

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 Semites, or Semites 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

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STANDARD HUMAN TYPES & EQUIPMENT

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

Medieval/Feudal Men-at-Arms			
d%	STEED	ARMOUR	WEAPONRY
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

Primitive/Stone Age/Tribal Men		
d%	WEAPONRY	ARMOUR
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)

Warriors of Antiquity		
d%	WEAPONRY	ARMOUR
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)

Sailors/Marines/Pirates/Boatmen

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

ALL GROUPS	# Appearing: 20-200 (20d10)
Leader(s): Every 20 troops	Captain (3 rd - lvl Fighter) *
>100 troops	Noble (5 th - lvl Fighter) §
Troops: 50% of total	0-lvl Men-at-Arms
30% of total	1 st -lvl Fighters
20% of total	2 nd -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

ALL GROUPS		# Appearing: 15-150 (15d10)
Leader(s):	Every 15 troops	Captain (4 th - lvl Fighter) *
	Every 50 troops	Noble (6 th - lvl Fighter) §
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1 st - lvl Fighters	
20% of total	2 nd -lvl Fighters	
10% of total	3 rd -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)
Leader(s):	Every 15 troops	Hero (5 th - lvl Fighter) *
	15% chance of	Noble (3d4 level Paladin) §
Troops:	20% of total	0- lvl Men-at-Arms
25% of total	1 st -level Fighters	
30% of total	2 nd -level Fighters	
15% of total	3 rd -level Fighters	
10% of total	4 th -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)
Leader(s):	Every 4 hoplites	Leader (3 rd - level Fighter)
	Every 20 hoplites	Hero (4 th -level Fighter) *
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1 st -level Fighters	
20% of total	2 nd -level Fighters	
10% of total	3 rd -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)
Leader(s):	Every 10 Immortals	Sergeant (4 th -level Fighter)
	Every 50 Immortals	Captain (5 th -level Fighter) *
Troops:	20% of total	0- lvl Men-at-Arms
25% of total	1 st -level Fighters	
30% of total	2 nd -level Fighters	
15% of total	3 rd -level Fighters	
10% of total	4 th -level Fighters	
* 15% chance of +1 weaponry / armour		
Persian Immortal Equipment		
WEAPONRY		ARMOUR
Spear, short composite bow		Iron Scale & Wicker Shield (AC5)

Han Chinese

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

Roman Legionaries

ALL GROUPS		# Appearing: 10-100 (10d10)
Leader(s):	Every 10 legionaries	Decanus (4 th -level Fighter)
	Every 100 legionaries	Centurion (5 th -level Fighter)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1 st -level Fighters	
20% of total	2 nd -level Fighters	
10% of total	3 rd -level Fighters	
Roman Legionary Equipment		
WEAPONRY	ARMOUR	

Spear, Shortsword | Mail Haubergeon & shield (AC5)

Celts (Franks, Germans, Picts & Visigoths)

ALL GROUPS		# Appearing: 30-300 (30d10)
Leader(s):	Every 10 troops	Leader (3 rd -level Barbarian)
Troops:	50% of total	0- lvl Men-at-Arms
30% of total	1 st -level Fighters	
20% of total	2 nd -level Fighters	
Celt, Frank, German, Pictish, Visigothic Equipment		
TRIBAL TYPE	WEAPONRY & ARMOUR	
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

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

Alans, Huns, Tartars, Turks

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

51-00	Composite Shortbow, Longsword	Shield (AC9)	Light Warhorse
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Byzantines

ALL GROUPS		# Appearing: 30-300 (30d10)	
Leader(s):	Every 10 troops	Leader (3 rd -level Fighter)	
Troops:	50% of total	0- lvl Men-at-Arms	
30% of total	1 st -level Fighters		
20% of total	2 nd -level Fighters		
Byzantine Equipment			
d%	WEAPONRY	ARMOUR	MOUNTS
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

ALL GROUPS		# Appearing: 10-100 (10d10)	
Leader(s):	Every 10 troops	Leader (4 th -level Fighter)	
	Every 100 troops	Chieftain (1d8+2-level Paladin)	
Troops:	40% of total	0- lvl Men-at-Arms	
30% of total	1 st - lvl Fighters		
20% of total	2 nd -lvl Fighters		
10% of total	3 rd -lvl Fighters		
Arthurian Briton & Carolingian Frankish Equipment			
d%	WEAPONRY	ARMOUR	MOUNTS
01-20	Bastard Sword, Spear	Chain Shirt, Shield (AC4)	Medium Warhorse
21-30	Longsword, Javelins (x2)	Chain Shirt, Shield (AC4)	Medium Warhorse

