torch seems to have a small hole just underneath it that is emitting some heat.
18	The wall has a lever for no apparent reason, but upon close inspection the wall that its on is does not appear to be the actual wall but a large stone piece that would flatten the one pulling the lever.
19	The walls are perfectly made of small red bricks with mortar in between but the mortar feels cold to the touch.
20	The wooden floor has a few boards that feel hollow when tested.

TABLE 2-9: ROOM SIZES

1d20	Room Size
1	10 ft. × 10 ft.
2	10 ft. × 20 ft.
3	10 ft. × 30 ft.
4	20 ft. × 20 ft.
5	20 ft. × 30 ft.
6	20 ft. × 40 ft.
7	30 ft. × 20 ft.
8	30 ft. × 30 ft.
9	30 ft. × 40 ft.
10	30 ft. × 50 ft.
11	40 ft. × 40 ft.
12	40 ft. × 50 ft.
13	40 ft. × 60 ft.
14	50 ft. × 30 ft.
15	50 ft. × 40 ft.
16	50 ft. × 60 ft.
17	50 ft. × 70 ft.
18	60 ft. × 60 ft.
19	60 ft. × 70 ft.
20	60 ft. × 80 ft.

TABLE 2-10: SPECIAL ROOM SHAPES

1d20	Room Shape
1-2	Cavernous
3-4	Circular
5-6	Hexagonal
7-8	Littered with Alcoves
9-10	Octagonal
11-12	Oval
13-14	Pit
15-16	Star
17-18	Trapezoidal
19-20	Triangular

DUNGEONS

TABLE 2-11: DUNGEON CHAMBERS AND ROOMS I

1d20	Chamber or Room
1	Antechamber
2	Armory
3	Aviary
4	Banquet hall
5	Barracks
6	Bath
7	Bedroom
8	Bestiary
9	Cell
10	Chapel
11	Cistern
12	Classroom
13	Closet
14	Conjuring room
15	Corridor
16	Court
17	Crypt
18	Dining room
19	Divination chamber
20	Dormitory

TABLE 2-12: DUNGEON CHAMBERS AND ROOMS II

1d20	Chamber or Room
1	Dressing room
2	Dungeon
3	Gallery
4	Game room
5	Garden
6	Great Hall
7	Guard room
8	Guest room
9	Harem
10	Kennel
11	Kitchen
12	Laboratory
13	Library
14	Loft
15	Lounge
16	Meditation chamber
17	Observatory
18	Office
19	Pantry
20	Planning/War room

TABLE 2-13: DUNGEON CHAMBERS AND ROOMS III

1d20	Chamber or Room
1	Prison
2	Privy
3	Reception
4	Salon
5	Shrine
6	Sitting room
7	Smithy
8	Stable
9	Storage
10	Study

11	Temple
12	Throne room
13	Torture chamber
14	Training room
15	Trophy chamber
16	Vault
17	Vestibule
18	Waiting room
19	Weapon chamber
20	Workshop

TABLE 2-14: ROOM EXITS

1d20	Exit
1-3	One exit, far wall
4-6	One exit, right wall
7-9	One exit, left wall
10-12	Two exits, far and right walls
13-15	Two exits, far and left walls
16	Three exits, far, right and left wall
17-18	No exit
19	Stairway leading down
20	Stairway leading up

TABLE 2-15: EXIT TYPES

1d20	Exit
1-3	Archway
4	Gate
5	Monster maw archway
6	Portcullis
7-8	Rough, recently made
9-10	Stone door
11	Steel door
12	Sliding door
13-16	Wooden door
17-20	Wooden reinforced door

TABLE 2-16: DOOR STRENGTH

1d20	Door Strength (Break DC)
1	Wooden, simple, free
2	Wooden, simple, locked (DC 13)
3	Wooden, good, free
4	Wooden, good, locked (DC 18)
5	Wooden, good, stuck (DC 18)
6	Wooden, strong, free
7	Wooden, strong, locked (DC 23)
8	Wooden, strong, stuck (DC 23)
9	Stone, free
10	Stone, stuck (DC 28)
11	Stone, locked (DC 28)
12	Iron, free
13	Iron, locked (DC 28)
14	Iron, stuck (DC 28)
15	Roll again, door slides to left or right
16	Roll again, door slides up or down
17	Roll again, door is magically reinforced (DC +10)
18	Roll again, door has a padlock on the outside, in addition to other features
19	Roll again, door above is trapped (see tables 2-50 through 2-57)
20	Roll again, door above is magically trapped (see tables 2-50 through 2-57)

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TABLE 2-17: LOCK STRENGTH

1d20	Type (Break DC)	Strength
1-6	Very simple (DC 20)	Hardness 8, Hit Points 15, Break DC 20
7-11	Average (DC 25)	Hardness 9, Hit Points 16, Break DC 25
12-15	Good (DC 30)	Hardness 10, Hit Points 18, Break DC 30
16-18	Masterful (DC 35)	Hardness 11, Hit Points 20, Break DC 35
19	Amazing (DC 40)	Hardness 12, Hit Points 25, Break DC 40
20	Masterwork	Roll. Hardness +2, Hit Points +5, Break DC +5

TABLE 2-18: POOLS AND SMALL BODIES OF WATER

1d20	Contents
1-2	Blood
3-4	Boiling water
5	Frothing water
6-7	Fresh water
8	Holy water
9-10	Mineral water aquifer
11	Mud
12	Oil
13-14	Polluted water
15-16	Salt water
17-18	Sewage
19-20	Tar

DUNGEON DETAILS

TABLE 2-19: DUNGEON DRESSINGS, FIXED I

1d20	Feature
1	Alcove
2	Altar
3	Aquarium
4	Arch
5	Arrow slit
6	Balcony
7	Banister
8	Basin
9	Bolt hole
10	Bridge
11	Carving
12	Cave in
13	Chains
14	Chute
15	Claw marks
16	Cold spot
17	Collapsed wall
18	Column
19	Dais
20	Depression
11	Furnace
12	Glyphs
13	Grate
14	Hearth
15	Hole
16	Hook
17	Iron bars
18	Ladder
19	Landing
20	Ledge

TABLE 2-21: DUNGEON DRESSINGS, FIXED III

1d20	Feature
1	Magic circle
2	Manacles
3	Manger
4	Markings
5	Mosaic
6	Murder hole
7	Odor
8	Oven
9	Overhang
10	Pedestal
11	Peephole
12	Pews
13	Pillar
14	Pillory
15	Pit, shallow
16	Pit, deep
17	Pit, illusory
18	Platform
19	Podium
20	Portcullis

TABLE 2-20: DUNGEON DRESSINGS, FIXED II

1d20	Feature
1	Dome
2	Door
3	Draft
4	Dripping water
5	Engraving
6	Fireplace
7	Font
8	Forge
9	Fountain
10	Fresco

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TABLE 2-22: DUNGEON DRESSINGS, FIXED IV

1d20	Feature
1	Puddle
2	Railing
3	Ramp
4	Recess
5	Relief
6	Rivulet
7	Rubble
8	Runes
9	Sconce
10	Shaft
11	Shelf
12	Sigils
13	Stains
14	Stairs
15	Stall
16	Statue
17	Steps
18	Symbols
19	Throne
20	Unexplained sound

TABLE 2-23: DUNGEON DRESSINGS, UNFIXED I

1d20	Feature
1	Alchemical equipment
2	Alembic
3	Anvil
4	Armoire
5	Ash
6	Backpack
7	Bale (straw)
8-9	Barrel
10	Basin
11	Bath
12	Bed
14	Bell
15	Bellows
16	Belt
17	Bench
18-19	Bits of fur
20	Blanke

TABLE 2-24: DUNGEON DRESSINGS, UNFIXED II

1d20	Feature
1-2	Blood, fresh
3-4	Bloodstains
5-6	Bones (humanoid)
7-8	Bones (nonhumanoid)
9	Bookcase† (see table 2-87 through 2-88)
10	Books† (see table 2-87 through 2-88)
11	Boots
12	Bottle
13-14	Box
15	Branding iron
16	Brazier
17-18	Broken glass
19	Bucket
20	Cabinet

TABLE 2-25: DUNGEON DRESSINGS, UNFIXED III

1d20	Feature
1	Cage
2-3	Candelabra
4-5	Candle
6	Cards
7	Carpet
8	Carving, wooden
9	Cask
10	Cauldron
11-12	Chains
13	Chair
14	Chandelier
15	Charcoal bin
16-17	Chest
18	Chest of drawers
19	Claw marks
20	Coat rack

TABLE 2-26: DUNGEON DRESSINGS, UNFIXED IV

1d20	Feature
1-2	Cobwebs
3-4	Coffer
5-6	Corpse (humanoid)
7-8	Corpse (nonhumanoid)
9	Crate
10	Crystal ball
11	Cupboard
12	Curtain
13-15	Debris
16	Desk
17	Dice
18-19	Door
20	Door, broken

TABLE 2-27: DUNGEON DRESSINGS, UNFIXED V

1d20	Feature
1	Drum
2-3	Dung
4-6	Dust
7	Firewood
8	Flask
9	Flask, broken
10	Flint and tinder
11	Foodstuff (edible)
12-13	Foodstuff (spoiled)
14	Footstool
15	Fresco
16-17	Fungus
18	Gong
19	Grate
20	Grinder

TABLE 2-28: DUNGEON DRESSINGS, UNFIXED VI

1d20	Feature
1-2	Guano
3-4	Hay
5-6	Hook
7	Horn
8	Hourglass
9	Hutch
10-12	Insects

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13	Iron maiden
14	Jar
15	Jug
16	Jug, broken
17	Keg
18–19	Key
20	Kiln

8–9	Skull (nonhumanoid)
10–11	Slime
12	Smoking pipe
13–14	Spices
15–16	Spikes
17	Spinning wheel
18–20	Stains

TABLE 2–29: DUNGEON DRESSINGS, UNFIXED VII

1d20	Feature
1	Ladder
2	Lamp
3	Lantern
4–5	Larder
6	Lectern
7	Locker
8	Loom
9–10	Manacles
11–13	Markings
14	Mirror
15–16	Mold
17	Mosaic
18–19	Mud
20	Mug

TABLE 2–33: DUNGEON DRESSINGS, UNFIXED XI

1d20	Feature
1	Standing stones
2	Stool
3–4	Strongbox
5–6	Table, broken
7	Table, grand
8	Table, large
9	Table, long
10	Table, oblong
11	Table, oval
12–13	Table, round
14–15	Table, small
15–16	Table, square
17	Table, large
18	Tapestry
19–20	Taxidermy

TABLE 2–30: DUNGEON DRESSINGS, UNFIXED VIII

1d20	Feature
1	Musical instruments
2–3	Nest
4–5	Non-magical scroll
6–7	Odor
8	Oil
9	Oil, scented
10	Paint
11	Painting
12–13	Paper
14	Pews
15	Pillows
16	Podium
17–18	Pole
19–20	Pot

TABLE 2–34: DUNGEON DRESSINGS, UNFIXED XII

1d20	Feature
1–2	Teeth (humanoid)
3–4	Teeth (nonhumanoid)
5	Throne
6–7	Tongs
8	Tools, crude
9	Tools, finished
10	Torch, new
11–12	Torch, used
13	Torture rack
14–15	Torture tools
16	Tray
17	Tripod
18–19	Trophy
20	Trough

TABLE 2–31: DUNGEON DRESSINGS, UNFIXED IX

1d20	Feature
1–2	Pottery shard
3–4	Pouch
5–7	Puddle
8–9	Rags
10	Razor
11–12	Rope
13	Rug
14	Runes
15	Runestones
16	Sack
17–18	Scattered stones
19–20	Scorch marks

TABLE 2–35: DUNGEON DRESSINGS, UNFIXED XIII

1d20	Feature
1–2	Trunk
3	Tub
4	Twine
5–6	Urn
7–8	Utensils
9	Vase
10	Wardrobe
11–13	Waste
14	Waterclock
15	Weapon
16	Weapon shard
17	Weapon rack
18	Whetstone
19	Winch and pulley
20	Wood scraps

TABLE 2–32: DUNGEON DRESSINGS, UNFIXED X

1d20	Feature
1	Screen
2–3	Scroll case
4	Shelf
5	Shrine
6–7	Skull (humanoid)

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TABLE 2-36: DUNGEON DRESSINGS, LIGHTING FIXTURES

1d20	Fixture
1	Candelabra, standing
2	Candelabra, table
3	Chandelier (antler) with candles or hanging lanterns
4	Chandelier (gold or silver) with candles or hanging lanterns
5	Chandelier (horn) with candles or hanging lanterns
6	Chandelier (wagon wheel) with candles or hanging lanterns
7	Chandelier (wrought iron) with candles or hanging lanterns
8	Hanging lantern
9	Hanging oil lamp
10	Lantern
11	Magic lantern
12	Magical torch
13	Mirrored sconce with candles
14	Shelf of candles
15	Standing brazier with candles or charcoal
16	Standing torch sconce
17	Table brazier with candles or charcoal
18	Table oil lamp
19	Wall brazier with candles or charcoal
20	Wall torch sconce

TABLE 2-37: DUNGEON DRESSINGS, TROPHIES

1d20	Trophy
1	Antlers
2	Bone, arm
3	Bone, rib
4	Bone, thigh
5	Claw
6-7	Ear
8	Finger
9-10	Head
11	Paw/hand
12-13	Scalp
14	Skin/hide
15	Skull
16-17	Teeth
18	Tongue
19	Torso
20	Weapon shards

DM TIP №8

Tables 2-1 through 2-42 allow a DM to practically create a dungeon as he goes, as the PCs map. However, these charts are best used with a little bit of planning. While rolling up the sound of a hard thud or a broken lantern on a dungeon adds flavor, it's best to tie these details together

TABLE 2-38: DUNGEON DRESSINGS, PERSONAL EFFECTS

1d20	Personal Effect
1	Badge with a crimson background and a black half sun in the foreground.
2	Black hat made of spider silk complete with golden plume.
3	Bladed ring. When a tiny latch near the signet is pressed the blade pops out. The blade itself has some sort of dark substance on it (blood perhaps, or poison).
4	Coin that always lands heads up.
5	Diamond tipped knife used to cut glass.
6	Glass ball with a scene inside. Closer inspection shows movement of something inside it.
7	Gold locket with a portrait painted inside. The person is comely but there is a hint of sadness in the eyes.
8	Lock of hair. As simple as a human's hair or as exotic as a chimira's.
9	Miniature lute crafted of gold and silver that plays a single tune when grasped and willed.
10	Mithral key with the symbol of the goddess of passion.
11	Mithral pendant with a dogfaced humanoid with bat-like wings which is chewing on some sort of humanoid creature. The pendant itself has been defiled from it's original state and only a few dwarven letters can be made out on the back.
12	<i>Multicolored vest, one may notice its colors shift and change occasionally.</i>
13	Note that reads "Here's part of the money I owe. Tell Malcris I'll have the rest soon, by the gods."
14	Pewter mug with a local tavern's mark on it.
15	Silken handkerchief with a glowing mage sigil on it.
16	Simple child's toy. Perhaps a toy soldier, a doll or a top.
17	Small leather book of prayers. Inside is inscribed a dedication to this effect. "To my dearest comrade and brother, may this book keep you well in your journeys. Your friend, Aldarian Highsun."
18	Small rolled up painting, most likely cut from its frame.
19	Small stuffed animal, with a name engraved on its wooden base.
20	Wooden scrollcase primitively carved with animals along the base and constellations near the cap.

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TABLE 2-39: DUNGEON SOUNDS I

1d20	Sound
1	Bong
2	Buzzing
3	Chanting
4	Chiming
5	Clanking
6	Clashing
7	Clicking
8	Coughing
9	Creaking
10	Drumming
11	Footstepping
12	Giggling
13	Grating
14	Groaning
15	Grunting
16	Hissing
17	Howling
18	Humming
19	Jingling
20	Knocking

TABLE 2-40: DUNGEON SOUNDS II

1d20	Sound
1	Laughing
2	Moaning
3	Murmuring
4	Music
5	Rattling
6	Ringing
7	Rustling
8	Scratching/scribbling
9	Screaming
10	Shuffling
11	Slithering
12	Snapping
13	Splashing
14	Splintering
15	Squeaking
16	Squealing
17	Thuding
18	Thumping
19	Whispering
20	Whistling

TABLE 2-41: STRANGE DUNGEON SOUNDS

1d20	Sound
1	Buzzing of thousands of cicadas threatens to drown out all but the loudest of conversations.
2	Clock ticks far more slowly than normal, as if time was being stretched out, and each tick is followed by a deep, rumbling moan.
3	Distant tinkling as if from a number of small bells, faint but persistent, is carried on the wind.
4	Dozens of light, pattering footfalls accompanied by childish giggling echoes through a hallway or abandoned building.
5	Far off echo of an ululating war cry resounds all around.
6	Hysterical, high-pitched laughter rings out, trailing off into quiet sobbing.
7	Jagged screech of sharp metal across hard slate ends with a ringing like the drawing of steel.
8	Jarring, discordant notes of a song played on several musical instruments all out of tune with one another breaks the quiet of the night.
9	Long, sustained scraping noise is followed by a heavy, dull thud.
10	Loud slurping noise, like marrow being sucked from a bone comes from up ahead.
11	Loud squealing is cut off abruptly just as it hits its crescendo.
12	Loud tick tock of an enormous, unseen clock keeps time with the party's footsteps.
13	Rhythmic thumping of drums rises from somewhere deep down in a cavern.
14	Sepulchral moan like the lament of hundred of sorrowful dead reverberates all about the party, but with no clear source.
15	Shrieking laughter of excited children breaks the quiet of a place no children would be expected to be found.
16	Strangled cry of a beast is cut short, followed by a baying howl.
17	Sucking sound of heavy boots walking through clinging mud can be heard off in the darkness.
18	Susurrus of dozens of voices stops whenever anyone tries to pick out what's being said, then starts again when no one is paying close attention.
19	Sweet song sung by an angelic voice drifts through the air in an otherwise dark, foul place.
20	Trilling whistle cuts through all other sounds, its pitch so high that it is almost painful.

TABLE 2-42: RUNES

1d20	Rune
1	Arrow piercing a hammer atop crossed bones.
2	Axe thrust into a giant human eye with curved knives all around it.
3	Crossed swords over a wave sheathed in flames.
4	Crown perched atop a circle cut in half with curved knives all around it.
5	Dagger plunged into a semicircle flanked by skulls.
6	Demonic eyes peering out of a ship with curved knives all around it.
7	Flag inside a downward pointing arrow done as a silhouette.
8	Greatsword thrust into a semicircle sheathed in flames.
9	Hand within a shield within a ring made by a whip.
10	Helmet perched atop a scroll sheathed in flames.
11	Hexagon inside a cat's face made of thin red lines.
12	Hexagram within a ring made by a whip.

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- 13 Horned head within a magic circle.
- 14 Pair of hands surrounding a diamond.
- 15 Pentagon inscribed within a magic circle.
- 16 Spear thrust from a semicircle flanked by arrows.
- 17 Spiked gauntlet plunged into a six pointed star flanked by feathered wings.
- 18 Sword inside a spiral.
- 19 Tentacle reaching out of a hammer made of thin blue lines.
- 20 Trumpet thrust from a hammer in the coils of a serpent.

TABLE 2-43: CRAWLING INSECTS

1d20	Insect
1	Ant
2	Antlion
3	Bristletail
4	Caterpillar
5	Centipede
6	Cockroach
7	Cricket
8	Dung beetle
9	Earwig
10	Flea
11	Grasshopper
12	Grub
13	Lice
14	Maggot
15	Millipede
16	Mite
17	Silverfish
18	Termite
19	Tick
20	Walking stick

TABLE 2-44: FLYING INSECTS

1d20	Insect
1	Aphid
2	Assassin bug
3	Bee
4	Beetle
5	Biting fly
6	Butterfly
7	Cicada
8	Damselfly
9	Dragonfly
10	Firefly
11	Fly
12	Gnat
13	Hornet
14	Ladybug
15	Locust
16	Mosquito
17	Moth
18	Scorpion fly
19	Wasp
20	Weevil

TABLE 2-45: DUNGEON CAPTIVES

1d20	Captive
1	<i>Adun Eltone.</i> An important local merchant, he was abducted for ransom by enterprising raiders. He could reward the party well for his rescue.
2	<i>Alsiril.</i> This half-elven bard allowed himself to be captured. He wants to write an epic tale of suffering and loss, and felt that experiencing captivity would help his research. He is a very self-possessed, egotistical man, convinced that his next work will be a true classic.
3	<i>Ciel'ra Lerein.</i> A human assassin who has come here to study certain vile practices with the inhabitants. He stays in the dungeons because he likes it. All his possessions are within easy reach, and if the alarm is raised, he looks for all intents and purposes like just another prisoner.
4	<i>El-Setha.</i> She is the only surviving member of an adventuring company that assaulted this dungeon a few weeks ago. She's a decent fighter, if weak from her time in captivity, and may have some useful knowledge of the place.
5	<i>Einker Vasluit.</i> A human warrior captured during a failed attack by a local lord on the dungeon inhabitants.
6	<i>Fermus.</i> A human rogue caught infiltrating the dungeon. He seems to have a reckless disregard for danger.
7	<i>Hiroctas.</i> A member of the same race as the owners of the dungeon pleads with the party to let him out. He is kept in here, and is let out only for battles, because he is a dangerous psychotic, but too powerful and useful a combatant for his people to lose.
8	<i>Jerimiah Jayson.</i> A human farmer captured in a surface raid, he's been working as a slave for nearly a month, and looks much worse for the wear.
9	<i>Joderine.</i> A very, very old human who has been in the dungeons so long, she can't remember much more about herself than her first name. She clearly suffers from dementia, and has given names to all the vermin in her cell, which she treats as though they were pets.
10	<i>Kelsa No'Rath.</i> A lady of the No'Rath noble house, her escorts were killed, and she was captured while traveling nearby. She probably would have been eaten, but her appearance and belongings hinted at her wealth, so her captors are going to ransom her. She is in reasonably good health, as her spirit and presence make her kidnapers slightly nervous.
11	<i>Kerg Ironwrack.</i> An shaman of a rival humanoid clan eyes the party warily. His captors hope to ransom him to his tribe.
12	<i>Ko-Ro'arn.</i> A duergar who moved too near the surface in search of gold. He is more than a little surly, but can be a good source of information about the world below if approached correctly.
13	<i>Lanilira Eliswosh.</i> An elven archer and advanced scout from the nearby Whislthethyme clan. She was spying on her captors, but got careless, and was caught and imprisoned. She has been tortured at least once in an effort to find out more about where she came from, but has thus far resisted saying much.

- 14 *Petar Grailwatcher*. Dwarven illusionist of some small renown, he has been here since his disappearance six months ago. He is well-treated and surprisingly hale; he has kept himself alive by entertaining his captors daily. He has a fair knowledge of the complex and may be of assistance to the party.
- 15 *Sabol*. A half-elven ranger who strayed too far into his captors' territory.
- 16 *Silva Moralin*. A human cleric of a Good deity, she is going to be sacrificed to the dungeon denizens' god. She is shackled and has already been partially prepped for sacrifice.
- 17 *Sarynia*. Held in a tiny cage is a dirty, bruised pixie with tattered wings. She has a haunted look and was subjected to all manner of torment. The cage has some form of permanent invisibility purge on it.
- 18 *Theskern*. A member of the same race as the dungeon inhabitants, he is a dissident opposed to their ideals, and will aid the party against the ruling members of his people if they meet whatever conditions are appropriate.
- 19 *Thinduaal Pickaxe*. A dwarven miner from the Blackrock clan who got separated from his people on an expedition where he got too greedy, and followed a small vein of gold that he kept secret from his fellows.
- 20 *Wythri Odaemas*. Formerly a human wizard, she died here in the dungeon, and returned as a wraith, filled with hate for all living things. She has retained much of her former power, and uses change self to appear as an unconscious living person. She attacks the party as soon as they try to free her from her chains.

TABLE 2-46: INTERESTING CORPSES

1d20	Corpse Description
1	Behind the door of a locked room lies a skeleton, its finger bones cracked and blunted. The back of the door is covered in many deep scratches.
2	Bloated corpse lies face down, covered in festering boils. It releases a horrid, noisome plume of ash gray gas if disturbed. Its eyes bulge and its tongue is blackened and swollen.
3	Body in an alley wears a broad, joyous grin frozen on its face, as if the deceased was never happier than he was just before he died.
4	Body in the center of a hallway appears to have been mauled to death by some sort of large animal
5	Body lies in the hallway, its neck bent at an odd angle. A search of the body produces a sealed letter addressed to a woman in a nearby town.
6	Body lies on the ground, the paving stones beneath it smashed as if it fell from a great height, but there are no tall buildings near it.
7	Body of a young woman lies in quiet repose under glass or crystal. She shows no signs of decay, even though she is dressed in a style several centuries old.
8	Corpse lies crushed as if by a great weight, but no evidence as to what crushed it can be seen.
9	Corpse littered with hundreds of tiny puncture wounds lays in the center of the corridor.
10	Corpse of a young woman who looks like she died of hunger holds an infant that is still alive, though sleeping at the moment.
11	Crucified and its skin carved with unholy symbols of power, this corpse appears to have been sacrificed in some sickening, evil ritual.
12	Fully armed and armored body, dead perhaps a day, shows no signs of violence. Its face is twisted into a hideous grimace of fear and loathing.
13	Great, ferocious-looking beast lies nearly torn apart and half-eaten. It was killed so recently that its torn entrails are still warm.
14	Hollow exoskeleton of a strange, bipedal, insectoid creature wearing archaic bronze armor seems to almost be standing watch over the corridor.
15	Large lump of flesh looks like a grotesque melding of the bodies of several humanoid creatures.
16	Pair of skeletons belonging to a male and female of two races normally hostile to each other sit huddled together against the wall of a cave, dungeon, or other hidden or sheltered area.
17	Slightly charred boots and a singed shield are all that remain of some unfortunate who must have run afoul of a fire wielding creature or spell caster.
18	Two humanoid skeletons dressed in decaying finery lie side by side on the ground, their hands wrapped around each others' necks.
19	What from a distance appears to be an odd rock formation turns out to be the towering ribcage of some ancient behemoth.
20	What looks like an otherwise normal human skeleton sports an extra pair of arms and small, pointed canines.

DM TIP №9

It's no accident that table 2-46, 2-47, and 2-48 are so close together. Dungeons captives that aren't rescued in time often become interesting corpses and those tortured by orcs or vile necromancers are sure to have an odd or otherwise abnormal cause of death. And even if the victim is still alive, a roll on table 2-61 or 2-62 wouldn't hurt either.

Of course, a captive need not be from table 2-46 either. Chapter 4 provides hundreds of details for generating NPCs and anyone of them could be a dungeon prisoner.

TABLE 2-47: CAUSE OF DEATH

1d20	Cause of Death
1	Acid injuries
2	Alcohol/drug abuse
3	Arrow shot through throat
4	Bitten in half
5	Blood loss; loss of limb
6	Burn injuries
7	Childbirth
8	Claw wounds
9	Consumption
10	Death strike by assassin
11	Dehydration
12	Disease
13	Drowned
14	Exhaustion
15	Poison
16	Ritual sacrifice
17	Smothered
18	Stroke
19	Sword strike
20	Torture

TABLE 2-48: STOMACH CONTENTS OF LARGE CREATURES

1d20	Contents
1	Assorted armor
2	Assorted equipment
3	Assorted skulls
4	Assorted tools
5	Assorted weaponry
6	Cauldron
7	Corpse
8	Creature horns
9	Gemstones
10	Glasswork
11	Holy symbol
12	Horseshoes
13	Ivory box
14	Jewelry
15	Magical cloak
16	Metal coins
17	Ogre hand
18	Rib bone
19	Small rocks
20	Splintered bones

TRAPS

TABLE 2-49: TRAP TRIGGERS

1d20	Trigger
1	Blowing a horn or ringing a bell
2	Breaking a beam of light
3	Damaging or picking up an object
4	Emptying or filling a basin
5	Inserting a coin or device into statue or wall
6	Inserting hand or limb into statue or wall
7	Lighting a lamp or torch
8	Making noise
9	Manipulating a statue
10	Offsetting a balanced weight
11	Opening a chest, coffin, or lock
12	Opening a door
13	Pulling a lever, pushing a button, or turning a knob
14	Pulling on a rope
15	Reading runes
16	Stepping on a pressure plate or section of floor
17	Stepping on a stair
18	Stepping under an archway or portal
19	Triggering a glyph or ward
20	Tripping a tripwire

16	Decreases pressure
17	Decreases weight
18	Drops heavy cage
19	Drops heavy stone
20	Electrified floor

TABLE 2-51: TRAP EFFECTS II

1d20	Effect
1	Fills area with acid
2-3	Fills area with electricity
4-5	Fills area with fire
6-7	Fills area with grain/rice
8	Fills area with insects
9	Fills area with magma
10-11	Fills area with poison gas
12	Fills area with rats
13-14	Fills area with sand
15-16	Fills area with smoke
17	Fills area with snakes
18	Fills area with unholy water
19-20	Fills area with water

TABLE 2-50: TRAP EFFECTS I

1d20	Effect
1	Ages 1d20 years
2	Animates and attacks
3	<i>bestow curse</i>
4-6	Casts arcane spell
7-8	Casts divine spell
9	Changes gender
10	Chimes, causing additional effect
11-12	Collapses
13-14	Crushing wall
15	Decreases gravity

TABLE 2-52: TRAP EFFECTS III

1d20	Effect
1	Fire 1d20 needles (6 in 20 are poisoned), +6 ranged, 1 point of damage each, x2
2-3	Fires 1d20 arrows (6 in 20 are poisoned), +6 ranged, 1d6 points of damage each, x3
4-5	Fires 1d20 bolts (6 in 20 are poisoned), +6 ranged, 1d10 points of damage each, x2
6	Fires 1d20 caltrops (6 in 20 are poisoned), +0 ranged, 1 point of damage each, x2
7-8	Fires 1d20 spears (6 in 20 are poisoned), +8 ranged, 1d6 points of damage each, x3
9-10	Flame jet

DUNGEONS

11–12	Floor drops
13–14	Floor rises
15	Floor turns to acid
16	Floor turns to ice
17	Globe of cold
18–19	Illusion over pit
20	Illusion, reroll imaginary effect

TABLE 2–53: TRAP EFFECTS IV

1d20	Effect
1	Increases gravity
2	Increases pressure
3	Increases weight
4	Insanity
5–6	<i>lightning bolt</i>
7	Locks in/out
8	Loss of memory 1d20 days
9–10	Magnetizes, attracts
11–12	Magnetizes, repulses
13–14	Marks victim with arcane sigil
15	Marks victim with holy glyph
16–17	Marks victim with unholy glyph
18	Masks gender
19	Pedestal drops
20	Pedestal rises

TABLE 2–54: TRAP EFFECTS V

1d20	Effect
1–2	Petrifies the victim
3–5	Pit trap (20 ft. deep)
6–9	Pit trap (40 ft. deep)
10–12	Pit trap (60 ft. deep)
13–14	Pit trap (80 ft. deep)
15–16	Pit trap (100 ft. deep)
17	Pit trap (1d20 × 20 ft. deep)
18	Plane shifts the victim
19	<i>polymorphs</i> the victim
20	Portcullis drops

TABLE 2–55: TRAP EFFECTS VI

1d20	Effect
1	<i>quests the victim</i>
2	<i>random action</i>
3–6	Reduces an attribute by 2
7–8	Reduces an attribute by 6
9	Regresses 1d20 years
10–13	Releases a monster
14–15	Removes limb/appendage
16	Reverberates, causing additional effect
17–18	Shrivels limb/appendage
19	Steals soul
20	<i>teleports the victim</i>

TABLE 2–56: PIT TRAP CONTENTS

1d20	Contents
1	Acid. 1d6 point of damage per round.
2	Bones. +1 damage per die.
3	Corpses. Creep factor.
4–5	Freezing water. 1 point of damage per round, plus drowning.
6	Insects. 1d4 points of damage per round, plus creep factor.
7	Lava/magma. Instant death.
8	Monster
9	Poison gas
10	Portal/gate
11	Quicksand. Drowning.
12–13	Rocks, jagged. +2 damage per die.
14	Snakes, venomous. 1 point of damage per round, plus poison
15–16	Spiked. +3 damage per die.
17	Tar pit. Drowning.
18	Weapon shards
19	Wood shards
20	Worms/maggots/larva. Creep factor.

TABLE 2–57: TRAP DAMAGE

1d20	Damage
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6–8	2d6
9–11	3d6
12–13	3d10
14–15	5d6
16–17	8d6
18	10d6
19	10d12
20	Instant death (Fort, Ref, or Will save DC 25 or higher)

TABLE 2–58: POISONS I

1d20	Poison
1–2	Arsenic
3	Black adder venom
4–5	Black lotus extract
6	Bloodroot
7–8	Blue whinnis
9	Burnt othur fumes
10	Carriion crawler brain juice
11–12	Dark reaver powder
13	Deathblade
14–15	Dragon bile
16	Giant wasp poison
17–18	Green blood oil
19	Id moss
20	Insanity mist

TABLE 2-59: POISONS II

1d20	Poison
1-2	Large scorpion venom
3	Lich dust
4-5	Malyss root paste
6	Medium-size spider venom
7-8	Nitharit
9	Oil of taggit
10	Purple worm poison
11-12	Sassone leaf residue
13	Shadow essence
14-15	Small centipede poison
16	Striped toadstool
17-18	Terinav root
19	Ungol dust
20	Wyvern poison

TABLE 2-60: POISON GAS

1d20	Gas
1	Acid
2	Blinding
3	Brain swelling
4-5	Choking
6	<i>cloudkill</i>
7	Corroding
8	<i>doom</i>
9	Eroding
10	<i>fear</i>
11	Flesh eating
12	Maddening
13-14	Nauseating
15	Obscuring
16-17	<i>sleep</i>
18	Terrifying
19	Transmuting*
20	<i>ward</i>

* This can be nearly any transmutation spell such as gaseous form or jump. Alternately, it could have physical effects like growing wings or skin turning to scales.

TABLE 2-61: INSANITIES

1d20	Insanity
1	<i>Amnesia</i> . Loss of memory.
2	<i>Antipathy</i> . Lack of emotion
3	<i>Catatonia</i> . Fall into a stupor.
4	<i>Delusions</i> . Believe things that aren't true.
5	<i>Dipsomania</i> . Need for alcohol.
6	<i>Hallucinations</i> . See things that aren't there.
7	<i>Hebephrenia</i> . Foolishness.
8	<i>Homicidal mania</i> . Need to kill others.
9	<i>Kleptomania</i> . Need to steal.
10	<i>Megalomania</i> . Feeling of superiority.
11	<i>Monomania</i> . Obsession with one idea or subject.
12	<i>Obsessive-compulsive</i> . Need to repeat same actions over and over.
13	<i>Paranoia</i> . Fear that everyone's out to get you.
14	<i>Pathological liar</i> . Need to lie about everything.
15	<i>Psychopath</i> . Aggressive, criminal, or amoral behavior remorse.
16	<i>Quixotism</i> . Need to perform deeds for an irrationally romantic ideal of duty or honor.
17	<i>Sadism</i> . Need to harm others.
18	<i>Schizophrenia</i> . Paranoia, incoherent speech, delusions, emotional detachment, etc.
19	<i>Sociopathy</i> . Antisocial behavior.
20	<i>Suicidal mania</i> . Need to kill oneself.

TABLE 2-62: PHOBIAS

1d20	Phobia
1	<i>Acrophobia</i> . Heights.
2	<i>Agoraphobia</i> . Open places.
3	<i>Audophobia</i> . Being alone.
4	<i>Bathophobia</i> . Deep places.
5	<i>Claustrophobia</i> . Confined spaces.
6	<i>Demophobia</i> . Crowds.
7	<i>Gephyrdophobia</i> . Crossing bridges.
8	<i>Haphephobia</i> . Being touched.
9	<i>Hydrophobia</i> . Water.
10	<i>Hypnophobia</i> . Sleep.
11	<i>Hematophobia</i> . Blood.
12	<i>Necrophobia</i> . Dead things.
13	<i>Ophiophobia</i> . Snakes.
14	<i>Pyrophobia</i> . Fire.
15	<i>Sciophobia</i> . Shadows
16	<i>Scotophobia</i> . Darkness.
17	<i>Theophobis</i> . Religion or god.
18	<i>Vermiphobia</i> . Worms.
19	<i>Xenophobia</i> . Foreigners.
20	<i>Zoophobia</i> . Animals.

DM TIP №10

Not only can DMs make use of secret compartments, and hidden caches, but special keys and locks work to provide clues and riddles for the PCs to solve. A key made from bone that the PCs carry for months before finding a skull shaped lock is an excellent long term plan. And a key that is made of 10 small coins that must first be built, might not even look like a key at all.

Don't forget some keys are attuned to one person and one person only. A wizard makes a lock only he can open, soldiers of Kavin are branded with a special mark to gain entry, or a prophecy foretells that only one person will ever retrieve *this* sword from *this* stone. "Some day the true son of Anur will come to retrieve this sceptre. He will bear the mark of the of ages and shall unite all the clans. Only then can he can his place on the throne of Glyrrgen and rule as the high king of the dwarves."

TABLE 2-63: SECRET COMPARTMENTS

1d20	Compartment Description (Search DC)
1	4 ft. up a chimney, a secret compartment that can only be opened when there is a roaring fire going. (DC 25)
2	An old barrel outside a tavern has the spout missing on the bottom edge. If the correct spout is placed in and turned counter clockwise, the lock on the top unlatches. (DC 30)
3	The bird chirping in the birdcage is the key to opening the secret compartment by saying the correct phrase. (DC 35)
4	That old head of the broom caught under the edge bookcase has one of its bristles connected to the lever that will open the entire bookcase revealing the secret passage. (DC 20)
5	Inside the middle candle holder of the candelabra contains a secret case able to hold something thin and long. (DC 25)
6	After opening a chest, a second compartment is found. A hidden lever opens the true treasure. (DC 20/DC 35)
7	The ceiling of a treasure room is an illusion hiding the lever that opens the compartment hiding the chest. (DC 25)
8	The checkered floor has one tile that it easily discovered. But the true secret compartment is a tile that is very difficult to find. If the first one is opened it automatically locks the second one for 24 hours. (DC 15/DC 35)
9	If the door handle is turned left, then right, then left and held for ten seconds it opens a small compartment within the door itself. (DC 30)
10	An empty basin sits in the middle of a room. If the basin is filled with oil and lit, it moves, revealing the secret passage underneath. (DC 25)
11	In a forge, if one of the anvils is hit with the proper hammer seven times in seven seconds it falls apart revealing the treasure inside. (DC 35)
12	A gargoyle statue outside the main gate has a button underneath the left eyelid that lifts the left front claw and reveals the key to the manor. (DC 25)
13	A longsword is not hollow but within the blade there is a small compartment that one can hide small items. (DC 30)
14	A pile of skulls sits at one end of a dark room. One of them is a bone box with treasure inside. (DC 25)
15	There are two pillars with inlaid statues of lions on them. If the tails are pried free and switched, the ground between them opens. (DC 35)
16	A rope holding the chandelier has a three-part rod sewn into it and when pieced together make the key to open the main door. (DC 30)
17	At the top of the stairs there is a small mouse hole. Inside is a small spike trap designed to go off when anything comes through. It hides the button to open the door. (DC 30)
18	The statue on the sarcophagus' left foot has its small toe is missing; if a real one is set in its place, the mouth will open revealing the secret compartment. (DC 30)
19	If the bottom part of the clapper of a giant bell is turned, it falls off, revealing a secret compartment. (DC 25)
20	If the water clock is drained and let completely dry, a secret message appears when submerged in water again. The submerged message remains for 1 minute. (DC 35)

TABLE 2-64: MAPS AND PARCHMENTS

1d20	Map Description
1	A crude drawing of a mountainous region with a series of caves marked with a skull.
2	A crude map found on a piece of driftwood depicts an island. Next to that are the symbols of a person, a ship and a chest.
3	A fractured part of a large/ancient dragon scale seems to have a portion of a map on it and is covered in draconic script. One of the phrases mentions a dragon graveyard.
4	A map carved into a large shell depicts the locations of a number of shipwrecks.
5	A treasure map through a large set of hills leading to a symbol of a dragon's head and a fiery lake.
6	An ancient map of a city, thought only to exist in legend. At the center of the map is a white tower marked with a series of stars. A dragon is artfully depicted in the mountains far behind it.
7	Building plans for what appears to be a thieves guild with secret entrances shown and traps revealed.
8	On this parchment is a list of bounties with quickly scribed side notes on each one.
9	"If all goes according to plan the high one will fall before the next full moon." A dark twisted sigil marks the bottom.
10	This candle is masterfully made and circled with a gold band that moves up and down it's length to match 12 runes that mark its side. When the candle is lit the smoke forms a visual representation of a landmark until it burns down to the band. When the landmark is found and the band moved once again the next step is revealed. On the band is a tree with what may be coins of some sort.
11	This fine parchment sealed with a noble's mark, is an invitation to a gala event or party.
12	This letter, which is from the Magistrate of a nearby town to a magistrate of another larger town, details a problem with bandits or some monstrous force which is harassing the town. In it is also a plea for help with the situation as well as an apology for an earlier slight.
13	This 'map' is actually an amulet cast in pure gold, which is set atop a tall rod. When the rod is placed in a certain location it pinpoints the location of a lost treasure.

DUNGEONS

- 14 This map is laid out in white ink on a 2x3 (or larger) piece of spider silk. It details an entire subterranean complex, outside entrances, pitfalls and hazards. It comes in a black, airtight scroll case which is intended to keep the light off the precious map.
- 15 This parchment is a rubbing of a stone which in dwarven honors the fallen and gives clues to their final resting place.
- 16 This scrap of cloth was found in a small clay vial floating in the river. The pictures on it are crudely sketched as if a child drew them. In it is a large room with nasty sharp toothed and clawed beasts standing around a group of small human figures who are working.
- 17 This series of parchments is actually a brief thesis on the ecology of a certain magical beast.
- 18 This set of parchments details the exact times and routes of a prominent businessman's caravans. A route scheduled for the day before has already been crossed off.
- 19 This small scrap of folded paper reads "You're a persistent one. Meet me at the east warehouse when the moon is high." The scrap disintegrates instantly after it is read.
- 20 Treasure Map.

TABLE 2-65: MAP OR PARCHMENT MATERIALS

1d20	Material
1	Acid etched metal
2	Bark
3	Dragon scale
4	Etched glass
5	Gold or silver plaque
6	Inside armor
7	Ivory plaque
8	Leather
9	Mosaic
10	Mural
11	Parchment/vellum/paper
12	Portrait
13	Preserved leaf
14	Scalp/skin
15	Shield
16	Silk
17	Skull
18	Tapestry
19	Wall carving
20	Weapon or scabbard

TABLE 2-67: HELM ORNAMENTATION

1d20	Ornamentation
1	Angelic horn(s)
2	Angelic wings
3	Bear motif
4	Bird motif
5	Chain(s)
6	Dragon motif
7	Fiendish faceguard
8	Fiendish horn(s)
9	Fiendish wings
10	Holy symbol
11	Long spike
12	Plumage
13	Reflective material
14	Spikes, small
15	Skull motif
16	Spiderweb mesh
17	Studded
18	Twin detachable daggers
19	Unicorn motif
20	Wolf motif

TABLE 2-66: MAGIC ARMOR NAMES

1d20	Armor Name
1	Blade Barrier
2	Blood of Kings
3	Crucible's Fire
4	The Deathless
5	Defender's Aegis
6	Dragonscales
7	Edgebreaker
8	The Fortifier
9	Ironheart
10	Mantle of Champion
11	Mercy's Charge
12	Protector
13	Ravensteel Ward
14	Sepulcher
15	The Shroud of Defiance
16	Swordbreaker
17	Talbriik's Steel
18	Weaponbane
19	Wyldiron
20	Wyvern's Hallow

TABLE 2-68: MAGICAL WEAPON NAMES

1d20	Name
1	Amputator
2	Bonesnapper
3	Carnagebringer
4	Defender of the Faith
5	Demontooth
6	Dragonclaw
7	Faithkeeper
8	Foe Hammer
9	Honor Bound
10	Justicekeeper
11	Lorebringer
12	Mutilator
13	Nightstryke
14	Onslaught
15	Shimmering Vengeance
16	Skullcrusher
17	Sordid Retributor
18	Stalwart Defender
19	Timekeeper
20	Virtue

TABLE 2-69: WEAPON TRAITS

1d20	Weapon Description
1	Gold inlays of vines entwine the shaft of this weapon. Emerald leaves are set into it.
2	Set into this weapon is an eye, an incredibly realistic eye, encased in glass or resin.
3	The blade is curved and smooth and its opposite edge is serrated in a manner resembling fire.
4	The end is gilded in solid gold and the protruding spikes resemble the sun's rays.
5	The grip is wrapped in what appears to be hair, possibly from a fell creature of the Abyss.
6	The grip is wrapped in blue dragon hide, the pommel bears an amethyst of the brightest hue, and the crossguard is polished silver, molded to look like it's covered in dragon scales. The crossguard reflects the blue of the hilt.
7	The grip of this weapon is wrapped in multicolored cloth strips leading up to a bright red tassel made of fox hair.
8	The hilt is split at both ends of the cross-guard as if two forked tongues were protruding from each end.
9	The hilt of this weapon is wrapped in a blackish-red leather, dark as blood, which it most likely is.
10	The pommel of this weapon is carved into the shape of a ram's head.
11	The shaft of this weapon is solid oak with narrow bands of a variety of metals wrapped around it at what appears to be random points. Each band has its own strange writing or design etched into it.
12	The silver pommel unscrews from its description, to reveal a secret compartment, inside is a key.
13	The swept hilt of this weapon is fashioned to resemble briars.
14	The wood is darkwood with strange markings intermixed with swirling patterns in ivory inlays.
15	The wood grip is pure white and hard as steel. Smooth curling lines are carved in the baying visage of a winter wolf.
16	This bone shaft is veined with mithral, pulsing a faint throbbing glow. Strange symbols dance between the veins.
17	This old weapon is worn but sturdy, an old tattered rag is wrapped partially around the grip which is in turn wrapped in leather. A closer look reveals the rag to be a very old piece of lace.
18	This weapon contains three gem settings. Only two of them are filled.
19	This blade bears an intricately etched hunt scene.
20	This wooden shaft is carved in an array of twisted and anguished faces, the uppermost face has its mouth wide, revealing a hole that enters into the weapon itself.

TABLE 2-70: MAGIC WEAPON HISTORY

1d20	History
1	The item was made about 90 years ago. The item was forged by dwarves, the maker's name a mystery, in the vicinity of Golen. Dwarves tell the story of it slaying a great Wyrm. It is thought to have been destroyed by the Order of Righteous Atonement in the City-State of Helios. Bards think its maker was a dragon in disguise.
2	The item was created over 800 years ago. There does not seem to be any exotic material used in its creation. The item was forged by humans far to the East. Wise Men say it took part in the bard's tales of a mighty Lich. Lore links it with the wizard Kennel the Great and Sages say it is sought by the White Walkers Cult.
3	The item was forged nearly 850 years ago. There are slight traces of mithral in its manufacture. The item was forged by goblinoids near the town of Ballinstock. Legends have forgotten the blade, thinking it a mere toy of goblins. Lore links it to a druid named Wortimel. They have even said it was forged under a full moon.
4	The item's age is probably over 400 years old. It was forged by the dwarven soulsmith Oribindu, near Old Kranalar. Eastern monks say it was used to banish a great Yuan-Ti warlord. Whatever other secrets the item holds is lost.
5	The item's age is not old, estimated construction took place about 115 years ago. There does not seem to be any exotic material used in its manufacture. The item was forged by dwarves far to the Southeast. Those dwarves say it took part in the downfall of a great vampire cult. It was last owned by the ambassador Gelda, the Binder of Truth.
6	The item's age is difficult to pinpoint. The item was forged by an unknown human hand, far to the West. The elf lord Rinlenial used the weapon during his crusade in the Forest of Woe. It was thought to have been destroyed by a monk, but rumors persist that it is buried in a tomb. It is still mentioned in song and story nation-wide.
7	The item's age is hard to ascertain. Dwarves forged the item, possibly near Cryn Durnel. Some say its maker was a genius. A druid named Futhasol was last known to possess it, although it is unknown if he destroyed it or not.
8	The item is over 1,000 years old and there are traces of gemstones in its creation. The item was forged by orcs, possibly near Grymfog Hill. Orcs claim it was made to destroy dragons. Selayth, a sage, knows its true power.
9	The item's age seems impossible to divine, but it bears the signature of Alna Syllen, an elven smith, near Erinwell. These elves say a human ranger, Belor, stole the item before it was lost to time.
10	The item is just over 400 years old. Sages record that a displacer beast's blood and claws were used in its creation, so that it might later be used to destroy a mighty demon. It is now sought by a holy order of nomads.
11	The item's age is hard to discern. There are slight traces of beholder essence in its manufacture. Dwarves forged the item near Kryn Karran. The creator etched "Falonak" in runes on the hilt, but songs say the maker was mad.
12	The item's age is hard to discern without advanced study, however there are no traces of special material used in its making. The item was forged by celestials, but exactly where is unknown. Tales say it took part in the legendary campaigns of the ghaele. Sages link it to the god of knowledge. What secrets this item holds are unknown.
13	The item's age is about 500 years old, when it was forged by dwarves, possibly near Anar Bhor. Gilkasral, the dwarven smith, crafted it. Poets say it was used to kill the hero Protus Nodor who is remembered in songs. Lore links it with a rogue named Roshia, the Red. Nothing else is known about the item.
14	The item's age is old, but it could have been forged over 600 years ago. There might even be traces of a meteorite in it. Humans forged the item — the exact maker's name lost to time — near Kragenmoor. Monks claim it took over a hundred men to craft it. History links it to Lyrvan the Commanding and his victories over the goblinoids.

- 15 The item's age is over 400 years and there seems to be traces of obsidian in its manufacture. The item's crafter is unknown, but elves say it was used to banish a devil and that the fey aided in its manufacture. Lore on the item is slim at best, and attempts to find a last owner have been lost to time and a lack of credible stories.
- 16 The item's age is over 700 years old. The item's manufacture is simple and almost elementary. Which comes as no surprise, since it was forged by gnolls, Chajkl to be exact, near The Forrest of Athmore. Historians claim it was used to defeat a great lizardfolk cult who followed the black wyrm Dunig'graz (which few believe) while bardic lore links it with the a hermetic cleric named Olafsol.
- 17 The item is less than 150 years old, with slight traces of infernal essence. Humans forged the item near Kalastan, but the creator's name been forgotten. Whispers tell of a demon stripping the man's name from history. History tells of three kings dying from its power. Yet, there are those who still seek it.
- 18 The item's age is impossible to ascertain. But, since no exotic materials were used in its creation, it's hard to tell where it even came from. Rumors persist of a dragon forging it, but no proof has ever existed. Tales range from evil men destroying cities with it to idealistic wizards rebuilding entire nations
- 19 The item's age is difficult to pinpoint, but with traces of dragon essence in its manufacture, it is impossible to tell. The item was forged by a now extinct line of elves near Ardin-Narr. The rise of the villainous Herdis the Torturer is associated with the item, but bardic lore links it with the Cathlin the Wrecker. Lastly, legends claim the creator was no elf at all, but a dragon in disguise.
- 20 The item's was created perhaps over 500 years ago. There are traces of giant blood in its creation. Since, it was forged by the black elves of Athvar Fen, it is quite possible that demon eggs were used. There are no markings denoting the creator, however. Determining the true source of its power is difficult. Dwarves say it took part in the death of a powerful drow queen, which many suspect is simply myth and conjecture. Lore links it to a monk named Orlan. Elven sages claim that a true champion will rise, chosen by the god of battle and favored among her followers. She will take the item and knight this champion as her new avatar. If such a thing were to happen, all elvenkind will fall.

