

# CHAPTER II: Men

The ancient Sumerians had no connection with the western race. They were a mixed people, of Hyrkanian and Shemitish bloods, who were not taken with the conquerors in their retreat. Many tribes of Shem escaped that captivity, and from pure-blooded Shemites, or Shemites mixed with Hyborian or Nordic blood, were descended the Arabs, Israelites, and other straighter-featured Semites. The Canaanites, or Alpine Semites, traced their descent from Shemitish ancestors mixed with the Kushites settled among them by their Hyrkanian masters; the Elamites were a typical race of this type. The short, thick-limbed Etruscans, base of the Roman race, were descendants of a people of mixed Stygian, Hyrkanian and Pictish strains, and originally lived in the ancient kingdom of Koth. The Hyrkanians, retreating to the eastern shores of the continent, evolved into the tribes later known as Tatars, Huns, Mongols and Turks.

- Robert E. Howard

## **The Hyborian Age**

### **Standard Human Types & Equipment**

### **Cultural Troop Types**

### **Patrols and Troops**

### **Guards, Watchmen & Gaolers**

### **Human Group Encounters**

Amazons

Bandits & Brigands

Berserkers

Buccaneers & Pirates

Cavemen

Dervishes & Nomads

Girovago

Merchant Caravans

Pilgrims

Tribesmen

### **NPC Adventuring Parties**

### **NPC Experience & Progression**

### **NPC Motivations**

## Henchmen & Hirelings

### Hermits

#### STANDARD HUMAN TYPES & EQUIPMENT

**Note:** Unless otherwise noted, all troops are equipped with a dagger in addition to any other weaponry.

| <b>Medieval/Feudal Men-at-Arms</b> |              |                            |                             |
|------------------------------------|--------------|----------------------------|-----------------------------|
| <b>d%</b>                          | <b>STEED</b> | <b>ARMOUR</b>              | <b>WEAPONRY</b>             |
| 01-05                              | Light Horse  | Leather (AC8)              | Lt. Crossbow & Longsword    |
| 06-15                              | Light Horse  | Leather & Shield (AC7)     | Spear & Handaxe             |
| 16-25                              | Light Horse  | Splint & Shield (AC3)      | Spear & Battleaxe           |
| 26-35                              | Light Horse  | Studded Leather (AC7)      | Spear & Broadsword          |
| 36-45                              | Medium Horse | Scale & Shield (AC5)       | Lance & Longsword           |
| 46-55                              | Medium Horse | Scale (AC6)                | Flail & Mace                |
| 56-60                              | Medium Horse | Chain Shirt & Shield (AC4) | Polearm & Mace              |
| 61-70                              | Medium Horse | Chain Shirt (AC5)          | Hvy. Crossbow & Mace        |
| 71-80                              | Heavy Horse  | Plate (AC3)                | Hvy. Crossbow & Morningstar |
| 81-00                              | Heavy Horse  | Plate & Shield (AC2)       | Lance, Longsword & Mace     |

**Note:** All troops assumed to be armed with a dagger in addition to any other weaponry

| <b>Primitive/Stone Age/Tribal Men</b> |                           |                                |
|---------------------------------------|---------------------------|--------------------------------|
| <b>d%</b>                             | <b>WEAPONRY</b>           | <b>ARMOUR</b>                  |
| 01-05                                 | Spear                     | Wooden/Hide Shield (AC9)       |
| 06-15                                 | Stone Axe                 | Studded Leather (AC7)          |
| 16-25                                 | Obsidian Club/Morningstar | Studded Leather & Shield (AC6) |
| 26-35                                 | Bare Hands                | Leather (AC8)                  |
| 36-45                                 | Shortbow                  | Leather & Shield (AC7)         |
| 46-55                                 | Blowgun                   | Bone Armour (AC7)              |
| 56-60                                 | Javelin                   | Bone Armour & Shield (AC6)     |
| 61-70                                 | Flint Dagger              | Hide Armour (AC6)              |
| 71-80                                 | Rock                      | Hide Armour & Shield (AC5)     |
| 81-00                                 | Atlatl Darts              | Unarmoured (AC10)              |

| <b>Warriors of Antiquity</b> |                      |  |
|------------------------------|----------------------|--|
| <b>d%</b>                    | <b>WEAPONRY</b>      | <b>ARMOUR</b>                              |
| 01-05                        | Shortsword           | Shield (AC9)                               |
| 06-15                        | Spear                | Hide Armour (AC6)                          |
| 16-25                        | Shortsword & Sling   | Studded Leather (AC7)                      |
| 26-35                        | Dagger               | Leather (AC8)                              |
| 36-45                        | Shortsword & Spear   | Leather (AC8)                              |
| 46-55                        | Handaxe & Spear      | Leather & Shield (AC7)                     |
| 56-60                        | Handaxe & Shortbow   | Studded Leather & Shield (AC6)             |
| 61-70                        | Broadsword           | Bronze Breastplate (AC7)                   |
| 71-80                        | Battleaxe            | Bronze Breastplate & Shield (AC6)          |
| 81-00                        | Shortsword & handaxe | Bronze Breastplate, Shield & Greaves (AC4) |

| <b>Sailors/Marines/Pirates/Boatmen</b> |  |  |
|--|--|--|
|--|--|--|

| d%    | WEAPONRY             | ARMOUR                         |
|-------|----------------------|--------------------------------|
| 01-05 | Shortsword & Handaxe | Chain Shirt & Shield (AC4)     |
| 06-15 | Longsword            | Chain Shirt (AC5)              |
| 16-25 | Shortsword           | Leather & Shield (AC7)         |
| 26-35 | Spear                | Leather (AC8)                  |
| 36-45 | Handaxe              | Leather (AC8)                  |
| 46-55 | Hvy. Crossbow        | Studded Leather (AC7)          |
| 56-60 | Lt. Crossbow         | Studded Leather & Shield (AC6) |
| 61-70 | Sling                | Unarmoured (AC10)              |
| 71-80 | Club                 | Unarmoured (AC10)              |
| 81-00 | Darts                | Unarmoured (AC10)              |

**Note:** All troops assumed to be armed with a dagger in addition to any other weaponry

### CULTURAL TROOP TYPES

#### Egyptians

|                                   |   |  |
|-----------------------------------|---|--|
| <b>ALL GROUPS</b>                 | # Appearing: 20-200 (20d10)               |  |
| <b>Leader(s):</b> Every 20 troops | Captain (3 <sup>rd</sup> - lvl Fighter) * |  |
| >100 troops                       | Noble (5 <sup>th</sup> - lvl Fighter) §   |  |
| <b>Troops:</b> 50% of total       | 0-lvl Men-at-Arms                         |  |
| 30% of total                      | 1 <sup>st</sup> -lvl Fighters             |  |
| 20% of total                      | 2 <sup>nd</sup> -lvl Fighters             |  |
| * Equipped with mace and shield   |   |  |
| § Riding a light chariot          |   |  |

| Egyptian Equipment (roll once) |               |                      |
|--------------------------------|---------------|----------------------|
| d%                             | WEAPONRY      | ARMOUR               |
| 01-40                          | Spear         | Leather Shield (AC9) |
| 41-55                          | Javelins (x3) |                      |
| 56-60                          | Longsword     |                      |
| 61-65                          | Mace          |                      |
| 66-70                          | Battleaxe     | None (AC10)          |
| 71-80                          | Sling         |                      |
| 81-00                          | Shortbow      |                      |

#### Assyrians

|                                   |   |  |
|-----------------------------------|---|--|
| <b>ALL GROUPS</b>                 | # Appearing: 15-150 (15d10)               |  |
| <b>Leader(s):</b> Every 15 troops | Captain (4 <sup>th</sup> - lvl Fighter) * |  |
| Every 50 troops                   | Noble (6 <sup>th</sup> - lvl Fighter) §   |  |
| <b>Troops:</b> 40% of total       | 0- lvl Men-at-Arms                        |  |
| 30% of total                      | 1 <sup>st</sup> - lvl Fighters            |  |
| 20% of total                      | 2 <sup>nd</sup> -lvl Fighters             |  |

| 10% of total                               | 3 <sup>rd</sup> -lvl Fighters                                       |
|--|---|
| * Equipped with mace, Scale & shield (AC5) |   |
| § Riding a heavy chariot                   |   |
| Assyrian Equipment                         |   |
| d%   | WEAPONRY & ARMOUR   |
| 01-60                                      | Shortsword or Mace & Spear or Shortbow / Chain Shirt & Shield (AC4) |
| 61-95                                      | Javelin, Sling or Shortbow (AC10)                                   |
| 96-00                                      | Shortsword, Spear & Shortbow / Scalemail & Shield (AC5)             |

### Heroic Greeks / Atlanteans

| ALL GROUPS                           |                                 | # Appearing: 10-100 (10d10)            |
|--------------------------------------|---------------------------------|--|
| <b>Leader(s):</b>                    | Every 15 troops                 | Hero (5 <sup>th</sup> - lvl Fighter) * |
|                                      | 15% chance of                   | Noble (3d4 level Paladin) §            |
| <b>Troops:</b>                       | 20% of total                    | 0- lvl Men-at-Arms                     |
| 25% of total                         | 1 <sup>st</sup> -level Fighters |  |
| 30% of total                         | 2 <sup>nd</sup> -level Fighters |  |
| 15% of total                         | 3 <sup>rd</sup> -level Fighters |  |
| 10% of total                         | 4 <sup>th</sup> -level Fighters |  |
| * 15% chance of +1 weaponry / armour |                                 |  |
| § 15% chance of +2 weaponry / armour |                                 |  |
| Heroic Greek / Atlantean Equipment   |                                 |  |
| d%                                   | WEAPONRY                        | ARMOUR                                 |
| 01-60                                | Spear, javelin, short sword     | Linothorax & Shield (AC6)              |
| 61-00                                | Spear, javelin, shortbow        | Bronze Plate Armour & Shield (AC3)     |

### Greek Hoplites

| ALL GROUPS                           |                                 | # Appearing: 10-100 (10d10)              |
|--------------------------------------|---------------------------------|--|
| <b>Leader(s):</b>                    | Every 4 hoplites                | Leader (3 <sup>rd</sup> - level Fighter) |
|                                      | Every 20 hoplites               | Hero (4 <sup>th</sup> -level Fighter) *  |
| <b>Troops:</b>                       | 40% of total                    | 0- lvl Men-at-Arms                       |
| 30% of total                         | 1 <sup>st</sup> -level Fighters |  |
| 20% of total                         | 2 <sup>nd</sup> -level Fighters |  |
| 10% of total                         | 3 <sup>rd</sup> -level Fighters |  |
| * 15% chance of +1 weaponry / armour |                                 |  |
| Greek Hoplite Equipment              |                                 |  |
| WEAPONRY                             |                                 | ARMOUR                                   |
| Spear, javelin, short sword          |                                 | Hoplite Panoply & Shield (AC5)           |

### Persian Immortals

| ALL GROUPS        |                    | # Appearing: 10-100 (10d10)               |
|-------------------|--------------------|---|
| <b>Leader(s):</b> | Every 10 Immortals | Sergeant (4 <sup>th</sup> -level Fighter) |

|                                      |                                 |  |
|--------------------------------------|---------------------------------|--|
|                                      | Every 50 Immortals              | Captain (5 <sup>th</sup> -level Fighter) * |
| <b>Troops:</b>                       | 20% of total                    | 0- lvl Men-at-Arms                         |
| 25% of total                         | 1 <sup>st</sup> -level Fighters |  |
| 30% of total                         | 2 <sup>nd</sup> -level Fighters |  |
| 15% of total                         | 3 <sup>rd</sup> -level Fighters |  |
| 10% of total                         | 4 <sup>th</sup> -level Fighters |  |
| * 15% chance of +1 weaponry / armour |                                 |  |
| <b>Persian Immortal Equipment</b>    |                                 |  |
| <b>WEAPONRY</b>                      |                                 | <b>ARMOUR</b>                              |
| Spear, short composite bow           |                                 | Iron Scale & Wicker Shield (AC5)           |

## Han Chinese

|                              |                                 |  |
|------------------------------|---------------------------------|--|
| <b>ALL GROUPS</b>            |                                 | <b># Appearing:</b> 30-300 (30d10)       |
| <b>Leader(s):</b>            | Every 10 troops                 | Officer (3 <sup>rd</sup> -level Fighter) |
| <b>Troops:</b>               | 50% of total                    | 0- lvl Men-at-Arms                       |
| 30% of total                 | 1 <sup>st</sup> -level Fighters |  |
| 20% of total                 | 2 <sup>nd</sup> -level Fighters |  |
| <b>Han Chinese Equipment</b> |                                 |  |
| <b>d%</b>                    | <b>WEAPONRY</b>                 | <b>ARMOUR</b>                            |
| 01-50                        | Spear & longsword               | Studded Leather & Wood Shield (AC6)      |
| 51-80                        | Polearm                         |  |
| 81-00                        | Heavy Crossbow                  |  |

## Roman Legionaries

|                                  |                                 |  |
|----------------------------------|---------------------------------|--|
| <b>ALL GROUPS</b>                |                                 | <b># Appearing:</b> 10-100 (10d10)         |
| <b>Leader(s):</b>                | Every 10 legionaries            | Decanus (4 <sup>th</sup> -level Fighter)   |
|                                  | Every 100 legionaries           | Centurion (5 <sup>th</sup> -level Fighter) |
| <b>Troops:</b>                   | 40% of total                    | 0- lvl Men-at-Arms                         |
| 30% of total                     | 1 <sup>st</sup> -level Fighters |  |
| 20% of total                     | 2 <sup>nd</sup> -level Fighters |  |
| 10% of total                     | 3 <sup>rd</sup> -level Fighters |  |
| <b>Roman Legionary Equipment</b> |                                 |  |
| <b>WEAPONRY</b>                  |                                 | <b>ARMOUR</b>                              |
| Spear, Shortsword                |                                 | Mail Haubergeon & shield (AC5)             |

