

CHAPTER VIII: The Wilderness Environment

Cororuc glanced about him and hastened his pace. He was no coward, but he did not like the place. Tall trees rose all about, their sullen branches shutting out the sunlight. The dim trail led in and out among them, sometimes skirting the edge of a ravine, where Cororuc could gaze down at the treetops beneath. Occasionally, through a rift in the forest, he could see away to the forbidding hills that hinted of

the ranges much farther to the west, that were the mountains of Cornwall.

In those mountains the bandit chief, Buruc the Cruel, was supposed to lurk, to descend upon such victims as might pass that way. Cororuc shifted his grip on his spear and quickened his step. His haste was due not only to the menace of the outlaws, but also to the fact that he wished once more to be in his native land. He had been on a secret mission to the wild Cornish tribesmen; and though he had been more or less successful, he was impatient to be out of their inhospitable country. It had been a long, wearisome trip, and he still had nearly the whole of Britain to traverse. He threw a glance of aversion about him. He longed for the pleasant woodlands, with scampering deer, and chirping birds, to which he was used. He longed for the tall white cliff, where the blue sea lapped merrily. The forest through which he was passing seemed uninhabited. There were no birds, no animals; nor had he seen a sign of human habitation.

- Robert E. Howard

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WILDERNESS ADVENTURING

Generally speaking, a “wilderness adventure” is any adventuring activity that takes place outdoors and not in a town. Some ostensible wilderness adventures will actually be de facto “outdoor dungeon” adventures that will follow most of the same procedures as described in the “Exploring the Dungeon” section of the OSRIC rulebook – the map generally scaled in 10s of feet or yards, time and movement measured in 10-minute turns, and so forth – with a few obvious differences: the party will not generally need to carry light sources (unless they're adventuring at night), they will generally have increased visibility and freedom of movement (i.e. the ability to leave the trail and cut through the woods), there are unlikely to be doors to be listened at (though there may be hidden paths or trails that function as secret doors), etc. Also, as noted under “Encounters in the Wilderness” below, all ranges and movement rates (but not spell areas of effect) are increased threefold while outdoors – reading feet as yards (so a short bow with a maximum range of 150' indoors has a range of 150 yards (450 feet) outdoors). This generally holds true even for such “outdoor dungeon” adventures – because the characters have better visibility and no roof overhead they are able to move more quickly and aim missiles and spells more effectively – but there may be exceptions at the GM's option (such as an exceptionally overgrown forest or dank and misty swamp where visibility is no better than by torchlight inside an underground labyrinth).

Notwithstanding such “outdoor dungeon” adventures, most wilderness adventures consist of (and the rest of this section assumes) cross-country travel which occurs at a different, more abstract, scale than dungeon exploration and thus has its own distinct characteristics and procedures – the map and movement are measured in miles, and each turn represents a full day of travel. Such travel can occur by land, by water, or even by air and the general procedures remain the same. Travel by land is presented as the default and most common mode, with special rules and considerations for waterborne and airborne travel and adventuring following thereafter.

First Steps: Planning The Expedition

Because an expedition into the wilderness is likely to last at least several days, and possibly several weeks, it requires a different and more careful sort of planning than a typical one-day dungeon expedition. Resource management becomes much more important. Among the points players should consider before setting out into the wilderness:

- The party must either bring along sufficient food and water for themselves and their mounts or plan to lose travel-time spending days hunting or foraging (or suffer the effect of starvation)
- Forced marching makes better time, but if not followed up by rest leads to fatigue and possibly kills mounts - is it worth it?
- Because the characters cannot return home at the end of each game-day Magic-Users must bring along their spell books if they wish to re-memorise the spells they use, not to mention other consumables such as arrows, oil, and rope
- Wandering monsters in the wilderness are not balanced by level, so a small or low-level party must be prepared to hide or flee from monsters beyond their ability to deal with, and be wary of getting caught in an ambush—tricks like spiking doors, dropping food, and leaving pools of burning oil aren't enough to deter pursuit in the wilderness
- Large parties (either by hiring guards or joining up with an existing caravan) provide more protection from wandering monsters, but they also move more slowly and make evasion harder, or even impossible

- Likewise, bringing along carts of wagons allows the party to carry more supplies (and perhaps haul back more treasure) but at the cost of slower movement and inability to enter rough terrain at all
- Hiring a guide or buying a map can reduce the party's chance of getting lost in the wilderness, but they are also expensive and may not be trustworthy—can the party be sure the guide isn't a brigand leading the party into an ambush?
- Will the party camp outdoors (risking exposure, and perhaps attracting monstrous attention in the middle of the night) or seek shelter in the settlements, ruins, and castles, that dot the wilderness? The owner of a castle may provide hospitality but may rob or geas the party instead; and those deserted ruins may not be as empty as they appear...

However, the most important consideration for any party, especially at low level, heading into the wilderness, is to know where they're headed and why. Even more than in dungeons, wandering blindly into the wilderness without a plan and a destination is almost guaranteed suicide. Sticking to established routes and patrolled areas near large settlements will minimise the risk of getting lost or meeting the worst monsters, and is the only sort of travel advised for low-level parties, but the lure of the trackless wilds—of monstrous dens and lost ruins filled with yet-unplundered treasure hoards, of mysterious oracles and hermits who will only impart their wisdom and training on those who come to them—is ever-present, and sooner or later their temptation will probably draw every party of adventurers forth from the relative safety of the civilised lands.

Movement In The Wilderness

As noted in the OSRIC rulebook (c.f.) a creature's standard move rate in miles per day across open terrain is equal to its move rate in feet per turn divided by 5 (so a character or monster with a move rate of 120" moves 24 miles per day). Characters whose move rate is decreased by encumbrance (e.g. a character with a 120' move rate reduced to 30' because he's wearing plate mail armour and carrying a large sack full of gold coins) will also have their overland travel rate reduced accordingly (so the character above will only cover 6 miles per day). Various other factors also affect the amount of distance covered per day of travel:

Party Size: The standard move rates assume a party of less than 100 members (including pack and draft animals, guards, scouts, etc.). Any party numbering more than 100 has its move rate reduced by one-third (so a party of 150 dervishes on medium horses (move: 180') will only cover 24 miles per day). Any party of over 1,000 incurs reduced movement by half instead (so 1,200 dervishes on medium horses would cover 18 miles per day).

Terrain: The standard move rates assume travel across open terrain such as plains, grasslands, scrub, or gently rolling hills. Rugged terrain, including forests, steep hills, deserts, and snowfields, reduces movement by one third. Rough terrain, including mountains, swamps, badlands, and thick jungle, reduces movement afoot by two thirds, and mounted movement by three quarters. Some high mountains, large swamps, and other natural obstacles such as massive cliffs and canyons, may at the GM's option be declared completely impassable (though see the rules for cliff-scaling and mountain-climbing below). Tracks through mountains and badlands cause it to be treated as rugged terrain, and through swamps, jungle, forests and hills cause it to be treated as open terrain. Roads through rugged terrain cause it to be treated as open terrain and allow vehicles (see below) to pass through, and through open terrain allow a 50% bonus to move rate.

Forced March: A party can force march to increase their move rate for a single day by 50%, or even by 100%, but they must immediately rest at the end of such a march (one fully day for a 150% forced march, two full days for a 200% forced march) or suffer fatigue effects, as described below.

Rest and Fatigue: A party must normally spend one full day resting (i.e. not moving) for every six days of travel, and either one or two days resting at the end of a forced march, as described above. A full day of rest is also required for each day spent in evasion or pursuit (see below), immediately after the pursuit (or post-pursuit combat, if applicable) ends. On each day spent resting, the number of wandering monster checks is double normal (i.e. if there would normally be one check per day, there will be two). Any character that chooses to go without the necessary rest is considered to be fatigued. For each day of activity after a missed rest, for each day of missing rest, each character suffers a cumulative -1 on all die rolls (including “to hit” rolls and Saving Throws) and effective -1 on all ability scores (so a character who does not rest at all after a day of 200% forced marching will be at -2 on all die rolls and all ability scores the first day after the march, -4 the second day, and so on). If any ability scores are reduced below 3 from fatigue, the character involuntarily passes out and will not reawaken for 1d6 days. Each full day of rest beyond the rest that was skipped restores 1 point (so if the above character does not rest until after the third day, he will need to rest the two days he skipped plus an additional 6 days to recover from the fatigue). Animals (including mounts, draft animals and pack animals) that are denied rest have a cumulative 10% chance per day, per day of missing rest, of dropping dead on the spot.

Food & Water

Each character needs one day's worth of rations (standard or iron) and about ½ gallon (one skin's worth) of water for each day spent in the wilderness. Horses and other animals also require water and grain, though ample grazing opportunities may obviate the need for the latter. In most terrain types water is assumed to be plentiful enough (via ponds and small streams too insignificant to be marked on the map) that characters are able to fill their water skins and do not need to carry extra water with them. Desert terrain is an obvious exception, as is open saltwater and any other terrain at the GM's discretion. Characters who drink water found in swamps or jungles without taking special precautions (such as boiling or a *Purify Food and Drink* spell) increase their chances of contracting a parasitic infection (see below) by at least 5%.

Hunting and Foraging: Characters who do not bring along rations, or who run out, may be able to gather sufficient food by hunting or foraging.

SAMPLE WILDERNESS SETTING - “The Border Towns”

[picture_1](#)

OVERVIEW: The current year is KY 615 from the founding of the **Great Kingdom of Alboran**. The Kingdom's capital, **Ithelburh**, is west of the **Border Towns** and off the map. The current King is Lucas, third of his name: defender of the realm, shield of the people, bane of the unjust, bringer of law. Lucas is 43 years old and a decent King, he rose to the throne at 28 after his father Karolus was forced to abdicate by the Royal Council due to failing mental health.

The Border Towns is the term used by those who live in the area to describe **Dagel** and **Killarg**, but also the strip of civilized plains and farmland that stretches along the banks of the **River Dunvash**. The entire area was once part of the, now defunct, **Duchy of Bernmoth** before the area was annexed by Alboran in KY 245 after the defeat of the rebellious Oswell, Duke of Bernmoth.

ENCOUNTERS: Men (Patrols, Merchants, Bandits, Brigands, Girovagi, Pilgrims)

CAVES OF ANARCHY, THE (Wilderness, Dungeon): A sprawling complex of hive-like natural caverns that extends a few miles, the Caves of Anarchy are teeming with life. Different bands of humanoids and evil-minded humans in hiding have taken up the Caves as their refuge: orcs, goblins,

giants, ogres, bandits, evil mages on the run and even a reclusive guild of assassins. Last but not least the Great Wyrms Garmonax has made part of the complex his den in the King's Year 511. Garmonax is currently trying to get the rest of the occupants to obey him, most of the arcane practitioners in the Caves have since fled, while the Guild of Assassins is trying to come to reach an agreement with the dragon. Rumors have that the Caves of Anarchy are deep enough to reach the Underworlds where demons reside, other tales spin the story of the occupied ruins of a dwarven city of unimaginable splendor now overrun by goblins and orcs. Constant squabbling for territory (or even open war) keep the forces within from overriding the Border Towns. In the past centuries only two or three warlords have been powerful enough to subdue the animose inhabitants of the Caves and forge an alliance of sorts.

ENCOUNTERS: Orcs, goblins, ogres, hill, stone and fire giants, bandits, warlocks, necromancers, assassins, dragons

CORDOK, THE FIELDS OF (Wilderness, Temperate Plains): In KY 248 the Battle of Cordok Fields' was fought between Alboran's forces and the Horde of **Khanata Horse Clans**.

ENCOUNTERS: Undead

DAGEL (Civilized, Settlement): Dagel is the largest of the Border Cities (8,000 inhabitants, built along the river). Originally Dagel was the capital of the Duchy of Bermnoth, an independent state bordering **Alboran** before it was annexed. Dagel is a rich city that lives of trade that goes up and down the **Dunvash**, its rich middle-class has also built a small University around the Temple of Rothlar god of Learning.

ENCOUNTERS: Men (Patrols, Merchants, Pilgrims)

DARBAK HILLS, THE (Wilderness, Temperate Hills): A grey, gloomy wasteland, covered with sparse twisted trees and isolated ruins of human settlements. It was not always so: the hills were once green and lovely, and from KY 425 to KY 501 many groups of colonists from the Border towns have tried to stave off marauders from the **Caves of Anarchy** and establish a foothold of civilization in the hills. The coming of Garmonax has put a definitive end to it all, turning the hills in what they are now. The debased (and some say cannibalistic) descendants of the once proud colonists are but a fistful of scattered tribes, trying to escape the dragon's reach and the raiding parties coming from the **Caves of Anarchy**.

ENCOUNTERS: Tribesmen, brigands, ogres, hill giants

DUNVASH RIVER, THE (Aquatic Freshwater): The Dunvash once had a different course, heading south of Kilarg to what is now the **Goblin Bile Swamp** and once was Lake Salmorel. In the King's Year 458 a huge host of humanoids from the **Caves of Anarchy** was moving south, led by War Chief Slakkfang to pillage the Border cities. The intervention of wandering Archmage Zazzamid the Arcane changed Slakkfang's plan -and geography- drastically. Moved by a whim (or his own mysterious motives) Zazzamid altered the course of the river with magic, washing away the monstrous host. The mass of water moved by the spell was so huge that the river cut **Gruevel Forest** in two, carrying away trees and ground. The river has kept its new course to this day.

ENCOUNTERS: Orcs, goblins, giant fish, aquatic trolls (scrags)

GHOST TOWER, RUINS OF THE (Wilderness, Ruins): Many travelers can see the tower in the distance from the river. Fewer however make the journey to see it in greater detail. Tales of a failed bit of arcane research, a monstrous admixture of volatile compounds, or macabre research in the fusing of species are just a few of the rumors as to its demises. Even fewer have ventured into the

fractured remains. None are known to have returned.

ENCOUNTERS: Undead

GOBLIN BILE SWAMP, THE (Wilderness, Temperate Swamp): As implied by the name, there are Goblins to be found in the swamp. However, in recent years, the Goblins which had trod forth from the fetid waters have been...more evil, more driven, more cruel, and bolder than their kin in the **Southern Gruevel**. It is as if some great, dark force was organizing and driving them forth. The Goblins, while appearing to be more sickly than those of other stock, seem somewhat larger and more accomplished at hand-to-hand combat. Rumors concerning the swamp also tell of trolls, bizarre plant creatures, and tentacled horrors creeping about the edges of the **Southern Gruevel** and the mid-eastern borders of **The Hills of Morg**.