Vikings

ALL GROUPS		# Appearing: 10-100 (10d10)
Leader(s):	Every 12 Vikings	Leader (1d6+3-level Fighter)
Hero(es):	Every 5 Vikings	Berserker (1d4-1-level Fighter)
Spellcaster:	5% chance of	Druid (level 1d8)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1 st - lvl Fighters	
20% of total	2 nd -lvl Fighters	
10% of total	3 rd -lvl Fighters	
Viking Equipment (roll once per column)		
d%	WEAPONRY	ARMOUR
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

ALL GROUPS		# Appearing: 30-300 (30d10)	
Leader(s):	Every 10 troops	Leader (4 th -level Fighter)	
	Every 100 troops	Khan (5 th -level Fighter)	
Troops:	40% of total	0- lvl Men-at-Arms	
30% of total	1 st - lvl Fighters		
20% of total	2 nd -lvl Fighters		
10% of total	3 rd -lvl Fighters		
Mongol Equipment (roll once per column)			
d%	WEAPONRY	ARMOUR	MOUNTS
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

ALL GROUPS		# Appearing: 10-100 (10d10)	
Leader(s):	10% chance of	Leader (1d10+3- lvl Fighter) * §	
Troops:	20% of total	0- lvl Men-at-Arms	
25% of total	1 st -level Fighters		
30% of total	2 nd -level Fighters		
15% of total	3 rd -level Fighters		
10% of total	4 th -level Fighters		
* 15% chance of +1 weaponry / armour			
§ 15% chance of +2 weaponry / armour			
Japanese Samurai Equipment (roll once per column)			
d%	WEAPONRY	ARMOUR	MOUNTS
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

ALL GROUPS		# Appearing: 10-100 (10d10)
Leader(s):	Every 20 Aztecs / Lemurians	Leader (1d4+4-level Fighter)
Cleric:	25% chance of	Cleric (level 1d4+4)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1 st -level Fighters	
20% of total	2 nd -level Fighters	
10% of total	3 rd -level Fighters	
Aztec / Lemurian Equipment		
d%	WEAPONRY	ARMOUR
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 th - lvl Fighter (Captain)
1	(Lieutenant)	1	4 th - lvl Fighter (Lieutenant)
1	(Sub-lieutenant)	1	2 nd - lvl Fighter (Sub-lieutenant)
2	(Sergeants)	3	1 st - lvl Fighters (Sergeants)
45	0 - lvl Men-at-Arms	13	0 - lvl Men-at-Arms
Armour	Leather (AC8)	Armour	Scale & Shield (AC5)
Weaponry	Sling & Handaxe	Weaponry	Mace & Shortbow
Heavy Footmen		Crossbowmen	
# Appearing	Type	# Appearing	Type
1	8 th - lvl Fighter (Captain)	1	(Captain)
1	5 th - lvl Fighter (Lieutenant)	1	(Lieutenant)
1	2 nd - lvl Fighter (Sub-lieutenant)	1	(Sub-lieutenant)
4	1 st - 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)
Armour	Chain Shirt & Shield (AC 4)	Armour	Ring (AC 7)
Weaponry	Battleaxe & Composite Shortbow	Weaponry	(A) Shortsword & Heavy Crossbow (B) Military Fork & Light Crossbow
Bowmen		Light Cavalry (Light Horses)	
# Appearing	Type	# Appearing	Type
1	(Captain)	1	7 th - lvl Ranger (Captain)
1	(Lieutenant)	1	4 th - lvl Ranger (Lieutenant)
1	(Sub-lieutenant)	1	2 nd - lvl Ranger (Sub-lieutenants)
4	(Sergeants)	4	1 st - lvl Rangers (Sergeants)
43	0 - lvl Men-at-Arms	16	0 - lvl Men-at-Arms
Armour	Studded Leather (AC 7)	Armour	Studded Leather & Shield (AC6)

Weaponry Longbow & Shorstword		Weaponry 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
Armour	Mail Shirt & Shield (AC4)	Armour	Plate & Shield (AC2)
Weaponry	Heavy Mace or Heavy Flail	Weaponry	Lance & Longsword