## Celts (Franks, Germans, Picts & Visigoths)

|                   |                                 |   |
|-------------------|---------------------------------|---|
| <b>ALL GROUPS</b> |                                 | <b># Appearing:</b> 30-300 (30d10)        |
| <b>Leader(s):</b> | Every 10 troops                 | Leader (3 <sup>rd</sup> -level Barbarian) |
| <b>Troops:</b>    | 50% of total                    | 0- lvl Men-at-Arms                        |
| 30% of total      | 1 <sup>st</sup> -level Fighters |   |

|   |                                       |
|---|---------------------------------------|
| 20% of total  | 2 <sup>nd</sup> -level Fighters       |
| <b>Celt, Frank, German, Pictish, Visigothic Equipment</b> |                                       |
| <b>TRIBAL TYPE</b>  | <b>WEAPONRY &amp; ARMOUR</b>          |
| Celts   | Javelins (2), Longsword, Shield (AC9) |
| Franks  | Spear, Handaxe, Shield (AC9)          |
| Germans   | Javelin, Spear, Shield (AC9)          |
| Picts   | Spear (75%) or Shortbow (25%) (AC10)  |
| Visigoths   | Javelin, Handaxe, Shield (AC9)        |

### Ostrogoths

|                                   |   |                 |
|-----------------------------------|---|-----------------|
| <b>ALL GROUPS</b>                 | # Appearing: 30-300 (30d10)               |                 |
| <b>Leader(s):</b> Every 10 troops | Leader (3 <sup>rd</sup> -level Barbarian) |                 |
| <b>Troops:</b> 50% of total       | 0- lvl Men-at-Arms                        |                 |
| 30% of total                      | 1 <sup>st</sup> -level Fighters           |                 |
| 20% of total                      | 2 <sup>nd</sup> -level Fighters           |                 |
| <b>Ostrogothic Equipment</b>      |   |                 |
| <b>WEAPONRY</b>                   | <b>ARMOUR</b>                             | <b>MOUNTS</b>   |
| Javelins (2), Spear, Broadsword   | Leather & Shield (AC7)                    | Light Warhorses |

### Alans, Huns, Tartars, Turks

|  |   |  |                 |
|--|---|--|-----------------|
| <b>ALL GROUPS</b>                              | # Appearing: 30-300 (30d10)             |  |                 |
| <b>Leader(s):</b> Every 10 troops              | Leader (4 <sup>th</sup> -level Fighter) |  |                 |
|  | Every 100 troops                        | Chieftain (5 <sup>th</sup> -level Fighter) |                 |
| <b>Troops:</b> 40% of total                    | 0- lvl Men-at-Arms                      |  |                 |
| 30% of total                                   | 1 <sup>st</sup> - lvl Fighters          |  |                 |
| 20% of total                                   | 2 <sup>nd</sup> -lvl Fighters           |  |                 |
| 10% of total                                   | 3 <sup>rd</sup> -lvl Fighters           |  |                 |
| <b>Alan, Hun, Tartar and Turkish Equipment</b> |   |  |                 |
| <b>d%</b>                                      | <b>WEAPONRY</b>                         | <b>ARMOUR</b>                              | <b>MOUNTS</b>   |
| 01-20  | Lance, Longsword                        | Shield (AC9)                               | Medium Warhorse |
| 21-30  | Composite Shortbow, Longsword           | Shield (AC9)                               | Medium Warhorse |
| 31-50  | Lance, Longsword                        | Shield (AC9)                               | Light Warhorse  |
| 51-00  | Composite Shortbow, Longsword           | Shield (AC9)                               | Light Warhorse  |

### Byzantines

|                                   |   |  |
|-----------------------------------|---|--|
| <b>ALL GROUPS</b>                 | # Appearing: 30-300 (30d10)             |  |
| <b>Leader(s):</b> Every 10 troops | Leader (3 <sup>rd</sup> -level Fighter) |  |
| <b>Troops:</b> 50% of total       | 0- lvl Men-at-Arms                      |  |
| 30% of total                      | 1 <sup>st</sup> -level Fighters         |  |
| 20% of total                      | 2 <sup>nd</sup> -level Fighters         |  |

| <b>Byzantine Equipment</b> |                      |                               |                       |
|----------------------------|----------------------|-------------------------------|-----------------------|
| <b>d%</b>                  | <b>WEAPONRY</b>      | <b>ARMOUR</b>                 | <b>MOUNTS</b>         |
| 01-20                      | Lance, Longsword     | Splint, Shield (AC3)          | Medium Warhorse (AC5) |
| 21-30                      | Shortbow, Longsword  | Splint, Shield (AC3)          | Medium Warhorse (AC5) |
| 31-50                      | Longsword, Darts (3) | Splint, Shield (AC3)          | None                  |
| 51-00                      | Spear, Darts (3)     | Studded Leather, Shield (AC6) | None                  |

### Arthurian Britons & Carolingian Franks

|                   |                                |   |
|-------------------|--------------------------------|---|
| <b>ALL GROUPS</b> |                                | <b># Appearing:</b> 10-100 (10d10)      |
| <b>Leader(s):</b> | Every 10 troops                | Leader (4 <sup>th</sup> -level Fighter) |
|                   | Every 100 troops               | Chieftain (1d8+2-level Paladin)         |
| <b>Troops:</b>    | 40% of total                   | 0- lvl Men-at-Arms                      |
| 30% of total      | 1 <sup>st</sup> - lvl Fighters |   |
| 20% of total      | 2 <sup>nd</sup> -lvl Fighters  |   |
| 10% of total      | 3 <sup>rd</sup> -lvl Fighters  |   |

| <b>Arthurian Briton &amp; Carolingian Frankish Equipment</b> |                          |                           |                 |
|--|--------------------------|---------------------------|-----------------|
| <b>d%</b>  | <b>WEAPONRY</b>          | <b>ARMOUR</b>             | <b>MOUNTS</b>   |
| 01-20  | Bastard Sword, Spear     | Chain Shirt, Shield (AC4) | Medium Warhorse |
| 21-30  | Longsword, Javelins (x2) | Chain Shirt, Shield (AC4) | Medium Warhorse |

### Vikings

|                     |                                |                                    |
|---------------------|--------------------------------|------------------------------------|
| <b>ALL GROUPS</b>   |                                | <b># Appearing:</b> 10-100 (10d10) |
| <b>Leader(s):</b>   | Every 12 Vikings               | Leader (1d6+3-level Fighter)       |
| <b>Hero(es):</b>    | Every 5 Vikings                | Berserker (1d4-1-level Fighter)    |
| <b>Spellcaster:</b> | 5% chance of                   | Druid (level 1d8)                  |
| <b>Troops:</b>      | 40% of total                   | 0- lvl Men-at-Arms                 |
| 30% of total        | 1 <sup>st</sup> - lvl Fighters |                                    |
| 20% of total        | 2 <sup>nd</sup> -lvl Fighters  |                                    |
| 10% of total        | 3 <sup>rd</sup> -lvl Fighters  |                                    |

| <b>Viking Equipment</b> (roll once per column) |                       |                            |
|--|-----------------------|----------------------------|
| <b>d%</b>                                      | <b>WEAPONRY</b>       | <b>ARMOUR</b>              |
| 01-15  | Shortbow & handaxe    | Leather (AC8)              |
| 16-25  | Bastard Sword & spear | Leather & Shield (AC7)     |
| 26-35  | Broadsword & spear    | Splint & Shield (AC3)      |
| 36-45  | Javelins & longsword  | Studded Leather (AC7)      |
| 46-60  | Handaxe & spear       | Scale & Shield (AC5)       |
| 61-70  | Polearm & handaxe     | Scale (AC6)                |
| 71-85  | Battleaxe & spear     | Chain Shirt & Shield (AC4) |
| 86-00  | Broadsword & shortbow | Chain Shirt (AC5)          |

### Mongols

|  |                                |   |                 |
|--|--------------------------------|---|-----------------|
| <b>ALL GROUPS</b>                              |                                | <b># Appearing:</b> 30-300 (30d10)      |                 |
| <b>Leader(s):</b>                              | Every 10 troops                | Leader (4 <sup>th</sup> -level Fighter) |                 |
|  | Every 100 troops               | Khan (5 <sup>th</sup> -level Fighter)   |                 |
| <b>Troops:</b>                                 | 40% of total                   | 0- lvl Men-at-Arms                      |                 |
| 30% of total                                   | 1 <sup>st</sup> - lvl Fighters |   |                 |
| 20% of total                                   | 2 <sup>nd</sup> -lvl Fighters  |   |                 |
| 10% of total                                   | 3 <sup>rd</sup> -lvl Fighters  |   |                 |
| <b>Mongol Equipment</b> (roll once per column) |                                |   |                 |
| <b>d%</b>                                      | <b>WEAPONRY</b>                | <b>ARMOUR</b>                           | <b>MOUNTS</b>   |
| 01-20  | Longsword & Lance              | Leather (AC8)                           | Medium Warhorse |
| 21-30  | Mace & Lance                   | Scalemail (AC6)                         | Medium Warhorse |
| 31-50  | Handaxe & Short Composite Bow  | Splint (AC4)                            | Light Warhorse  |
| 51-00  | Longsword & Long Composite Bow | Studded Leather (AC7)                   | Light Warhorse  |

### Japanese Samurai

|  |                                 |                                    |                |
|--|---------------------------------|------------------------------------|----------------|
| <b>ALL GROUPS</b>  |                                 | <b># Appearing:</b> 10-100 (10d10) |                |
| <b>Leader(s):</b>  | 10% chance of                   | Leader (1d10+3- lvl Fighter) * §   |                |
| <b>Troops:</b>   | 20% of total                    | 0- lvl Men-at-Arms                 |                |
| 25% of total   | 1 <sup>st</sup> -level Fighters |                                    |                |
| 30% of total   | 2 <sup>nd</sup> -level Fighters |                                    |                |
| 15% of total   | 3 <sup>rd</sup> -level Fighters |                                    |                |
| 10% of total   | 4 <sup>th</sup> -level Fighters |                                    |                |
| * 15% chance of +1 weaponry / armour                     |                                 |                                    |                |
| § 15% chance of +2 weaponry / armour                     |                                 |                                    |                |
| <b>Japanese Samurai Equipment</b> (roll once per column) |                                 |                                    |                |
| <b>d%</b>  | <b>WEAPONRY</b>                 | <b>ARMOUR</b>                      | <b>MOUNTS</b>  |
| 01-20  | Shortsword, Bastard Sword       | Lamellar Armour (AC6)              | Light Warhorse |
| 21-30  | Shortsword, Spear               |                                    | Light Warhorse |
| 31-50  | Shortsword, Polearm             |                                    | None           |
| 51-00  | Shortsword, Longbow             |                                    | None           |

### Aztecs / Lemurians

|                                   |                                 |                                    |  |
|-----------------------------------|---------------------------------|------------------------------------|--|
| <b>ALL GROUPS</b>                 |                                 | <b># Appearing:</b> 10-100 (10d10) |  |
| <b>Leader(s):</b>                 | Every 20 Aztecs / Lemurians     | Leader (1d4+4-level Fighter)       |  |
| <b>Cleric:</b>                    | 25% chance of                   | Cleric (level 1d4+4)               |  |
| <b>Troops:</b>                    | 40% of total                    | 0- lvl Men-at-Arms                 |  |
| 30% of total                      | 1 <sup>st</sup> -level Fighters |                                    |  |
| 20% of total                      | 2 <sup>nd</sup> -level Fighters |                                    |  |
| 10% of total                      | 3 <sup>rd</sup> -level Fighters |                                    |  |
| <b>Aztec / Lemurian Equipment</b> |                                 |                                    |  |
| <b>d%</b>                         | <b>WEAPONRY</b>                 | <b>ARMOUR</b>                      |  |



|       |                       |                                     |
|-------|-----------------------|-------------------------------------|
| 01-50 | Spear                 | Padded Gambeson & Hide Shield (AC7) |
| 51-80 | Battleaxe             |                                     |
| 81-00 | Atlatl & Javelins (3) |                                     |