THE WIZARD'S LABRATORY

TABLE 2-71: COMMON LABORATORY ITEMS I

1d20	Item
1	1d6 arrows with silver heads (1 gp each)
2	1d6 candles
3	1d6 silver pins
4	1d10 squares of wax
5	3-inch nails and small hammer
6	A box turtle and some grass, in a drawer
7	Anatomy sketches, animal or humanoid
8	Animal fur, teeth, or claws
9	Animal skeleton, assembled with metal pins
10	Animal skulls
11	Apron
12	Bag of glass marbles
13	Blank parchments, loose or tied in bundle
14	Blank spell books or empty scroll case
15	Book on alchemy
16	Book on plants and herbs
17	Book on spell theory
18	Box of rotten eggs
19	Brazier
20	Broken mirror pieces in a thick leather pouch

TABLE 2-72: COMMON LABORATORY ITEMS II

1d20	Item
1	Bucket with fresh water
2	Bug repellent oil (rosemary and geranium leaves in oil)
3	Charcoal sticks in an ivory box
4	Coal and bin
5	Collection of butterflies, live or dead
6	Colored silk thread
7	Corks, with or without hole in centers
8	Cosmetics
9	Creature hooves, whole or powdered

10	Cutting block and knife
11	Desk or cabinet, masterwork
12	Dried herbs, in ceramic jar
13	Embalming or anatomy notes
14	Feather on leather necklace
15	Fresh herbs, hung by string
16	Fresh poison ivy in an oilskin pouch
17	Glass jar of empty cocoons
18	Glass prism, hung by string
19	Glass tubing
20	Glass vials and flasks, labeled or not

TABLE 2-73: COMMON LABORATORY ITEMS III

1d20	Item
1	Gloves of snakeskin
2	Glue
3	Hair and nail clippings in small jar, unlabeled
4	Hair or clothing dye
5	Half-eaten meal
6	Hollow glass balls, hung from string
7	Holy/ unholy water
8	Human skull, normal or trapped
9	Humanoid blood
10	Jar of dead fireflies
11	Jar of sulfur
12	Leather bag of dried and cracked clay
13	Leather bag of moist clay
14	Leather pouch of coarse salt
15	Leather pouch of ground bone
16	Live herbs in a pot
17	Lump of alum in vial of vinegar
18	Magical beast fur, teeth, or claws
19	Magnet
20	Magnifying glass, masterwork

TABLE 2-74: COMMON LABORATORY ITEMS IV

1d20	Item
1	Mortar and pestle, masterwork
2	Mouse in small cage or trap
3	Mushrooms, edible or poisonous
4	Notebook of experiments
5	Nutshells
6	Phosphorescent moss
7	Pipe with pouch of tobacco
8	Poison in an amber glass vial
9	Poisonous plant in a pot
10	Potter's wheel, masterwork
11	Pouch of elven ears
12	Powdered peas
13	Purified water from a distant or sacred place
14	Quartz stones, powdered or not
15	Quills and inks
16	Red leather pouch of sawdust
17	Scale and weights, masterwork
18	Seeds, folded in parchment
19	Shiny rocks in a leather pouch
20	Silk shawl

TABLE 2-75: COMMON LABORATORY ITEMS V

1d20	Item
1	Silver dagger, masterwork
2	Skin coloring dye
3	Small pouch of snake or fish scales
4	Snake fangs in a small jar
5	Soil/sand from a distant land in silk pouch
6	Spirit gum
7	Sprigs of mistletoe, in an ivory jar
8	Sprigs of wolfsbane
9	Stuffed animal or creature
10	Sturdy gloves
11	Tarot deck
12	Tiny bell on fine silver wire
13	Tongs
14	Trapped container
15	Traveling alchemy lab case, masterwork
16	Tree sap spread between two strips of wood
17	Unfinished potion
18	Vial of green fuzz, unlabeled (clothing lint)
19	Wand with no charges
20	Wooden box of flint pieces

TABLE 2-76: RARE LABORATORY ITEMS I

1d20	Item
1	1d4 vials of alchemist's fire (20 gp each)
2	1d6 antitoxin vials (50 gp each)
3	1d6 arrows with explosive tips
4	1d6 arrows with phosphorescent liquid tips
5	1d6 arrows with sleep gas tips
6	1d6 coral pieces (10–200 gp worth)
7	1d6 ever burning torches (50 gp each)
8	1d6 glass lenses (10–200 gp worth)
9	1d6 healing salves (heals 1d4)
10	1d6 masterwork arrows (7 gp each)
11	1d6 smokesticks (20 gp each)
12	1d6 sunrods (2 gp each)
13	1d6 tanglefoot bags (50 gp each)

14	1d6 thunderstones (30 gp each)
15	1d6 vials of acid (10 gp each)
16	1d6 vials of shredded willow bark (make tea for pain reliever)
17	1d6 vials of Weaponblack
18	1d8 bars of precious metal
19	1d10 gems (10–200 gp worth)
20	1d10 thin sheets of precious metal (10–200 gp worth)

TABLE 2-77: RARE LABORATORY ITEMS II

1d20	Item
1	A dragon scale
2	Assembled human skeleton
3	Blackmail letters, to owner of lab
4	Book of magical runes, incomplete
5	Book on pentagrams and summoning
6	Burial shroud, 200 years old
7	Carnivorous plant, live or dried and preserved
8	Carved sticks of wood wrapped in silk (10–200 gp worth)
9	Chain of precious metal (10–200 gp worth)
10	Clay pot filled with grave dirt
11	Colored glass vials (10–200 gp worth)
12	Compromising letter from local noble to lady
13	Contract for Magic Item creation
14	Crystal ball, non magical (10–200 gp worth)
15	Crystal rod (10–200 gp worth)
16	Cursed potion in black glass vial
17	Cursed scroll
18	Disguise kit, masterwork
19	Drow dagger in a wax sealed wooden box, masterwork
20	Elemental Plane substance in vial

TABLE 2-78: RARE LABORATORY ITEMS III

1d20	Item
1	Expensive bottle of wine (10–200 gp worth)
2	Explosive experiment in progress (3d6 damage, plus 2d6 burst damage)
3	Famous hero's non-magical shield or weapon, masterwork
4	Flask of dragon blood, labeled with dragon's name only
5	Glass cone
6	Gold holy symbol to god of craftsman
7	Half-finished minor wondrous item
8	Healing kit
9	Incense (10–200 gp worth)
10	Ink, read under moonlight only
11	Jar of aboleth slime
12	Jar of rose petals treated with <i>oil of timelessness</i>
13	Leather pouch of basilisk eyelashes
14	Lodestone or magnet
15	Lost piece of art, masterwork
16	Magic mirror (+4 to viewer's Charisma in the reflection only)
17	Magic mouth activated (1st level Wiz/Sor spell)
18	Magical beast blood (10–200 gp worth)
19	Masterwork dagger, wrapped in oilskin
20	Masterwork instrument (+2 to Perform checks with this instrument only)

TABLE 2-79: RARE LABORATORY ITEMS IV

1d20	Item
1	Masterwork maps, +2 to Wilderness Lore checks in areas on maps
2	Masterwork ring (10–200 gp worth)
3	Masterwork statuette of an onyx mastiff
4	Minor Wondrous Item
5	Mithral filings (10–200 gp worth)
6	Notes on a magic item's creation
7	Notes on a type of potion creation
8	Notes on spell creation and/or a new spell
9	Parchment with Unholy/Holy text
10	Perfume in violet colored vial
11	Piece of tentacle from giant octopus/squid
12	Potion in colored glass vial
13	Potion in glass vial, labeled
14	Potion in gold vial
15	Potion in lead vial
16	Powdered gem, in clear glass vial (10–200 gp worth)
17	Powdered metal, in clay pot (10–200 gp worth)
18	Precious stone lens (10–200 gp worth)
19	Raw ore of precious metal (10–200 gp worth)
20	Religious artifact, non-magical, masterwork

TABLE 2-80: RARE LABORATORY ITEMS V

1d20	Item
1	Rune stones, masterwork
2	Scrap of paper folded, blank
3	Secret compartment (see table 2-63)
4	Sleeping potion, unlabeled
5	Small magical bell, rings softly on the hour
6	Small vial of spores, harmless or dangerous
7	Small vial of will-o'-wisp essence, labeled
8	Snow, preserved in magical glass box
9	Spell scroll, 1d6 spell levels
10	Spyglass (1,000 gp worth)
11	Strip of leather from a displacer beast
12	Unholy candle, made from foul ingredients
13	Universal cleaner, diluted can clean anything
14	Vial of Green Slime
15	Vial of mercury
16	Vial of smoke
17	Vial of water with Nystul's Magic Aura
18	Wand with 1 charge
19	Waterclock (1,000 gp worth)
20	Wire of precious metal (10–200 gp worth)

DM TIP № 11

Tables 2-71 through 2-80 detail 200 laboratory items and spell components found in a wizard's sanctum. What they are used for and how they work are ultimately up to the DM. Most of them have obvious applications, some from the core rulebooks. However, it's likely that one of these items is an undiscovered spell or potion. And don't forget #17 on table 2-75.

TABLE 2-81: ALCHEMICAL CONCOCTIONS

1d20	Description
1	Acidic
2	Bilious
3	Bitter
4	Burning/biting
5	Buttery
6	Earthy
7	Fiery
8	Herbal
9	Honeyed
10	Lemony
11	Metallic
12	Milky
13	Musty
14	Salty
15	Soothing/sugary
16	Sour
17	Spicy
18	Sweet
19	Tart
20	Vinegary

TABLE 2-82: POTION VIALS

1d20	Potion Vial
1	Battered steel hip flask with a loose cap.
2	Black iron tube stamped with a yellow skull and crossbones.
3	Ceramic flask, shaped and painted to look like a human woman.
4	Fist-sized crystal vial with rounded edges and six sides.
5	Glass container shaped like a cone with a stem at the top.
6	Glass phial etched with holy symbols.
7	Glass test tube sealed with a cork.
8	Glazed clay in the shape of a small box, gaily decorated in red and blue, with a snug stopper.
9	Lidded pewter tankard sealed with wax, looks as if the creator may have run short of regular containers.
10	Round, unfired clay pot about the size of an apple.
11	Slender porcelain vial decorated with pink and blue flowers.
12	Small decanted of beautiful cut crystal that has a round stopper.
13	Small leather waterskin.
14	Small, pyramidal, crystal phial.
15	Tarnished silver hip flask engraved with someone's initials.
16	The skull of a small mammal, its holes sealed up with a gummy substance.
17	Tin canteen held in a canvas sling bag.
18	White-glazed, cubic ceramic container, decorated with blue symbols.
19	Wooden tube with a cured animal bladders stretched over one end and bound into place with copper wire.
20	Wooden miniature barrel with clay stopper.

TABLE 2-83: POTION LIQUIDS

1d20	Potion Liquid
1	A constantly changing shimmer of color that glows with an inner light, gives off faint heat.
2	A sickly mauve, thick as lamp oil.
3	Aqua with small black beads in it with a consistency similar to gravy.
4	Canary yellow and bubbling furiously.
5	Clear, but thick as tar and freezing cold
6	Dark blue with crystalline growths on the bottom.
7	Dark brown and thick, with bright white swirls, with the consistency of oil-based paint.
8	Deep red with pinkish steam pouring out of the top.
9	Fluorescent green and viscous, cooler than surrounding air temperature.
10	Light blue with small bubbles, as if it is carbonated.
11	Light gray and opaque, with bands of white and black that do not mix together no matter how vigorously shaken.
12	Milky white and slick like oil or soapy water.
13	Off white and fizzy with a watery consistency.
14	Pale green with sparkling motes of gold floating in it.
15	Pale violet with small, perfectly round bubbles of air floating completely still in it.
16	Pale yellow with a leaf or branch in it.
17	Pitch black, the liquid has stained its container and is very hot, near to boiling.
18	Shocking pink with the consistency of molasses.
19	Thick and opaque with red, yellow and blue swirling around constantly in it.
20	Thick, orange, and opaque.

TABLE 2-84: POTION SMELLS AND TASTES

1d20	Smell or Taste
1	Odorless and tasteless.
2	Odorless, but tastes like honey.
3	Smells and tastes like bile.
4	Smells and tastes like dark chocolate and raspberries.
5	Smells and tastes like lilacs and spring rain.
6	Smells and tastes like sweet vanilla with a hint of cherry.
7	Smells and tastes of dark roast coffee tinged with cranberry.
8	Smells and tastes of rosemary and basil.
9	Smells and tastes of stale beer left out overnight.
10	Smells and tastes terrible, like it is filled with raw sewage.
11	Smells like bananas, but tastes like apples.
12	Smells like copper and tastes of blood.
13	Smells like damp cobblestones and tastes like dirt.
14	Smells like dog breath, but tastes like fresh baked bread.
15	Smells like jasmine, but has no taste.
16	Smells like lemon and tastes like lime.
17	Smells like mint, but tastes like ammonia.
18	Smells like rotten eggs, and tastes even worse.
19	Smells like sweet pink champagne. Tastes like grain alcohol.
20	Smells like wet fur, but is tasteless.

TABLE 2-85: RANDOM UNLABELED POTIONS

1d20	Potion
1	<i>alter self</i>
2	<i>blur</i>
3	<i>cure light wounds</i>
4	<i>cure serious wounds</i>
5	<i>darkvision</i>
6	<i>displacement</i>
7	<i>endurance</i>
8	<i>enlarge</i>
9	<i>fire breath</i>
10	<i>fly</i>
11	<i>gaseous form</i>
12	<i>glibness</i>
13	<i>invisibility</i>
14	<i>love</i>
15	<i>poison</i> (see table 2-58 through 2-60)
16	<i>reduce</i>
17	<i>sneaking</i>
18	<i>tongues</i>
19	<i>truth</i>
20	<i>water breathing</i>



TABLE 2-86: COMMAND OR TRIGGER WORDS

1d20	Command Word
1	anthanae
2	beltath
3	brutoch-noshaminar
4	caluffh-shigg'tul
5	cuuln'tanar
6	fabricus
7	falca
8	garthax
9	luxorum
10	magipe-noshan
11	malik-mah
12	nelthrall og mignaru
13	ninusu
14	rowanos
15	ruliden
16	sorcar, moshana-sorcar
17	suatha
18	trosingehr
19	twoarra shinzhul
20	verrak-khosira

TABLE 2-87: BOOK TITLES I

1d20	Book Title
1	All About Ratmen
2	Art of Devoted Druids by Rorlanna
3	Bounty Hunters Index
4	Catalog of Eastern Weaponry
5	Collected Knowledge of Magic Portals by Eingis
6	Currency and Trade of Nichel
7	Damya's Tablets Concerning Vampires
8	A Diary of the Southern Cults by Alicuvv
9	Dwarven Battle Hymns
10	Ecology of the Gnoll: A Study in Three Parts
11	Elfir's Catalog of Ancient Heroes
12	The Grasslands of Nyrr by Vitarius
13	History of Gnolls and Flinds
14	Inkeeper's Catalog on Fine Wine
15	Languages of the Far Coast Lands
16	Legends of the Gorgraz Hills
17	Life of Aghamclaug the Great Dragon
18	Life of Sir Maranyal the II
19	Logbook of the ship The Ole' Spirit
20	Magical Item Incantations by Damcane the Learned

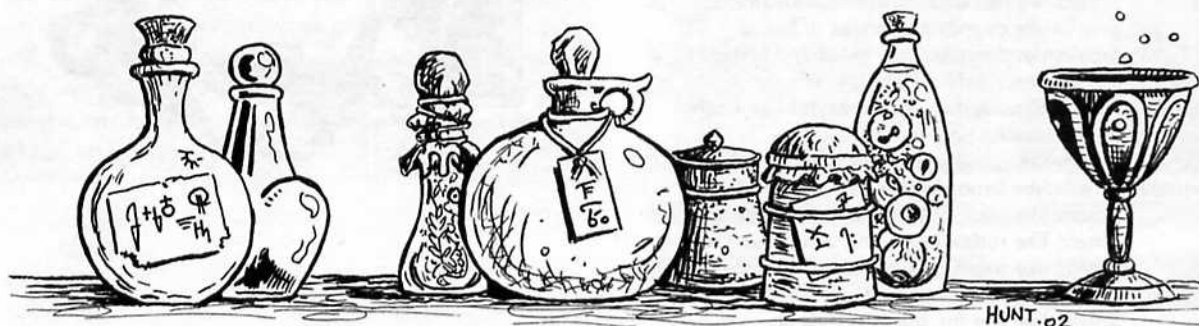
TABLE 2-88: BOOK TITLES II

1d20	Book Title
1	Mountains of the Kingdom of Demarna
2	Oda Whitecleaver's Lexicon of Dwarven Weaponry
3	Pryvida the Highlander's Folio on Runes
4	Rowadia the Mentalist's Handbook of Mind Powers
5	Sagework on Astronomy
6	Secret Societies of the Everdark Woodlands
7	Secret Societies of the West
8	Secrets of Forbidden Magic, by Fatas Wavestaff
9	Secrets of Necromancy
10	Seldas Wolfgrey's Tales of the Heavens
11	Selected Tales from The Mighty Hare Inn
12	Society of the Kingdom of Amrtsaria
13	Tales from the Bear's River Inn
14	Tales of Cities of the South
15	Theories of Gibbering Mouthers, by Sister Myra
16	Tome of Ships
17	Transaction Log of the Griffon's Sanctum
18	Traveler's Legends of Poisons
19	Treatise of Myths and Legends, by Hadratyr
20	True Knowledge of Elves

DM TIP №12

Tables 2-89 through 2-99 list many dungeon encounters for character delving into the unknown. Since this book would turn into a 600-page tome if we tried to make a chart for every level of character, we instead put all monsters that belonged together on one chart. What this means is that since a group of 1st level adventurers encountering a pit fiend would last about 1/2 of a surprise round, these charts are not universal.

So, the DM is going to have to alter encounters to suit taste and feasibility. An ogre coming back from a hunt with several wounds and a mountain lion on his back is going to be easier for a group of 1st level rogues to take down than an ogre mage with maximum hit points. The same is true of 50 orcs with masterwork axes facing off against a group of 10 wizards. Some logic must be applied when using these charts, but in the end, you have at your disposal nearly 200 encounters for use anywhere.



HUNT.02



DUNGEONS ENCOUNTERS

TABLE 2-89: ABANDONED SITE ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aranea	13	19	+6	50 25 clm	bite +4 melee (1d6+poison) web +4 ranged	5 ft.	alternate form poison spells web	+5/+5/+4
2	Basilisk	16	45	-1	20	bite +8 melee (1d8+3)	5 ft.	petrifying gaze	+9/+4/+3
3	Centipede, large monstrous	14	9	+2	40	bite +2 melee (1d8+1 and poison)	5 ft.	poison vermin	+3/+2/+0
4	Choker	16	16	+4	20 10 clm	2 tentacle slaps +6 melee (1d3+3)	10 ft.	constrict haste improved grab	+2/+1/+4
5	Dire Rat	15	5	+3	40 20 cim	bite +4 melee (1d4)	5 ft.	disease scent	+3/+5/+3
6	Ettercap	14	27	+3	30 30 clm	bite +3 melee (1d8 + poison) 2 claws +1 melee (1d3)	5 ft.	low-light vision poison web	+2/+4/+6
7	Fungus, shrieker	13	11	-5	0		0 ft.	plant shriek	+4/—/-4
8	Gargoyle	16	38	+2	45 75 fly	2 claws +6 melee (1d4) bite +4 melee (1d6) gore +4 melee (1d6)	5 ft.	DR 15/+1 freeze	+8/+6/+1
9	Goblin	15	4	+1	20	morningstar +1 melee (1d8-1) dart +3 ranged (1d4-1)	5 ft.	darkvision 60	+2/+1/+0
10	Grick	16	9	+2	30 20 clm	4 tentacle rakes +3 melee (1d4+2) bite -2 melee (1d3+1)	5 ft.	DR 15/+1 scent	+0/+2/+5
11	Medusa	15	33	+2	30	shortbow +8/+3 melee (1d6) dagger +6/+1 melee (1d4) snakes +3 melee (1d4 and poison)	5 ft.	petrifying gaze poison	+3/+7/+6

DUNGEONS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
12	Mohrg	15	91	+5	30	2 slams +12 melee (1d6+5) tongue touch +7 melee (paralysis)	5 ft.	create spawn improved grab paralyzing touch undead	+4/+5/+9
13	Naga, guardian	18	93	+2	40	bite +12 melee (2d6+7 and poison)	10 ft.	poison spit spells	+7/+7/+11
14	Ogre	16	26	-1	30	huge greatclub +8 melee (2d6+7) huge longspear +1 ranged (2d6+5)	10 ft. (10-15 ft.)		+6/+0/+1
15	Orc	14	4	+0	20	greataxe +3 melee (1d12+3) javelin +1 ranged (1d6+2)	5 ft.	darkvision 60 light sensitivity	+2/+0/-1
16	Phantom Fungus	14	15	+0	20	bite +3 melee (1d6+3)	0 ft.	improved invisibility plant	+6/+0/+0
17	Scorpion, large monstrous	14	26	+0	50	2 claws +5 melee (1d6+3) sting +0 melee (1d6+1 and poison)	5 ft.	improved grab poison squeeze vermin	+6/+1/+1
18	Spider, medium	14	11	+3	30 20 clm (40) (20 clm)	bite +4 melee (1d6 and poison)	5 ft.	poison vermin web	+4/+3/+0
19	Spider, large monstrous	14	22	+3	30 20 clm (40) (20 clm)	bite +4 melee (1d8+3 and poison)	5 ft.	poison vermin web	+5/+4/+1
20	Spider Eater	13	42	+1	30 60 fly	sting +7 melee (1d8+5 + poison) bite +2 melee (1d8+2)	10 ft.	freedom of movement implant poison scent	+9/+5/+2

TABLE 2-90: "ALIEN" ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aboleth	16	76	+1	10 60 sw	4 tentacles +12 melee (1d6+9)	10 ft.	enslave mucus cloud psionics transformation	+7/+3/+11
2	Beholder	20	60	+4	5 20 fly	eye rays +7 ranged touch bite +2 melee (2d4)	5 ft.	all-around vision antimagic cone eye rays fly	+4/+3/+11
3	Chaos Beast*	16	44	+5	20	2 claws +10 melee (1d3+2 and corporeal instability)	5 ft.	corporeal instability immune to critical hits immune to transformation SR15	+7/+7/+6
4	Destrachan	16	60	+5	30	2 claws +9 melee (1d6+4)	5 ft.	blindsight destructive harmonics protection from sonics reverberating harmonics	+5/+3/+10
5	Devourer	18	78	+4	30	2 claws +11 melee (1d6+5)	10 ft.	energy drain spell deflection spell-like abilities SR 21 trap essence undead	+4/+4/+11
6	Digester	17	68	+6	60	rake +11 melee (1d8+4)	5 ft.	acid immunity acid spray scent	+9/+8/+3
7	Ethereal Filcher	17	22	+8	40	bite +3 melee (1d4)	5 ft.	detect magic ethereal jaunt	+1/+5/+8
8	Ethereal Marauder	14	11	+5	40	bite +4 (1d6+3)	5 ft.	ethereal jaunt	+3/+4/+1

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
9	Gibbering Moulder	19	22	+1	10 20 sw	6 bites +4 melee (1)	5 ft.	amorphous blood drain engulf gibbering ground manipulation improved grab spittle	+2/+2/+5
10	Grick	16	9	+2	30 20 clm	4 tentacle rakes +3 melee (1d4+2) bite -2 melee (1d3+1)	5 ft.	DR 15/+1 scent	+0/+2/+5
11	Homonculus*	14	11	+2	20 50 fly	bite +2 melee (1d4-1 and poison)	0 ft.	construct poison	+0/+2/+1
12	Howler	17	39	+7	60	bite +10 melee (2d8+5) 1d4 quills +5 melee (1d4+2)	5 ft.	howl quills	+7/+8/+7
13	Krenshar	15	11	+2	40	bite +2 melee (bite 1d6) 2 claws +0 melee (1d4)	5 ft.	scare scent	+3/+5/+1
14	Mind Flayer	15	44	+6	30	4 tentacles +8 melee (1d4+1)	5 ft.	extract improved grab mind blast psionics SR 25 telepathy	+3/+4/+9
15	Otyugh	17	33	+0	20	2 tentacle rakes +3 melee (1d6) bite -2 melee (1d4)	10 ft. (15 ft.)	constrict 1d6 disease improved grab scent	+3/+2/+6
16	Phase Spider	15	42	+7	40 20 clm	bite +7 melee (1d6+4 and poison)	5 ft.	ethereal jaunt poison	+7/+7/+2
17	Phasm*	17	97	+6	30	2 slams +12 melee (1d3+1)	5 ft.	alternate form amorphous scent telepathy tremorsense	+11/+11/+11
18	Rast*	15	22	+5	50 fly	4 claws melee (1d4+2) bite +6 melee (bite 1d8+3)	5 ft.	blood drain fire subtype flight improved grab	+5/+5/+5
19	Ravid	25	16	+0	60 fly	tail slap +4 melee (1d6+1 and positive energy) claw +2 melee (1d4 and positive energy)	5 ft.	animate objects fire immunities flight positive energy lash	+4/+3/+4
20	Xill	20	32	+7	40	2 shortswords +7 melee (1d6+2/1d6+1) 4 claws +7 melee (1d4+2) 1 or 2 longbows +8 ranged (1d8)	5 ft.	implant improved grab paralysis planewalk SR 21	+6/+7/+5

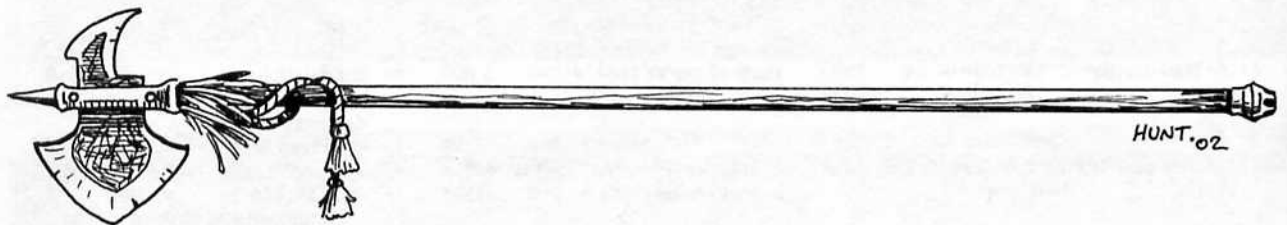
* More than likely is tied to an overlord (see table 1-99 or table 1-100)

TABLE 2-91: ARCANES OR MAGICAL ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Basilisk	16	45	-1	20	bite +8 melee (1d8+3)	5 ft.	petrifying gaze	+9/+4/+3
2	Blink Dog	16	22	+3	30	bite +4 melee (1d6)	5 ft.	blink dimension door scent	+4/+7/+4
3	Chimera	16	76	+1	30 50 fly	bite +12 melee (2d6+4) bite +10 melee (1d8+2) butt +10 melee (1d8+2) 2 claws +10 melee (1d6+2)	5 ft.	breath weapon (3d8, DC 17) scent	+9/+7/+4
4	Darkmantle*	17	6	+4	20 30 fly	slam +5 melee (1d4+4)	5 ft.	blindsight constrict darkness improved grab	+3/+2/+0
5	Displacer Beast	16	51	+2	40	2 tentacles +9 melee (1d6+4) bite +4 melee (1d8+2)	5 ft. (15 ft.)	displacement resistance to ranged attacks	+8/+7/+3
6	Dragonne	18	76	+6	10 30 fly	bite +12 melee (2d6+4) 2 claws melee (2d4+2)	5 ft.	roar scent	+9/+8/+4
7	Gorgon	18	68	+4	30	gore +12 melee (1d8+7)	5 ft.	breath weapon scent trample 1d8+7	+9/+6/+3

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
8	Krenshar	15	11	+2	40	bite +2 melee (bite 1d6) 2 claws +0 melee (1d4)	5 ft.	scare scent	+3/+5/+1
9	Lamia	17	58	+2	60	touch +9 melee (1 permanent wisdom drain) dagger +11/+6 melee (1d4)	5 ft.	spell-like abilities wisdom drain	+7/+8/+7
10	Lammasu	14	59	+0	30 60 fly	2 claws +12 melee (1d6+6)	5 ft.	magic circle against evil pounce rake 1d6+3 spell-like abilities spells	+8/+7/+7
11	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3
12	Phase Spider	15	42	+7	40 20 cfm	bite +7 melee (1d6+4 and poison)	5 ft.	ethereal jaunt poison	+7/+7/+2
13	Roper	24	85	+5	10 ft.	6 strands +11 ranged (special) bite +8 melee (2d6+2)	10 ft. (50 ft.)	attach cold resistance 30 electricity immunity fire vulnerability strands SR 28 weakness	+10/+8/+8
14	Shield Guardian	24	82	+0	30	slam +16/+11/+6 melee (1d8+9)	10 ft.	construct fast healing 5 find master guard shield other spell storing	+5/+5/+5
15	Shocker Lizard	16	13	+2	40 20 cfm 20 sw	bite +3 melee (1d4)	5 ft.	electricity immunity electricity sense lethal shock stunning shock	+3/+5/+1
16	Spider Eater	13	42	+1	30 60 fly	sting +7 melee (1d8+5 + poison) bite +2 melee (1d8+2)	10 ft.	freedom of movement implant poison scent	+9/+5/+2
17	Sphinx androsphinx	22	114	+0	50 80 fly	2 claws +18 melee (2d4+7)	5 ft.	pounce rake (2d4+3) roar spells	+12/+8/+7
18	Sphinx, gynosphinx	21	52	+5	40 60 fly	2 claws +11 melee (1d6+4)	5 ft.	pounce rake (1d6+2) spell-like abilities scent	+7/+7/+8
19	Worg	14	30	+2	50	bite +7 melee (1d6+4)	5 ft.	trip	+6/+6/+3
20	Yrthak	18	102	+6	20 60 fly	bite +15 melee (2d8+5) 2 claws +13 melee (1d6+2)	10 ft.	blindsight explosion snatch sonic lance +12 ranged touch sonic vulnerability	+11/+10/+5



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TABLE 2-92: BANDIT CAMP OR STRONGHOLD ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Bugbear	17	16	+1	30	morningstar +4 melee (1d8+2) javelin +3 ranged (1d6+2)	5 ft.	darkvision 60 ft.	+2/+4/+1
2	Centaur	15	26	+2	50	greatclub +7 melee (1d10+4) 2 hooves +3 melee (1d6+2) mighty composite longbow (Str +4) +5 ranged (1d8+4)	5 ft.		+3/+6/+5
3	Elf	15	3	+1	30	longsword +1 melee (1d8) longbow +2 ranged (1d8)	5 ft.	elven qualities	+1/+1/+0
4	Elf, drow	15	3	+1	30	longsword +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.	darkvision 120 ft. light sensitivity poison arrows spell-like abilities SR 11	+1/+1/+2
5	Gnoll	17	11	+0	20	battleaxe +3 melee (1d8+2) shortbow +1 ranged (1d6)	5 ft.	darkvision 60	+4/+0/+0
6	Goblin	15	4	+1	20	morningstar +1 melee (1d8-1) dart +3 ranged (1d4-1)	5 ft.	darkvision 60	+2/+1/+0
7	Grimlock	15	11	+1	30	battleaxe +4 melee (1d8+3)	5 ft.	blindsight immunities scent	+1/+4/+2
8	Harpy	13	31	+2	20 80 fly	club +7/+2 melee (1d6) 2 claws +2 melee (1d3)	5 ft.	captivating song	+2/+7/+5
9	Hobgoblin	15	5	+1	30	longsword +1 melee (1d8) javelin +2 ranged (1d6)	5 ft.	darkvision 60 ft.	+3/+1/+0
10-12	Human Bandit† (see table 1-46)								
13	Kobold	15	2	+1	30	hafspear -1 melee (1d6-2) light crossbow +2 ranged (1d8)	5 ft.	darkvision 60 ft. light sensitivity	+0/+1+2
14	Lizardfolk	15	11	+0	30	2 claws +2 melee (1d4+1) great club +2 melee (1d10+1) bite +0 melee (1d4) javelin +1 ranged (1d6+1)	5 ft.		+1/+3/+0
15	Minotaur	14	39	+0	30	huge greataxe +9/+4 melee (2d8+4) gore +4 melee (1d8+2)	10 ft.	charge 4d6+6 natural cunning scent	+6/+5/+5
16	Ogre	16	26	-1	30	huge greatclub +8 melee (2d6+7) huge longspear +1 ranged (2d6+5)	10 ft. (10-15 ft.)		+6/+0/+1
17	Orc	14	4	+0	20	greataxe +3 melee (1d12+3) javelin +1 ranged (1d6+2)	5 ft.	darkvision 60 light sensitivity	+2/+0/-1
18	Troglodyte	15	13	-1	30	longspear +1 melee (1d8) 2 claws +1 melee (1d4) bite -1 melee (1d4) javelin +1 ranged (1d6)	5 ft. (10 ft.)	darkvision 90 ft. stench	+5/-1/+0
19	Troll	18	63	+2	30	2 claws +9 melee (1d6+6) bite +4 melee (1d6+3)	10 ft.	darkvision 90 ft. regeneration 5 rend 2d6+9 scent	+11/+4/+3
20	Yuan-Ti, half-blood	16	38	+5	30	scimitar +10/+5 melee (1d6+2) bite +4 melee (1d6 and poison) mighty composite longbow +10/+5 ranged (1d8+2)	5 ft.	psionics spell-like abilities SR 16	+3/+6/+9

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TABLE 2-93: COLONY OR ANIMAL HOST ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Ape	14	26	+2	30	2 claws +7 melee (1d6+5) bite +2 melee (1d6+2)	5 ft.	scent	+6/+6/+2
2	Baboon	13	5	+2	40	bite +2 melee (1d6+3)	5 ft.	scent	+3/+4/+1
3	Formian, worker	17	5	+2	40	bite +3 melee (1d4+1)	5 ft.	heal hive mind immunities make whole resistances	+3/+4/+2
4	Formian, warrior	18	26	+3	40	sting +7 melee (2d4+3 + poison) 2 claws +5 melee (1d6+1) bite +5 melee (1d4+1)	5 ft.	hive mind immunities poison resistances SR 18	+6/+7/+5
5	Formian, taskmaster	19	39	+7	40	sting +10 melee (2d4+4 + poison) 2 claws +5 melee (1d6+2)	5 ft.	dominate creature dominate person hive mind immunities poison resistances telepathy SR 21	+7/+8/+8
6	Formian, myrmarch	28	102	+8	40	sting +15 melee (2d4+4 + poison) bite +13 melee (2d6+2) javelin +15/+10 ranged (1d6+4 and poison)	5 ft.	hive mind fast healing 2 immunities poison resistances spell-like abilities SR 25	+12/+12/+11
7	Lizard, giant	15	22	+2	30	bite +5 (1d8+4)	5 ft.		+6/+5/+2
8	Giant Ant, queen	17	22	-1	40	bite +5 melee (2d6+4)	5 ft.	improved grab vermin	+5/+0/+2
9	Giant Ant, soldier	17	11	+0	50	bite +3 melee (2d4+3)	5 ft.	acid sting improved grab vermin	+4/+0/+1
10	Giant Ant, worker	17	9	+0	50	bite +1 melee (1d6)	5 ft.	improved grab vermin	+3/+0/+0
11	Giant Wasp	14	26	-1	20	sting +6 melee (1d3+6 and poison)	5 ft.	poison vermin	+6/+2/+2
12	Grimlock	15	11	+1	30	battleaxe +4 melee (1d8+3)	5 ft.	blindsight immunities scent	+1/+4/+2
13	Lion	15	32	+3	40	2 claws +7 melee (1d4+5) bite +2 melee (1d8+2)	5 ft.	improved grab pounce rake (1d4+2) scent	+6/+7/+2
14	Locathah	14	9	+1	10	longspear +1 melee (1d8)	5 ft.		+3/+1/+1
15	Scorpion, large monstrous	14	26	+0	50	light crossbow +2 ranged (1d8) 2 claws +5 melee (1d6+3) sting +0 melee (1d6+1 and poison)	5 ft.	improved grab poison squeeze vermin	+6/+1/+1
16	Spider, medium	14	11	+3	30	bite +4 melee (1d6 and poison)	5 ft.	poison vermin web	+4/+3/+0
17	Spider, large monstrous	14	22	+3	30	bite +4 melee (1d8+3 and poison)	5 ft.	poison vermin web	+5/+4/+1
18	Troglodyte	15	13	-1	30	longspear +1 melee (1d8) 2 claws +1 melee (1d4) bite -1 melee (1d4) javelin +1 ranged (1d6)	5 ft. (10 ft.)	darkvision 90 ft. stench	+5/-1/+0
19	Winter Wolf	15	51	+5	50	bite +9 melee (1d8+6)	5 ft.	breath weapon cold subtype scent trip	+8/+6/+3
20	Wolf	14	13	+2	50	bite +3 melee (1d6+1)	5 ft.	scent trip	+5/+5/+1

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TABLE 2-94: CRYPT OR TOMB ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Allip	15	26	+5	30 fly	incorporeal touch +3 melee (1d4 permanent wisdom drain)	5 ft.	babble incorporeal madness undead wisdom drain +2 turn resistance	+1/+2/+4
2	Bodak	15	58	+6	20	slam +6 melee (1d8+1)	5 ft.	acid resistance 20 death gaze DR 15/silver electricity immunity fire resistance 20 flashbacks sunlight vulnerability	+3/+5/+7
3	Devourer	18	78	+4	30	2 claws +11 melee (1d6+5)	10 ft.	energy drain spell deflection spell-like abilities SR 21 trap essence undead	+4/+4/+11
4	Ghast	16	26	+2	30	bite +4 melee (1d8+1 and paralysis) 2 claws +1 melee (1d4 and paralysis)	5 ft.	create spawn paralysis stench undead +2 turn resistance	+1/+3/+6
5	Ghost	12	32	+5	30 fly	incorporeal touch +6 melee (corruption 1d4) bastard sword +10 melee (1d10+4) shortbow +7 ranged (1d6)	5 ft.	corrupting touch incorporeal malevolence manifestation rejuvenation undead +4 turn resistance	+4/+2/+2
6	Ghoul	14	13	+2	30	bite +3 melee (1d6+1 and paralysis) 2 claws +0 melee (1d3 and paralysis)	5 ft.	create spawn paralysis undead +2 turn resistance	+0/+2/+5
7	Lich	21	72	+3	30	touch +5 melee (1d8+5 and paralysis)	5 ft.	damaging touch DR 15/+1 fear aura immunities paralyzing touch spells undead +4 turn resistance	+4/+7/+10
8	Mohrg	15	91	+5	30	2 slams +12 melee (1d6+5) tongue touch +7 melee (paralysis)	5 ft.	create spawn improved grab paralyzing touch undead	+4/+5/+9
9	Mummy	17	42	-1	20	slam +6 melee (1d6+4 and mummy rot)	5 ft.	despair DR5/+1 fire vulnerability mummy rot resistance to blows undead	+2/+1/+7
10	Nightcrawler	28	162	+4	30 60 brw	bite +25 melee (4d6+17) sting +20 melee (2d8+8 and poison)	10 ft.	acid resistance 50 aversion to daylight chill aura cold immunity detect magic DR 25/+3 electricity resistance 50 energy drain fire resistance 50 improved grab nightshade abilities poison see invisibility spell immunity summon undead swallow whole telepathy tremorsense undead	+8/+8/+21

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
11	Nightwalker	26	136	+6	40 20 fly	2 slams +20 melee (2d6+12)	15 ft.	acid resistance 50 aversion to daylight crush items chill aura cold immunity detect magic DR 25/+3 electricity resistance 50 evil gaze fire resistance 50 see invisibility spell immunity summon undead telepathy undead	+7/+9/+17
12	Nightwing	28	110	+8	20 60 fly	bite +15 melee (2d6+13 and transformation)	10 ft.	acid resistance 50 aversion to daylight chill aura cold immunity detect magic DR 25/+3 electricity resistance 50 fire resistance 50 magic drain see invisibility spell immunity summon undead telepathy undead	+5/+9/+15
13	Shadow	13	19	+2	30 40 fly	incorporeal touch +3 melee (1d6 temporary strength)	5 ft.	create spawn incorporeal strength damage undead +2 turn resistance	+1/+3/+4
14	Skeleton, medium-size	13	6	+5	30	2 claws +0 melee (1d4)	5 ft.	immunities undead	+0/+1/+2
15	Skeleton, large	13	13	+5	40	2 claws +2 melee (1d6+2)	10 ft.	immunities undead	+0/+1/+3
16	Spectre	15	45	+7	40 80 fly	incorporeal touch +6 melee (1d8 and energy drain)	5 ft.	create spawn energy drain incorporeal sunlight powerlessness undead unnatural aura +2 turn resistance	+2/+5/+7
17	Vampire Spawn	15	26	+6	30	slam +5 melee (1d6+4 and energy drain)	5 ft.	blood drain charm cold resistance 10 DR 10/silver electricity resistance 10 energy drain fast healing 2 gaseous form spider climb undead +2 turn resistance	+1/+5/+5
18	Wight	15	26	+1	30	slam +3 melee (1d4+1 and energy drain)	5 ft.	create spawn energy drain undead	+1/+2/+5
19	Wraith	15	32	+7	30 60 fly	incorporeal touch +5 melee (1d4 and 1d6 permanent constitution drain)	5 ft.	constitution drain create spawn daylight powerlessness incorporeal undead unnatural aura +2 turn resistance	+1/+4/+6
20	Zombie, medium-size	11	16	-1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/-1/+3

DUNGEONS

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TABLE 2-95: LAIR OR RUINS ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aboleth	16	76	+1	10 60 sw	4 tentacles +12 melee (1d6+9)	10 ft.	enslave mucus cloud psionics transformation poison	+7/+3/+11
2	Athach	20	133	+1	50	huge club +12/+7 melee (2d6+8) 2 huge clubs +12 melee (2d6+4) bite +14 melee (2d8+4 and poison) rock +5/+0 ranged (2d6+8) 2 rocks +5 ranged (2d6)	15 ft.	poison	+9/+5/+10
3	Beholder	20	60	+4	5 20 fly	eye rays +7 ranged touch bite +2 melee (2d4)	5 ft.	all-around vision antimagic cone eye rays fly	+4/+3/+11
4	Chuul	22	93	+7	30 20 sw	2 claws +12 melee (2d6+5)	10 ft.	improved grab paralysis poison immunity squeeze	+7/+6/+9
5	Destrachan	16	60	+5	30	2 claws +9 melee (1d6+4)	5 ft.	blindsight destructive harmonics protection from sonics reverberating harmonics	+5/+3/+10
6	Dragon† (see table 1-79a)								
7	Ettin	18	65	+3	40	2 greatclubs +12/+7 melee (1d10+6) 2 longspears +5/+0 ranged (1d8+6)	10 ft.	darkvision 90 ft. superior two-weapon fighting	+9/+2/+3
8	Giant, hill	20	102	-1	30	huge greatclub +16/+11 melee (2d6+10) rock +8/+3 ranged (2d6+7)	10 ft.	rock catching rock throwing	+12/+3/+4
9	Girallon	16	52	+3	40 20 clm	4 claws +12 melee (1d4+8) bite +7 melee (1d8+4) rend 2d4+12	10 ft.	scent	+7/+8/+3
10	Gray Render	19	125	+0	30	bite +12 melee (2d6+6) 2 claws +7 melee (1d6+3)	10 ft.	improved grab rend 3d6+9 scent	+14/+7/+4
11	Hydra† (see table 2-95a)								
13	Kraken	20	290	+0	20 sw	bite +23 melee (4d6+6) 6 arms +23 melee (1d6+6) 2 tentacles rake +28 melee (2d8+12)	10 ft. (100 ft.)	improved grab constrict 2d8+12 or 1d6+6 ink cloud jet spell-like abilities	+21/+12/+13
13	Manticore	16	57	+2	30 50 fly	2 claws +9 melee (2d4+5) bite +7 melee (1d8+2) 6 spikes +6 ranged (1d8+2)	10 ft.	scent spikes	+9/+7/+3
14	Ogre	16	26	-1	30	huge greatclub +8 melee (2d6+7) huge longsword +1 ranged (2d6+5)	10 ft. (10-15 ft.)		+6/+0/+1

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1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
15	Ogre Mage	18	37	+4	30 40 fly	huge greatsword +7 melee (2d8+7) huge longbow +2 ranged (2d6)	10 ft.	regeneration 2 spell-like abilities SR 18	+7/+1/+3
16	Orc	14	4	+0	20	greataxe +3 melee (1d12+3)	5 ft.	darkvision 60 light sensitivity	+2/+0/-1
17	Owlbear	15	47	+1	30	2 claws +7 melee (1d6+5) bite +2 melee (1d8+2)	5 ft.	improved grab scent	+8/+5/+2
18	Tojianda, large	24	127	+1	10 90 sw	bite +20 melee (4d6+6) 2 claws +15 melee (1d8+3)	5 ft.	acid and cold immunity all-around vision fire and electricity resistance 20 improved grab ink cloud	+13/+10/+10
19	Umber Hulk	17	68	+1	20 20 brw	2 claws +11 melee (2d4+6) bite +9 melee (2d8+3)	10 ft.	confusing gaze tremorsense	+6/+3/+6
20	Wyvern	17	59	+1	20 60 fly	sting +9 melee (1d6+4 and poison) 2 wings +4 melee (1d8+2) 2 claws +9 melee (1d6+4)	10 ft. (20 ft.)	improved grab poison scent snatch	+7/+6/+6

TABLE 2-95A: LAIR OR RUINS ENCOUNTERS, HYDRAS

1d20	Hydra	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-4	Hydra, five-headed	15	52	+1	20 10 sw	5 bites +4 melee (1d10+3)	10 ft.	scent	+9/+5/+1
5-8	Hydra, six-headed	15	63	+1	20 10 sw	6 bites +5 melee (1d10+3)	10 ft.	scent	+10/+6/+2
9-11	Hydra, seven-headed	15	73	+1	20 10 sw	7 bites +7 melee (1d10+4)	10 ft.	scent	+10/+6/+2
12-13	Hydra, eight-headed	15	84	+1	20 10 sw	8 bites +8 melee (1d10+4)	10 ft.	scent	+11/+7/+2
14-15	Hydra, nine-headed	15	94	+1	20 10 sw	9 bites +9 melee (1d10+5)	10 ft.	scent	+11/+7/+3
16-17	Hydra, ten-headed	15	105	+1	20 10 sw	10 bites +10 melee (1d10+5)	10 ft.	scent	+12/+8/+3
18-19	Hydra, eleven-headed	15	115	+1	20 10 sw	11 bites +11 melee (1d10+6)	10 ft.	scent	+12/+8/+3
20	Hydra, twelve-headed	15	126	+1	20 10 sw	12 bites +13 melee (1d10+6)	10 ft.	scent	+13/+9/+4

TABLE 2-96: TEMPLE OR HOLY GROUND ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Allip	15	26	+5	30 fly	incorporeal touch +3 melee (1d4 permanent wisdom drain)	5 ft.	babble incorporeal madness undead wisdom drain +2 turn resistance	+1/+2/+4
2	Celestial, hound archon	19	33	+4	40 (60)	bite +8 melee (1d8+2) 2 slams +3 melee (1d4+1) greatsword +8/+3 melee (2d6+2) bite +3 melee (1d8+1)	5 ft.	alternate form celestial qualities DR 10/+1 scent spell-like abilities SR 16	+6/+5/+6
3	Celestial, ghaele	25	65	+5	50 150 fly	+4 greatsword +21/+16 melee (2d6+14 and positive energy) 2 light rays +11 ranged touch (2d12)	5 ft.	alternate form celestial qualities DR 25/+3 gaze positive energy spell-like abilities spells SR 28	+9/+8/+10
4	Cleric, humanoid (see chapter 4)								
5	Cleric, monstrous (see chapter 4)								

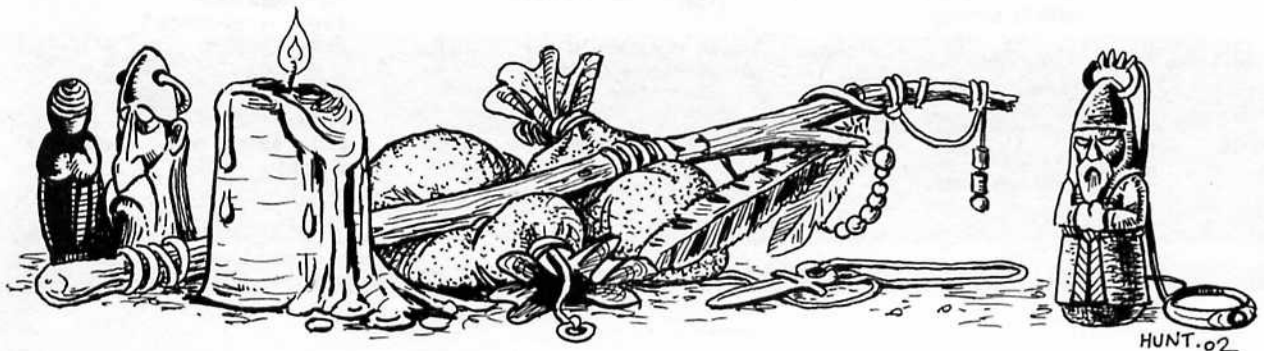
DUNGEONS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
6	Demon, bebelith*	25	102	+5	40 20 cfm	bite +19 melee (2d6+9 and poison) 2 claws +14 melee (2d4+4 and armor damage)	10 ft.	armor damage DR 30/+3 poison plane shift protective aura scent telepathy web	+12/+12/+9
7	Demon, succubus	20	33	+1	30 50 fly	2 claws +7 melee (1d3+1)	5 ft.	alternate form DR 20/+2 energy drain spell-like abilities summon tanar'ri SR 14 tanar'ri qualities tongues	+6/+6/+7
8	Devil, barbezu	17	33	+4	40	glaive +8/+3 melee (1d10+3 and wounding) claws +8 melee (1d4+2)	5 ft.	battle frenzy baatezu qualities beard DR 10/+1 summon baatezu SR 23 wounding	+6/+5/+5
9	Devil, osyluth	17	32	+4	40	bite +9 melee (1d8+5) 2 claws +4 melee (1d4+2) sting +4 melee (3d4+2 and poison)	10 ft.	baatezu qualities DR 10/+1 fear aura know alignment poison spell-like abilities summon baatezu SR 22	+6/+4/+6
10	Gargoyle	16	38	+2	45 75 fly	2 claws +6 melee (1d4) bite +4 melee (1d6) gore +4 melee (1d6)	5 ft.	DR 15/+1 freeze	+8/+6/+1
11	Gnoll	17	11	+0	20	battleaxe +3 melee (1d8+2) shortbow +1 ranged (1d6)	5 ft.	darkvision 60 ft.	+4/+0/+0
12	Goblin	15	4	+1	20	morningstar +1 melee	5 ft.	darkvision 60 ft.	+2/+1/+0
13	Golem, Stone	26	77	-1	20*	2 slams +18 melee (2d10+9)	10 ft.	construct DR 30/+2 magic immunity slow	+4/+3/+4
14	Hobgoblin	15	5	+1	30	longsword +1 melee (1d8) javelin +2 ranged (1d6)	5 ft.	darkvision 60 ft.	+3/+1/+0
15	Orc	14	4	+0	20	greataxe +3 melee (1d12+3) javelin +1 ranged (1d6+2)	5 ft.	darkvision 60 ft. light sensitivity	+2/+0/-1
16	Skeleton, medium-size	13	6	+5	30	2 claws +0 melee (1d4)	5 ft.	immunities undead	+0/+1/+2
17	Planetouched, aasimar	16	4	+4	30	longsword +1 melee (1d8) light crossbow +1 ranged (1d8)	5 ft.	acid resistance 5 cold resistance 5 electricity resistance 5 light	+2/+2/+3
18	Planetouched, tiefling	15	4	+4	30	rapier +2 melee (1d6) light crossbow +2 ranged (1d8)	5 ft.	cold resistance 5 darkness fire resistance 5 electricity resistance 5	+2/+3/+2
19	Troll	18	63	+2	30	2 claws +9 melee (1d6+6) bite +4 melee (1d6+3)	10 ft.	darkvision 90 ft. regeneration 5 rend 2d6+9 scent	+11/+4/+3
20	Zombie, medium-size	11	16	-1	30	slam +2 melee (1d6+1)	5 ft.	partial actions only undead	+0/-1/+3

DUNGEONS

TABLE 2-97: TREASURY OR HERMITAGE ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Animated Object, small	14	5	+1	30 (varies)	slam +1 melee (1d4)	5 ft.	animated object qualities	+0/+1/-5
2	Animated Object, medium-size	14	11	+0	40 (varies)	slam +2 melee (1d6+1)	5 ft.	animated object qualities	+0/+0/-5
3	Animated Object, large	14	22	+0	20 (varies)	slam +5 melee (1d8+4)	5 ft. (10 ft.)	animated object qualities	+1/+1/-4
4	Animated Object, huge	13	44	-1	20 (varies)	slam +9 melee (2d6+7)	10 ft. (15 ft.)	animated object qualities	+2/+1/-3
5	Choker	16	16	+4	20 10 clm	2 tentacle slaps +6 melee (1d3+3)	10 ft.	constrict haste improved grab	+2/+1/+4
6	Doppelganger	15	22	+1	30	2 slams +4 melee (1d6+1)	5 ft.	alter self detect thoughts immunities	+5/+5/+6
7	Ethereal Filcher	17	22	+8	40	bite +3 melee (1d4)	5 ft.	detect magic ethereal jaunt	+1/+5/+8
8	Fungus, shrieker	13	11	-5	0		0 ft.	plant shriek	+4/—/-4
9	Fungus, violet	13	15	-1	10 ft.	4 tentacles +3 melee (1d6+2 and poison)	10 ft.	plant poison	+6/-1/+0
10	Gelatinous cube	3	58	-5	15	slam +1 melee (1d6+4 and 1d6 acid)	10 ft.	acid blindsight electricity immunity engulf ooze paralysis transparent	+5/-4/-4
11	Golem, Clay	22	60	-1	20*	2 slams +14 melee (2d10+7)	10 ft.	berserk construct DR 20/+1 immune to piercing and slashing haste magic immunity wound	+3/+2/+3
12	Golem, Iron	30	99	-1	20*	2 slams +23 melee (2d10+11)	10 ft.	breath weapon construct DR 50/+3 magic immunity rust vulnerability	+6/+5/+6
13	Golem, Stone	26	77	-1	20*	2 slams +18 melee (2d10+9)	10 ft.	construct DR 30/+2 magic immunity slow	+4/+3/+4
14	Guardian Naga	18	93	+2	40	bite +12 melee (2d6+7 and poison)	10 ft.	poison spells spit	+7/+7/+11
15	Invisible Stalker	17	52	+8	30 30 fly	slam +10/+5 (2d6+6)	10 ft.	elemental improved tracking natural invisibility	+4/+10/+4



DUNGEONS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
16	Mimic	13	52	+1	10 ft.	slam +8 melee (1d8+6)	10 ft.	acid immunity adhesive mimic shape	+5/+3/+6
17	Phase Spider	15	42	+7	40 20 clm	bite +7 melee (1d6+4 and poison)	5 ft.	ethereal jaunt poison	+7/+7/+2
18	Shield Guardian	24	82	+0	30	slam +16/+11/+6 melee (1d8+9)	10 ft.	construct fast healing 5 find master guard shield other spell storing	+5/+5/+5
19	Will-O'-Wisp	29	40	+13	50 fly	shock +16 melee (2d8)	5 ft.	natural invisibility spell immunity	+3/+12/+9
20	Xorn, average	22	45	+0	20 20 brw	bite +10 melee (4d6+3) 3 claws +8 melee (1d4+1)	5 ft.	all-around vision burrow cold immunity electricity resistance 10 fire immunity half damage from slashing tremorsense	+7/+5/+5

* Golems cannot run.