ENCOUNTERS: Carnivorous plants, goblins, trolls, lizard men, vegpeygimies, slimes, jellies, otyughs

GRUEVEL FOREST (Wilderness, Temperate Forest): The changing course of the Dunvash River split this ancient and dense hardwood forest in two, and it is now properly divided into the **Upper Gruevel** and the **Southern Gruevel**. The Upper Gruevel remains as it has for centuries, a haven for wood elves and fey creatures under the direction of the Great Druid and a community of Treants. The Southern Gruevel was devastated by the flooding caused by the Archmage Zazzamid's terrible spell and is populated by the survivors of Slakkfang's humanoid army.

ENCOUNTERS: Fey, druids, elves, rangers, goblins, hobgoblins, trolls, spiders, wolves

KAHNATA HORSE CLANS, THE (Wilderness, Temperate Plains): The grassy plains north of the Chazran Prow Mountains have been home to the Horse Clans since time immemorial. These nomadic tribes have always been somewhat peaceful with foreigners, but very apt at war. War between the tribes is constant but strictly ritualized, so losses are kept at a minimum. Things changed with the rise to power of Kahn Mangghudai of the Asudai clan in KY 247. A former shaman, Kahn Mangghudai filled the tribes with religious fervor and led the Horde to the south intent on overrunning the **Border Cities**. The Horde's advance was stopped at the Battle of **Cordok Fields** where Mangghudai was killed by a freak accident (killed by an archer of the clans). Their morale broken the clans fled back north.

The current Khan is the decrepit Toghus of the Sartaq clans. Rumors from travelling traders say that his heirs are already scheming for the title of Khan.

ENCOUNTERS: Barbarians, Amazons, Berserkers, centaurs

KILARG (Civilized Settlement): Kilarg is the smallest of the Border Cities (about 2,000 inhabitants, built on a hilltop that looks on the river and surrounding a small central keep), and was once part of the **Duchy of Bermnoth**.

Kilarg is a typical border town, bustling with activity. The people of Kilarg are a practical and hardy folk, ready to take arms to defend themselves. Kilarg's militia is well known for its extraordinary morale and its competent spearmen.

ENCOUNTERS: Men (Patrols, Merchants, Pilgrims)

MORG, THE HILLS OF (Civilized, Temperate Hills): Traditionally held by a proud clan of Hill Dwarves, these hills are rich in deposits of metal ores, semi-precious gems, and a fine clay which is used by Dwarves, and the races they trade with, to produce exquisite pottery. In recent years, the clan has become more and more reclusive. Some say the Dwarves are busy fighting incursions from

The Goblin Bile Swamp. Others say the Dwarves unearthed something in one of their mines – some say an ancient evil, others say a horrible wasting disease. Yet another train of thought is that there was a minor war fought with the elves of the **The Forest of Trevake**, and Dwarven losses were very heavy. It is also known that a small clan of Gnomes have settled in the western edge where the hills fade into **The Forest of Trevake**. Regardless, merchants and traders from the Hills are fewer and farther between in the lands abroad, these days. Envoys sent on behalf of governments and merchant guilds alike have either not returned, or reported no sign of Dwarves in their usual places of business.

ENCOUNTERS: Gnomes, halflings, dwarfs

SLATE HAWK KEEP (Civilized Castle): Slate Hawk Keep was built in KY 245 after the fall of the riotous Oswell, Duke Bermnoth. Duke Oswell -who had began a war on **Alboran** - was killed in duel by Heir Princess Colvi in this very place and the duchy was thus annexed. While originally built to keep an eye on citizens of the former independent Duchy, Slate Hawk Keep currently acts as the main bullwark against forces from the **Caves of Anarchy**. The heavily fortified and heavily garrisoned fort gets his name from a legend: it was built on the mountaintop where folk-hero Vardiel (who was adopted and raised by hawks) built his legendary fortress. At least 100 Knights (Fighters, Cavaliers) and 200 footsoldiers and 100 crossbowman (0-lvl Men at Arms) are currently in service.

ENCOUNTERS: Men

TREVAKE, THE FOREST OF (Civilized, Temperate Forest): The Trevake is a moderately dense forest. It is home to several allied clans of elves and half-elves who tolerate humans to some extent but brook no incursions by humanoids. It is patrolled by the Alboranese Rangers, who are on friendly terms with the Elf Queen of Trevake.

ENCOUNTERS: Elves, fey, bandits, brigands, rangers, owlbears

AERIAL TRAVEL & COMBAT

Aerial travel over long distances is possible through the use of magic items (like a **broom of flying** or **flying carpet**) or a flying mount (like a griffon, pegasus, or hippogriff). For the purposes of long-distance aerial travel, 30' of movement is equivalent to one mile per hour. Therefore, a broom of flying (speed 300') can fly over long distances at a speed of 10 mph - roughly 100 miles in a 10-hour day.

FLYING MOUNTS

Flying mounts are difficult to obtain, and even more challenging to train. Controlling any sort of flying mount requires at least 1d2 years of practice and training. Mounted archery while airborne is particularly difficult, and will require at least 1d4 months of continual practice.

It is also important to note that would-be aviators who forget to properly strap themselves onto the saddle before taking to the sky will almost certainly fall from their seat in the initial round of any melee or if encountering high winds or rain. Falling damage is accrued at 1d6 points per 10' falling distance, to a maximum of 120 points.

The most common aerial mounts are detailed here and in Table 1 below:

Griffons: Griffons are strong-willed and nasty-tempered creatures, but if captured while still a fledgling (under 6 months) they can be trained to be fiercely loyal as a mount. Training must continue

unabated for at least 4 months with a break of no more than 2 days or the griffon will revert to their wild instincts. Further, this training is specific to a certain rider, and the beast will not accept a different rider. Griffons are voracious carnivores, and require at least 300-600gp per month to feed. They must also be housed in a special stable, and will require at least 3 grooms to maintain. If given the chance, griffons will try to eat pegasi or hippogriffs.

Pegasi: Pegasi are prized for their great flying speed and peaceable natures. These creatures are always aligned with Good and will only accept a rider with a similar alignment. Like griffons, they must be trained from an early age, and will only serve one master. Pegasi are herbivores, and feed costs are identical to those of a warhorse.

Hippogriffs: Hippogriffs are not as demanding as griffons to train, but this is offset by their more free-spirited nature. Training times are similar to those of griffons, but once trained, hippogriffs may serve more than one master. Unlike hippogriffs, these creatures are omnivorous, and are not so expensive to feed (100-300gp/month). Hippogriffs stabled with pegasi will attempt to bully the latter.

Exotic Mounts: Creatures other than those listed above will typically require some form of spell (*Charm Monster*) or subdual (e.g. dragons) in order to serve as a mount. These creatures, their dietary requirements, and their advantages and disadvantages as a mount are detailed in Table 1 below:

TABLE 1: AERIAL MOUNTS

AERIAL MOUNT	ALIGN	DIET	MAX LOAD (Full Speed)	MAX LOAD (Half Speed)	ADVANTAGES	DISADVANTAGES
Androsphinx	CG	O	7,500	9,500	B, E, F, G, H, I, K, L, N	B, F, I, N
Chimæra	CE	C	4,500	-	E F*, H, N	A, B, C, E, F, G, I, L, M, P
Criosphinx	N	O	7,000	9,000	B, E, F, I, N	B, F, L
Dragon, Black	CE	C	9,000	18,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M
Dragon, Blue	LE	C	15,000	30,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M
Dragon, Brass	CG	C	9,000	18,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M, N
Dragon, Bronze	LG	C	15,000	30,000	A, B, C, F, G, I, L, M, N	A, B, C, F, G, I, L, M, N
Dragon, Copper	CG	C	12,000	24,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M, N
Dragon, Gold	LG	*	21,000	42,000	B, E, F, G, H, J, K, L, N, O	B, C, D, F, I, L, M, N
Dragon, Green	LE	C	12,000	24,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M
Dragon, Red	CE	C	18,000	36,000	B, D, E, F, G, H, L, N, O	A, B, C, F, G, I, L, M
Dragon, Silver	LG	C	18,000	36,000	B, E, F, G, H, L, N, O	B, C, D, F, I, L, M, N
Dragon, White	CE	C	6, 000	12, 000	B, D, E, F, G, H, K, L, N, O	A, B, C, F, G, I, L, M
Griffon	N	C	5,500	8,000	A, C, E, F, I, K	A, G, M
Gynosphinx	N	O	5,000	8,000	B, E, F, G, I, N	B, F, L
Hieracosphinx	CE	*	7,000	8,500	E, F, I, K, N	B, C, F, G, I, K, L
Hippogriff	N	O	4,000	6,000	C, I, K	G
Manticore	LE	*	3,000	-	E, F, N	C, E, F, G, I, J, K, M, P
Nightmare	NE	*	4,000	-	B, E, F, H, J, K, M, N	B, C, G, H, I, K, L
Pegasus	CG	H	4,000	6,500	A, B, C, I, K, N	A, I, M
Pteranodon	N	C	2,500	-	C	O, P
Roc	N	C	100,000	200,000	A, E, F, I, K, O	A, C, F, G, M

Wyvern	NE	C	10,000	20,000	E, F, O	A, C, F, G, I, J, L
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NOTES

DIET: Exact requirements and costs will vary according to the size and type of the creature.

C: Carnivore. These creatures need meat, usually fresh and uncooked.

O: Omnivore. These creatures eat both meats and vegetables.

H: Herbivore. These creatures eat only vegetables or grasses.

Special: These creatures have unusual dietary requirements as denoted below:

Gold Dragon: These creatures receive sustenance from consuming huge quantities of gems and precious metals. Depending on how active they are, they might need to eat up to 2d4 x 1000gp per month.

Manticore: These creatures are man-eaters by nature and require human flesh for sustenance. They must be fed the equivalent of one adult human per week or they will become progressively more uncontrollable.

Nightmare: These evil steeds require human, demi-human, demonic or devil sacrifices at least once a month. In other instances, they are carnivorous.

Hieracosphinx: Like the manticore, these creatures need human flesh for sustenance but are not nearly as voracious. They need one adult human twice a month, and at other times will be content with any kind of fresh meat. In combat, they prefer to target humans as they prefer their flesh.

ALIGNMENT: When dealing with the handling and upkeep of aerial mounts, their alignment may be used as a general indication of their temperament. Lawful creatures will stick to a strict feeding schedule and tend to be less aggressive and irritable than Chaotic ones, which may eat at odd times or act out of anger. Neutral creatures will eat when they are hungry and rest when exhausted. Good creatures expect good treatment and will respond in kind. Evil creatures may only respond to strong-willed and harsh masters, and may manipulate or even attack those whom they perceive as weak. Neutral creatures will be responsive to either of these approaches, or a combination of them.

Only a *Wish* may change a creature's alignment. Possible problems arising from this may include the creature becoming withdrawn, becoming fanatically Good or Evil, or loss of connection with their master.

ADVANTAGES

A. Loyal: These creatures will show absolute loyalty unto death to their master.

B. Smart: These creatures are of average intelligence (INT 8) or greater.

C. Low Maintenance: These creature's temperaments and diets are less demanding than those of griffons (see above).

D. Subduable: This creature may be subdued (see OSRIC, Dragons, p. XX).

E. Strong: Creature's total Hit Dice equal to or greater than 5.

F. Tough: Creature's overall AC is equal to or less than 4.

G. Spellcaster: These creatures can cast spells or have natural spell-like abilities.

H. Breath Weapon: These creatures have a breath weapon they can use in aerial combat.

I. Feathered Wings: These creatures have feathered wings, which are more durable than other sorts. For the purposes of damage to their wings, the GM should consider them to be able to absorb 75% of the creature's total hit points before the creature is unable to remain aloft (see Damage below).

J. Natural Flier: These creatures have the innate ability to fly with no need of wings (e.g. Genies, Afreet).

K. Fast: These creatures have a flying speed is equal to or greater than 300'.

L. Keen Senses: These creatures have unusually sharp sight, smell, hearing, or all three.

M. Dimensional Travel: These creatures may become æthereal or travel astrally.

N. Literate: These creatures speak, and might even read, their own language.

O. Pack Beast: These creatures may haul unusually heavy loads.

DISADVANTAGES

A. Temperamental: These creatures become agitated and violent if approached by anyone other than their master. Subdued dragons are exempt.

B. Strong-Willed: These creatures are difficult to control and in some instances may, depending on their intelligence, attempt to manipulate or dominate their would-be master.

C. Ravenous: These creatures have very unusual or extremely voracious diets with high upkeep costs.

D. Uncontrollable: These creatures can not be subdued by any means.

E. Clumsy: These creatures are clumsy fliers. Archery when mounted on one of these creatures incurs an additional -1 penalty to-hit. Creatures with more than one head, such as a chimera, will block the archer's line of sight in front for a -2 penalty to-hit.

F. Poor Manoeuvrability: These creatures aren't very manoeuvrable and make long, shallow turns when mounted.

G. Solitary: These creatures can not coexist peaceably with other flying species and must be stabled alone. Subdued dragons are exempt.

H. Evil: These creatures are demonic, diabolic, or undead. Only compatible races, classes or creatures may use them as a mount.

I. Particular: These creatures may only be used as a mount by a master of a similar alignment. Subdued dragons are exempt.

J. Tail Weapon: These creatures have a tail weapon (e.g. manticore, wyvern) which they can use in

aerial combat. Unless the creature has been trained in its use while mounted, the rider will be hit 25% of the time.

K. Man-eater: These creatures either need or prefer to eat human flesh. Only the use of a Wish can change this instinct.

L. Greedy: These creatures are motivated by a lust for treasure and covet a hoard of their own. They may also demand a share of the treasure after an adventure as a hireling would.

M. Difficult to Train: These creatures require a lengthy period of training due to either their aggressive nature or their need for an established bond with their master.

N. Good. These creatures are inherently good. Subduing them and forcing them into bondage against their will is generally considered to be an evil act.

O. Dinosaur. These creatures are normally very rare or nonexistent in civilised lands. Certain tribes of lizardmen may use them as aerial mounts however.

P. Slow. These creatures have a flying speed is equal to or less than 180'.

AERIAL ENCUMBRANCE LIMITS: Table 1 lists the encumbrance in gold pieces that each type of creature can carry and stay aloft. If the full speed encumbrance limit listed is exceeded the creature may only fly at half speed or less. Some creatures such as a manticores will refuse to carry any more than necessary, while some like the nightmare will refuse to carry anything but a rider.

On long-distance flights, all of the creatures listed are best ridden for a half-day, with a break for rest and feeding, and then flying on until sunset. During the break, they will require both food and water in order to continue the next leg of the journey. Exceptions to this include nightmares, which may fly tirelessly in the Prime Material plane and with no need of food or water in the æthereal or astral planes. Dragons and rocs may be flown for an entire day without rest, but will require a full day of rest before flying again. Any attempts to exceed these limits will have a 25% chance per hour that the creature will immediately land out of total exhaustion. In this case, the creature will require a full day of rest before they will be able to fly again.