**PATROLS & TROOPS**

| Light Footmen (Skirmishers)    |  | Medium Footmen               |   |
|--------------------------------|--|------------------------------|---|
| # Appearing                    | Type   | # Appearing                  | Type  |
| 1                              | (Captain)                                      | 1                            | 6 <sup>th</sup> - lvl Fighter (Captain)                               |
| 1                              | (Lieutenant)                                   | 1                            | 4 <sup>th</sup> - lvl Fighter (Lieutenant)                            |
| 1                              | (Sub-lieutenant)                               | 1                            | 2 <sup>nd</sup> - lvl Fighter (Sub-lieutenant)                        |
| 2                              | (Sergeants)                                    | 3                            | 1 <sup>st</sup> - lvl Fighters (Sergeants)                            |
| 45                             | 0 - lvl Men-at-Arms                            | 13                           | 0 - lvl Men-at-Arms   |
| <b>Armour</b>                  | Leather (AC8)                                  | <b>Armour</b>                | Scale & Shield (AC5)  |
| <b>Weaponry</b>                | Sling & Handaxe                                | <b>Weaponry</b>              | Mace & Shortbow   |
| Heavy Footmen                  |  | Crossbowmen                  |   |
| # Appearing                    | Type   | # Appearing                  | Type  |
| 1                              | 8 <sup>th</sup> - lvl Fighter (Captain)        | 1                            | (Captain)   |
| 1                              | 5 <sup>th</sup> - lvl Fighter (Lieutenant)     | 1                            | (Lieutenant)  |
| 1                              | 2 <sup>nd</sup> - lvl Fighter (Sub-lieutenant) | 1                            | (Sub-lieutenant)  |
| 4                              | 1 <sup>st</sup> - lvl Fighters (Sergeants)     | 2                            | (Sergeants)   |
| 23                             | 0 - lvl Men-at-Arms                            | 30                           | 0 - lvl Men-at-Arms (A)   |
|                                |  | 20                           | 0 - lvl Men-at-Arms (B)   |
| <b>Armour</b>                  | Chain Shirt & Shield (AC 4)                    | <b>Armour</b>                | Ring (AC 7)   |
| <b>Weaponry</b>                | Battleaxe & Composite Shortbow                 | <b>Weaponry</b>              | (A) Shortsword & Heavy Crossbow<br>(B) Military Fork & Light Crossbow |
| Bowmen                         |  | Light Cavalry (Light Horses) |   |
| # Appearing                    | Type   | # Appearing                  | Type  |
| 1                              | (Captain)                                      | 1                            | 7 <sup>th</sup> - lvl Ranger (Captain)                                |
| 1                              | (Lieutenant)                                   | 1                            | 4 <sup>th</sup> - lvl Ranger (Lieutenant)                             |
| 1                              | (Sub-lieutenant)                               | 1                            | 2 <sup>nd</sup> - lvl Ranger (Sub-lieutenants)                        |
| 4                              | (Sergeants)                                    | 4                            | 1 <sup>st</sup> - lvl Rangers (Sergeants)                             |
| 43                             | 0 - lvl Men-at-Arms                            | 16                           | 0 - lvl Men-at-Arms   |
| <b>Armour</b>                  | Studded Leather (AC 7)                         | <b>Armour</b>                | Studded Leather & Shield (AC6)  |
| <b>Weaponry</b>                | Longbow & Shortsword                           | <b>Weaponry</b>              | Lt. Crossbow, Lance & Shortsword                                      |
| Medium Cavalry (Medium Horses) |  | Heavy Cavalry (Heavy Horses) |   |
| # Appearing                    | Type   | # Appearing                  | Type  |
| 1                              | (Captain)                                      | 1                            | (Captain)   |
| 1                              | (Lieutenant)                                   | 1                            | (Lieutenant)  |
| 1                              | (Sub-lieutenant)                               | 1                            | (Sub-lieutenant)  |
| 4                              | (Sergeants)                                    | 4                            | (Sergeants)   |
| 16                             | 0 - lvl Men-at-Arms                            | 16                           | 0 - lvl Men-at-Arms   |
| <b>Armour</b>                  | Mail Shirt & Shield (AC4)                      | <b>Armour</b>                | Plate & Shield (AC2)  |
| <b>Weaponry</b>                | Heavy Mace or Heavy Flail                      | <b>Weaponry</b>              | Lance & Longsword   |

### GUARDS, WATCHMEN & GAOLERS

| GUARDS GROUP #1                            |  | GUARDS GROUP #2        |   |
|--|--|------------------------|---|
| # Appearing                                | Type                                       | # Appearing            | Type                                      |
| 1  | 4 <sup>th</sup> - level Fighter            | 1                      | 4 <sup>th</sup> - level Fighter           |
| 1  | 3 <sup>rd</sup> - level Fighter            | 1                      | 3 <sup>rd</sup> - level Fighter           |
| 1  | 1 <sup>st</sup> - level Magic User         | 1                      | 1 <sup>st</sup> - level Magic User        |
| 12   | 0 - level Men-at-Ams                       | 10                     | 0 - level Men-at-Ams                      |
| GUARDS GROUP #3                            |  | GUARDS GROUP #4        |   |
| # Appearing                                | Type                                       | # Appearing            | Type                                      |
| 1  | 2 <sup>nd</sup> - level Fighter            | 1                      | 5 <sup>th</sup> - level Fighter           |
| 1  | 1 <sup>st</sup> - level Magic User         | 1                      | 4 <sup>th</sup> - level Fighter           |
| 7  | 0 - level Men-at-Arms                      | 7                      | 3 <sup>rd</sup> - level Fighters          |
|  |  | 1                      | 4 <sup>th</sup> - level Magic-User        |
|  |  | 16                     | 0 - level Men-At-Arms                     |
| DAY-WATCHMEN GROUP #1                      |  | NIGHT-WATCHMEN GROUP#2 |   |
| # Appearing                                | Type                                       | # Appearing            | Type                                      |
| 1  | 2 <sup>nd</sup> - level Fighter            | 1                      | 4 <sup>th</sup> - level Fighter           |
| 1  | 4 <sup>th</sup> - level Cleric             | 1                      | 2 <sup>nd</sup> - level Cleric            |
| 5  | 0 - level Men-At-Arms                      | 10                     | 0 - level Men-At-Arms                     |
| GAOLER GROUP #1                            |  | GAOLER GROUP #2        |   |
| # Appearing                                | Type                                       | # Appearing            | Type                                      |
| 1  | 2 <sup>nd</sup> - level Fighter (Warden)   | 1                      | 5 <sup>th</sup> -level Fighter (Warden)   |
| 1  | 1 <sup>st</sup> - level Fighter (Torturer) | 1                      | 2 <sup>nd</sup> -level Fighter (Torturer) |
| 5  | 0 - level Men-At-Arms (Guards)             | 10                     | 0 - level Men-At-Arms (Guards)            |
| GUARDS, WATCHMEN & GAOLERS SECURITY LEVELS |  |                        |   |
| d%   | Type                                       | To-be-surprised        | Corruption Modifier*                      |
| 01-15                                      | Bumbling                                   | 3 in 6                 | +3  |
| 16-25                                      | Unwary                                     | 2 in 6                 | +2  |
| 26-70                                      | Normal                                     | 1 in 6                 | +0  |
| 71-85                                      | Watchful                                   | 1 in 8                 | -1  |
| 86-95                                      | Very Vary                                  | 1 in 10                | -2  |
| 96-00                                      | Alert                                      | None                   | -3  |
| * see Negotiation/Bargaining table page XX |  |                        |   |

### HUMAN GROUP ENCOUNTERS

#### AMAZONS (DD, p. XX)

| ALL GROUPS       |   | # Appearing: 10-100 (10d10)                 |
|------------------|---|---|
| <b>Leaders:</b>  | Every 10 Amazons                            | Shield-maiden (1 <sup>st</sup> -lvl Amazon) |
| Every 20 Amazons | Shield-maiden (2 <sup>nd</sup> -lvl Amazon) |   |
| Every 30 Amazons | Heroine (3 <sup>rd</sup> -lvl Amazon)       |   |

|                          |   |   |
|--------------------------|---|---|
| Every 40 Amazons         | Heroine (4 <sup>th</sup> -lvl Amazon)   |   |
| Every 50 Amazons         | Superheroine (5 <sup>th</sup> -lvl Amazon)  |   |
| < 60 Amazons             | Queen (9 <sup>th</sup> -lvl Amazon)<br>2 Princesses (6 <sup>th</sup> -lvl Amazons)  |   |
| > 60 Amazons             | Queen (10 <sup>th</sup> -lvl Amazon)<br>2 Princesses (7 <sup>th</sup> -lvl Amazons) |   |
| <b>Priests:</b>          | 50% chance of   | Witch (7 <sup>th</sup> -lvl)<br>1d4 Witch Assistants (3 <sup>rd</sup> - 4 <sup>th</sup> -lvl) |
| <b>Follower</b>          | 10% mounted on  | Special Mount (see Sub-table)   |
| <b>LAIRS</b>             |   |   |
| <b>(01-80) Steading</b>  | Including 1d3 longhouses  |   |
| <b>(81-90) Hill-fort</b> | Including ditch, palisade, 1d6 watchtowers and 1 gate                               |   |

| <b>Amazon Clans &amp; Mounts</b> |             |  |
|----------------------------------|-------------|--|
| <b>d%</b>                        | <b>CLAN</b> | <b>FOLLOWER</b>                                      |
| 01-15                            | Bear        | Brown Bear (1-5) Polar Bear (6)                      |
| 16-30                            | Boar        | Giant Boar   |
| 31-40                            | Camel       | Camel  |
| 41-50                            | Dinosaur    | Stegosaur (1-2), Ankylosaur (3-4), Triceratops (5-6) |
| 51-60                            | Elephant    | Elephant (1-3) Mammoth (4-5) Mastodon (6)            |
| 61-70                            | Horse       | Horse (1-3) Zebra (4-5) Pegasus (6)                  |
| 71-80                            | Rhinoceros  | Rhinoceros (1-5) Indricotherium (6)                  |
| 81-90                            | Tiger       | Tiger (1-5) Smilodon (6)                             |
| 91-00                            | Wolf        | Giant Wolverine (1-3) Dire Wolf (4-6)                |

**BANDITS & BRIGANDS (c.f. OSRIC)**

| <b>ALL GROUPS</b>               |  | <b># Appearing: 20-200 (2d10x10)</b>       |                |                    |
|---------------------------------|--|--|----------------|--------------------|
| <b>Leader(s)</b>                | Every 20 bandits/brigands  | Bandit Hero (3 <sup>rd</sup> -lvl Fighter) |                |                    |
| Every 30 bandits/brigands       | Bandit Sergeant (4 <sup>th</sup> -lvl Fighter)   |  |                |                    |
| Every 40 bandits/brigands       | Bandit Captain (5 <sup>th</sup> -lvl Fighter)  |  |                |                    |
| Every 50 bandits/brigands       | Bandit Sub-lieutenant (6 <sup>th</sup> -lvl Fighter)   |  |                |                    |
| <100 bandits/brigands           | Bandit Sub-chief (8 <sup>th</sup> -lvl Fighter)<br>Bandit Lieutenant (7 <sup>th</sup> -lvl Fighter)<br>6 Bandit Guards (2 <sup>nd</sup> -lvl Fighters) |  |                |                    |
| >100 bandits/brigands           | Bandit Chief (9 <sup>th</sup> -lvl Fighter)  |  |                |                    |
| >150 bandits/brigands           | Bandit Lord (10 <sup>th</sup> -lvl Fighter)  |  |                |                    |
| <b>LAIRS</b>                    |  | <b>Lair Hoard: Class I</b>                 |                |                    |
| <b>01-80</b>                    | Hideout (see sub-table)  | + Traps/Pits                               |                |                    |
| <b>81-90</b>                    | Large Cave Complex   | + Secret Entrance/Exit                     |                |                    |
| <b>91-00</b>                    | Castle/Keep/Fort   | +1d4 Light Catapults                       |                |                    |
| <b>Bandit/Brigand Equipment</b> |  | <b>Bandit/Brigand Archetypes</b>           |                |                    |
| <b>1d8</b>                      | <b>EQUIPMENT</b>   | <b>1d8</b>                                 | <b>TYPE</b>    | <b>DESCRIPTION</b> |
| 1                               | Medium Horse<br>Chain Shirt, Shield & Broadsword (AC4)   | 1  | Outlaw Archers | A la Robin Hood    |
| 2                               | Light Horse<br>Leather, Shield & Shortbow (AC7)  | 2  | Brigands (CE)  | Murderous robbers  |

|   |  |   |                         |                      |
|---|--|---|-------------------------|----------------------|
| 3 | Light Horse<br>Leather, Shield & Spear (AC7) | 3 | Highwaymen              | Small, fast groups   |
| 4 | Light Horse<br>Leather & Lt. Crossbow (AC8)  | 4 | Out-of-word Mercenaries | Hard-bitten Veterans |
| 5 | Leather, Shield & Broadsword (AC7)           | 5 | Bullies                 | Local toughs         |
| 6 | Leather & Polearm (AC8)                      | 6 | Pillagers & Looters     | Gangs of peasants    |
| 7 | Leather & Lt. Crossbow (AC8)                 | 7 | Foreign Raiders         | Viking-types         |
| 8 | Leather & Shortbow (AC8)                     | 8 | Duellists/Extortionists | Road-blockers        |

**Common Bandit/Brigand Hideouts**

| 1d20  | TYPE                   |
|-------|------------------------|
| 1-2   | Small Cave             |
| 3-4   | Ruins                  |
| 5-6   | Forest Encampment      |
| 7-8   | Manor/Village          |
| 9-10  | Sewers/Dungeon         |
| 11-12 | Roadside Post/Blockade |
| 13-14 | Hilltop Fort           |
| 15-16 | Ruined Castle          |
| 17-18 | Treetop Dwellings      |
| 19-20 | No Permanent Hideout   |

**BERSERKERS (c.f. OSRIC)**

| <b>ALL GROUPS</b>        |  | # Appearing: 10-100 (10d10)   |
|--------------------------|--|---|
| <b>Leaders:</b>          | Every 10 Berserkers  | Shield-brother (1 <sup>st</sup> -lvl Fighter)   |
| Every 20 Berserkers      | Shield-brother (2 <sup>nd</sup> -lvl Fighter)              |   |
| Every 30 Berserkers      | Hero (3 <sup>rd</sup> -lvl Fighter)                        |   |
| Every 40 Berserkers      | Hero (4 <sup>th</sup> -lvl Fighter)                        |   |
| Every 50 Berserkers      | Superhero (5 <sup>th</sup> -lvl Fighter)                   |   |
| < 60 Berserkers          | Warchief (see Sub-table)<br>2 Sub-Chiefs (see Sub-table)   |   |
| > 60 Berserkers          | Clanmaster (see Sub-table)<br>2 Sub-chiefs (see Sub-table) |   |
| <b>Priests:</b>          | 50% chance of  | Cleric (7 <sup>th</sup> -lvl)<br>1d4 Cleric Assistants (3 <sup>rd</sup> - 4 <sup>th</sup> -lvl) |
| <b>Follower</b>          | 50% chance of  | Special Follower (see Sub-table)  |
| <b>LAIRS</b>             |  |   |
| <b>(01-80) Steading</b>  | Including 1d3 longhouses                                   |   |
| <b>(81-90) Hill-fort</b> | Including ditch, palisade, 1d6 watchtowers and 1 gate      |   |