TABLE 2-98: UNDERGROUND COMMUNITY ENCOUNTERS — ABANDONED, EXCAVATED, OR NATURAL MINES

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Athach	20	133	+1	50	huge club +12/+7 melee (2d6+8) 2 huge clubs +12 melee (2d6+4) bite +14 melee (2d8+4 and poison) rock +5/+0 ranged (2d6+8) 2 rocks +5 ranged (2d6)	15 ft.	poison	+9/+5/+10
2	Bugbear	17	16	+1	30	morningstar +4 melee (1d8+2) javelin +3 ranged (1d6+2)	5 ft.	darkvision 60 ft.	+2/+4/+1
3	Black pudding	3	115	-5	20 20 clm	slam +8 melee (2d6+4 and 2d6 acid)	10 ft.	acid blindsight constrict 2d6+4 and 2d6 acid improved grab ooze spit	+7/-2/-2
4	Dwarf, duergar	16	5	+0	15	short sword +1 melee (1d6) shortbow +1 ranged (1d6)	5 ft.	darkvision 120 ft. immunities light sensitivity spell-like abilities	+3/+0/+0
5	Elf, drow	15	3	+1	30	longsword +1 melee (1d8) light crossbow +2 ranged (1d8)	5 ft.	darkvision 120 ft. light sensitivity poison arrows spell-like abilities SR 11	+1/+1/+2
6	Drider	17	45	+2	30 15 clm	2 short swords +3 melee (1d6+2/1d6+1) bite +0 melee (1d4+1 and poison) shortbow +5 ranged (1d6)	5 ft.	poison spell-like abilities spells SR 14	+5/+4/+8
7	Formian, myrmarch	28	102	+8	40	sting +15 melee (2d4+4 + poison) bite +13 melee (2d6+2) javelin +15/+10 ranged (1d6+4 and poison)	5 ft.	hive mind fast healing 2 immunities poison resistances spell-like abilities SR 25	+12/+12/+11
8	Formian, warrior	18	26	+3	40	sting +7 melee (2d4+3 + poison) 2 claws +5 melee (1d6+1) bite +5 melee (1d4+1)	5 ft.	hive mind immunities poison resistances SR 18	+6/+7/+5

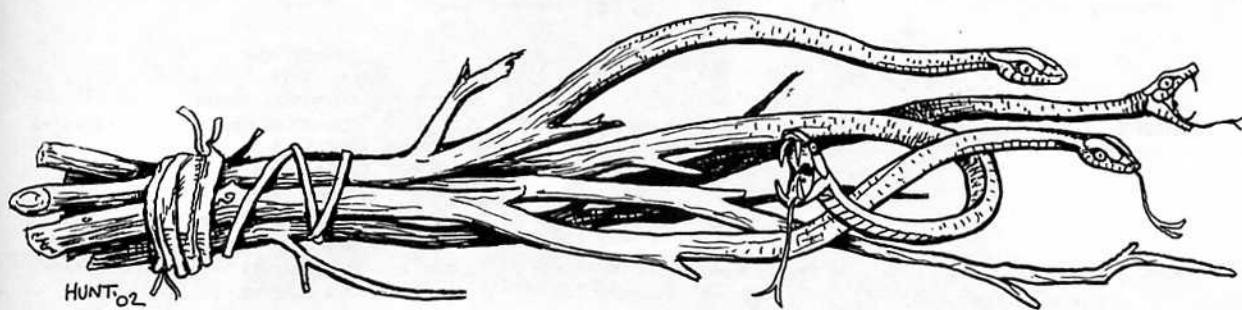
DUNGEONS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
9	Formian, worker	17	5	+2	40	bite +3 melee (1d4+1)	5 ft.	heal hive mind immunities make whole resistances	+3/+4/+2
10	Gelatinous cube	3	58	-5	15	slam +1 melee (1d6+4 and 1d6 acid)	10 ft.	acid blindsight electricity immunity engulf ooze paralysis transparent	+5/-4/-4
11	Goblin	15	4	+1	20	morningstar +1 melee	5 ft.	darkvision 60 ft.	+2/+1/+0
12	Harpy	13	31	+2	20 80 fly	club +7/+2 melee (1d6) 2 claws +2 melee (1d3)	5 ft.	captivating song	+2/+7/+5
13	Hobgoblin	15	5	+1	30	longsword +1 melee (1d8) javelin +2 ranged (1d6)	5 ft.	darkvision 60 ft.	+3/+1/+0
14	Human† (see chapter 4)								
15	Medusa	15	33	+2	30	shortbow +8/+3 melee (1d6) dagger +6/+1 melee (1d4) snakes +3 melee (1d4 and poison)	5 ft.	petrifying gaze poison	+3/+7/+6
16	Mind Flayer	15	44	+6	30	4 tentacles +8 melee (1d4+1)	5 ft.	extract improved grab mind blast psionics SR 25 telepathy	+3/+4/+9
17	Otyugh	17	33	+0	20	2 tentacle rakes +3 melee (1d6) bite -2 melee (1d4)	10 ft. (15 ft.)	constrict 1d6 disease improved grab scent	+3/+2/+6
18	Troglodyte	15	13	-1	30	longspear +1 melee (1d8) 2 claws +1 melee (1d4) bite -1 melee (1d4) javelin +1 ranged (1d6)	5 ft. (10 ft.)	darkvision 90 ft. stench	+5/-1/+0
19	Troll	18	63	+2	30	2 claws +9 melee (1d6+6) bite +4 melee (1d6+3)	10 ft.	darkvision 90 ft. regeneration 5 rend 2d6+9 scent	+11/+4/+3
20	Umber Hulk	17	68	+1	20 20 brw	2 claws +11 melee (2d4+6) bite +9 melee (2d8+3)	10 ft.	confusing gaze tremorsense	+6/+3/+6

TABLE 2-99: VOLCANIC CAVE ENCOUNTERS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Azer	19	11	+1	30	warhammer +3 melee (1d8+1 and 1 fire) halfspear +3 ranged (2d6+1 and 1 fire)	5 ft.	heat fire subtype SR 13	+4/+4/+4
2	Dragon, blue (young)	21	102	+0	40 20 brw 150 fly	bite +15 melee (1d8+3) 2 claws +10 melee (1d6+1) 2 wings +10 (1d4+1)	5 ft.	blindsight breath weapon (6d8, DC 18) create/destroy water electricity immunity keen senses paralysis immunity sleep immunity	+10/+8/+9
3	Dragon, brass (young)	19	85	+0	60 30 brw 200 fly	bite +12 melee (1d8+2) 2 claws +7 (1d6+1) 2 wings +7 (1d4+1)	5 ft.	blindsight breath weapon(3d6, DC 17) fire immunity fire subtype keen senses paralysis immunity sleep immunity speak with animals spells	+9/+7/+8

DUNGEONS



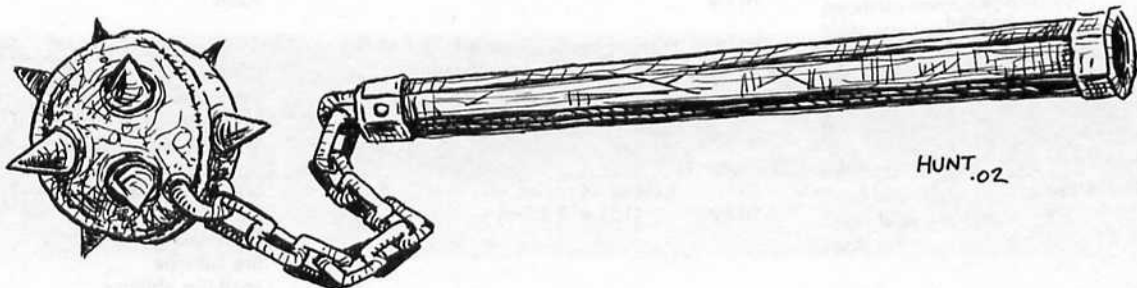
1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
4	Dragon, gold (young)	22	133	+0	60 200 fly 60 sw	bite +20 melee (2d6+7) 2 claws +15 melee (1d8+3) 2 wings +15 melee (1d6+3) tail slap +15 melee (1d8+3)	10 ft.	blindsight breath weapon (6d10, DC 20) fire subtype keen senses paralysis immunity polymorph self sleep immunity spells spell-like abilities water breathing	+12/+9/+12
5	Dragon, red (young)	21	123	+0	40 150 fly	bite +19 melee/2d6+7 2 claws +14 melee/1d8+3 2 wings +14 melee/1d6+3 tail slap +14 melee/1d8+3	10 ft.	blindsight breath weapon (6d10, DC 19) fire subtype fire immunity keen senses paralysis immunity sleep immunity spells	+11/+8/+9
6	Genie, Efreeti	18	65	+7	20 40 fly	slam +15/+10 melee (1d8+9)	10 ft.	heat plane shift spell-like abilities telepathy	+9/+10/+9
7-10	Elemental, fire† (see table 2-99a)								
11	Giant, fire	21	142	-1	30	huge greatsword +20/+15/+10 melee (2d8+15) rock +10/+5/+0 ranged (2d6+10 and 2d6 fire)	10 ft.	fire subtype rock catching rock throwing	+14/+4/+5
12	Hell Hound	16	22	+5	40	bite +5 melee (1d8+1)	5 ft.	breath weapon (1d4+1, DC 13) fire subtype	+5/+5/+4
13	Hydra, pyrohydra seven-headed	15	73	+1	20 10 sw	7 bites +7 melee (1d10+4)	10 ft.	flame jet scent	+10/+6/+2
14	Magmin	14	9	+1	30	burning touch +1 melee (1d8 fire and combustion)	5 ft.	combustion DR 15/+1 elemental fiery aura fire subtype melt weapons breath weapon DR 5/+1 fast healing 2 fire subtype spell-like abilities summon mephit	+0/+4/+0
15	Mephit, fire	16	13	+5	30 50 fly	2 claws +4 melee (1d3 and 2 fire)	5 ft.		+3/+4/+3

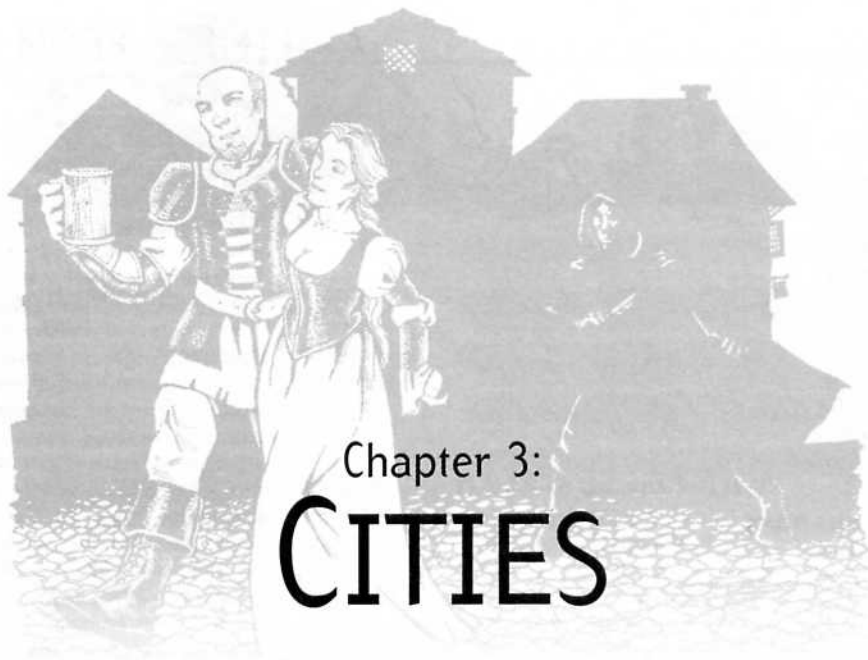
DUNGEONS

1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
16	Mephit, magma	16	13	+5	30 50 fly	2 claws +4 melee (1d3 and 2 fire)	5 ft.	breath weapon DR 5/+1 fast healing 2 fire subtype spell-like abilities summon mephit	+3/+4/+3
17	Mephit, steam	16	13	+5	30 50 fly	2 claws +4 melee (1d3 and 2 fire)	5 ft.	breath weapon DR 5/+1 fast healing 2 fire subtype spell-like abilities summon mephit	+3/+4/+3
18	Rast	15	22	+5	50 fly	4 claws melee (1d4+2) bite +6 melee (bite 1d8+3)	5 ft.	blood drain fire subtype flight improved grab	+5/+5/+5
19	Salamander, average	18	38	+1	20	longspear +9/+4 melee (1d8+2 and 1d6 fire) tail slap +7 melee (2d6+1 and 1d6 fire)	5 ft.	constrict (2d6+1 and 1d6 fire) DR 10/+1 fire subtype heat	+6/+6/+7
20	Thoqqua	18	16	+1	30 20 brw	slam +4 melee (1d6+3 and 2d6 fire)	5 ft.	burn fire subtype heat tremorsense	+4/+4/+2

TABLE 2-99A: VOLCANIC CAVE ENCOUNTERS, FIRE ELEMENTALS

1d20	Air Elemental	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1-4	Fire Elemental, small	15	9	+5	50	slam +3 melee (1d4 and 1d4 fire)	5 ft.	burn elemental fire subtype	+0/+4/+0
5-8	Fire Elemental, medium-size	16	26	+7	50	slam +6 melee (1d6+1 and 1d6 fire)	5 ft.	burn elemental fire subtype	+3/+7/+1
9-12	Fire Elemental, large	18	60	+9	50	slam +10/+5 melee (2d6+3 and 2d6 fire)	10 ft.	burn DR 10/+1 elemental fire subtype	+5/+11/+2
13-16	Air Elemental, huge	19	136	+11	50	slam +17/+12/+7 melee (2d8+6 and 2d8 fire)	15 ft.	burn DR 10/+2 elemental fire subtype	+9/+17/+5
17-18	Air Elemental, greater	24	178	+12	50	slam +21/+16/+11 melee (2d8+7 and 2d8 fire)	15 ft.	burn DR 10/+2 fire subtype elemental	+11/+20/+7
19-20	Air Elemental, elder	25	204	+13	50	slam +25/+20/+15/+10 melee (2d8+9 and 2d8 fire)	15 ft.	burn DR 15/+3 elemental fire subtype	+12/+23/+8





Chapter 3: CITIES

CITIES

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A GLIMPSE FROM THE WALL

TABLE 3-1: CITY SIZES

1d20	Size
1	2 sq. mile
2	4 sq. miles
3	5 sq. miles
4	6 sq. miles
5-7	8 sq. miles
8-10	10 sq. miles
11-15	15 sq. miles
16-17	20 sq. miles
18	25 sq. miles
19	30 sq. miles
20	2d20 sq. miles

TABLE 3-2: CITY POPULATIONS

1d20	Population*
1	1,000
2	1,500
3	2,000
4	2,500
5	3,500
6-7	5,000
8-9	7,500
10-11	10,000
12-14	12,500
15-16	15,000
17	17,500
18	20,000
19	25,000
20	1d20 × 2000

* +/- 1d20%

TABLE 3-3: GENERAL ARCHITECTURE

1d20	Architecture
1	Alien*
2	Archaic
3	Aztec
4	Chinese
5	Dense
6	Dilapidated
7	Dwarven
8	East Indian
9	Eastern European
10	Elven
11	Impossible to navigate
12	Intimidating
13	Northern European
14	Renaissance
15	Romanesque
16	Ruins
17	Rural
18	Sparse
19	Tall
20	Under construction

* The city architecture is the remnants of a lost civilization, or something completely foreign to the genre.

TABLE 3-4: GATEHOUSES

1d20	Gate Description
1	Ancient stonework, with stone doors each with a lion head bas relief.
2	Ancient stonework towers, no gate, but foreboding gargoyle statues on either side.
3	Fitted rock, fitted iron gate.
4	Iron towers and walls with an iron gate. Banners hang from the ramparts.
5	Loose stonework and shoddy craftsmanship make up the walls and gatehouse.
6	Masterfully carved and worked reinforced wooden towers and gate doors with iron rungs.
7	Stone guardhouse with an iron portcullis worked into the city's coat of arms emblem.
8	Stone guardhouses resemble dragon statues.
9	Stone towers and portcullis, with signs of dwarven craftsmanship.
10	Stone towers and walls with wooden gate. The sigils carved on the stone are elemental in nature.
11	Stone towers and drawbridge. The marks of a stone giant clan betray its origin.
12	Stone walls and gatehouse reinforced with steel bands. Stone golem gate doors.
13	Stone walls and iron gate. Blast marks show it has resisted battle sorcery.
14	The stone ramparts hold a gate covered with arcane sigils.
15	Wooden gatehouse is a replica of the castle or keep which it guards.
16	Wooden tower and gate with steel reinforcements.
17	Wooden towers and portcullis. Some portions are worked with druid magic.
18	Wooden towers with wooden gate built into and around giant trees.
19	Wooden towers, walls, and drawbridge. Flies flags of the city's emblem.
20	Wooden walls and gate topped with wooden spikes.

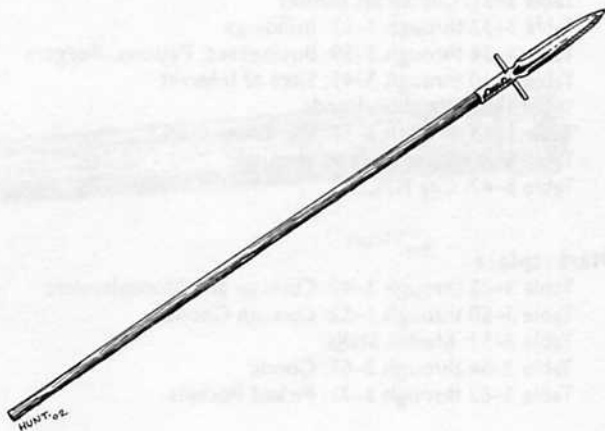




TABLE 3-5: GATEHOUSE DIVERSIONS

1d20	Gate Description
1	Bounty hunter is watching everyone who enters.
2	Cleric of a holy order is welcoming and inviting everyone to his house of worship.
3	Contains a heavy patrol of town guards.
4	Contains a light patrol of town guards.
5	Crowd is being cleared to allow a coach to enter or exit.
6	Group of pilgrims have set up camp outside the walls.
7	Guards check wagons and goods.
8	Guards search all who enter.
9	Members of the ruling family are here to greet all who enter.
10	Members of the town guard check all who enter against a wanted poster.
11	Merchants have been caught trying to smuggle illegal goods into the city.
12	Monks from another land are looking for someone specific in the crowd.
13	Noble, surrounded by his entourage, passes easily into the city, commanding a berth from the crowd.
14	Non-human is being refused entrance.
15	Pack animals in a caravan become alarmed.
16	Patrol with a watch wizard.
17	Pickpocket is casing the crowd.
18	Spellcaster stands by and occasionally casts a divination (or other) spell as people enter.
19	Struggle begins when hooded figures are revealed to be non-humans in disguise.
20	Young woman is passing out wooden tokens for free ale at a tavern just inside the gates.

TABLE 3-6: GUARD TITLES I

1d20	Title
1	Bailiff
2	Bannerman
3	Boarman (royal hunter, keeper of forests)
4	Bridgeman
5	Captain of the guard/watch
6	Castellan
7	Catchpoll
8	Cavalier
9	Constable
10	Deputy
11	Dumbjohn/Jailer/Keeper
12	Forster
13-14	Gard (guard)

15	Garth
16	Hanger
17	Justice
18	Magistrate
19	Man-at-Arms
20	Marshal

TABLE 3-7: GUARDS TITLES II

1d20	Title
1	Marshal
2-3	Patrolman
4	Proctor
5	Provost
6	Provost-marshal
7	Purveyor
8	Ranger
9	Sergeant
10	Sheriff
11	Shreve
12	Tax collector
13	Wait
14	Ward
15	Warden
16	Warder
17-18	Watch
19	Watchman
20	Yeoman

TABLE 3-8: CITY WATCH PATROL

1d20	Watch Patrol Composition
1	1d4 Light town guards
2	1d4 Light town guards, 1 captain
3	1d6 Light town guards
4	1d6 Light town guards, 1 captain
5	1d6 Light town guards, 1 captain, 1 watch wizard
6	1d4 Medium town guards
7	1d4 Medium town guards, 1 captain
8	1d6 Medium town guards
9	1d6 Medium town guards, 1 captain
10	1d6 Medium town guards, 1 captain, 1 watch wizard
11	1d4 Heavy town guards
12	1d4 Heavy town guards, 1 captain
13	1d6 Heavy town guards
14	1d6 Heavy town guards, 1 captain
15	1d6 Heavy town guards, 1 captain, 1 watch wizard
16	1d4 Vigilantes
17	1d6 Vigilantes
18	1d4 False Patrol
19	1d6 False Patrol
20	Small adventuring party

TABLE 3-9: TOWN GUARD NPCs

1d20	Guard NPC
1-4	Light Town Guard Patrolman, Human War1: CR 1/2; SZ M (Humanoid); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks Morningstar +3 melee (1d8+1) or +1 ranged; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 11; AL LN. Skills: Handle Animal +4, Intimidate +4, Ride +4. Feats: Endurance, Weapon Focus (morningstar). Possessions: Morningstar, studded leather, small wooden shield.
5-8	Medium Town Guard Patrolman, Human War2: CR 1; SZ M (Humanoid); HD 2d8+2; hp 12; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 armor, +1 shield); Atks Scimitar +3 melee (1d6+1) or light crossbow +3 ranged (1d8); SV Fort +4, Ref +1, Will -1; Str 13, Dex 12, Con 13, Int 9, Wis 8, Cha 10; AL LN. Skills: Climb +1, Intimidate +5, Jump +1, Use Rope +3. Feats: Blind-Fight, Power Attack. Possessions: Scimitar, light crossbow, 8 bolts, studded leather, small steel shield, bullseye lantern, 50 ft. hemp rope.
9-12	Heavy Town Guard Patrolman, Human War4: CR 2; SZ M (Humanoid); HD 4d8+4; hp 21; Init +4 (Imp Init); Spd 20 ft.; AC 16 (+6 armor); Atks Glaive +7 melee (1d10+3) or heavy crossbow +4 ranged (1d10); SV Fort +5, Ref +1, Will +1; Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 12; AL LN. Skills: Intimidate +8, Listen +5, Search +1, Spot +5. Feats: Alertness, Improved Initiative, Weapon Focus (glaive). Possessions: Masterwork glaive, short sword, heavy crossbow, splint mail, masterwork manacles, 10 ft. chain.
13-16	Town Guard Patrol Captain, Human Ftr5: CR 5; SZ M (Humanoid); HD 5d10+15; hp 45; Init +0; Spd 20 ft.; AC 21 (+8 armor, +3 shield); Atks +1 longsword +10 melee (1d8+6) or longbow +6 ranged (1d8+3); SV Fort +7, Ref +1, Will +1; Str 17, Dex 10, Con 16, Int 10, Wis 11, Cha 12; AL LG. Skills: Craft (weaponsmithing) +2, Listen +4, Ride +6, Search +3, Spot +4. Feats: Alertness, Cleave, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword). Possessions: +1 longsword, masterwork mighty composite longbow (+3 Str), masterwork full plate, +1 large steel shield, <i>potion of cure light wounds</i> (3), <i>potion of cure light wounds</i> (3), <i>potion of cure serious wounds</i> (5), <i>potion of bull's strength</i> (4), <i>potion of heroism</i> .
17-20	Watchwizard, Human Wiz4: CR 4; SZ M (Humanoid); HD 4d4+7; hp 19; Init +6 (+2 Dex, +4 Imp Init); Spd 30 ft.; AC 14 (+2 Dex, +1 armor, +1 deflection); Atks Quarterstaff +1 melee (1d6-1) or +4 ranged; SV Fort +2, Ref +3, Will +5; Str 9, Dex 15, Con 13, Int 18, Wis 12, Cha 14; AL LN. Skills: Alchemy +11, Concentration +8, Knowledge (arcana) +11, Knowledge (Law) +11, Knowledge (Local) +7, Scry +9, Spellcraft +11. Feats: Improved Initiative, Scribe Scroll, Spell Focus: Enchantment, Toughness. Possessions: Quarterstaff, <i>bracers of armor</i> +1, <i>potion of intelligence</i> , <i>ring of protection</i> +1, <i>scroll of color spray</i> , <i>scroll of grease</i> ; <i>scroll of cat's grace</i> (4), <i>scroll of blur</i> (4), <i>scroll of hypnotic pattern</i> (4), <i>scroll of spider climb</i> , <i>scroll of magic missile</i> , <i>potion of change self</i> . Spells Prepared (Wiz 4/4/3): 0 - <i>dancing lights</i> , <i>daze</i> , <i>light</i> , <i>ray of frost</i> ; 1st - <i>charm person</i> , <i>mage armor</i> , <i>magic missile</i> , <i>sleep</i> ; 2nd - <i>blur</i> , <i>invisibility</i> , <i>tasha's hideous laughter</i> . Spellbook: 0 - <i>arcane mark</i> , <i>dancing lights</i> , <i>daze</i> , <i>detect magic</i> , <i>detect poison</i> , <i>disrupt undead</i> , <i>flare</i> , <i>ghost sound</i> , <i>light</i> , <i>mage hand</i> , <i>mending</i> , <i>open/close</i> , <i>prestidigitation</i> , <i>ray of frost</i> , <i>read magic</i> , <i>resistance</i> ; 1st - <i>burning hands</i> , <i>charm person</i> , <i>hypnotism</i> , <i>mage armor</i> , <i>magic missile</i> , <i>ray of enfeeblement</i> , <i>reduce</i> , <i>shield</i> , <i>sleep</i> ; 2nd - <i>blur</i> , <i>bull's strength</i> , <i>cat's grace</i> , <i>endurance</i> , <i>ghoul touch</i> , <i>hypnotic pattern</i> , <i>invisibility</i> , <i>shatter</i> , <i>tasha's hideous laughter</i> .

TABLE 3-10: PRIME INDUSTRIES I

1d20	Industry
1-3	Academies/war colleges
4	Artists
5	Bakeries
6-7	Brewing
8-10	Bricklaying/construction
11-13	Carpentry/construction
14	Cartwrights/wainwrights
15-17	Civic courts
18-20	Coal mining

TABLE 3-11: PRIME INDUSTRIES II

1d20	Industry
1-2	Colleges/universities
3-5	Copper mining
6	Crime
7-10	Farming (surrounding land)
11-13	General mining
14-17	Gold mining
18-20	Guilds

TABLE 3-12: PRIME INDUSTRIES III

1d20	Industry
1-3	Herding (surrounding land)
4-5	Inns (along a trade route)
6-10	Iron Mining
11	Jails and prisons
12-14	Legislative courts
15-16	Libraries and museums
17-20	Magical orders/towers

TABLE 3-13: PRIME INDUSTRIES IV

1d20	Industry
1-3	Masonry/construction
4-5	Mills
6	Royal courts
7-8	Shipwrights
9-11	Silver Mining
12-14	Smithing
15-17	Temples
18-20	Trade

GOVERNMENT AND NOBILITY

TABLE 3-14: CITY GOVERNMENTS I

1d20	Government Type
1	Anarchy (order without leaders)
2-3	Autocracy (one hereditary ruler has absolute power)
4	Bureaucracy (various departments compose the government)
5	Communism (government plans and controls the economy)
6-7	Confederacy (each city or town governs itself under a federation)
8	Democracy (governed by the people through elected representatives)
9-11	Despotism (one ruler holds absolute authority)
12-13	Dyarchy (government by two joined rulers)
14	Fascism (centralization of authority under a dictator and stringent socioeconomic controls)
15-17	Feudalism (system of fiefs and vassals under which a lord is owed allegiance)
18	Garrison state (a militocracy in which everyone serves in the militia)
19	Geriatocracy (ruled by the eldest)
20	Gynarchy (ruled by females only)

TABLE 3-16: CITY GOVERNMENTS III

1d20	Government Type
1-2	Oligarchy (a small group of rulers share power)
3	Pantisocracy (a utopian society where all rule equally)
4-5	Pedocracy (ruled by sages or scholars)
6-7	Plutocracy (ruled by the wealthy)
8	Regency* (government by which power is held until the rightful ruler can take his place)
9-11	Republic (government by representatives of an established electorate who rule on behalf of the electors)
12	Satrapy (representatives of another government rule)
13	Socialism (a collective or centralized government plans and controls the economy)
14-15	Syndicracy (ruled by the guilds)
16-18	Theocracy (a direct representative or collection of agents of power rules as a dictator)
19	Triumvirate (government by three joined rulers)
20	Utopia (an impossible system of government, but this is a fantasy game, right?)

* Roll again to determine real system of government

TABLE 3-15: CITY GOVERNMENTS II

1d20	Government Type
1	Hegemony (rulership by a external body, usually a confederacy)
2	Heteronomy (subordination or subjection to the law of another; political subjection of a community or state)
3-5	Hierarchy (religious feudal system)
6-7	Magocracy (ruled by wizards or sorcerers)
8	Matriarchy (ruled by the eldest or most important female alone or in a council)
9-10	Militocracy (military leaders rule under martial law)
11	Mobocracy (near chaos, ruled by a mob)
12-15	Monarchy (ruled by a single hereditary ruler)
16	Monarchy, absolute
17-18	Monarchy, constitutional
19	Monarchy, limited
20	Ochlocracy (government by the masses)

TABLE 3-17: GENERAL WEALTH

1d20	Income, Citizen Pay per Day
1	1 cp
2	2 cp
3-4	3 cp
5-7	5 cp
8-13	1 sp
14-16	2 sp
17	5 sp
18	7 sp, 5 cp
19	1 gp
20	2 gp

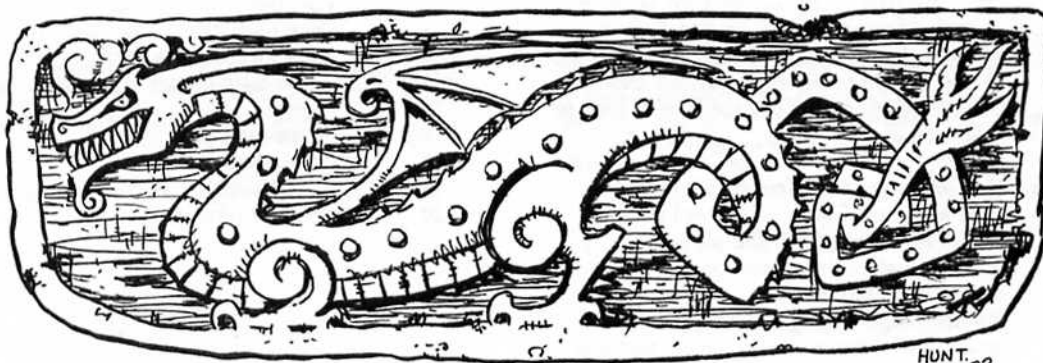


TABLE 3-18: CRIME AND PUNISHMENT

1d20	Crime and Punishment Description
1	<i>Arson in a city with harsh laws.</i> Burned at the stake.
2	<i>Arson in an average city.</i> 20 lashes and ten years of hard labor.
3	<i>Assault and Battery in a city with harsh laws.</i> A hefty fine (20–50 gp) plus a matching amount paid to the victim, as well as five lashes. If the criminal cannot pay, he is jailed for one month. Repeat offenders are sentenced to three months of incarceration instead of one.
4	<i>Assault and Battery in an average city.</i> A hefty fine (20–50 gp) plus a matching amount paid to the victim. If the criminal cannot pay, he is jailed for one month.
5	<i>Blasphemy in a city with harsh laws.</i> Death by stoning.
6	<i>Blasphemy in an average city.</i> Banishment from town.
7	<i>Disobeying town guards in a city with harsh laws.</i> A severe beating on the spot and a month in the hold.
8	<i>Disobeying Town Guards in an average city.</i> A fine (10 gp) and a week in the hold.
9	<i>Grand theft in a city with harsh laws.</i> Restitution and a fine equal to the value of the stolen items. If the thief cannot pay the full amount, he is maimed by the removal of both hands.
10	<i>Grand theft in an average city.</i> Restitution and a fine equal to the value of the stolen items. If the thief cannot pay the full amount, he is sentenced to one month of hard labor per 10 gp stolen.
11	<i>Murder in a city with harsh laws.</i> Beheading, and the attacker's family pays restitution equal to 10% of the victim's worth or 50% of the family's assets, whichever is less.
12	<i>Murder in an average city.</i> Maiming by removal of the appendage used in the commission of the crime, followed one day later by public quartering. The attacker's family pays restitution equal to 25% of the victim's worth with their assets or through indentured servitude.
13	<i>Perjury in a city with harsh laws.</i> Ten public lashes, a hefty fine (20–50 gp), and jailed for one month.
14	<i>Petty theft in a city with harsh laws.</i> Restitution and a fine equal to the value of the stolen items, plus ten lashes. If the thief cannot pay the full amount, he is placed in indentured servitude or sold into slavery as appropriate to the city's laws. Repeat offenders are maimed, usually with the removal of a hand.
15	<i>Petty theft in an average city.</i> Restitution and a fine equal to the value of the stolen items. If the thief cannot pay the full amount, he is placed in indentured servitude to the city until his debt is paid off. Repeat offenders are jailed for one year hard labor instead of the regular indenture.
16	<i>Public drunkenness in a city with harsh laws.</i> A spot fine (1–6 gp) and five days on a clean up crew; repeat offenders get ten days on clean up.
17	<i>Public lewdness in a city with harsh laws.</i> Five public lashes and three days in the stocks. Repeat offenders are maimed.
18	<i>Public lewdness or drunkenness in an average city.</i> A spot fine (1 gp) and a reprimand from the guards. Repeat offenders may get up to five days on city clean up.
19	<i>Treachery in a city with harsh laws.</i> <i>Death by slow torture.</i> Naming of co-conspirators shortens the torture.
20	<i>Treachery in an average city.</i> Beheading.

TABLE 3-19: PRISONERS IN JAIL

1d20	Jailbirds (Guilty?)
1	Alchemist for dangerous experiments within city walls.
2	Beggar caught begging in the noble quarter.
3	Drunk and disorderly dwarf.
4	Dwarf who damaged an Inn's furniture.
5	Elven rogue who still has one of the two gems he stole from a noble.
6	Gambler too heavily in debt to pay dues.
7	Guildhall treasurer accused of embezzlement.
8	Half-orc bandit who is last of his gang.
9	Half-orc mercenary arrested for harassment.
10	Local merchant for not avoiding the tax collector.
11	Minor nobleman caught with illegal weaponry at a party (and no coins for a bribe).
12	Mother caught stealing food for her children.
13	One-handed thief who has spent more time in jail than out.
14	Sorcerer for casting a fire spell within city walls.
15	Thief who runs a local racketeering ring.
16	Thief who stole from a prominent noble.
17	Town guard who abandoned his post.
18	Wizard caught using charm person on store owners for discounts.
19	Woman caught spying in other's windows.
20	Woman who claims she was never told why she's in here.

TABLE 3-20: NOBLE TITLES

1d20	Title
1	Khan
2	Liege-lord
3	Lord (lady)
4	Governor
5	Senator
6	Thane
7	Jarl/Earl
8	Baronet
9	Baron (baroness)
10	Marquis
11	Count (countess)
12	Viscount
13	Duke (duchess)
14	Archduke (archduchess)
15	Grand duke (grand duchess)
16	Regent
17	Prince (princess)
18	Royal prince
19	King (queen)
20	Emperor (empress)

TABLE 3-21: POMPOUS TITLES

1d20	Title
1	Her All-Mighty Wisdom
2	Her Beatific Piety
3	Her Benign Lady
4	Her Ever-Seeing Magnificence
5	Her Majestic Matchless
6	Her Militant Righteousness
7	Her Most-Austere Preponderance
8	Her Most-Celebrated Primacy
9	Her Staunch and Illustrious Infinity
10	Her Worthy and Enduring Benevolence
11	His All-Masterful Peerlessness
12	His Draconian Awesomeness
13	His Ever-Unyielding and Refulgent Luminosity
14	His Generous Audaciousness
15	His Illuminated Wonder
16	His Imposing Ascendance
17	His Lordly Perfection
18	His Most-Stupendous Primacy
19	His Puissant and Cogent Audaciousness
20	His Substantial Genius

TABLE 3-22: NOBLE HOUSEHOLDS

1d20	Noble
1	Dame Carister of the Kingdom of Dorrucrown, Baroness of Helimdale
2	Dame Celesste Talos III
3	Lady Carran, Mistress of the city of Mastorvyn
4	Lady Kelfora, Mistress of the Katenzor Mountains
5	Lady Ola the Holy, Baroness of Seagate Isle.
6	Lady Oras the Red, Baroness of the Carrik Bay Region
7	Lord Aronor, Baron of Mt. Althoth.
8	Lord Crysera Gromoth the Pious, Master of Krاندolen
9	Lord Damis the Holy, Master of Korkar's Pass.
10	Lord Incane IV
11	Lord Guivere Silver the Proud, Baron of the Lands of Harrondel
12	Lord Radpen the Black, Master of the Misty Forest
13	Sir Blackthorn the Great, Baron of the Dilemdel Rise
14	Sir Crommard Armiis, Baron of the Principality of Cerrington, and his house
15	Sir Elgor Radrias, Master of Tereth Kellendale.
16	Sir Highthrone, Master of the Elendrose Forest
17	Sir Tristam, Baron of the Tanaze.
18	Sir Velgath the Bastard, Baron of Saydarr, City of Rogues
19	Sir Wynhearth of Abermere, Master of the Nolen Woods
20	Sir Wyrzar Baron of Kellendam

TABLE 3-23: COATS OF ARMS

1d20	Coat of Arms
1	Black hawk and four red skulls on a gold field.
2	Black horse and heron on a silver field.
3	Black sword and two blue crowns on a silver field.
4	Blue battleaxe on a gold field.
5	Blue cross on a yellow field.
6	Blue fox on a gold field.
7	Four black moons on a silver field.
8	Four black serpents and a gold set of scales on a silver field.
9	Four blue arrows and a blue shell on a gold field.
10	Four blue wyverns on a gray field.
11	Gold fist on a green field.
12	Green harp on a gold field.
13	Red set of scales on a gold field.
14	Red stag on a white field.
15	Red sun on a silver field.
16	Silver crown and a silver bar on a black field.
17	Three black clouds red shell on a silver field.
18	Two black snakes facing each other on a blue field.
19	Two blue dragons and a red fox on a gold field.
20	Two gold stars on a black field.

TABLE 3-24: AMBASSADORS

1d20	Ambassador
1	Balbard Dworbanin, ambassador of the dwarves.
2	Bella Cuillerer, ambassador of the necromancer holds.
3	Black Dougal, thieves guild ambassador.
4	Genshyn Furro, ambassador of the sea realms.
5	Gunila the Wry, ambassador from the sorcerous lands.
6	Harcourt, ambassador of the dales.
7	Iradamolten, silver dragon ambassador.
8	Khamat Katephis, ambassador from the east.
9	Lady Selpenna, ambassador from noble lands.
10	Lexus Thyhal, ambassador of the ancients.
11	Lord Hesus the II, ambassador of the western kingdom.
12	Lucilus Bestia, ambassador of the great church.
13	Mildelgrim, ambassador of the pridelands.
14	Rugnuk, orc ambassador.
15	Sciorachh, ambassador of an enemy land.
16	Silael Ryneiri, ambassador of the grey elves.
17	Ssurak the Infamous, ambassador from the pirate kingdoms.
18	Synder Telloth, ambassador of the drow.
19	Veleif Storolfsson, ambassador from the northern lands.
20	Ysnyr the Usurper, ambassador of the barbarian lands.

CITIES

TABLE 3–25: CIVIC OFFICERS I

1d20	Office
1	Ale conner
2	Almonger
3	Anchorite
4	Arbiter
5	Bailiff
6	Bannerman
7	Barrister
8	Beadle
9	Boarman (royal hunter, keeper of forests)
10	Boorman/chalmers
11	Bridgeman
12	Burgomaster
13	Butler
14	Captain of the guard/watch
15	Captain of the guard/watch
16	Castellan
17	Catchpoll
18	Cavalier
19	Chamberlain
20	Common weigher

TABLE 3–26: CIVIC OFFICERS II

1d20	Office
1	Constable
2	Councilor
3	Crier
4	Customs agent
5	Deputy
6	Dumbjohn/jailer/keeper
7	Elector (solon)
8	Falconer
9	Forster
10	Gard (guard)
11	Garth
12	Hallard (manager)
13	Hanger
14	Harbormaster
15	Hayward (one who allots land)
16	Herald
17	Jent
18	Jester
19	Justice
20	Magistrate

TABLE 3–27: CIVIC OFFICERS III

1d20	Office
1	Man-at-arms
2	Marshal
3	Marshall
4	Mayor
5	Paige (page)
6	Pardoner
7	Patrolman
8	Port authority
9	Prefect
10	Proctor
11	Provost
12	Provost-marshal
13	Purveyor

14	Ranger
15	Reave
16	Reeve
17	Regent
18	Scribner
19	Senator
20	Seneschal

TABLE 3–28: CIVIC OFFICERS IV

1d20	Office
1	Sergeant
2	Sergeant-at-arms
3	Sheriff
4	Shrieve
5	Squire
6	Stewart
7	Strike (weighs and measures grain)
8	Sumpner
9	Tax assessor
10	Tax collector
11	Tronager
12	Umpire
13	Usher
14	Wait
15	Ward
16	Warden
17	Warder
18	Watch
19	Watchman
20	Yeoman

TABLE 3–29: COURT OFFICERS I

1d20	Office
1–2	Arbiter
3–4	Bailiff
5–6	Barrister
7	Beadle
8	Constable
9–10	Councilor
11	Dumbjohn/jailer/keeper
12	Hanger
13	Herald
14–15	Justice
16–17	Magistrate
18	Marshall
19–20	Paige (page)

TABLE 3–30: COURT OFFICERS II

1d20	Office
1	Pardoner
2–3	Proctor
4	Provost
5–6	Provost-marshal
7	Regent
8–9	Scribner
10–11	Sergeant-at-arms
12	Sheriff
13	Shrieve
14–15	Stewart
16–17	Sumpner (issues summons)
18	Tax assessor
19	Tronager
20	Umpire

INSIDE THE WALLS

TABLE 3-31: CITY STREET NAMES

1d20	Street Name
1	Ajin Court
2	Bridge Street
3	Cold Snake Wind
4	Dark Road
5	Dockside Street
6	Dragon Boulevard
7	Jasmine Strate
8	Laborer Way
9	Main Cross
10	Midnight Row
11	Monarch Trail
12	Nadir's Cross
13	The Promenade
14	Seacrest Walkway
15	Shade of the Tower Court
16	Shepard's Path
17	South Gold Lane
18	Speaker Avenue
19	Temple Row
20	Veteran's Way

TABLE 3-32: CITY BUILDINGS

1d20	Building
1	1 story with back room
2	1 story with cellar
3	1 story with conservatory
4	1 story without cellar
5	1 story without cellar with a garden
6	1 story without cellar with large windows
7	2 story with a fountain or pond
8	2 story with cellar
9	2 story with cellar with a hidden tunnel
10	2 story without cellar with a coach house
11	3 story with cellar
12	3 story with cellar with a trap door to the roof
13	3 story without cellar
14	3 story without cellar weed choked
15	3 story without cellar with only one entrance/exit
16	4 story with cellar
17	4 story with cellar with a porch
18	4 story without cellar
19	Large noble estate
20	Small noble estate

TABLE 3-33: BUILDING FEATURES

1d20	Feature
1	Alleyway
2	Ancient architecture
3	Attached business
4	Balcony
5	Barbican entrance
6	Buttress
7	Catwalk across the street
8	Fountain
9	Garden
10	Grates over the windows

11	Hedges
12	Iron reinforced doors
13	Pond
14	Shrubbery
15	Stable
16	Stained glass windows
17	Stone fence
18	Tower, circular
19	Tower, square
20	Wooden fence

TABLE 3-34: BUSINESSES I

1d20	Business
1	Animal trainer
2	Apothecary
3	Architect
4	Armorsmith
5	Artist
6	Baker
7	Barrister (lawyer)
8	Basketweaver
9	Barber
10	Beekeeper
11	Blacksmith
12	Bowyer/Fletcher
13	Brewer (makes ale)
14	Brickmaker
15	Brothel
16	Butcher
17	Candlemaker
18	Carpenter
19	Cartwright
20	Cheesemaker

TABLE 3-35: BUSINESSES II

1d20	Business
1	Clothier
2	Cooper
3	Coppersmith
4	Criminal (front)
5	Dyer
6	Embroiderer
7	Engineer
8	Falconer
9	Farrier (horseshoe smith)
10	Fence
11	Fortuneteller
12	Furrier
13	Glassblower
14	Goldsmith
15	Herbalist
16	Horsebreeder
17	Hostel
18	Houndsman
19	Inn
20	Jail/Prison

TABLE 3-36: BUSINESSES III

1d20	Business
1	Jeweler
2	Lace maker
3	Leatherworker
4	Library
5	Locksmith
6	Mapmaker
7	Mason
8	Midwife
9	Miller
10	Moneychanger
11	Orphanage
12	Perfumemaker
13	Potter
14	Playwright
15	Ropemaker
16	Sage or Scholar
17	School, charm
18	School, magic
19	School, private
20	Scribe/Bookmaker

TABLE 3-37: BUSINESSES IV

1d20	Business
1	Seamstress
2	Shipwright
3	Shoemaker
4	Sailmaker
5	Silversmith
6	Soapmaker
7	Stable
8	Stonecarver
9	Tailor
10	Tanner
11	Tattooist
12	Tavern
13	Taxidermist
14	Thatcher
15	Vintner (wine maker)
16	Wainwright (make/sell wagons)
17	Weaponsmith
18	Weaver
19	Wheelwright
20	Woolmaker

DM TIP №13

Tables 3-32 through 3-42 provide everything you need to know the big picture of your city. What are some important street names, districts, patrons, and so on? There's even a chart to roll up beggars. And if that isn't enough for you, use Chapter 4 to create a complete and fleshed out street urchin.

Tables 3-43 through 3-47 are mostly encounter charts to help you flesh out the day to day hustle and bustle of your city. The bigger the city, the most often these charts will become useful. But these charts are for non-typical encounters. Don't have the PCs encounter a cat burglar everyday.

Tables 3-48 through 3-59 detail regions of the city you can read about in DM Tip #16.

TABLE 3-38: PRESENT CLIENTELE

1d20	Clientele
1	Angry young man outfitting himself for battle.
2	Band of three outland farmer brothers getting supplies for their family.
3	Beggar with a recently 'found' coin pouch going on a spending spree.
4	Commoner buying the worst merchandise with the measly coin he has.
5	Dandy with a small entourage and a large bag of coins.
6	Drunk dwarf arguing with every deal the proprietor makes.
7	Dwarven merchant buying items for sale across a nearby border.
8	Ex-spouse of the proprietor demanding some of the past year's profits.
9	Fellow adventurer trying to find a matching item belonging to a comrade that he broke.
10	Gallant soldier trying to return what he claims is shoddy merchandise.
11	Half orc and a dwarf... the dwarf draws attention while the half orc pockets an item.
12	Half-elven traveler who is not buying anything but grilling the proprietor for local information.
13	Nobleman taking his son/daughter shopping for their birthday.
14	Plate-armored female warrior getting supplies for her small mercenary band.
15	Proprietor is arguing with an old friend, who thinks his standing means an extra discount.
16	Rough-looking rogue delivering a 'protection plan' warning to the proprietor.
17	Slick diplomat from a neighboring country is haggling the proprietor to wits end.
18	Tiny woman with a fistful of tiny gems trying to use them for payment.
19	Town watch captain is standing in the corner eyeing the clientele.
20	Woman with a frazzled appearance seems to be searching for just the right item, discarding anything not perfect.

TABLE 3-39: BEGGARS

1d20	Trait
1	Aggressive
2	Blind
3	Broken-limbed
4	Burnt
5	Deaf
6	Dirty
7	Excited
8	Fidgety
9	Flea-ridden
10	Greedy
11	Hairy
12	Hungry
13	Inebriated
14	Lazy
15	Lisps
16	One-eyed
17	Rancid
18	Smelly
19	Talkative
20	Toothless

TABLE 3–40: SITES OF INTEREST

1d20	Item/Site
1	Architecture
2	Caves
3	Diversity (cultural, racial, or otherwise)
4	Exotic foods/spices
5	Festivals
6	Forests/Woods
7	Gardens
8	Geysers
9	Heroes, local
10	Holy sites
11	Lake
12	Marketplace
13	Monuments
14	Natural ports
15	Rivers
16	Rulers
17	Shrines
18	Temples
19	Vices
20	Waterfall

TABLE 3–41: HISTORIC SITES

1d20	Historic Site
1	Centerspyre Fountain Memorial
2	Centerworld Cathedral
3	Cliffside House of Indulgence
4	Drakensbluff Manor
5	Dwarven Clocktower
6	Gryphonmere Stables
7	The Highstone of Elfpromise
8	Kingsride Road
9	Lancefield of King Radinos Hesmyr
10	Lighttower of Siig
11	Lord Peridom Dragonsrider's Tomb
12	Oldewall Tavern Ruins
13	Oldtown Haunted Keep
14	Peasantcrown Slab
15	Pit of Despair
16	Standing Stones of the Age of Legends
17	Statue of St. Motswen the Lantern
18	Thousand Year Inn
19	Tomb of the Carghren Bolg, Orc Hunter
20	Trollskorn Battlefield

TABLE 3–42: URBAN NEIGHBORHOODS

1d20	Neighborhood Description
1	<i>Ancients Way.</i> A short street that is home to museums, antiquarians, and sages specializing in history.
2	<i>Angel Gate.</i> Great temples to the Good gods stand about this gate. Kept spotless through the tireless efforts of clerics and paladins, they shine like a beacon beckoning pilgrims to the city.
3	<i>Blood Mount.</i> A monument tops the highest point in the city as testament to a defensive stand against a great army.
4	<i>Boulevard of Heroes.</i> This broad, well-kept street is lined with statues honoring famous figures of the city's past.
5	<i>Breath's End.</i> A group of assassins and murderers has quietly set up shop on this block, selling the death of others to any willing to buy it.
6	<i>Calloused Hands.</i> A vast variety of craftsmen ply their trades in this district.
7	<i>Corpse Dance Quarter.</i> The dance halls and playhouses that surround the city's graveyard offer macabre entertainment and black humor for those who seek it.
8	<i>Gallows Hill.</i> This barren hump of land just outside of the city is where justice is meted out to the guilty.
9	<i>Lords Square.</i> Finely detailed mosaic work accents the sidewalks of this wealthy part of town.
10	<i>Pox.</i> A squalid maze of ramshackle hovels in the poorest section of town. Only the occasional soup kitchen offers the downtrodden any hope at all.
11	<i>Quill Point.</i> The library, law offices and scribes populate this high hill near the heart of the city.
12	<i>Satin Court.</i> Excellent tailors from several different races own the many shops that line this street.
13	<i>Sestina Gardens.</i> A small park where aspiring poets and playwrights perform their works for the public.
14	<i>Shield Wall.</i> A broad boulevard where the city barracks and the headquarters of several mercenary companies stand.
15	<i>The Defile.</i> A long, winding alley lined with dilapidated buildings that is the home of thieves and cutthroats of all kinds.
16	<i>The Furnace.</i> The heat from dozens of forges in this dwarven section of town gives it its name.
17	<i>The Mire.</i> The refuse and sewage of the entire city flows through the streets before it empties into the river.
18	<i>The Round.</i> A wide, circular, tree-lined cobblestone avenue with theaters and inns that cater to many cultured tastes.
19	<i>Tinkers Corner.</i> A group of inventors has settled here, selling wondrous toys to visitors.
20	<i>Vigilance.</i> A high tower in the city's center, manned by telescope-wielding rogues is key to the area's defense.

DM TIP №14

The next few pages are invaluable for the DM who hates to map every city, especially when the PCs are going to be moving on in a few days. Take a few moments to roll on a few of these charts to find out what the majority of merchants are selling in your city and then move on as quickly as the PCs will.

TABLE 3-43: CITY ENCOUNTERS, NON-SPECIFIC

1d20	Encounter
1	Apprentice
2	Arcane student
3	Artisan at work
4	Bard
5	Barmaid
6	Busy merchant
7	City ranger
8	Courier
9	Dark assassin
10	Divine pilgrim
11	Doppelganger
12	Drunk
13	Foreign monk
14	Ghost
15	Ghoul by cemetery
16	Giant rats
17	Guildsman
18	Gypsy fortune teller
19	Harlot
20	Heeded humanoid

TABLE 3-44: CITY ENCOUNTERS II, NON-SPECIFIC

1d20	Encounter
1	Hurried cleric
2	Local bandit
3	Local farmer
4	Mercenary
5	Midwife
6	Mounted knight
7	Noble gentleman
8	Otyugh in sewer
9	Owl
10	Pitiful beggar
11	Press gang by docks
12	Sewer druid
13	Single town guard
14	Street performer
15	Tax collector
16	Thief climbing
17	Thief plying his trade
18	Town guard captain
19	Town guard patrol
20	Wererat in shadows

TABLE 3-45: URBAN DIVERSIONS

1d20	Diversion Description
1	<i>Cat Burglar.</i> The party spots a lone figure stealthily making his way across the roofs in a wealthy section of town, late at night.
2	<i>Desperate Girl.</i> A rail thin, slightly sickly girl in her early teens approaches the party, offering them favors for money. A pair of younger children watch this exchange from around a corner.
3	<i>Doom! Doom! Dooooooooommm!!!!</i> A wild-eyed, unkempt old man harangues passersby with wild tales of visions of a great apocalypse that will destroy the city and everyone in it. Doom!!
4	<i>Drunken Nobles.</i> Several young nobles deep in their cups, accompanied by a number of bodyguards, hurl choice insults at one of the PC's. Their guards don't look terribly happy about it, but they will defend their charges if the party offers violence.
5	<i>Duelists.</i> A formal wizards duel is taking place in one of the town squares, and a crowd is gathering to watch, despite possible danger. People are placing wagers on who will win, and rumors swirl all about regarding the combatants' long feud.
6	<i>Falling Debris.</i> A snickering band of street urchins throw trash from the rooftops onto unsuspecting pedestrians below. Well-dressed folks are a favorite target.
7	<i>Fight! Fight! Fight!</i> A large tavern brawl spills out onto the street, embroiling the party in the melee, which has become a total free for all.
8	<i>Fire!</i> A house is on fire, and several people are trapped on the upper floors, unable to escape. The fire brigade is responding but is waiting for ladders that may not make it there in time.
9	<i>He is the Brute Squad.</i> The crowd on the street parts, allowing an enormous man, dwarf, half-orc, or similarly intimidating person to move through it unhindered. His trajectory looks like it will take him right through the middle of the group.
10	<i>Knives in the Dark.</i> The party has attracted the attention of a gang of thieves, or has caused trouble for someone important. They are ambushed late at night in a rough part of town by a far more skillful bunch than the usual muscle.
11	<i>Monster Mash.</i> An inhuman creature is being held at bay by the town watch. To everyone's surprise, it speaks, claiming to be a victim of an angry wizard, or perhaps an ambassador of its kind looking to ally with the city.
12	<i>Muggers in the Alley.</i> A gang of young toughs have cornered one or more people in an alley, and have a particularly unsavory, manic glint in their eyes. They look dangerous.
13	<i>My Darling Boy!!</i> An old woman runs up and embraces one of the PC's, insisting that he is her son, long thought lost on an adventure. She appears to be more than a bit senile.
14	<i>Panicked Horses.</i> Something has startled a team of horses pulling a fancy, expensive-looking carriage. The driver has been pulled from his seat, and the horses look ready to bolt.
15	<i>Pickpockets.</i> In a crowded square, a group of pickpockets works in concert to hit a single, wealthy mark. One of the PC's would certainly be an appealing target.
16	<i>Proposition.</i> One of the group attracts the interest of a bored, jaded noble looking for excitement. The noble uses whatever methods seem most likely to succeed at attracting the PC's attention.
17	<i>Simple Game of Chance.</i> A man exhorts a PC to join him in a game of three card monte or the like. His nimble fingers and slick manner suggest he has been doing this for some time.

- 18 **Street Performers.** A knot of spectators watch a group performing various stunts, dances, or recitations. A hat with a few coins in it lies on the ground in front of them.
- 19 **Unusual Purchase.** As the PC's browse a merchant's stall, they discover that one of his wares is actually a magic item! He is unaware of this, as his asking price is a mere fraction of its apparent real value. Whether it is genuine, stolen, or cursed remains to be seen.
- 20 **Vandals.** The party comes across a pair of boys defacing a church or business. They may just be making mischief, but there may be another reason.