AERIAL COMBAT

Most creatures with the ability to fly, make use of natural or magical wings. In most cases, these creatures must continually flap their wings and keep moving forward in order to keep themselves in the air. Only those few creatures light or powerful enough to hover in one spot are able to engage in the style of a 'normal' ground-based melee, and any attempts to grapple will usually result in both flyers plummeting to the ground. As result of these considerations, aerial combat most usually involves swooping down on the opponent like a dive bomber, slashing and then retreating before wheeling about for another pass.

AERIAL COMBAT STATISTICS

In order to conduct an aerial combat, the GM must refer to the speed, aerial agility level and attack mode(s) for each creature as listed in the OSRIC rulebook (p. 143-4).

Speed: All flying creatures are assumed to be able to climb at half and dive at twice their listed movement rate. Flying creatures may climb 1' per 3' forward, or dive 1' per 4' downward. These restrictions do not apply to creatures with Level VI manoeuvrability however, who may move in any direction they choose. Attacks during a dive will do double normal damage to any target(s) not

themselves diving. Diving attacks on grounded targets also do double damage if the dive was at least 30'. No bonuses or penalties apply to a climbing attack.

Aerial Agility Level: The OSRIC rulebook notes six aerial agility levels, in order from least to most manoeuvrable. The turn rates assume the creature is flying at full speed. If flying at half-speed turn one class less than normal. Most creatures may not fly slower than half-speed or risk falling out of the sky. (c.f. OSRIC p143)

Attack Modes: Each type of flier has their own unique abilities and preferred tactics in aerial combat. In some cases, these may be quite different from those they might use in a ground-based melee or the same. Several creatures' attack modes are detailed below; the GM can extrapolate for other creatures based on those examples.

Aerial Servant: 240', Level VI. In aerial combat, they will typically use their powerful fists to batter their opponent for 8d4 points of damage.

Afreet: 240', Level V. Like genies, these creatures rely on their magical abilities of invisibility and illusion to confuse and terrorize in aerial combat.

Bee, Giant: 300', Level IV/III. These creatures use their stingers to attack singly or in a swarm.

Bird, Huge/Giant: 360', Level IV. Giant birds usually attack with their talons or more rarely their beaks.

Chimæra/Gorgimæra: 180'/150', Level II. Chimærae and gorgimærae are clumsy fliers and will usually resort to using their breath weapon, claws or bite with one of its heads.

Cockatrice: 180', Level IV. Cockatrices are relatively weak flyers and will not normally go higher than 300' unless provoked into a fit of rage. Regardless, they can only fly for 1d4+1 turns before needing to land and rest. Opponents petrified by a cockatrice will plunge to the ground and shatter.

Couatl: 180', Level VI. A couatl is agile enough to out-fly almost any opponent, and will often try to constrict an opponent until both fall from the sky. Just before impact, the couatl will use its ability to turn æthereal to avoid any falling damage.

DEMONS: Demons are as brutal in aerial combat as they are in ground-based melee. The larger demons powerful physiques inspire tactics that would be suicidal for most other types of fliers. En masse, the lesser classes are equally dangerous, attacking in swarms of spikes, barbs, claws and teeth.

Demonette: 120', Level IV. See Succubus below.

Ekivu (Fly Demon): 210', Level III. These demons prefer to use their droning ability to momentarily lull their victims into unconsciousness and then watching as they plummet to their deaths. Otherwise, they will either slash with their claws or attempt to bite the opponent.

Succubus: 180', Level IV. Succubi prefer to avoid aerial (and ground-based) combat whenever possible, relying instead on their abilities to charm opponents and become æthereal.

Class A: 180', Level IV. Vrock usually use their two rear talons to slash their opponents for 1d4 points of damage each.

Class D: 120', Level II. These demons are quite heavy but are nevertheless powerful fliers. In aerial

combat they will build up momentum and slam into an opponent like a battering ram for 2d8 points of damage. If close to the ground, they will attempt to grapple their opponent and bring them to ground where they can bring their full strength to bear in melee.

Class F: 150', Level III. See Class D demon above.

DEVILS: Due to their powers of illusion, devils are powerful and wily aerial opponents. Like demons, their tactics are brutally effective.

Erinyes: 210', Level IV. These devils will either use their poisonous dagger to slash at their opponents or their rope of entanglement to snare their opponent's wings and cause them to fall from the sky.

Horned devil: 180', Level III. These devils will use their barbed fork to impale or slash with their sharply-tipped tails.

Imp: 180', Level V. Imps avoid aerial combat if possible by using their power of invisibility.

Manalishi: 120'/150'/150'/180'/150', Level IV. These devils will use their barbed weapons to hook and slash their opponents or slash them with their long, spiked tails.

Pit Fiend: 150', Level III. See Class D demon above.

Shaitan Devil: 150', Level IV. These devils will use their ability to imprison souls with a touch in aerial combat.

Spiked Devil: 180', Level IV. These devils will either attack with their tridents or forks or use their clawed feet to rake the opponent.

DINOSAURS: Pteranodon, Pterodactyl, Archaeopteryx, Rhamphorynchus, Quetzalcoatlus: 240'/240'/300'/180'/210', Level IV. Because of their lightweight and delicate bone structure, these creatures will avoid mid-air collisions. Instead, they will try to bite or grab their opponent with their long, pointed beaks. If they manage to grab a victim, they will climb several hundred feet before dropping the victim to their certain fate.

Genie: 240', Level VI. As with all creatures from the Elemental Plane of Air, these creatures are impossibly fast and adept fliers. They also make good use of their natural abilities to become invisible and create illusions to confuse their opponents or avoid combat altogether. In nearly all cases, it is always the genie who chooses when and where combat will occur.

Dracolisk: 150', Level II. See Dragon below.

Dragon: 240'/300', Level II. Despite their ungainly size and lack of manoeuvrability, dragons are fearsome aerial combatants. They may use their breath weapon before reaching their target, then slash with their claws or bite with their sharp fangs.

Elemental, Air: 360', Level VI. These creatures always receive a +1 to-hit and +2 to damage when engaging in aerial combat.

Fly, giant: 300', Level III. These insects will attempt to bite their opponents.

Gargoyle: 150', Level IV. These creatures will either gore with their horn or slash at the opponent with their claws.

Griffon: 300', Level IV (Level III when mounted). Griffons will claw at the opponent with their talons or

bite with their sharp beak.

Harpy: 150', Level IV. These creatures will either wield a melee weapon or slash with their leg talons. They are proficient dive bombers.

Hippogriff: 360', Level IV (Level III when mounted). See Griffon above.

Homonculus: 180', Level V. Homonculi will avoid aerial combat whenever possible, but rely on their poisonous bite if forced into combat.

Lammasu: 240', Level III. These creatures typically use their claws if engaged in aerial combat. They are difficult to attack as their dimension door ability allows them to evade an opponent's attack path.

Mephit: 240', Level IV. Mephits of all stripes will use their breath weapon as well as attempting to claw at their opponent to use their special elemental ability.

Manticore: 180', Level II. Like chimerae, manticores are clumsy fliers. In aerial combat, they will either fling their tail spikes or use their front claws to rake an opponent.

Pegasus: 480', Level IV (Level III when mounted). Pegasi use their front hooves in aerial combat.

Pseudo-dragon: 240', Level V. Pseudo-dragons will attempt to use their poisonous stinger in aerial combat.

Roc: 300', Level II. Rocs will rely on their powerful wings to dive into combat attacking with their large and sharp talons to slash their opponents.

Shedu: 240', Level IV. These creatures may use their ability to become æthereal to avoid aerial combat. If engaged, they will use their hooves.

Sphinx: 240'/220', Level III. These creatures will use their front claws in aerial combat.

Volt: 60', Level II. These creatures do not truly fly, but merely levitate. They rely on their whiplash sting in combat.

Vulchling: 30', Level IV. Vulchlins are weak fliers, tending to swoop upon their prey with a claw attack

Wyvern: 240', Level III. Wyverns will either use their sting or attempt to bite in aerial combat.

USE OF SPELLS & MAGIC ITEMS

Most aerial combat involving humans or demi-humans will involve the use of magical items or spells that make flight possible. The most common examples are detailed below:

Levitation: As this spell only requires concentration during changes in altitude, it is often used to rise above the melee and allow for an unrestricted field of fire for subsequent offensive spellcasting. The disadvantage is that any figure seen levitating will almost certainly attract a barrage of missile fire. Furthermore, flying creatures have a distinct advantage and will view any levitating figure as a prime target.

Archery while levitating is increasingly difficult due to the unstable footing. Each round the archer will shoot with a -1 penalty to-hit, increased to -2 and then to a maximum of -3 on subsequent rounds. Spending a round to gain one's footing will return the penalty back to -1.

Throwing missiles such as javelins, axes or spears, using a sling or any melee weapon will be at double the above penalties (-2, then -4, and finally -6 to-hit) because the absence of anything to leverage one's weight against. Similarly, it will be impossible to reload a medium or heavy crossbow while levitating.

Fly: This spell only requires as much concentration as for walking, so it is quite possible to cast other spells while flying, either hovering in one spot or moving slowly (30'/round or less). Archery while flying is not penalized, but using a sling or melee weapon will incur the same penalty as archery while levitating (progressive -1/-2/-3 to-hit). Those using a *fly* spell or magic item that confers flight, such as the **ring of flying**, will move at aerial agility level II.

Broom of Flying: These items must continue moving forward at least half speed in order to stay in the air. With some practice (1d4 weeks) a rider can learn to control the broom with his or her knees, allowing for melee combat or use of other hand-held magic items. Spellcasting however, is impossible. Brooms are aerial agility level III.

Carpet of Flying: These items are considered the most valuable due to their size and stability. While flying, they are aerial agility level III, but they can hover or move at any speed the user commands up to the maximum. They are ideal for use as mobile spell or weapons platforms. In aerial melee they aren't quite so useful, as riders can be easily knocked off the carpet to fall to the ground below. Only a few (5%) of these items are constructed with safety straps or belts—attempts to add them later will usually (95%) result in the carpet losing its enchantment.

Wings of Flying: Aerial agility level III. In other respects, they function like a broom of flying.

CONDUCTING COMBAT:

Unlike modern aerial warfare, most flying creatures are incapable of performing complex aerial manoeuvres such as barrel rolls and the like. They are limited to climbing, diving, and turning which can all be simulated in play through the use of speed and Aerial Levels. Two methods are presented here for conducting an aerial combat—one simple system for combats between a few figures, and a more complex system for bigger, more involved battles using hex paper. In both cases, miniatures or cardstock counters may be used to aid in visualizing the action. In either case, the players and GM should keep a running tally for each figure's altitude.

The simple method involves moving each flier in the direction they are facing at the beginning of the round, then perform the turn by simply changing the facing of the figure to its new heading. Speed for this method should be calculated in actual inches of movement (simply divide the movement rate by 10).

A more accurate method requires the use of blank hex map on which actual manoeuvres can be depicted. With this method, manoeuvres may occur at any time during the movement round. The aerial turns depicted below show the actual turning arcs for each aerial agility level. A flier may choose to attempt an easier manoeuvre but never one of a higher agility level. Creatures with aerial agility level V (such as a genie) may turn in any direction they choose.

Fliers move 1 hex per 30' of speed. For example, a roc with a speed of 300' could move 10 hexes, while a hippogriff with a speed of 360', could move 12. In any case, the GM should keep in mind the speed and distance modifiers for climbing and diving figures.

While using either of these systems, manoeuvres should be considered simultaneous. If multiple players are involved, the GM may require them to mark their moves prior to each turn.

Aerial Missile Fire: For aerial missile fire, short range should be treated as medium range (-2 to-hit) and medium range as long (-5 to-hit). Targets at long range should be considered out-of-reach. These penalties only apply to trained and experienced aerial archers—anyone else will automatically miss. These penalties also apply to creatures that fire missiles (such as manticores). Finally, these penalties only apply to moving fliers. Those employing a fly spell or magic carpet to hover in one spot are not penalised. Figures levitating are penalised as described in the section on levitation above.

Creatures that use breath weapons, such as dragons and chimærae, have a slight disadvantage when trying to hit opponents in aerial combat. Flying targets will have a +2 bonus to their Saving Throws vs. these creatures' breath weapons.

Damage: In aerial combat, a creature's wings are vulnerable to attack for obvious reasons. Winged creatures which sustain damage of more than half of their total hit points are assumed to have suffered damaged wings and will be unable to maintain flight, and must land. Those creatures suffering more than 75% of their total hit points in damage will begin falling to the ground.

THE UNDERWATER ENVIRONMENT

DEPTH & PRESSURE

Depth Bands: For game purposes, the underwater environment is divided into two depths. The upper subsurface band covers depths from 0 to 100'. The deep subsurface band is anything deeper than 100'. The two bands are divided by a thermocline, marked by a distinct drop in both temperature and available light.

Temperature: The temperature of the upper subsurface will generally be the same as that of the climate on the surface. For game purposes, the GM should assign a temperature equivalent to the average yearly temperature of the surrounding surface climate. Note that at this depth, the water may actually be colder or warmer than the surface. Below the thermocline, temperatures drop quite severely and characters will need some kind of magical protection from the cold. These penalties are in addition to the other underwater combat penalties listed elsewhere (see Underwater Combat). Use the following table to determine the penalties for unprotected descent:

DEPTH	TO-HIT/DAMAGE PENALTY	INITIATIVE PENALTY
<100'	- 0 / - 0	+ 0
150'	- 1 / - 1	+ 1
200'	- 2 / - 2	+ 2
300'	- 3 / - 3	+ 3
400'	- 4 / - 4	+ 4
500'>	- 5 / - 5	+ 5

Freezing: At depths below 100', unprotected characters will also begin to freeze. For each hour spent submerged in cold depths a character must make a saving throw vs. Petrification with a -2 penalty. Failure results in the temporary loss of 1d4 Constitution points. When a character reaches 0 CON they will die from hypothermia.

The Bends/Crushing Water Pressure: Spells such as *airy water* (Magic User lvl 5) or *water breathing* (Druid/Magic User lvl 3) will magically protect the recipient(s) from the deleterious effects of pressure. Within the deep subsurface band, any unprotected characters must make a Saving Throw

vs. Death once per hour or suffer 4d10 points of damage. Unprotected items must similarly make a Save vs. Crushing Blow once per hour or be destroyed.