**SEA TRANSPORT**

|                 |                       |
|-----------------|-----------------------|
| <10 Berserkers  | Small sailing ship    |
| >25 Berserkers  | Longship              |
| >100 Berserkers | Fleet (2d4 Longships) |

**Berserker Clans & Chiefs** (roll once per column)

| d%    | CLAN  | SUBCHIEF                      | WARCHIEF                      | CLANMASTER                    | FOLLOWER    |
|-------|-------|-------------------------------|-------------------------------|-------------------------------|-------------|
| 01-60 | Bear  | 10 <sup>th</sup> -lvl Fighter | 12 <sup>th</sup> -lvl Fighter | 15 <sup>th</sup> -lvl Fighter | Troubadour  |
| 61-70 | Wolf  | 7 <sup>th</sup> -lvl Druid    | 9 <sup>th</sup> -lvl Druid    | 12 <sup>th</sup> -lvl Druid   | Stone Giant |
| 71-80 | Boar  | 8 <sup>th</sup> -lvl Druid    | 10 <sup>th</sup> -lvl Druid   | 13 <sup>th</sup> -lvl Druid   | Hill Giant  |
| 81-90 | Rat   | 6 <sup>th</sup> -lvl Cleric   | 8 <sup>th</sup> -lvl Cleric   | 11 <sup>th</sup> -lvl Cleric  | Fire Giant  |
| 91-00 | Tiger | 9 <sup>th</sup> -lvl Fighter  | 11 <sup>th</sup> -lvl Fighter | 14 <sup>th</sup> -lvl Fighter | Lycanthrope |

**BUCCANEERS & PIRATES (c.f. OSRIC)**

|                            |   |   |
|----------------------------|---|---|
| <b>ALL GROUPS</b>          |   | <b># Appearing:</b> 50-300 (5d6x10)               |
| <b>Hero(es):</b>           | Every 50 buccaneers                         | 3 <sup>rd</sup> -lvl Fighter                      |
| <b>Spellcaster(s):</b>     | Every 50 buccaneers, 15% chance of          | 12 <sup>th</sup> - 15 <sup>th</sup> -lvl Cleric   |
|                            | 10% chance of                               | 6 <sup>th</sup> - 8 <sup>th</sup> -lvl Magic User |
|                            | Every 100 buccaneers                        | 5 <sup>th</sup> lvl Fighter                       |
| <b>Leader(s)</b>           | <200 buccaneers                             | Captain (8 <sup>th</sup> -lvl Fighter)            |
|                            | Lieutenant (6-7 <sup>th</sup> -lvl Fighter) |   |
|                            | >200 buccaneers                             | Captain (10 <sup>th</sup> -lvl Fighter)           |
|                            | 4 Mates (4 <sup>th</sup> -lvl Fighter)      |   |
| <b>LAIRS</b>               |   | <b>Lair Hoard:</b> Class XVIII                    |
| <b>Prisoners</b>           |   | 2d+1 prisoners                                    |
| <b>Buccaneer Equipment</b> |   |   |
| <b>1d8</b>                 | <b>WEAPONRY</b>                             | <b>ARMOUR</b>                                     |
| 1                          | Longsword & Handaxe                         | Chain Shirt & Shield (AC4)                        |
| 2                          | Broadsword                                  | Chain Shirt (AC5)                                 |
| 3                          | Shortsword                                  | Leather & Shield (AC7)                            |
| 4                          | Spear                                       | Leather (AC8)                                     |
| 5                          | Handaxe                                     | Leather (AC8)                                     |
| 6                          | Polearm                                     | Leather (AC8)                                     |
| 7                          | Heavy Crossbow & Dagger                     | Leather (AC8)                                     |
| 8                          | Light Crossbow & Dagger                     | Leather (AC8)                                     |

**CAVEMEN (c.f. OSRIC)**

|                          |   |   |
|--------------------------|---|---|
| <b>ALL GROUPS</b>        |   | <b># Appearing:</b> 10-100 (1d10x10)                            |
|                          | <b>Leader(s)</b>                                      | Every 10 Cavemen<br>Caveman Hero (3 <sup>rd</sup> -lvl Fighter) |
|                          | All Cavemen groups                                    | Caveman Chief (5 <sup>th</sup> -lvl Fighter)                    |
|                          | 1d4 Caveman Subchiefs (4 <sup>th</sup> -lvl fighters) |   |
| <b>LAIRS</b>             |   |   |
| <b>Non-combatants</b>    |   | 100% Cavemen Females  |
|                          | 50% Cavemen Young                                     |   |
| <b>CAVEMAN EQUIPMENT</b> |   |   |
| <b>1d6</b>               | <b>WEAPONRY</b>                                       |   |

|                      |                     |
|----------------------|---------------------|
| 1                    | Spear & Stone Axe   |
| 2                    | Atlatl Darts & Club |
| 3                    | Club                |
| 4                    | Club & Spear        |
| 5                    | Atlatl Darts        |
| 6                    | Thrown Rocks        |
| <b>TRIBAL TOTEMS</b> |                     |
| <b>1d6</b>           | <b>TOTEM</b>        |
| 1                    | Eagle               |
| 2                    | Cave Bear           |
| 3                    | Elk                 |
| 4                    | Lynx                |
| 5                    | Sabre-tooth Tiger   |
| 6                    | Mastodon            |

**DERVISHES & NOMADS (c.f. OSRIC)**

|                                       |  |  |
|---------------------------------------|--|--|
| <b>ALL GROUPS</b>                     |  | <b># Appearing:</b> 30-300<br>(1d10x30)          |
| <b>Hero(es):</b>                      | Every 30 Dervishes   | 3 <sup>rd</sup> -lvl Fighter                     |
| Every 40 Dervishes                    | 4 <sup>th</sup> -lvl Fighter                                 |  |
| Every 50 Dervishes                    | 5 <sup>th</sup> -lvl Fighter                                 |  |
| Every 60 Dervishes                    | 6 <sup>th</sup> -lvl Fighter                                 |  |
| <b>Magic User(s):</b>                 | Every 60 Dervishes, 10% chance of                            | 7 <sup>th</sup> /8 <sup>th</sup> -lvl Magic User |
|                                       | 2 Assistant 3 <sup>rd</sup> -4 <sup>th</sup> lvl Magic Users |  |
| <b>Cleric(s):</b>                     | <50 Dervishes  | 2 Assistant 4 <sup>th</sup> -lvl Clerics         |
| <100 Dervishes                        | 2 Assistant 5 <sup>th</sup> -lvl Clerics                     |  |
| <150 Dervishes                        | 2 Assistant 6 <sup>th</sup> -lvl Clerics                     |  |
| <200 Dervishes                        | 2 Assistant 7 <sup>th</sup> -lvl Clerics                     |  |
| >200 Dervishes                        | 2 Assistant 8 <sup>th</sup> -lvl Clerics                     |  |
| <b>Leader(s):</b>                     | <125 Dervishes   | 10 <sup>th</sup> -lvl Cleric                     |
| <250 Dervishes                        | 11 <sup>th</sup> -lvl Cleric                                 |  |
| >250 Dervishes                        | 12 <sup>th</sup> -lvl Cleric                                 |  |
| <b>LAIRS</b>                          |  | <b>Lair Hoard:</b> Class XXI                     |
| <b>(01-50)</b> Desert Tent Encampment |  |  |

**\*\* (51-75) \*\* Oasis**

**\*\* (76-80) \*\* Temple/Shrine**

**\*\* (81-00) \*\* Mountain Fortress**

|                                |
|--------------------------------|
| <b>Dervish/Nomad Equipment</b> |
|--------------------------------|

| d%    | Steed              | Weaponry                   | Armour                     |
|-------|--------------------|----------------------------|----------------------------|
| 01-25 | Medium Horse/Camel | Lance & Scimitar           | Chain Shirt & Shield (AC4) |
| 26-30 | Medium Horse/Camel | Composite Bow & Scimitar   | Chain Shirt & Shield (AC4) |
| 31-80 | Light Horse/Camel  | Lance & Broadsword         | Leather & Shield (AC7)     |
| 81-90 | Light Horse/Camel  | Composite Bow & Broadsword | Leather & Shield (AC7)     |
| 91-00 | Light Horse/Camel  | Light Crossbow & Mace      | Leather & Shield (AC7)     |

**GIROVAGO (DD, p. XX)**

| <b>ALL GROUPS</b>         |  | <b># Appearing: 20-200 (20d10)<br/>Wagons: 2d10</b> |                                 |
|---------------------------|--|---|---------------------------------|
| <b>Prince</b>             | 1 Fighter (50%), Thief (35%), Troubadour (15%) Lvl 1d4+7 | 1 wagon / boat + 1 horse herd                       |                                 |
| <b>Bodyguard(s)</b>       | All groups   | 1d4 lvl 1d4+1 Fighters/Assassins (Evil bands only)  |                                 |
| <b>Fighter(s)</b>         | All groups   | 1d4 lvl 1d3 Fighters                                |                                 |
| <b>Thieves</b>            | All groups   | 2d4 lvl 1d6+1 Thieves                               |                                 |
| <b>Every 20 Girovagli</b> | 10% chance   | 1d3 lvl 1d4+1 Thieves                               |                                 |
|                           | 5% chance  | 1d2 lvl 1d4+5 Thieves                               |                                 |
|                           | 10% chance   | 1d3 lvl 1d4+1 Troubadours                           |                                 |
|                           | 5% chance  | 1d3 lvl 1d4+5 Troubadours                           |                                 |
|                           | 1% chance  | 1 lvl 1d6 Witch                                     |                                 |
| <b>PROFESSIONS</b>        |  |   |                                 |
| <b>Gambler(s)</b>         | Including dancers/beggars, foundlings                    | 1d2+1 wagons/boats                                  |                                 |
| <b>Acrobat(s)</b>         | Including dancers/beggars, foundlings                    | 1d2+1 wagons/boats                                  |                                 |
| <b>Knife-thrower</b>      | Including dancers/beggars, foundlings                    | 1 wagon/boat  |                                 |
| <b>Strongman/Wrestler</b> | Including dancers/beggars, foundlings                    | 1 wagon/boat  |                                 |
| <b>Musician(s)</b>        | Including dancers/beggars, foundlings                    | 1d2+1 wagons/boats                                  |                                 |
| <b>Astrologer</b>         | Including dancers/beggars, foundlings                    | 1 wagon/boat  |                                 |
| <b>Fortuneteller</b>      | Including dancers/beggars, foundlings                    | 1 wagon/boat  |                                 |
| <b>Huckster(s)</b>        | Including dancers/beggars, foundlings                    | 1d2+1 wagons/boats                                  |                                 |
| <b>Girovago Equipment</b> |  |   |                                 |
| d%                        | Steed  | Weaponry  | Armour                          |
| 01-30                     | Medium Horse/Camel                                       | Dagger  | None (AC 10)                    |
| 31-70                     | Medium Horse/Camel                                       | Short Sword   | Leather (AC 8)                  |
| 71-80                     | Light Horse/Camel  | Spear   | Leather & Shield (AC 7)         |
| 81-90                     | Light Horse/Camel  | Polearm   | Studded Leather/Ringmail (AC 7) |
| 91-00                     | Light Horse/Camel  | Shortbow  | Chain (AC 5)                    |

**MERCHANT CARAVANS (c.f. OSRIC)**

| <b>All Caravans</b>    |                   | <b># Appearing: 50-300 (5d6x10)</b>                       |
|------------------------|-------------------|---|
| <b>Merchants:</b>      | 10% of total size |   |
| <b>Drovers:</b>        | 10% of total size |   |
| <b>Caravan Guards:</b> | 80% of total size | Captain (6 <sup>th</sup> - 11 <sup>th</sup> -lvl Fighter) |

|  |                                 |   |
|--|---------------------------------|---|
|  |                                 | Lieutenant (Captain's lvl -1)                     |
|  |                                 | Guards (2 <sup>nd</sup> - lvl Fighters)           |
| <b>Magic-Users:</b>                                | Every 50 persons, 10% chance of | 6 <sup>th</sup> - 8 <sup>th</sup> -lvl Magic-User |
| <b>Clerics:</b>                                    | Every 50 persons, 5% chance of  | 5 <sup>th</sup> - 7 <sup>th</sup> -lvl Cleric     |
| <b>Thieves:</b>                                    | Every 50 persons, 15% chance of | 8 <sup>th</sup> - 10 <sup>th</sup> -lvl Thief     |
| 1d4 3 <sup>rd</sup> - 7 <sup>th</sup> -lvl Thieves |                                 |   |

| Caravan Guard Equipment |              |                             |                            |
|-------------------------|--------------|-----------------------------|----------------------------|
| 2d4                     | STEED        | WEAPONRY                    | ARMOUR                     |
| 2                       | Heavy Horse  | Lance & Longsword           | Plate & Shield (AC2)       |
| 3                       | Medium Horse | Lance & Longsword           | Chain Shirt & Shield (AC4) |
| 4                       | Medium Horse | Flail & Mace                | Chain Shirt & Shield (AC4) |
| 5                       | Light Horse  | Light Crossbow & Broadsword | Scale (AC6)                |
| 6                       | Nil          | Polearm & Mace              | Chain Shirt (AC5)          |
| 7                       | Nil          | Heavy Crossbow & Mace       | Chain Shirt (AC5)          |
| 8                       | Nil          | Spear & Morningstar         | Ring & Shield (AC6)        |