TABLE 3-46: DISEASES AND PLAGUES

1d20	Name
1	Anthrax
2	Botulism
3	The Black Death
4	Cholera
5	Dengue fever
6	Diphtheria
7	Dysentery
8	Encephalitis
9	Leprosy
10	Malaria
11	Plague
12	Pneumonia
13	Polio
14	Rabies
15	Rheumatic fever
16	Scarlet fever
17	Smallpox
18	Tuberculosis
19	Typhoid fever
20	Typhus

TABLE 3-47: CITY NPC ENCOUNTERS

1d20	NPC
1	Ambassador, Human Nob5: CR 4; SZ M (Humanoid); HD 5d8+10; hp 38; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 Armor); Atks Rapier +6 melee (1d6+2), or light crossbow +4 ranged (1d8); SV Fort +3, Ref +2, Will +5; Str 15, Dex 13, Con 15, Int 9, Wis 13, Cha 18; AL N. Skills: Bluff +12, Diplomacy +12, Hide +1, Knowledge (local history) +9, Listen +3, Move Silently +1, Ride +6, Spot +3. Feats: Alertness, Dodge, Skill Focus (ride). Possessions: +1 leather armor, masterwork rapier, light crossbow, 18 bolts, cape, signet ring, scroll case, magnifying glass, wineskin, 25 gp.
2	Apprentice, Human Exp1: CR 1; SZ M (Humanoid); HD 1d6-1; hp 5; Init +6 (+2 Dex, +4 Imp Init); Spd 30 ft.; AC 12 (+2 Dex); Atks Unarmed -1 melee (1d3-1), or +2 ranged; SV Fort -1, Ref +2, Will +1; Str 10, Dex 14, Con 10, Int 10, Wis 8, Cha 8; AL N. Skills: Animal empathy +1, Craft (any) +6, Gather Information +1, Hide +2, Knowledge (local history) +4, Listen +1, Move Silently +2, Open Lock +3, Perform +3, Read lips +2, Ride +6, Spot +1. Feats: Alertness, Skill Focus (Craft (any)). Possessions: Artisan's outfit, artisan's tools, 1 gp.
3	Arcane Student, Human Wiz1: CR 1; SZ M (Humanoid); HD 1d4+1; hp 5; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Dagger -1 melee (1d4-1), or dagger +2 ranged (1d4-1); SA Spells; SV Fort +1, Ref +2, Will +2; Str 9, Dex 14, Con 13, Int 14, Wis 11, Cha 12; AL N. Skills: Alchemy +6, Appraise +4, Concentration +5, Hide +2, Knowledge (arcana) +6, Move Silently +2, Scry +3. Feats: Enlarge spell, Scribe scroll. Spells Prepared (3/2): 0 - <i>dancing lights, detect magic, mage hand</i> ; 1st - <i>charm person, obscuring mist</i> . Spellbook: 0 - <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, read magic, resistance</i> . 1st - <i>charm person, obscuring mist, shield, sleep</i> . Possessions: Robes, dagger, spellbook, spell component pouch, 2 gp.
4	Barmaid, Human Com1: CR 1; SZ M (Humanoid); HD 1d4-1; hp 3; Init +0; Spd 30 ft.; AC 10; Atks Unarmed +1 melee (1d3+1), or clay mug +0 ranged (1d2+1); SV Fort +1, Ref +0, Will +2; AL CG; Str 12, Dex 10, Con 9, Int 14, Wis 14, Cha 14. Skills: Handle animal +4, Jump +7, Knowledge (local history) +4, Listen +4, Ride +2, Spot +4, Swim +7, Use Rope +4. Feats: Alertness, Great Fortitude. Possessions: Peasant's clothes.
5	Beggar, Human Rog1: CR 1; SZ M (Humanoid); HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Club -2 melee (1d6-2), or dagger +1 ranged (1d4-2); SV Fort +2, Ref +3, Will +0; Str 7, Dex 12, Con 10, Int 11, Wis 11, Cha 9; AL N. Skills: Bluff +3, Craft +4, Forgery +2, Gather Information +1, Hide +1, Innuendo +4, Intimidate +3, Intuit Direction +2, Move Silently +5, Open Lock +3, Swim +4. Feats: Combat Reflexes, Great Fortitude. Possessions: Peasant's clothes, club, dagger.
6	Blacksmith, Human Exp3: CR 2; SZ M (Humanoid); HD 3d6+3; hp 18; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft.; AC 11 (+1 Dex); Atks Small hammer +5 melee (1d4+2), or +3 ranged; SV Fort +2, Ref +2, Will +4; AL N; Str 15, Dex 13, Con 13, Int 11, Wis 13, Cha 12. Skills: Craft (blacksmithing) +8, Escape Artist +2, Hide +1, Knowledge (local history) +6, Listen +4, Move Silently +1, Spot +1, Swim +6, Use Rope +6. Feats: Improved Initiative, Skill Focus (craft: blacksmithing), Weapon Focus (small hammer). Possessions: Artisan's outfit, artisan's tools, anvil, hammer, 15 gp.
7	Bouncer, Human Mnk1: CR 1; SZ M (Humanoid); HD 1d8+2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 Wis); Atks Unarmed +2 melee (1d6+2), or +2 ranged; SA: Unarmed strike, stunning attack; SQ: Evasion; SV Fort +4, Ref +6, Will +5; Str 15, Dex 15, Con 15, Int 13, Wis 16, Cha 13; AL LN. Skills: Balance +4, Concentration +6, Diplomacy +5, Hide +3, Knowledge (local history) +5, Listen +5, Move Silently +2, Spot +5, Swim +6. Feats: Blind-Fight, Improved Unarmed Strike, Lightning Reflexes, Stunning Fist. Possessions: Peasant's outfit.
8	Courier, Human Com2: CR 1; SZ M (Humanoid); HD 2d4+2; hp 8; Init +0; Spd 30 ft.; AC 10; Atks Unarmed +2 melee (1d3+1), or +1 ranged; SV Fort +0, Ref +0, Will +1; Str 13, Dex 10, Con 12, Int 10, Wis 12, Cha 9; AL N. Skills: Climb +6, Listen +1, Spot +6, Swim +8. Feats: Dodge, Run. Possessions: Traveler's outfit, scroll case.

CITIES

- 9 **Craftsman, Human Exp1:** CR 1; SZ M (Humanoid); HD 1d6+3; hp 9; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks Light hammer -1 melee (1d4-1), or dagger +3 ranged (1d4-1); SV Fort +3, Ref +3, Will +3; Str 8, Dex 16, Con 16, Int 17, Wis 12, Cha 11; AL N. Skills: Climb +1, Craft (any) +7, Diplomacy +4, Disguise +1, Forgery +5, Gather Information +2, Hide +3, Jump +1, Knowledge (local history) +4, Listen +3, Move Silently +3, Sense Motive +3, Spellcraft +5, Spot +3, Swim +1, Use Rope +5, Wilderness Lore +3. Feats: Alertness, Skill Focus (craft: any). Possessions: Artisan's outfit, artisan's tools, light hammer, dagger, 8 gp.
- 10 **Cutpurse, Human Rog1:** CR 1; SZ M (Humanoid); HD 1d6; hp 6; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 armor); Atks Short sword +1 melee (1d6), or light crossbow +4 ranged (1d8); SV Fort +0, Ref +6, Will +4; Str 10, Dex 18, Con 11, Int 14, Wis 14, Cha 11; AL N. Skills: Decipher Script +6, Disable device +6, Escape artist +8, Forgery +6, Hide +4, Innuendo +6, Intuit Direction +6, Listen +2, Move Silently +8, Profession +6, Search +6, Spot +2, Use Magic Device +4, Use Rope +6. Feats: Iron Will, Run. Possessions: Leather armor, short sword, light crossbow, dagger, thieves' tools, 3 gp.
- 11 **Divine Disciple, Human Clr1:** CR 1; SZ M (Humanoid); HD 1d8+2; hp 10; Init +0; Spd 30 ft.; AC 10; Atks Light mace +2 melee (1d6+2), SA Spells; SQ Turn undead; SV Fort +4, Ref +0, Will +4; Str 14, Dex 11, Con 14, Int 11, Wis 14, Cha 13; AL N. Skills: Heal +4, Knowledge (religion) +6, Listen +2, Scry +4, Spot +2. Feats: Extra Turning, Spell Penetration. Cleric Domains: Healing, Protection. Spell Prepared (3/2+1): 0 - *cure minor wounds, light, virtue*; 1st - *bless, comprehend languages, cure light wounds*. Possessions: Clerical vestments, light mace, wooden holy symbol, holy water, healer's kit.
- 12 **Guild Leader, Human Exp8:** CR 7; SZ M (Humanoid); HD 8d6; hp 39; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +4 armor, +1 ring); Atks Rapier +8/+3 melee (1d6+1), or light crossbow +8/+3 ranged (1d8); SV Fort +2, Ref +4, Will +7; Str 13, Dex 14, Con 11, Int 15, Wis 12, Cha 12; AL LN. Skills: Animal Empathy +2, Bluff +5, Craft (any) +12, Handle animal +9, Hide +7, Intuit Direction +11, Knowledge (business) +15, Listen +11, Move Silently +13, Spellcraft +9, Spot +1, Tumble +10. Feats: Point Blank Shot, Skill Focus (craft :any), Skill Focus (animal empathy), Skill Focus (knowledge: business). Possessions: Masterwork chain shirt, masterwork rapier, light crossbow, 16 bolts, noble's outfit, +1 ring of protection, signet ring, *potion of cure light wounds, potion of charisma, potion of glibness*.
- 13 **Innkeeper, Human Exp2:** CR 1; SZ M (Humanoid); HD 2d6+4; hp 16; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Club +0 melee (1d6-1), or clay mug +3 ranged (1d2-1); SV Fort +2, Ref +2, Will +3; Str 9, Dex 15, Con 14, Int 14, Wis 11, Cha 11; AL LG. Skills: Animal Empathy +3, Diplomacy +5, Disable Device +6, Forgery +4, Hide +2, Intuit Direction +3, Knowledge (local history) +5, Move Silently +2, Pick Pocket +7, Profession (innkeeper) +7, Use Rope +3. Feats: Ambidexterity, Skill Focus (Profession: innkeeper). Possessions: 2,000 gp in gear.
- 14 **Lady of the Evening, Human Com1:** CR 1; SZ M (Humanoid); HD 1d4-1; hp 3; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Unarmed +2 melee (1d3+2), or +1 ranged; SV Fort -1, Ref +1, Will +0; AL N; Str 14, Dex 12, Con 8, Int 10, Wis 11, Cha 14. Skills: Climb +4, Handle animal +4, Hide +1, Jump +6, Listen +4, Move Silently +3, Spot +2. Feats: Alertness, Skill Focus (listen). Possessions: Entertainer's outfit.
- 15 **Local Idiot, Human Brd1:** CR 1; SZ M (Humanoid); HD 1d6+1; hp 7; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex); Atks Club -1 melee (1d6-1), or -1 ranged (1d2-1); SV Fort +1, Ref +1, Will +0; Str 8, Dex 9, Con 12, Int 7, Wis 7, Cha 15; AL N. Skills: Perform +6, Swim +5. Feats: Skill Focus (swim), Run. Bard Spells Prepared (2): 0 - *daze, light*. *Spells Known: 0 - daze, detect magic, light, read magic*. Possessions: Peasant's clothes, musical instrument, 2 gp.
- 16 **Mercenary, Human Bbn5:** CR 5; SZ M (Humanoid); HD 5d12+15; hp 67; Init +2 (Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atks Greatsword +7 melee (2d6+2), or shortspear +7 ranged (1d8+2); SQ: Rage 2/day, fast movement, uncanny dodge; SV Fort +9, Ref +3, Will +2; Str 15, Dex 14, Con 16, Int 10, Wis 13, Cha 6; AL N. Skills: Climb +8, Heal +3, Hide +2, Listen +5, Move Silently +4, Ride +9, Search +1, Spot +3, Swim +5, Wilderness lore +8. Feats: Dodge, Great Fortitude, Quick draw. Possessions: Greatsword, shortspear, chain shirt, belt pouch.
- 17 **Merchant, Human Exp2:** CR 1; SZ M (Humanoid); HD 2d6-2; hp 6; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex); Atks Unarmed +1 melee (1d3), or +1 ranged; SV Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 14, Wis 11, Cha 12. AL N. Skills: Balance +4, Concentration +1, Decipher Script +4, Diplomacy +5, Gather Information +3, Profession (merchant) +9, Spot +3, Use Rope +4. Feats: Endurance, Skill Focus (profession: merchant). Possessions: Noble's outfit, merchant's scale, magnifying glass, 12 gp.
- 18 **Peasant, Human Com1:** CR 1; SZ M (Humanoid); HD 1d4+2; hp 6; Init +0; Spd 30 ft.; AC 10; Atks Quarterstaff +2 melee (1d6+2), or sling +0 ranged (1d4+2); SV Fort +4, Ref +0, Will +4; AL NG; Str 15, Dex 10, Con 14, Int 8, Wis 15, Cha 15. Skills: Listen +2, Ride +4, Spot +2, Swim +6. Feats: Great Fortitude, Iron Will. Possessions: Quarterstaff, sling, 12 sling stones, peasant clothes.
- 19 **Street Performer, Human Brd1:** CR 1; SZ M (Humanoid); HD 1d6; hp 6; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk Dagger -1 melee (1d4-1), or dagger +3 ranged (1d4-1); SA Spells; SQ Bardic music, bardic knowledge; SV Fort +0, Ref +7, Will +2; Str 9, Dex 17, Con 10, Int 14, Wis 11, Cha 15; AL NG. Skills: Decipher Script +6, Diplomacy +6, Disguise +6, Hide +3, Knowledge (arcana) +6, Listen +4, Move Silently +3, Perform +6, Pick Pocket +7. Feats: Extend Spell, Lightning Reflexes. Bard Spells Prepared (2): 0 - *dancing lights, mending*. *Spells Known: dancing lights, detect magic, mending, read magic*. Possessions: Performer's outfit, masterwork silver dagger, musical instrument, 6 gp.
- 20 **Tax Collector, Human Ars8:** CR 7; SZ M (Humanoid); HD 8d8-8; hp 30; Init +0; Spd 30 ft.; AC 15 (+5 armor); Atks Longsword +9/+4 melee (1d8+2), or +6/+1 ranged; SV Fort +1, Ref +4, Will +8; Str 14, Dex 10, Con 9, Int 9, Wis 10, Cha 17; AL LE. Skills: Appraise +8, Forgery +6, Knowledge (taxes) +12, Spot +9, Swim +12. Feats: Iron Will, Lightning Reflexes, Skill Focus (knowledge: taxes), Skill Focus (spot). Possessions: Masterwork longsword, breastplate, 3 sacks, signet ring, official documents, merchant's scale, ink, inkpen, 430 gp.

THE MARKETPLACE

TABLE 3-48: COINAGE

1d20	Type
1-3	Barter
4	Bronze pieces (1 bp = 2 cp)
5-6	Copper pieces
7-8	Credit
8	Gems
9	Gold bars
10-11	Gold pieces
12-13	Half-gold pieces
14	Iron pieces (1 ip = *)
15	Paper money (very rare)
16	Platinum pieces
17-20	Silver pieces

* In places where iron is more valuable than copper, the exchange rate is 1 ip to 1d20 cp and where iron is less valuable, the exchange rate is inverted.

TABLE 3-49: MONEYSCHANGER RATES

1d20	Rate*
1	1%
2-4	5%
5-9	10%
10-12	15%
13-14	20%
15	25%
16	50%**
17	10% + 10% tithe to the local church
18	20% + 10% tithe to the local church
19	10% + 10% tax to the local governor
20	20% + 10% tax to the local governor

* The money lender pays and dues or fees out of his own pocket.

** This is especially oppressive and is most likely to do with laws within the guild structure and the local legislation.

TABLE 3-50: CARAVAN GOODS I

1d20	Trade Goods
1	Alcohol (see table 3-81 through 3-85)
2	Armor/barding
3	Barrels/baskets
4	Beans
5	Berries
6	Books
7	Bronze
8	Brushes
9	Canvas
10	Camel hair
11	Ceramics
12	Cloth
13	Clothes, finished
14	Coal
15	Cocoa
16	Coffee
17	Cookware
18	Copper
19	Cotton
20	Crafts, finished

TABLE 3-51: CARAVAN GOODS II

1d20	Trade Goods
1	Decorative pottery
2	Dried food
3	Dye
4	Gems
5	Glassware
6	Gold
7	Grain (barley, oatmeal, rye, etc.)
8	Herbs
9	Honey
10	Incense
11	Ink
12	Iron
13	Jewelry
14	Lamps/lanterns
15	Linen
16	Livestock
17	Lye
18	Musical instruments
19	Nuts
20	Oil

TABLE 3-52: CARAVAN GOODS III

1d20	Trade Goods
1	Ore, unrefined
2	Paper
3	Pelts
4	Perfume
5	Rawhide
6	Rope
7	Rugs
8	Sailcloth
9	Salt
10	Seeds
11	Silk
12	Silver
13	Slaves
14	Spices
15	Sugar
16	Tea
17	Tobacco
18	Tools
19	Weapons
20	Wool

TABLE 3-53: MARKET STALLS

1d20	Vendor
1-2	Basket
3-4	Cart
5-6	Coach
7-8	Crate
9	Magic storage bag
10-11	Sacks
12-13	Saddle bag(s)
14-16	Stall
17	Tent
18	Under cloak
19	Wagon, covered
20	Wagon, open

TABLE 3-54: GOODS I

1d20	Goods
1	Animal Products (see Table 3-56)
2	Baskets
3	Bells
4	Bolts of fabric
5	Candles
6	Carnivorous plant seeds or sprouts
7	Cheese, cow or goat
8	Colored inks or paints
9	Cure-alls, real or false
10	Cutlery
11	Dungeon loot
12	Dyed yarn
13	Exotic Animals
14	Exotic foods (see Table 3-57)
15	Fertilizer (fresh or dried)
16	Firewood
17	Flour (wheat, rye, or barley)
18	Fortune telling or tarot reading
19	Garden produce (see Table 3-59)
20	Glass trinkets and baubles

TABLE 3-55: GOODS II

1d20	Goods
1	Herbs, fresh and dried
2	Honey or molasses
3	Horn products (drinking horns and blowing horns)
4	Ivory and scrimshaw
5	Leather products (sacks, water skins, and belts)
6	Local fruit (see Table 3-58)
7	Magical beasts young or eggs
8	Maps and cases or books
9	Melons
10	Mushrooms (fresh, dried, or marinated)
11	Non-metal jewelry (shell, stone, wood, coral, or bone)
12	Nuts (in shells, shelled, or in syrup)
13	Oils, flammable or edible
14	Perfume, scented oils, and soap
15	Pickled products (see Table 3-60)
16	Pipes and tobacco
17	Pots and pans (tea, frying, bread, pie, or cake)
18	Rugs or tapestries
19	Trapper wares (unusual meats and pelts)
20	Wool products (socks, coats, and blankets)

TABLE 3-56: ANIMAL PRODUCTS

1d20	Animal Products
1-3	Chicken (feathers, meat, or eggs)
4-8	Cow products (leather, smoked or dried meat, milk, and cheese)
9-10	Duck and goose products (feathers, meat, or eggs)
11-12	Fish products (smoked or dried meat and eggs)
13-14	Goat products (cured meat, milk, and cheese)
15-17	Lamb products (wool, smoked or dried meat)
18-20	Pig (ham, sausage, bacon, or salted meat)

TABLE 3-57: EXOTIC FOODS (FRESH, IN JARS, OR DRIED)

1d20	Exotic foods
1	Avocado
2	Banana
3	Breadfruit
4	Coffee (tropical)
5	Coconut
6	Dates and figs (warm and arid climes)
7	Guava
8	Kiwi
9	Lemon
10	Lychee (oriental areas)
11	Mango
12	Olives (Mediterranean climes)
13	Orange
14	Papaya
15	Passion fruit
16	Pineapple
17	Pomegranate
18	Rhubarb (oriental areas)
19	Sweet potato (tropical)
20	Tamarind

TABLE 3-58: FRUITS (FRESH, IN JARS, OR DRIED)

1d20	Fruits
1	Apples
2	Apricots
3	Blackberries
4	Black currants
5	Blueberries
6	Cherries, sweet
7	Cherries, bitter
8	Cloudberries
9	Elderberries
10	Gooseberries
11	Grapes
12	Loganberries
13	Peaches
14	Pears
15	Plums
16	Quince
17	Raspberries
18	Red currants
19	Strawberries
20	White currants

DM TIP №15

Almost as much as a tavern, adventurers love to visit the marketplace. But no one wants to flesh out every square inch of the bazaar. Instead, tables 3-48 through 3-61 help to flesh out the general wares of the marketplace, while table 3-62 through 3-71 are best used to give nervous rogues something to do.

TABLE 3-59: GARDEN PRODUCE

1d20	Garden Produce
1	Beans
2	Beets
3	Broccoli
4	Cabbages
5	Carrots
6	Cauliflower
7	Corn
8	Cucumber
9	Eggplant
10	Garlic
11	Lettuce
12	Onions
13	Peas
14	Potatoes
15	Pumpkin (livestock food)
16	Radishes
17	Spinach
18	Squash or zucchini
19	Tomato
20	Turnips

TABLE 3-60: PICKLED PRODUCTS

1d20	Pickled Products
1	Beans
2	Beets/turnips
3-4	Chilies/hot peppers
5-8	Cucumbers
9-11	Eggs
12-13	Figs
14-16	Fish
17	Garlic
18	Ginger
19-20	Onions

TABLE 3-61: DOMESTIC ANIMALS

1d20	Domestic Animal
1	Bull
2	Cat
3	Chicken
4	Cow
5	Dog, herding
6	Dog, hunting
7	Donkey
8	Duck
9	Goat
10	Goose
11	Horse, draft
12	Horse, riding
13	Lamb
14	Mule
15	Ox
16	Pig
17	Pony
18	Rooster
19	Swan
20	Turkey

TABLE 3-62: PICK POCKET YIELD I

1d20	Yield
1	1d3 cp
2	1d6 cp
3	1d10 cp
4	1d6 cp, 1d6 sp
5	1d10 cp, 1d8 sp
6	1d3 cp, 1d8 sp, 1 gp
7	2d6 sp
8	1d20 sp
9	1d8 sp, 1d3 gp
10	1d3 cp, 1d3 sp, 1d3 gp
11	1d6 cp, 1d6 sp, 1d6 gp
12	1d10 cp, 1d10 sp, 1d10 gp
13	1d20 cp, 2d6 sp, 1d12 gp
14	1d6 cp, 1d12 sp, 1d20 gp
15	1d4 cp, 3d4 sp, 3d4 gp
16	1d12 sp, 1d12 gp
17	1d4 cp, 1d4 sp, 1d20 gp
18	1d20 cp, 1d4 sp, 1d10 gp
19	1d8cp, 2d8 sp, 1d4 gp
20	1d20 cp, 1d20 sp, 1d20 gp

TABLE 3-63: PICK POCKET YIELD II

1d20	Yield
1	Archery gloves
2	Backpack
3	Bear claw necklace
4	Bedroll
5	Bell
6	Belt
7	Belt pouch
8	Blanket
9	Block and tackle
10	Bowl
11	Bucket
12	Bullseye lantern
13	Candle
14	Cape
15	Chalk
16	Chunk of meat
17	Clay mug and pot
18	Cloth
19	Coffer
20	Crowbar

TABLE 3-64: PICK POCKET YIELD III

1d20	Yield
1	Cutlery
2	Decanter
3	Disguise kit
4	Family tree scrolls
5	Fishhook
6	Flask of acid
7	Flask of alchemists fire
8	Flint and steel
9	Foot chain
10	Goblinoid finger bone

11	Handkerchief
12	Hat
13	Healer's kit
14	Healing salve
15	Holly and mistletoe
16	Hooded lantern
17	Hunting knife
18	Iron pot
19	Iron potion flask
20	Iron shears

TABLE 3-65: PICK POCKET YIELD IV

1d20	Yield
1	Jar
2	Jewelers hammer with strap
3	Large belt pouch
4	Leather archery gloves
5	Leather belt with gold buckle
6	Leather cap
7	Lock
8	Lock and key
9	Lucky charm
10	Magnifying glass
11	Magnifying glass (cracked)
12	Manacles
13	Map
14	Merchant's scale
15	Metal ornate snuff box
16	Mirror
17	Mortar and pestle
18	Musical instrument
19	Pan pipes
20	Parchment

TABLE 3-66: PICK POCKET YIELD V

1d20	Yield
1	Pendant
2	Perfume
3	Pillow
4	Piton
5	Poem
6	Potion vial
7	Pouch of clover
8	Pouch of herbs
9	Pouch of jelly rolls
10	Pouch of marbles
11	Pouch of mushrooms
12	Pouch of nails
13	Pouch of small mammal teeth
14	Quill
15	Religious edict
16	Rope
17	Scroll case
18	Sealing wax
19	Set of dice
20	Sewing needle and thread

TABLE 3-67: PICK POCKET YIELD VI

1d20	Yield
1	Signet ring
2	Silk
3	Silk scarves
4	Silver dagger
5	Small basket

6	Small blocks of wood
7	Small chest
8	Small metal brush
9	Small stone mug
10	Small wooden box
11	Smokestick
12	Smoking pipe
13	Soap
14	Sprig wolfsbane
15	Spring-loaded dagger sheath
16	Spyglass
17	Studded leather gloves
18	Sunrod
19	Tanglefoot bag
20	Thief's tools

TABLE 3-68: PICK POCKET YIELD VII

1d20	Yield
1	Thunderstone
2	Tinderbox
3	Tindertwig
4	Tobacco
5	Torch
6	Tunic
7	Vest
8	Vial of alchemical powder
9	Vial of antitoxin
10	Vial of dead insects
11	Vial of holy water
12	Vial of poison
13	Vial of rare herbs
14	Vial of unholy water
15	Waterskin
16	Whetstone
17	Whistle
18	Will and testament
19	Wineskin
20	Woolen cloak with hood

TABLE 3-69: PICK POCKET YIELD VIII

1d20	Yield
1	1d3 cp, candle, hat, and crowbar.
2	1d6 cp, bell, hunting knife, and blanket.
3	1d10 cp, dagger, lock, and parchment.
4	1d6 cp, pipes, short sword, and scroll case.
5	1d10 cp, merchant's scale, manacles and rope.
6	1d3 cp, pouch of nails, sealing wax and a set of dice.
7	2d6 sp, smoking pipe, quill, and ink.
8	1d20 sp, mortar and pestle, magnifying glass, and two daggers.
9	1d8 sp, map, jar and piton.
10	1d3 cp, holy symbol, sash, and a poem.
11	1d6 cp, pouch of marbles, mirror, and silk scarf.
12	1d10 cp, soap, tunic and whistle.
13	1d20 cp, wineskin, sunrod, and a set of dice.
14	1d6 cp, vial of antitoxin, empty vial, and short sword.
15	1d4 cp, will and testament, tobacco, spyglass.
16	1d12 cp, belt, fishhook, and iron pot.
17	1d4 cp, mug, goblinoid finger bone, and 2 pp.
18	1d20 cp, cape, healing salve, and club.
19	1d8 cp, 3 arrows, 1 empty vial, short bow.
20	1d20 cp, 3 darts, chalk, and manacles.

CITIES

TABLE 3–70: PICK POCKET YIELD IX

1d20	Yield
1	1d3 sp, archery glove, backpack, 50 feet of rope and whetstone.
2	1d6 sp, belt pouch, wineskin, and recipe.
3	1d10 sp, silver necklace, signet ring, and silver dagger.
4	1d6 sp, silk scarf, vial of perfume, and candle.
5	1d8 sp, coffer, healer's kit, hooded lantern, and pillow.
6	1d10 sp, decanter, flask of acid, 2 darts, and 1 dagger.
7	2d6 sp, iron shears, lucky charm, and pendant.
8	1d20 sp, pouch of small mammal teeth, sealing wax, signet ring.
9	2d8 sp, executioner's hood, lock and key, and smokestick.
10	2d10 sp, bolt of silk, sewing tools, leather cap and a set of dice.
11	1d6 sp, pouch of rare herbs, torch, and tindertwig.
12	1d10 sp, small helmet, wool cloak with hood, belt pouch, and tanglefoot bag.
13	2d12 sp, a book, vial of ink, quill, and leather cap.
14	3d12 sp, ornate snuff box, mirror, and personal grooming device.
15	3d6 sp, sap, vial of antitoxin, 4 pitons, and small hammer.
16	4d8 sp, firewood, waterskin, and small axe.
17	5d10 sp, light mace, loaf of bread, iron pot and cooking utensils.
18	6d12 sp, map case, lantern, signal whistle and sword hilt.
19	21d20 sp, club, vial of oil, vial of holy water, wooden stake.
20	31d20 sp, trail rations, bedroll, 50 feet of rope and a 10 foot pole.

TABLE 3–71: PICK POCKET YIELD X

1d20	Yield
1	1d3 gp, clay mug, dwarven runestone, and dart.
2	1d6 gp, smokestick, smoking pipe, and tobacco.
3	1d10 gp, hourglass, book, smoking pipe.
4	1d6 cp, 1d6 sp, artisan's tools, magnifying glass, and one 10gp gem.
5	1d10 cp, 1d8 sp, spell component pouch, tindertwig, and tanglefoot bag.
6	1 gp, thieves tools, silk rope, dagger, vial of poison.
7	2d6 gp, throwing axe, climber's kit, chunk of meat, and soap.
8	1d20 sp, a small spade, 1 vial of acid, healer's kit, a preserved creature's eye.
9	1d3 gp, musical instrument, flask of oil, crowbar, and hooded lantern.
10	1d3 sp, 1d3 gp, morningstar, masterwork lock, pouch of herbs, book, and sickle.
11	1d6 gp, sprig of mistletoe, 4 arrows, spell component pouch, and a sprig of wolves bane.
12	1d10 gp, small chest, tunic, and wineskin.
13	1d12 gp, bolt of silk, small knife, 2 vials of holy water and a leather cap.
14	1d20 gp, gauntlets, leather boots, glass vial filled with dead insects.
15	3d4 gp, 4d6 sp, 21d20 cp, merchant's scale, gemcutter's tools.
16	1d12 gp, small wooden bucket, waterskin, 50 feet of rope, and a dagger.
17	1d20 gp, buckler, lock and key set, cartographer's tools, and needle and thread.
18	2d10 gp, navigation instruments, belaying pin, and a bottle of rum.
19	1d4 gp, merchant's log book, 3 silver darts, and masterwork manacles.
20	1d20 gp, sickle, pouch of rare herbs, traveling boots, flask of water, and a piece of fruit.

TAVERNS

TABLE 3–72: TAVERN NAMES I

1d20	Name
1	Archer and Moon Inn
2	Ashen Elf Inn
3	Bailey's Portcall
4	The Baron's Alehouse
5	Black Dragon Tavern
6	Brimmed Jeweled Alehouse
7	Broken Horn Inn and Stables
8	The Cauldron
9	Crest of the Griffon
10	Chimera and Pony
11	Connor's Well
12	Crossroad and Maiden Lodge
13	The Dancing Mare
14	Dark Paladin Hall
15	The Demon's Cellar
16	Dragon and Guardian
17	The Duke's Goblet
18	Dwarf and Lantern Alehouse
19	Earthy Delight's Inn and Bathhouse
20	The Everful Chalice Tavern

TABLE 3–73: TAVERN NAMES II

1d20	Name
1	Falconcall Pub
2	Fiery Hound Guesthouse
3	Flask and Flail
4	Four Orcs Lodge
5	Giant's Saddle Inn
6	The Gold Obelisk Tavern Hall
7	Golem and Gander Tavern
8	Gorgon's Breath Brewery
9	The Gilded Goose
10	The Green Sage
11	Greyhound's Folly and Whistle
12	Griffon's Roar Tavern and Stables
13	Growling Bag Inn
14	Harpy's Breath Tavern
15	Hearty Buxom Wench
16	Howling Siren Alehouse
17	The Huntsman's Rest
18	Ivory Flute Roadhouse
19	The Jackal and the Stag
20	Janik's Watering Hole

TABLE 3-74: TAVERN NAMES III

1d20	Name
1	Khylan's Place
2	The Kinsman
3	The Knightman's Pub
4	The Last Stop
5	The Lazy Huntsman
6	The Lucky Vicar
7	The Man-at-Arms
8	Murky Bear Lodge
9	Nightman's Brother Tavern and Inn
10	Nine and Six
11	North Ship Hall
12	The Ogre and the Knave
13	Pelican Flight and Shield Roadhouse
14	The Plowman's Furrow
15	The Pointed Rabbit House
16	Quiver and Stallion Inn
17	Pemin's Lament
18	Ram's Head
19	The Roc's Nest
20	The Rogue's Arms

TABLE 3-75: TAVERN NAMES IV

1d20	Name
1	Rook's
2	Ruhgar's House
3	The Sceptre and the Rose
4	The Sheriff's Stein
5	Sleeping Hawk Inn
6	Squire and Knight Brewery
7	The Stonemason's Fist
8	The Stocks
9	Tall Flagon Tavern
10	Tankard and Gull
11	Tiger's Teeth Inn
12	The Traveler's Mug
13	Troll's Head Inn
14	The Warrior and Jester Meadhall
15	Whispering Winds
16	White Wyrms Pub
17	Witch Meadow Run Inn
18	Worthy Centaur Lodge
19	The Wounded Boar
20	Wyvern's Watch and Stable

TABLE 3-76: TAVERN INTERIOR

1d20	Contents
1	1 huge well-lit wagon wheel chandelier over looks a central hearth, 6 long tables and a performing stool.
2	1 long table, 4 small round tables, 8 bar stools, stage for singing.
3	1 round table, 2 long tables, 6 bar stools, center hearth.
4	2 private booths, 2 round tables and 2 long tables.
5	3 long tables, 2 game tables, twin hearths and a bar with 12 stools.
6	3 round tables, 2 gaming tables and 3 long tables surround an exceptionally large central hearth.
7	4 long tables, 1 small table for dice, one dart board, a center piece or trophy of some interest.
8	4 long tables, 4 round tables and a short bar with 6 stools. There's also a trophy case with well-worn gear within from fallen adventurers.
9	4 long tables, 6 round tables and a bar with 8 stools.
10	4 private booths, 4 round tables on first floor, 4 round tables on the balcony above the bar, hearth at the far end.
11	4 small booths, 6 small tables, 2 bar stools, rack of nice glasses behind the bar, well-groomed help.
12	6 long tables around a central hearth, 2 bars at each end with 6 stools each.
13	6 private booths, 4 round tables and 2 long tables. There's a large hearth at one end. The help are all named for gemstones (Jade, Sapphire, etc.).
14	A bar curved around one corner with 8 stools. There are also 2 round tables and 2 long tables and a performance stage.
15	Floor covered with straw, 3 long tables and 5 round tables with a spiral stair leading to the balcony bar with 10 stools.
16	A hearth at one end. 4 long tables and a bar with 7 stools. A stage for singing.
17	Horseshoe-shaped bar with 10 stools with a lowered interior, 4 booths and 4 long tables.
18	A very smoky interior with 4 private booths, a performing stage, 6 round tables and a central hearth.
19	Many animal trophies are behind a large bar with 12 stools. 6 round tables and 1 banquet table by the hearth.
20	Wrap-around balcony with 8 round tables. On main floor 2 small and 4 long tables and a bar with 6 stools.

DM TIP №16

Quite possibly the most important charts of this book, tables 3-72 through 3-94 detail the part of your city where adventurers will be spending 80% of their time. Who runs the inn? See Chapter 4. Who is in the inn? Table 3-77 or 3-79 can answer that question. Do they have food or alcohol? Yes. Tables 3-80 through 3-86 are dedicated to man's favorite pastimes: eating and drinking.

If you can't find it here, then it doesn't exist.

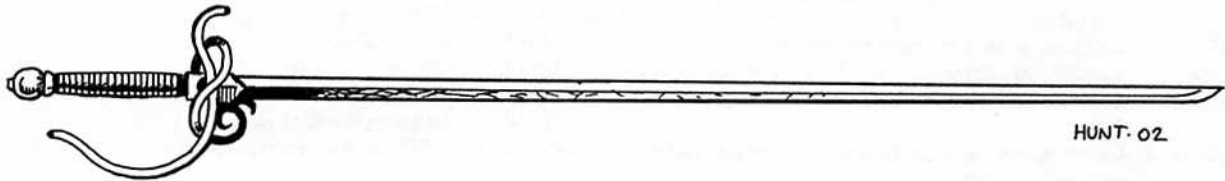
CITIES

TABLE 3-77: TAVERN PATRONS, GENERIC I

1d20	Patron
1	Empty table
2	One dwarf
3	One dwarf and one elf
4	One dwarf, one half-orc and two humans
5	One half-elf and two dwarves
6	One half-orc and one human
7	One human
8	One human and two half-elves
9	Two elves and a human dandy
10	Two humans
11	Two humans and a dwarven smith
12	Two humans, a half-orc, and an elven sage
13	Three dwarves and a human
14	Three human merchants
15	Three humans
16	Three humans and a half-elf
17	Three humans and a half-orc porter
18	Four humans
19	Four humans and a dwarf
20	Four human apprentice laborer/craftsmen

TABLE 3-78: TAVERN PATRONS, GENERIC II

1d20	Patron
1	Empty dilapidated table
2	One dwarf mumbling to himself
3	One dwarf and one orc arm wrestling
4	One dwarf and three humans negotiating terms
5	One half-orc and two elves arguing
6	One half-orc and three dwarves playing darts
7	One human looking pensive
8	One human and three elves dressed like hunters
9	Two elves searching the room for someone
10	Two humans hiding out
11	Two human merchants telling tales
12	Two humans and a dwarven sage appraising a ring
13	Two humans and an elf reading a map
14	Three human soldiers looking for a place to sit
15	Three humans and an orc prisoner
16	Three humans flirting with the barmaid
17	Four humans hiring an elf guide
18	Four humans gambling and throwing dice
19	Five dwarves surrounded by empty mugs
20	Mixed group of six adventurers arguing over the bill



HUNT. 02

TABLE 3-79: TAVERN PATRONS, SPECIFIC

1d20	Patron
1	A drunk dwarf will loudly boast of his latest adventure to any who want to hear, and any who don't want to as well.
2	A drunken brawl is settling down.
3	A half-elven patron sitting at another table generously buys the entire house a free tankard of the most local popular alcoholic beverage.
4	A half-orc's table is covered with empty mugs, but he continues to down more.
5	A human alchemist is looking to hire someone to recover a shipment of supplies that was hijacked en route. If he doesn't get them back, he faces bankruptcy.
6	A human noble and his entourage are taking up all the help available to the detriment of the other patrons.
7	A human woman who is really a lady of the evening sets her eyes on one of the characters.
8	A missionary from an exotic church (see table 3-95 through 3-104) preaches about the wickedness of drink. Few listen and the bartender grows weary with his antics.
9	An abusive human drunk and a few of his companions shout occasional insults at other patrons.
10	Drunken miners sing a local song in and out of tune.
11	Dwarf merchant, buying a round of drinks. He's planning a journey through the mountain pass tomorrow.
12	Everyone is quiet and barely drinking. A human tax collector sits in the corner counting the tithes. A bodyguard sits with him. The barkeep holds his head in his hands grumbling.
13	The bar seems overstocked with help, as the barkeep trains a new crew among the many patrons.
14	The barkeep is overworked by a large group of human laborers that apparently found a small sack of gold.
15	Two dwarves and two humans, all smiths or metal workers are complaining loudly about local policy.
16	Two dwarves are giving a problem to a comely half-elven serving girl.
17	Two elves are talking in low tones, turning away from any who look at them for too long.
18	Two half-orcs are trying to start a brawl between a human and an elf who take turns holding each other back.
19	Two human couples are sitting dangerously close to one another in the corner, laughing.
20	Two human merchants whisper softly and nod as they scope out the other patrons.

TABLE 3-80: TAVERN MENU

1d20	Menu
1	Apple pie, oatmeal, raisins, spinach, stuffed trout, succotash. 2 sp
2	Apples, broccoli, curds, hash, millet. 8 cp
3	Apples, lentils, quail eggs, rabbit stew. 1 sp, 5 cp
4	Bacon, blackberries, goose eggs, green beans, mush. 8 cp
5	Beef steak, custard, mush, red potatoes, yams. 5 sp
6	Beef stew, corn, chick peas, rhubarb pie, rice. 2 sp, 2 cp
7	Baked beans, broiled catfish, flatbread, leeks, spice bread. 3 sp
8	Black beans, oatmeal, strawberries. 2 sp
9	Blackberries, sharp cheese, sweetbread. 1 sp
10	Blue beans, carrots, corn pone, curds, dates, kippers. 2 sp
11	Blueberries, mush, soft cheese. 1 sp
12	Broad beans, coarse rye bread, mixed grill, rhubarb pie, spinach. 3 sp
13	Carrots, duck eggs, pork chops, strawberries. 4 sp
14	Chicken eggs (pickled), corn pone, pudding, raisins, spinach. 2 sp
15	Chicken eggs (hard boiled), pickled dates, sweat potatoes, sausage (2). 3 sp
16	Corn, lentils, peas, pork liver, rice pudding. 2 sp, 4 cp
17	Cabbage, quail eggs, stewed prunes, summer sausage (2). 2 sp
18	Carrots, duck eggs, peach, veal sweetbreads. 2 sp
19	Goose eggs (sauteed), raspberries, red beans, sausage (2). 3 sp
20	Pork chops, russet potatoes, soft cheese, strawberries. 6 sp

TABLE 3-81: ALCOHOLIC DRINKS I

1d20	Drink
1-4	Ale. 4 cp
5-7	Ale, dwarven. 1 sp
8-9	Ale, pale. 5 cp
10-12	Ale, red. 6 cp
13-14	Beer. 3 cp
15-16	Beer, dwarf. 5 cp
17	Beer, ogre. 1 cp
18	Beer, orc. 2 cp
19	Bitter. 4 cp
20	Bitter, dwarf. 1 sp

TABLE 3-82: ALCOHOLIC DRINKS II

1d20	Drink
1-2	Bourbon. 1 sp
3	Bourbon, dwarf. 2 sp
4-5	Brandy. 3 sp
6	Brandy, apple. 4 sp
7	Brandy, apricot. 4 sp
8	Brandy, blackberry. 4 sp
9	Brandy, elf. 5 sp
10	Brandy, plum. 4 sp

11-12	Cider, hard. 2 cp
13-14	Cider, spiced. 3 cp
15-16	Cider, warm. 3 cp
17-18	Cognac (bottle). 15 gp
19	Cognac, elf (bottle). 25 gp
20	Cognac, warm (glass). 1 gp

TABLE 3-83: ALCOHOLIC DRINKS III

1d20	Drink
1-2	Cream-ale. 5 cp
3-4	Cream-stout. 5 cp
5-6	Firewater. 5 cp
7-8	Gin. 1 sp
9-11	Grog. 2 cp
12-13	Grog, orc (gallon jug). 1 sp
14	Hefeweizen. 8 cp
15	Lambic. 6 cp
16-18	Mead. 2 cp
19-20	Mead, orc. 1 cp

TABLE 3-84: ALCOHOLIC DRINKS IV

1d20	Drink
1-2	Moonshine. 3 cp
3-4	Porter. 5 cp
5	Port. 3 sp
6-7	Pilsner. 6 cp
8-9	Raisin jack. 1 cp
10-11	Rotgut. 2 cp
12-14	Rum. 1 sp
15-16	Rye whiskey. 2 sp
17	Schnapps. 2 sp
18-19	Scotch whiskey. 3 sp
20	Sherry. 3 sp

TABLE 3-85: ALCOHOLIC DRINKS V

1d20	Drink
1-2	Stout. 4 cp
3-6	Stout, dwarf. 1 sp
7	Stout, ogre (gallon). 1 sp
8	Stout, orc. 2 cp
9-10	Vodka. 2 sp
11	Vodka, orc. 1 sp.
12-14	Whiskey. 3 sp
15-20	Wine. (see table 3-85a)

TABLE 3-85A: ALCOHOLIC DRINKS, WINE

1d20	Wine (per goblet)
1-2	Cabernet. 3 sp+
3-4	Chardonnay. 4 sp+
5-6	Chianti. 8 sp+
7-10	Elf. 1 gp+
11-13	Merlot. 7 gp+
14-15	Pinot Noir. 6 gp+
16	Red.* 1 sp
17	Rice. 1 sp+
18-19	Sauvignon-blanc. 5 sp+
20	White.* 2 sp

* Some establishments merely refer to wine by red and white, showing the locals' true taste for wine.

TABLE 3–86: FANTASY DRINKS

1d20	Drink Description*
1	<i>Aguardiente</i> . Clear liqueur that can be used as lamp oil.
2	<i>Cacomosas</i> . Distilled potatoes and fresh fruit.
3	<i>Clan Sipping Whiskey</i> . A light hardy green whiskey used in social gatherings, drunk in small sipping glasses.
4	<i>Crows Fury</i> . Made by the dark dwarves, this two toned ale has distinct flavor. The blue part is sweet like honey, the red part tastes like old rotten molasses.
5	<i>Deep Whiskey</i> . A bright green clear whiskey made by the sahuagin. At the bottom it has crystals that are produced only within the drink. The more there are the better the drink tastes.
6	<i>Dragon Blood</i> . As the name suggest, this was first developed by a dragon worshipping cult and later found its way to many lands. It does require a small dose of dragon blood mixed with elven wine and dwarven spirits.
7	<i>Dwarf King's Beard</i> . Heavy ale mixed with the strongest of dwarven spirits. Dwarves will usually drink this before a great battle to prove to their god that they have what it takes to do battle.
8	<i>High Elven Brandy</i> . It has a refined flavor and as the liquor enters the mouth, it evaporates immediately preventing the subject from ever becoming intoxicated.
9	<i>Liquor of the Black</i> . A black heavy drink said to have brain fluid in it that insures the drinkers senses are more acute. Rumored to attract hungry psionic monsters to the persons for up 24 hours after drinking it.
10	<i>Little Beer</i> . Yellow ale with a white cream on top enjoyed by nobility at social gatherings.
11	<i>Madman</i> . A black thick brew made by the drow with a heavy bitter flavor from the tiny amounts of spider poison used to spice it up, it is known to cause hallucinations.
12	<i>Mountain Ale</i> . Both the giants and dwarves claim to have developed this strange ale. The ale has the tendency to change colors as it ages. The older it gets the brighter it gets.
13	<i>Northern Mergot</i> . A dry wine with an oak after flavor used by many human taverns of good repute.
14	<i>Orcish Grum</i> . Heavy ale that always has a different repulsive flavor when drunk.
15	<i>Salty One</i> . Used by many desert dwellers, this drink actually returns the body's fluids but has been known to make people act out of character with no memory of their actions.
16	<i>Spine Killer</i> . The only liquor known to be developed by ogres. This heavy moss covered drink is so strong as to cause the nervous system of a "lesser" humanoid to spasm uncontrollably after one drink.
17	<i>Sun Shooter</i> . White liquor with a brandy-like flavor that raises the body temperature by as much as 10 degrees.
18	<i>Tall Fellow</i> . A northman light beer, purposely done so and served in an oversized glass so they can drink big.
19	<i>Three One</i> . This drink is served in three small cups. The first one has dark spicy brandy that slows the brain thought process, the second one has a bitter orange drink that numbs the senses and the third one is a clear drink with no flavor that disorients the drinker.
20	<i>Whirlpool</i> . A pirate favorite. In heavy quantities this watery red ale is known to make a person so dizzy as to make them fall down with the distinct feeling the world is spinning.

* The price for specialty drinks varies from region to region, but is never less than 5 sp.

TABLE 3–87: ENTERTAINERS

1d20	Entertainer
1	Acrobat
2	Actor
3	Animal trainer
4	Artist
5	Charlatan
6	Contortionist
7	Exotic dancer
8	Fire-eater
9	Fortuneteller
10	Games of chance
11	Jester
12	Juggler
13	Knife thrower
14	Magician
15	Musician
16	Poet
17	Singer
18	Storyteller
19	Strongman
20	Wrestlers

TABLE 3–88: LEGENDS AND LOCAL STORIES

1d20	Legend
1	The Ballad of Jacarra's Folly
2	Battle of Amazon Valley
3	The Battle of Seven Year Valley
4	Bethrene's Triumph
5	Brother Val's Pilgrimage
6	Damia's Crypt Wish
7	The Darkwood Legends
8	The Fall of Castle Dunrock
9	The Ghost of Durgim's Alley
10	Lane's Last Stand
11	Legend of the Starweaver
12	Lord Bhalon's Mercy
13	Moon's Legacy
14	Shardin's Journey
15	Song of Ladyknight
16	The Song of the Familiar
17	The Southern Empires Epic
18	Tale of the Feymaster
19	The Terror of Gaielain
20	The Tide of Ancient Storms

TABLE 3–89: ROOMS FOR RENT

1d20	Room
1	1d12 cots are available in the common room for 4 sp per night each. For 5 sp each you also get a morning meal.
2	1d3 empty cots in the common room. 1 sp per night each.
3	1d3 empty rooms. 1 gp per night each.
4	1d4 empty two-bed rooms. 1 gp per night each. Stabling services 2 sp per mount.
5	1d4 empty suites. 2 gp per night each, stabling services 3 sp per mount.
6	1d4 rooms are available for 7 sp per night each. Also, 1d4 cots in the common room may be had for 2 sp per night each.
7	1d4 rooms are empty, 8 sp per night each. 2 gp for three nights.
8	1d6 two-bed rooms are available. 1 gp per night each. Rain barrel baths for 4 cp each.
9	1d8 beds in the common room are available for 2 sp per night each, and one room available for 6 sp per night. Rain barrel baths are available for 2 cp each.
10	1d8 small rooms are available. 4 sp per night each, three nights for 1 gp. Stabling services are 5 cp per mount.
11	2d4 rooms are empty. 6 sp per night each. 1 gp for two nights.
12	2d4 suites are available for 3 gp per night each, 4 gp with stabling services and private warm baths, 5 gp will get you all of the above plus a full morning meal.
13	2d6 empty cots in the common room. 2 sp per night each.
14	2d6 rooms are available for 8 sp per night each, 9 sp with stabling services, 1 gp with laundry and mending services.
15	2d6 rooms are available here. 7 sp per night each, 8 sp with a hot-water bath, 9 sp with stabling services, and 1 gp for all services plus a morning meal.
16	2d8 cots are available in the common room for 3 sp per night each, 5 sp with stabling services and small morning meal.
17	2d8 rooms are available for 1 gp per night each. 1d4 suites are available as well for 2 gp per night each. There are also stabling services for 3 sp per mount, private warm baths for 3 sp each, and mending services for 3 sp each.
18	3d3 rooms are empty, 4 sp per night each. 1 gp for three nights.
19	One empty suite. 8 gp per night.
20	One suite is empty. 1 gp per night. 1d4 rooms are also available at 4 sp per night each.

TABLE 3–90: RENTED ROOM FEATURES, MUNDANE

1d20	Feature
1	A strange smell.
2	Beds are in decent shape with a single small strongbox and key.
3	Constant creaking of the floorboards from settling.
4	Candles burn a pleasant incense.
5	Fresh sheets and a feather mattress.
6	Good beds and pillow but no sheets.
7	Hastily cleaned blood stains on wooden floor.
8	Loose floorboard.
9	Missing pillows or mattress.
10	Missing portrait marking on wall.
11	No curtains on the window.
12	Secret door or compartment.
13	Small private fireplace.
14	Small writing desk with ink and quill.
15	Still occupied by another patron.
16	Straw mattress and one window.
17	The two windows in this room have been nailed shut.
18	Thick layer of dust on everything
19	Two beautiful windows with iron bars.
20	Unclean room.

TABLE 3–91: RENTED ROOM FEATURES, STRANGE

1d20	Feature
1	A dead body lies on the floor, recently murdered. (see table 2–46 through 2–47)
2	A note remains, intended for someone else.
3	Bits of rope scattered throughout the room.
4	Curainless windows face East and West.
5	Expensive art hangs on the wall.
6	Glass double doors lead to a small balcony.
7	Incredibly lavish room for the price.
8	Inexplicable loud noises throughout the night.
9	Luggage and weapons left behind by previous tenant or present guest.
10	Markings from a previous ritual remain on the floor.
11	Odd bolts and hooks in the ceiling.
12	One of the beds is missing or damaged.
13	One restroom for the entire floor and no chamberpots.
14	Roof leaks.
15	Scratching sound from inside the walls.
16	Small pet left behind by last occupant.
17	Smell of perfume hangs in the air. Pleasant at first; annoying as time passes.
18	Tussled bed and knocked over chair indicate a recent struggle.
19	Two straw mattresses infested with lice.
20	Thick layer of dust on everything.

TABLE 3–92: TAVERN ADVENTURES

1d20	Tavern Adventure
1	A careless wizard experimenting with chemicals starts a fire that doesn't always extinguish with water.
2	A fire breaks out in the kitchen and spreads quickly. The party can escape easily enough, but what of everyone else, and what of their stored belongings?
3	A drunk sorcerer misreads a scroll creating a wall of force around the tavern.
4	A powerful blackguard fleeing the city's justice dashes into the inn, takes several hostages in the kitchen and bars the doors. It's up to the party to stop him from the inside.
5	A remote inn is also the front for a cult or secret society. By chance, one of the PC's uses a code word that could indicate they are either visiting members or unfortunates sent there for sacrifice.
6	A rogue sits in the corner of the room, fiddling with her latest ill-gotten acquisition. It's a family heirloom of the ruling nobles. They live nearby and soon will be scouring the streets with the best bounty hunters.
7	A young warrior kicks in the door to the tavern, demanding the blood of the owner over some real or imagined affair the man is rumored to be having with a waitress. The woman in question happens to be the warrior's wife.
8	An angry mob drags a man into the inn, seeking to use its main room as a court for a hanging. Guilty of the crime or not, it's clear he has no chance if no one stands up for him.
9	An important visiting dignitary is staying the week and hires the party to act as her bodyguards in the city. She pays well, but is demanding. She is in a lot of danger from assassins that wish to stop her from completing her mission.
10	Dozens of angry young men storm the inn where the group is staying. They take hostages and demand to be heard by the city's government to state their grievances.
11	Locked in his room, a foolish wizard summons an imp or quasit without taking the proper precautions. It slays him and sets about to generate as much confusion and mayhem in the inn as it can.
12	Someone at the inn has captured pixies for an evil alchemist. When they get loose all manner of chaos is unleashed on the inn.
13	One of the tavern patrons recently murdered someone who trusted him, and the vengeful spirit tracks him there. In its rage and fury, the spirit assumes that everyone in the place must be his killer's co-conspirators.
14	Someone in the tavern collapses onto the floor, stone dead. He's been poisoned, and everyone in the room could be a suspect. A local official is in the building at the time, and forces the patrons to stay until the murderer is found.
15	The Grand Inquisitor of a highly lawful church has reason to believe evil anarchists use the tavern as a meeting place for their cell. He surrounds the place with loyal church warriors and prepares to interrogate all the denizens.
16	The inhabitants of the town where this inn stands harbor some deep secret they wish to protect. The party stumbles onto it, and has to figure out how to get out of town with their skins intact.
17	The party has made a powerful enemy who chooses to attack the group while it stays at an inn.
18	The tavern the party is in happens to have an illicit side business in gambling and prostitution, though they may not know it. While the group is there, it is raided by the city or a rival gang looking to put the place out of business.
19	This inn has long enjoyed the protection of a benign, fey spirit. Inadvertently, one of the PC's has done something to offend it, and must make amends or the spirit will leave.
20	Two nobles have been carrying on an illicit affair and are here tonight. One of their spouse's has discovered the affair, and comes to the inn with personal guards, looking for satisfaction.