BREATHING UNDERWATER & DROWNING

The first concern of any land-dwelling explorer venturing underwater will be surviving without air. Spells such as *Water Breathing* (Druid/Magic User lvl-3) and *Airy Water* (Magic User lvl-5), some magical items (i.e. a ***potion of water breathing*** or the ***helm of underwater action***) will solve this problem, but characters without access to these resources will need to hold their breath. An adventurer is able to hold his breath for two rounds, plus or minus a number of rounds equal to his hit point adjustment score. For the purpose of this ruling fighters are treated as every other class and will receive a maximum adjustment of +2 rounds for exceptional constitution. Characters inflicted with a Constitution score of 3 receive a penalty of -2 rounds and do not have the stamina to hold their breath for any notable amount of time. Holding one's breath requires conscious effort, and characters that are paralyzed or unconscious will not be able to prevent themselves from drawing breath. Once a character has exhausted the amount of time he's allowed to hold his breath, he begins to drown. Drowning characters are unable to do anything: they cannot swim, fight or perform any other actions because they are in a state of panic. This stage of drowning lasts for three rounds, and if the character is brought back to a breathable environment during this time he will recover, but only after one turn. If the character is not rescued after three rounds he will go unconscious and his hit points will drop to zero. Every round afterwards he will lose a hit point, and at -10 hit points the character will be dead. This loss of hit points will continue even if the character is brought out of the water, and will only stop if some type of healing is administered.

SWIMMING

ENCUMBRANCE	STRENGTH + DEXTERITY							
6-12	13-18	19-24	25-30	31-36	36+	DESCENT/ SINKING	ASCENT	
Unencumbered	3"	4"	5"	6"	7"	8"	will float/10'	30'/40'
Lightly Encumbered	^	3"	4"	5"	6"	7"	10'/20'	20'/30'
Encumbered	^	^	3"	4"	5"	6"	20'/30'	10'/20'
Heavily Encumbered	^	^	^	3"	4"	5"	30'/40'	0'/10'

* The first number is for saltwater environments, the second is for freshwater.
 ^ May not swim, but may walk along the bottom of the seabed. Use normal dungeon movement speed.

Several methods exist for breathing underwater, including mundane pieces of equipment, magic spells and items, and natural abilities.

Mundane Items: Individuals may use a scroll case, unstoppered at both ends, as a makeshift snorkel. Characters may also purchase a tube specifically constructed for such use. In both cases, the user can only breathe through such a tube when just below the surface (up to 1'). In order to breathe continuously through such a tube, a character may only swim at half normal speed (c.f. Swimming rules below) or quarter normal speed if using a scroll tube. Characters may elect to dive or swim at maximum speed and the normal rules for breathing underwater and drowning will apply.

At the GM's discretion, mundane diving bells may also be available, which will allow characters to descend to greater depths and maintain a constant flow of fresh air from the surface via long pipes or tubing. Such advanced equipment should be appropriately expensive and difficult to obtain.

Magic: Spells such as *Water Breathing* (3rd-lvl Arcane/Druidic spell) and *Airy Water* (5th-lvl Arcane spell), some magical items (i.e. a ***potion of water breathing*** or the ***helm of underwater action***) allow characters to breathe (and possibly move) underwater without penalty.

Natural Abilities: Most aquatic creatures are naturally able to breathe underwater and require no special equipment or magical aid. Aquatic elves, tritons, mermen and sahuagin for example, may remain submerged indefinitely. Other aquatic, semi-aquatic and amphibious creatures (e.g. lizard men, batrachians, cetacians etc.) may not be able to breathe underwater naturally but are capable of submerging for lengthy periods before needing to return to the surface for air.

VISIBILITY

Lighting and visibility underwater is dependent upon depth, the time of day and the condition of the surrounding water. Water conditions have been divided into three categories: Clear water denotes conditions generally free from silt, algae or other obstructions. Saltwater environments will generally fall into this category. Turbid water denotes moderate amounts of silt, algae, or other obstructions such as vegetation or swirling sand. Freshwater environments should typically be considered turbid. Murky water denotes high amounts of silt, algae or other obstructions. Swamps, bogs, or stagnant ponds should all be considered murky. Infravision will also be affected by all water conditions. To determine visibility for both normal vision and infravision, refer to the table below:

Visibility Table

UPPER SUBSURFACE	DAY*	NIGHT*	DARKVISION
Clear	100'/50'	50'/25'	-50%
Turbid	50'/25'	25'/15'	-75%
Murky	30'/10'	15'/5'	-75%
DEEP SUBSURFACE	DAY*	NIGHT*	DARKVISION
Clear	30'/15'	15'/5'	-50%
Turbid	10'/5'	5'/0'	-75%
Murky	0'/0'	0'/0'	-75%

CURRENTS

Unless the GM rules otherwise, river currents always flow downhill. For oceans, seas, and lakes, the GM should consult the following table for direction.

1d8	DIRECTION	2d6	FORCE	
1	North	2-3	Calm (0")	
2	Northeast	4-8	Light (1")	
3	Northwest	9-11	Strong (2")	
4	South	12	Very Strong (3"+)	
5	Southeast	* For deep subsurface depths apply a DM of -4 to the current force.		
6	Southwest			
7	West			
8	East			

Underwater Terrain Effects on Movement

TYPE	VISIBILITY	MOVEMENT	SURPRISE
Sea Grass/Sand	Normal	Normal	1-2
Light Seaweed	-70%	-25%	1-3
Heavy Seaweed	-90%	-50%	1-5
Light Mud/Slime	Normal	-25%	1-2
Heavy Mud/Slime	-90%	-50%	1-5
Quicksand	-40%	-100%	1-2
Coral	Normal	-50%	1-3

SPEECH & HEARING UNDERWATER

Hearing: For surface dwelling creatures, both speech and hearing will be impeded underwater. While sound travels up to four times further underwater than in air, the surrounding water pressure makes it very difficult for surface dwellers to hear competently. Further, the plethora of sounds generated by marine life, currents and tectonic activity makes it even more difficult for those not accustomed to it to distinguish audible communication from background noise. To determine the audible range for surface dwellers the GM should refer to the following table:

TYPE OF SOUND	SURFACE DWELLERS	MARINE NATIVES ^	
UNASSISTED	ASSISTED *		
Natural	300	600	2,400
Speech	5	20	100
Surface Activity	100	200	500
Underwater Activity	200	400	1,000

Note: all ranges are listed in yards

* **Assisted surface dweller** denotes a creature using some form of magical assistance to allow clear hearing underwater such as a **helm of underwater action** or the *Airy Water* spell

^ In certain cases, the GM may multiply these ranges by a factor of 10 or more to account for the superior natural abilities of certain species (i.e. whales, dolphins, sahuagin or mermen).

Speech: Surface-dwellers are at a distinct disadvantage when attempting to communicate by voice underwater. Normal speech is generally only possible through the use of magic spells or items that provide a limited volume of air (i.e. *Airy Water* or a **helm of underwater action**) or other means which allow for unimpeded communication (i.e. a **ring of free action**). Refer to the table above to determine the maximum range for intelligible communication. Note that spells with a verbal component can still be cast effectively underwater as there is no necessity for such speech to be intelligible to anyone save the spellcaster.

UNDERWATER WEATHER & SPECIAL FEATURES

Storms: Underwater storms add 40' to the prevailing current.

Whirlpools: Diameter of 2d6 x 10' with a current of 100'. The center of a whirlpool will deal 3d6

damage per round, regardless of armour, to anything caught within.

Tsunamis: Current of 200'/round, lasting 3 rounds. The first round will deal 2d10 damage from debris, the second 1d10, and the third 1d6.

Waterspouts: Will toss the affected character or creature 180' + (AC x 10') and then drop them back to the surface. Falling damage is halved.

COMBAT IN THE UNDERWATER ENVIRONMENT

Surface dwellers will suffer a -4 to-hit/damage penalty when fighting underwater due to its unfamiliar nature. In certain cases, such as a coastal tribesman used to spearfishing for example, this penalty may be lessened or negated altogether. Undersea creatures such as mermen or sahuagin suffer no such penalties when fighting underwater. Only through the use of certain magic items, such as a **ring of free action**, will surface dwellers be able to move and fight without penalty as if they were on dry land.

WEAPONRY UNDERWATER

Weapons retain their encumbrance underwater, but due to water resistance, their impact is significantly lessened. The GM should refer to the following guidelines:

Melee Weapons: Generally, only thrusting weapons will be effective. Hafted weapons such as axes, clubs, flails, hammers or maces suffer a -8 to-hit penalty and halved damage. Swords, other than daggers, rapiers or short-swords, suffer a -4 to-hit penalty and their damage is reduced to the next lower die (i.e. d10 become d8, d8 become d6, etc.). Thrusting weapons like spears and polearms suffer no penalties.

Missile Weapons: Missile weapons (including thrown weapons such as daggers or darts) not specifically designed for underwater use are ineffective unless fired/thrown from the surface into the water. In such cases, the effective range should be reduced by 50% and a -5 to-hit penalty applied unless the user is specially trained in underwater combat.

Crossbows especially designed for underwater use may be manufactured by a skilled bowyer at 1000% the normal cost. The range for these crossbows is half that of a similar crossbow for use on land.

Nets: Nets are useful weapons in underwater and may be used in one of two ways: two or more beings employing a large net by stretching it between them and manoeuvring in such a way as to entangle their opponents within. This method is particularly useful against unintelligent or unsuspecting opponents or those charging into melee.

Wielding a net single-handedly is possible if the net is weighted along the edges and thrown in a spinning fashion. In some cases, these nets are also barbed to increase their effectiveness. If thrown correctly, the weighted ends will cause the net to settle over the intended target and entangle them. Nets employed in this fashion can be thrown 1' for every Strength point of the thrower. Many intelligent aquatic races such as aquatic elves, locathah and mermen use nets in this manner and can throw them an average of 15'. Sahuagin, who are very proficient in the use of nets, throw them an average of 20'.

Nets are very difficult weapons to use effectively unless one is specifically trained in their use

underwater. Surface dwellers that attempt to use them without proper training will suffer an additional -4 to hit penalty.

ARMOUR UNDERWATER

Metal Armours: In most cases, wearing metal armour underwater is not practical because of the encumbrance. Characters will not be able to swim in metal armour unless they have some form of magical assistance that reduces or eliminates the armour's encumbrance.

Metal armours (banded, mail, plate, scale) are extremely susceptible to rust. For every full day spent underwater, the armour must make a Saving Throw vs. Acid or be reduced one step in effectiveness (i.e. AC 3 becomes 4, 4 becomes 5 etc.). For saltwater conditions this Saving Throw is penalized by -1. Once out of the water any reductions will be permanent unless the armor is repaired by a skilled armorer. Such repairs will cost 25% of the total cost of the armour. Note that magic armour is also susceptible to rusting, but will gain the standard +2 to the Saving Throw in freshwater or +1 in saltwater.

Certain aquatic races and land-dwelling races that live near the sea have constructed armours made from lighter non-metallic materials that are more practical for underwater use, although they still confer the same overall encumbrance penalties for swimming. These types should be considered rare on land and can only be manufactured by those accustomed to the specific materials in question.

ARMOUR TYPE	ENCUMBRANCE	MAX MOVE RATE	EFFECT ON AC	COST
Bone Armour	350	90'	-5	90gp
Seashell Scale	200	120'	-3	30gp
Sharkskin Byrnie	150	120'	-2	10gp
Turtleshell Jacket	400	60'	-4	45gp

Shields Underwater

All but the smallest shields (bucklers or target shields) are impractical in underwater combat due to water resistance. Characters that insist on carrying medium or large shields gain no armour class benefit from their use but are still subject to the encumbrance penalties for movement.

Re: the rusting rules, there's a potential quibble about armours made of non-ferrous metal. Bronze plate mail exists in some games. I'll fix that in the edit.

AQUATIC MOUNTS

As with flying mounts, aquatic mounts are difficult to obtain, and even more challenging to train. Tribes of intelligent aquatic humanoids and demi-humans proficient in their use suffer no penalties when riding them. For surface dwellers, controlling or riding any sort of aquatic mount requires at least 1d2 years of practice and training.

The most common aquatic mounts are detailed here and in Table 1 below:

Giant Crayfish - WiP

Dolphin - Dolphins are prized for their peaceable natures, loyalty and intelligence. They are often used by aquatic elves (c.v.) as mounts. Move 300'

Dragon Turtle - Dragon Turtles are the most powerful aquatic mounts, and feared by both seafarers and underwater dwellers alike. Like dragons, they must be entirely subdued in order for them to serve as mounts. After subdual, a further 4 months of training and practice is necessary before they can be reliably ridden. In mounted combat, they may use their breath weapon but may not, for obvious reasons, surface to capsize seagoing craft without harming their rider. (c.f. [OSRIC](#))

Elasmosaurus - Like other dinosaurs, these creatures are only found in 'lost world' settings. (see [OSRIC](#), p. 230)

Giant Crab - Giant crabs do not swim as do other aquatic mounts but scuttle along the seafloor. Certain tribes of aquatic humanoids such as the locathah and the sahuagin use them as beast of burden. Their relative lack of intelligence makes them unreliable in combat. (c.f. [OSRIC](#))

Hippocampus - Hippocampi (c.v) are the preferred mount of Tritons. They are intelligent and understand both voice commands and sign language. They are ravenous eaters and require a large amount of fresh fish regularly.

Giant Moray Eels - Moray eels are used by the locathah as mounts and beasts of burden.. They are temperamental and easily distracted by potential food, for this reason they are difficult to train. (c.f. [OSRIC](#))

Giant Sea Horse - Giant sea horses (c.v.) are used as mounts by aquatic elves, and occasionally the other aquatic races. They are easy to maintain as they subsist on seaweed. They are not very fast or maneuverable so they do not make ideal combat mounts.

Shark - Sharks and giant sharks are only used by the sahuagin as mounts. They are ravenous feeders and easily distracted by wounded prey and require lengthy training and a firm rider to control. (c.f. [OSRIC](#))

Giant Sea Turtle - Giant sea turtles are used by aquatic elves, mermen and tritons as beasts of burden. They are hardy creatures but make poor combat mounts due to their slow speed and lack of maneuverability. ([OSRIC](#), p.256)

Whale - As with giant sea turtles, whales are used by mermen and tritons as beasts of burden, but rarely in combat. Move 180' to 240' (c.f. [OSRIC](#))

Whale, Killer - Certain tribes of tritons and aquatic elves train killer whales (c.v.) for use as combat mounts. While difficult to train, they are fiercely loyal to their riders and will defend them to the death.