GUARDS, WATCHMEN & GAOLERS

GUARDS GROUP #1		GUARDS GROUP #2	
# Appearing	Type	# Appearing	Type
1	4 th - level Fighter	1	4 th - level Fighter
1	3 rd - level Fighter	1	3 rd - level Fighter
1	1 st - level Magic User	1	1 st - 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 nd - level Fighter	1	5 th - level Fighter
1	1 st - level Magic User	1	4 th - level Fighter
7	0 - level Men-at-Arms	7	3 rd - level Fighters
		1	4 th - level Magic-User
		16	0 - level Men-At-Arms
DAY-WATCHMEN GROUP #1		NIGHT-WATCHMEN GROUP#2	
# Appearing	Type	# Appearing	Type
1	2 nd - level Fighter	1	4 th - level Fighter
1	4 th - level Cleric	1	2 nd - 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 nd - level Fighter (Warden)	1	5 th -level Fighter (Warden)
1	1 st - level Fighter (Torturer)	1	2 nd -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)
Leaders:		Every 10 Amazons	Shield-maiden (1 st -lvl Amazon)
Every 20 Amazons		Shield-maiden (2 nd -lvl Amazon)	
Every 30 Amazons		Heroine (3 rd -lvl Amazon)	
Every 40 Amazons		Heroine (4 th -lvl Amazon)	
Every 50 Amazons		Superheroine (5 th -lvl Amazon)	
< 60 Amazons		Queen (9 th -lvl Amazon) 2 Princesses (6 th -lvl Amazons)	
> 60 Amazons		Queen (10 th -lvl Amazon) 2 Princesses (7 th -lvl Amazons)	
Priests:		50% chance of	Witch (7 th -lvl) 1d4 Witch Assistants (3 rd - 4 th -lvl)
Follower		10% mounted on	Special Mount (see Sub-table)
LAIRS			
(01-80) Steading		Including 1d3 longhouses	
(81-90) Hill-fort		Including ditch, palisade, 1d6 watchtowers and 1 gate	
Amazon Clans & Mounts			
d%	CLAN	FOLLOWER	
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)

ALL GROUPS		# Appearing: 20-200 (2d10x10)
Leader(s)	Every 20 bandits/brigands	Bandit Hero (3 rd -lvl Fighter)
Every 30 bandits/brigands	Bandit Sergeant (4 th -lvl Fighter)	
Every 40 bandits/brigands	Bandit Captain (5 th -lvl Fighter)	
Every 50 bandits/brigands	Bandit Sub-lieutenant (6 th -lvl Fighter)	
<100 bandits/brigands	Bandit Sub-chief (8 th -lvl Fighter) Bandit Lieutenant (7 th -lvl Fighter) 6 Bandit Guards (2 nd -lvl Fighters)	
>100 bandits/brigands	Bandit Chief (9 th -lvl Fighter)	

>150 bandits/brigands		Bandit Lord (10 th -lvl Fighter)			
LAIRS				Lair Hoard: Class I	
01-80		Hideout (see sub-table)		+ Traps/Pits	
81-90		Large Cave Complex		+ Secret Entrance/Exit	
91-00		Castle/Keep/Fort		+1d4 Light Catapults	
Bandit/Brigand Equipment			Bandit/Brigand Archetypes		
1d8	EQUIPMENT		1d8	TYPE	DESCRIPTION
1	Medium Horse Chain Shirt, Shield & Broadsword (AC4)		1	Outlaw Archers	A la Robin Hood
2	Light Horse Leather, Shield & Shortbow (AC7)		2	Brigands (CE)	Murderous robbers
3	Light Horse Leather, Shield & Spear (AC7)		3	Highwaymen	Small, fast groups
4	Light Horse 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)

ALL GROUPS		# Appearing: 10-100 (10d10)
Leaders:	Every 10 Berserkers	Shield-brother (1 st -lvl Fighter)
Every 20 Berserkers	Shield-brother (2 nd -lvl Fighter)	
Every 30 Berserkers	Hero (3 rd -lvl Fighter)	
Every 40 Berserkers	Hero (4 th -lvl Fighter)	
Every 50 Berserkers	Superhero (5 th -lvl Fighter)	
< 60 Berserkers	Warchief (see Sub-table) 2 Sub-Chiefs (see Sub-table)	
> 60 Berserkers	Clanmaster (see Sub-table) 2 Sub-chiefs (see Sub-table)	