### PILGRIMS (c.f. OSRIC)

|                     |   |  |
|---------------------|---|--|
| <b>All Groups</b>   |   | <b># Appearing:</b> 10-100 (1d10x10)                 |
| <b>Leader(s):</b>   | All Pilgrim Groups                              | Patriarch (8 <sup>th</sup> -lvl Cleric)              |
|                     | Assistant (3 <sup>rd</sup> -lvl Cleric)         |  |
|                     | Assistant (5 <sup>th</sup> -lvl Cleric)         |  |
|                     | 1d6 Assistant(s) (2 <sup>nd</sup> -lvl Clerics) |  |
| <b>Guards:</b>      | All Pilgrim Groups, 10% chance of               | 1d10 1 <sup>st</sup> - 8 <sup>th</sup> -lvl Fighters |
| <b>Thieves:</b>     | 10% chance of                                   | 1d6 2 <sup>nd</sup> - 7 <sup>th</sup> -lvl Thieves   |
| <b>Magic-Users:</b> | 5% chance of                                    | 6 <sup>th</sup> - 9 <sup>th</sup> lvl Magic User     |

| Pilgrim Alignment |                 |                           |
|-------------------|-----------------|---------------------------|
| d%                | ALIGNMENT       |                           |
| 01-05             | Lawful Neutral  |                           |
| 06-10             | Neutral         | All Clerics > Druids      |
| 11-15             | Chaotic Neutral |                           |
| 16-35             | Lawful Good     | All Fighters > Paladins   |
| 36-50             | Neutral Good    |                           |
| 51-65             | Chaotic Good    | All Fighters > Rangers    |
| 66-80             | Lawful Evil     | All Pilgrims > Berserkers |
| 81-90             | Neutral Evil    |                           |
| 91-00             | Chaotic Evil    | All Thieves > Assassins   |

| Pilgrim Missions |                      |
|------------------|----------------------|
| d%               | TYPE                 |
| 01-10            | Funeral Procession   |
| 11-20            | Marriage Party       |
| 21-35            | Crusaders            |
| 36-40            | Religious Refugees   |
| 41-45            | Heretical Sectarians |
| 46-55            | Evangelists          |



|                                   |                                   |
|-----------------------------------|-----------------------------------|
| 56-75                             | Pilgrimage to a Temple/Shrine ✕   |
| 76-80                             | Doomsday Sect                     |
| 81-85                             | Charlatans                        |
| 86-90                             | Fanatical Penitents (Flagellants) |
| 91-95                             | Establishing a Temple/Shrine ✕    |
| 96-00                             | Inquisitors                       |
| ✕ See Shrines & Temples (ppXX-XX) |                                   |

**TRIBESMEN (c.f. OSRIC)**

|   |                      |  |
|---|----------------------|--|
| <b>ALL GROUPS</b>   |                      | <b># Appearing:</b> 10-100 (1d10x10)             |
| <b>Leader(s)</b>  | Every 10 Tribesmen   | Tribal Chief (3 <sup>rd</sup> -lvl Fighter)      |
| <b>Shaman</b>   | Every 30 Tribesmen   | Tribal Shaman (6 <sup>th</sup> -lvl Cleric)      |
| <b>Witch-doctor</b>   | All Tribesmen Groups | Tribal Witchdoctor (8 <sup>th</sup> -lvl Cleric) |
| <b>VILLAGES</b> (Grass/Bamboo/Mud Huts, 50% chance of log palisade) |                      |  |
| <b>Slaves</b>   | 75% chance of        | 1d4+1x10 Slaves                                  |
|   | 50% chance of        | 2d6 Sacrificial Slaves                           |
| <b>Non-combatants</b>   |                      | +100% Tribesmen Females (1-6hp)                  |
|   |                      | +100% Tribesmen Young (1hp)                      |

| <b>TRIBESMEN EQUIPMENT</b>  |                              | <b>TRIBAL CULTURAL MOTIFS</b> |   |
|---|------------------------------|-------------------------------|---|
| <b>1d10</b>   | <b>WEAPONRY &amp; ARMOUR</b> | <b>3d6</b>                    | <b>MOTIF</b>  |
| 1-3   | Spear, Club & Shield         | 3                             | Bulky ornamental jewelry & beards/embroidered garb            |
| 4-6   | Spears (x2) & Shield         | 4                             | Cannibals, headhunters, or slavers                            |
| 7-9   | Shortbow & Club              | 5                             | Cultists (worship the PCs, magic, demons, etc.)               |
| 10  | Blowgun & Spear              | 6                             | Garish warpaint, masks  |
|   |                              | 7                             | Giant predator antagonist (a la King Kong)                    |
| <b>TRIBAL TOTEMS</b>  |                              | 8                             | Mysterious jungle drummers, chanters                          |
| <b>1d10</b>   | <b>TOTEM</b>                 | 9                             | Sexual libertines, prudes                                     |
| 1   | Bird                         | 10                            | Strict taboos   |
| 2   | Snake                        | 11                            | Large or odd piercings, elongations, tattoos, scarification   |
| 3   | Insect                       | 12                            | Matriarchal, patriarchal                                      |
| 4   | Fish                         | 13                            | Nudists   |
| 5-7   | Herd Animal                  | 14                            | Unusual steeds (rhinoceri, sabre-tooth tigers, zebras, boars) |
| 8   | Rodent                       | 15                            | Pygmies, giants   |
| 9   | Nonhuman                     | 16                            | Totem-poles, tiki-men, moai                                   |
| 10  | Enchanted                    | 17                            | Unusual courting rituals                                      |
| * Roll on the appropriate creature chart on page XX for particular creature |                              | 18                            | Use of hallucinogenic or narcotic drugs, poison               |

### NPC ADVENTURING PARTIES

**NOTE:** For further details on individual NPCs, the GM should select an appropriate entry from the Pre-Generated NPC Assortments by Class on pp. XXX - XXX.

| GROUP #1            |   | GROUP #2                  |   |
|---------------------|---|---------------------------|---|
| AL                  | RACE/LVL/CLASS  | AL                        | RACE/LVL/CLASS  |
| N<br>NE<br>CE<br>LE | H 1 <sup>st</sup> - lvl Fighter<br>H 1 <sup>st</sup> - lvl Fighter<br>H 1 <sup>st</sup> - lvl Thief<br>H 2 <sup>nd</sup> - lvl Cleric<br>5 Men-at-Arms\   | LG                        | H 2 <sup>nd</sup> - lvl Paladin<br>H 1 <sup>st</sup> - lvl Ranger<br>H 1 <sup>st</sup> - lvl Fighter<br>H 1 <sup>st</sup> - lvl Magic User<br>H 1 <sup>st</sup> - lvl Cleric<br>3 Men-At-Arms   |
| GROUP #3            |   | GROUP #4                  |   |
| AL                  | RACE/LVL/CLASS  | AL                        | RACE/LVL/CLASS  |
| Any                 | H 2 <sup>nd</sup> - lvl Cleric<br>½E 1 <sup>st</sup> - lvl Fighter/Magic User<br>5 Men-at-Arms  | LG                        | H 1 <sup>st</sup> - lvl Paladin<br>H 2 <sup>nd</sup> - lvl Cleric<br>½E 1 <sup>st</sup> - lvl Fighter / Magic-User<br>D 2 <sup>nd</sup> - lvl Fighter<br>2x Men-at-Arms   |
| GROUP #5            |   | GROUP #6                  |   |
| AL                  | RACE/LVL/CLASS  | AL                        | LVL/CLASS   |
| N<br>NE<br>CE<br>LE | D 3 <sup>rd</sup> - lvl Fighter<br>½E 3 <sup>rd</sup> - lvl Fighter / Magic-User<br>H 4 <sup>th</sup> - lvl Thief<br>H 2 <sup>nd</sup> - lvl Fighter<br>H 3 <sup>rd</sup> - lvl Cleric<br>4 Men-at-Arms             | N<br>NG<br>NE<br>CE<br>LE | D 3 <sup>rd</sup> - lvl Fighter<br>D 3 <sup>rd</sup> - lvl Fighter<br>H 2 <sup>nd</sup> - lvl Magic-user<br>H 4 <sup>th</sup> - lvl Cleric<br>G 1 <sup>st</sup> - lvl Fighter/Illusionist<br>½ 3 <sup>rd</sup> - lvl Thief<br>H 3 <sup>rd</sup> - lvl Fighter |
| GROUP #7            |   | GROUP #8                  |   |
| AL                  | RACE/LVL/CLASS  | AL                        | LVL/CLASS   |
| LE                  | H 4 <sup>th</sup> - lvl Cleric<br>H 1 <sup>st</sup> - lvl Cleric<br>H 3 <sup>rd</sup> - lvl Thief<br>H 4 <sup>th</sup> - lvl Magic-User<br>½O 1 <sup>st</sup> - lvl Fighter<br>H 4 <sup>th</sup> - lvl Kung Fu Monk | Any                       | H 4 <sup>th</sup> - lvl Cleric<br>H 2 <sup>nd</sup> - lvl Fighter<br>H 1 <sup>st</sup> - lvl Fighter / Magic-User<br>H 5 <sup>th</sup> - lvl Fighter<br>H 2 <sup>nd</sup> - lvl Fighter<br>H 3 <sup>rd</sup> - lvl Fighter                                    |
| GROUP #9            |   | GROUP #10                 |   |
| AL                  | RACE/LVL/CLASS  | AL                        | LVL/CLASS   |
| Any                 | H 6 <sup>th</sup> - lvl Magic-User<br>H 6 <sup>th</sup> - lvl Fighter<br>½E 6 <sup>th</sup> - lvl Cleric / Magic-User<br>H 2 <sup>nd</sup> - lvl Fighter  | NE<br>CE<br>LE            | H 7 <sup>th</sup> - lvl Assassin<br>H 6 <sup>th</sup> - lvl Thief<br>H 4 <sup>th</sup> - lvl Fighter<br>H 5 <sup>th</sup> - lvl Magic-User<br>½O 3 <sup>rd</sup> - lvl Cleric   |
| GROUP #11           |   | GROUP #12                 |   |
| AL                  | RACE/LVL/CLASS  | AL                        | LVL/CLASS   |

|    |  |    |  |
|----|--|----|--|
| N  | H 5 <sup>th</sup> - lvl Cleric               |    | H 5 <sup>th</sup> - lvl Fighter                        |
| CE | E 5 <sup>th</sup> - lvl Fighter / Magic-User |    | ½E 2 <sup>nd</sup> - lvl Fighter / Magic-User / Cleric |
| NE | H 5 <sup>th</sup> - lvl Fighter              | N  | H 3 <sup>rd</sup> - lvl Fighter                        |
| LE | H 2 <sup>nd</sup> - lvl Fighter              | NE | H 2 <sup>nd</sup> - lvl Thief                          |
|    | H 1 <sup>st</sup> - lvl Cleric               |    | H 6 <sup>th</sup> - lvl Magic-User                     |
|    | E 4 <sup>th</sup> - lvl Cleric               |    | D 1 <sup>st</sup> - lvl Fighter                        |
|    | ½E 2 <sup>nd</sup> - lvl Magic-User / Thief  |    | H 4 <sup>th</sup> - lvl Cleric                         |
|    | H 2 <sup>nd</sup> - lvl Fighter              |    | H 2 <sup>nd</sup> - lvl Fighter                        |

| GROUP #13 |                                     | GROUP #14 |                                    |
|-----------|-------------------------------------|-----------|------------------------------------|
| AL        | RACE/LVL/CLASS                      | AL        | LVL/CLASS                          |
| N         | H 7 <sup>th</sup> - lvl Thief       | N         | D 6 <sup>th</sup> - lvl Fighter    |
| NG        | H 1 <sup>st</sup> - lvl Cleric      | NE        | H 6 <sup>th</sup> - lvl Magic-User |
| NE        | H 6 <sup>th</sup> - lvl Thief       | CE        | H 6 <sup>th</sup> - lvl Barbarian  |
|           | ½E 2 <sup>nd</sup> - lvl Druid      | LE        | H 4 <sup>th</sup> - lvl Witch      |
|           | G 7 <sup>th</sup> - lvl Illusionist | NG        | D 5 <sup>th</sup> - lvl Thief      |
|           | H 2 <sup>nd</sup> - lvl Assassin    |           | H 5 <sup>th</sup> - lvl Magic-User |
|           |                                     |           | H 2 <sup>nd</sup> - lvl Cleric     |

| GROUP #15 |  | GROUP #16 |  |
|-----------|--|-----------|--|
| AL        | RACE/LVL/CLASS                               | AL        | LVL/CLASS  |
| LG        | H 8 <sup>th</sup> - lvl Magic-User           |           | H 7 <sup>th</sup> - lvl Illusionist                          |
| NG        | H 3 <sup>rd</sup> - lvl Fighter              | N         | H 5 <sup>th</sup> - lvl Troubadour                           |
| CG        | H 2 <sup>nd</sup> - lvl Fighter              | NE        | H 5 <sup>th</sup> - lvl Cleric / 4 <sup>th</sup> - lvl Thief |
|           | ½E 5 <sup>th</sup> - lvl Cleric / Ranger     | NG        | G 5 <sup>th</sup> - lvl Fighter                              |
|           | E 5 <sup>th</sup> - lvl Fighter / Magic-User |           | D 9 <sup>th</sup> - lvl Fighter                              |
|           | H 4 <sup>th</sup> - lvl Fighter              |           |  |
|           | H 2 <sup>nd</sup> - lvl Fighter              |           |  |