Table 1: Aquatic Mounts

AQUATIC MOUNT	ALIGN	DIET	ADVAN	DISAD	MAX LOAD LBS. (FULL SPEED)	MAX LOAD LBS. (HALF-SPEED)	MAX TOWING TONNAGE (HALF-SPEED)
Crayfish, Giant	N	O	C, D	F	100	150	Nil
Dolphin	LG	C	A,B,C,J	I, N	100	150	Nil
Dragon Turtle	N	O	B, D, E, F, M, H, L	F, L,M, P	1500	3000	10,000

Elasmosaurus	N	C	C, E	G	600	900	5,000
Hippocampus	CG	H	B, L	C	600	900	Nil
Crab, Giant	N	C	D,F, M	P	300	450	Nil
Moray Eel, Giant	N	C	E	A, M, P	500	1000	Nil
Narwhal	N	C	A,C,J	M	250	500	Nil
Sea Horse, Giant	N	H	C	F	150	300	Nil
Sea Turtle, Giant	N	O	E,F,M	F, M, OO	1000	1500	8,000
Shark, Large	N	C	E, A	A, D, G, M	350	500	Nil
Shark Giant	N	C	E, A	A, D, G, M	700	1000	Nil
Whale	N	O	C, E, F, M	-	1,400 lbs.	2,000 lbs.	10,000
Whale, Killer	N	C	E,A	A, D, G, M	600 lbs.	900 lbs.	Nil

Diet

C: Carnivore. These creatures need meat, usually fresh and uncooked.

O: Omnivore. These creatures eat both meats, aquatic plants, krill and plankton.

H: Herbivore. These creatures eat only aquatic plant life, krill or plankton.

Advantages

A. Loyal: These creatures will show absolute loyalty unto death to their master.

B. Smart: These creatures are of average intelligence (INT 8) or greater.

C. Low Maintenance: These creature's temperaments and diets are less demanding than those of hippocampi (see above).

D. Subduable: This creature may be subdued (c.f. OSRIC, Dragons).

E. Strong: Creature's total Hit Dice equal to or greater than 5.

F. Tough: Creature's overall AC is equal to or less than 4.

G. Spellcaster: These creatures can cast spells or have natural spell-like abilities.

H. Breath Weapon: These creatures have a breath weapon they can use in aquatic combat.

I. Fast: These creatures have a swimming speed is equal to or greater than 300 ft.

J. Keen Senses: These creatures have unusually sharp sight, smell, hearing, or all three.

K. Dimensional Travel: These creatures may become æthereal or travel astrally.

L. Literate: These creatures speak, and might even read, their own language.

M. Pack Beast: These creatures may haul unusually heavy loads.

Disadvantages

- A. Temperamental:** These creatures become agitated and violent if approached by anyone other than their master. Subdued dragon turtles are exempt.
- B. Strong-Willed:** These creatures are difficult to control and in some instances may, depending on their intelligence, attempt to manipulate or dominate their would-be master.
- C. Ravenous:** These creatures have very unusual or extremely voracious diets with high upkeep costs.
- D. Uncontrollable:** These creatures can not be subdued by any means.
- E. Clumsy:** These creatures are clumsy swimmers. Melee or missile combat when mounted on one of these creatures incurs an additional -1 penalty to-hit.
- F. Poor Manoeuvrability:** These creatures aren't very manoeuvrable and make long, shallow turns when mounted.
- G. Solitary:** These creatures can not coexist peaceably with other aquatic species and must be stabled alone.
- H. Evil:** These creatures are demonic, diabolic, or undead. Only compatible races, classes or creatures may use them as a mount.
- I. Particular:** These creatures may only be used as a mount by a master of a similar alignment.
- J. Tail Weapon:** These creatures have a tail weapon which they can use in undersea combat. Unless the creature has been trained in its use while mounted, the rider will be hit 25% of the time.
- K. Man-eater:** These creatures either need or prefer to eat human flesh. Only the use of a *Wish* can change this instinct.
- L. Greedy:** These creatures are motivated by a lust for treasure and covet a hoard of their own. They may also demand a share of the treasure after an adventure as a hireling would.
- M. Difficult to Train:** These creatures require a lengthy period of training due to either their aggressive nature or their need for an established bond with their master.
- N. Good.** These creatures are inherently good. Subduing them and forcing them into bondage against their will is generally considered to be an evil act.
- O. Dinosaur.** These creatures are normally very rare or nonexistent in civilised lands. Certain tribes of sahuagin or batrachians may use them as aquatic mounts however.
- P. Slow.** These creatures have a swimming speed equal to or less than 180'.

SPELLCASTING IN THE UNDERWATER ENVIRONMENT

For special effects or alterations to individual spells refer to the notes below. Spells not listed should

be assumed to function underwater exactly as they would on land.

Material Components: Certain material components, at the GM's discretion, may need to make a Saving Throw when used underwater. This represents the chance for the component to sink or float away during casting or to be otherwise spoiled by immersion in water. This base roll is 13 and may be modified up or down by the GM depending upon the particular qualities of the component. Failure of the saving throw indicates that the spell has failed.

Divine Spells

Level 1

Command - The range of this spell is limited to the intelligible hearing range of the intended target. (see *Speech and Hearing* above).

Create Water - The cleric must have a sealed vessel to contain the newly created water or it will mix with the surrounding water and become undrinkable.

Hand Fire - not useable underwater

Light - This spell will create visible light equivalent to day-time conditions modified by the surrounding water conditions (see *Visibility* above).

Precipitation - not useable underwater

Level 2

Corpse Fire - not useable underwater

Dust Devil - not useable underwater

Hold Person - This spell will affect aquatic humanoids such as aquatic elves, batrachians, locathah, mermen, sahuagin, and tritons.

Snake Charm - This spell will affect eels and aquatic snakes.

Level 3

Cloudburst - not useable underwater

Continual Light - See the Level 1 Divine spell *Light* above.

Create Food and Water - The cleric must have a sealed vessel to contain the newly created water or it will mix with the surrounding water and become undrinkable.

Feign Death - Targets of this spell will begin to sink or float (see *Swimming* above) as well as be pushed along with the prevailing current (see *Currents* above).

Flame Walk - not useable underwater

Level 4

Log to Lizard/Lizard to Log - not useable underwater

Lower Water - not useable underwater

Speak with Plants - not useable underwater

Sticks to Snakes - The snakes conjured by this spell must be of the aquatic variety. Optionally, the spellcaster may turn the snakes to non-venomous eels. For the reverse, *Snakes to Sticks*, both aquatic snakes and eels can be considered to be snakes.

Sunburst - not useable underwater

Tongues - Any speech will still be subject to the normal underwater limitations (see *Speech and Hearing* above).

Water Walking - Only useable on the surface of a body of water

Level 5

Air Walk - not useable underwater

Atonement - not useable underwater

Flame Strike - not useable underwater

Insect Plague - not useable underwater

Rainbow - not useable underwater

Raise Dead - Any being raised must have some method of breathing underwater or will immediately begin to drown (see *Drowning* above).

Transmute Water to Blood / Transmute Blood to Water -

True Seeing - When cast underwater, the range of this spell is limited according to the current water conditions (see *Visibility* above).

Level 6

Aerial Servant - not useable underwater

Conjure Animals - Mammals conjured underwater must be aquatic.

Heroes' Feast - not useable underwater

Part Water - When cast underwater, this spell will create a 10' diameter tunnel through water.

Speak With Monsters - Any speech will still be subject to the normal underwater limitations (see *Speech and Hearing* above).

Level 7

Astral Spell - If cast underwater, the physical bodies of Astral travellers will begin to float or sink depending upon their encumbrance (see *Swimming* above).

Control Weather - not useable underwater

Earthquake - When cast underwater, this spell will cause shock waves to emanate through the water. All within range must make a Saving Throw vs. Death or be stunned for 5d4 rounds.

Resurrection - Any being resurrected must have some method of breathing underwater or will immediately begin to drown (see *Drowning* above).

Wind Walk - not useable underwater

Druidic Spells

Level 1

Animal Friendship - When cast underwater, only marine animals can be befriended.

Entangle - The spell will cause marine plant life to ensnare creatures within its area of effect. Algae and photoplankton are not affected.

Fire Dance - not useable underwater

Precipitation - See the 1st level Divine spell of the same name above

Predict Weather - not useable underwater

Shillelagh - Though this spell functions normally underwater, the club provided is all but useless in underwater combat (see *Underwater Combat* above).

Thunderclap - When cast underwater, the thunderclap produced will have a range of 60' and any stunning effects and/or hit point damage dealt will be doubled.

Level 2

Create Water - The druid must have a sealed vessel to contain the newly created water or it will mix with the surrounding water and become undrinkable.

Feign Death - Targets of this spell will begin to sink or float (see *Swimming* above) as well as be pushed along with the prevailing current (see *Currents* above).

Fire Trap - not useable underwater

Flame Blade - not useable underwater

Heat Metal - not useable underwater. The reverse, *Chill Metal* may be used normally.

Produce Flame - not useable underwater

Reflecting Pool - not useable underwater

Vomitus - The acid bile produced can not be vomited forth in a stream but will instead surround the caster in a 10' radius sphere inflicting 1d4+1 hit points of damage to the caster and any other creatures in the area of effect.

Warp Wood - The range of this spell when cast underwater extends for 45' per level of the caster.

Level 3

Call Lightning - not useable underwater

Cloudburst - see the 3rd level Divine spell of the same name above

Plant Growth - This spell will stimulate the growth of algae and photoplankton to form a restricting shell within the area of effect. Movement through the area is limited to a maximum of 10'/round.

Pyrotechnics - not useable underwater

Starshine - not useable underwater

Summon Insects - not useable underwater

Tame Lightning - not useable underwater

Tree - not useable underwater

Level 4

Animal Summoning I - When cast underwater, this spell will only summon marine animals.

Call Woodland Beings - not useable underwater

Hallucinatory Forest - When cast underwater, this spell will create an illusory kelp forest.

Produce Fire - not useable underwater

Repel Insects - not useable underwater

Speak with Plants - not useable underwater

Thunderstrike - not useable underwater

Wall of Wood - This spell can be cast normally but the resulting wood will immediately begin to float to the surface at 30' per round.

Level 5

Animal Growth - When cast underwater, only marine animals will be affected.

Animal Summoning II - See the Level 4 Druidic spell *Animal Summoning I* above.

Control Winds - not useable underwater

Insect Plague - not useable underwater

Moonbeam - not useable underwater

Pass Plant - not useable underwater

Sticks to Snakes - The snakes conjured by this spell must be of the aquatic variety. Optionally, the

spellcaster may turn the snakes to non-venomous eels. For the reverse, *Snakes to Sticks*, both aquatic snakes and eels can be considered to be snakes.

Transmute Rock to Mud - When cast underwater, the mud will begin to swirl around changing the water quality in the area of effect to 'murky'. The mud will not cause any sinking effect. The reverse, *Transmute Mud to Rock* is not useable underwater.

Volcanic Eruption - spell description not yet written

Wall of Fire - not useable underwater

Level 6

Animal Summoning III - See the 4th-lvl Druidic spell *Animal Summoning I* above.

Create Spring - not useable underwater

Conjure Fire Elemental - not useable underwater

Earthquake - The cracks opened from the conjured earthquake will not swallow up creatures but the earthquake will create a tsunami with a current of 200'/round, lasting 3 rounds. The first round will deal 2d10 damage from debris, the second 1d10, and the third 1d6.

Fire Seeds - not useable underwater

Liveoak - not useable underwater

Transmute Water to Dust/ Transmute Dust to Water -

Wall of Thorns - The wall must be anchored to the seabed or other solid surface or it will begin to float to the surface at 30' round.

Weather Summoning - not useable underwater

Level 7

Chariot of Fire - not useable underwater

Conjure Earth Elemental - The elemental must be conjured from the sea or riverbed and must remain in contact with it at all times.

Control Weather - not useable underwater

Creeping Doom - not useable underwater

Fire Storm - not useable underwater

Reincarnate - The reincarnated creature must be afforded a method of breathing underwater or will immediately begin to drown. Alternately, the GM may rule that when this spell is cast underwater the resulting creature must be a marine creature.

Sunray - not useable underwater

Arcane Spells

Level 1

Affect Normal Fires - not useable underwater

Burning Hands - not useable underwater

Cloud Ladder - not useable underwater

Feather Fall - Creatures or characters affected by this spell will immediately begin to float to the surface at a rate of 30'/round. Slowing or stopping this ascent is not possible unless the creature is a native aquatic swimmer, and then they must actively swim to do so. While actively swimming a creature may not attack, but may defend themselves.

Find Familiar - not useable underwater

Firewater - not useable underwater

Flare - not useable underwater

Floating Disc - Any objects placed on the disc must be tied down or otherwise secured or they will float or slide away when the disc moves.

Jump - Affected creatures may only jump a maximum of 20'.

Light - See the Level 1 Divine spell of the same name above.

Message - The range of this spell is doubled underwater to 120' plus 20'/level.

Mount - When cast underwater, only aquatic mounts may be summoned. At 3rd level and below, a giant sea horse can be summoned. From 4th through 7th level a hippocampus may be summoned, from 8th through 12th level a giant sea turtle and at 13th level and above a whale.

Precipitation - See the 1st level Divine spell of the same name above

Protection from Avians - not useable underwater

Smoky Sphere - not useable underwater

Undead Mount - not useable underwater

Level 2

Acid Arrow - When cast underwater, the burst radius of the acid arrow is reduced to a 5' diameter whether or not it hits its intended target. The acid however will linger in the area of effect for 1d3 rounds before dissipating.

Boiling Bath - When cast underwater, the range is reduced to 30' and will only deal 2d4 hp of damage.

Continual Light - See the 1st-lvl Divine spell *Light* above.

Flaming Sphere - not useable underwater

Levitate - Affected creatures or characters will begin to float to the surface at a rate of 30'/round regardless of their encumbrance.

Pyrotechnics - not useable underwater

Scorch - not useable underwater

Spectral Wings - not useable underwater

Zephyr - not useable underwater

Level 3

Cloudburst - see the 3rd level Divine spell of the same name

Elemental Turning - When cast underwater this spell will not effect Water Elementals. It will function normally versus Earth Elementals.

Expeditious Fire Extinguisher - not useable underwater

Explosive Runes - The explosive radius of this spell is doubled underwater to 20'.

Fireball - not useable underwater

Flame Arrow - not useable underwater

Fly - When cast underwater, this spell will allow the target to swim as if unencumbered at up to 90' per round.

Gust of Wind - not useable underwater

Infravision - Infravision is subject to normal range restrictions underwater. See Visibility above.

Lightning Bolt - when cast underwater the lightning bolt will discharge with a burst radius of 20'. All those caught with this radius must Save vs. Spells for half-damage or suffer the full effect.

Meldaar's Curving Missile - Any missiles enchanted are still subject to the normal restrictions on range and damage for underwater missile combat.