TABLE 3–93: BOUNTIES POSTED

1d20	Bounty
1	40 gp to locate the wreckage of the (sky?) ship <i>The Exultant Hornet</i> .
2	50 gp for the return of Fayden Smothers, barmaid of <i>The Dancer's Sword Inn and Tavern</i> .
3	50 gp for the head of Ellgin Kasor, necromancer of <i>Bedlum</i> , robber of graves.
4	100 gp for the capture of Moondown the elf for outlawed use of divinatory magics.
5	200 gp for Jadaff the Slip for gem fraud.
6	200 gp for the capture of Geldall Masterson, former treasurer of the <i>Merchant's Guild</i> , and the return of the documents he took.
7	200 gp for the return of the <i>Thousandstar Agate</i> gem piece stolen from the crown of <i>Apphur</i> .
8	300 gp for the capture of Baderfiel the Vile for cutpursing outside guild territory.
9	300 gp for the capture of His Honorable Judge Lord Crysar Uncora for embezzlement of city funds.
10	500 gp for the head of Nyltha-Aten, cabalist known to operate under the city.
11	500 gp for Harsken the Outspoken, naysayer of the gods and cult leader.
12	500 gp for the ogre hammer <i>Olde Mithralmaul</i> in the hills of <i>Castlebluff</i> .
13	600 gp for the capture of Aunor Lirriliat, elven mentalist for illegal usage of enchantment magic.
14	600 gp for the capture of the Lady Elwa Arentas, of house Arentas and her half-orc bodyguard Thodrik.
15	700 gp for the return of the <i>Map of Ages</i> stolen from the <i>Historical Consortium</i> by unknown vandals.
16	800 gp for Capt Lessiah Golblood of the ship <i>Mercydeath</i> .
17	800 gp for proof that Lord Arenin Lyrwug is truly a doppelganger.
18	1,000 gp for the head of Lackiar of <i>Corneliar</i> for betraying the city to the <i>Black Dragon</i> .
19	1,000 gp for the head of Rheumlewd Drasson, suspected nightcrawler and vagabond.
20	2,000 gp for undeniable proof of the death of the frost giants <i>Smid Ragisson Bull-Roarer</i> and <i>Valgerd Ivarsdottir</i> .

TABLE 3-94: MERCENARY JOBS

1d20	Mercenary Job
1	A bounty of 250 gp for the return of the fugitive, Bragman Eckard, will be given to the person who brings him back alive. He killed the four guards escorting him to his trial; last seen heading into the forbidden woods.
2	A bounty of 500 gp for the head of the captain of the guard, Travis Hillshire has been posted by the Bloody Daggers guild.
3	A dragon is heading this way and is destroying everything in its path! Powerful mercenaries are needed to intercept it before it's too late.
4	A horde of humanoids are heading this way and the King is offering a large bounty for anyone to undertake a dangerous mission to the heart of the hordelands.
5	A quest to destroy a discovered evil artifact has been put forth to anyone who is willing to undertake such a dangerous mission and payment of 5,000 gp is being offered as a reward.
6	A weapon of great power has been stolen from the Imperial Treasury. A reward of 10,000 gp has been offered for its return.
7	Flying creatures have been seen as the cause of the destruction of outlying villages. Mercenaries are needed to deal with this threat.
8	Great Mage Mathaar is looking for powerful mercenaries to travel to a far realm to retrieve a special item, amateurs need not apply!
9	In the town of Windswept a mysterious castle has appeared nearby. No contact has been made but people are starting to die. We are in need of Mercenaries to investigate this city and stop the deaths.
10	Lord Holmer from the house Beliard has placed a bounty on that new upstart Gremlimore from the House Goldsong and is willing to pay 1,000 gp to anyone interested.
11	Lord Killshire is looking for a group of strong men to clear his new surrounding lands of monsters.
12	Lord Talgard is looking for mercenaries to help him conquer the weak lands to the north, much gold and glory has been promised.
13	Pirates have been pillaging our coastline; we are in need of a strong group of mercenaries to deal with them.
14	Sir Feldman Drescher III is looking for a group to escort his entourage through the Screaming Cliffs. He is offering a contract of 500 gp per person for this honor.
15	The dwarves in The Deep Kingdom are looking for bands of mercenaries to help fight against drow attacks.
16	The empire has invaded our lands and we are in desperate need of mercenaries, please see the town magistrate for enrollment and payment!
17	The Grand Druid Oth is willing to give mercenaries healing and some magic items in exchange to stopping humanoid raiders from setting the forest on fire.
18	The Lady Alene Kasody is looking for mercenaries to rescue her husband from a band of giants that kidnapped him two days ago.
19	The town of Graffit is looking for mercenaries to explore the new cave discovered not more than five miles from here.
20	Wizard Sarn Alizar will pay a bounty of up to 200 gp for every exotic animal that he needs.

RELIGION

TABLE 3-95: RELIGIOUS WORSHIP

1d20	Divinity
1	Ancestors
2-3	Aspect*
4-11	Goddess
12-19	God
20	Totems

* Instead of worshipping the god of the sun, he worships the sun itself, etc.

DM TIP №17

Many of the domains listed on the following charts are from AEG products. If you do not have access to the books, use the domain as another part of god's portfolio. Find the appropriate domains from the *Player's Handbook*,™ that fit your needs. Alternately, *Mercenaries* lists every domain AEG has published of December 2002.

TABLE 3-96: DEITY PORTFOLIOS I

1d20	Portfolio
1	Air
2	Art
3	Bad luck
4	Beauty
5	Combat
6	Dancing
7	Death
8	Destruction
9	Disease
10	Earth
11	Fate
12	Fertility
13	Fire
14	Forge
15	Freedom
16	Gluttony
17	Good luck
18	Greed
19	Guardian
20	Harvest

CITIES

TABLE 3-97: DEITY PORTFOLIOS II

1d20	Portfolio
1	Hatred
2	Healing
3	Home
4	Hunting
5	Knowledge
6	Laughter
7	Learning
8	Lightning
9	Love
10	Magic
11	Mental strength
12	Moon
13	Music
14	Nature
15	Nobility
16	Pirates
17	Poison
18	Rebirth
19	Retribution
20	Road and travel

TABLE 3-98: DEITY PORTFOLIOS III

1d20	Portfolio
1	Sea
2	Secrets
3	Slaughter
4	Soldiers
5	Song
6	Storms
7	Strength
8	Sun
9	Thunder
10	Tricks
11	Truth
12	Tyranny
13	Valor
14	War
15	Warriors
16	Water
17	Wind
18	Wine
19	Wisdom
20	Woodlands

TABLE 3-99: DOMAINS I

1d20	Domain
1	Air
2	Animal
3	Chaos or Law
4	Death
5	Destruction
6	Earth
7	Fire
8	Good or Evil
9	Healing
10	Knowledge

11	Luck
12	Magic
13	Plant
14	Protection
15	Strength
16	Sun
17	Travel
18	Trickery
19	War
20	Water

TABLE 3-100: DOMAINS II, AEG

1d20	Domain
1	Ambition
2	Battle
3	Betrayal
4	Blood
5	Competition
6	Conquest
7	Corruption
8	Creation
9	Darkness
10	Desperation
11	Diplomacy
12	Disease
13	Domination
14	Fear
15	Foraging
16	Fury
17	Guardian
18	Hatred
19	Havoc
20	Hunter

TABLE 3-101: DOMAINS III, AEG

1d20	Domain
1	Justice
2	Leadership
3	Lust
4	Money
5	Nature
6	Night
7	Pain
8	Plague
9	Power
10	Purification
11	Rot
12	Secrets
13	Solace
14	Spirit
15	Storm
16	Tyranny
17	Undead
18	Vengeance
19	Victory
20	Weather

CITIES

TABLE 3-102: HOLIDAYS

1d20	Holiday Name
1	Black Treefall
2	Boars Tribute
3	Dance Macabre
4	Darksupper Night
5	Festival of Celestials
6	Flagforth
7	Freeshore
8	Glorygate Festival
9	Godsday
10	Grand Conjunction
11	Guildsday
12	Hedonsnight
13	Hours of Honor
14	Musical Midday
15	Oldguard Day
16	Snowwild
17	Spiremore Festival
18	St. Plezinton's Day
19	Tri-Days of Wymrend
20	Victorshield

TABLE 3-103: CLERICAL TITLES

1d20	Title
1	Abbot
2	Acolyte
3	Adept
4	Altar master
5	Archbishop
6	Bishop
7	Cardinal
8	Curate
9	Elder
10	Father
11	Heirophant
12	Lama
13	Minister
14	Monk (nun)
15	Monsignor
16	Patriarch
17	Perfect
18	Priest
19	Shaman
20	Wisdom

TABLE 3-104: TEMPLES

1d20	Title
1	Basilica
2	Bethel
3	Cathedral
4	Chapel/chantry
5	Church
6	Cloister
7	Convent/nunnery
8	Fane
9	Holy ground
10	Kirk
11	Monastery/abbey
12	Mosque
13	Naos
14	Reliquary
15	Sanctuary/sanctum
16	Shrine
17	Stupa
18	Synagogue
19	Tabernacle
20	Temple

TABLE 3-105: CLERICAL NPCs

1d20	Cleric NPC
1	Lena, Human Rog1/Clr3: CR 4; SZ M (Humanoid); HD 1d6+1 + 3d8+3; hp 22; Init +7 (Dex, Imp Init); Spd 30 ft.; AC 18 (+3 Dex, +3 armor, +2 shield); Atks +1 <i>light mace</i> +2 melee (1d6) or <i>light crossbow</i> +6 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +5, Ref +7, Will +6; Str 9, Dex 16, Con 12, Int 12, Wis 14, Cha 13; AL CG. Skills: Bluff +8, Climb +4, Escape Artist +8, Hide +12, Jump +1, Listen +6, Move Silently +8, Open Lock +8, Sense Motive +3. Feats: Dodge, Improved Initiative. Domains: Luck, Trickery. Spells Prepared (4/3/2): 0 – <i>cure minor wounds, detect poison, mending, read magic</i> ; 1st – <i>change self, entropic shield, random action, shield of faith</i> ; 2nd – <i>hold person, invisibility, summon monster II</i> . Possessions: +1 <i>light mace</i> , masterwork <i>light crossbow</i> , 20 bolts, masterwork studded leather, +1 <i>small steel shield</i> , flint and steel, grappling hook, 50 ft. silk rope, mw thieves' tools, blanket, <i>potion of cat's grace</i> (3), <i>potion of cure moderate wounds</i> (3), <i>potion of sneaking</i> , <i>potion of glibness</i> .
2	Kelson, Dwarf Clr2: CR 2; SZ M (Humanoid); HD 2d8+8; hp 20; Init +0; Spd 15 ft.; AC 18 (+6 armor, +2 shield); Atks Battleaxe +2 melee (1d8+2) or heavy crossbow +1 ranged (1d10); SA Spells; SQ Turn undead; SV Fort +7, Ref +0, Will +5; Str 14, Dex 11, Con 18, Int 12, Wis 15, Cha 10; AL LG. Skills: Diplomacy +5, Knowledge (religion) +6, Spellcraft +6. Feats: Martial Weapon Proficiency (battleaxe). Domains: Good, Law. Spells Prepared (4/3): 0 – <i>create water, guidance, mending, purify food and drink</i> ; 1st – <i>command, magic weapon, protection from chaos, protection from evil</i> . Possessions: Battleaxe, heavy crossbow, 50 bolts, mw banded mail, large steel shield, crowbar, hammer, bedroll, tent, <i>potion of endure elements</i> .
3	Elanna, Half-Elf Clr8: CR 8; SZ M (Humanoid); HD 8d8+11; hp 54; Init +1 (Dex); Spd 15 ft.; AC 21 (+1 Dex, +7 armor, +3 shield); Atks Morningstar +6/+1 melee (1d8-1) or +1 <i>light crossbow</i> +8/+3 ranged (1d8+1); SA Spells; SQ Turn undead; SV Fort +8, Ref +4, Will +10; Str 8, Dex 13, Con 12, Int 10, Wis 16, Cha 14; AL NG. Skills: Concentration +12, Listen +4, Search +1, Spellcraft +11, Spot +4. Feats: Quicken Spell, Scribe Scroll, Toughness. Domains: Healing, Protection. Spells Prepared (6/5/4/4/2): 0 – <i>detect magic, guidance, light, mending, resistance, virtue</i> ; 1st – <i>bane, bless, command, doom, entropic shield, sanctuary</i> ; 2nd – <i>aid, remove paralysis, cure moderate wounds, hold person, lesser restoration</i> ; 3rd – <i>create food and water, daylight, protection from elements, water walk, wind wall</i> ; 4th – <i>cure critical wounds, restoration, spell immunity</i> . Possessions: Masterwork morningstar, +1 <i>light crossbow</i> , +2 chainmail, +1 <i>large steel shield</i> , 10 bolts, <i>potion of spider climb</i> , <i>cloak of resistance</i> +1, <i>potion of fly</i> (2), <i>scroll of raise dead</i> (3), <i>wand of cure light wounds</i> .

CITIES

- 4 **Corind, Human Clr1:** CR 1; SZ M (humanoid); HD 1d8+2; hp 10; Init +0; Spd 20; AC 18 (+8 armor); Atks Longsword +2 melee (1d8+1) or light crossbow +0 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +4, Ref -1, Will +4; Str 13, Dex 10, Con 14, Int 11, Wis 15, Cha 13; AL CN. Skills: Concentration +6, Spellcraft +4. Feats: Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword). Domains: Strength, War. Spells Prepared (3/2): 0 – *guidance, light, virtue*; 1st – *bles, doom, endure elements*. Possessions: Masterwork longsword, light crossbow, splint mail, large steel shield, 10 bolts.
- 5 **Borneus, Human Clr5:** CR 5; SZ M (Humanoid); HD 5d8+5; hp 33; Init -1 (Dex); Spd 20 ft.; AC 16 (-1 Dex, +5 armor, +2 shield); Atks +1 *heavy mace* +4 melee (1d8+1) or light crossbow +2 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +6, Ref +1, Will +8; Str 10, Dex 8, Con 13, Int 15, Wis 16, Cha 11; AL LN. Skills: Concentration +2, Knowledge (arcana) +10, Knowledge (religion) +10, Spellcraft +10. Feats: Extra Turning, Scribe Scroll. Domains: Knowledge, Law. Spells Prepared (5/4/3/2): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bles, command, detect secret doors, doom, entropic shield*; 2nd – *aid, bull's strength, detect thoughts, hold person*; 3rd – *clairaudience/clairvoyance, water walk, wind wall*. Possessions: +1 *heavy mace*, light crossbow, breastplate, large steel shield, 10 bolts, *potion of blur (2), potion of fly, potion of levitate (2), scroll of cure light wounds, scroll of cure light wounds (3), cure light wounds (3)*.
- 6 **Yarla, Human Clr2:** CR 2; SZ M (Humanoid); HD 2d8+6; hp 17; Init +1 (Dex); Spd 20 ft.; AC 18 (+7 armor, +1 shield); Atks Light mace +1 melee (1d6) or light crossbow +1 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +6, Ref +3, Will +7; Str 11, Dex 12, Con 16, Int 10, Wis 15, Cha 12; AL CE. Skills: Alchemy +2, Concentration +8, Listen +4, Spellcraft +5. Feats: Iron Will Lightning Reflexes. Domains: Chaos, Destruction. Spells Prepared (4/3): 0 – *detect magic, guidance, light, virtue*; 1st – *bles, command, doom, protection from law*. Possessions: Light mace, light crossbow, half-plate, small steel shield, 10 bolts, *potion of blur (2), potion of levitate (2), scroll of cure light wounds (3), scroll of protection from elements (4)*.
- 7 **Miraxin, Elf Rgr1/Clr1:** CR 2; SZ M (Humanoid); HD 1d10+1 + 1d8+1; hp 16; Init +4 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 armor); Atks Longsword +1 melee (1d8+1) and short sword +0 melee (1d6), or +5 mighty composite longbow +5 ranged (1d8+1); SA Spells; SQ Favored enemy orcs +1, turn undead; SV Fort +5, Ref +4, Will +5; Str 13, Dex 18, Con 12, Int 13, Wis 17, Cha 13; AL CG. Skills: Listen +5, Search +3, Spot +5. Feats: Point Blank Shot, Track. Domains: Plant, Sun. Spells Prepared (3/2): 0 – *detect poison, light, resistance*; 1st – *bane, endure elements, entangle*. Possessions: Masterwork longsword, short sword, mighty composite longbow (+1 Str), 50 arrows, masterwork chain shirt, tanglefoot bag, *scroll of invisibility to undead, scroll of sanctuary*.
- 8 **Hronik, Human Clr10:** CR 10; SZ M (Humanoid); HD 10d8+10; hp 64; Init +3 (Dex); Spd 30 ft.; AC 21 (+3 Dex, +6 armor, +2 deflection); Atks +2 *shocking spiked chain* +12/+7 melee (2d4+2 + 1d6 electricity) or +2 *heavy crossbow* +12/+7 ranged (1d10+2); SA Spells; SQ Turn undead; SV Fort +8, Ref +6, Will +12; Str 10, Dex 17, Con 12, Int 10, Wis 19 (21), Cha 13; AL CN. Skills: Concentration +14, Spellcraft +13. Feats: Dodge, Exotic Weapon Proficiency (spiked chain), Run, Weapon Finesse (spiked chain). Domains: Air, Chaos. Spells Prepared (6/5/5/4/4/2): 0 – *detect magic, guidance, light, mending, resistance, virtue*; 1st – *bane, bles, command, doom, entropic shield, obscuring mist*; 2nd – *aid, hold person, lesser restoration, remove paralysis, sound burst, wind wall*; 3rd – *create food and water, daylight, magic circle against law, water walk, wind wall*; 4th – *air walk, greater magic weapon, lesser planar ally, restoration, spell immunity*. Possessions: +2 *shocking spiked chain, +2 heavy crossbow, +2 chain shirt, 20 bolts, periapt of wisdom, potion of spider climb, potion of wisdom (3), ring of protection +2, scroll of raise dead (4), scroll of ethereal jaunt (2)*.
- 9 **Hilga, Dwarf Clr1:** CR 1; SZ M (Humanoid); HD 1d8+1; hp 9; Init -1 (Dex); Spd 20 ft.; AC 11 (-1 Dex, +2 shield); Atks Club +1 melee (1d6+1), light crossbow -1 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +5, Ref -1, Will +4; Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 15; AL NG. Skills: Concentration +7, Spellcraft +4. Feats: Scribe Scroll. Domains: Healing, Good. Spells Prepared (3/2): 0 – *guidance, light, virtue*; 1st – *bles, cure light wounds, doom*. Possessions: Masterwork club, light crossbow, large steel shield, 10 bolts, *scroll of protection from elements (4)*.
- 10 **Vasta, Human Clr4:** CR 4; SZ M (Humanoid); HD 4d8+8; hp 24; Init +0; Spd 20 ft.; AC 19 (+9 armor); Atks Greatsword +8 melee (2d6+4) or light crossbow +4 ranged (1d8+1); SA Spells; SQ Turn undead; SV Fort +6, Ref +0, Will +7; Str 16, Dex 11, Con 14, Int 10, Wis 16, Cha 11; AL CN. Skills: Concentration +9, Spellcraft +7. Feats: Endurance, Martial Weapon Proficiency (greatsword), Power Attack, Run, Weapon Focus (greatsword). Domains: Destruction, War. Spells Prepared (5/4/3): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bles, command, doom, entropic shield, magic weapon*; 2nd – *aid, bull's strength, hold person, shatter*. Possessions: Masterwork greatsword, light crossbow, +1 *full plate, 15 +1 bolts, scroll of cure light wounds (3)*.
- 11 **Thester, Half-Orc Clr6:** CR 6; SZ M (Humanoid); HD 6d8+12; hp 43; Init +0; Spd 20 ft.; AC 21 (+8 armor, +3 shield); Atks +1 *halfspear* +7 melee (1d6+3) or light crossbow +5 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +8, Ref +2, Will +9; Str 15, Dex 11, Con 14, Int 8, Wis 16, Cha 10; AL N. Skills: Concentration +11, Spellcraft +8. Feats: Combat Casting, Scribe Scroll, Empower Spell. Domains: Death, Protection. Spells Prepared (5/4/4/3): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bles, cause fear, command, doom, entropic shield*; 2nd – *aid, bull's strength, hold person, lesser restoration, shield of faith*; 3rd – *animate dead, create food and water, water walk, wind wall*. Possessions: +1 *halfspear, light crossbow, masterwork full plate, +1 large steel shield, 10 bolts, potion of endurance (5), cloak of resistance (+1), scroll scroll of cure serious wounds, scroll of silence (3)*.

- 12 **Onestra, Elf Clr12:** CR 12; SZ M (Humanoid); HD 12d8+12; hp 80; Init +3 (Dex); Spd 30 ft.; AC 24 (+3 Dex, +1 natural, +7 armor, +2 shield, +1 deflection); Atks +2 rapier +14/+9 melee (1d6+2) or light crossbow +14/+9 (1d8+1); SA Spells SQ Turn undead; SV Fort +9, Ref +7, Will +14; Str 11, Dex 17, Con 12, Int 10, Wis 20 (22), Cha 12; AL CG. Skills: Concentration +16, Listen +7, Search +2, Spellcraft +15, Spot +7. Feats: Dodge, Endurance, Extra Turning, Run, Weapon Finesse (rapier). Domains: Healing, Travel. Spells Prepared (6/7/5/5/4/4/2): 0 – *detect magic, guidance, light, mending, resistance, virtue*; 1st – *bane, bless, command, doom, entropic shield, expeditious retreat, magic stone, magic weapon*; 2nd – *aid, bull's strength, cure moderate wounds, hold person, lesser restoration, remove paralysis*; 3rd – *contagion, create food and water, daylight, fly, water walk, wind wall*; 4th – *dimension door, greater magic weapon, lesser planar ally, restoration, spell immunity*; 5th – *flame strike, healing circle, insect plague, spell resistance, teleport*. 6th – *blade barrier, heal, planar ally*. Possessions: +2 rapier, masterwork light crossbow, +3 chain shirt, +1 small steel shield, 10 +1 bolts, amulet of natural armor (+1), periapt of wisdom (+2), potion of fly (3), ring of protection +1, scroll of resurrection (8), scroll of raise dead (4), scroll of ethereal jaunt (3), scroll of wind walk (8), wand of searing light.
- 13 **Gurgeuh, Half-Elf Clr3:** CR 3; SZ M (humanoid); HD 3d8+6; hp 20; Init –1 (Dex); Spd 20 ft.; AC 16 (–1 Dex, +5 armor, +2 shield); Atks +1 sickle +2 melee (1d6+1) or light crossbow +2 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +5, Ref +0, Will +5; Str 10, Dex 8, Con 14, Int 13, Wis 15, Cha 12; AL NE. Skills: Concentration +8, Listen +3, Search +2, Spellcraft +7, Spot +3. Feats: Brew Potion, Scribe Scroll. Domains: Destruction, Magic. Spells Prepared (4/3/2): 0 – *detect magic, guidance, light, virtue*; 1st – *bless, command, doom, inflict light wounds*; 2nd – *aid, bull's strength, shatter*. Possessions: +1 sickle, masterwork light crossbow, masterwork chainmail, masterwork large steel shield, 20 bolts, *potion of blur* (3), *potion of cure moderate wounds* (3).
- 14 **Gelphrin, Human Clr1:** CR 1 SZ M (Humanoid); HD 1d8+2; hp 10; Init +0; Spd 20; AC 17 (+7 armor, +1 shield); Atks Light mace +0 melee (1d6) or light crossbow +0 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +5, Ref +1, Will +7; Str 11, Dex 10, Con 14, Int 10, Wis 15, Cha 10; AL NG. Skills: Concentration +6, Listen +4, Spellcraft +4. Feats: Iron Will Scribe Scroll. Domains: Protection, Sun. Spells Prepared (3/2): 0 – *guidance, light, virtue*; 1st – *bless, doom, endure elements*. Possessions: Light mace, light crossbow, splint mail, small wooden shield, 10 bolts, *scroll of protection from elements* (2).
- 15 **Ulthin, Human Clr5:** CR 5 SZ M (Humanoid); HD 5d8+18; hp 40; Init +0; Spd 20; AC 19 (+8 armor, +1 shield); Atks +1 light mace +3 melee (1d6) or light crossbow +4 (1d8); SA Spells; SQ Turn undead; SV Fort +8, Ref +2, Will +8; Str 9, Dex 10, Con 16, Int 10, Wis 16, Cha 12; AL CG. Skills: Alchemy +2, Concentration +11, Listen +5, Spellcraft +8. Feats: Brew Potion, Toughness. Domains: Good, Trickery. Spells Prepared (5/4/3/2): 0 – *detect magic, guidance, light, resistance, virtue*; 1st – *bless, change self, command, doom, entropic shield*; 2nd – *aid, delay poison, hold person, invisibility*; 3rd – *magic circle against evil, water walk, wind wall*. Possessions: +1 light mace, light crossbow, full plate, masterwork small steel shield, 10 bolts, *cloak of resistance* +1, *potion of bull's strength* (2), *potion of fly* (4), *scroll of cure light wounds* (3), *scroll of cure serious wounds* (2).
- 16 **Arsgath, Half-Orc Clr7:** SZ M (Humanoid); HD 7d8+7; hp 48; Init +1 (Dex); Spd 20 ft.; AC 20(+1 Dex, +9 armor); Atks +1 flaming greatsword +9 melee (2d6+3 +1d6 fire) or light crossbow +6 (1d8); SA Spells; SQ Turn undead; SV Fort +6, Ref +3, Will +8; Str 15, Dex 12, Con 13, Int 8, Wis 17, Cha 10; AL CN. Skills: Diplomacy +10, Spellcraft +9. Feats: Combat Casting, Martial Weapon Proficiency (greatsword), Weapon Focus (greatsword). Domains: Chaos, Fire. Spells Prepared (6/5/4/3/1): 0 – *detect magic, guidance, light, mending, resistance, virtue*; 1st – *bane, bless, burning hands, command, doom, entropic shield*; 2nd – *aid, bull's strength, hold person, lesser restoration, shatter*; 3rd – *contagion, create food and water, resist elements, water walk*; 4th – *restoration, wall of fire*. Possessions: +1 flaming greatsword, light crossbow, +1 full plate, 10 bolts, *scroll of neutralize poison* (3), *scroll of raise dead* (3).
- 17 **Reldin, Human Clr2:** CR 2; SZ M (Humanoid); HD 2d8; hp 11; Init +1 (Dex); Spd 20 ft.; AC 19 (+7 armor +2 shield); Atks Longsword +6 melee (1d8+3) or light crossbow +0 ranged (1d8); SV Fort +3, Ref +1, Will +5; Str 16, Dex 13, Con 10, Int 10, Wis 15, Cha 10; AL LG. Skills: Concentration +7, Spellcraft +5. Feats: Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword). Domain: Sun, War. Spells Prepared (4/3): 0 – *detect magic, guidance, light, virtue*; 1st – *bless, command, doom, magic weapon*. Possessions: Masterwork longsword, light crossbow, half-plate, large steel shield, 20 bolts, *scroll of cure light wounds* (2), *scroll of protection from elements* (2).
- 18 **Frassus, Dwarf Clr4/Ftr2:** CR 6; SZ M (Humanoid); HD 4d8+20 + 2d10+10; hp 68; Init +4 (Imp Init); Spd 15; AC 21 (+9 armor, +2shield); Atks +1 battleaxe +9 melee (1d8+3) or heavy crossbow +5 (1d10); SA Spells; SQ Turn undead; SV Fort +12, Ref +3, Will +7; Str 15, Dex 10, Con 20, Int 10, Wis 16, Cha 12; AL LG. Skills: Appraise +2, Concentration +9, Craft (armorsmith) +5, Intimidate +6, Knowledge (religion) +4. Feats: Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe). Domains: Earth, Strength. Spells Prepared (5/4/3): 0 – *detect magic, light, read magic, resistance, virtue*; 1st – *cause fear, detect undead, divine favor, magic stone, summon monster i*; 2nd – *bull's strength, augury, lesser restoration, remove paralysis*. Possessions: +1 battleaxe, heavy crossbow, 20 bolts, +1 full plate, spined shield, silver holy symbol, *pearl of power* (1st), *potion of bull's strength* (2), *potion of endurance* (2), *potion of heroism, scroll of hold person* (2).

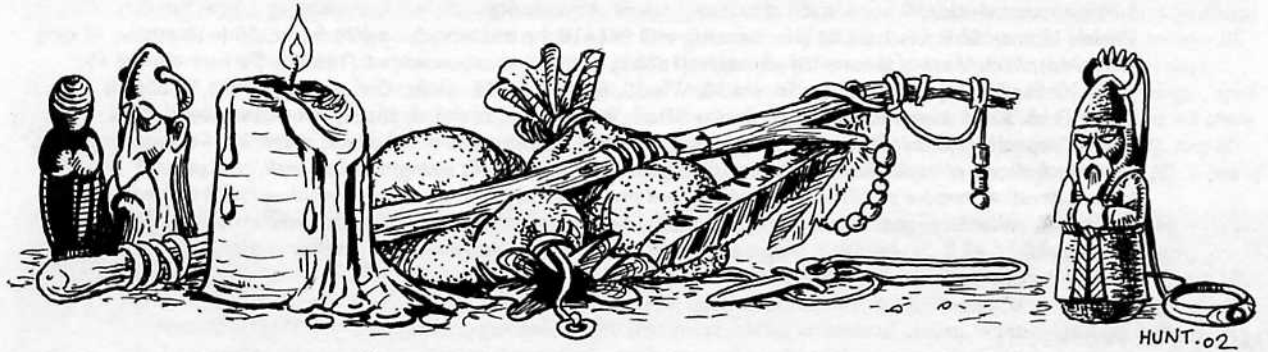
- 19 **Ilsa, Human Clr1:** CR 1; SZ M (Humanoid); HD 1d8+4; hp 12; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 armor); Atks Shortspear +1 melee (1d8) or light crossbow +2 ranged (1d8); SA Spells; SQ Turn undead; SV Fort +3, Ref +2, Will +5; Str 11, Dex 15, Con 13, Int 13, Wis 17, Cha 17; AL CG. Skills: Concentration +5, Spellcraft +5. Feats: Toughness. Domains: Animal, Plant. Spells Prepared (3/2): 0 – *guidance, light, virtue*; 1st – *bless, doom, entangle*. Possessions: Masterwork shortspear, light crossbow, masterwork chain shirt, small wooden shield, 10 bolts, *scroll of protection from elements (4)*.
- 20 **Chelek, Human Clr9:** CR 9; SZ M (Humanoid); HD 9d8+18; hp 43; Init +0; Spd 20 ft.; AC 26 (+11 armor, +1 ring, +4 shield); Atks *Mace of terror* +10/+5 melee (1d8+3) or light crossbow +9/+4 (1d8+2); SV Fort +8, Ref +5, Will +10; Str 13 (11), Dex 10, Con 14, Int 10, Wis 20, Cha 13; AL LE. Skills: Concentration +14, Spellcraft +12. Feats: Craft Wand, Lightning Reflexes, Scribe Scroll, Weapon Focus (heavy mace). Domains: Death, Evil. Spells Prepared (6/5/5/4/3/1): 0 – *detect magic, guidance, light, mending, resistance, virtue*; 1st – *bane, bless, command, doom, entropic shield, protection from good*; 2nd – *aid, bull's strength, death knell, hold person, lesser restoration, remove paralysis*; 3rd – *create food and water, daylight, water walk, wind wall*; 4th – *freedom of movement, restoration, spell immunity*. Possessions: *Mace of terror*, masterwork light crossbow, +3 *full plate, lion's shield*, 14 +2 bolts, *gauntlets of ogre power, potion of spider climb, potion of heroism, ring of protection +1, scroll of raise dead (2), wand of hold person (18 charges)*.

TABLE 3–106: PROPHECIES

1d20	Prophecy
1	A beautiful, fair-haired man brings an unspeakable evil in his wake.
2	A dark woman will be the bane of a virtuous knight, leading him to his doom.
3	A forbidden love will save the life of a hero.
4	A green-eyed woman will unleash a horrible demon on the city.
5	A half-breed of great power seeks to conquer us all.
6	A hideous crone will prove to be far fairer of heart and aspect than any would guess.
7	A man with a hundred eyes will bring down one of the city's great temples.
8	A mighty raptor will fall from the sky, killing he who usurped the throne of the rightful king.
9	A stone holds the key to saving a kingdom.
10	A trio of warriors will come, needing the aid of a sorceress whose race they would normally avoid.
11	A woman with mismatched shoes will prove an enormous help to a hero.
12	An army of goblinoids led by a wielder of fire will come down from the mountains, seeking to burn its way to the sea.
13	An enemy must become an ally, or darkness will cover all the land.
14	An item of terrible, seductive power will surface. Only one strong enough not to use it can stop it from laying waste to the land.
15	If snow falls on the winter solstice, the beasts of the forest will issue forth in fury, seeking human blood.
16	On a horse of smoke, pestilence rides.
17	The ground will tremble, the wind will roar, and death will walk the streets.
18	The sun will burn the sea, and a great fleet of black ships will come for the city's most loved treasure.
19	Two warring brothers will lay waste to all they hold dear unless shown the error of their ways.
20	When shadows fall at midday, the restless dead will rise to slay the living.

TABLE 3–107: FORTUNES

1d20	Fortune
1	A long sea journey is in your future.
2	A rectangular banner with earthen colors is in your future.
3	Careful planning in your next endeavor will ensure victory.
4	Determination must be held in your upcoming quest.
5	Hidden secrets require study to decipher.
6	In an upcoming moral choice it's best to let fate decide.
7	Keep your mind focused on your task less you fail.
8	Leaving a generous tip upon your next purchase will bring more than gratitude.
9	The rise of the new moon brings madness to someone close to you.
10	Violence will not solve your next encounter.
11	Volunteer work is the path to inner peace.
12	What you think is evil is simply misunderstood.
13	You may be betrayed by someone close to you.
14	You must seek out a cause to devote yourself to.
15	You should partake in a great feast in your honor.
16	You will be charged with a crime you did not commit.
17	You will be tasked by an illusionist.
18	You will fall into the clutches of a terrible disease.
19	You will receive an unexpected gift.
20	You will unearth an ancient lore that will bring disaster to those that study it.



MAGIC

TABLE 3-108: MAGICAL TOWERS

1d20	Tower Name
1-2	Academy
3	Cabal
4	College
5-6	Conservatory
7-8	Consortium
9	Gathering
10	Holme
11-12	Observatory
13-14	Order
15	Sect
16	Spire
17	Symposium
18	Union
19-20	University

TABLE 3-109: MAGICAL CABALS

1d20	Cabal
1	<i>Angel's Breath.</i> Five wizards dedicated to promoting law and justice.
2	<i>Black Death.</i> An entire cult of priests dedicated to spreading disease wherever they go.
3	<i>Cobalt.</i> A quintet of mad sorcerers, convinced that the color of magic is blue. They have modified all their spells to have blue effects, and go to great lengths to convince others of the rightness of their position.
4	<i>Cold Fire.</i> Five wizards who seek variant spells, such as ice bolt and sonic ball.
5	<i>Collegium Theoretica.</i> Seven wizards founded this group for the exploration of the edges of magical theory.
6	<i>Deep Tides.</i> Fifteen sorcerers specializing in water magic that seek to destroy a mighty kraken.
7	<i>Entropy.</i> A group of nine chaotic sorcerers that believe that chaos and decay are inevitable, so they try and help it along.
8	<i>Hounds.</i> Eight sorcerers who hold a monthly hunt against the most dangerous prey they can find — good or evil.
9	<i>Iron Gauntlet.</i> A score of slaver clerics that move from place to place, kidnapping the best and brightest children of a given town to act as servants to the rich and powerful far away.
10	<i>Ivory Tower.</i> Ten wizards comprise a group that seeks knowledge of all kinds for its own sake.
11	<i>Law's Hammer.</i> Ten mages serving the god of law. In addition to punishing the guilty, they free the innocent.
12	<i>Pale Covenant.</i> Seven necromancers seek lichdom.
13	<i>Preservers.</i> A triad of wizards dedicated to the preservation of <i>all</i> things.
14	<i>Puppeteers.</i> A quartet of sorcerers that take great pleasure in using enchantments to “persuade” uptight public figures to make fools of themselves.
15	<i>Salted Earth.</i> Four corrupted sorcerers seeking to lay waste to pasture land to drive off settlers.
16	<i>Scales.</i> Three half-dragon sorcerers who plant misinformation about dragons to make adventurers easy prey.
17	<i>Steel Fangs.</i> Three werewolf mages who seek to spread their disease.
18	<i>Stone Pyre.</i> Five dwarven wizards form this group of revenge-minded cabalists that seek to avenge the destruction of their former city by a pair of red dragons so strong they burned the very stones of the city to the ground.
19	<i>Unnoticed.</i> A half-dozen wizards who use the Silent Spell and Still Spell feats to kill people in public without anyone knowing. They keep score based on the murder's audacity and the high profile of the victim.
20	<i>Verdant Order.</i> Two dozens mages who seek to preserve ancient forests.

TABLE 3-110: ACADEMICIANS

1d20	Academician
1	<i>Alastra</i> . A human ranger who recently retired to raise a family, she has extensive knowledge of the habits and abilities of aberrations and magical beasts.
2	<i>Arshram the Black</i> . A sinister, angular half-elf with a great insight into evil outsiders. Too great a knowledge some argue.
3	<i>Astril the Purple</i> . A human wizard with a commanding presence but a pleasant demeanor. She has traveled to many other planes and has a vast scope of information about them, though it never comes cheap.
4	<i>Brother Marcus</i> . A serene, soft-spoken human lay clergyman who makes illuminated manuscripts and has an enviable library of all manner of religious texts.
5	<i>Dazon</i> . Avaricious and coolly confident, this dwarf knows as much about gems and jewelry as any of his people, but may not always tell the whole story.
6	<i>Estrig Lissnire</i> . A middle-aged, crotchety dwarf scribe with a little-known talent for forgery.
7	<i>Falzroff</i> . An affable, old retired wizard who has accumulated a storehouse of knowledge about magic items and artifacts.
8	<i>Jovanil</i> . A grizzled old salt with a bawdy sense of humor, his disreputable appearance belies his extensive knowledge of seagoing navigation, cartography, and far-off lands.
9	<i>Kelster</i> . An unassuming human soldier who is an expert in languages.
10	<i>Krassus</i> . A half-orc warrior who has accumulated a surprising knowledge of weapons, tactics, and famous battles.
11	<i>Listrali, "The Raptor"</i> . An elderly but still vigorous elf who specializes in matters of law. He has a fearsome presence in the courtroom.
12	<i>Mendirra</i> . A bright-eyed, eager young human librarian who has a nose for finding just the right book for those seeking it.
13	<i>Ontaris</i> . An elven sage of indeterminate years and an unhurried manner, he specializes in religion, obscure sects, and other cult practices.
14	<i>Pelsin</i> . Pale and unsettling, this middle-aged human sage knows a great deal about the undead, as well as negative and positive energy and their effects.
15	<i>Renata</i> . A cheerful, pleasant dwarven woman who has a passion for art and sculpture and is very knowledgeable about those things.
16	<i>Selanur</i> . A young human scribe with an eidetic memory and an eclectic range of knowledge of the obscure.
17	<i>Sharisa</i> . A sharp, no-nonsense human expert on the laws of other nations as well as her own.
18	<i>Tobiras</i> . A youthful human sage, ill-mannered and irascible, he's also one of the foremost experts on myths, legends, and lore of ancient days.
19	<i>Vildon</i> . A young, absent-minded elf who specializes in alchemy of all kinds, from the mundane to the magical.
20	<i>Wendell</i> . A young, nervous, twitchy little human librarian who is a storehouse of historical knowledge.

HUNT₀₂

TABLE 3-111: MAGICAL BUSINESSES

1d20	Business
1	Alchemist
2	Apprentice
3	Apothecary
4	Arcane scientist
5	Artificer (see table 3-112)
6	Astrologer
7	Curio/Curator
8	Fortune teller
9	Healer
10	Herbalist
11	Librarian
12	Midwife
13	Medium
14	Pet shop
15	Philosopher mage
16	Sage
17	Seer
18	Shaman
19	Wisdom
20	Wizard

TABLE 3-112: ARTIFICERS

1d20	Artificer
1	Alchemist/brewer
2-3	Armor crafter
4-5	Artificer, generalist
6	Construct crafter
7-8	Ring forger
9	Rune carver
10	Rod forger
11-12	Scribe
13	Shield crafter
14	Staff crafter
15-16	Sword crafter
17	Tinker/technomancer
18-19	Wand crafter
20	Wondrous item crafter

TABLE 3-113: CURSED ITEMS

1d20	Cursed Effect
1	When worn, the item radiates a blue light that can never be turned off.
2	When worn, the item causes the wearer to become ethereal for 1d4 days.
3	When worn, the wearer becomes blind for 1d4 days.
4	When worn, the wearer suffers double damage from a sonic source.
5	When worn, the wearer's alignment changes or appears to change under magical scrutiny.
6	When worn, the wearer appears as someone else, perhaps a monster, exotic race, or specific member of a royal or well-known family.
7	When worn, the wearer trades bodies with someone else (random or nearest creature).
8	When worn, the wearer grows horns, a tail, or some other abomination of their true form. This effect lasts for 1d4 days, even if the item is removed.
9	When worn, non-enchanted steel or wood melts/warps in the wearer's hand.
10	When worn, the wearer loses 1d6 from a random ability score for 1d6 days.
11	When worn, the wearer's Strength is considered -10 (minimum 1) for the purposes of encumbrance.
12	When worn, the wearer's arm or leg becomes numb and useless, requiring someone to carry him or help him lift his sword.
13	When worn, the wearer can only whisper or shout. Spells requiring a verbal component, require a Concentration check (DC 15 + spell level) to cast or are lost.
14	When worn, the wearer is constantly hungry and thirsty, requiring a place to eat and drink, lest he fall unconscious from fatigue.
15	When worn, the wearer sees black as white, white as black, and/or colors as gray.
16	When worn, the wearer automatically fails all Willpower saving throws.
17	When worn, the wearer smells acrid smoke everywhere he goes and cannot focus on anything but the smoky odor.
18	When worn, all members of the opposite sex are attracted or repulsed by the wearer.
19	When worn, the wearer's skin turn chalky gray and looks as though it is flaking off.
20	When worn, the wearer suffers the effects of <i>wounding</i> , every time he is struck with a weapon or unarmed attack.

* Even though an item might be a weapon or item you hold, the description reads "wearer". In addition, the effect could also be applied when the item is removed.

TABLE 3-114: ARCANE PRACTITIONERS

1d20	Wizard
1	Aratus, Human Wiz2: CR 2; SZ M (Humanoid); HD 2d4+2; hp 9; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Dagger -2 melee (1d4-3), or crossbow +4 ranged (1d8); SA: Spells; SV Fort +1, Ref +2, Will +3; AL NG; Str 5, Dex 14, Con 12, Int 13, Wis 10, Cha 13. Skills: Craft (gemcutting) +6, Hide +2, Knowledge (arcana) +5, Knowledge (nature) +5, Move Silently +2, Scry +6, Spellcraft +3; Feats: Heighten Spell, Scribe Scroll, Spell Focus (enchantment). Wizard Spells Known (4/3): 0 - <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance</i> . 1st - <i>change self, expeditious retreat, magic missile, protection from chaos, sleep, spider climb</i> . Possessions: Dagger, masterwork light crossbow; tanglefoot bag, crossbow bolts x10, <i>scroll of web (3), scroll of dispel magic, scroll of fly (4), potion of cure light wounds, potion of invisibility (3), wand of burning hands</i> .
2	Artaban, half-elf Wiz3: CR 3; SZ M (Humanoid); HD 3d4+6; hp 14; Init +0; Spd 30 ft.; AC 10; Atks Quarterstaff -1 melee (1d6-2), or dagger +1 ranged (1d4-2); SA: Spells; SV Fort +3, Ref +1, Will +4; AL CE; Str 6, Dex 10, Con 14, Int 17, Wis 12, Cha 10. Skills: Alchemy +7, Knowledge +7, Knowledge (religion) +9, Listen +2, Search +4, Sense Motive +3, Spellcraft +8, Spot +2, Use Rope +1; Feats: Craft Wondrous Item, Enlarge Spell, Scribe Scroll. Wizard Spells Known (4/3/2): 0 - <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance</i> . 1st - <i>burning hands, jump, mage armor, shield, silent image, sleep</i> . 2nd - <i>levitate, summon monster II</i> . Possessions: Quarterstaff, dagger, <i>potion of cure moderate wounds (2), scroll of dispel magic, scroll of fly (2), wand of ray of enfeeblement, potion of invisibility (3)</i> .
3	Uchag, half-orc Sor4: CR 4; SZ M (Humanoid); HD 4d4; hp 13; Init +6 (+2 Dex, +4 Imp Init); Spd 30 ft.; AC 3 (+2 Dex, +1 bracers); Atks Short spear +4 melee (1d8+2), or crossbow +6 ranged (1d8); SA: Spells; SV Fort +1, Ref +3, Will +1; AL LE; Str 15, Dex 14, Con 11, Int 11, Wis 4, Cha 13. Skills: Concentration +6, Craft (bookbinding) +3, Hide +2, Move Silently +2, Spellcraft +5; Feats: Improved Initiative, Maximize Spell. Sorcerer Spells Known (6/7/3): 0 - <i>dancing lights, detect magic, ghost sound, mage hand, prestidigitation, read magic</i> . 1st - <i>burning hands, chill touch, summon monster I</i> . 2nd - <i>invisibility</i> . Possessions: Shortspear, masterwork light crossbow, masterwork crossbow bolts x10, <i>scroll of invisibility (2), potion of cure moderate wounds (2), bracers of armor +1, wand of magic missile, potion of cat's grace (2)</i> .

- 4 **Koraak, half-orc Bbn3/Sor2:** CR 5; SZ M (Humanoid); HD 3d12+3 + 2d4+2; hp 41; Init +1 (Dex); Spd 40 ft.; AC 12 (+1 Dex, +1 bracers); Atks Greataxe +7 melee (1d8+3), or crossbow +6 ranged (1d8); SA: Spells; SV Fort +4, Ref +2, Will +7; AL NG; Str 16, Dex 12, Con 13, Int 11, Wis 16, Cha 13. Skills: Craft (calligraphy) +6, Hide +1, Intuit Direction +9, Listen +7, Move Silently +1, Profession (stargazer) +8, Spot +3, Wilderness Lore +9; Feats: Cleave, Power Attack. Sorcerer Spells Known (6/5): 0 – *detect magic, ghost sound, mage hand, open/close, ray of frost*. 1st – *color spray, identify*. Possessions: Greataxe, masterwork light crossbow, crossbow bolts ×10, scroll of invisibility (3), *potion of cure moderate wounds (2), bracers of armor +1, wand of magic missile, potion of cat's grace (3)*.
- 5 **Tuorca, half-elf Wiz5/Rog1:** CR 6; SZ M (Humanoid); HD 5d4+5 + 1d6+1; hp 24; Init –1 (Dex); Spd 30 ft.; AC 10 (–1 Dex, +1 bracers); Atks Dagger +3 melee (1d4+1), or crossbow +1 ranged (1d8); SA: Spells; SV Fort +3, Ref +3, Will +6; AL CE; Str 13, Dex 9, Con 13, Int 14, Wis 12, Cha 8. Skills: Alchemy +10, Appraise +4, Concentration +7, Intuit Direction +3, Jump +4, Knowledge +6, Listen +2, Pick Pocket +1, Search +3, Spellcraft +6, Spot +6; Feats: Improved Unarmed Strike, Maximize Spell, Power Attack, Scribe Scroll. Wizard Spells Known (4/4/3/1): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *burning hands, charm person, chill touch, identify, mage armor, magic missile, shield, shocking grasp, summon monster I*. 2nd – *blindness/deafness, ghoul touch, invisibility, knock, levitate, mirror image*. 3rd – *summon monster III*. Possessions: Dagger, light crossbow, crossbow bolts ×10, *potion of cure moderate wounds (2), scroll of Web (3), scroll of fireball (4), fireball (4), bracers of armor +1, cloak of resistance +1, potion of cure serious wounds (3)*.
- 6 **Vardane, human Wiz3/Clr2:** CR 5; SZ M (Humanoid); HD 3d4–3 + 2d8–2; hp 9; Init +0; Spd 30 ft.; AC 11 (+1 bracers); Atks Quarterstaff +2 melee (1d6), or crossbow +3 ranged (1d8); SA: Spells; SV Fort +4, Ref +2, Will +10; AL LN; Str 10, Dex 11, Con 9, Int 14, Wis 16, Cha 10. Skills: Alchemy +7, Concentration +2, Craft (carpentry) +8, Gather information +2, Knowledge (religion) +11, Listen +5, Scry +7, Spellcraft +9, Spot +3; Feats: Blind-Fight, Maximize Spell, Scribe Scroll, Still Spell. Wizard Spells Known (4/3/2): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *change self, charm person, mage armor, magic missile, shield, sleep, tensor's floating disk*. 2nd – *blur, invisibility, shatter*. Cleric Domains: Law, Travel. Cleric Spells Per Day (4/3+1): 0 – *detect magic, light, mending, virtue*; 1st – *bless, command, divine favor, expeditious retreat*. Possessions: Quarterstaff, masterwork light crossbow, Crossbow bolts ×10, *potion of cure moderate wounds (2), scroll of improved invisibility, potion of alter self (2), bracers of armor +1, cloak of resistance +1, wand of summon monster II (2) (charges: 38)*.
- 7 **Theros, human Wiz7:** CR 7; SZ M (Humanoid); HD 7d4+14; hp 37; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +1 bracers, +1 ring); Atks Quarterstaff +3 melee (1d6), or dagger +5 ranged (1d4); SA: Spells; SV Fort +5, Ref +5, Will +4; AL NG; Str 11, Dex 14, Con 14, Int 15, Wis 7, Cha 12. Skills: Alchemy +12, Craft (painting) +10, Hide +2, Intuit Direction +1, Knowledge (arcana) +8, Knowledge (religion) +12, Move Silently +2, Spellcraft +12; Feats: Brew Potion, Combat Casting, Endurance, Extend Spell, Scribe Scroll, Still Spell. Wizard Spells Known (4/5/4/2/1): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *burning hands, charm person, erase, grease, hold portal, identify, mage armor, magic missile*. 2nd – *alter self, blur, invisibility, minor image, obscure object*. 3rd – *blink, fly, invisibility sphere, sepia snake sigil, slow, water breathing*. 4th – *dimension door, wall of ice*. Possessions: Dagger, quarterstaff, ring of protection +1, scroll of hold person (4), hold person (4), lightning bolt, *wand of melf's acid arrow (3) (charges: 9), bracers of armor +1, cloak of resistance +1*.



- 8 **Khostral Khel, human Wiz4/Brd3:** CR 7; SZ M (Humanoid); HD 4d4 + 3d6; hp 22; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +1 bracers, +1 ring); Atks Quarterstaff +5 melee (1d6+1), or dagger +7 ranged (1d4+2); SA: Spells; SV Fort +3, Ref +7, Will +9; AL N; Str 13, Dex 15, Con 10, Int 17, Wis 13, Cha 16. Skills: Alchemy +9, Concentration +7, Gather Information +6, Hide +4, Knowledge (arcana) +13, Knowledge (nature) +8, Knowledge (religion) +9, Move Silently +4, Perform +6, Profession (musician) +5, Scry +9, Spellcraft +11, Spot +1, Swim +6; Feats: Combat Reflexes, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (transmutation). Wizard Spells Known (4/4/3): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *burning hands, change self, chill touch, enlarge, shield, true strike*. 2nd – *blur, endurance, knock, levitate, melf's acid arrow, mirror image, see invisibility*. Bard Spells Known (3/2): 0 – *dancing lights, daze, detect magic, flare, prestidigitation, resistance*. 1st – *protection from chaos, summon monster I, unseen servant*. Possessions: Quarterstaff, +1 dagger, ring of protection +1, scroll of hold person (2), wand of melf's acid arrow (3) (charges: 28), bracers of armor +1, cloak of resistance +1.
- 9 **Tordinhak, dwarf (hill) Wiz6:** CR 6; SZ M (Humanoid); HD 6d4+12; hp 25; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 bracers); Atks Dagger +2 melee (1d4–1), or crossbow +5 ranged (1d8); SA: Spells; SV Fort +4, Ref +3, Will +7; AL LG; Str 8, Dex 12, Con 15, Int 13, Wis 14, Cha 9. Skills: Alchemy +4, Appraise +3, Concentration +11, Craft (weaponsmithing) +3, Hide +1, Knowledge (religion) +10, Listen +4, Move Silently +1, Scry +8, Spot +4; Feats: Alertness, Empower Spell, Enlarge Spell, Scribe Scroll, Silent Spell. Wizard Spells Known (4/4/3/2): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *change self, charm person, feather fall, identify, mage armor, magic missile, magic weapon, protection from good, silent image, sleep*. 2nd – *mirror image, misdirection, obscure object, see invisibility*. 3rd – *fly, hold person, illusory script, summon monster III*. Possessions: Dagger, masterwork light crossbow, crossbow bolts x10, potion of cure moderate wounds (2), scroll of improved invisibility, potion of alter self, bracers of armor +1, wand of summon monster II (charges: 25).
- 10 **Ardashir, elf (high) Sor7:** CR 7; SZ M (Humanoid); HD 7d4+7; hp 25; Init +2 (Dex); Spd 30 ft.; AC 13 (+2 Dex, +2 ring); Atks Shortspear +1 melee (1d8–2), or dagger +5 ranged (1d4–2); SA: Spells; SV Fort +4, Ref +5, Will +7; AL CG; Str 7, Dex 15, Con 13, Int 15, Wis 12, Cha 16. Skills: Concentration +8, Craft (leatherworking) +6, Hide +2, Innuendo +4, Knowledge (arcana) +9, Listen +5, Move Silently +4, Scry +11, Search +4, Spot +3; Feats: Combat Casting, Craft Magic Arms and Armor, Weapon finesse (dagger). Sorcerer Spells Known (6/7/7/5): 0 – *arcane mark, dancing lights, detect magic, light, mage hand, ray of frost, read magic*. 1st – *Color Spray, identify, magic missile, shield, shocking grasp*. 2nd – *alter self, blindness/deafness, ghoul touch*. 3rd – *fly, haste*. Possessions: Shortspear, dagger, scroll of hold person, ring of protection +2, cloak of resistance +1, potion of cure serious wounds (4), wand of melf's acid arrow (3) (charges: 16).
- 11 **Khotan, human Wiz8:** CR 8; SZ M (Humanoid); HD 8d4+8; hp 33; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +1 bracers, +1 ring); Atks Quarterstaff +4 melee (1d6), or dagger +6 ranged (1d4–1); SA: Spells; SV Fort +3, Ref +4, Will +5; AL NE; Str 9, Dex 14, Con 13, Int 19, Wis 9, Cha 11. Skills: Alchemy +16, Hide +4, Knowledge (arcana) +15, Knowledge (nature) +15, Listen +4, Move Silently +2, Scry +15, Swim +4; Feats: Craft Wand, Craft Wondrous Item, Dodge, Scribe Scroll, Skill Focus (alchemy), Spell penetration. Wizard Spells Known (4/5/4/4/3): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *change self, charm person, chill touch, enlarge, identify, mage armor, shield, silent image*. 2nd – *ghoul touch, melf's acid arrow, rope trick, spectral hand, web*. 3rd – *clairaudience/clairvoyance, fly, hold person, invisibility sphere, slow*. 4th – *fire shield, fire trap, polymorph other, polymorph self*. Possessions: Dagger, +1 quarterstaff, ring of protection +1, scroll of charm monster, potion of cure serious wounds (3), wand of magic missile (charges: 23), bracers of armor +1.
- 12 **Tarascus, human Wiz9:** CR 9; SZ M (Humanoid); HD 9d4+9; hp 29; Init +0; Spd 30 ft.; AC 14 (+2 bracers, +2 ring); Atks Quarterstaff +4 melee (1d6), or crossbow +5 ranged (1d8); SA: Spells; SV Fort +4, Ref +3, Will +7; AL LN; Str 11, Dex 11, Con 12, Int 20, Wis 13, Cha 10. Skills: Appraise +8, Bluff +5, Concentration +4, Gather Information +2, Innuendo +3, Intimidate +1, Knowledge (arcana) +17, Knowledge (nature) +16, Listen +3, open lock +5, Pick Pocket +2, Scry +17, Spellcraft +17, Spot +1; Feats: Empower Spell, Enlarge Spell, Heighten Spell, Improved Unarmed Strike, Quicken Spell, Scribe Scroll, Spell Mastery (polymorph other, knock, fly). Wizard Spells Known (4/6/5/4/3/2): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *change self, comprehend languages, feather fall, grease, mage armor, magic missile, shield, silent image*. 2nd – *blur, knock, locate object, melf's acid arrow, see invisibility, summon monster II, web*. 3rd – *fly, hold person, lightning bolt, major image, slow, summon monster III, tongues*. 4th – *otiluke's resilient sphere, polymorph other, polymorph self, stonewall, wall of fire*. 5th – *animate dead, teleport*. Possessions: Quarterstaff, masterwork light crossbow, crossbow bolts x10, ring of protection +2, scroll of summon monster IV, potion of cure serious wounds (4), wand of magic missile (charges: 18), bracers of armor +2.