Priests:	50% chance of	Cleric (7 th -lvl) 1d4 Cleric Assistants (3 rd - 4 th -lvl)
Follower	50% chance of	Special Follower (see Sub-table)
LAIRS		
(01-80) Steading	Including 1d3 longhouses	
(81-90) Hill-fort	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 th -lvl Fighter	12 th -lvl Fighter	15 th -lvl Fighter	Troubadour
61-70	Wolf	7 th -lvl Druid	9 th -lvl Druid	12 th -lvl Druid	Stone Giant
71-80	Boar	8 th -lvl Druid	10 th -lvl Druid	13 th -lvl Druid	Hill Giant
81-90	Rat	6 th -lvl Cleric	8 th -lvl Cleric	11 th -lvl Cleric	Fire Giant
91-00	Tiger	9 th -lvl Fighter	11 th -lvl Fighter	14 th -lvl Fighter	Lycanthrope

BUCCANEERS & PIRATES (c.f. OSRIC)

ALL GROUPS		# Appearing: 50-300 (5d6x10)
Hero(es):	Every 50 buccaneers	3 rd -lvl Fighter
Spellcaster(s):	Every 50 buccaneers, 15% chance of	12 th - 15 th -lvl Cleric
	10% chance of	6 th - 8 th -lvl Magic User
Every 100 buccaneers	5 th lvl Fighter	
Leader(s)	<200 buccaneers	Captain (8 th -lvl Fighter)
Lieutenant (6-7 th -lvl Fighter)		
>200 buccaneers	Captain (10 th -lvl Fighter)	
4 Mates (4 th -lvl Fighter)		
LAIRS		Lair Hoard: Class XVIII
Prisoners		2d+1 prisoners
Buccaneer Equipment		
1d8	WEAPONRY	ARMOUR
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)

ALL GROUPS		# Appearing: 10-100 (1d10x10)
	Leader(s) Every 10 Cavemen	Caveman Hero (3 rd -lvl Fighter)
All Cavemen groups	Caveman Chief (5 th -lvl Fighter)	
1d4 Caveman Subchiefs (4 th -lvl fighters)		
LAIRS		
	Non-combatants	100% Cavemen Females
50% Cavemen Young		

CAVEMAN EQUIPMENT

1d6	WEAPONRY
1	Spear & Stone Axe
2	Atlatl Darts & Club
3	Club
4	Club & Spear
5	Atlatl Darts
6	Thrown Rocks

TRIBAL TOTEMS

1d6	TOTEM
1	Eagle
2	Cave Bear
3	Elk
4	Lynx
5	Sabre-tooth Tiger
6	Mastodon

DERVISHES & NOMADS (c.f. OSRIC)

ALL GROUPS		# Appearing: 30-300 (1d10x30)
	Hero(es): Every 30 Dervishes	3 rd -lvl Fighter
Every 40 Dervishes	4 th -lvl Fighter	
Every 50 Dervishes	5 th -lvl Fighter	
Every 60 Dervishes	6 th -lvl Fighter	
	Magic User(s): Every 60 Dervishes, 10% chance of	7 th /8 th -lvl Magic User
	2 Assistant 3 rd -4 th lvl Magic Users	
	Cleric(s): <50 Dervishes	2 Assistant 4 th -lvl Clerics
<100 Dervishes	2 Assistant 5 th -lvl Clerics	
<150 Dervishes	2 Assistant 6 th -lvl Clerics	
<200 Dervishes	2 Assistant 7 th -lvl Clerics	
>200 Dervishes	2 Assistant 8 th -lvl Clerics	
	Leader(s): <125 Dervishes	10 th -lvl Cleric
<250 Dervishes	11 th -lvl Cleric	

>250 Dervishes	12 th -lvl Cleric	
LAIRS		Lair Hoard: Class XXI
(01-50) Desert Tent Encampment		

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

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

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

Dervish/Nomad Equipment			
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)

ALL GROUPS			# Appearing: 20-200 (20d10) Wagons: 2d10
Prince	1 Fighter (50%), Thief (35%), Troubadour (15%) Lvl 1d4+7		1 wagon / boat + 1 horse herd
Bodyguard(s)	All groups		1d4 lvl 1d4+1 Fighters/Assassins (Evil bands only)
Fighter(s)	All groups		1d4 lvl 1d3 Fighters
Thieves	All groups		2d4 lvl 1d6+1 Thieves
Every 20 Girovaghi	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
PROFESSIONS			
Gambler(s)	Including dancers/beggars, foundlings		1d2+1 wagons/boats
Acrobat(s)	Including dancers/beggars, foundlings		1d2+1 wagons/boats
Knife-thrower	Including dancers/beggars, foundlings		1 wagon/boat
Strongman/Wrestler	Including dancers/beggars, foundlings		1 wagon/boat
Musician(s)	Including dancers/beggars, foundlings		1d2+1 wagons/boats
Astrologer	Including dancers/beggars, foundlings		1 wagon/boat
Fortuneteller	Including dancers/beggars, foundlings		1 wagon/boat
Huckster(s)	Including dancers/beggars, foundlings		1d2+1 wagons/boats
Girovago Equipment			
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)