Monster Summoning I - Only water-breathing or naturally aquatic monsters may be summoned underwater

Tiny Hut - The interior of the Hut provides a constant pocket of breathable air similar to the 5th level Arcane spell *Airy Water*.

Tongues - see the Level 4 Divine spell of the same name above.

Water Breathing - this spell does not confer any exceptional ability to speak underwater. See *Speech and Hearing* above.

Water Walking - See the 4th level Divine spell of the same name.

Wind Wall - not useable underwater

Level 4

Dig - This spell will create a lot of floating debris that will effectively turn the water quality to 'murky' within the area of effect. Tunnelling is impossible underwater as the water and pressure will serve to immediately collapse the tunnel.

Drums of Despair / Pipes of Resolve - spell description not yet written

Electric Arc - When cast underwater, each arc will be 5' wide with a range of 30'/level of the caster. Each arc will discharge upon striking the target in a 10' diameter sphere, damaging all creatures in the area of effect.

Fire Charm - not useable underwater

Fire Shield - The hot flame version is not useable underwater. The cold flame version functions as normal.

Fire Trap - not useable underwater

Flaming Blade - not useable underwater

Hallucinatory Terrain - The terrain created must be something consistent with the aquatic environment such as a seaweed forest or a coral reef.

Ice Storm - The icy storm unleashed by this spell will be very large but significantly weaker in downward force. Damage inflicted is 1d10 points. Sleet generated by the spell will have no effect.

Massmorph - When cast underwater this spell will cause the affected creatures to resemble either a kelp forest or a coral reef.

Monster Summoning II - See the 3rd Level Arcane spell *Monster Summoning I* above.

Shout - When cast underwater, the range is altered to a 10' x 60' cone.

Steaming Sphere - not useable underwater

Ultravision - When cast underwater, the affected creature's range of visibility is reduced by half.

Wall of Bones - not useable underwater

Wall of Fire - not useable underwater

Wall of Ice - This spell can be cast normally but the resulting ice will immediately begin to float to the surface at 30' per round and form an ice floe.

Level 5

Airy Water - The air pocket created by this spell will allow a spellcaster to cast spells normally not useable underwater. Spells with effects that extend beyond the air pocket will still be subject to the normal underwater restrictions (or fail completely).

Conjure Elemental - Fire and Air elementals cannot be summoned underwater. Earth elementals can be conjured (see the note for the 7th Level Druidic spell *Conjure Earth Elemental* above). Water elementals can be conjured as normal.

Contact Other Plane - If the caster uses this spell to contact the *Elemental Plane of Water*, reduce the chance of insanity by 5% and increase the chance of a truthful answer by 5% for every 100' of depth below the surface.

Distance Distortion - not useable underwater

Electrical Screen - not useable underwater

Flame Shroud - not useable underwater

Monster Summoning III - See the 3rd Level Arcane spell *Monster Summoning I* above.

Telekinesis - When cast underwater, the weight limit is increased to 50 lbs/level and the base speed is decreased to 10'/round.

Transmute Rock to Mud - See the 5th level Druidic spell of the same name.

Transmute Water to Poison / Transmute Poison to Water -

Wall of Iron - Unless anchored to the sea or riverbed, the *Wall of Iron* will immediately begin to sink at a rate of 60'/round.

Wall of Stone - Unless anchored to the sea or riverbed, the *Wall of Stone* will immediately begin to sink at a rate of 60'/round.

Level 6

Chain Lightning - Underwater this spell will discharge a 5' wide bolt of electricity with a range of 80' plus 10'/level of the caster. Upon striking the target the discharge in a 10' diameter sphere affecting all creatures within the area of effect. No further targets will be affected.

Control Weather - not useable underwater

Freezing Sphere - Casting the *Ice Seed* version of this spell is very dangerous for the spellcaster underwater. It will instantly freeze the surrounding water into a solid block of ice (50' cubic feet per level of the spellcaster, lasting a number of rounds equal to the caster's level). The entombed spellcaster will begin to suffocate (see *Drowning* above) and also begin to float to the surface at 30' per round.

Guards and Wards - not useable underwater

Lower Water - not useable underwater

Monster Summoning IV - See the 3rd Level Arcane spell *Monster Summoning I* above.

Part Water - see the note for the 6th-lvl Divine spell of the same name above.

Reincarnation - The reincarnated creature must be afforded a method of breathing underwater or will drown. Alternately, the GM may rule that when this spell is cast underwater the resulting creature must be a marine creature.

Transmute Water to Dust/Transmute Dust to Water - see the 6th level Druidic spell of the same name above

Level 7

Cacodemon - not useable underwater

Delayed Blast Fireball - not useable underwater

Fire and Ice - spell description not yet written

Forcecage / Forcecube - The caster must specify when casting whether the cage/cube will filled with water or air. It will begin to sink or float depending upon the encumbrance of the creature or object within (see Swimming above).

Monster Summoning V - See the 3rd Level Arcane spell *Monster Summoning I* above.

Level 8

Incendiary Cloud - not useable underwater

Irresistible Dance - When cast underwater, an affected creature that fails their saving throw will begin to twist and cavort as if dancing while sinking at their normal encumbrance rate (see Swimming above)

Monster Summoning VI - See the 3rd Level Arcane spell *Monster Summoning I* above.

Polymorph Object - not useable underwater

Sink - This spell will only affect creatures and objects standing on the seafloor or riverbed.

Sunburst - not useable underwater

Symbol - Symbols must be enscribed while within a pocket of air (such as with an *Airy Water* spell). After scribing the symbol will function normally underwater.

Level 9

Astral Spell - The physical bodies of astral travellers will begin to float or sink depending upon their encumbrance (see Swimming above).

Meteor Swarm - not useable underwater

Monster Summoning VII - See the 3rd Level Arcane spell *Monster Summoning I* above.

Phantasmal Spells

Level 1

Olfactory Glamour - not useable underwater

Scent Mask - not useable underwater

Wall of Fog - not useable underwater

Level 2

Whispering Wind - not useable underwater

Level 3

Illusionary Script - not useable underwater

Phantom Wind - not useable underwater

Level 7

Affect Normal Fires - not useable underwater

Burning Hands - not useable underwater

Witch Spells

Level 1

Crop Ward/Crop Blight - not useable underwater

Familiar Spirit - not useable underwater

Pyrokinesis - not useable underwater

Sharp Ear/Dull Ear - When cast underwater, this

Ward of Flame - not useable underwater. The reverse, *Ward of Frost* functions normally.

Witch Candle - not useable underwater

Level 2

Beastform - When cast underwater, the Witch's catatonic body will begin to float or sink depending upon their encumbrance (see Swimming above).

Cackle - Underwater, the range of this spell is doubled to 100'.

Raven Spy - not useable underwater

Skeletal Steed - not useable underwater

Toadform - not useable underwater

Ward of Hibernation - Affected creatures will begin to float or sink depending upon their encumbrance (see Swimming above). If they have no means of breathing underwater, they will also begin to Drown (see Drowning above).

Level 3

Corpse Candle - not useable underwater

Hopping Doom - not useable underwater

Hover - not useable underwater

Level 4

Bog Man - not useable underwater

Cauldron of Rage - not useable underwater

Fangs of Alougah - not useable underwater

Rain of Spite - not useable underwater

Level 5

Call Mephit - not useable underwater

Conjure Elemental - Only water and earth elementals may be conjured. For restrictions on earth elementals see the 7th level Druidic spell *Conjure Earth Elemental* above.

Danse Macabre - Undead affected by the spell will begin to float or sink depending upon their encumbrance (see *Swimming* above).

Level 6

Chariot of the Dead - not useable underwater

Control Winds - not useable underwater

Crawling Swarm - not useable underwater

Wall of Thorns - see the 6th level Druidic spell of the same name above

Level 7

Control Weather - not useable underwater

Dreadful Sleep - Unless the target has some means of breathing underwater they will immediately begin to drown (see *Drowning* above).

Fuse Hybrid - When cast underwater, at least one of the creatures being fused must have a means of breathing underwater or the resulting hybrid will immediately begin to drown (see *Drowning* above).

Taming Nature/Unleashing Nature - Only underwater weather may be tamed or unleashed. (See *Underwater Weather & Special Features* above)

NEW UNDERWATER SPELLS

Polymorph Legs (lets Tritons & Mermen morph their fish legs/bodies into legs, letting them move about on the surface) Repel Fish (anti-shark spell, probably critical)

SEAGOING AND OCEANGOING VESSELS

TYPE	STRATEGIC MOVEMENT (Miles/Day)	LIGHT BREEZE	MODERATE BREEZE	STRONG BREEZE+	CREW (MIN/MAX)	HULL POINTS	COST (GP)	
Raft	40	20	2	3	4	WiP	WiP	WiP
Barge	50	30	3	4	5	WiP	WiP	WiP
Dinghy or Lifeboat	50	30	3	4	5	WiP	WiP	WiP
Galley, Light						WiP	WiP	WiP
Galley, Heavy						WiP	WiP	WiP
Commercial Vessel, Light	50	30	4	5	6	WiP	WiP	WiP
Commercial Vessel, Heavy	40	20	3	4	5	WiP	WiP	WiP
Warship	60	40	5	6	7	WiP	WiP	WiP
Corsair	90	50	7	8	9	WiP	WiP	WiP

SHIP/BOAT DESCRIPTIONS

- Raft:
- Barge:
- Dinghy/Lifeboat:
- Galley, Light:
- Galley, Heavy:
- Commercial Vessel, Light:
- Commercial Vessel, Heavy:
- Warship:
- Corsair:

WATERBORNE MOVEMENT

Tactical Movement Rates: In order to determine the tactical movement rate for a sailing ship, it is first necessary to determine the wind direction and speed. Use the following tables for this purpose:

Wind Direction		Wind Force	
1d12	DIRECTION	3d6	FORCE
1	Northerly	3	Dead Calm
2	North-Easterly	4-8	Light Breeze
3	Easterly	9-12	Moderate Breeze
4	South-Easterly	13-16	Strong Breeze
5	Southerly	17	Strong Gale
6	South-Westerly	18	Storm

7	Westerly	19+	Hurricane
8	North-Westerly		
9-12	Prevailing Wind direction	+1 modifier in hurricane areas/season	

If the ship is running before the wind or quartering the wind (for game purposes this latter term means that the wind is 90° or less from the direction of the ship's travel) then skilled sailors will be able to adjust the sails to take full advantage of the wind's force.

If the wind is between 90° and 135° of the vessel's direction of movement (e.g. a ship travelling south against a wind from the southeast) then the vessel can still make some progress by tacking (i.e. moving in zig-zags). Tacking movement rates are approximately 0.1 miles per hour in the direction of travel.

If the wind is diametrically opposite the intended direction of travel, the vessel cannot sail and will usually anchor. However, oars can be used instead if the captain prefers.

Tactical movement speed using oars is equal to the tactical movement speed for a light breeze. Note that the rowers will become exhausted within 1d3 hours, following which movement rate will be halved unless a fresh rowing crew can take their place.

Setting Sail/Unshipping Oars: A stationary vessel can get under way when her oars are out or her rigging is set appropriately. If two ships are racing to get under way, a small boat or dinghy will always get under way before a larger vessel; if two larger vessels are racing one another, the ship with the more experienced crew will always get under way first.

Acceleration and Deceleration: All vessels can accelerate or decelerate a movement category in two rounds. Thus, for example, a vessel could go from stationary to moving at 10' per round in 2 rounds; in a further two rounds, it could reach 20' per round.

Turning: For game purposes, any vessel larger than a small boat or dinghy turns in a radius of its speed times the length of its beam divided by five. (Thus, for example, a vessel 40' long and moving at 20' per round would be able to move in a circle of 80' radius, or 160' diameter. This is the tightest circle in which she can turn).

To do: Minimum crew levels for the various ship types and sizes; I would just have a table of movement mods for certain ships in certain seas. I'd also differentiate between a merchant/pirate ship loaded with cargo and one without.

THE WILDERNESS LANDSCAPE

LANDFORMS	
BASE TYPE	VARIETIES
Plain	Tundra, Steppe, Savannah, Prairie, Heath, Downs, Meadow
Scrub	Brush, Veldt, Bush, Thickets, Brackens
Forest	Woods, Jungle, Grove, Copse
Desert	Barrens, Wastes, Flats, Snowfield, Glacier
Marsh	Fen, Slough, Swamp, Bog, Mire, Moor, Quagmire, Morasses
Hills	Ridge, Bluffs, Dunes
Mountains	Mesa, Tor, Peak, Crag
Rough	Badlands, Crevasse

Pond	Pool, Tarn, Lake							
Ocean	Sea, Strait							
Depression	Gorge, Rift, Valley, Canyon, Crater							
Random Terrain Features (roll 1d20 once per hex)								
TERRAIN	PLAIN	SCRUB	FOREST	ROUGH	DESERT	HILLS	MOUNTAINS	MARSH
Plain	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest *	13	12-13	5-14	5	-	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	-	9-10	9-14	8	6	-
Hills §	16	16	16	11-15	15	9-14	7-10	8
Mountains ■	17	17	17	16-17	16-17	15-16	11-18	-
Marsh	18	18	18	18	18	17	-	9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

* 5 in 10 also includes hills

§ 5 in 10 also includes forest

■ 1 in 20 also has a pass which leads through the range

Average Sentient Population Per Hex (8 mile hex = 55 square miles/ x10 for 25 mile hex)

AREA TYPE	PLAIN	SCRUB	FOREST	ROUGH	DESERT	HILLS	MOUNTAINS	MARSH
Suburban	1500	300	1200	600	300	1200	900	600
Rural	500	100	400	200	100	400	300	200
Borderland	250	50	200	100	50	200	150	100
Wilderness	25	5	20	10	5	20	15	10

WEATHER

Directions

Wind Force: Roll on the Wind Force table to determine local wind conditions

Weather Conditions: Consult the appropriate sub-table according to the current in-game season to determine local weather conditions and temperature

Weather Duration: Roll on the sub-table to determine how long current conditions last until a new weather check must be rolled.