- 13 **Baraccus, human Wiz7/Ftr3:** CR 10; SZ M (Humanoid); HD 7d4+28 + 3d10+12; hp 73; Init +0; Spd 30 ft.; AC 12 (+2 ring); Atks Bastard sword +9/+4 melee (1d10+3), or longbow +9/+4 ranged (1d8+5); SA: Spells; SV Fort +10, Ref +4, Will +8; AL NE; Str 17, Dex 11, Con 18, Int 16, Wis 13, Cha 10. Skills: Alchemy +13, Appraise +3, Concentration +14, Heal +2, Intuit Direction +1, Knowledge (arcana) +13, Knowledge (nature) +12, Knowledge (religion) +5, Listen +3, Ride +6, Scry +7, Spellcraft +8, Spot +3, Swim +6; Feats: Alertness, Combat Reflexes, Craft Magic Arms and Armor, Craft wand, Maximize Spell, Exotic Weapon Proficiency (bastard sword), Quicken Spell, Scribe Scroll, Still Spell. Wizard Spells Known (4/5/4/3/1): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *chill touch, identify, protection from good, shocking grasp, silent image, sleep*. 2nd – *blindness/deafness, ghoul touch, invisibility, knock, mirror image, misdirection, summon monster II*. 3rd – *blink, dispel magic, fireball, lightning bolt, wind wall*. 4th – *fire trap, wall of ice*. Possessions: Masterwork bastard sword, +2 mighty composite longbow, masterwork arrows (20), *potion of endurance (2), potion of cure moderate wounds (2), ring of protection +2, scroll of hold person, wand of melf's acid arrow (charges: 31), cloak of resistance +1*.
- 14 **Ageera, human Sor1/Wiz10:** CR 11; SZ M (Humanoid); HD 1d4 + 10d4; hp 24; Init +0; Spd 30 ft.; AC 14 (+1 ring, +1 amulet, +2 bracers); Atks Dagger +6 melee (1d4+1), or crossbow +5 ranged (1d8); SA: Spells; SV Fort +4, Ref +4, Will +10; AL CE; Str 13, Dex 10, Con 11, Int 14, Wis 11, Cha 17. Skills: Alchemy +8, Concentration +14, Knowledge (arcana) +15, Scry +15, Spellcraft +10; Feats: Combat Casting, Craft Magic Arms and Armor, Craft Wand, Empower Spell, Extend Spell, Scribe Scroll, Skill Focus (craft), Skill Focus (Spellcraft). Sorcerer Spells Known (5/4): 0 – *ghost sound, mage hand, open/close, read magic*. 1st – *mage armor, sleep*. Wizard Spells Known (4/5/5/3/3): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *charm person, feather fall, identify, mage armor, magic missile, sleep, summon monster I*. 2nd – *blindness/deafness, blur, endurance, knock, levitate, melf's acid arrow, mirror image, see invisibility*. 3rd – *dispel magic, fly, gust of wind, haste, hold person, invisibility sphere, lightning bolt, magic circle against chaos, summon monster III*. 4th – *charm monster, illusory wall, Improved invisibility, polymorph other, polymorph Self, rainbow pattern, summon monster IV*. Possessions: Dagger, light crossbow, crossbow bolts x10, *ring of protection +1, scroll of cloudkill, potion of detect thoughts (3), amulet of natural armor +1, scroll of teleport x10, cloak of resistance +1, bracers of armor +2, wand of fireball (charges: 20)*.
- 15 **Adraondoor, elf (high) Wiz12:** CR 12; SZ M (Humanoid); HD 12d4+12; hp 43; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +1 amulet, +2 bracers, +1 ring); Atks Dagger +7/+2 melee (1d4+1), or dagger +10/+5 ranged (1d4+1); SA: Spells; SV Fort +6, Ref +7, Will +10; AL CG; Str 8, Dex 15, Con 13, Int 15, Wis 12, Cha 13. Skills: Alchemy +13, Concentration +15, Hide +2, Knowledge (arcana) +18, Knowledge (religion) +9, Listen +3, Move Silently +4, Search +4, Spot +3; Feats: Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Improved unarmed strike, Scribe Scroll. Wizard Spells Known (4/5/5/4/3/3): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *charm person, feather fall, identify, mage armor, message, mount, shield, shocking grasp, summon monster I, ventriloquism*. 2nd – *flaming sphere, invisibility, knock, locate object, melf's acid arrow, mirror image, summon monster II, web*. 3rd – *dispel magic, fireball, flame arrow, gentle repose, hold person, summon monster III*. 4th – *charm monster, dimension door, fire shield, fire trap, illusory wall, leomund's secure shelter, polymorph other, Shout*. 5th – *cloudkill, hold monster, leomund's secret chest, major creation, passwall, summon monster V, wall of stone*. Possessions: +2 dagger, *scroll of teleport, ring of protection +1, bracers of armor +2, cloak of resistance +1, amulet of natural armor +1, potion of cure moderate wounds (2), keoghtom's ointment, potion of detect thoughts (3), wand of fireball (charges: 11)*.
- 16 **Valerius, half-elf Wiz10/Rgr2:** CR 12; SZ M (Humanoid); HD 10d4+10 + 2d10+2; hp 54; Init +8 (+4 Dex, +4 Imp, Initiative); Spd 30 ft.; AC 18 (+4 Dex, +1 Amulet, +2 Bracers, +1 Ring); Atks Dagger +8/+3 melee (1d4+1), or crossbow +13/+8 ranged (1d8+3); SA: Spells; SV Fort +7, Ref +7, Will +8; AL N; Str 12, Dex 18, Con 13, Int 17, Wis 12, Cha 9. Skills: Climb +10, Handle Animal +10, Heal +5, Hide +4, Knowledge (arcana) +13, Knowledge (the planes) +10, Listen +2, Move Silently +4, Scry +11, Search +4, Spellcraft +14, Spot +2, Swim +6, Tumble +4; Feats: Endurance, Extend Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (abjuration), Toughness, Track, Weapon Focus (crossbow). Wizard Spells Known (4/5/5/4/3/2): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *animate rope, burning hands, change self, Erase, hold portal, identify, mage armor, magic missile, nystul's undetectable aura, shield, sleep, summon monster I*. 2nd – *blur, detect thoughts, melf's acid arrow, mirror image, protection from Arrows, whispering wind*. 3rd – *blink, dispel magic, fly, hold person, keen edge*. 4th – *dimension door, lesser geas, minor globe of invulnerability, polymorph other, polymorph Self*. 5th – *animate dead, cloudkill, cone of cold, dominate person, teleport, wall of iron*. Possessions: Dagger, masterwork light crossbow, +3 crossbow bolts x10, *ring of protection +1, scroll of cloudkill, potion of detect thoughts, amulet of natural armor +1, cloak of resistance +1, bracers of armor +2, wand of web (charges: 22)*.

- 17 **Laranga, human Wiz13:** CR 13; SZ M (Humanoid); HD 13d4+52; hp 84; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +2 Ring, +3 Bracers, +1 Amulet) (+2 Dex); Atks Quarterstaff +9/+3 melee (1d6+2), or dagger +8/+3 ranged (1d4+1); SA: Spells; SV Fort +10, Ref +8, Will +13; AL LN; Str 13, Dex 14, Con 19, Int 19, Wis 16, Cha 11. Skills: Alchemy +19, Bluff +4, Hide +4, Knowledge (arcana) +18, Knowledge (the planes) +19, Listen +7, Move Silently +4, Scry +19, Search +7, Spot +3, Wilderness Lore +6; Feats: Brew Potion, Combat Casting, Craft Staff, Craft Wand, Empower Spell, Enlarge Spell, Point Blank Shot, Scribe Scroll, Silent Spell. Wizard Spells Known (4/5/5/5/4/3/2/1): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *change self, charm person, mage armor, magic missile, obscuring mist, shield, shocking grasp, sleep, summon monster I, unseen servant*. 2nd – *alter self, blindness/deafness, blur, levitate, mirror image, see invisibility, tasha's hideous laughter, web*. 3rd – *fireball, haste, lightning bolt, summon monster III*. 4th – *charm monster, dimension door, improved invisibility, locate creature, minor globe of Invulnerability, polymorph other, wall of fire*. 5th – *animate dead, Bigby's Interposing hand, cloudkill, cone of cold, dominate person, teleport, wall of force, wall of iron*. 6th – *acid fog, analyze dweomer, chain lightning, disintegrate, eyebite, flesh to stone, true seeing*. 7th – *mass invisibility, mordenkainen's magnificent mansion*. Possessions: Dagger, +1 quarterstaff, cloak of resistance +2, ring of protection +2, wand of fireball ×10 (charges: 45), bracers of armor +3, amulet of natural armor +1, headband of intellect +2.
- 18 **Thrand, human Sor14:** CR 14; SZ M (Humanoid); HD 14d4+14; hp 51; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+2 Dex, +3 Bracers, +3 Ring); Atks Shortspear +8/+3 melee (1d8+1), or crossbow +10/+5 ranged (1d8); SA: Spells; SV Fort +6, Ref +7, Will +11; AL CE; Str 11, Dex 16, Con 13, Int 14, Wis 12, Cha 21. Skills: Bluff +20, Hide +2, Knowledge (arcana) +18, Knowledge (nature) +6, Knowledge (religion) +7, Listen +1, Move Silently +10, Scry +10, Spellcraft +18, Spot +5; Feats: Blind-Fight, Brew Potion, Craft Rod, Improved Initiative, Maximize Spell, Silent Spell. Sorcerer Spells Known (6/7/7/7/7/6/5/3): 0 – *dancing lights, daze, detect magic, ghost sound, light, mage hand, open/close, read magic, resistance*. 1st – *change self, identify, shield, silent image, sleep*. 2nd – *invisibility, knock, mirror image, see invisibility, web*. 3rd – *fly, hold person, invisibility sphere, lightning bolt*. 4th – *arcane eye, charm monster, illusory wall, polymorph other*. 5th – *cloudkill, cone of cold, teleport*. 6th – *contingency, eyebite*. 7th – *summon monster VII*. Possessions: masterwork light crossbow, +1 Shortspear, masterwork crossbow, crossbow bolts ×10, bracers of armor +3, cloak of charisma +2, gloves of dexterity +2, scroll of power word stun, cloak of resistance +1, potion of cure moderate wounds (2), ring of protection +3, wand of magic missile (charges: 13).
- 19 **Rakhamon, human Wiz7/Ftr7:** CR 14; SZ M (Humanoid); HD 7d4+7 + 7d10+7; hp 75; Init +0; Spd 30 ft.; AC 17 (+5 Armor, +2 ring); Atks Longsword +15/+10 melee (1d8+4), or longbow +13/+8 ranged (1d8+6); SA: Spells; SV Fort +9, Ref +5, Will +9; AL LE; Str 17, Dex 10, Con 12, Int 16, Wis 11, Cha 9. Skills: Appraise +6, Disguise +2, Forgery +7, Heal +1, Intimidate +1, Knowledge (arcana) +15, Knowledge (religion) +12, Ride +8, Scry +13, Sense Motive +10; Feats: Combat Reflexes, Empower Spell, Extend Spell, Heighten Spell, Improved Critical (longsword), Mounted Archery, Mounted Combat, Point Blank Shot, Quick Draw, Scribe Scroll, Still Spell, Weapon Focus (longsword). Wizard Spells Known (4/5/4/3/1): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *alarm, change self, charm person, identify, mage armor, magic missile, protection from evil, shield*. 2nd – *blindness/deafness, melf's acid arrow, mirror image, see invisibility, summon monster II, web*. 3rd – *dispel magic, fireball, flame arrow, hold person, invisibility sphere, lightning bolt*. 4th – *bestow curse, shadow conjuration*. Possessions: +2 Studded leather armor, +3 mighty composite longbow, +1 longsword, arrows (20), potion of endurance (2), potion of cure moderate wounds (2), cloak of resistance +1, ring of protection +2, scroll of hold person (4), wand of melf's acid arrow (3) (charges: 25).
- 20 **Ascalante, human Wiz15:** CR 15; SZ M (Humanoid); HD 15d4+30; hp 61; Init +5 (Dex); Spd 30 ft.; AC 20 (+5 Dex, +3 bracers, +2 ring); Atks Quarterstaff +8/+3 melee (1d6+, or +11/+6 ranged); SA: Spells; SV Fort +10, Ref +12, Will +16; AL LE; Str 11, Dex 20, Con 14, Int 20, Wis 14, Cha 12. Skills: Alchemy +15, Appraise +9, Concentration +19, Hide +14, Knowledge (arcana) +19, Knowledge (nature) +19, Listen +12, Move Silently +14, Scry +18, Spellcraft +18; Feats: Brew potion, Craft Magic Arms and Armor, Craft Staff, Craft wand, Craft Wondrous Item, Forge Ring, Heighten Spell, Iron will, Maximize Spell, Quicken Spell, Scribe Scroll. Wizard Spells Known (4/5/5/5/4/4/3): 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. 1st – *charm person, enlarge, hypnotism, identify, mage armor, magic missile, silent image, spider climb*. 2nd – *blur, darkvision, ghoul touch, invisibility, knock, melf's acid arrow, mirror image, shatter, web*. 3rd – *blink, fireball, fly, gaseous form, haste, hold person, invisibility sphere, lightning bolt, sleet storm, slow*. 4th – *charm monster, fire shield, improved invisibility, leomund's secure shelter, polymorph self, solid fog, wall of fire, wall of ice*. 5th – *cloudkill, cone of cold, dominate person, hold monster, mordenkainen's faithful hound, teleport, wall of iron*. 6th – *acid fog, analyze dweomer, antimagic field, chain lightning, disintegrate, eyebite, flesh to stone, guards and wards, shades, summon monster VI, true seeing*. Possessions: Masterwork light crossbow, +1 quarterstaff, crossbow bolts ×10, amulet of natural armor +2, ring of protection +2, gloves of dexterity +2, bracers of armor +3, cloak of resistance +3, scroll of dominate person, potion of cure serious wounds (4), headband of intellect +4, wand of magic missile (charges: 15).



ENCOUNTERS

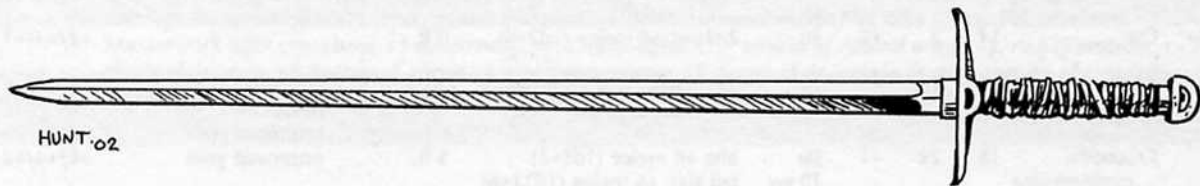
TABLE 3-115: SEWER ENCOUNTER CHART

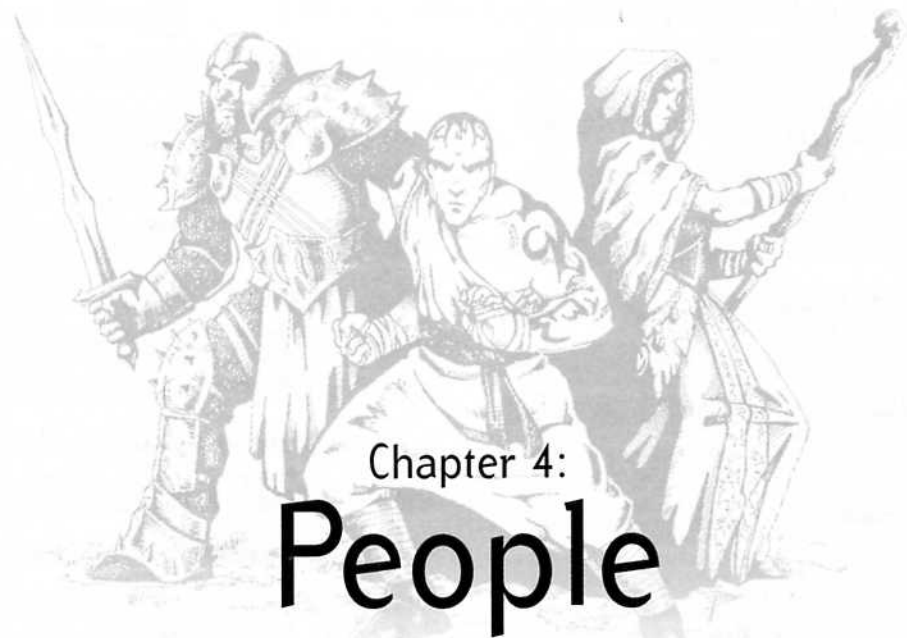
1d20	Monster	AC	HP	Init	Spd	Atks/Dmg	Reach	SA/SQ	F/R/W
1	Aranea	13	19	+6	50 25 clm	bite +4 melee (1d6+poison) web +4 ranged	5 ft.	alternate form poison spells web	+5/+5/+4
2	Black pudding	3	115	-5	20 20 clm	slam +8 melee (2d6+4 and 2d6 acid)	10 ft.	acid blindsight constrict 2d6+4 and 2d6 acid improved grab ooze spit	+7/-2/-2
3	Carrion Crawler	17	19	+2	30 15 clm	8 tentacles +3 melee (paralysis)	5 ft.	paralysis scent	+3/+3/+5
4	Cat	14	2	+2	30	2 claws +4 melee (1d2-4)	0 ft.		+2/+4/+1
5	Choker	16	16	+4	20 10 clm	2 tentacle slaps +6 melee (1d3+3)	10 ft.	constrict haste improved grab	+2/+1/+4
6	Crocodile, medium-size	15	22	+1	20 30 sw	bite +6 melee (1d8+6) tail slap +6 melee (1d12+6)	5 ft.	improved grab	+6/+4/+2
7	Crocodile, giant	16	59	+1	20 30 sw	bite +11 melee (2d8+12) tail slap +11 melee (1d12+12)	10 ft.	improved grab	+9/+6/+3

CITIES

8	Dire Rat	15	5	+3	40 20 clm	bite +4 melee (1d4)	5 ft.	disease scent	+3/+5/+3
9	Gelatinous Cube	3	58	-5	15	slam +1 melee (1d6+4 and 1d6 acid)	10 ft.	acid blindsight electricity immunity engulf ooze paralysis transparent	+5/-4/-4
10	Ghoul	14	13	+2	30	bite +3 melee (1d6+1 plus paralysis) 2 claws +0 melee (1d3 plus paralysis)	5 ft.	create spawn paralysis turn resistance +2 undead	+0/+2/+5
11	Gray Ooze	5	26	-5	10	slam +3 melee (1d6+1 and 1d6 acid)	5 ft.	acid blindsight camouflage cold immunity constrict 1d6+1 and 1d6 acid corrosion fire immunity improved grab ooze	+1/-4/-4
12	Lizard	14	2	+2	20 20 clm	bite +4 (1d4)	0 ft.		+2/+4/+1
13	Lizardfolk	15	11	+0	30	2 claws +2 melee (1d4+1) bite +0 melee (1d4) greatclub +2 melee (1d10+1) javelin +1 ranged (1d6+1)	5 ft.		+1/+3/+0
14	Lycanthrope, wererat	17	5	+3	40 20 clm	bite +4 melee (1d4)	5 ft.	curse of lycanthropy DR 15/silver rat empathy scent	+5/+5/+4
15	Mephit, ooze	16	16	+0	30 40 fly	2 claws +6 melee (1d3+2)	5 ft.	breath weapon DR 5/+1 fast healing 2 spell-like abilities summon mephit	+4/+3/+3
16	Ochre Jelly	4	60	-5	10 10 clm	slam +5 melee (2d4+3 and 1d4 acid)	10 ft.	acid blindsight constrict 2d4+3 and 1d4 acid improved grab split ooze	+4/-3/-3
17	Otyugh	17	33	+0	20	2 tentacle rakes +3 melee (1d6) bite -2 melee (1d4)	10 ft. (15 ft.)	constrict 1d6 disease improved grab scent	+3/+2/+6
18	Rat	14	1	+2	15 15 clm	bite +4 (1d3-4)	0 ft.	scent	+2/+4/+1
19	Snake, giant constrictor	15	60	+3	20 20 clm	bite +13 (1d8+10)	10 ft.	constrict (1d8+10) improved grab scent	+8/+10/+4
20	Water Elemental, small	17	11	+0	20 90 sw	slam +3 melee (1d6+3)	5 ft.	drench elemental vortex water mastery	+4/+0/+0

HUNT 02





Chapter 4: People

DEVELOPING CHARACTER

The information in this chapter is useful for designing NPCs on the fly — details a DM might not always consider when meeting a blacksmith or leatherworker for the first time. The first half of this chapter details motivations and concepts, the high arching meta-concept information that the DM can expound later.

There are charts for motivations, physical characteristics, and on the fly game statistics for each ability score.

The second half details the little things — hair color, clothes, personal markings, and so on. There's even a few charts for naming people, so not every innkeeper is named Elric or Bob.

This chapter is also useful for players looking for a challenge. Rolling up a character completely randomly down to the color of his hair and the number of parents can provide a rewarding role-playing experience.

Character Concepts

- Table 4-21 through 4-25: Character Concept
- Table 4-26 through 4-32: Character Motivations
- Table 4-33 through 4-38: Character Traits and Taboos
- Table 4-39 through 4-40: Appearance and Dress
- Table 4-41 through 4-47: Favored Weapons
- Table 4-48 through 4-49: Magic Armor and Weapons
- Table 4-50 through 4-51: Magic Items
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Magic

- Table 4-61: Personal Sigil
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- Table 4-64 through 4-79: Spells and Magical Components
- Table 4-80 through 4-81: Magical Studies

NPC

- Table 4-82 through 4-88: NPC Hirelings
- Table 4-89: Merchant Houses

PEOPLE

Names

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(Orc names are on Table 1-40)
- Table 4-15 through 4-16: Race
- Table 4-17: Class
- Table 4-18: Alignment
- Table 4-19 through 4-20: Origin and Composition

Heroes

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- Table 4-91: Heroes of Renown
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- Table 4-99 through 4-102: Horses

TABLE 4-1: HUMANS (MALE) I

1d20	Name
1	Aethel Njor of Galas
2	Agneur
3	Alegan
4	Alfgeir
5	Alyth of the Blackspine Gap
6	Arnlaug Hjorgeir of Fjollsneir
7	Aser Kulmok
8	Asgrim
9	Bechir Gurun
10	Bjorn Ulsir of Glar
11	Cerran
12	Csaay
13	Dakon Hawkmane
14	Dalimyr
15	Egil
16	Elar Dolin of the East Hills
17	Eldan Wyr
18	Erradus
19	Eteron of the Kyunn Peaks
20	Fjolnir

TABLE 4-2: HUMANS (MALE) II

1d20	Name
1	Galoban
2	Gellak Vauth of Umar Odeir
3	Giliran
4	Gremond Noh
5	Hassan the Poor
6	Haulik
7	Igor
8	Ilia Valgard of the Second Watch
9	Isek
10	Jens Ofeig
11	Jer
12	Jethis Wiesor of Kaen
13	J'gorl
14	Kedriith Wynn of Areron
15	Kerig
16	Ketil
17	Klobaen Riis
18	Lars Hafgrim of Adrieacan
19	Merig
20	N'jal

TABLE 4-3: HUMANS (MALE) III

1d20	Name
1	Nydar Dolikan
2	Ogmund Einrik of Merrik
3	Onan I'yr of Sloval
4	Olis of Kenigg
5	Otkel
6	Rhalimon of Ilimis
7	Rhorleif
8	Rothingar Eterev of Broybane
9	Rykon
10	Selim Idris

11	Sevaleyr, the Free
12	Steinkel Orir of S'ghest
13	Tahir Feith
14	Thendas Mirian
15	Ul'baenn of Boraliis
16	Vagn
17	Vestein
18	Vigfus
19	Vyeche
20	Yevgenii

TABLE 4-4: HUMANS (FEMALE) I

1d20	Name
1	Aicha
2	Alya
3	Amineh
4	Anya Rowen of Dohmall
5	Arnora
6	Asta Doalik of Eliston
7	Bera
8	Besma
9	Bulvora of Norwood
10	Cathlin
11	Eslina the Sparrow
12	Freydis of Southhome
13	Gerloca
14	Gjaflaug Abnai
15	Grima
16	Groa Suttor of the Passmore Marches
17	Gudrid
18	Gudris
19	Gyda
20	Hallveig

TABLE 4-5: HUMANS (FEMALE) II

1d20	Name
1	Herdis
2	Hildigunn
3	Hrefna
4	Hrodyn
5	Ingunn Fek, the Spotted
6	Ione
7	Isidora
8	Jillian
9	Jorunn
10	Jullana
11	Katla
12	Katrin
13	Kelin
14	Larisa
15	Leilah
16	Lyrisa
17	Mizra
18	Myriam
19	Naomi
20	Olya

PEOPLE

TABLE 4-6: HUMANS (FEMALE) III

1d20	Name
1	Radija
2	Ragna
3	Raisa
4	Rannveig
5	Rhora
6	Saeunn
7	Siglinde
8	Sigrid
9	Tatya
10	Thora
11	Thorfinna
12	Thorgunna
13	Thyri
14	Tovi
15	Ulira Atlan
16	Unn
17	Valya
18	Vasha
19	Yasimina
20	Yrsa

TABLE 4-7: DWARVEN NAMES (MALE)

1d20	Dwarf name
1	Barrintek Grefgang
2	Belgrim Liondark
3	Dalduum Singsilver
4	Deldalgirn Stormheart
5	Droakgirn Brotherhammer
6	Farvir Speargold
7	Glortack Runespear
8	Helinack Highdeath
9	Kilgen Bladestar
10	Nalical Slyslayer
11	Norchig Runecarver
12	Norgyth Bowshield
13	Nurgath Axehigh
14	Oksten Hammerclaw
15	Ovthald Fistwise
16	Therlagg Heartblade
17	Thorvir Runeshadow
18	Thrabar Freehelm
19	Urnvillilyr Clanbrother
20	Yurrim Strongflame

TABLE 4-8: DWARVEN NAMES (FEMALE)

1d20	Dwarf name
1	Barynd Goldsure
2	Dalshar Shielddeath
3	Duerif Fanghigh
4	Eldred Redblade
5	Eraral Deathflame
6	Farinkyk Clawsinger
7	Glandred Flamewind
8	Glanser Highlion
9	Glimjak Wiseheart
10	Gloril Stormstone

11	Harlynd Starbane
12	Helgunmalk Shieldstrong
13	Marfhigh Hearthhammer
14	Marismek Hornflame
15	Nalanest Bearshadow
16	Obryn Fangweaver
17	Reiaerg Shadowgold
18	Therhildvin Runewise
19	Yongyth Bonechanger
20	Werdrid Cleaverhorn

TABLE 4-9: ELVEN NAMES (MALE)

1d20	Elf name
1	Aernil Sinalith
2	Alith Lyreir
3	Athath Brimdormar
4	Cirmardon Thanentor
5	Coanor Ethilfin
6	Elnar Allylan
7	Ethilmar Loruen
8	Eysion Rilnor
9	Hinrond Eloltor
10	Lirlir Lini
11	Lorath Ralordor
12	Merrieth Ninnal
13	Nimfin Elogol
14	Rilial Elliael
15	Riyal Narlir
16	Rinarril Lan
17	Ronial Synirlen
18	Rynlenial Erylor
19	Ryael Anion
20	Synnal Niela

TABLE 4-10: ELVEN NAMES (FEMALE)

1d20	Elf name
1	Aral Elari
2	Aerlan Lirisen
3	Allith Nielynlynlan
4	Dorathor Githmar
5	Eien Myrareirion
6	Elroana Sordia
7	Gilthani Thanmar
8	Linlith Aslan
9	Linly Meryon
10	Lorauen Thieldel
11	Lyri Farsil
12	Lylrith Niellyn
13	Merion Rinor
14	Meryrian Syliri
15	Nielial Lintlal
16	Seldalerya Ignirya
17	Silry Lyri
18	Sortha Condia
19	Synarian Narril
20	Synril Yilian

TABLE 4-11: SYLVAN NAMES

1d20	Name
1	Althainis Silverleaf
2	Ariana
3	Ash Fireblight
4	Bellows Halftooth
5	Delis Manbane
6	Dulcinea Laughingwind
7	Falla Moonsong
8	Honeydew
9	Jayli Treeskimmer
10	Lilly Highlock
11	Luft Twitterbow
12	Melody
13	Miska Dalewind
14	Misty Shadowwood
15	Poppy Snowdreamer
16	Quilan Ardenmirth
17	Spitfyre Glo'wing
18	Sylvanus Blueglade
19	Thistleberry Briarwing
20	Vale Swiftblade

TABLE 4-12: ADVENTURING GROUP NAMES

1d20	Group Name
1	Band of Strength
2	Ebon Boarsmen
3	Emerald Delvers
4	Emissars of Justice
5	Fellowship of the Skull
6	Friends of Chaos
7	Glorious Adventurers
8	Golden Adventurers
9	Keepers of Bloody Coins
10	Laughing Warriors
11	Lucky Knights
12	Mercenaries of Light
13	Mysterious Vagabonds
14	Mystic Followers
15	Raiders of Shining Secrets
16	Seekers of the Oracle
17	Strangers of Fangs
18	Travelers of the Road
19	Unlikely Company
20	Vagabonds of the Standard

DM TIP №18

You hold in your hands the final 101 tables of this book, and arguably the most important. NPCs are the cornerstone of hundreds of great campaigns. But who says only NPCs can use this chapter. Let your players make up completely random PCs using the tables in this chapter. A single roll on table 4-90 provides all 6 attribute scores and even tables 4-64 through 4-81 can be used to create a random spellbook. And if they need magic items, 4-40 through 4-52 provide everything from personal effects to +1 swords.

TABLE 4-13: DEFENDERS OF THE CROWN

1d20	Title
1	Castlebreaker
2	Champion of the Moor
3	Defender of the Marches and the Bright Fens
4	Gatekeeper
5	Guardian of the Wood
6	Hunter of the Dragon
7	Keeper of the Valley
8	Lord of the Heaven Glade
9	Overseer of the Green
10	Paladin of the Holy Wind
11	Peacewalker
12	Preserver of Mercy Keep
13	Protector of the Seven Greens
14	Scion of the Righteous
15	Sentinel of Frost Towers
16	Usurper of the Blight
17	Warden of the Four Rivers
18	Warder of the West Hills
19	Watcher of the Hinterlands
20	White Guards of Glory Dale

TABLE 4-14: ENEMIES OF THE CROWN

1d20	Title
1	the Bastard
2	the Blinding
3	the Bloodslayer
4	Defiler of the Sacred Truths
5	Destroyer of the Northwood
6	the Doomsower
7	the Griefmaker
8	the Evilbringer
9	the Lifetaker
10	the Lifestealer
11	Lord Exile
12	Marshal of Sorrow
13	the Oathbreaker
14	the Paingiver
15	Plague of Bridgespan
16	the Plaguebearer
17	the Spellbreaker
18	the Tonguetaker
19	the Usurper
20	the Woebringer

TABLE 4-15: RACES

1d20	Race
1-3	Dwarf
4-6	Elf
7	Gnome
8-10	Half-elf
11	Halfling
12	Half-orc
13-18	Human 1 Human variant. A subrace or ethnicity foreign to the region.
20	Special. A monster race or race not reflected by the options listed above.

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TABLE 4-16: EXOTIC RACES

1d20	Race
1-2	Bugbear
3-4	Centaur
5-6	Dark elf
7	Deep dwarf
8-9	Gnoll
10-11	Goblin
12-13	Hobgoblin
14	Lizardfolk
15	Minotaur
16	Ogre
17-19	Orc
20	Troll

TABLE 4-17: CLASSES

1d20	Class
1	Barbarian
2	Bard
3-5	Cleric
6	Druid
7-11	Fighter
12	Monk
13-14	Ranger
15-17	Sorcerer
18-19	Wizard
20	Special. An exotic character class or a class not reflected by the options listed above.

TABLE 4-18: ALIGNMENTS

1d20	Alignment
1-2	Lawful good
3-4	Lawful neutral
5-6	Lawful evil
7-8	Neutral good
9-12	"True" neutral
13-14	Neutral evil
15-16	Chaotic good
17-18	Chaotic neutral
19-20	Chaotic evil

TABLE 4-19: CHARACTER ORIGINS

1d20	Origin
1	From a forest
2	From a hamlet
3	From a large city
4	From a large farm
5	From a large town
6	From a metropolis
7	From a roaming caravan community
8	From a small city
9	From a small farm
10	From a small town
11	From a thorp
12	From a village
13	From the mountains
14	Raised in a monastery
15	Raised by another race
16	Raised in a castle
17	Raised in a guild
18	Raised in an arcane institution
19	Raised in slavery
20	Raised on an island

TABLE 4-20: CHARACTER FAMILY COMPOSITIONS

1d20	Family
1	Orphaned
2	Both parents alive, no siblings
3	One parent alive, no siblings
4	Neither parent alive, no siblings
5	Both parents alive, 1 sibling
6	Both parents alive, 2 siblings
7	Both parents alive, 3 siblings
8	Both parents alive, 4 siblings
9	One parent alive, 1 sibling
10	One parent alive, 2 siblings
11	One parent alive, 3 siblings
12	One parent alive, 4 siblings
13	Neither parent alive, 1 sibling
14	Neither parent alive, 2 siblings
15	Neither parent alive, 3 siblings
16	Neither parent alive, 4 siblings
17	Both parents alive, 2d4 siblings
18	One parent alive, 2d6 siblings
19	Neither parent alive, 2d8 siblings
20	Unknown family and background

CHARACTER CONCEPTS

TABLE 4-21: CHARACTER CONCEPTS I

1d20	Concept
1	<i>Addict.</i> You are addicted to drugs, alcohol, adrenaline, tobacco, or some combination.
2	<i>Albino.</i> Your body lacks pigmentation, this can affect hair, skin, and eyes or just your eyes alone.
3	<i>Allergies.</i> You are allergic to some form of creature, dust, mold, plant oils or even some perfumes.
4	<i>Animals.</i> You have a soft spot for four legged strays and can often be found behind the tavern feeding them or leaving them food.
5	<i>Aquatic.</i> You have a great love of the sea, you swim or sail whenever possible.
6	<i>Attention.</i> You are always making a spectacle of yourself, either with theatrical speeches, grand entrances or with odd behavior.
7	<i>Betrayal.</i> You've been betrayed by a member of a specific race and will never trust or believe a word any of them say.
8	<i>Black sheep.</i> Your family members are all pillars of society, all except you.
9	<i>Blades.</i> You have a fascination for bladed weapons of all sizes and shapes and have a substantial collection of unusual types, transporting them is often a problem.

- 10 *Bloodlust.* You get irritable if too long a time passes between battles.
- 11 *Bodyguard.* You feel protective of another member of the group, whether you're paid to be or not.
- 12 *Boring.* You think you're childhood life was completely uninteresting so you've changed some facts to liven it up.
- 13 *Bullies.* You can't wait to gain power and show the bullies back home who is boss.
- 14 *Children.* You love the young and often spend too much on buying trinkets for children in the streets.
- 15 *Clotheshorse.* You just have to buy new clothes, some of them you only wear once.
- 16 *Colorblind.* You can't see the difference between either red and green or blue and yellow; perhaps you can't see any color at all.
- 17 *Connoisseur.* You only eat and drink the very best beverages and foods, no trail rations for you.
- 18 *Crafts.* You make small things while traveling to pass the time, you either sell them or give them away in the nearest city (leather balls, puzzle boxes, cup and ball, iron puzzle toys, etc.)
- 19 *Demigod.* You believe there is divine blood running in your veins.
- 20 *Disgusted.* You have never outgrown the idea that members of the opposite sex are best avoided.

TABLE 4–22: CHARACTER CONCEPTS II

1d20	Concept
1	<i>Envious.</i> You believe the grass is greener on the other side which belongs to one of the races in the campaign setting, you wish you belonged to that race.
2	<i>Evil.</i> You believe agents of evil are seeking you out for an unknown purpose.
3	<i>Family.</i> Your family expected you to follow in a family business that you have no interest or aptitude in; they may not stay disappointed if you send them coin on occasion.
4	<i>Famous.</i> You have the youthful drive to be famous and follow any chance to do so.
5	<i>Fascinated.</i> You are fascinated by a particular form of creature, such as a race of humanoids or a beast of some kind, and will search them out in order to capture or study them.
6	<i>Favor.</i> Someone or something owes you a favor.
7	<i>Feast.</i> You never order less than one of everything on the menu, the beverage list or both.
8	<i>Fickle.</i> You just can't seem to choose a deity, you want to, but you always find something more interesting in the next one you hear about.
9	<i>Fleeing.</i> You are hiding from your friends and family who insist an arranged marriage is just what you need.
10	<i>Flying.</i> You have a desire to be able to fly, once you acquire these means you use them at every available chance.
11	<i>Fortune-teller.</i> You carry a divining tool (tarot cards, rune stones, rune sticks, bones, etc.)
12	<i>Gambling.</i> You can't resist the lure of chance and money, either your expertise with games of chance is somewhat lacking or lady luck is your best friend.
13	<i>Ghosts.</i> You see the spirits of people who have not completely passed on yet, they ignore you for the most part.
14	<i>Good.</i> You believe agents of good are seeking you out for an unknown purpose.
15	<i>Gourmet.</i> You are always making meals out of monsters and beasts and encouraging others to eat some.
16	<i>Guilty.</i> You believe you are to blame for the death of someone close to you, either a family member or someone in your community.
17	<i>Half breed.</i> You suspect there is unusual blood running in your veins, but for all intents and purposes you are the race you think you are.
18	<i>Hatred.</i> There is someone in your past that you despise, the subject of this hatred may or may not know of it or perhaps the feelings are mutual.
19	<i>Heartbreaker.</i> You love them and leave them, it's just your way.
20	<i>Hero.</i> Someone in your family is a hero, you are on a personal quest to outdo their exploits.

TABLE 4–23: CHARACTER CONCEPTS III

1d20	Concept
1	<i>History.</i> You have a love of antiquities; history and ancient lore fascinate you.
2	<i>Honest.</i> You can't tell a believable lie, you either accept this and don't bother telling them or you fight it and continue to try.
3	<i>Horror.</i> You love to be terrified, the spookier and scarier things are the better you like it.
4	<i>Hurt.</i> You've been hurt by members of the opposite sex and now you distrust them.
5	<i>Husbandry.</i> You see to the group's mounts' needs even more carefully than to your own.
6	<i>Hygiene.</i> You often make your companions wait while you freshen up at all hours of the day.
7	<i>Illegitimate.</i> You are the bastard child of someone of importance.
8	<i>Indigestion.</i> You have a very delicate stomach and must eat the blandest of foods or suffer greatly.
9	<i>Insane.</i> You are either suffering from a form of insanity or you pretend to be afflicted.
10	<i>Joker.</i> You like to play practical jokes on your companions.
11	<i>Journal.</i> You keep a detailed log of all your endeavors.
12	<i>Kleptomaniac.</i> You just can't resist putting trinkets and baubles into your pockets.
13	<i>Liar.</i> You can't seem to tell the truth, you are either doing it to deceive, for humorous effect or you don't even know you're doing it.
14	<i>Lightweight.</i> You have no tolerance for alcohol of any type, even the smallest sip will affect you.
15	<i>Link.</i> You have a mental link to a villain, in your dreams you see his crimes being committed.
16	<i>Lover.</i> Your obsessed with the opposite sex, you can claim at least one companion in every community you've visited.

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- 17 *Luck.* You have a lucky charm (hat, brooch, coin, rabbit foot, etc.) and won't feel comfortable without it, perhaps going to extreme measures to avoid losing it.
- 18 *Macabre.* You find death of great interest, you often watch to see if you can spot the departing spirit of those recently slain.
- 19 *Married.* You are either happily or unhappily married, you may or may not have children.
- 20 *Military.* You once belonged to the King's men or the local militia, you either enjoyed their lifestyle or find it difficult to shed.

TABLE 4-24: CHARACTER CONCEPTS IV

1d20	Concept
1	<i>Miser.</i> You find it very difficult to spend money, you'd much rather save it.
2	<i>Mount.</i> You have bonded with a mount, this creature is your best friend.
3	<i>Multiple spouses.</i> You are married to more than one person, they may or may not know about each other.
4	<i>Mute.</i> You can't or won't speak, you may know some form of sign language.
5	<i>Night owl.</i> You have to sleep half the day because you spent the night awake, you are very private about your nocturnal activities.
6	<i>Nightmares.</i> You are often plagued by bad dreams that you can barely remember.
7	<i>Nobility.</i> You have your share of noble blood and prefer the company of the aristocracy when it's available.
8	<i>Oracle.</i> You have dreams that you believe foretell the future.
9	<i>Ordinary.</i> You believe you are nothing special.
10	<i>Orphan.</i> Your kin are a mystery, you either search for information about them or prefer to remain in the dark.
11	<i>Outcast.</i> You were raised by a race different from your own.
12	<i>Outlandish.</i> You wear the oddest clothes and often dress in clashing colors because you can't choose just one color to wear.
13	<i>Party Hound.</i> You find your way into both public and private parties whenever possible, no matter how small or unimportant they might be.
14	<i>Patriotic.</i> You respect and admire the members of the local government, you don't like to hear negative words about the officials or laws.
15	<i>People.</i> You are a people person and never forget a name, a face or both.
16	<i>Posing.</i> You pretend to be a member of the opposite sex.
17	<i>Prodigy.</i> You are of another class, but have some 0-level wizard spells available to you.
18	<i>Prophecy.</i> You believe that either you or someone else in your group will fulfill a prophecy, for good or ill.
19	<i>Pursued.</i> You are being pursued by someone who believes that they would make the perfect spouse for you, they often show up at the worst times.
20	<i>Pyromaniac.</i> You often build a bonfire instead of a campfire and enjoy tending it, making sure it stays lit throughout the night.

TABLE 4-25: CHARACTER CONCEPTS V

1d20	Concept
1	<i>Ravenous.</i> You are always hungry, often eating in the saddle and sometimes even during battle.
2	<i>Religion.</i> You are not a priest, but you are a devout follower of a deity; perhaps even fanatic.
3	<i>Ringer.</i> There is someone who looks just like you making your life difficult by committing crimes or generally ruining your reputation.
4	<i>Rival.</i> You have a rival of the same class and general level, you are always trying to outdo each other.
5	<i>Single parent.</i> You have children being raised by family members while you adventure.
6	<i>Slander.</i> Someone is trying to ruin your reputation by spreading bad rumors or coloring your exploits with unflattering lies.
7	<i>Sleepwalker.</i> You walk in your sleep and often find yourself in strange places when you awake.
8	<i>Sleepy.</i> You can never seem to get enough sleep, once in a city you can spend the entire day and night in bed.
9	<i>Superstitious.</i> You are always on the watch for omens, you see portents in the simplest of events.
10	<i>Sweet-tooth.</i> You love sweet foods and sometimes make a meal of sweets, especially after a period of forced abstinence.
11	<i>Tattoos.</i> You can't get enough of them, you either pay someone or you do your own.
12	<i>Teacher.</i> There is a lesson in everything you do or say, you often quote words of wisdom, story morals, or other sayings that are intended to provoke introspection.
13	<i>Trophy.</i> You collect trophies, either from foes or animals.
14	<i>Underdog.</i> You favor the downtrodden and will often take their views and goals as your own.
15	<i>Vegetarian.</i> You abhor the practice of eating meat, you may even prepare meals in order to encourage others to follow suit.
16	<i>Villainy.</i> You are fascinated by villains or folks with a bad reputation, you seek out their company whenever possible.
17	<i>Voices.</i> You hear voices that don't seem to come from the people around you.
18	<i>White sheep.</i> Your family members are all unsavory types, you are the only one that isn't.
19	<i>Witness.</i> You've witnessed a crime and the culprits are looking for you.
20	<i>Xenophile.</i> You find yourself exclusively interested in a race you weren't born into when it comes to romantic relationships.

TABLE 4-26: CHARACTER MOTIVATIONS I

1d20	Motivation
1	Access another dimension.
2	Alleviate feelings of guilt.
3	Amass an army.
4	Assume another's identity.
5	Attend an event.
6	Attract a following.
7	Attract another.
8	Avoid responsibilities.
9	Become a martyr.
10	Become famous.
11	Become happy.
12	Become immortal.
13	Become infamous.
14	Become normal.
15	Become sane.
16	Become wealthy.
17	Befriend another.
18	Chronicle history.
19	Complete a mission.
20	Conquer a nation.

TABLE 4-27: CHARACTER MOTIVATIONS II

1d20	Motivation
1	Continue a legacy.
2	Cure a disease.
3	Damage another's reputation.
4	Delay a wedding.
5	Deliver a message.
6	Destroy a relationship.
7	Destroy an enemy.
8	Discover the truth.
9	Do good.
10	Dominate a nation.
11	Dominate the world.
12	Earn money.
13	Eliminate a pest.
14	Eliminate a populace.
15	Eliminate a race.
16	Eliminate a threat.
17	Eliminate a weakness.
18	Enact revenge.
19	End a relationship.
20	End a rivalry.

TABLE 4-28: CHARACTER MOTIVATIONS III

1d20	Motivation
1	End a war.
2	End own life.
3	End suffering.
4	Enforce the law.
5	Entertain.
6	Escape someone's homeland.
7	Escape punishment.
8	Establish a new identity.
9	Establish a relationship.
10	Exile someone.

11	Explore new territories.
12	Find a lost treasure.
13	Find a missing object.
14	Find a missing person.
15	Find an antidote.
16	Find someone.
17	Find spiritual enlightenment.
18	Frame someone.
19	Frighten.
20	Gain a reward.

TABLE 4-29: CHARACTER MOTIVATIONS IV

1d20	Motivation
1	Gain an award.
2	Gain approval.
3	Gain attention.
4	Gain power.
5	Gain protection.
6	Gain ransom monies.
7	Gain trust.
8	Hide a secret.
9	Hide someone's identity.
10	Hide someone's past.
11	Imprison another.
12	Improve someone's social status.
13	Improve someone's quality of life.
14	Increase a collection.
15	Inspire emulation.
16	Inspire rebellion.
17	Investigate.
18	Lead others.
19	Learn someone's future.
20	Limit someone's actions.

TABLE 4-30: CHARACTER MOTIVATIONS V

1d20	Motivation
1	Live vicariously.
2	Make a sacrifice.
3	Make someone angry.
4	Make someone envious.
5	Make someone fail.
6	Make someone happy.
7	Make someone ill.
8	Make someone jealous.
9	Make someone laugh.
10	Make someone sad.
11	Make someone succeed.
12	Obtain weapons.
13	Overcome a weakness.
14	Overturn a decision.
15	Pass an initiation.
16	Pay a debt.
17	Perform a religious ceremony.
18	Predict the future.
19	Prolong a war.
20	Promote peace.



TABLE 4-31: CHARACTER MOTIVATIONS VI

1d20	Motivation
1	Protect a reputation.
2	Prove self.
3	Prove someone's innocence.
4	Reanimate the dead.
5	Reclaim property.
6	Regain control.
7	Regain fame.
8	Regain humanity.
9	Regain someone's affections.
10	Regain power.
11	Regain wealth.
12	Regain youth.
13	Relieve boredom.
14	Renew interest in something.
15	Repair damage.
16	Rescue someone.
17	Research a project.
18	Return home.
19	Right a wrong.
20	Ruin an event.

TABLE 4-33: CHARACTER TRAITS I

1d20	Trait
1	Aloof
2	Bad breath
3	Bald
4	Birthmark
5	Bookish
6	Brave
7	Capricious
8	Careless
9	Clean
10	Collector (books, trophies, trophies, etc.)
11	Conformist
12	Cowardly
13	Cruel
14	Curious
15	Dirty and unkempt
16	Disloyal spouse/parent
17	Distinctive jewelry
18	Distinctive nose
19	Distinctive scar
20	Distrustful of magic

TABLE 4-32: CHARACTER MOTIVATIONS VII

1d20	Motivation
1	Satisfy a desire or need.
2	Satisfy an obligation.
3	Satisfy a curiosity.
4	Save another.
5	Save face.
6	Secure payment.
7	Set an example.
8	Silence someone.
9	Solve a mystery.
10	Spy on another.
11	Start a castle
12	Start a family.
13	Start a nation.
14	Start a war.
15	Subdue.
16	Test someone's limits.
17	Travel.
18	Usurp someone's power
19	Win a bet.
20	Worship a deity.