| GROUP #17 |                                 | GROUP #18 |  |
|-----------|---------------------------------|-----------|--|
| AL        | RACE/LVL/CLASS                  | AL        | LVL/CLASS                                    |
| N         | H 9 <sup>th</sup> - lvl Fighter |           | ½E 5 <sup>th</sup> - lvl Cleric / Magic-User |
| NE        | H 6 <sup>th</sup> - lvl Druid   | N         | E 9 <sup>th</sup> - lvl Magic-User / Thief   |
|           | H 6 <sup>th</sup> - lvl Thief   | NE        | ½E 5 <sup>th</sup> - lvl Fighter             |
|           | H 5 <sup>th</sup> - lvl Fighter |           | ½E 8 <sup>th</sup> - lvl Fighter             |
|           | H 9 <sup>th</sup> - lvl Fighter |           | E 4 <sup>th</sup> - lvl Thief                |
|           | H 7 <sup>th</sup> - lvl Cleric  |           | ½E 7 <sup>th</sup> - lvl Druid               |
|           | H 6 <sup>th</sup> - lvl Fighter |           |  |
|           | H 4 <sup>th</sup> - lvl Fighter |           |  |

| GROUP #19 |                | GROUP #20 |           |
|-----------|----------------|-----------|-----------|
| AL        | RACE/LVL/CLASS | AL        | LVL/CLASS |

|    |  |    |  |
|----|--|----|--|
|    | H 10 <sup>th</sup> - lvl Cleric              |    |  |
|    | E 5 <sup>th</sup> - lvl Fighter / Magic-User |    |  |
|    | ½E 4 <sup>th</sup> - lvl Cleric / Magic-User |    |  |
|    | H 6 <sup>th</sup> - lvl Cavalier             |    |  |
|    | H 9 <sup>th</sup> - lvl Magic-User           |    |  |
|    | H 6 <sup>th</sup> - lvl Fighter              |    | ½ O 8 <sup>th</sup> - lvl Thief                                    |
|    | H 5 <sup>th</sup> - lvl Fighter              |    | ½ O 6 <sup>th</sup> - lvl Fighter                                  |
| LG | H 10 <sup>th</sup> - lvl Magic-User          | NE | ½ O 11 <sup>th</sup> - lvl Assassin / 4 <sup>th</sup> - lvl Cleric |
| NG | ½ 4 <sup>th</sup> - lvl Fighter              | CE | H 10 <sup>th</sup> - lvl Fighter                                   |
| CG | H 6 <sup>th</sup> - lvl Cleric               | LE | H 9 <sup>th</sup> - lvl Magic-User                                 |
|    | H 9 <sup>th</sup> - lvl Cleric               |    | H 8 <sup>th</sup> - lvl Cleric                                     |
|    | H 6 <sup>th</sup> - lvl Magic-User           |    | H 5 <sup>th</sup> - lvl Fighter                                    |
|    | H 6 <sup>th</sup> - lvl Fighter              |    |  |
|    | H 2 <sup>nd</sup> - lvl Fighter              |    |  |
|    | H 10 <sup>th</sup> - lvl Fighter             |    |  |
|    | H 7 <sup>th</sup> - lvl Ranger               |    |  |
|    | H 6 <sup>th</sup> - lvl Fighter              |    |  |

### NPC EXPERIENCE & PROGRESSION

**Directions:** To determine when, or if, an NPC will advance or experience other significant events:

1. Determine how many years have passed since last encountered by the party. Look up the die roll frequency according to the NPC racial type, rounding down. (Ex: Jibb was an 18 year old human 1st - lvl Fighter when last encountered. He'll get 1 Event for every 4 years of elapsed game time. 5 years have passed, so Jibb is eligible for 2 Events and is now 23 years old.)
2. Using the column appropriate to the NPC's class, roll d00 on the Progression table once for each possible result. Resolve the results immediately before proceeding to the next Event. (Ex: Jibb is a Fighter so he has a 50% of surviving the next 2 years. The DM rolls a 36, so Jibb manages to keep himself alive. Another roll of 25 also means he survived without major injury. Next, the DM rolls for Advancement, a 02 followed by an 82. So, Jibb gains a single level to become a 2nd-lvl Fighter. A roll of 79 means he didn't manage to secure any treasure. Finally, a roll of 12 means he DID encounter some bad luck. Another roll on the Misfortune results table, a 13, means he lost his only magic item, a longsword +1. Tough luck! )
3. Don't forget to account for the effects of aging! (c.f. DD, p. XX).

**Note:** When planning a campaign, the enterprising DM may decide to generate several distinct eras in a favorite recurring nemesis' career. When encountered in the future, the NPC will have progressed along with the PCs and perhaps grown even more powerful.

| Frequency of Events by Race |                         |
|-----------------------------|-------------------------|
| RACE                        | FREQUENCY               |
| Dwarf                       | 1 event roll / 10 years |
| Elf                         | 1 event roll / 20 years |
| Gnome                       | 1 event roll / 12 years |
| Half-Elf/Halfling           | 1 event roll / 6 years  |
| Half-Orc/Half-Ogre          | 1 event roll / 2 years  |

|                  |                        |
|------------------|------------------------|
| Human            | 1 event roll / 4 years |
| Human, Atlantean | 1 event roll / 5 years |

| Events            |           |          |           |           |           |
|-------------------|-----------|----------|-----------|-----------|-----------|
| EVENT             | FIGHTER   | PALADIN  | RANGER    | BARBARIAN | CAVALIER  |
| Survival *        | 50%       | 60%      | 60%       | 50%       | 50%       |
| Avoid Injury *    | 35%       | 45%      | 45%       | 35%       | 35%       |
| Advancement *     | 48%       | 30%      | 38%       | 38%       | 38%       |
| Treasure          | 10%       | 5%       | 8%        | 5%        | 10%       |
| Luck / Misfortune | 15% / 15% | 25% / 5% | 20% / 10% | 20% / 15% | 25% / 15% |

| EVENT             | MAGIC-USER | ILLUSIONIST | WITCH     | CLERIC    | DRUID     |
|-------------------|------------|-------------|-----------|-----------|-----------|
| Survival *        | 65%        | 65%         | 50%       | 80%       | 70%       |
| Avoid Injury *    | 50%        | 50%         | 35%       | 65%       | 55%       |
| Advancement *     | 35%        | 33%         | 53%       | 58%       | 43%       |
| Treasure §        | 12%        | 10%         | 8%        | 10%       | 8%        |
| Luck / Misfortune | 15% / 15%  | 20% / 10%   | 15% / 15% | 20% / 10% | 15% / 15% |

| EVENT             | THIEF     | ASSASSIN | KUNG-FU MONK | TROUBADOUR |
|-------------------|-----------|----------|--------------|------------|
| Survival *        | 65%       | 45%      | 60%          | 75%        |
| Avoid Injury *    | 50%       | 30%      | 45%          | 60%        |
| Advancement *     | 60%       | 55%      | 40%          | 50%        |
| Treasure §        | 20%       | 20%      | 5%           | 8%         |
| Luck / Misfortune | 10% / 20% | 5% / 25% | 25% / 5%     | 20% / 10%  |

\* Subtract the NPC's level from the target % roll

§ Add the NPC's level to the target % roll

**Notes:** At the GM's discretion, particularly adventuresome NPCs may merit incremental 5% bonuses to both Survival and Avoid Injury with corresponding 5% penalties to Advancement and Treasure or vice versa for particularly sedentary NPCs. The GM may also apply modifiers to the Event chances depending on the nature of their campaign setting. A gritty low-fantasy sword and sorcery setting could merit a flat penalty to both Survival and Avoid Injury chances for all characters while a high fantasy setting could merit a bonus. Likewise, the GM may choose to impose modifiers based on the location of the NPC (i.e. a well-established and peaceful kingdom, a war-torn borderland, etc.)

| Event Results |                 |             |                       |                              |                              |
|---------------|-----------------|-------------|-----------------------|------------------------------|------------------------------|
| d%            | INJURY          | ADVANCEMENT | TREASURE              | LUCK                         | MISFORTUNE                   |
| 01-10         | Crippled        | None        | None                  | New friend / ally            | Death in the family          |
| 11-15         | Blinded         | None        | None                  | Gain status/ position        | Loss of prized possession    |
| 16-25         | Insanity        | None        | None                  | Birth in family              | Lose 1d6 x 10% total wealth  |
| 26-35         | Lost limb / eye | None        | None                  | Gain 2 treasures             | Lose patron / sponsor        |
| 35-40         | Diseased        | None        | 1 treasure            | +1d2 to random Ability Score | Imprisoned (1d10 years)      |
| 41-50         | Death           | +1 level    | 1 treasure            | Gain special ability / skill | Cursed                       |
| 51-65         | -1d2 hp         | +1 level    | 2 treasures           | Gain fame                    | Change of alignment          |
| 66-75         | -1d3 hp         | +1 level    | 1 treasure / 3 levels | Outstanding achievement      | Incurs divine wrath          |
| 76-80         | -1d4 hp         | +2 levels   | 1 treasure / 2 levels | Divine blessing / boon       | -1d2 to random Ability Score |

|       |         |               |                        |                     |                    |
|-------|---------|---------------|------------------------|---------------------|--------------------|
| 81-90 | -10% hp | +3 levels     | 2 treasures / 3 levels | Gain 1d2 levels     | Loss of 1d3 levels |
| 91-95 | -25% hp | + 1d3+2 level | 2 treasures / 2 levels | Double total wealth | Loss of all wealth |
| 96-00 | -50% hp | +1d6 levels   | 2 treasures / level    | Triple total wealth | Enslaved           |

**Injury:** If the avoid injury roll was unsuccessful, roll on this column to determine the nature of the injuries. Hit point losses are permanent. Other injuries are left up to the GM's discretion. If injury results in death, continue to roll for luck. If successful, the character is presumed to have been resurrected.

**Advancement:** If the advancement roll was successful, roll on this column to determine the number of levels, if any, the character has advanced.

**Treasure:** If the treasure roll was successful, roll on this column to determine the number of treasures, if any, the character has taken possession of. The GM should roll on the treasures table below to determine the exact nature of any found treasure(s).

**Luck/Misfortune:** These are either/or events. If one roll is successful, do not roll for the next. Good NPCs should roll for luck first. Evil NPCs roll for misfortune first. Unless otherwise stated in the table result, the GM should decide the specifics of the result by taking into account the NPC class and level.

### NPC MOTIVATIONS

**DIRECTIONS:** The GM should generate one major and one secondary motivation, interpreting the results according to the NPC's alignment and profession and discarding any unsuitable results (e.g. An NPC Anti-Paladin motivated by a desire to defend justice.)

| NPC is Goals & Actions (Roll once for Goal and again for Actions) |            |      |          |          |      |        |         |       |         |
|---|------------|------|----------|----------|------|--------|---------|-------|---------|
| 1d20  | GOAL       | GAIN | INCREASE | DECREASE | KEEP | DEFEND | DESTROY | AVOID | PREVENT |
| 1   | Activity   | 1-2  | 3        | 4-5      | 6-8  | 9      | 10-11   | 12-17 | 18-20   |
| 2   | Belief     | 1-2  | 3-4      | -        | -    | 5-10   | 11-15   | -     | 16-20   |
| 3   | Control    | 1-5  | 6        | 7-8      | 9-12 | 13-14  | 15      | 16-18 | 19-20   |
| 4   | Good/Evil  | 1-6  | 7        | 8        | 9-11 | 12-15  | 16-18   | 19    | 20      |
| 5   | Event      | 1-5  | 6-10     | -        | -    | -      | -       | 11-15 | 16-20   |
| 6   | Fame       | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 7   | Friendship | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 8   | Group      | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 9   | Influence  | 1-3  | 4-6      | 7-8      | 9-12 | 13-15  | 16-17   | 18-19 | 20      |
| 10  | Justice    | 1-4  | 5-6      | -        | -    | 7-14   | -       | 15-19 | 20      |
| 11  | Knowledge  | 1-6  | 7-10     | -        | -    | -      | 11-16   | 17-18 | 19-20   |
| 12  | Location   | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 13  | Love       | 1-3  | 4-6      | 7-8      | 9-12 | 13-15  | 16-17   | 18-19 | 20      |
| 14  | Object     | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 15  | Person     | 1-4  | 5-10     | -        | -    | 11-13  | 14-15   | 16-18 | 19-20   |
| 16  | Pleasure   | 1-3  | 4-6      | 7        | 8-11 | 12-14  | 15-16   | 17-18 | 19-20   |
| 17  | Reputation | 1-5  | 6        | 7-8      | 9-12 | 13-14  | 15      | 16-18 | 19-20   |
| 18  | Survival   | -    | -        | 1-4      | 5-15 | 16-18  | 19-20   | -     | -       |
| 19  | Violence   | 1-4  | 5-12     | -        | -    | -      | -       | 13-16 | 17-20   |