Wind Force (+1 modifier in hurricane areas/season, +1 modifier on hills/mountains)	
3d6	FORCE
3	Dead calm
4-8	Light breeze
9-12	Moderate breeze
13-16	Strong breeze
17	Strong gale
18	Storm
19+	Hurricane

Spring		Summer					
d%	CONDITIONS	d%	TEMPERATURE	d%	CONDITIONS	d%	TEMPERATURE
01-10	Clear	01-10	Warm	01-20	Clear	01-05	Sweltering
11-32	Partly Cloudy	11-40	Mild	21-38	Partly Cloudy	06-35	Hot
33-64	Cloudy	41-80	Cool	39-69	Cloudy	36-70	Warm
65-67	Mist	81-95	Chill	70-83	Showers	71-88	Mild
68	Fog	96-00	Freezing	84-96	Rain	89-00	Cool
69-86	Showers			97-99	Heavy Rain		
87-96	Rain			00	Thunderstorm		
97-99	Heavy Rain						
00	Thunderstorm						

Winter		Winter					
d%	CONDITIONS	d%	TEMPERATURE	d%	CONDITIONS	d%	TEMPERATURE
01-10	Clear	01-10	Warm	01-05	Clear	01-10	Mild
11-34	Partly Cloudy	11-35	Mild	06-31	Partly Cloudy	11-30	Cool
35-66	Cloudy	36-75	Cool	32-58	Cloudy	31-65	Chill
67-68	Mist	76-95	Chill	59-60	Mist	66-90	Freezing
69	Fog	96-00	Freezing	61-62	Fog	91-00	Bitter
70-86	Showers			63-72	Showers		
87-96	Rain			73-81	Rain		
97-99	Heavy Rain			82-90	Heavy Rain		
00	Thunderstorm			91	Thunderstorm		
				92-93	Sleet		
				94-00	Snow		

Climate Modifiers:

Desert -20% on "Conditions" table

Parched -10% on "Conditions" table

Dry -5% on "Conditions" table

Moist +5% on "Conditions" table

Monsoon +10% on "Conditions" table

Sleet, snow, mist and fog should be treated as rain if the climate is inappropriate for them to form.

Weather Duration	
1d12	TIME UNTIL NEXT CHECK
1-2	1d12 hours
3-4	One full day
5-6	One full day + 1d12 hours
7-8	Two full days
9	Three full days
10	Four full days
11	Five full days
12	Six full days

Weird Weather Events	
1d20	EFFECT/EVENT
1	Animated clouds/moon
2	Aurora Borealis
3	Avalanche/Landslide
4	Ball Lightning

5	Crop Circle
6	Dust Devil, Water Devil
7	Earthquake
8	Extreme Temperature Shift
9	Flash Flood
10	Hailstorm
11	Hoar Frost, Icicles
12	Lightning Storm
13	Meteor Shower, Comet
14	Whirlwind
15	Mirage, Sundog
16	Radiation
17	Raining Frogs/Fish
18	Reverse Magnetism
19	Lunar/Solar Eclipse
20	Tsunami, Hurricane, Typhoon, Torrential Downpour

RANDOM WILDERNESS OCCURRENCES

Directions: This section is called “Occurrences” to distinguish it from the random wilderness encounters section in the OSRIC core rules. The tables presented here encompass weather, natural disasters, settlements, events, and random encounters. The GM should consult the appropriate sub-table after generating the general type of occurrence according to the terrain type the party is currently occupying.

Random Occurrences by Terrain Type (roll once per hex)						
1d20	MOUNTAINS	HILLS/ ROUGH	FOREST	MARSH	PLAIN/ SCRUB	DESERT
1	Storm	Rain/Snow	Storm	Storm	Storm	Sandstorm
2	Rain/Snow	Village ²	Thorpe ²	Ruins ⁴	Fortress *	Ruins ⁴
3	Village ²	Town ²	Village ²	Sickness/Disease	Town ²	Sickness/Disease
4	Ruins ⁴	Fortress *	Ruins ⁴	Village ²	Camp ²	Town ²
5	Rock/Mudside	Thorpe ²	Sickness/Disease	Menhir ⁶	Village ²	Fortress ¹
6	Sickness/Disease	Ruins ⁴	Forest Fire	Quicksand	Thorpe ²	Camp ²
7	Fortress ¹	Sickness/Disease	Fortress ¹	Lost	Sickness/Disease	Thorpe ²
8	Earthquake	Rock/Mudside	Town ²	Flood	Wildfire	Quicksand
9	Camp ²	Mine/Cavern ³	Rain/Snow	Swamp Lights	Ruins ⁴	Village ²
10	Mine/Cavern ³	Earthquake	Sacred Grove ⁶	Thorpe ²	Henge ⁶	Oasis
11	Lair ⁵	Lair ⁵	Lair ⁵	Lair ⁵	Lair ⁵	Lair ⁵
12	Thorpe ²	Hamlet ²	Accident	Sickness/Disease	Accident	Accident
13	Hamlet ²	Accident	Hamlet ²	Camp ²	Hamlet ²	Lost
14	Accident	Lost	Camp ²	Quicksand	Lost	Hamlet ²
15	Standing Stone ⁶	Camp ²	Lost	Accident	Lost	Oasis
16	Lost	Standing Stone ⁶	Fairy Circle ⁷	Hamlet ²	ENCOUNTER	Lost
17	Lost	Fairy Mound	ENCOUNTER	Sickness/Disease	ENCOUNTER	ENCOUNTER
18	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER
19	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER	ENCOUNTER
20	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice	GM's Choice

¹ See Castles & Fortresses (p.XXX)	⁴ See Ruins (p.XXX)					
² See Settlements (p. XXX)	⁵ Generate as per encounter, consider as a lair					
³ See Mines & Caverns (p. XXX)	⁶ See Druidic Sites (p. XXX)					
⁷ See Fairy Circles & Mounds (p. XXX)						
ENCOUNTER: Roll on appropriate column on the Creature Encounters by Terrain Type sub-table (p. XXX)						
Creature Encounters by Terrain Type (see appropriate sub-table for actual encounter type)						
1d12	MOUNTAINS	HILLS/ ROUGH	FOREST	MARSH	PLAIN/ SCRUB	DESERT
1	Men	Men	Men	Men	Men	Vermin
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer
3	Giant	Giant	Giant	Giant	Giant	Giant
4	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope
5	Animal	Animal	Animal	Animal	Animal	Animal
6	Demi-human	Demi-human	Men	Swimmer	Demi-human	Men
7	Animal	Animal	Animal	Swimmer	Animal	Animal
8	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon
9	Vermin	Vermin	Vermin	Undead	Vermin	Humanoid
10	Giant	Enchanted	Fey	Vermin	Giant	Dragon
11	Humanoid	Giant	Humanoid	Humanoid	Humanoid	Humanoid
12	Flyer	Undead	Demi-human	Swimmer	Men	Enchanted
Note: The encounter tables presented here differ from those presented in the OSRIC core rulebook. These should be taken as generic examples for a standard European fantasy campaign setting. Individual Gamemasters are encouraged to alter the tables to suit, eliminating ot changing results that are inappropriate for his or her campaign.						

ENCOUNTERS AT SEA

Marine Encounter Types (roll once per hex)				
TYPE OF SEA	NONE	LAND AHOY!	SPECIAL ENCOUNTER	ENCOUNTER*
Uncharted	01-79	80-81	82-95	96-00
High Seas	01-85	86	87-95	96-00
Trade Lane	01-88	89	90-95	96-00
Coastal	01-40	40-80	81-90	91-00
* Roll for a marine encounter normally				
Land Ahoy!		Special Encounter		
d%	TERRAIN	d%	ENCOUNTER	
01-04	Archipelago	01-04	Becalmed Seas	
05-11	Atoll	05-09	Dolphins	
12-14	Continental Coastline	10	Dragon Turtle/Morlock	
15-20	Cove/Inlet	11	Iceberg(s)	
21-30	Gentle Sandy Beach	12-13	Lightning Storm	
31-34	Harbor/Fjord	14	Maelstrom/Hurricane	

35-39	Forested Shore	15-16	Mermen/Tritons
40-44	Hidden Reef/Shoal	17-18	Phosphorescence
45-49	Islet *	19-33	School of Large Fish
50-55	Large Island *	34-57	School of Small Fish
56-64	Sloped Shore	58	Sea Serpent
65-73	Medium Island *	59-62	Seabirds
74-83	River Mouth	63-73	Sargasso Sea
84-87	Rocky Shore	74-84	Sharks
88-91	Seaside Cliff	85-86	Waterspout
92-96	Small Island *	87-89	Whales
97-99	Visible Reef/Shoal	90-92	Will-o-Wisps/Ghost Ship*
00	Shipwreck *	93-00	Ship Encounter*

* See appropriate sub-table

Ghost Ships (roll once per column)

d%	TYPE	CREW	d%	OFFICERS	TREASURE
01-40	Longship	10d4 Skeletons	01-30	1d4 Wights	None
41-80	Galley	10d4 Zombies	31-40	1d3 Wraiths	Class VII
81-90	Funeral Barge	5d4 Lacedon Ghouls	41-80	1d2 Spectres	Class VIII
91-100	Warship	5d4 Juju Zombies	81-95	1d2 Ghosts	Class IX
			96-00	A lich	Class XIII

Shipwrecks

TYPE (roll once per column)	CARGO & TREASURE					
d%	TYPE	AGE	LAIR	COMMON*	RARE*	TREASURE
01-10	Rowboat	Ancient	No	1d2 cargoes	1 cargo	None
11-20	Barge/Raft	Very Old	No	1d3 cargoes	1d2 cargoes	Class VII
21-40	Galley	Old	No	1d4 cargoes	1d3 cargoes	Class VIII
41-80	Merchant	Recent	No	1d6 cargoes	1d4 cargoes	Class IX
81-00	Large Merchant/Warship	Very Recent	Yes	1d8 cargoes	1d6 cargoes	Class XIII

Note: Consult the Cargo Commodities Table on p.XXX to determine the exact cargo type and value. The GM should make a saving throw for each cargo to determine its condition, applying appropriate modifiers for both the age of the wreck and the type of cargo.

Island Sizes

d%	ISLET	d%	SMALL ISLAND
01-10	1d10 square yards	01-10	1 square mile
11-25	11-25 square yards	11-20	2 square miles
26-40	26-40 square yards	21-35	3 square miles
41-55	41-55 square yards	36-50	4 square miles
56-65	56-65 square yards	51-65	5 square miles
66-75	66-75 square yards	66-80	6 square miles
76-80	76-80 square yards	81-90	7 square miles
81-85	¼ square mile	91-00	8 square miles
86-90	½ square mile		
91-00	1 square mile		
d%	MEDIUM ISLAND	d%	LARGE ISLAND

01-30	9-10 square miles	01-05	50-60 square miles
31-55	11-15 square miles	05-15	60-70 square miles
56-65	16-20 square miles	16-30	70-80 square miles
66-75	21-25 square miles	31-50	80-90 square miles
76-85	26-30 square miles	51-80	90-100 square miles
86-00	31-50 square miles	81-00	100+ square mile

ON THE ROAD

Tracks, Paths & Roads		
1d20	TYPE	TRAFFIC
1	Hunter's Trail	25% chance recently used
2	Unused Hunter's Trail	Overgrown with weeds
3	Simple Ritual Trackway	Boundaries marked with runes
4	Animal Trail	25% chance blood & tracks indicate a recent hunt
5	Trail	Tree canopy provides shade
6	Overgrown Dirt Pathway	Desolate and abandoned
7	Riding Path	Grooves and bootprints indicate mounted traffic
8	Crossroads	Many old off-road campfires and wheel ruts
9	Droeway	High vegetation or hedgerows on either side
10	Patrol Road	Occasional patrol outposts and/or camps
11	Dirt Road	Markers and wayshrines every 1d20 miles
12	Busy Droeway	As above with lots of tracks and wheel ruts
13	Busy Dirt Road	Deep wheel ruts and roadhouses/inns every 2d10 miles
14	Military Road	Checkpoints and guardhouses every 2d10 miles
15	Cobblestone Road	Occasional town signs and crossroads
16	Busy Cobblestone Road	As above, crossroads with guard towers and/or inns every 1d10 miles
17	Crumbling Cobblestone Road	Marred and pitted by time or perhaps warfare
18	Paved Road	Well travelled. Mounted patrols/road wardens seen regularly
19	Busy Paved Road	Heavy traffic congestion at crossroads
20	Crumbling Paved Road	Desolate, cracked and poorly maintained

Encounters Along Tracks, Paths & Roads			
3d10	TRAILS	PATHS	ROADS
3	Border Patrol	Road Wardens	Marching Army
4	Travelling Pedlar	Merchant Caravan	Merchant Caravan
5	Hunting Party	Work Gang	Wedding Party
6	NPC Adventuring Party	NPC Adventuring Party	NPC Adventuring Party
7	Escaped Convict	Escaped Convicts	Escaped Convicts
8	Bandit Roadblock	Local Militia	Road Wardens
9	Itinerant Priest	Nomads	Pilgrims
10	Dead Body	Grave-robbers	Funeral Procession
11	Demihuman Party	Traveling Pedlar	Traveling Pedlar
12	Diseased Animal Corpse	Farmers	Rangers
13	Solitary Hunter	Plague-infested Cabin	Plague Cart

14	Farmers	Hunting Party	Local Militia
15	Solitary Bandit	Farmers	Farmers
16	Injured Knight	Bandits / Brigands	Bandits / Brigands
17	Humanoid Raiding Party	Mounted Adventurer	Knight Errant
18	Small Merchant Caravan	Mercenaries	Berserkers
19	Wild Animal(s)	Demihuman Party	Mercenaries
20	Rangers	Solitary Troubadour	Traveling Theatre Troup
21	Random Encounter *	Mounted Messenger	Courier
22	Random Encounter *	Berserkers	Beggars
23	Herdsmen	Rangers	Slavers
24	Bandits/Brigands	Local Goodwife	Traveling Noble Entourage
25	Dense Overgrowth	Highwaymen	Highwaymen
26	Tribesmen / Barbarians	Random Encounter *	Refugees
27	Hermit	Tribesmen / Barbarians	Stranded Travelers
28	Undead	Gypsies	Gypsies
29	Demon/Devil	Undead	Random Encounter *
30	GM's Choice	Humanoid Raiding Party	A Deity in Disguise
* Roll random encounter normally according to surrounding terrain type			

LIVING OFF THE LAND

Chance of Finding Food by Terrain Type & Season

A roll on this table takes an hour of game time. (6 turns)

Up to three characters may hunt the same area.