TABLE 4-34: CHARACTER TRAITS II

1d20	Trait
1	Doesn't like to be touched
2	Drunkard
3	Easy going
4	Energetic
5	Enunciates very clearly
6	Even tempered
7	Fanatic
8	Fascinated by magic
9	Fiddles and fidgets nervously
10	Foppish
11	Forgiving
12	Friendly
13	Gambler
14	Hacking cough
15	Hands shake
16	Hard of hearing
17	Helpful
18	Hot tempered
19	Individualist
20	Irreverent or irreligious

TABLE 4-35: CHARACTER TRAITS III

1d20	Trait
1	Jealous
2	Jokester
3	Jumpy
4	Lazy
5	Liar
6	Lisps
7	Loquacious
8	Missing finger
9	Missing tooth
10	Moody
11	Nearsighted
12	Nervous eye twitch
13	Neurotic
14	No sense of humor
15	Not very observant
16	Observant
17	Optimist
18	Overbearing
19	Overly critical
20	Particularly high voice

TABLE 4-36: CHARACTER TRAITS IV

1d20	Trait
1	Particularly long hair
2	Particularly low voice
3	Passionate artist or art lover
4	Passionate hobbyist (fishing, hunting, gaming, animals, etc.)
5	Pessimist
6	Pleasant smelling (perfumed)
7	Prefers members of one class over all others
8	Prefers members of one race over all others
9	Proud
10	Racist, sexist, or otherwise prejudiced
11	Rebellious
12	Reverent or pious
13	Rude
14	Sings a lot
15	Skinflint
16	Slurs words
17	Sober
18	Spendthrift
19	Stooped back
20	Strange eyes

TABLE 4-37: CHARACTER TRAITS V

1d20	Trait
1	Strong body odor
2	Strong opinions on morals
3	Strong opinions on politics
4	Strong opinions on races
5	Strong opinions on religion
6	Stutters
7	Suspicious
8	Sweaty
9	Tattoo
10	Teetotaler
11	Trusting
12	Truthful
13	Uncommitted
14	Uses flowery speech or big words

15	Uses the same phrases over and over
16	Very physical
17	Walks with a limp
18	Wears flamboyant or outlandish clothes
19	Well-mannered
20	Whistles a lot

TABLE 4-38: TABOOS

1d20	Taboo
1	Always feed food to the fire before eating.
2	Avoid mirrors at all cost.
3	Baths should only be taken in natural sources, such as a lake or stream.
4	Cats can see the aura of good or evil in humans.
5	Circle every home once before entering, or evil may follow you inside.
6	Dew on the grass in the morning means no rain for the day.
7	Exit any building by the way it was entered to avoid bad luck.
8	Fingernail cuttings should be saved, burned, or buried.
9	If a dead person's eyes are left open, he'll find someone to take with him.
10	Keeping items in a person's possession imbues that item with part of their spirit.
11	Must never cut hair.
12	Never breathe near the dead or they may inhabit the living.
13	Never follow in someone else's footsteps or you will inherit their bad luck.
14	Never kill a spider.
15	Never kill or eat birds.
16	Never look at the moon or suffer madness.
17	Never sit on bare stone.
18	Never start a trip on the last day of the week misfortune will follow.
19	Never whistle, it calls wind spirits.
20	Throw back the first fish you catch then you'll be lucky the whole day fishing

TABLE 4-39: APPEARANCE

1d20	Appearance
1	Attractive
2	Confident
3	Dark
4	Freckled
5	Hard
6	Jovial
7	Kind
8	Oval
9	Pale
10	Plain
11	Rough
12	Scarred
13	Shifty
14	Smooth
15	Square-jawed
16	Tanned
17	Thin
18	Ugly
19	Weathered
20	Strange Eyes

TABLE 4-40: DRESS

1d20	Clothing
1	Artisan's outfit
2	Belt
3	Cape
4	Clerical vestments
5	Cloak
6	Cloak (hooded)
7	Cold weather outfit
8	Courtier's outfit
9	Craftsman's apron
10	Entertainer's outfit
11	Leather boots
12	Monk's outfit
13	Noble's outfit
14	Peasant's outfit
15	Robes
16	Royal outfit
17	Scholar's outfit
18	Simple shoes
19	Traveler's outfit
20	Working trousers

TABLE 4-41: FAVORED WEAPONS I

1d20	Melee Weapon
1	Battle axe
2	Club
3	Dagger
4	Greataxe
5	Greatclub
6	Greatsword
7	Halberd
8	Halfspear
9	Hand axe
10	Heavy mace
11	Heavy pick
12	Light mace
13	Light pick
14	Longspear
15	Longsword
16	Morningstar
17	Quarterstaff
18	Shortspear
19	Short sword
20	Warhammer

TABLE 4-42: FAVORED WEAPONS II

1d20	Ranged Weapon
1	Composite longbow
2	Composite shortbow
3-4	Dagger
5	Dart
6	Halfspear
7	Heavy crossbow
8	Javelin
9-10	Light crossbow
11-12	Light hammer
13	Longbow
14-15	Shortbow
16	Shortspear
17	Sling
18-19	Throwing axe
20	Trident

TABLE 4-43: FAVORED WEAPONS III

1d20	Uncommon Weapon
1	Falchion
2-3	Gauntlet
4	Glaive
5	Guisarme
6	Heavy flail
7	Heavy lance
8-9	Light flail
10	Light lance
11	Ranseur
12-13	Rapier
14-15	Sap
16-17	Scimitar
18	Scythe
19	Sickle
20	Spiked gauntlet

TABLE 4-44: FAVORED WEAPONS IV

1d20	Exotic Weapon
1-2	Bastard sword
3	Dire flail
4-5	Hand Crossbow
6-7	Kukri
8-9	Kama
10	Net
11	Nunchaku
12	Repeating Crossbow
13	Shuriken
14	Siangham
15-16	Spiked chain
17	Two-bladed sword
18-19	Whip
20	Setting Specific Weapon

TABLE 4-45: FAVORED WEAPONS V

1d20	All
1	Arrows or bolts
2-3	Axe (battle, double, great, hand, or war)
4-5	Bow (longbow or shortbow)
6	Crossbow (hand, heavy, light, or repeating)
7	Dagger (dagger, dart, kukri, or punch dagger)
8	Flail (dire, heavy, light, or spiked chain)
9	Hammer (hooked hammer, light or war)
10	Mace (club, greatclub, heavy, light, morningstar, or sap)
11	Pick (heavy, hooked hammer, kama, light, or sickle)
12-13	Polearm (glaive, guisarme, halberd, heavy lance, light lance, longspear, ranseur, or scythe)
14	Quarterstaff
15	Sling
16-17	Spear (half, javelin, long, short, or trident)
18-20	Sword (bastard, falchion, great, long, rapier, scimitar, short, or two-bladed)

TABLE 4-46: ARMOR QUALITY

1d20	Armor Quality
1	Poor
2-9	Normal
10-13	Masterwork
14-15	Dwarven-forged* (see appendix, page 181)
16-17	Elven-forged* (see appendix, page 181)
18-19	+1
20	Magical* (see table 4-48)

TABLE 4-47: WEAPON QUALITY

1d20	Weapon Quality
1	Poor
2-7	Normal
8-11	Masterwork
12	Mighty
13	Masterwork and mighty
14-15	Serrated* (see appendix, page 181)
16-17	Laminated steel* (see appendix, page 181)
18-19	+1
20	Magical* (see table 4-49)

TABLE 4-48: MAGIC ARMOR

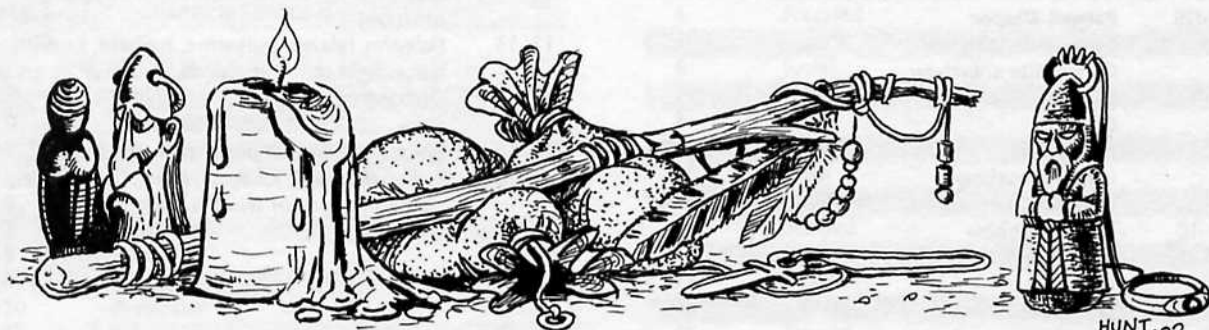
1d20	Armor
1	+1 ghost touch chainmail
2	+2 fortification (light) scale mail
3	+2 arrow deflection small wooden shield
4	+2 glamered breastplate
5	+2 shadow studded leather
6	+2 acid resistance banded mail
7	+2 slick hide
8	+1 spell resistance (15) chainshirt
9	+1 invulnerability splint mail
10	+1 cold resistance full plate
11	+3 silent moves padded
12	+1 etherealness half-plate
13	+2 fire resistance leather
14	+3 animated large steel shield
15	+2 bashing tower shield
16	+1 blinding small steel shield
17	+3 reflecting buckler
18	+1 lightning resistance studded leather
19	+1 acid resistance banded mail
20	+1 sonic resistance scale mail

TABLE 4-49: MAGIC WEAPON

1d20	Melee Weapon
1	+1 flaming battle axe
2	+1 ghost touch club
3	+4 defending dagger
4	+1 keen greataxe
5	+1 disruption greatclub
6	+1 mighty cleaving greatsword
7	+1 thundering halberd
8	+1 holy halfspear
9	+1 lawful hand axe
10	+1 throwing heavy mace
11	+1 wounding heavy pick
12	+1 icy burst light mace
13	+1 chaotic light pick
14	+1 spell storing longspear
15	+1 unholy longsword
16	+1 shocking burst morningstar
17	+1/+1 dancing, defending quarterstaff
18	+1 vorpal shortspear
19	+1 brilliant energy short sword
20	+1 shock warhammer

TABLE 4-50: MAGIC ITEMS I

1d20	Item
1	bag of holding (bag 1)
2	bead of force
3	bracelet of friends
4	bracers of archery
5	bracers of armor +2
6	candle of truth
7	circlet of persuasion
8	cloak of elvenkind
9	cloak of resistance +1
10	dust of tracelessness
11	dusty rose in stone
12	eversmoking bottle
13	eyes of the eagle
14	figurine of wondrous power (silver raven)
15	glove of arrow snaring
16	glove of storing
17	hand of the mage
18	horn of evil
19	incense of meditation
20	lens of detection



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TABLE 4-51: MAGIC ITEMS II

1d20	Item
1	necklace of fireballs (type II)
2	necklace of prayer beads (karma)
3	pearl of power (2nd-level spell)
4	periapt of proof against poison
5	potion of bull's strength
6	potion of cure light wounds
7	ring of climbing
8	ring of protection +1
9	ring of sustenance
10	rod of metal and mineral detection
11	scarab, golembane
12	scroll of burning hands (7th level caster)
13	scroll of invisibility (5th level caster)
14	sovereign glue
15	staff of size alteration
16	stone salve
17	wand of fear (3rd level caster)
18	wand of jump
19	wand of magic missiles (3rd level caster)
20	wand of melf's acid arrow (5th level caster)

TABLE 4-52: PERSONAL EFFECTS

1d20	Personal Effect
1	Address or directions
2	Amulet or badge
3	Book of prayers
4	Boot knife
5	Cameo
6	Crudely drawn picture of a monster or tower
7	Dice or knucklebones
8	Gold locket with a portrait painted inside.
9	Handkerchief
10	Hat or hood
11	Key(s)
12	Letter from a loved one
13	Lock of hair
14	Medallion
15	Personal note
16	Pewter mug with inscription
17	Simple
18	Special coin
19	Special weapon
20	Travelling gem

TABLE 4-53: NPC ENCOUNTER CONDITIONS I

1d20	Condition
1	Angry
2	Arguing with someone
3	Bathing
4	Begging
5	Being chased
6	Being entertained
7	Belligerent
8	Bloodied
9	Bound and gagged
10	Branding an animal

11	Burying something/someone
12	Chasing someone
13	Climbing
14	Comatose
15	Confused
16	Conversing with someone
17	Counting something
18	Crazed
19	Crying
20	Dying/Dead

TABLE 4-54: NPC ENCOUNTER CONDITIONS II

1d20	Condition
1	Deranged
2	Destroying something
3	Digging
4	Dirty
5	Dizzy
6	Drawing in ground
7	Drumming
8	Drunk
9	Dueling
10	Eating
11	Embarrassed
12	Engaged in art
13	Engaged in craft
14	Farming
15	Fatigued
16	Feverish
17	Fighting
18	Fishing
19	Frustrated
20	Hallucinating

TABLE 4-55: NPC ENCOUNTER CONDITIONS III

1d20	Condition
1	Happy
2	Herding
3	Hiding something/someone
4	Hunting
5	Ill
6	Itching
7	Killing something/someone
8	Laughing
9	Learning
10	Lost
11	Mad
12	Meditating
13	Nauseated
14	Negotiating with someone
15	Nervous
16	On a quest
17	Overly insulting
18	Overly polite
19	Panicked
20	Paranoid

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TABLE 4-56: NPC ENCOUNTER CONDITIONS IV

1d20	Condition
1	Planning
2	Playing a game
3	Playing an instrument
4	Plotting
5	Praying
6	Proud
7	Purchasing something
8	Questioning someone
9	Recently ambushed
10	Recently robbed
11	Relaxing
12	Resting
13	Riding a horse
14	Running
15	Saddling a horse
16	Scared
17	Searching for something/someone
18	Shamed
19	Shoeing a horse
20	Showing mercy

TABLE 4-57: NPC ENCOUNTER CONDITIONS V

1d20	Condition
1	Sick
2	Singing
3	Sleeping
4	Smoking a pipe
5	Smoking an animal carcass
6	Sorting through pack(s)
7	Studying
8	Surprised
9	Tanning an animal hide
10	Tending a garden
11	Thinking
12	Tired
13	Tracking
14	Training
15	Tutoring
16	Unconscious
17	Whistling
18	Working
19	Worried
20	Wounded

TABLE 4-58: NPC ABILITY SCORES I

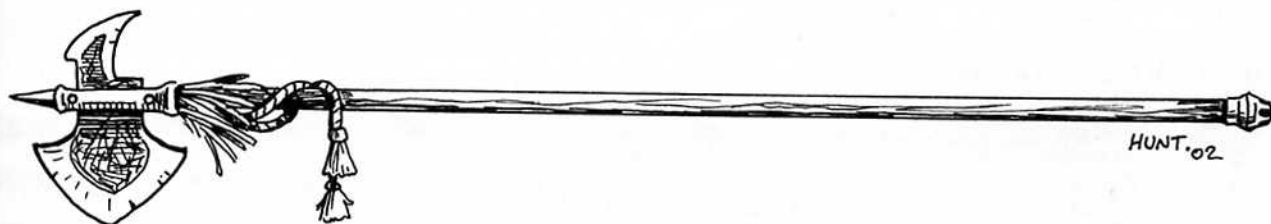
1d20	Scores
1	Str 12 +1, Int 16 +3, Wis 13 +1, Dex 14 +2, Con 11 —, Cha 8 -1
2	Str 9 -1, Int 16 +3, Wis 11 —, Dex 9 -1, Con 11 —, Cha 14 +2
3	Str 13 +1, Int 16 +3, Wis 14 +2, Dex 15 +2, Con 17 +3, Cha 15 +2
4	Str 13 +1, Int 11 —, Wis 12 +1, Dex 11 —, Con 17 +3, Cha 12 +1
5	Str 13 +1, Int 13 +1, Wis 16 +3, Dex 8 -1, Con 16 +3, Cha 13 +1
6	Str 6 -2, Int 15 +2, Wis 16 +3, Dex 11 —, Con 11 —, Cha 9 -1
7	Str 14 +2, Int 8 -1, Wis 14 +2, Dex 9 -1, Con 11 —, Cha 12 +1
8-9	Str 11 —, Int 14 +2, Wis 14 +2, Dex 14 +2, Con 14 +2, Cha 14 +2
10-11	Str 11 —, Int 16 +3, Wis 11 —, Dex 15 +2, Con 15 +2, Cha 12 +1
12-13	Str 13 +1, Int 11 —, Wis 14 +2, Dex 16 +3, Con 9 -1, Cha 8 -1
14	Str 16 +3, Int 15 +2, Wis 13 +1, Dex 12 +1, Con 13 +1, Cha 16 +3
15	Str 16 +3, Int 16 +3, Wis 15 +2, Dex 9 -1, Con 9 -1, Cha 8 -1
16	Str 13 +1, Int 13 +1, Wis 8 -1, Dex 11 —, Con 14 +2, Cha 8 -1
17	Str 14 +2, Int 12 +1, Wis 7 -2, Dex 17 +3, Con 12 +1, Cha 15 +2
18	Str 15 +2, Int 13 +1, Wis 11 —, Dex 15 +2, Con 15 +2, Cha 15 +2
19	Str 11 —, Int 12 +1, Wis 9 -1, Dex 8 -1, Con 7 -2, Cha 9 -1,
20	Str 16 +3, Int 12 +1, Wis 13 +1, Dex 14 +2, Con 7 -2, Cha 12 +1

TABLE 4-59: NPC ABILITY SCORES II

1d20	Scores
1	Str 11 —, Int 15 +2, Wis 11 —, Dex 18 +4, Con 11 —, Cha 11 —
2	Str 15 +2, Int 12 +1, Wis 12 +1, Dex 13 +1, Con 12 +1, Cha 12 +1
3	Str 15 +2, Int 11 —, Wis 14 +2, Dex 13 +1, Con 15 +2, Cha 14 +2
4	Str 12 +1, Int 11 —, Wis 9 -1, Dex 12 +1, Con 15 +2, Cha 13 +1
5	Str 9 -1, Int 15 +2, Wis 11 —, Dex 14 +2, Con 16 +3, Cha 13 +1
6	Str 14 +2, Int 8 -1, Wis 13 +1, Dex 13 +1, Con 11 —, Cha +4, -3
7	Str 12 +1, Int 12 +1, Wis 16 +3, Dex 15 +2, Con 11 —, Cha 11 —
8-9	Str 11 —, Int 16 +3, Wis 14 +2, Dex 9 -1, Con 7 -2, Cha 17 +3
10-11	Str 11 —, Int 11 —, Wis 12 +1, Dex 15 +2, Con 7 -2, Cha 11 —
12-13	Str 11 —, Int 15 +2, Wis 11 —, Dex 11 —, Con 13 +1, Cha 15 +2
14	Str 12 +1, Int 11 —, Wis 18 +4, Dex 16 +3, Con 17 +3, Cha 11 —
15	Str 12 +1, Int 13 +1, Wis 12 +1, Dex 8 -1, Con 15 +2, Cha 12 +1
16	Str 8 -1, Int 7 -2, Wis 12 +1, Dex 13 +1, Con 16 +3, Cha 11 —
17	Str 11 —, Int 16 +3, Wis 14 +2, Dex 11 —, Con 14 +2, Cha 16 +3
18	Str 15 +2, Int 14 +2, Wis 16 +3, Dex 13 +1, Con 16 +3, Cha 11 —
19	Str 17 +3, Int 11 —, Wis 13 +1, Dex 11 —, Con 11 —, Cha 13 +1
20	Str 8 -1, Int 11 —, Wis 12 +1, Dex 14 +2, Con 17 +3, Cha 11 —

TABLE 4-60: NPC ABILITY SCORES III

1d20	Scores
1	Str 13 +1, Int 11 —, Wis 7 -2, Dex 13 +1, Con 12 +1, Cha 14 +2
2	Str 9 -1, Int 8 -1, Wis 13 +1, Dex 11 —, Con 8 -1, Cha 12 +1
3	Str 13 +1, Int +4, Wis 7 -2, Dex 15 +2, Con 11 —, Cha 16 +3
4	Str 13 +1, Int 12 +1, Wis 11 —, Dex 11 —, Con 14 +2, Cha 14 +2
5	Str 7 -2, Int 8 -1, Wis 12 +1, Dex 11 —, Con 17 +3, Cha 11 —
6	Str 15 +2, Int 8 -1, Wis 9 -1, Dex 13 +1, Con 7 -2, Cha 11 —
7	Str 9 -1, Int 13 +1, Wis 7 -2, Dex 18 +4, Con 12 +1, Cha 17 +3
8-9	Str 13 +1, Int 11 —, Wis 13 +1, Dex 13 +1, Con 12 +1, Cha 13 +1
10-11	Str 13 +1, Int 13 +1, Wis 9 -1, Dex 17 +3, Con 9 -1, Cha 9 -1
12-13	Str 15 +2, Int 11 —, Wis 12 +1, Dex 11 —, Con 13 +1, Cha 17 +3
14	Str 11 —, Int 14 +2, Wis 11 —, Dex 8 -1, Con 8 -1, Cha 14 +2
15	Str 6 -2, Int 16 +3, Wis 5 -3, Dex 14 +2, Con 13 +1, Cha 7 -2
16	Str 14 +2, Int 12 +1, Wis 16 +3, Dex 14 +2, Con 9 -1, Cha 11 —
17	Str 13 +1, Int 16 +3, Wis 8 -1, Dex 14 +2, Con 14 +2, Cha 16 +3
18	Str 12 +1, Int 12 +1, Wis 11 —, Dex 13 +1, Con 14 +2, Cha 16 +3
19	Str 16 +3, Int 16 +3, Wis 9 -1, Dex 6 -2, Con 13 +1, Cha 16 +3
20	Str 18 +4, Int 11 —, Wis 11 —, Dex 13 +1, Con 11 —, Cha 9 -1



MAGIC

TABLE 4-61: SIGILS

1d20	Sigil
1	Bright blue eye with white stars shining in it hovers over a body of water, which in turn reflects the eye.
2	Constellation over a dark background representing the avatar of a particular god. The tower below it reaches to the sky.
3	Dark sun over dark moon with wavy line separating them.
4	Frothy mug of ale with lightning coming out of or into it. Black and white against a red diamond shaped background.
5	Hand awash in flames. At the base of the hand is an open tome.
6	Large gear makes up the bulk of this sigil, with each spoke marked with a different school of magic.
7	Metallic lizard-like claw rises outstretched from it's dark purple circular frame. A ball of crackling blue lines hovers just above the claw as if ready to descend into it.
8	Roaring dragon with three stars over its head.
9	Silhouette of a raven with a scroll in its beak against a pale blue moon.
10	Silhouette of an owl on a tome, encircled on both sides by two large feathers which barely touch at the tips.
11	Simple black line drawing of a figure standing arms outstretched against a white background and encircled by small knives. The figure has numerous stitches in it and not all parts match up exactly.
12	Simple, crude cave painting or "hunt." A circle with numerous arrows points inward surrounding the sigil. The subject of the hunt can be anything — an antelope, bison, chimera, hydra, or dragon for instance.
13	Skull, from which flowers and herbs pour forth from the mouth, rests in a 'hammock' of rope suspended by two ravens.
14	Snarling brown dire boar with a small robed humanoid atop it. White clouds representing dust encircle it.
15	Staff stands upright and crackles with energy as cracks move out in all directions from its base.
16	Stylized burnt orange scorpion whose tail drips flaming liquid against a dark background.
17	Stylized face with a bear cloak over its head on a diamond shaped background. At each diamonds point, encased in a circle, is a symbol representing a different element.
18	Sword piercing a scroll.
19	Tree with figures hanging from its branches while the barren ground below it seems to steam.
20	White snowflake over a dark background. Amongst the delicate lines of the sigil is hidden an arcane name.

TABLE 4-62: FAMILIARS

1d20	Familiar	Special
1	Badger	+2 hit points
2	Beaver	+2 bonus on Swim checks
3	Chipmunk	+2 bonus on Climb checks
4	Dove	+2 bonus on Diplomacy checks
5	Ferret	Low-light vision
6	Fox	+2 bonus on Climb checks
7	Hedgehog	+1 bonus to AC
8	Lizard	+4 bonus on Escape Artist checks
9	Opossum	+2 bonus on Bluff checks, Low light vision
10	Otter	+2 bonus on Swim checks
11	Parrot	+1 bonus on Initiative checks
12	Porcupine	+1 bonus to AC
13	Rabbit	+2 bonus on Jump checks
14	Raccoon	Low-light vision
15	Scorpion	+2 bonus on Intimidate checks
16	Skunk	+2 bonus on Fort saves
17	Songbird	+2 bonus on Perform checks
18	Spider	+2 bonus on Climb checks
19	Squirrel	+2 bonus on Climb checks
20	Turtle	+1 bonus to AC

TABLE 4-63: EXOTIC FAMILIARS

1d20	Familiar	Special
1	Anteater	Low-light vision, Scent
2	Armadillo	Low-light vision, +1 bonus to AC
3	Chinchilla	+2 bonus on Jump checks
4	Cockatoo	+1 bonus on Initiative checks
5	Dingo	+5 ft. to base speed
6	Flying squirrel	+4 bonus on Balance checks
7	Gecko	Low-light vision, +2 bonus on Hide checks
8	Gila monster	+2 bonus on Fort saves vs. poison
9	Iguana	+1 bonus on Climb and Swim checks
10	Kinkajou	Low-light vision, +2 bonus on Climb checks
11	Koala	+2 bonus on Climb checks
12	Lemur	Low-light vision, +2 bonus on Climb checks
13	Macaw parrot	+1 bonus on Initiative checks
14	Monkey	+2 bonus on Climb checks
15	Ocelot	Low-light vision, +1 bonus on Climb and Swim checks
16	Peacock	+2 bonus on Charisma based skill checks
17	Spitting cobra	+1 bonus on Fort saves vs. poison
18	Tamarin	+2 bonus on Jump checks
19	Wallaby	+2 bonus on Jump checks
20	Wombat	

TABLE 4-64: 0-LEVEL SPELL COMPONENTS

1d20	Component
1-3	<i>Daze.</i> A pinch of wool.
4-8	<i>Ghost sound.</i> A bit of wool or a small lump of wax.
9-13	<i>Light.</i> A firefly or a piece of phosphorescent moss.
14-15	<i>Open/close.</i> A brass key.
16-18	<i>Read magic.</i> A clear crystal or mineral prism.
19-20	<i>Resistance.</i> A miniature cloak.

TABLE 4-65: 1ST-LEVEL SPELL COMPONENTS I

1d20	Component
1-2	<i>Alarm.</i> A tiny bell or a piece of fine steel wire.
3-4	<i>Color spray.</i> A pinch of red sand, a pinch of blue sand and a pinch of yellow sand.
5-6	<i>Detect undead.</i> A bit of earth from a grave.
7-8	<i>Enlarge/reduce.</i> A pinch of powdered iron.
9-10	<i>Grease.</i> A bit of pork rind or butter.
11	<i>Identify.</i> A 100 gp pearl crushed.
12-13	<i>Jump.</i> A grasshopper leg.
14-15	<i>Mage armor.</i> A piece of cured leather.
16-17	<i>Message.</i> A short piece of copper wire.
18-19	<i>Mount.</i> A bit of horsehair.
20	<i>Nystul's magic aura.</i> A small square of silk.

TABLE 4-66: 1ST-LEVEL SPELL COMPONENTS II

1d20	Component
1-2	<i>Nystul's undetectable aura.</i> A small square of silk.
3-4	<i>Protection from arrows.</i> A piece of tortoise or turtle shell.
5-6	<i>Protection from evil.</i> A bit of powdered silver.
7	<i>Silent image.</i> A bit of fleece.
8-10	<i>Sleep.</i> Some fine sand, rose petals or a live cricket.
11-12	<i>Spider climb.</i> A drop of bitumen or a live spider.
13-14	<i>Summon monster I.</i> A tiny bag and small (not necessarily lit) candle.
15-16	<i>Tenser's floating disk.</i> A drop of mercury.
17-18	<i>True strike.</i> A small wooden replica of an archery target.
19	<i>Unseen servant.</i> A piece of string and a bit of wood.
20	<i>Ventriloquism.</i> A piece of parchment rolled into a cone.

TABLE 4-67: 2ND-LEVEL SPELL COMPONENTS I

1d20	Component
1	<i>Arcane lock.</i> Some gold dust worth 25 gp.
2-3	<i>Bull's strength.</i> Some hair or dung from a bull.
4-5	<i>Cat's grace.</i> A pinch of cat fur.
6-7	<i>Continual flame.</i> Some ruby dust worth 50 gp.
8-9	<i>Darkness.</i> Some bat fur and either a drop of pitch or a piece of coal.
10-11	<i>Darkvision.</i> A pinch of dried carrot or an agate.
12	<i>Detect thoughts.</i> A copper piece.
13	<i>Flaming sphere.</i> A bit of tallow, pinch of brimstone, and a dusting of powdered iron.
14	<i>Ghoul touch.</i> A scrap of cloth from a ghoul or pinch of earth from ghoul's lair.
15	<i>Glitterdust.</i> Some ground mica.
16	<i>Hypnotic pattern.</i> A glowing stick of incense or a crystal rod filled with phosphorescent material.
17-18	<i>Invisibility.</i> An eyelash encased in gum arabic.
19	<i>Leomund's trap.</i> A piece of iron pyrite and special dust worth 50 gp.
20	<i>Levitate.</i> A small leather loop or piece of golden wire bent into a cup with a long shank on one end.

TABLE 4-68: 2ND LEVEL SPELL COMPONENTS II

1d20	Component
1	<i>Locate object.</i> A forked twig.
2	<i>Magic mouth.</i> A piece of honeycomb and jade dust worth 10 gp.
3-4	<i>Melf's acid arrow.</i> A bit of powdered rhubarb leaf, an adder's stomach, and a dart.
5-6	<i>Minor image.</i> A bit of fleece.
7	<i>Obscure object.</i> A piece of chameleon skin.
8	<i>Protection from arrows.</i> A small piece of shell from a tortoise or turtle.
9	<i>Pyrotechnics.</i> A fire source.
10	<i>Rope trick.</i> Some powdered corn extract and a twisted loop of parchment.
11-12	<i>Scare.</i> A bit of bone from an undead skeleton, zombie, ghoul, ghastr, or mummy.
13	<i>See invisibility.</i> A pinch of talc and a small sprinkling of powdered silver.
14	<i>Shatter.</i> A chip of mica.
15-16	<i>Summon monster II.</i> A tiny bag and small (not necessarily lit) candle.
17	<i>Summon Swarm.</i> A square of red cloth.
18	<i>Tasha's Hideous Laughter.</i> Tiny tarts and a feather.
19-20	<i>Web.</i> A bit of spider web.

DM TIP №19

Use tables 4-64 through 4-79 to arm your NPCs with spells, fill a spellbook, or generate a random scroll. Granted, the only spells listed are ones with material components, but there's room for putting these odds and ends into the pockets of NPCs and a few random corpses.

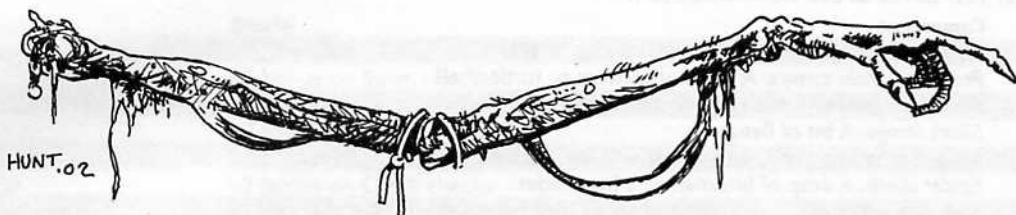


TABLE 4-69: 3RD-LEVEL SPELL COMPONENTS I

1d20	Component
1	<i>Clairaudience/clairvoyance.</i> A small horn (hearing) or a glass eye (seeing).
2	<i>Displacement.</i> A strip of leather from displacer beast hide twisted into a loop.
3-4	<i>Fireball.</i> A small ball of guano and sulfur.
5-6	<i>Flame arrow.</i> A drop of oil and small piece of flint.
7-8	<i>Fly.</i> A wing feather from any bird.
9	<i>Gaseous form.</i> A bit of gauze and a wisp of smoke.
10	<i>Gentle repose.</i> A pinch of salt and copper piece for each eye.
11-12	<i>Greater magic weapon.</i> Some powdered lime and carbon.
13	<i>Gust of wind.</i> A tiny leather bellows.
14	<i>Halt undead.</i> A pinch of sulfur and powdered garlic.
15	<i>Haste.</i> A shaving of licorice root.
16-17	<i>Hold person.</i> A small straight piece of iron.
18	<i>Illusory script.</i> Some lead based ink worth 50gp.
19	<i>Invisibility sphere.</i> An eyelash encased in gum arabic.
20	<i>Leomund's tiny hut.</i> A small crystal bead.

TABLE 4-70: 3RD-LEVEL SPELL COMPONENTS II

1d20	Component
1-2	<i>Lightning bolt.</i> A bit of fur and an amber crystal or glass rod.
3-4	<i>Magic circle against chaos/evil/good/law.</i> A little powdered silver.
5-6	<i>Major image.</i> A bit of fleece.
7	<i>Nondetection.</i> A pinch of diamond dust worth 50 gp.
8	<i>Secret page.</i> Some powdered herring scales and will-o-wisp essence.
9-10	<i>Sepia snake sigil.</i> 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.
11	<i>Sleet storm.</i> A pinch of dust and a few drops of water.
12	<i>Slow.</i> A drop of molasses.
13	<i>Stinking cloud.</i> A rotten egg or several skunk cabbage leaves.
14-15	<i>Suggestion.</i> A snake's tongue or either a bit of honeycomb or drop of sweet oil.
16-17	<i>Summon monster III.</i> A tiny bag and a small (not necessarily lit) candle.
18	<i>Tongues.</i> A small clay model of a ziggurat.
19	<i>Water breathing.</i> A short reed or piece of straw.
20	<i>Wind wall.</i> A tiny fan and a feather of exotic origin.

TABLE 4-71: 4TH-LEVEL SPELL COMPONENTS I

1d20	Component
1-2	<i>Arcane eye.</i> Some bat fur.
3-4	<i>Confusion.</i> A set of three nut shells.
5-6	<i>Detect scrying.</i> A small mirror and miniature brass hearing trumpet.
7-8	<i>Evard's black tentacles.</i> A piece of tentacle of giant octopus or squid.
9-10	<i>Fear.</i> The heart of a hen or a white feather.
11-12	<i>Fire shield.</i> A bit of phosphorous or live firefly (or glowworm) or the tail portions of four dead ones.
13	<i>Fire trap.</i> Some gold dust worth 25 gp.
14	<i>Hallucinatory terrain.</i> A stone, a twig, and a bit of green plant.
15-16	<i>Ice storm.</i> A pinch of dust and few drops of water.
17	<i>Leomund's secure shelter.</i> A square chip of stone, crushed lime, few grains of sand, several splinters of wood, silver wire and a tiny bell.
18	<i>Locate creature.</i> A pinch of bloodhound's fur.
19	<i>Minor creation.</i> A bit of the item to be created.
20	<i>Minor globe of invulnerability.</i> A glass or crystal bead.

TABLE 4-72: 4TH-LEVEL SPELL COMPONENTS II

1d20	Component
1-2	<i>Otiluke's resilient sphere.</i> A hemispherical piece of clear crystal and matching hemispherical piece of gum arabic.
3-4	<i>Polymorph other.</i> An empty cocoon.
5-6	<i>Rainbow pattern.</i> A piece of phosphor and a crystal prism.
7-8	<i>Rary's mnemonic enhancer.</i> A piece of string, ink consisting of squid secretion and black dragon's blood and an ivory plaque worth 50 gp.
9-10	<i>Scrying.</i> A 2 foot by 4 foot mirror of finely wrought and highly polished silver worth 1,000 gp.
11-12	<i>Solid fog.</i> A pinch of dried, powdered peas combined with powdered animal hoof.
13-14	<i>Stoneskin.</i> Granite and 250 gp worth of diamond dust.
15-16	<i>Summon monster IV.</i> A tiny bag and small (not necessarily lit) candle.
17-18	<i>Wall of fire.</i> A small piece of phosphorus.
19-20	<i>Wall of ice.</i> A small piece of quartz or similar rock crystal.

TABLE 4-73: 5TH-LEVEL SPELL COMPONENTS I

1d20	Component
1	<i>Animate dead.</i> A black onyx worth 50 gp.
2-3	<i>Bigby's interposing hand.</i> A soft glove.
4-5	<i>Cone of cold.</i> A small crystal or glass cone.
6	<i>Dismissal.</i> An item distasteful to the subject.
7-8	<i>Fabricate.</i> The original material.
9	<i>False vision.</i> Some jade dust worth 250 gp.
10-11	<i>Feeblemind.</i> A handful of clay, crystal, glass or mineral spheres.
12-13	<i>Hold monster.</i> A metal bar or rod.
14-15	<i>Leomund's secret chest.</i> The chest and it's replica.
16	<i>Magic jar.</i> A gem or crystal worth 100 gp.
17-18	<i>Major creation.</i> A bit of the item to be created.
19-20	<i>Mordenkainen's faithful hound.</i> A tiny silver whistle, a piece of bone and a thread.

TABLE 4-74: 5TH-LEVEL SPELL COMPONENTS II

1d20	Component
1-2	<i>Passwall.</i> A pinch of sesame seeds.
3-4	<i>Persistent image.</i> A bit of fleece and several grains of sand.
5-6	<i>Prying eyes.</i> A handful of crystal marbles.
7-8	<i>Rary's telepathic bond.</i> A piece of eggshell from two different species of creatures.
9-10	<i>Sending.</i> A short piece of fine copper wire.
11	<i>Stone shape.</i> Soft clay.
12-13	<i>Summon monster V.</i> A tiny bag and small (not necessarily lit) candle.
14	<i>Transmute mud to rock.</i> Sand, lime, and water.
15-16	<i>Transmute rock to mud.</i> Clay and water.
17-18	<i>Wall of force.</i> A pinch of powder made from a clear gem.
19	<i>Wall of iron.</i> A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).
20	<i>Wall of stone.</i> A small block of granite.

TABLE 4-75: 6TH-LEVEL SPELL COMPONENTS I

1d20	Component
1-2	<i>Acid fog.</i> A pinch of dried powdered peas combined with powdered animal hoof.
3	<i>Analyze dweomer.</i> A tiny lens of ruby or sapphire set in a small golden loop, gemstone must be worth 1,500 gp.
4-5	<i>Antimagic field.</i> Some powdered iron or iron filings.
6-7	<i>Bigby's forceful hand.</i> A sturdy glove of leather or sturdy cloth.
8-9	<i>Chain lightning.</i> A bit of fur; piece of amber; glass, or a crystal rod; and silver pin/level.
10-11	<i>Circle of death.</i> A crushed black pearl worth 500 gp.
12-13	<i>Contingency.</i> Some quicksilver, an eyelash of a spell using creature (ogre mage, kirin, etc.) and a carved statuette of elephant ivory with gems worth 1,500 gp.
14	<i>Control water.</i> A drop of water or a pinch of dust.
15-16	<i>Disintegrate.</i> A lodestone and a pinch of dust.
17	<i>Flesh to stone.</i> Some lime, water, and earth.
18-19	<i>Globe of invulnerability.</i> A glass or crystal bead.
20	<i>Guards and wards.</i> Some burning incense, brimstone and oil, knotted string, umberhulk blood, and a silver rod.

TABLE 4-76: 6TH-LEVEL SPELL COMPONENTS I

1d20	Component
1	<i>Legend lore.</i> Incense worth 250 gp and four strips of ivory worth 50 gp.
2	<i>Mass haste.</i> A shaving of licorice root.
3-4	<i>Mass suggestion.</i> A snake's tongue and either a bit of honeycomb or a drop of sweet oil.
5	<i>Move earth.</i> A mixture of soils (clay, loam, and sand) in a small bag and an iron blade.
6	<i>Otiluke's freezing sphere.</i> A small crystal sphere.
7-8	<i>Permanent image.</i> A bit of fleece and powdered jade worth 100 gp.
9	<i>Programmed illusion.</i> A bit of fleece and jade dust worth 25 gp.
10-11	<i>Project image.</i> A small replica of the caster.
12-13	<i>Repulsion.</i> A pair of small iron bars attached to two small canine statuettes, one black and one white.
14	<i>Stone to flesh.</i> A pinch of earth and a drop of blood.
15-16	<i>Summon monster VI.</i> A tiny bag and small (not necessarily lit) candle.
17-18	<i>Tenser's transformation.</i> A potion of bull's strength.
19-20	<i>True seeing.</i> An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

TABLE 4-77: 7TH-LEVEL SPELL COMPONENTS

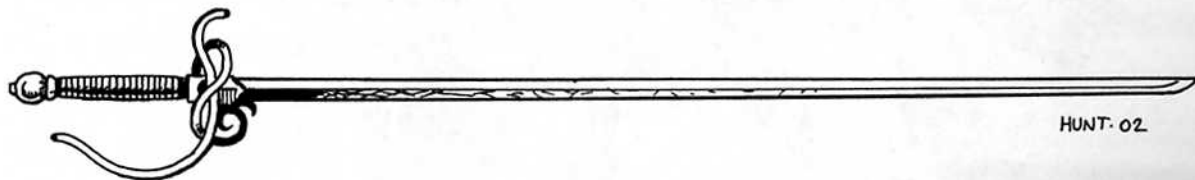
1d20	Component
1	<i>Banishment.</i> special
2-4	<i>Bigby's grasping hand.</i> A leather glove.
5	<i>Control undead.</i> A piece of bone and piece of raw meat.
6-7	<i>Delayed blast fireball.</i> A tiny bit of bat guano and sulfur.
8	<i>Drawmij's instant summons.</i> A sapphire worth 1,000 gp.
9	<i>Forcecage.</i> Some ruby dust worth 1,500 gp.
10	<i>Mass invisibility.</i> An eyelash encased in gum arabic.
11	<i>Mordenkainen's magnificent mansion.</i> A miniature portal carved from ivory, a piece of polished marble, and a tiny silver spoon.
12	<i>Mordenkainen's sword.</i> A miniature platinum sword with a grip and pommel of copper and zinc worth 250 gp.
13-14	<i>Plane shift.</i> A small, forked metal rod.
15	<i>Reverse gravity.</i> A lodestone and iron filings.
16	<i>Sequester.</i> A basilisk eyelash, gum arabic, and a dram of whitewash.
17-18	<i>Spell turning.</i> A small silver mirror.
19	<i>Statue.</i> Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.
20	<i>Summon monster VII.</i> A tiny bag and small (not necessarily lit) candle.

TABLE 4-78: 8TH-LEVEL SPELL COMPONENTS

1d20	Component
1	<i>Antipathy.</i> A lump of alum soaked in vinegar.
2	<i>Bigby's clenched fist.</i> A leather glove and a small device (similar to brass knuckles) consisting of four rings joined slightly in a curved line made of an alloy of copper and zinc.
3	<i>Binding.</i> Special.
4	<i>Clone.</i> A piece of flesh and laboratory supplies worth 1,000 gp.
5	<i>Demand.</i> A short piece of copper wire and part of the subject.
6	<i>Discern location.</i> Part of the subject.
7	<i>Horrid wilting.</i> A bit of sponge.
8	<i>Iron body.</i> A small piece of iron that was once part of an iron golem, hero's armor or a war machine.
9	<i>Otiluke's telekinetic sphere.</i> A hemispherical piece of clear crystal, matching hemispherical piece of gum arabic, and a pair of small bar magnets.
10-11	<i>Polymorph any object.</i> Some mercury, gum arabic, and smoke.
12	<i>Protection from spells.</i> A diamond worth 1,000 gp each recipient.
13	<i>Simulacrum.</i> A rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, etc.), and powdered ruby worth 100 gp.
14-16	<i>Summon monster VIII.</i> A tiny bag and small (not necessarily lit) candle.
17	<i>Sunburst.</i> A piece of sunstone and a naked flame.
18	<i>Symbol.</i> (quickly scribed) A small amount of mercury and phosphorus. (carefully engraved) Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.
19	<i>Sympathy.</i> 1,500 gp worth of crushed pearls and a drop of honey.
20	<i>Trap the soul.</i> A gem of at least 1,000 gp value got every Hit Die possessed by the creature to be trapped.

TABLE 4-79: 9TH-LEVEL SPELL COMPONENTS

1d20	Component
1-2	<i>Astral projection.</i> A jacinth worth 1,000 gp and a silver bar worth 5 gp/person.
3-6	<i>Bigby's crushing hand.</i> A glove of snakeskin.
7-8	<i>Foresight.</i> A hummingbird's feather.
9-10	<i>Refuge.</i> A specially prepared object with gems worth 1,500 gp.
11-12	<i>Shapechange.</i> A jade circlet worth no less than 1,500 gp.
13-14	<i>Soul bind.</i> A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound.
15-16	<i>Summon monster IX.</i> A tiny bag and small (not necessarily lit) candle.
17-18	<i>Teleportation circle.</i> Amber dust to cover the area of the circle (cost 1,000 gp).
19-20	<i>Temporal stasis.</i> A powder composed of diamond, emerald, ruby and sapphire dust worth a total value of at least 5,000 gp.



HUNT-02

TABLE 4-80: MAGICAL STUDY I

1d20	School of Study
1	Abjuration
2	Blight magic
3	Chaos magic
4	Chronomancy
5	Conjuration
6	Conjuration (calling)
7	Conjuration (creation)
8	Conjuration (healing)
9	Conjuration (summoning)
10	Dark magic
11	Divination
12	Elementalism, air
13	Elementalism, earth
14	Elementalism, fire
15	Elementalism, water
16	Enchantment
17	Enchantment (charm)
18	Enchantment (compulsion)
19	Evocation
20	Fetish magic

TABLE 4-81: MAGICAL STUDY II

1d20	School of Study
1	Fey magic
2	Flesh magic
3	Forge magic
4	Geomancy
5	Illusion
6	Illusion (figment)
7	Illusion (glamer)
8	Illusion (pattern)
9	Illusion (phantasm)
10	Illusion (shadow)
11	Necromancy
12	Number magic
13	Pox magic
14	Rune magic
15	Shadow magic
16	Technomancy
17	Thaumatergy (blood magic)
18	Theurgy (divine magic)
19	Transmutation
20	Witchcraft



NPC

TABLE 4-82: NPC HIRELINGS I

1d20	Profession
1	Acrobat
2	Actor
3	Animal Trainer
4	Anvilsmith
5	Apothecary
6	Appraiser
7	Architect
8	Arbiter (Judges disputes)
9	Armorer
10	Artist
11	Baker
12	Barrister (lawyer)
13	Basketweaver
14	Barber
15	Bargeman
16	Beekeeper
17	Blacksmith
18	Bookbinder
19	Bowyer
20	Brewer (makes ale)

TABLE 4-83: NPC HIRELINGS II

1d20	Profession
1	Brickmaker
2	Butcher
3	Candlemaker
4	Carpenter
5	Cartographer
6	Cartwright
7	Charcoalmaker
8	Cheesemaker
9	Chimney sweep
10	City Official
11	Clerk (accountant)
12	Clothier (makes/sells clothes)
13	Cobbler
14	Coinminter
15	Cook
16	Cooper (barrel maker)
17	Coppersmith
18	Courtesan
19	Crier
20	Cutler (sells/sharpens knives)

TABLE 4–84: NPC HIRELINGS III

1d20	Profession
1	Dancer
2	Diplomat
3	Dockmaster
4	Dockworker
5	Driver (coach or wagon)
6	Dyer
7	Embroiderer
8	Engineer
9	Engraver
10	Executioner
11	Falconer
12	Farmer
13	Farrier (horseshoe smith)
14	Fencer
15	Fisherman
16	Fletcher
17	Forester
18	Fortuneteller
19	Furrier
20	Gardener

TABLE 4–85: NPC HIRELINGS IV

1d20	Profession
1	Glassblower
2	Goldsmith
3	Gravedigger
4	Guardsmen
5	Guide
6	Haberdasher (hat maker)
7	Haymonger (sells hay)
8	Helmsman
9	Herald
10	Herbalist
11	Hornsmith
12	Horsebreeder
13	Hostler (stableman)
14	Houndsman
15	Hunter
16	Innkeeper
17	Jailer
18	Jester
19	Jeweler
20	Lacemaker

TABLE 4–86: NPC HIRELINGS V

1d20	Profession
1	Lamplighter
2	Laundress
3	Leatherworker
4	Librarian
5	Locksmith
6	Maid
7	Mason
8	Mercenary
9	Merchant
10	Messenger

11	Midwife
12	Miller
13	Miner
14	Minstrel
15	Moneychanger
16	Musician
17	Navigator
18	Needleworker
19	Noble
20	Notary

TABLE 4–87: NPC HIRELINGS VI

1d20	Profession
1	Nursemaid (nanny)
2	Painter
3	Perfumemaker
4	Porter
5	Potter
6	Playwright
7	Prostitute
8	Ropemaker
9	Sage or Scholar
10	Sailor
11	Seamstress
12	Servant
13	Shepherd
14	Ship's Captain
15	Shipwright
16	Shoemaker
17	Silversmith
18	Soapmaker
19	Spy
20	Stonemason

TABLE 4–88: NPC HIRELINGS VII

1d20	Profession
1	Storyteller
2	Tailor
3	Tanner
4	Tattooist
5	Tavernkeeper
6	Tavern wench
7	Tax collector
8	Taxidermist
9	Teacher
10	Thatcher
11	Toll collector
12	Torturer
13	Verminecatcher
14	Vintner (wine maker)
15	Wainwright (make/sell wagons)
16	Weaponsmith
17	Weaver
18	Wheelwright
19	Woodcarver
20	Woolmaker

TABLE 4–89: MERCHANT HOUSES

1d20	House Description
1	House Bairnbaum. Livery: A stylized sun rising over a tree. Primary goods: Lumber.
2	The Bosele Family. Livery: A black griffon on a silver background. Primary goods: Precious metals and iron.
3	Dasent, Harmunger, and Associates. Livery: A tome of gold on a red background. Primary goods: Books and paper products.
4	The Deneldin Family. Livery: A sheep with a calligraphic “D” on it. Primary goods: Wool and other fabrics.
5	House Endiri. Livery: A heavily muscled arm holding a battleaxe. Primary goods: Weapons and armor.
6	House Engel. Livery: A silver needle threaded with gold on black velvet background. Primary goods: Silk and other fabrics.
7	Fenin and Urelli. Livery: A gold coin on scarlet. Primary goods: Precious metals and uncut gems.
8	Ikoorl and Daughter. Livery: A stylized serpent holding a winged scepter in its tail. Primary goods: Exotics and objets d’art.
9	The Ironhand Trading Co. Livery: A stylized dwarf holding a pick. Primary goods: Iron, copper, lead, and other base metals.
10	The Jarnour Family. Livery: A raven perched on the fin of a large fish. Primary goods: Fish and other foodstuffs.
11	Lartmunder and Sons. Livery: A stein clutched in a mailed fist. Primary goods: Ale and spirits.
12	House Melarin. Livery: A yellow hippogriff against royal blue. Primary goods: Paintings, sculptures, and exotic goods.
13	House Orinion. Livery: A unicorn horn on a purple background. Primary goods: Ivory, spices, and silk.
14	Pendel and Sons. Livery: The silhouette of a pine tree sitting on an open palm. Primary goods: Lumber.
15	Ruggboden and Family. Livery: Three casks stamped with a gothic-style “R.” Primary goods: Ale, mead, and similar beverages.
16	Silineer, Frassus, and Yarl. Livery: A brilliant cut sapphire on a red-trimmed off-white cushion. Primary goods: Gems and jewelry.
17	The Stonehammer Clan. Livery: A hammer and chisel. Primary goods: Migrant dwarven workers, engineers, and architects.
18	The Venorili Family. Livery: A wine glass sitting on a grape leaf. Primary goods: Wine.
19	House Wenteera. Livery: A white bull on a black field. Primary goods: Livestock and horses. Secretly runs a slave trade as well.
20	Zentura and Larvin. Livery: Three horses pulling plows. Primary goods: Foodstuffs.

HEROES

TABLE 4–90: HEROIC ABILITY SCORES

1d20	Ability Scores
1	Str 17 +3, Dex 8 –1, Con 16 +3, Int 10 —, Wis 18 +4, Cha 12 +1
2	Str 16 +3, Dex 9 –1, Con 17 +3, Int 11 —, Wis 18 +4, Cha 13 +1
3	Str 15 +2, Dex 10 —, Con 18 +4, Int 12 +1, Wis 17 +3, Cha 14 +2
4	Str 14 +2, Dex 11 —, Con 17 +3, Int 13 +1, Wis 16 +3, Cha 15 +2
5	Str 13 +1, Dex 12 +1, Con 16 +3, Int 14 +2, Wis 15 +2, Cha 16 +3
6	Str 12 +1, Dex 13 +1, Con 15 +2, Int 15 +2, Wis 14 +2, Cha 17 +3
7	Str 11 —, Dex 14 +2, Con 14 +2, Int 16 +3, Wis 13 +1, Cha 18 +4
8	Str 10 —, Dex 15 +2, Con 13 +1, Int 17 +3, Wis 12 +1, Cha 17 +3
9	Str 9 –1, Dex 16 +3, Con 12 +1, Int 18 +4, Wis 11 —, Cha 16 +3
10	Str 8 –1, Dex 17 +3, Con 11 —, Int 17 +3, Wis 10 —, Cha 15 +2
11	Str 9 –1, Dex 18 +4, Con 10 —, Int 16 +3, Wis 9 –1, Cha 14 +2
12	Str 10 —, Dex 17 +3, Con 8 –1, Int 15 +2, Wis 8 –1, Cha 13 +1
13	Str 11 —, Dex 16 +3, Con 8 –1, Int 14 +2, Wis 9 –1, Cha 12 +1
14	Str 12 +1, Dex 15 +2, Con 9 –1, Int 13 +1, Wis 10 —, Cha 11 —
15	Str 13 +1, Dex 14 +2, Con 10 —, Int 12 +1, Wis 11 —, Cha 10 —
16	Str 14 +2, Dex 13 +1, Con 11 —, Int 11 —, Wis 12 +1, Cha 9 –1
17	Str 15 +2, Dex 12 +1, Con 12 +1, Int 10 —, Wis 13 +1, Cha 8 –1
18	Str 16 +3, Dex 11 —, Con 13 +1, Int 9 –1, Wis 14 +2, Cha 9 –1
19	Str 17 +3, Dex 10 —, Con 14 +2, Int 8 –1, Wis 15 +2, Cha 10 —
20	Str 18 +4, Dex 9 –1, Con 15 +2, Int 8 –1, Wis 16 +3, Cha 11 —

TABLE 4-91: HEROES OF RENOWN

1d20	Hero and Deeds
1	<i>Carthon</i> . A famous bard whose exploits include calming a riot with his voice.
2	<i>Corin Fiercemane</i> . A knight who traveled the land with his warhorse, wielding a powerful magic lance to protect others on the road. There are tales of him in nearly every country.
3	<i>Delanna Windwalker</i> . An elf wizard who specialized in air magic, she stopped tornadoes created by an irate elder elemental from destroying a town that had offended it.
4	<i>Elinian Bluebell</i> . An elf ranger, who tracked a corrupted druid and his fiendish dire bear companion across 300 leagues to avenge the destruction of a large forest town.
5	<i>Felinda Demonbane</i> . The high priestess of a small city attacked by a demon-summoning wizard, she rallied the troops of the city and won the day, defeating the marilith sorceress general with the aid of her acolytes.
6	<i>Garen Steelfang</i> . A half-orc pit fighter who never lost, and never took a life, even when the crowd demanded it.
7	<i>Hergin Frosthammer</i> . A dwarven defender who single-handedly held the entrance to his lord's hall against a squad of assassins while the royal family escaped, though it cost him his life.
8	<i>Hestor Lionheart</i> . A commoner who became a paladin, he fought social injustice as often as evil creatures, battling selfish lords and vile blackguards in equal measure.
9	<i>Jelika Grindall</i> . A rogue whose exploits include raiding the tombs of a great king, stealing a single piece of gold and laying a small child's toy in his coffin.
10	<i>Keeriden</i> . A kobold sorcerer who nearly died defending a human village from a rampaging pack of trolls, he created peace between their people which is said to last to this day.
11	<i>Landasner De Maris</i> . A fighter from a corrupt noble family who led the people of his kingdom to throw down their rulers, and replace them.
12	<i>Shadern Ironveins</i> . A dwarf cleric who defeated an incursion of mind flayers and their umber hulk servants who sought to take his people as slaves.
13	<i>Sir Craddock of Trent</i> . This fighter defeated the blackguard lieutenant of the lich king of the east in single combat, buying enough time for his companions to steal the lich's phylactery.
14	<i>Ternian Feldstaff</i> . A wizard whose books on the planes he has been to are read far and wide. His battle against a death slaad in a swirling vortex of chaos has been sung of by more bards than can be counted.
15	<i>Thorsun Hyerdaal</i> . A barbarian chieftain who defeated the gnoll hordes of the lands of the north and freed the northern reaches for settlers.
16	<i>Trenigar</i> . This ranger led a squad of light infantry in hit and run attacks on an orc army that threatened to overrun an entire duchy. He and his troops demoralized the army and drove them off.
17	<i>Turalna Dremantle</i> . Once a slave to darkness, this sorceress threw off the yoke of evil and destroyed her master, a half-fiend/half dragon wizard who had enslaved several remote villages near his tower in the mountains.
18	<i>Tynden Von Enstrin</i> . A paladin who entered a caldera to destroy a clan of fire giants that were terrorizing the surrounding area. He never returned, but the attacks ceased, and none have ever found his remains.
19	<i>Yarva the White</i> . A druid from the desert who slew a blue dragon that sought to poison the largest, most important oasis in the desert.
20	<i>Zardanna</i> . A rogue whose bold exploits, including stealing the crown jewels and replacing them with livestock, inspired the overthrow of the cruel overlord of her nation.

TABLE 4-92: NPC UNIQUE CHARACTERISTICS

1d20	Characteristic
1	Adds new dagger tattoos on his arm for every kill he makes.
2	Chain connecting nose to belly button.
3	Lost one eye, but keeps a gem in its place.
4	Missing his right thumb and has a star shaped scar instead.
5	Missing the large toe on his left foot.
6	Mustache reaches five inches past his face on either side due to the wax he applies on it.
7	NPC's head seems to wobble in an unnatural way, as if it wasn't real.
8	NPC's left leg is much thicker than the right one.
9	Seems to have an unnatural amount of facial hair above her lips.
10	Shaved all her body hair off, including eyebrows.
11	Shows signs of being a victim of torture.
12	Six fingers on his right hand.
13	Smells of incense.
14	Steel claw for her left hand.
15	Tattoos seem to glow every so often.
16	Teeth replaced with sharp steel fangs.
17	Travels with two rats in his pockets.
18	Wears a large robe covering him from the neck down and sometimes seems to move as if he was floating.
19	Wears bright, jeweled encrusted colored eye patches.
20	White streaks only on one side of hair.