| 20                                 | Wealth                   | 1-3 | 4-6 | 7                                  | 8-11 | 12-14 | 15-16                      | 17-18 | 19-20 |
|------------------------------------|--------------------------|-----|-----|------------------------------------|------|-------|----------------------------|-------|-------|
| <b>NPC Actions &amp; Reactions</b> |                          |     |     |                                    |      |       |                            |       |       |
| d%                                 | NPC ACTIVITIES           |     |     | SEXUAL REACTIONS                   |      |       | SHORT TERM GOAL            |       |       |
| 01-03                              | Brushing / braiding hair |     |     | Nymphomaniac                       |      |       | Frightened                 |       |       |
| 04-06                              | Playing a game           |     |     | Gets pregnant / impregnates        |      |       | Megalomania                |       |       |
| 07-09                              | Flirting                 |     |     | Virgin & frightened                |      |       | To be the boss             |       |       |
| 10-12                              | Making armour repairs    |     |     | Kinky, dominant                    |      |       | More money                 |       |       |
| 13-15                              | Mending clothes          |     |     | Kinky, submissive                  |      |       | Transport                  |       |       |
| 16-18                              | Smoking                  |     |     | Dull & Frigid                      |      |       | Bounty hunting             |       |       |
| 19-21                              | Using sign language      |     |     | Bisexual                           |      |       | Magic Item                 |       |       |
| 22-24                              | Playing with a pet       |     |     | Has jealous parent                 |      |       | Kill a PC                  |       |       |
| 25-27                              | Feeding a pet            |     |     | Has jealous older sibling          |      |       | Steal                      |       |       |
| 28-30                              | Sleeping                 |     |     | Has d6 jealous relatives           |      |       | Trade                      |       |       |
| 31-33                              | Talking to self          |     |     | Has VD                             |      |       | Trade knowledge            |       |       |
| 34-36                              | Sick                     |     |     | Has crabs                          |      |       | Sex                        |       |       |
| 37-39                              | Doing housework          |     |     | Has deadly VD                      |      |       | Join a group               |       |       |
| 40-42                              | Bullying / mocking       |     |     | Unclean, filthy                    |      |       | Surrender                  |       |       |
| 43-45                              | Reading                  |     |     | Cheating on a partner              |      |       | Hungry                     |       |       |
| 46-48                              | Doing paperwork          |     |     | Doesn't want sex - just friendship |      |       | Frame PC for a crime       |       |       |
| 49-51                              | Taking notes             |     |     | Real tense, doesn't deliver        |      |       | In love with PC            |       |       |
| 52-54                              | Reading                  |     |     | A cross-dresser                    |      |       | Extremely hostile          |       |       |
| 55-57                              | Eating                   |     |     | The best PC ever had               |      |       | Suicidal                   |       |       |
| 58-60                              | Committing a crime       |     |     | Demands money afterward            |      |       | Extremely manipulative     |       |       |
| 61-63                              | Gossiping                |     |     | Become obsessed with/ stalks PC    |      |       | Carries contagious disease |       |       |
| 64-66                              | Day-dreaming             |     |     | Ex-lover finds out, threatens PC   |      |       | Cursed                     |       |       |
| 67-69                              | Taking care of children  |     |     | Develops into happy relationship   |      |       | Extremely ill              |       |       |
| 70-72                              | Doing calculations       |     |     | Extorts PC                         |      |       | Is pregnant                |       |       |
| 73-75                              | Exercising               |     |     | Homosexual                         |      |       | Will train PC in skill     |       |       |
| 76-78                              | Hunting / fishing        |     |     | Later accuses PC of rape           |      |       | Wants to give PC something |       |       |
| 79-81                              | Drinking                 |     |     | Attempts to slip the PC a mickey   |      |       | Wants to find a job        |       |       |
| 82-84                              | Making repairs           |     |     | A sadist / masochist               |      |       | Wants to hire a PC         |       |       |
| 85-87                              | Honing weaponry          |     |     | Proposes marriage                  |      |       | Wants to share a rumour    |       |       |
| 88-90                              | Cooking                  |     |     | Afterward, tells everyone          |      |       | Wants to borrow money      |       |       |
| 91-00                              | <i>GM's Choice</i>       |     |     | <i>GM's Choice</i>                 |      |       | <i>GM's Choice</i>         |       |       |

## NPC DETAILS

The GM can use the following tables as necessary to generate additional details for individual NPCs. The GM is encouraged to use discretion and ignore or re-roll conflicting, nonsensical or inappropriate results. Results marked with an asterisk should be interpreted by the GM as desired.

| d%    | SEX        |
|-------|------------|
| 01-50 | Male       |
| 51-00 | Female     |
| d%    | COMPLEXION |
| 01-15 | Very Pale  |
| 16-30 | Pale       |

|       |        |
|-------|--------|
| 31-45 | Fair   |
| 46-65 | Olive  |
| 66-85 | Tanned |
| 86-00 | Dark   |

|           |                   |
|-----------|-------------------|
| <b>d%</b> | <b>EYE COLOUR</b> |
| 01-20     | Brown             |
| 21-40     | Hazel             |
| 41-60     | Blue              |
| 61-80     | Green             |
| 81-95     | Blue + Green      |
| 96-00     | Other *           |

|           |                     |
|-----------|---------------------|
| <b>d%</b> | <b>APPARENT AGE</b> |
| 01-15     | Very Young          |
| 16-45     | Young               |
| 46-70     | Middle-Aged         |
| 71-90     | Old                 |
| 91-00     | Ancient             |

|           |               |
|-----------|---------------|
| <b>d%</b> | <b>HEIGHT</b> |
| 01-05     | Dwarfism *    |
| 06-15     | Very short    |
| 16-40     | Short         |
| 41-70     | Average       |
| 71-85     | Tall          |
| 86-95     | Very Tall     |
| 96-00     | Gigantism *   |

|           |               |
|-----------|---------------|
| <b>d%</b> | <b>WEIGHT</b> |
| 01-10     | Emaciated     |
| 11-25     | Skinny        |
| 26-35     | Slender       |
| 36-70     | Average       |
| 71-85     | Stocky        |
| 86-95     | Plump         |
| 96-00     | Obese         |

|           |               |
|-----------|---------------|
| <b>d%</b> | <b>HAIR</b>   |
| 01-15     | Bald          |
| 16-30     | Black         |
| 31-45     | Brown         |
| 46-55     | Salt & Pepper |
| 56-70     | Sandy         |
| 71-85     | Blonde        |
| 86-95     | Red           |
| 96-00     | Other *       |

|           |                   |
|-----------|-------------------|
| <b>d%</b> | <b>APPEARANCE</b> |
| 01-15     | Filthy            |
| 16-50     | Unkempt           |
| 51-85     | Neat & Clean      |



|           |                          |
|-----------|--------------------------|
| 86-00     | Immaculate               |
| <b>d%</b> | <b>SANITY</b>            |
| 01-10     | Criminally Insane        |
| 11-25     | Insane                   |
| 26-40     | Eccentric                |
| 41-85     | Sane                     |
| 86-00     | Unshakable               |
| <b>d%</b> | <b>ALIGNMENT</b>         |
| 01-10     | Lawful Good              |
| 11-20     | Lawful Evil              |
| 21-30     | Lawful Neutral           |
| 31-40     | Neutral Good             |
| 41-60     | Neutral                  |
| 61-70     | Neutral Evil             |
| 71-80     | Chaotic Neutral          |
| 81-90     | Chaotic Evil             |
| 91-00     | Chaotic Good             |
| <b>d%</b> | <b>MORAL TREND</b>       |
| 01-25     | Altruistic               |
| 26-75     | Normal                   |
| 76-00     | Selfish                  |
| <b>d%</b> | <b>WEALTH</b>            |
| 01-10     | Destitute                |
| 11-45     | Poor                     |
| 46-70     | Average                  |
| 71-80     | Comfortable              |
| 81-95     | Wealthy                  |
| 96-00     | Filthy Rich              |
| <b>d%</b> | <b>PERSONALITY TRAIT</b> |
| 01-03     | Optimistic               |
| 04-06     | Pessimistic              |
| 07-09     | Hedonistic               |
| 10-12     | Frugal                   |
| 13-15     | Careless                 |
| 16-18     | Sober                    |
| 19-21     | Kindly                   |
| 22-24     | Studious                 |
| 25-27     | Perceptive               |
| 28-30     | Capricious               |
| 31-33     | Curious                  |
| 34-36     | Moody                    |
| 37-39     | Malevolent               |
| 40-42     | Trusting                 |
| 43-45     | Fanatical                |
| 46-48     | Witty                    |
| 49-51     | Boorish                  |

|       |              |
|-------|--------------|
| 52-54 | Precise      |
| 55-57 | Opinionated  |
| 58-60 | Indecisive   |
| 61-63 | Cheerful     |
| 64-66 | Pacifistic   |
| 67-69 | Violent      |
| 70-72 | Cruel        |
| 73-75 | Rude         |
| 76-78 | Servile      |
| 79-81 | Ostentatious |
| 82-84 | Determined   |
| 85-87 | Impatient    |
| 88-90 | Sober        |
| 91-93 | Wacky        |
| 94-97 | Forgetful    |
| 98-00 | Gregarious   |

### HENCHMEN & HIRELINGS

**DIRECTIONS:** The GM should either prepare a roster of available henchmen or use the Pre-Generated NPC Assortments on pp. XXX-XXX. The PC(s) will first want to interview suitable candidates. There are three general methods for finding henchmen as listed in the Job Searches table - word of mouth, posting an advertisement, hiring a crier, or contracting through a guild. Chances and costs of finding a candidate are cumulative with every time period indicated on the table. Once a candidate is found, the GM should consult the Settlement of Terms table to resolve whether or not the candidate accepts the party's offer. Adjustments to the chance of settlement are noted on the Situational Modifiers table.

| Job Searches (% Chance of Finding a Suitable Candidate) |         |      |      |         |        |           |
|---|---------|------|------|---------|--------|-----------|
| METHOD  | VILLAGE | TOWN | CITY | CAPITAL | TIME   | COST      |
| Word of Mouth   | 2%      | 5%   | 8%   | 15%     | 1 day  | -         |
| Advertisement   | 5%      | 10%  | 15%  | 20%     | 1 week | -         |
| Crier   | 2%      | 8%   | 10%  | 25%     | 1 day  | 5-15gp    |
| Guild *   | 10%     | 20%  | 50%  | 75%     | 3 days | 10-25gp § |

\* Method may only be used in a settlement with an actual guild presence  
 § Indicates a one-time commission paid directly to the guild for services rendered

| Settlement of Terms               |                   |                |              |                 |                        |  |
|-----------------------------------|-------------------|----------------|--------------|-----------------|------------------------|--|
| PAYMENT METHOD                    | FIGHTER BARBARIAN | THIEF ASSASSIN | CLERIC DRUID | RANGER CAVALIER | MAGIC-USER ILLUSIONIST |  |
| Daily Salary                      | 10%               | 12%            | 8%           | 5%              | 8%                     |  |
| Lump Sum                          | 15%               | 18%            | 10%          | 8%              | 10%                    |  |
| Equipment Provided                | 20%               | 20%            | 12%          | 10%             | 15%                    |  |
| Magic-Item Use                    | +10%              | +15%           | +10%         | +10%            | +15%                   |  |
| Share of Treasure                 | +15%              | +15%           | +12%         | +8%             | +18%                   |  |
| 1 <sup>st</sup> Share of Treasure | +25%              | +25%           | +15%         | +10%            | +25%                   |  |

|  |         |                           |       |
|--|---------|---------------------------|-------|
| Payment in Advance                             | +25%    | Very Risky Proposal       | -25%  |
| Candidate Same Race as Party                   | +10%    | Risky Proposal            | -15%  |
| Candidate is a Demi-human                      | +/- 15% | Mundane Proposal          | +10%  |
| Candidate is a Half-Orc                        | +/-20%  | Candidate's Level > Party | -15%  |
| Candidate Same Alignment as the Party          | +10%    | Candidate's Level = Party | +/-0% |
| Candidate of an Opposed Alignment to the Party | -15%    | Candidate's Level < Party | +10%  |

**HENCHMEN WEAPONS/ARMOUR**

| WEAPONRY |                    | ARMOUR |                        |
|----------|--------------------|--------|------------------------|
| d%       | Type               | d%     | Type                   |
| 01-20    | Sword              | 01-05  | None                   |
| 21-30    | Sword + Shortbow   | 06-20  | Leather (AC 8)         |
| 31-45    | Handaxe            | 21-45  | Padded (AC 9)          |
| 46-50    | Handaxe + Oil      | 46-60  | Studded Leather (AC 7) |
| 51-60    | Mace               | 61-70  | Scale (AC 6)           |
| 61-65    | Mace + Oil         | 71-84  | Banded (AC 4)          |
| 66-85    | Polearm            | 85-94  | Chain Shirt (AC 5)     |
| 86-90    | Polearm + Shortbow | 95-00  | Plate (AC 3)           |
| 91-00    | Shortbow + Dagger  |        |                        |

**COMMON HIRELINGS**

What follows is supplemental to, and should be read in conjunction with, OSRIC.

| AGRICULTURAL & EQUESTRIAN                       |          |                            |
|---|----------|----------------------------|
| TYPE  | WAGE     | MORALE                     |
| Drayman (cart-driver)                           | 2sp/day  | 50                         |
| Farmer (meaning manager of a farming operation) | 12sp/day | 50                         |
| Farrier   | 15sp/day | 50                         |
| Hawker  | 7sp/day  | 50                         |
| Hound-keeper                                    | 5sp/day  | 50/60 if hounds threatened |
| Huntsman  | 7sp/day  | 60                         |
| Market Gardener                                 | 2sp/day  | 50                         |
| Mather (one who mows)                           | 2sp/day  | 50                         |
| Milkmaid/Cowman                                 | 2sp/day  | 50                         |
| Ostler  | 2sp/day  | 50                         |
| Pig-keeper                                      | 2sp/day  | 50/60 if sty is threatened |
| Ploughman/woman                                 | 1sp/day  | 45                         |
| Poultry-keeper                                  | 2sp/day  | 50/60 if flock threatened  |
| Sherman (sheep-shearer)                         | 2sp/day  | 50                         |
| Shepherd/goatherd                               | 1sp/day  | 50/60 if flock threatened  |
| Stablehand                                      | 1sp/day  | 45                         |
| Stocksman/woman (cattle)                        | 2sp/day  | 50/60 if herd threatened   |
| Trapper   | 2sp/day  | 55                         |
| CLERICAL & RELIGIOUS                            |          |                            |

|   |          |                               |
|---|----------|-------------------------------|
| Almoner (distributes money and goods to the poor) | 7sp/day  | 50/60 if community threatened |
| Beadle (preserves order in temples)               | 3sp/day  | 50/60 if temple threatened    |
| Chaplain  | 10sp/day | 50/60 if community threatened |
| Ostiary (door-keeper of a church or temple)       | 2sp/day  | 50/60 if temple threatened    |
| Sacristan (custodian of religious objects)        | 2sp/day  | 50/60 in defense of charges   |
| Sexton  | 2sp/day  | 50                            |