All Caravans		# Appearing: 50-300 (5d6x10)
Merchants:	10% of total size	
Drovers:	10% of total size	
Caravan Guards:	80% of total size	Captain (6 th - 11 th -lvl Fighter)
		Lieutenant (Captain's lvl -1)
		Guards (2 nd - lvl Fighters)
Magic-Users:	Every 50 persons, 10% chance of	6 th - 8 th -lvl Magic-User
Clerics:	Every 50 persons, 5% chance of	5 th - 7 th -lvl Cleric
Thieves:	Every 50 persons, 15% chance of	8 th - 10 th -lvl Thief
1d4 3 rd - 7 th -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)

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

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

TRIBESMEN EQUIPMENT		TRIBAL CULTURAL MOTIFS	
1d10	WEAPONRY & ARMOUR	3d6	MOTIF
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)

TRIBAL TOTEMS		8	Mysterious jungle drummers, chanters
1d10	TOTEM	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 NE CE LE	H 1 st - lvl Fighter H 1 st - lvl Fighter H 1 st - lvl Thief H 2 nd - lvl Cleric 5 Men-at-Arms\\	LG	H 2 nd - lvl Paladin H 1 st - lvl Ranger H 1 st - lvl Fighter H 1 st - lvl Magic User H 1 st - lvl Cleric 3 Men-At-Arms
GROUP #3	GROUP #4		
AL	RACE/LVL/CLASS	AL	RACE/LVL/CLASS
Any	H 2 nd - lvl Cleric ½E 1 st - lvl Fighter/Magic User 5 Men-at-Arms	LG	H 1 st - lvl Paladin H 2 nd - lvl Cleric ½E 1 st - lvl Fighter / Magic-User D 2 nd - lvl Fighter 2x Men-at-Arms
GROUP #5	GROUP #6		
AL	RACE/LVL/CLASS	AL	LVL/CLASS
N NE CE LE	D 3 rd - lvl Fighter ½E 3 rd - lvl Fighter / Magic-User H 4 th - lvl Thief H 2 nd - lvl Fighter H 3 rd - lvl Cleric 4 Men-at-Arms	N NG NE CE LE	D 3 rd - lvl Fighter D 3 rd - lvl Fighter H 2 nd - lvl Magic-user H 4 th - lvl Cleric G 1 st - lvl Fighter/Illusionist ½ 3 rd - lvl Thief H 3 rd - lvl Fighter
GROUP #7	GROUP #8		
AL	RACE/LVL/CLASS	AL	LVL/CLASS

LE	H 4 th - lvl Cleric H 1 st - lvl Cleric H 3 rd - lvl Thief H 4 th - lvl Magic-User ½O 1 st - lvl Fighter H 4 th - lvl Kung Fu Monk	Any	H 4 th - lvl Cleric H 2 nd - lvl Fighter H 1 st - lvl Fighter / Magic-User H 5 th - lvl Fighter H 2 nd - lvl Fighter H 3 rd - lvl Fighter
GROUP #9		GROUP #10	
AL	RACE/LVL/CLASS	AL	LVL/CLASS
Any	H 6 th - lvl Magic-User H 6 th - lvl Fighter ½E 6 th - lvl Cleric / Magic-User H 2 nd - lvl Fighter	NE CE LE	H 7 th - lvl Assassin H 6 th - lvl Thief H 4 th - lvl Fighter H 5 th - lvl Magic-User ½O 3 rd - lvl Cleric
GROUP #11		GROUP #12	
AL	RACE/LVL/CLASS	AL	LVL/CLASS
N CE NE LE	H 5 th - lvl Cleric E 5 th - lvl Fighter / Magic-User H 5 th - lvl Fighter H 2 nd - lvl Fighter H 1 st - lvl Cleric E 4 th - lvl Cleric ½E 2 nd - lvl Magic-User / Thief H 2 nd - lvl Fighter	N NE	H 5 th - lvl Fighter ½E 2 nd - lvl Fighter / Magic-User / Cleric H 3 rd - lvl Fighter H 2 nd - lvl Thief H 6 th - lvl Magic-User D 1 st - lvl Fighter H 4 th - lvl Cleric H 2 nd - lvl Fighter
GROUP #13		GROUP #14	
AL	RACE/LVL/CLASS	AL	LVL/CLASS
N NG NE	H 7 th - lvl Thief H 1 st - lvl Cleric H 6 th - lvl Thief ½E 2 nd - lvl Druid G 7 th - lvl Illusionist H 2 nd - lvl Assassin	N NE CE LE NG	D 6 th - lvl Fighter H 6 th - lvl Magic-User H 6 th - lvl Barbarian H 4 th - lvl Witch D 5 th - lvl Thief H 5 th - lvl Magic-User H 2 nd - lvl Cleric
GROUP #15		GROUP #16	
AL	RACE/LVL/CLASS	AL	LVL/CLASS
LG NG CG	H 8 th - lvl Magic-User H 3 rd - lvl Fighter H 2 nd - lvl Fighter ½E 5 th - lvl Cleric / Ranger E 5 th - lvl Fighter / Magic-User H 4 th - lvl Fighter H 2 nd - lvl Fighter	N NE NG	H 7 th - lvl Illusionist H 5 th - lvl Troubadour H 5 th - lvl Cleric / 4 th - lvl Thief G 5 th - lvl Fighter D 9 th - lvl Fighter
GROUP #17		GROUP #18	
AL	RACE/LVL/CLASS	AL	LVL/CLASS