TABLE 4-93: NPC ADVENTURERS

1d20	NPC Adventurer
1	Human Battle Magi Wiz6: CR 6; SZ M (Humanoid); HD 6d4+6; hp 22; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Unarmed +4 melee (1d3+1); SA: Spells; SV Fort +3, Ref +4, Will +4; AL LE; Str 12, Dex 14, Con 13, Int 16, Wis 9, Cha 16. Skills: Concentration +8, Disguise +5, Hide +4, Knowledge (Nobility) +8, knowledge (arcana) +5, Knowledge (nature) +12, Knowledge (religion) +12, Move silently +4. Feats: Empower Spell, Spell Focus (invocation), Brew Potion, Craft Wand, Craft Magic Arms and Armor. Wizard Spells Prepared (4/4/4/3): 0 – <i>dancing lights, daze, detect magic, ghost sound</i> ; 1st – <i>mage armor, magic missile (2), spider climb</i> 2nd – <i>invisibility, knock, protection from arrows, web</i> ; 3rd – <i>haste, lightning bolt, dispel magic</i> . Spell Book: 0 – <i>all</i> 1st – <i>alarm, change self, charm person, mage armor, magic missile, silent image, spider climb</i> . 2nd – <i>blur, invisibility, knock, protection from arrows, summon monster II, web</i> . 3rd – <i>dispel magic, fly, haste, lightning bolt, slow</i> . Possessions: <i>wand of fireball 5th-Level (10 charges), wand of improved invisibility (5 charges), potion gaseous form, masterwork sling, pouch with 100 gp.</i>
2	Half-orc Guard, Ftr6: CR 6; SZ M (Humanoid); HD 6d10+6; hp 42; Init +7 (Dex, +4 Improved initiative); Spd 30 ft.; AC 15 (+3 Dex, +5 Armor); Atks Great Axe +12/+7 (1d12+10); SV Fort +6, Ref +5, Will +0; AL LE; Str 20, Dex 16, Con 13, Int 11, Wis 7, Cha 10. Skills: Hide +3, Jump +6, Knowledge (Crypt Lore) +2, Move silently +2. Feats: Dodge, Improved initiative, Weapon focus (Great Axe), Weapon spec (Great Axe), Power Attack, Cleave, Improved Bull Rush. Possessions: +1 <i>Mighty cleaving great axe, potion of bulls strength, potion of cats grace, potion of invisibility, potion of sneaking, potion of love, potion of jump, masterwork breastplate, 50 ft silk rope, pouch with 25 gp.</i>
3	Elf Sneak, Rog6: CR 6; SZ M (humanoid); HD 6d6+6; hp 33; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 Armor); Atks Shortsword +9 melee (1d6) and Shortsword +7 (1d6); SA: Sneak Attack (+3d6); SQ: Uncanny Dodge (can't be flanked), Evasion; SV Fort +3, Ref +8, Will +6; AL NE; Str 10, Dex 18, Con 13, Int 14, Wis 14, Cha 10. Skills and feats: Climb +9, Craft +11, Diplomacy +9, Hide +13, Intimidate +7, Intuit direction +6, Jump +11, Listen +4, Move Silently +23, Pick Pocket +12, Sense Mmotive +11, Spot +11, Swim +7. Feats: Weapon Finesse (Sword), Improved Two Weapon Fighting, Ambidexterity. Possessions: +1 <i>silent moves studded leather, 2 matching masterwork shortswords, masterwork thieves tools, potion of haste, bag of caltrops, pouch with 69 gp.</i>
4	Ogre Fist, Bbn3: CR 5; SZ: L (Humanoid); HD 4d8+12 + 3d12+9; hp 71; Init -1 (Dex); Spd 30 ft. (Full Plate) Spd 40 (Normal); AC 21 (-1 Dex, -1 Size, +5 Natural, +8 Armor); Atks Huge Greatsword +13/+8 melee (2d8+10). SA: Rage, Reach 10ft. SQ: Uncanny Dodge. SV Fort +9, Ref +1, Will +2; AL NE; Str 24, Dex 8, Con 16, Int 3, Wis 11, Cha 6. Skills: Climb +5, Hide -10, Listen +3, Move Silently -6, Spot +3, Wilderness Lore +6. Feats: Combat Reflexes, Power Attack. Possessions: Masterwork full plate, masterwork huge greatsword, <i>potion of spider climb, pouch with 10 gp.</i>
5	Half-Elf Faithful, Clr8: CR 8; SZ M (Humanoid); HD 8d8+11; hp 54; Init +1 (Dex); Spd 15 ft.; AC 19 (+1 Dex, +6 Armor, +2 Shield); Atks Morningstar +6/+1 melee (1d8) or light crossbow +8/+3 ranged (1d8+1); SA Spells; SQ: Half-elf qualities, turn undead; SV Fort +8, Ref +4, Will +10; Str 8, Dex 14, Con 11, Int 11, Wis 17, Cha 15; AL NG. Skills: Concentration +12, Listen +4, Search +1, Spellcraft +11, Spot +4. Feats: Quicken Spell, Scribe Scroll, Toughness. Domains: Healing, Protection. Spells Prepared (Clr 6/5/4/4/2): 0 – <i>detect magic, guidance, light, mending, resistance, virtue</i> ; 1st – <i>bane, bless, command, doom, entropic shield, sanctuary</i> ; 2nd – <i>aid, remove paralysis, cure moderate wounds, hold person, lesser restoration</i> ; 3rd – <i>create food and water, daylight, protection from elements, water walk, wind wall</i> ; 4th – <i>cure critical wounds, restoration, spell immunity</i> . Possessions: <i>Morningstar +1, +1 light crossbow, +2 chain shirt, cloak of resistance +1, wand of cure light wounds, large steel shield, 10 bolts.</i>
6	Dwarven Protector, Pal10: CR 10; SZ: M (Humanoid); HD 10d10+30; hp 92; Init +2 (Dex); Spd 15 ft. (Full Plate) Spd 20 (Normal); AC 25 (+1 Dex, +4 shield, +10 Armor); Atks Dwarven War Axe +15/+10 melee (1d10+4 18+x3); SA: Smite Evil (+3 to hit +10 to damage); SQ: Detect Evil, Divine Grace, Lay on Hands (30), Divine Health, Aura of Courage, Remove Disease, Turn Undead. SV Fort +13, Ref +8, Will +9; AL LG; Str 16, Dex 14, Con 17, Int 8, Wis 16, Cha 16. Skills: Craft (Armor smith)+6, Ride +1. Feats: Exotic Weapon (Dwarven War Axe), Improved Critical (Dwarven War Axe), Weapon of Choice (Dwarven War Axe), Power Attack. Paladin Spells Prepared: 1st – <i>divine favor, protection from evil</i> ; 2nd – <i>Resist Elements, Delay Poison</i> . Possessions: +1 <i>Keen dwarven war axe; +2 large wooden shield, +2 full plate, holy symbol, pouch with 20 gp.</i>
7	Human Disciple, Mnk10: CR 10; SZ: M (Humanoid); HD 10d8+10; hp 53; Init +7 (Dex, +4 Improved initiative); Spd 60 ft.; AC 20 (+3 Dex, +5 Wis, +2 Mnk, +1 Armor); Atks Light Mace +11/+6 melee (1d6+4) or unarmed strike +11/+8/+5 melee (1d10+4) or light crossbow +10/+5 ranged (1d8); SA: Stunning Atks (DC 20), Flurry of Blows, Ki Strike (+1). SQ: Improved Evasion, Still Mind, Slow Fall, Purity of Body, Wholeness of Body, Leap of the Clouds; SV Fort +8, Ref +10, Will +12; AL LG; Str 18, Dex 14, Con 12, Int 14, Wis 20, Cha 6. Skills: Concentration +14, Craft (origami) +6, Diplomacy +9, Disable Device +4, Escape Artist +6, Jump +17, Knowledge (arcana) +12, Listen +17, Move Silently +12. Feats: Dodge, Mobility, Spring Attack, Deflect Arrows, Expertise, Whirlwind Attack, Improved Trip, Improved Unarmed Strike, Stunning Fist. Possessions: <i>Gauntlets of Dexterity +2, bracers of armor +1, potion of heroism, 10 bolts +2, 2 bolts +3, 8 masterwork bolts, masterwork light crossbow, light mace, pouch with 75 gp.</i>
8	Half-orc Singer, Brd9: CR 9; SZ: M (Humanoid); HD 9d6; hp 44; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Atks Rapier +10/+5 melee (1d6+4); SA Spells, Bardic Music (Inspire Courage, Countersong, Fascinate, Suggestion, Inspire Greatness). SQ: Bardic Knowledge (+10) SV: Fort +3, Ref +8, Will +6; AL LG; Str 16, Dex 14, Con 11, Int 12, Wis 11, Cha 18. Skills: Decipher Script +8, Diplomacy +13, Gather Information +16, Knowledge Ancient History +6, Perform (Sing, Dance, Juggle, Harp, Horn, Drum, Flute, Harmonica, Acting, Lute, Mandolin, Storytelling) +18, Speak Language (Common, Abyssal, Aquan, Auran, Celestial, Draconic, Elvan, Giant, Gnome, Goblin, Infernal, Orc, Terran, Undercommon) +11, Use Magic Device +9 Feats: Skill Focus (perform), Craft Wondrous item,

Weapon Focus Rapier, Expertise. Bard Spells (3/4/4/3): 0 – *daze, detect magic, ghost sounds, mending, open/close, read magic*. 1st – *cure light wounds, protection from evil, silent image, ventriloquism*. 2nd – *mirror image, shatter, silence, tasha's hideous laughter*. 3rd – *dispel magic, displacement, summon monster III*. Possessions: *potion of heroism, +1 keen rapier, +1 chain shirt, harp of charming, pouch with 25 gp.*

- 9 **Dwarven Mystic, Sor9:** CR 9; SZ: M (Humanoid); HD 9d4+36; hp 62; Init +1 (Dex); Spd 20 ft.; AC 13 (+1 Dex, +2 Ring); Attack: Unarmed Strike +5 melee (1d3+1); SQ: Spells, raven familiar SV: Fort +7, Ref +4, Will +9; AL LG; Str 12, Dex 12, Con 18, Int 9, Wis 13, Cha 15. Skills: Craft (Armor) +13. Feats: Iron Will, Craft Magic Arms and Armor, Improved Unarmed Strike, Deflect Arrows. Sorcerer Spells (6/7/7/6/4): 0 – *dancing lights, detect magic, ghost sounds, light, mage hand, open/close, ray of frost, read magic*. 1st – *charm person, mage armor, identify, magic missile, shocking grasp*. 2nd – *alter self, invisibility, knock, mirror image*. 3rd – *fireball, displacement, dispel magic*. 4th – *stone skin, summon monster IV*. Possessions: *Scroll of summon monster IX, scroll of chain lightning, scroll of dismissal, ring of force shield, pouch with 25 gp.* Raven Familiar AC: 23 (+2 SZ, +2 Dex, +5 Natural, +4 Mage Armor); hp: 31 Init: +2 Speed: 10 ft., fly 40 ft. (average) Atks Claws +4 melee (1d2–5) Reach: 0 SA: Touch SQ: Alertness, Improved Evasion, Share Spells, Empathic Link, Speak with master, Speak with avians, Intelligence 10 +3/+5/+8
- 10 **Human Chronicler, Brd1:** CR 1; SZ M (Humanoid); HD 1d6; hp 6; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks Dagger –1 melee (1d4–1), or dagger +3 ranged (1d4–1); SA: Spells; SQ: Bardic music, bardic knowledge; SV Fort +0, Ref +7, Will +2; AL CG; Str 8, Dex 16, Con 11, Int 14, Wis 11, Cha 15. Skills: Decipher Script +6, Diplomacy +6, Disguise +6, Hide +3, Knowledge (arcana) +6, Listen +4, Move Silently +3, Perform +6, Pick Pocket +7. Feats: Extend Spell, Lightning Reflexes. Bard Spells Prepared (2): 0 – *dancing lights, mending*. Spell book: *dancing lights, detect magic, mending, read magic*. Possessions: *Masterwork silver dagger, performer's outfit, musical instrument, 16 gp.*
- 11 **Dwarven Berserker, Bbn2:** CR 2; SZ: M (Humanoid); HD 2d12+6; hp 26; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Atks Great axe +7melee (1d12+6), or compound longbow +6 ranged (1d8+4); SA: Rage 1/day. SQ: Uncanny dodge. SV Fort +6, Ref +2, Will +1; AL N; Str 18, Dex 14, Con 16, Int 11, Wis 13, Cha 8. Skills: Appraise +2, Climb +2, Hide +2, Intuit Direction +5, Jump +4, Knowledge (nature) +1, Listen +1, Move Silently +1, Spot +1, Use Rope +4, Wilderness lore +3. Feats: Weapon focus (great axe). Possessions: *Masterwork great axe, masterwork breast plate, masterwork mighty compound longbow, 20 masterwork arrows, pouch with 25 gp.*
- 12 **Dwarven Cave Seer, Drd2:** CR 2; SZ: M (Humanoid); HD 2d8+6; hp 22; Init +4 (+4 Improved initiative); Spd 20 ft.; AC 14 (+4 armor); Atks sickle +4 melee (1d6+2), or sling +1 ranged (1d4+2); SQ: Nature sense, animal companion woodland stride; SV Fort +6, Ref +0, Will +6; AL N; Str 14, Dex 11, Con 17, Int 14, Wis 16, Cha 5. Skills: Appraise +4, Concentration +8, Craft (armor)+4, Handle Animal +2, Heal +8, Jump +2, Knowledge (arcana) +3, Listen +3, Spot +3, Wilderness Lore +5; Feats: Improved Initiative. Druid Spells Per Day: 0 – *light, know direction, flare, mending*. 1st – *cure light wounds, entangle, summon nature's ally I*. Possessions: *potion of fire breath, potion of invisibility, masterwork silver sickle, sling, 20 bullets, sling, masterwork hide armor.* Animal companion: Black bear
- 13 **Human Questor, Ftr5:** CR 5; SZ M (Humanoid); HD 5d10+10; hp 47; Init +2 (Dex); Spd 20 ft.; AC 21 (+1 Dex, +8 Armor, +2 Shield); Atks Bastard sword +9 melee (1d10+3), or +8 heavy lance (1d8+2) or longbow +7 ranged (1d8+2); SV Fort +6, Ref +3, Will +2; AL Any; Str 15, Dex 14, Con 13, Int 11, Wis 13, Cha 13. Skills: Climb +7, Craft +6, Heal +3, Hide +2, Ride +7, Spot +3. Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Mounted Combat. Possessions: *Full plate mail, masterwork bastard sword, masterwork heavy lance, masterwork mighty composite longbow, 20 arrows, manacles, potion of cure moderate wounds, 30 gp.*
- 14 **Dwarven Scout, Rgr2:** CR 2; SZ: M (Humanoid); HD 2d10+6; hp 18; Init +3 (Dex); Spd 20 ft.; AC 17 (+3 Dex, +4 armor); Atks Battle Axe+4 melee (1d8+2), or hand axe +5 ranged (1d6+2); SA: Favored enemy (aberrations) SV Fort +6, Ref +3, Will +1; AL N; Str 15, Dex 16, Con 16, Int 12, Wis 12, Cha 11. Skills: Appraise +3, Concentration +5, Craft (weapons) +4, Hide +5, Innuendo +2, Intuit Direction +6, Knowledge (religion) +3, Move Silently +5, Wilderness Lore +6; Feats: Power Attack, Track. Possessions: *Masterwork battle axe, masterwork hand axe, masterwork chain shirt, potion of hiding, potion of sneaking, potion of cure light wounds, potion of jump, pouch with 75 gp.*
- 15 **Human Scout, Rgr2:** CR 2; SZ M (humanoid); HD 2d10+2; hp 19; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 Armor); Atks Longsword +5 melee (1d8 +2), or mighty composite longbow +6 ranged (1d8 +2); SV Fort +4, Ref +3, Will +1; Str 14, Dex 16, Con 11, Int 13, Wis 14, Cha 9; AL LG; Skills: Climb +1, Craft +6, Innuendo +3, Jump +2, Knowledge (nature) +5, Listen +6, Profession +3, Ride +7, Search +4, Spot +1, Wilderness Lore +3; Feats: Dodge, Point Blank Shot, Track. Possessions: *Masterwork longsword, dagger, mighty composite longbow (+2 Str, masterwork quality), chainmail.*
- 16 **Dwarven Skald Brd2:** CR 2; SZ: M (Humanoid); HD 2d6+4; hp 14; Init +2 (Dex); Spd 20 ft.; AC 12 (+2 Dex); Atks Shortsword +3 melee (1d6+1); SQ: Bardic music (inspire courage, countersong, fascinate) 2/day bardic knowledge (+6). SV Fort +2, Ref +5, Will +4; AL N; Str 13, Dex 15, Con 14, Int 18, Wis 12, Cha 16. Skills: Appraise +6, Craft +6, Disguise +5, Escape artist +7, Heal +3, Hide +2, Intimidate +4, Intuit Direction +6, Listen +1, Move Silently +2, Perform (chant, drums, horn, dance, act) +8, Pick pocket +6, Scry +9, Speak language (Celestial, Common, Dwarven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Terran, Undercommon)+5, Spot +1, Use Magic Device +6; Feats: Dodge. Bard Spells Known (3/1): 0 – *dancing lights, detect magic, mage hand, open/close, prestidigitation*. Spells: 1st – *cure light wounds, sleep*. Possessions: *potion of haste, wand of magic missile, potion of hiding, master work shortsword, masterwork horn, masterwork chain shirt, silk rope (50 ft.), pouch with 25 gp.*

- 17 **Drow Priestess, Clr12:** CR 13; SZ M (Humanoid); HD 12d8+24; hp 93; Init +5 (Dex); Spd 60 ft. (boots) 30 (normal); AC 20 (+5 dex, +5 armor); Atks light mace +11/+6 melee (1d6+1), or hand crossbow +17/+12 ranged (1d4+poison); SA: Spells, smite (+4 to hit +12 to damage). SQ: Spell Resistance 23, Spell Like abilities 1/day (dancing lights, darkness and faerie fire), Darkvision (120ft.), light blindness, Cleric Domains: Destruction, Trickery. SV Fort +10, Ref +9, Will +13; AL CE; Str 12, Dex 20, Con 15, Int 14, Wis 20, Cha 16. Skills: Bluff +8, Concentration +14, Diplomacy +5, Heal +12, Hide +15, Jump +11, Knowledge (religion) +6, Listen +9, Move Silently +7, Scry +12, Search +4, Spellcraft +10, Spot +9; Feats: Alertness, Combat Casting, Exotic Weapon Proficiency (hand crossbow), Weapon Focus (hand crossbow), Improved Critical (hand crossbow). Cleric Spells Prepared: 0 – *detect magic, create water, light, read magic, cure minor wounds, guidance*. 1st – *change self, bless, command, divine favor, entropic shield, obscuring mist, shield of faith, protection from good*. 2nd – *invisibility, silence, animal messenger, bulls strength, endurance, hold person*. 3rd – *contagion, bestow curse, blindness, dispel magic, invisibility purge, magic vestment*. 4th – *confusion, divine power, dismissal, divination, sending*. 5th – *circle of doom, flame strike, summon monster V, healing circle, wall of stone*. 6th – *mislead, blade barrier, heal*. Possessions: *scroll of slay living, scroll word of recall, scroll of planar ally, +2 studded leather, potion of haste, potion of gaseous form, potion of heroism, boots of striding and springing, bead of force, gloves of arrow snaring, +1 hand crossbow, 5 +1 brilliant energy bolts, 15 masterwork bolts, 5 doses of large scorpion venom (DC 18 1d6/1d6 Str), masterwork light mace, pouch with 23 gp.*
- 18 **Drow Guard, Ftr8/Rgr4:** CR 13; Size M (Humanoid); HD 8d10+24 + 4d10+12; hp 110; Init +2 (Dex); Spd 30 ft.; AC 22 (+2 Dex, +6 armor, +4 shield); Atks Mace of Terror +18/+13/+8 melee (1d8+7), or hand crossbow +16/+11/+6 ranged (1d4+poison); SQ: Spells, Spell Resistance 23, Spell Like abilities 1/day (*dancing lights, darkness and faerie fire*), Darkvision (120ft.), Light blindness. SV Fort +13, Ref +5, Will +4; AL CE; Str 16, Dex 15, Con 16, Int 13, Wis 12, Cha 10. Skills: Climb +11, Handle Animal +9, Heal +6, Hide +8, Jump +11, Listen +3, Move Silently +2, Ride +3, Search +4, Spot +9, Swim +11, Wilderness Lore +2; Feats: Dodge, Mobility, Spring Attack Expertise, Whirlwind Attack, Exotic Weapon Proficiency (hand crossbow), Track, Weapon of Choice (heavy mace), Weapon specialization (Mace, Heavy), Power attack, Cleave. Ranger Spells Prepared: 1st – *pass without trace*. Possessions: *spider shield (see lions shield for stats), mace of terror, +1 breastplate, 1 dose of deathblade (DC 20 1d6/2d6 Con), 1 dose of wyvern poison (DC 17 2d6/2d6 Con), masterwork hand crossbow, 20 masterwork bolts, pouch with 50 gp.*
- 19 **Drow Mystic Sor12:** CR 13; SZ M; HD 12d4+24; hp 64; Init +3 (+3 Dex); Spd 30 ft.; AC 20 (Dex, +1 ring, +2 shield, +4 mage armor); Atks Dagger +7/+2 melee (1d4), or ray (spell effect) +10/+5 ranged or light crossbow +11/+6 ranged (1d8); SV Fort +6, Ref +9, Will +9; AL NE; Str 10, Dex 16, Con 14, Int 12, Wis 13, Cha 17. Skills: Alchemy +12, Concentration +10, Hide +4, Knowledge (arcana) +10, Listen +3, Move silently +4, Scry +12, Search +3, Spot +3. Feats: Weapon of Choice (ray), Lightning Reflexes, Maximize Spell, Spell Penetration, Empower Spell. Sorcerer Spells (6/7(6)/7/7/6/5/3): 0 – *dancing lights, detect magic, ghost sound, light, mage hand, mending, prestidigitation, ray of frost, read magic*. 1st – *ray of enfeeblement, charm person, mage armor, identify, magic missile*. 2 – *blur, melf's acid arrow, mirror image, scare, web*. 3rd – *fireball, flame arrow, hold person, lightning bolt*. 4th – *bestow curse, charm monster, polymorph self*. 5th – *hold monster, teleport*. 6th – *mass haste*. Possessions: *ring of protection +1, caster shield with horrid wilting, scroll disintegrate, scroll circle of death, 2 scrolls summon monster IV, scroll evard's black tentacles, scroll teleport, bag of tricks (rust), ring of counterspells (fireballs), wand of fireballs, wand dispel magic, brooch of shielding, masterwork dagger, pouch with 1 pearl worth 100 gp, masterwork light crossbow, 20 masterwork bolts.*
- 20 **Mind Flayer Slaver, Mnk5:** CR 14; SZ M (Humanoid); HD 8d8+8 + 5d8+5; hp 82; Init +3 (Dex); Spd 40 ft.; AC 23 (+3 Dex, +6 Wis, +1 Mnk, +3 Natural); Atks Tentacle +12/+12/+12/+7 (1d4+1) melee, or monk unarmed strike +10/+7/+4 melee (1d8+1), or heavy crossbow +14/+9 ranged (1d10); SA: Stunning attack (DC18), mind blast (DC17), psionics, improved grab, extract SQ: Spell resistance 25, telepathy, still mind, slow fall (20ft), purity of body, evasion, SV Fort +8, Ref +10, Will +17; AL LE; Str 13, Dex 16, Con 13, Int 19, Wis 22, Cha 19. Skills: Balance +10, Bluff +10, Climb +7, Concentration +13, Craft (trapmaking) +10, Tumble +11, Hide +22, Intimidate +15, Jump +40, Knowledge (ancient history) +8, Knowledge (arcana) +8, Listen +26, Move Silently +14, Perform (telepathic singing) +11, Spot +19, Swim +8, Search +6, Diplomacy +6. Feats: Alertness, Combat Casting, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist, Spring Attack, Weapon Finesse (tentacle) Possessions: *potion of haste, potion of heroism, potion of cats grace, quaal's feather token (whip), ring of jumping, masterwork heavy crossbow, 20 masterwork bolts, pouch with 150 gp.*

DM TIP №20

You've reached the end of this book. Chapter 5 provides some advice for running NPC encounters and some auxiliary charts that didn't belong anywhere else. Page 187 and 188 have some forms for use with powerful overlord type monsters so DMs can effectively run dragon or beholder combat sessions without turning a hundred pages in the Monster Manual to do it right.

Good gaming.

ANIMAL COMPANIONS

TABLE 4-94: DOG BREEDS AND TYPES I

1d20	Dog
1	Afghan
2	Beagle
3	Bloodhound
4	Boxer
5	Bull Terrier
6	Bulldog
7	Collie
8	Dalmatian
9	Deerhound
10	Doberman
11	Elkhound
12	Fox Terrier
13	Golden Retriever
14	Great Dane
15	Greyhound
16	Highland Terrier
17	Husky
18	Keeshound
19	Labrador
20	Mastiff

TABLE 4-95: DOG BREEDS AND TYPES II

1d20	Dog
1	Mountain Dog
2	Newfoundland
3	Pointer
4	Pomeranian
5	Poodle
6	Pug
7	Red Setter
8	Retriever
9	Ridgeback
10	Rotweiler
11	Schnauzer
12	Sheepdog
13	Shepard
14	Springer Spaniel
15	St. Bernard
16	Terrier
17	Vizsla
18	Weimaraner
19	Whippet
20	Wolfhound

TABLE 4-96: HOUND NAMES I

1d20	Name
1	Ash
2	Bandit
3	Bear
4	Bedlam
5	Bessy
6	Blackie
7	Boy/Girl
8	Brutus
9	Buddy
10	Buster

11	Butch
12	Captain
13	Chance
14	Chipper
15	Colonel
16	Copper
17	Dart
18	Duke/Dutchess
19	Faith
20	Fang

TABLE 4-97: HOUND NAMES II

1d20	Name
1	Fisher
2	Flash
3	Fury
4	Ginger
5	Howler
6	Hunter
7	Ice
8	Ink
9	Jack
10	Jake
11	Jinx
12	Killer
13	King
14	Laddie/Lassie
15	Lady
16	Lucky
17	Luther
18	Major
19	Mercy
20	Mischief

TABLE 4-98: HOUND NAMES III

1d20	Name
1	Misty
2	Mole
3	Murphy
4	Mutt
5	Orcbane
6	Peace
7	Quinn
8	Rage
9	Rebel
10	Render
11	Rusty
12	Sergeant
13	Silver
14	Smoke
15	Terror
16	Tipsy
17	Trixie
18	Warder
19	Whiskey
20	Whistler

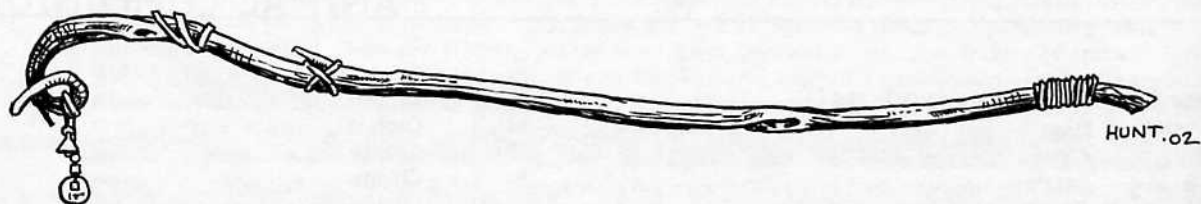


TABLE 4-99: HORSE BREEDS AND TYPES

1d20	Horse
1	Andalusian
2	Appaloosa
3	Arabian
4	Barb
5	Bay
6	Clydesdale
7	Coldblood
8	Draft
9	Friesian
10	Hackney
11	Morgan
12	Mustang
13	Palomino
14	Pinto
15	Quarterhorse
16	Saddlebred
17	Shire
18	Thoroughbred
19	Trotter
20	Warmblood

TABLE 4-101: MOUNT NAMES II

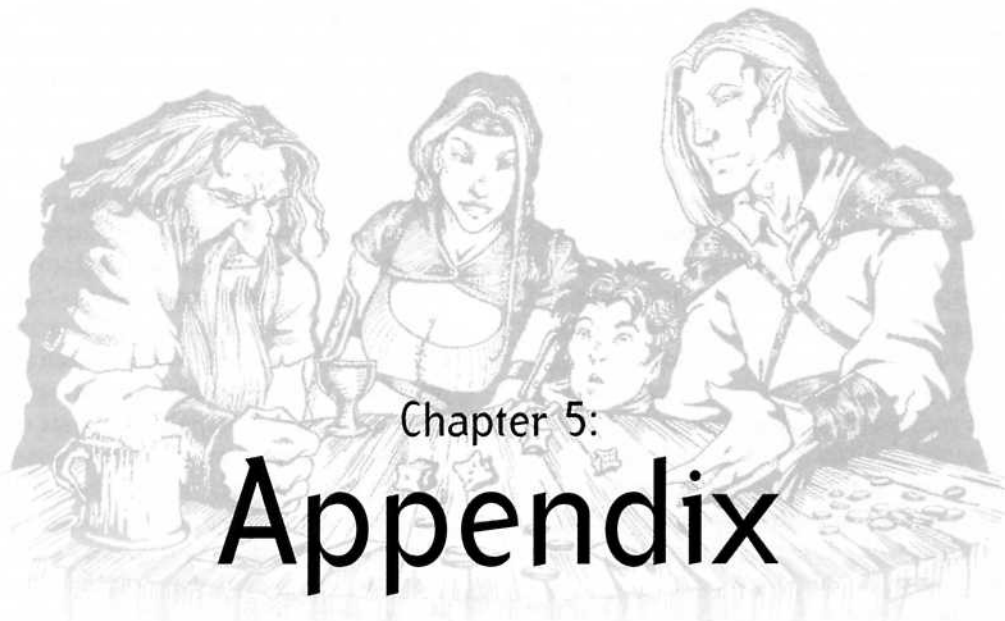
1d20	Name
1	Sirocco
2	Sky
3	Spirit
4	Star
5	Steel
6	Storm
7	Stormy
8	Sunchaser
9	Surprise
10	Swift
11	Thunder
12	Thunderbolt
13	Treasure
14	Truestrike
15	Valient
16	Velvet
17	Victory
18	War
19	Wind
20	Zephyr

TABLE 4-100: MOUNT NAMES I

1d20	Name
1	Ambition
2	Blaze
3	Champion
4	Comet
5	Cyclone
6	Diamond
7	Doom
8	Edge
9	Fear
10	Fearless
11	Fire
12	Fortune
13	Ghost
14	Glory
15	Gold
16	Grace
17	Gypsy
18	Honor
19	Hurricane
20	Iron

TABLE 4-102: MOUNT NAMES III

1d20	Name
1	Jewel
2	Legacy
3	Legend
4	Liberty
5	Lightning
6	Magic
7	Majesty
8	Midnight
9	Mystery
10	Night
11	Oblivion
12	Odyssey
13	Phantom
14	Pinto
15	Quicksilver
16	Rage
17	Renegade
18	Revenge
19	Shadow
20	Shiver



Chapter 5:

Appendix

APPENDIX

This chapter details rules from previous AEG books and provides useful advice for using this book and enhancing your overall gaming experience. This is, after all, a toolbox.

Laminated Steel Weapons

A laminated steel weapon gains +1 to all its damage rolls and its critical hit multiplier goes up by one as well. For example, a laminated steel longsword deals 1d8+1 damage and has a $\times 3$ critical hit multiplier. Furthermore, the weapon gains +5 to its normal hardness.

Serrated Weapons

A serrated weapon has its critical hit threat range increased by +1. For example, a serrated longsword has a critical threat range of 18–20, instead of 19–20.

Dwarven-Forged Armor

Dwarven-forged armor provides an additional armor bonus of +2, and reduces the armor check penalty by -1 . However, the percentage for arcane spell failure is increased by 10%. For example a suit of dwarven-forged full plate provides an AC bonus of +10, and reduces the armor check penalty to -5 . However, the chance for arcane spell failure is increased to 45%.

Elven-Forged Armor

Elven-forged armor increases the maximum dexterity bonus by +1, reduces the armor check penalty by -1 , and reduces the chance for arcane spell failure by 10% to a

minimum of 0%. For example a suit of elven-forged chainmail provides an AC bonus of +5, increases the maximum Dexterity bonus to +3, reduces the armor check penalty to -4 , and reduces the chance for arcane spell failure to 20%.

Rules for buying and crafting special arms and armor can be found in Mercenaries.

Magic Weapon Special Abilities Descriptions

Ancient: An *ancient* weapon refers to a lost master secret to weaponsmithing in which the weapon itself is treated with rare strengthening oils and reformed under magical flame. A weapon treated thus has its hardness and hit points doubled. For example, an *ancient longsword* has hardness of 20 and 10 hit points.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *magic weapon*; *Market Price:* +1 bonus.

Bonding: A *bonding* weapon has a mystical hilt, whose wrappings writhe to wrap themselves firmly around the wielder's hand, making it effectively impossible to perform a disarm maneuver on that character. The wielder can choose to cancel this ability at any time.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *Bigby's grasping hand*; *Market Price:* +1 bonus.

Ceremonial: A *ceremonial sword* is outfitted with many false gems and senseless runes. It also appears to be made of gold or bronze and does not detect as magic. These types of weapons are commonly allowed in court halls or banquets where normal weapons are not allowed. In combat it also adds a +5 circumstance bonus to any Bluff or Diplomacy skill checks.

Caster Level: 4th; **Prerequisites:** Craft Magic Arms and Armor, *alter self*; **Market Price:** +1 bonus.

Divine: A *divine* weapon is one that has been imbued with holy power, making it a potent divine focus. Good-aligned creatures with the ability to cast cleric, druid, or paladin spells using this weapon have their effective caster level increased by +2. This does not affect the number or level of spells the wielders can cast; it increases their caster level when casting spells. This weapon can be used as a divine focus by any good-aligned spellcaster.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor; *bless weapon*, *hallow*, creator must be a divine spellcaster of good alignment; **Market Price:** +2 bonus.

Focused: This weapon doubles as a magical focus for touch spells. A spellcaster wielding this weapon in battle may first cast a touch spell on it, which it holds for a number of rounds equal to the caster's level, awaiting discharge. On the first successful attack the spell discharges into the target along with any normal damage the weapon would normally cause.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *magic weapon*; **Market Price:** +1 bonus.

Haste: This enchantment can be activated once per day. Activating the power is equivalent to the wielder being affected by a *haste* spell cast at 10th level.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *haste*; **Market Price:** +4 bonus.

Invisible: This weapon has been empowered to be permanently invisible, as the spell *improved invisibility*. Spotting an invisible weapon on someone would be a spot check DC30. Striking with an invisible weapon makes defense against it difficult, the wielder adds a +1 circumstance bonus to attack rolls with the weapon.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *improved invisibility*; **Market Price:** +2 bonus.

Leadership: A *leadership* weapon augments the abilities of any character with the Leadership feat. Any character who possesses this weapon has his Leadership score increased by +2. If the bearer does not have the Leadership feat, he gains it for as long as he possess this weapon; however, he does not receive the +2 bonus.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *charm monster*; **Market Price:** +2 bonus.

Piercing: This enchantment doubles the threat range of a piercing weapon. For instance, if placed on a long-spear, the threat range would become 19–20. If placed on a crossbow bolt, the threat range becomes 17–20.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *magic fang*; **Market Price:** +1 bonus.

Proficient: A *proficient* weapon is imbued with a master wielder's skill, imparting the ability onto whoever currently holds it forth in battle. Any type of melee weapon may benefit, and the wielder may use it as if they had the appropriate Simple, Martial, or Exotic weapon skill with that particular weapon while holding it.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *divine power*, *keen*, *true strike*; **Market Price:** +1 bonus.

Reach: A weapon of *reach* contains dimensional magic to project an astral blade or head 5 ft. in front of itself. Any small or medium weapon without reach may benefit from this effect. The *reach* weapon is then considered to have a reach of 10, even though the actual size of the blade does not change. On command, the weapon may be used to strike at creatures up to 10 ft. away from the wielder.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *astral projection*; **Market Price:** +3 bonus.

Shattering: A *shattering* weapon is mercilessly dense and powerful. It deals automatic double damage to all nonliving objects it strikes. An object must have no movement of its own, and must have a hardness rating.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *shatter*; **Market Price:** +1 bonus.

Smashing: This enchantment doubles the threat range of a bludgeoning weapon. For instance, a *smashing flail* would have a threat range of 17–20, while a *smashing sling bullet* would have a threat range of 19–20.

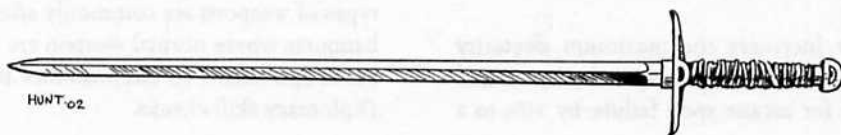
Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *spiritual hammer*; **Market Price:** +1 bonus.

Smiting: A *smiting* weapon is implacably hostile to evil. Once per day, the wielder may attempt to smite an enemy with one normal melee attack. He adds his Charisma bonus (if any) to his normal attack roll and deals one extra point of damage per level. The character also receives any magical or Strength bonuses that normally apply. If the wielder accidentally smites a creature that is not evil, the smite has no effect, but it is still used for that day.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor; *bless weapon*, creator must be a divine spellcaster of good alignment; **Market Price:** +2 bonus.

Subdual: A *subdual* weapon only deals subdual damage. Its wielder suffers none of the normal penalties for attempting to subdue an enemy, and all the weapon's damage is converted to subdual damage. The weapon deals an additional +2d6 points of subdual damage.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor; *sleep*; **Market Price:** +2 bonus.



HWNT_02

TACTICS

Running NPCs and monsters in a battle with PCs may not always work to the DMs advantage. After all, the players know every aspect of their one character better than any DM knows the tactics of every creature in the *Monster Manual*™. As a result, even with overwhelming odds, the CR levels may not match up perfectly, because a PC has the right combination of skills, feats, and class abilities.

The following information is useful for keeping PCs on their toes and getting them to retool their strategies.

Barbarian NPCs

It's no secret that barbarians are among the fiercest combatants in 3rd edition. Sure, fighters have feats, rangers have two weapons, and paladins have divine aid, but the barbarian has some tools at his disposal they don't.

An increased movement rate for starters helps to sever the "plotting movement" scenario prevalent in most table top encounters. If they can't tell the gnoll is a barbarian, it's even better.

Pitting your barbarian NPCs against the flank happy rogue is also a great tactic to shut down his sneak attack frenzy. Never being caught flat-footed should be a DM tool as well as a PC one.

Lastly, since barbarians require few feats to really shine, feats like Toughness that increase hit points and Iron Will that increase saving throws help your barbarians endure against cone of cold and magic missile attacks from sorcerers and wizards.

Weapon Focus and Two-Weapon Fighting shouldn't be overlooked either.

Bard NPCs

While among the weakest villains in a straight up fight, bard NPCs make excellent "arch villains" allowing his minions to do the fighting for him. All of his bardic music talents can be used to bolster his comrades in battle and even deter his adversaries. Combined with spell casting abilities, a bard in the back ranks of a fight can certainly hold off his enemies and add a great deal of fuel to the fight.

Cleric NPCs

Bull's strength, death knell, and shield of faith are an evil cleric's best friends. Followed closely by divine power, hold person, inflict critical wounds and spiritual weapon (keeps wizards busy for a long time). At higher levels clerics have so much raw power to draw upon, explaining it all here would take another book. Without a doubt, the cleric is among the most powerful of enemies in any campaign. And the right domains can make a strong cleric a force to be reckoned with.

By keeping your cleric far behind the battle lines, while smaller creatures keep the PCs busy, spells like desecrate, endurance, magic vestment, and resist elements can be prepared and ready to go before the cleric cleaves his first foe. Rogues and wizards are the perfect opponents for evil clerics, because their low hit points and tendency to believe they can't be touched, remind them how truly vulnerable they are.

And in the end, isn't that what we all want.

An evil cleric with a high Strength or Constitution score can hold a group of PCs back for a long time. Bear in mind that 4 human characters at level 4, would have a tough time taking down a single 5th level cleric, even without minions at his disposal. And evil dwarf and orc clerics are unmatched pound for pound.

Druid NPCs

Evil druids are rare, but when justified make excellent adversaries. Imagine, a bedraggled witch of the forest, enchanted with a few fey abilities, armed with some powerful "natural" magic items, and surrounded by hordes of real and fiendish animal companions. Even without adding a few bugbears or goblins, such an encounter would be harrowing for a group of adventurers.

Start with the druid's animal companion. A brown bear polar bear, or dire bear are all reasonable companions for druids and at higher levels, they can attain even more companions. Throw in a few summon nature's ally spells; and with call lightning, heat metal, magic fang, poison, snare, and summon swarm and your druid is nearly invincible. Give him a brass horn of valhalla. If he's high enough level a staff of swarming insects completes his army.

And in the end, all of the additional creatures the PCs fight are worth 0 XP, as they are all part of the druid character class and NOT additional encounters. We'd recommend giving the druid the Leadership feat, but that's just mean.

Fighter NPCs

What more can be said about the fighter class? Already the most prolific of the 3rd edition classes, nearly every foe in the *Monster Manual*™ gets that much better with 2 or 3 additional fighter levels. Give your 1 HD orcs a 4 HD leader. Make the leader of the thieves guild an actual thug, capable of taking on anyone in his employ. Improve the finale to your ogre or troll den adventure with a high level hill giant as their leader. Lastly, every good villain needs a good bodyguard. Take a bugbear, subdue him with a dominate monster spell, and add 3 or 8 fighter levels to an already powerful monster.

Because a list of appropriate feats for fighters would just be ridiculous, figure out the TOP feat you want and make the fighter class just the right level to attain it. NPC fighters should have bare bones feats; only what they need.

And remember, if you give an NPC Cleave, it goes to waste if he doesn't use it at least once. Think about what you're doing when you give an NPC Cleave and consider who it is that's going to die as a result.

Favorite fighter classes for DMs are the tanks, capable of dealing and taking dozens of points of damage. But, the most memorable villains are the ones who hide their +3 sword in a glove of storing and bounce around the encounter with boots of striding and springing and the Mobility feat. Lastly, don't be afraid to give your elf fighter a Dexterity of 20, Expertise, Weapon Finesse, and few potions of heroism to round out the mix.

Monk NPCs

Because the monk class rides on rails, it's very difficult to break out and make a unique villain. But we're going to try. For starters, don't throw one monk at them... throw the entire dojo (school). 10 monks, guarding the entrance to a cultist's hidden chamber is much more interesting than 10 fighters or rogues.

Especially if the master is an assassin, cleric, shaman (druid), or wu-jen (wizard).

The inability to use magic items and the lack of range in feats from the *Player's Handbook*™ forces fans of the monk class to look elsewhere for inspiration and guidance when building monk adversaries.

Paladin NPCs

Unless the PCs are evil, throwing a paladin against them may not be all that easy. But a delusional warrior of his faith, or an evil paladin bent on twisting the divine powers of his class are certainly options. By flipping the abilities of the class (smite evil to smite good, aura of courage to aura of fear, lay on hands to burning hands, etc.), you can surprise your PCs with a new encounter and an unpredictable opponent.

Arm your evil paladins with vorpal weapons or assassin blades tinged with unholy magic. Drape them in vile armor capable of absorbing spells and radiating fear. Let them cast necromantic magic and damage dealing spells. Lastly, blight them with a powerful and profane spell like unholy aura permanently, so your PCs will have more to contend with than a simple soldier of god.

Of course, who said a paladin's mount needs to be a horse. Dark paladins should ride manticores, nightmares, and wyverns.

Ranger NPCs

Like the druid, a ranger with an animal companion can be quite powerful. And while the ranger class in the *Player's Handbook*™ doesn't provide rules for this, a lot of supplemental material does. If nothing else, a ranger with a single dire wolf at his side is a recipe for danger.

The two-weapon style of the ranger and the light armor push the ranger class in the direction of agile, swift, and most importantly resourceful. Throw in two levels of fighter and now your ranger has eight feats at 3rd level. Go even further and now your ranger has Weapon Focus (shortsword) and Weapon Specialization (shortsword), so both weapons gain the same bonuses to attack and damage rolls. And two +1 *flaming shortswords* aren't unrealistic at 8th level.

But we're not done yet.

Choose human or elf as his favored enemy and now the party is facing down someone who can fight and knows exactly how to finish them off. A few magic items like *boots of speed* and a *cloak of displacement*, while obvious choices, still make for an excellent compliment to the ranger class. *Bracers of armor* and an *amulet of natural armor* round out your "badger" and change the once whimsical forester into a savage hunter.

Rogue NPCs

Rogues, like fighters, are among the most populace of fantasy stereotypes. And while everyone loves the glib, adventurous thief, the cunning and ruthless crime lord is a more powerful adversary. The rogue class in 3rd edition, has a lot going for it, but a great deal of disadvantages going against it, as well. In order to present the villain we want, we must first determine the villain we need.

Before making a rogue NPC to beat down your PCs, take a moment to determine what you want him to be. Because rogues have access to so many skills, they can focus on nearly anything — Appraise, Gather Information, Innuendo, and Sense Motive together create the perfect fence, fixer, informant or bag man; Balance, Climb, Jump, and Tumble are tools of the second-story man; Bluff and Diplomacy for the con artist; Disable Device and Use Magic Device are for the adventuring rogue; Escape Artist and Perform for the charlatan entertainer; Forgery and Pick Pocket have obvious implications in a fantasy setting; Hide and Move Silently are of course staples of the rogue class and valuable to all thieves; Intimidate is a useful tool for crime bosses; Listen, Read Lips, Sense Motive, and Spot are great skills for infiltrators, scouts, and anyone working the streets for a crime lord.

Bear in mind that attacking the PCs with a rogue who never uses his sneak attack ability is a waste of his talents. So much of the class is built around this ability, that tomes of information can be dredged up in regards to the rogue.

When running a rogue NPC, remember that he knows his strengths and weaknesses. A rogue is going to kill the wizard from behind before he ever takes on the cleric or fighter. He's going to draw the PCs into pitfall, traps, and tripwires long before he ever fires a single poisoned crossbow bolt. And he's certainly not going to take on the barbarian or paladin without first studying his opponent and finding a way to outsmart him and get under his skin.

In a way, rogue villains are among the most complex and most rewarding to play, but also the most challenging. When everything is said and done, remember that the rogue wants to get out alive, will resort to alchemical tricks (acid, fire, etc.) if necessary, and as a last resort can "Use Magic Device."

Sorcerer and Wizard NPCs

Sewn from the same cloth, sorcerers and wizards are close enough cousins that we can describe them together. While a sorcerer has less options in combat, he has more spells at his disposal on any given day. Additionally, a wizard must "plan ahead" for what is to come, projecting what possible danger he might face. On the other hand, the wizard has more options and eventually more control over his fate.

Since 3rd edition has so many spells at its disposal, listing all of them and what they can do is a little silly. In fact, with so many published adventures with so many wizard NPCs, information on what to cast when would be useless. However, we've created a little list of spells that all mages should already have cast before the PCs ever arrive (under the assumption that they have access to them). By casting these *before* the encounter, the mage saves himself the embarrassment of not coming prepared. Besides, once the fight starts, every sorcerer is going to want to cast *lightning bolt* before wasting time casting *endure elements*.

Alarm, animate dead, arcane lock, bull's strength, cat's grace, contingency, continual flame, darkvision, deeper darkness, endurance, endure elements, explosive runes, Evard's black

tentacles, glyph of warding, greater magic weapon, guards and wards, illusionary wall, Leomund's secure shelter, Leomund's trap, mage armor, major creation, mind blank, minor creation, misdirection, Mordenkainen's faithful hound, Mordenkainen's magnificent mansion, nondetection, Nystul's magic aura, Nystul's undetectable aura, obscure object, permanent image, screen, simulacrum, statue, symbol, unseen servant, and veil.

If he's high enough level to justify the duration:

Alter self, antimagic field, antipathy, blade barrier, change self, fly, freedom of movement, invisibility, keen edge, magic circle against chaos/evil/good/law, message (to speak with his minions), prismatic wall, protection from arrows, protection from elements, Rary's telepathic bond, repulsion, see invisibility, seeming, sequester, shapechange, spell immunity, spell turning, spider climb, stoneskin, and tongues.

A mage, more than any class, draws upon magic items he's created to avoid casting mage armor a thousand times over his life. Whenever possible, your sorcerers and wizards should be armed with magic that duplicates the effects of spells. Bracers of armor duplicate mage armor and boots of speed save a wizard from having to study haste that day. Look for spells you want him to have and then figure out if the magic item version of that spell is in his price range.

Lastly, keep your spellcasters away from clerics, fighters, and spiritual weapon spells. A wizard alone in his tower won't last long against a group of four adventurers, no matter what the level. So, plan ahead and think like a paranoid mage.

SUPPLEMENTAL TABLES

TABLE 5-1A: HUMANOID HIT LOCATIONS 1

1d20	Location	Effect*
1-2	Abdomen/groin	bleed 1 point/round
3-5	Chest	-2 penalty to Con until healed
6	Head/neck	+1 critical threat range for opponent's weapon
7	Left hand	-4 penalty to attack rolls if sword hand
8	Left leg	-5 ft. base speed, -2 penalty to physical actions
9-11	Lower left arm	-2 penalty to attack if sword arm
12-14	Lower right arm	-2 penalty to attack if sword arm
15	Right hand	-4 penalty to attack rolls if sword hand
16	Right leg	-5 ft. base speed, -2 penalty to physical actions
17-18	Upper left arm/shoulder	-2 penalty to physical actions
19-20	Upper right arm/shoulder	-2 penalty to physical actions

* These effects are optional and are included for flavor

TABLE 5-1B: HUMANOID HIT LOCATIONS II

1d20	Location	Effect*
1	Head/neck	+1 critical hit multiplier
2-4	Chest	-2 penalty to Con until healed
5-6	Upper left arm/shoulder	-2 penalty to physical actions
7-8	Upper right arm/shoulder	-2 penalty to physical actions
9-11	Lower left arm	-2 penalty to attack if sword arm
12-14	Lower right arm	-2 penalty to attack if sword arm
15	Left hand	-4 penalty to attack rolls if sword hand
16	Right hand	-4 penalty to attack rolls if sword hand
17-18	Abdomen/groin	bleed 1 point/round
19	Left leg	-5 ft. base speed, -2 penalty to physical actions
20	Right leg	-5 ft. base speed, -2 penalty to physical actions

* These effects are optional and are included for flavor

TABLE 5-2A: MONSTROUS HIT LOCATIONS I

1d20	Location	Effect*
1	Head	+1 critical hit multiplier
2-4	Left appendage	-2 penalty to physical actions
5-6	Left leg	-5 ft. base speed, -2 penalty to physical actions
7-8	Lower torso	bleed 1d3 points/round
9	Neck	bleed 1d4 points/round
10-12	Right appendage	-2 penalty to physical actions
13-14	Right leg	-5 ft. base speed, -2 penalty to physical actions
15-16	Tail	Fort save (DC equal to damage) or tail is severed
17-18	Upper torso	-2 penalty to Con until healed
19-20	Special† (see table 5-2c)	

* These effects are optional and are included for flavor

TABLE 5-2B: MONSTROUS HIT LOCATIONS II

1d20	Location	Effect*
1	Head	+1 critical hit multiplier
2	Neck	bleed 1d4 points/round
3-4	Upper torso	-2 penalty to Con until healed
5-7	Left appendage	Fort save (DC equal to damage) or tail is severed
8-10	Right appendage	-2 penalty to physical actions
11-12	Left leg	-5 ft. base speed, -2 penalty to physical actions
13-14	Lower torso	bleed 1d3 points/round
15-16	Right leg	-5 ft. base speed, -2 penalty to physical actions
17-18	Tail	Fort save (DC equal to damage) or tail is severed
19-20	Special† (see table 5-2c)	

* These effects are optional and are included for flavor

TABLE 5-2C: MONSTROUS HIT LOCATIONS, SPECIAL

1d20	Location	Effect*
1-4	Internal organ	Fort save (DC equal to damage) or random special ability is lost
5-12	Tentacle	-4 penalty to physical actions
13-20	Wing	-10 ft. base flying speed, -2 penalty to physical actions

* These effects are optional and are included for flavor

TABLE 5-3: ADVANCED CRITICALS

1d20	Location	Effect
1-4	Abrasion	-2 Charisma until damage is cured.
5-6	Bone fracture	-4 Dexterity until damage is cured. 1 in 20 chance of permanent -1 penalty.
7-8	Concussion	Brain swelling. Can't sleep for 2d20 hours.
9-11	Contusion	-2 Intelligence until damage is cured.
12	Crippled	Movement halved.
13-15	Excruciating pain	Fort save (DC equal to damage dealt); failure indicates target cries out in anguish.
16-17	Laceration	Additional bleeding 1d3 points/round until cured.
18	Puncture	Additional bleeding 1d4 points/round until cured.
19	Rupture	-2 Dexterity until damage is cured.
20	Severed	Fort save (DC equal to damage dealt). Failure indicates that the limb is lost.

MONSTER QUICK REFERENCE SHEET

Name _____ Creature _____

Type _____ Size _____

Initiative _____ Alignment _____

Speed _____ ft.
 burrow _____ ft. climb _____ ft.
 swim _____ ft. fly _____ ft.

Armor Class _____ Touch/Flatfooted _____ / _____
 HP _____ HD _____
 Face/Reach _____ / _____ SR _____

Saving Throws

Fort _____ Ref _____ Will _____

Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

Combat

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

Breath Weapon
 Cone Length _____ Line Length _____
 _____ Damage: _____ save DC _____

Skills

Hide _____ Move Silently _____
 Intimidate _____ Search _____
 Listen _____ Spot _____

Feats

Special Abilities/Spells/Etc.

_____ save DC _____

_____ save DC _____

_____ save DC _____

_____ save DC _____

_____ save DC _____

Challenge Rating: _____ XP Value _____

MONSTER QUICK REFERENCE SHEET

Name _____ Creature _____

Type _____ Size _____

Initiative _____ Alignment _____

Speed _____ ft.
 burrow _____ ft. climb _____ ft.
 swim _____ ft. fly _____ ft.

Armor Class _____ Touch/Flatfooted _____ / _____
 HP _____ HD _____
 Face/Reach _____ / _____ SR _____

Saving Throws

Fort _____ Ref _____ Will _____

Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____

Combat

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

_____ Attack: _____

_____ Damage: _____

Breath Weapon
 Cone Length _____ Line Length _____
 _____ Damage: _____ save DC _____

Skills

Hide _____ Move Silently _____
 Intimidate _____ Search _____
 Listen _____ Spot _____

Feats

Special Abilities/Spells/Etc.

_____ save DC _____

_____ save DC _____

_____ save DC _____

_____ save DC _____

_____ save DC _____

Challenge Rating: _____ XP Value _____

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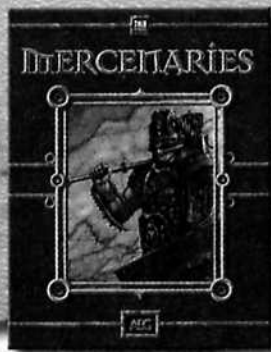
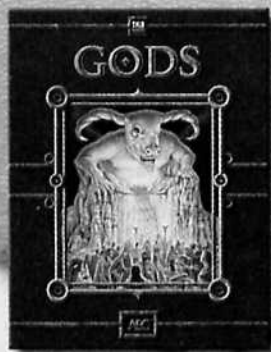
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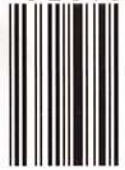
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