**DOMESTIC** (These entries are for trained domestic staff of the kind employed by nobles or wealthy citizens. For less specialised domestic staff in normal middle class households see "servant" (c.f..OSRIC)

|   |                                |    |
|---|--------------------------------|----|
| Butler  | 5sp/day                        | 50 |
| Cellarer (wine waiter)  | 3sp/day                        | 50 |
| Charman/woman   | 1sp/day                        | 45 |
| Cleaner   | 1sp/day                        | 45 |
| Cook  | 2sp/day                        | 50 |
| Dapifer (meat-waiter)   | 2sp/day                        | 50 |
| Famulus (wizard's assistant)  | 10sp/day (literate & numerate) | 65 |
| Footman   | 3sp/day                        | 55 |
| Gardener  | 2sp/day                        | 50 |
| Maid, lady's  | 3sp/day                        | 55 |
| Masseur/euse  | 2sp/day                        | 50 |
| Messenger   | 2sp/day                        | 50 |
| Napier (keeper of linens)   | 4sp/day                        | 50 |
| Page  | 2sp/day                        | 50 |
| Potboy/girl   | 1sp/day                        | 45 |
| Pavyler (puts up tents and pavilions, historically used on royal progresses etc.) | 1sp/day                        | 45 |
| Scullion  | 1sp/day                        | 45 |
| Valet   | 3sp/day                        | 50 |
| Wetnurse  | 3sp/day                        | 50 |

**ENTERTAINERS**

| TYPE                                    | WAGE    | MORALE |
|---|---------|--------|
| Acrobat                                 | 3sp/day | 55     |
| Bear-ward (keeper of a performing bear) | 9sp/day | 60     |
| Clown                                   | 1sp/day | 50     |
| Composer, musical                       | 7sp/day | 50     |
| Conductor/band leader                   | 7sp/day | 50     |
| Dancer, ballet                          | 5sp/day | 50     |
| Dancer, common                          | 1sp/day | 45     |
| Drummer, peasant                        | 1sp/day | 50     |
| Fiddler, peasant                        | 1sp/day | 50     |
| Juggler                                 | 3sp/day | 50     |
| Mummer (actor)                          | 1sp/day | 50     |

|  |                      |               |
|--|----------------------|---------------|
| Musician, marching band  | 2sp/day              | 50            |
| Musician, orchestral   | 5sp/day              | 50            |
| Piper, peasant   | 1sp/day              | 50            |
| Poet   | 6sp/day              | 50            |
| Prostitute   | 4sp/day              | 45            |
| Storyteller  | 3sp/day              | 50            |
| <b>MUSCLE</b>  |                      |               |
| Bailiff  | 10sp/day             | 70            |
| Bodyguard  | 8sp/day              | 70            |
| Bouncer  | 4sp/day              | 65            |
| Catchpole (one who brings in debtors)  | 9sp/day              | 70            |
| Executioner/headsmen/woman   | 7sp/day              | 50            |
| Gaoler (master of a gaol)  | 15sp/day             | 70            |
| Thug, general purpose  | 3sp/day              | 60            |
| Torturer   | 12sp/day             | 60            |
| <b>OFFICIALS</b> (Only very high level characters would need to hire most of these, but knowing their income is relevant because it helps the GM assess the proper bribe.) |                      |               |
| Assayer (official who checks precious metals/gems for purity/value)  | 100sp/day            | 80            |
| Constable (official in charge of a castle or town's defences)  | 50sp/day             | 75            |
| Hayward (in charge of fences and hedges)   | 15sp/day             | 70            |
| Herald   | 10sp/day             | 60            |
| Judge  | 120sp/day            | 50            |
| Moneyer (official with the power to mint coins)  | 100sp/day            | 80            |
| Pursuivant (junior herald)   | 8sp/day              | 55            |
| Reeve (estate administrator)   | 75sp/day             | 60            |
| Summoner (serves sub poenas etc.)  | 12sp/day             | 70            |
| Watchman/woman   | 10sp/day             | 60            |
| Woodward (keeper of forest)  | 40sp/day             | 75            |
| <b>PROFESSIONALS &amp; SCHOLARS</b>  |                      |               |
| Advocate   | 40sp/day             | 50            |
| Archivist  | 10sp/day             | 50            |
| Book-keeper (accounts)   | 8sp/day              | 50            |
| Dentist  | 40sp/day             | 50            |
| Diplomat   | 60sp/day             | 60            |
| Doctor   | 50sp/day             | 50            |
| Surgeon  | 60sp/day             | 50            |
| Teacher  | 12sp/day             | 50            |
| Translator/interpreter   | 3sp per language/day | 50            |
| Veterinarian   | 40sp/day             | 50            |
| <b>TRADESPEOPLE</b>  |                      |               |
| <b>TYPE</b>  | <b>WAGE</b>          | <b>MORALE</b> |
| Baker  | 2sp/day              | 50            |
| Banister (basket-maker)  | 2sp/day              | 50            |
| Brewer/vintner   | 2sp/day              | 50            |

|                                   |          |    |
|-----------------------------------|----------|----|
| Butcher                           | 2sp/day  | 50 |
| Butterer                          | 2sp/day  | 50 |
| Chandler (makes candles)          | 2sp/day  | 50 |
| Cheesemaker                       | 2sp/day  | 50 |
| Clouter (tinker)                  | 1sp/day  | 45 |
| Cobbler                           | 2sp/day  | 50 |
| Collier (charcoal-maker)          | 2sp/day  | 50 |
| Cooper (barrel-maker)             | 2sp/day  | 50 |
| Cutler (makes knives, cutlery)    | 3sp/day  | 50 |
| Dexter (dyer)                     | 2sp/day  | 50 |
| Fuller                            | 2sp/day  | 50 |
| Glassblower                       | 3sp/day  | 50 |
| Glover                            | 2sp/day  | 50 |
| Jester                            | 2sp/day  | 50 |
| Mapmaker                          | 50sp/day | 50 |
| Miller                            | 3sp/day  | 50 |
| Milliner                          | 2sp/day  | 50 |
| Miner                             | 2sp/day  | 50 |
| Pointer (makes lace)              | 2sp/day  | 50 |
| Potter                            | 2sp/day  | 50 |
| Saddler                           | 3sp/day  | 50 |
| Salter (one who extracts salt)    | 1sp/day  | 50 |
| Stevedore (loads & unloads ships) | 1sp/day  | 50 |
| Sweep (chimneys)                  | 1sp/day  | 45 |
| Tanner                            | 2sp/day  | 50 |
| Tailor                            | 2sp/day  | 50 |
| Thatcher/roofer                   | 3sp/day  | 55 |
| Toymaker                          | 2sp/day  | 50 |
| Wattler/waller                    | 3sp/day  | 55 |
| Weaver                            | 2sp/day  | 50 |
| Wig-maker                         | 3sp/day  | 50 |
| Woodcutter/lumberjack             | 2sp/day  | 55 |
| Vermin-catcher                    | 1sp/day  | 45 |

### Recruiting Common Hirelings

| AGRICULTURAL & EQUESTRIAN |        |          |      |      |
|---------------------------|--------|----------|------|------|
| Base Chance to Recruit    | Season | Location |      |      |
| 85%                       | Spring | -20%     | City | -30% |
| Summer                    | -30%   | Town     | -10% |      |
| Harvest                   | -60%   | Village  | +10% |      |
| Autumn                    |        | +20%     |      |      |
| Winter                    |        | +30%     |      |      |

| CLERICAL & RELIGIOUS   |                             |  |          |         |
|------------------------|-----------------------------|--|----------|---------|
| Base Chance to Recruit | Hirer's Profession          |  | Location |         |
| 25%                    | Cleric/Druid, same religion |  | +40%     | City 0% |

|                                    |             |         |      |
|------------------------------------|-------------|---------|------|
| Cleric/Druid, different religion   | -5% to -95% | Town    | -10% |
| Paladin/Ranger, same religion      | +20%        | Village | -30% |
| Paladin/Ranger, different religion | -5% to -75% |         |      |

**DOMESTIC**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 80%                    | City     | 0% |
| Town                   | -10%     |    |
| Village                | -30%     |    |

**ENTERTAINERS**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 50%                    | City     | 0% |
| Town                   | -10%     |    |
| Village                | -30%     |    |

**MUSCLE**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 25%                    | City     | 0% |
| Town                   | -10%     |    |
| Village                | -30%     |    |

**OFFICIALS**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 5%                     | City     | 0% |
| Town                   | -25%     |    |
| Village                | -60%     |    |

**PROFESSIONALS & SCHOLARS**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 25%                    | City     | 0% |
| Town                   | -25%     |    |
| Village                | -60%     |    |

**TRADESPEOPLE**

| Base Chance to Recruit | Location |    |
|------------------------|----------|----|
| 50%                    | City     | 0% |
| Town                   | -10%     |    |
| Village                | -30%     |    |

**OTHER MODIFIERS**

|                                       |  |
|---------------------------------------|--|
| Lodging/accommodation, if not offered | -25% to -50% depending on cost of living |
| Employer's reputation                 | +10% to -100%                            |
| Wartime                               | -10% to -100%                            |
| During plague or plague scare         | -10% to -100%                            |
| During famine                         | +10% to +50%                             |

**MEANS of ADVERTISING**

|   |  |
|---|--|
| Posting a notice  | +1%-20% depending on prevailing literacy   |
| Hiring a crier  | +1%-20% depending on population density (a crier is of less value when everyone works in the forest...), costs 10gp/week |
| Advertising at gatherings (theatres, cockfights, executions etc.) | +10%-40% depending on gathering, costs 100-400gp per occasion  |

|                               |   |
|-------------------------------|---|
| Inquiring at inns and taverns | +10%-40% (depending on whether they're asking at the right kind of tavern in the right way), costs 20-50gp per week |
|-------------------------------|---|

Roll each week. If a recruitment attempt is successful, the number of potential hirelings found will be:

| TYPE                      | NUMBER   |
|---------------------------|--|
| Agricultural & Equestrian | 1d20   |
| Clerical & Religious      | 1d3  |
| Domestic                  | 1d12   |
| Entertainers              | 1d6 (1-5 is an actual number, 6 indicates a full troupe or band) |
| Muscle                    | 1d6  |
| Officials                 | 1  |
| Professionals & Scholars  | 1d3  |
| Trades                    | 1d6  |

Determine alignment etc. for hirelings randomly, but the GM should weight the dice according to the prevailing area alignment, their racial type and social class, and the reputation of the prospective employer.

## HERMITS

**DIRECTIONS:** Hermits are recluses and loners that, in most cases, prefer solitude. The GM can use the following table to determine the nature of any hermits their players may encounter. Most hermits will be 0-level Normal Men. If not, the GM should either generate their class, level and abilities or choose an appropriate NPC from the NPC Assortments on pp. XXX-XXX.

| Hermits |                    |  |
|---------|--------------------|--|
| 1d20    | TYPE               | NOTES  |
| 1       | Ascetic Monk       | 25% chance is a Cleric, level 1d8. 25% chance has taken vow of silence.  |
| 2       | Hag                | 25% chance is a Witch, level 1d6 (see DD, pp. XX-XX)   |
| 3       | Wild Man           | Completely uncivilized and savage. 25% chance raised by wild animals.  |
| 4       | Victim of Curse    | Roll on sub-table (see DD p. XXX) to determine curse   |
| 5       | Lycanthrope        | GM may choose or randomly determine type (see DD p. XXX)   |
| 6       | Sage               | (see Sages OSRIC p.XX and DD pp. XX-XX)  |
| 7       | Miner / Prospector | (see DD, pp. XX-XX)  |
| 8       | Plague Victim      | Suffers from a contagious disease such as leprosy, tuberculosis, etc.  |
| 9       | Hunter             | 25% chance is a Ranger, level 1d8  |
| 10      | Alchemist          | Alchemist, level 1d8. 25% chance is insane   |
| 11      | Lunatic            | Completely insane. 25% chance of being violent / pathological  |
| 12      | Oracle             | 1d6 x 10% chance of making accurate predictions  |
| 13      | Escaped criminal   | 25% chance has a bounty on their head for their capture or death   |
| 14      | Deity in disguise  | GM may choose or randomly generate a deity (see DD pp. XXX-XXX)  |
| 15      | Wizard             | Magic-User, level 1d8+4. 25% chance is insane.   |
| 16      | Exiled noble       | Normal Man (50%), Fighter lvl 1d6 (25%), Assassin lvl 1d6 (10%), Magic-User lvl 1d6 (10%), Victim of Curse (5%, see p. XX) |
| 17      | Druid              | Druid, level 1d10. 25% chance is insane  |



|    |               |   |
|----|---------------|---|
| 18 | Warlock       | (see DD pp. XXX-XXX)                          |
| 19 | Runaway slave | 25% chance has a bounty for their return      |
| 20 | Undead        | Vampire or other reclusive intelligent undead |

From:  
<https://osricwiki.presgas.name/> - **Wiki and Other Goodies**

Permanent link:  
<https://osricwiki.presgas.name/doku.php?id=dangerousdungeons:chapter2>

Last update: **2019/06/03 00:01**