N NE	H 9 th - lvl Fighter H 6 th - lvl Druid H 6 th - lvl Thief H 5 th - lvl Fighter H 9 th - lvl Fighter H 7 th - lvl Cleric H 6 th - lvl Fighter H 4 th - lvl Fighter	N NE	½E 5 th - lvl Cleric / Magic-User E 9 th - lvl Magic-User / Thief ½E 5 th - lvl Fighter ½E 8 th - lvl Fighter E 4 th - lvl Thief ½E 7 th - lvl Druid
GROUP #19		GROUP #20	
AL	RACE/LVL/CLASS	AL	LVL/CLASS
LG NG CG	H 10 th - lvl Cleric E 5 th - lvl Fighter / Magic-User ½E 4 th - lvl Cleric / Magic-User H 6 th - lvl Cavalier H 9 th - lvl Magic-User H 6 th - lvl Fighter H 5 th - lvl Fighter H 10 th - lvl Magic-User ½ 4 th - lvl Fighter H 6 th - lvl Cleric H 9 th - lvl Cleric H 6 th - lvl Magic-User H 6 th - lvl Fighter H 2 nd - lvl Fighter H 10 th - lvl Fighter H 7 th - lvl Ranger H 6 th - lvl Fighter	NE CE LE	½ O 8 th - lvl Thief ½ O 6 th - lvl Fighter ½ O 11 th - lvl Assassin / 4 th - lvl Cleric H 10 th - lvl Fighter H 9 th - lvl Magic-User H 8 th - lvl Cleric H 5 th - 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

NPC Actions & Reactions

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	GM's Choice	GM's Choice	GM's Choice

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
d%	EYE COLOUR
01-20	Brown
21-40	Hazel
41-60	Blue
61-80	Green
81-95	Blue + Green
96-00	Other *
d%	APPARENT AGE
01-15	Very Young
16-45	Young
46-70	Middle-Aged
71-90	Old
91-00	Ancient
d%	HEIGHT
01-05	Dwarfism *
06-15	Very short
16-40	Short
41-70	Average
71-85	Tall
86-95	Very Tall
96-00	Gigantism *
d%	WEIGHT
01-10	Emaciated
11-25	Skinny
26-35	Slender
36-70	Average
71-85	Stocky

86-95	Plump
96-00	Obese
d%	HAIR
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 *
d%	APPEARANCE
01-15	Filthy
16-50	Unkempt
51-85	Neat & Clean
86-00	Immaculate
d%	SANITY
01-10	Criminally Insane
11-25	Insane
26-40	Eccentric
41-85	Sane
86-00	Unshakable
d%	ALIGNMENT
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
d%	MORAL TREND
01-25	Altruistic
26-75	Normal
76-00	Selfish
d%	WEALTH
01-10	Destitute
11-45	Poor
46-70	Average
71-80	Comfortable
81-95	Wealthy
96-00	Filthy Rich
d%	PERSONALITY TRAIT
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 st Share of Treasure	+25%	+25%	+15%	+10%	+25%
Situational Modifiers					
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
MUSCLE		
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
OFFICIALS (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
PROFESSIONALS & SCHOLARS		
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
TRADESPEOPLE		
TYPE	WAGE	MORALE
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

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