TERRAIN	SPRING	SUMMER	AUTUMN	WINTER
Plain	60%	75%	65%	45%
Scrub	70%	85%	75%	60%
Forest	85%	95%	85%	70%
Desert	10%	5%	10%	20%
Marsh	30%	40%	35%	15%
Hills	50%	70%	60%	40%
Mountains	25%	35%	25%	15%
Rough	30%	45%	35%	15%
Pond	50%	65%	50%	40%
Ocean/Coast	40%	40%	40%	40%

Modifiers:

-20% Arctic

-10% Tundra

+5% Subtropical (except desert)

+10% Tropical (except desert)

+10% Character is a Druid, Barbarian or Ranger

+5% Character is a Pict, Amazon, Leshiy or Gáilióin

Hunting & Foraging

d%	HUNTING	FISHING	VEGETATION	INSECTS
01-03	1d3 Rabbits	1d4 Largemouth Bass	Mushrooms	Ants
04-06	1d6 Rabbits	1d6 Rainbow Trout	Strawberries	Caterpillar
07-09	1d3 Deer	1d3 Redfin Pickerel	Potatoes	Centipede

10-12	1d6 Deer	1d8 Rock Bass	Apples	Cockroach
13-15	Raccoon	1d6 Silver Salmon	Cherries	Cricket
16-18	1d4 Squirrels	1d4 Smallmouth Bass	Walnuts	Dung Beetle
19-21	1d3 Wild Turkeys	1d8 Spotted Sunfish	Pumpkins	Earwig
22-24	1d6 Pheasants	1d3 Striped Bass	Squash	Fleas
25-27	Brown Bear	1d3 Tiger Musky	Peppers	Grasshopper
28-30	Black Bear	1d6 Walleye	Thyme	Grub
31-33	Owl	1d8 Crayfish	Tomatoes	Lice
34-36	1d8 Bull Frogs	1d4 Carp	Pears	Maggots
37-39	Turtle	1d6 Bullhead Catfish	Basil	Millipede
40-42	Opossum	1d3 Brook Trout	Bay Leaf	Mite
43-45	Boar	1d8 White Perch	Belladonna	Silverfish
46-48	Badger	1d8 Sheephead	Chamomile	Termite
49-51	1d4 Wild Goats	1d3 King Salmon	Clover	Tick
52-54	Porcupine	1d3 Blue Pike	Beans	Bee
55-57	Skunk	1d8 Bluegale	Holly	Beetle
58-60	Weasel	1d3 Channel Catfish	Honey	Fly
61-63	1d8 Buffalo	1d4 Brown Trout	Jasmine	Cicada
64-66	1d8 Wild Sheep	1d10 Crappie	Maple Syrup	Dragonfly
67-70	1d4 Beavers	1d3 Coho Salmon	Mint	Firefly
71-73	Fox	1d10 Smelt	Olives	Gnat
74-76	Otter	1d8 Yellow Perch	Parsley	Hornet
77-79	Woodchuck	No Catch	Raspberries	Ladybug
80-82	1d6 Ducks	No Catch	Poppy	Locust
83-85	1d8 Wild Geese	No Catch	Sage	Mosquito
86-88	Moose	No Catch	Grapes	Moth
89-91	1d6 Quails	No Catch	Aloe	Wasp
92-00	Nothing	No Catch	Nothing	Nothing

Helpful Wild Herbs

d%	Herb	d%	Herb
01	Adder's Tongue	52-53	Henbane
02	Agrimony	54	Horehound
03-04	Sweet Trefoile	55	Ironhard
05	All-heale	56-57	Wormwood
06-08	Aloe	58	Land Caltrops
09	Angelica	59	Leopard's Bane
10	Anise	60-61	Lesser Centaury
11	Arnica	62-63	Lungwort
12	Asarabacca	64	Makebate
13-14	Ash	65-66	Mandrake
15	Balm	67-69	Marigold
16	Mountain Setwall	70	Marjerome
17	Base Mullein	71-72	Spiderwort
18-19	Bilberry	73-74	Hare's Ears
20-21	Bishop's Weed	75	Tamariske
22-24	Pennyroyal	76-77	Footleaf

25-26	Cinquefoil	78-79	Periwinkle
27	Colewort	80	Prince's Feather
28-29	Coltsfoot	81-82	Shepherd's Purse
30	Comfrey	83-84	Rose Campion
31-32	Cow Parsnip	85-86	Rue
33	Willow-herb	87	Saddilia
34	Darnell	88	Saffron
35-36	Deadly Nightshade	89	Sanicle
37	Dittany	90	Galingale
38	Dog Rose	91-92	Scented Mayweed
39-40	Mugwort	93	Serapias Turbith
41	Dwarf Mallow	94-96	Fennel
42-43	Woodrose	97-98	Milkworte
44	Masterwort	99	Chamomile
45-46	Fetherfew	00	Chervil
47-49	Valerian Root		
50-51	Hemp		

FAIRY CIRCLES, MOUNDS & HENGES

Fairy Circles & Mounds	
2d8	EFFECT
2	Time passes quickly. 1 day inside = 1d10 days outside
3	Bliss. All non-Elven PCs inside experience intense euphoria and are surprised 1-4 chances in 6.
4	Time passes very quickly. 1 day inside = 1d10 months outside
5	Time passes slowly. 1 day inside = 1d10 turns outside.
6	Truthfulness. Any non-Elven PC attempting to lie must make a Saving Throw vs. Spells or tell the unvarnished truth
7	Sleepiness. Any non-Elven PC must Save vs. Spells each hour or fall into a deep sleep until forceably woken.
8	Insanity. Any non-Elven PC must Save vs. Spells when first entering or temporarily gain one random neurosis.
9	Time passes very slowly. 1 day inside = 1d10 rounds outside.
10	Non-Elven PCs inside all feel like they are being constantly watched.
11	Hearing voices. Non-Elven PCs must Save vs. Spells when entering or constantly hear disembodied voices mumbling nonsense (-1 to-hit/dmg in melee until they leave)
12	Forgetfulness. All non-Elven spellcasters must Save vs. Spells for each spell memorized or it will be lost.
13	Good fortune. All non-Elven PCs gain +1 to-hit/dmg while inside.
14	Illusions. All non-Elven PCs automatically believe any illusions or phantasms while inside.
15	Misfortune. All non-Elven PCs gain -1 to-hit/dmg while inside.
16	Time stops vis-à-vis the outside world.

RANDOM ENCOUNTERS BY TERRAIN TYPE

ARCTIC ENCOUNTERS

Arctic Plains/Tundra	
1d10	ENCOUNTER
1	2 Giant Constrictor Snakes (HD6+1, hp 26 each) lying in wait (automatic surprise)
2	A herd of 31 Caribou (HD3, hp 15 each), grazing
3	5 Yetis (HD4+4, hp 22 each) hunting for food
4	Herd of 11 Walruses (HD5, hp 24 each), resting (automatically surprised)
5	A group of 8 NG Tribesmen (F1, hp 2 each) led by a Sub-chief (F4, hp 14), attacking an NPC (8th-lvl Fighter , N, hp 44)
6	3 Brown Bears (HD5+5, hp 33 each) sleeping (automatically surprised)
7	2 Frost Giants (HD 10+2, hp 54 each) fighting 2 Giant Constrictor Snakes (HD6+1, hp 22 each)
8	A Remorhaz (HD9, hp 47) eating a caribou
9	5 Hoar Foxes (HD2, hp 8 each) in their lair in the underbrush
10	A group of 3 CE Tribesmen (F1, hp 7 each) led by a Sub-chief (F4, hp 17), setting up camp
Arctic Rough	
1d10	ENCOUNTER
1	A group of 30 LN Tribesmen (F1, hp 1 each) led by a Chief (F5, hp 20), fighting a group of 30 NE Tribesmen (F1, hp 5 each) led by a Chief (F5, hp 22)
2	8 Wolves (HD2+2, hp 14 each) eating
3	Herd of 12 Walruses (HD5, hp 25 each), eating
4	Herd of 26 Caribou (HD3, hp 7 each), grazing
5	4 White Dragons (HD 7, hp 40, 33, 29, 26) flying overhead
6	2 long dead Frost Giants
7	A Remorhaz (HD10, hp 50) resting in its small cave lair (automatically surprised)
8	6 Brown Bears (HD5+5, hp 31 each) hunting for food
9	A group of 32 CG Tribesmen (F1, hp 6 each) led by a Chief (F5, hp 21), hunting for food
10	8 Devil Dogs (HD6, hp 26 each) in their lair, a cliffside ledge
Arctic Mountains	
1d10	ENCOUNTER
1	4 Yetis (HD4+4, hp 28 each) traveling south
2	2 Frost Giants (HD 10+2, hp 47 each) traveling north
3	2 Hoar Foxes (HD2, hp 2 each) sleeping in their lair (automatically surprised)
4	10 Wolves (HD2+2, hp 11 each) in their den
5	6 Frost Giants (HD 10+2, hp 51 each) arguing amongst themselves
6	A group of 2 CN Tribesmen (F1, hp 7 each) led by a Sub-chief (F4, hp 27), marching northeast
7	9 Devil Dogs (HD6, hp 22 each) eating
8	3 White Dragons (HD 7, 7, 6, hp 35, 31, 29) hunting for a new lair
9	4 Yetis (HD4+4, hp 28 each) playing
10	4 Winter Wolves (HD6, hp 24 each) lying in wait (automatic surprise)

SUB-ARCTIC ENCOUNTERS

Sub-arctic Plains/Tundra

1d10	ENCOUNTER
1	5 Mastadons (HD12, hp 73 each) traveling west
2	A group of 32 LN Tribesmen (F1, hp 5 each) led by a Chief (F5, hp 20), talking among themselves in their encampment
3	3 Wooly Rhinoceri (HD10, hp 47 each) lying in wait (automatic surprise)
4	8 Wolves (HD2+2, hp 7 each) wounded and lying down in their lair, a copse of woods
5	A herd of 16 Moose (HD5, hp 27), grazing
6	A large band of 63 Gnolls (HD2, hp 10 each) sleeping in their village (automatically surprised)
7	6 Frost Giants (HD 10+2, hp 39 each) chasing 1 Frost Giant (HD 10+2, hp 46)
8	A group of 7 NE Tribesmen (F1, hp 1 each) led by a Sub-chief (F4, hp 18), eating
9	A herd of 79 Reindeers (HD4, hp 18), resting (automatically surprised)
10	3 Mammoths (HD13, hp 65 each) eating
Sub-arctic Scrub	
1d10	ENCOUNTER
1	6 Brown Bears (HD5+5, hp 28 each) eating
2	10 Mammoths (HD13, hp 55 each) eating
3	A patrol of 6 Gnolls (HD2, hp 5 each) marching northwest
4	A group of 3 CN Tribesmen (F1, hp 8 each) led by a Sub-chief (F4, hp 17) eating
5	4 White Dragons (HD 7, hp 37, 25, 22, 21) eating 6 giant rams in their lair
6	A herd of 53 Caribou (HD3, hp 15 each), hunting for food
7	4 Frost Giants (HD 10+2, hp 41) traveling east
8	A large tribe of 104 Gnolls (HD2, hp 6 each) tearing down camp
9	5 Mastadons (HD12, hp 41 each) eating
10	A group of 6 NE Tribesmen (F1, hp 8 each) led by a Sub-chief (F4, hp 25) marching north
Sub-arctic Forest	
1d10	ENCOUNTER
1	4 Hell Hounds (HD5, hp 22 each) in their lair, a rocky outcropping
2	2 Cave Bears long dead
3	A Wolverine (HD3, hp 11) hunting for food
4	A Giant Lynx (HD2+2, hp 11) lying in wait (automatic surprise)
5	20 Giant Rats (HD1/2, hp 3) hunting for a new lair
6	7 Frost Giants (HD 10+2, hp 46 each) attacking a group of 8 Hell Hounds (HD5, hp 24 each)
7	A band of 14 Gnolls (HD2, hp 7 each) marching southwest
8	A group of 19 CE Tribesmen (F1, hp 1 each) led by a Chief (F5, hp 14), setting up camp
9	3 Mammoths (HD13, hp 78 each) resting (automatically surprised).
10	A group of 27 CG Tribesmen (F1, hp 1 each) led by a Chief (F5, hp 27), fighting 4 Mastadons (HD12, hp 68 each)
Sub-arctic Hills	
1d10	ENCOUNTER
1	7 Giant Rams (HD4, hp 18 each) grazing
2	17 Wolves (HD2+2, hp 13 each) lying in wait (automatic surprise)
3	3 Frost Giants (HD 10+2, hp 37 each) marching south
4	A Wooly Rhinoceros (HD10, hp 37) lying in wait (automatic surprise)
5	A group of 44 N Tribesmen (F1, hp 6 each) led by a Chief (F5, hp 26), wounded and sitting against trees and rocks
6	4 White Dragons (HD 7, hp 36, 26, 24, 23) eating in their lair, a large cave complex

7	A patrol of 4 Gnolls (HD2, hp 6 each) eating
8	4 Trolls (HD6+6, hp 42) attacking a A caravan of 11 Traders (F1, hp 7 each), 13 pack animals, 29 guards (F1, hp 2 each), and a Caravan Chief (F4, hp 16)
9	A Wolverine (HD3, hp 12) hunting for a new lair
10	A Cave Bear recently dead
Sub-arctic Rough	
1d10	ENCOUNTER
1	7 Hell Hounds (HD5, hp 28 each) lying in wait (automatic surprise)
2	2 Trolls (HD6+6, hp 36) sleeping in a ruined tower (automatically surprised)
3	2 Frost Giants (HD 10+2, hp 53 each) attacking an Evil-aligned party NPCs (4th-lvl MU (hp 7) and a 7th-lvl Thief (hp 25))
4	A Wolverine (HD3, hp 11) lying in wait (automatic surprise)
5	2 Cave Bears (HD6+6, hp 31 each) hunting for water
6	2 Yetis (HD4+4, hp 18) fighting 4 Giant Rams (HD4, hp 10 each)
7	4 Woolly Rhinoceri (HD10, hp 40) eating
8	A band of 10 Gnolls (HD2, hp 6) marching northwest
9	A group of 70 LE Tribesmen (F1, Hp 8 each) led by a Chief (F5, Hp 23), sleeping in their encampment (automatically surprised)
10	4 Wolves (HD2+2, hp 11) eating a reindeer
Sub-arctic Mountains	
1d10	ENCOUNTER
1	7 Frost Giants (HD 10+2, hp 48 each) arguing amongst themselves in a large cavern lair
2	3 Cave Bears (HD6+6, hp 34 each) sleeping in their lair, a small cave (automatically surprised)
3	10 Wolves (HD2+2, hp 7 each) hunting for food
4	A large band of 45 Gnolls (HD2, hp 8 each) hunting for food
5	A Remorhaz (HD7, hp 38) lying in wait (automatic surprise)
6	A herd of 46 Reindeers (HD4, hp 19) grazing
7	3 Giant Rams (HD4, hp 15 each) grazing
8	3 White Dragons (HD 7, hp 27, 21, 17) eating gnolls in their lair, a large cavern complex
9	8 Trolls (HD6+6, hp 30 each) attacking a small caravan of 9 Traders (F1, hp 3 each), 3 pack animals, 14 guards (F1, hp 3 each), and a Caravan Chief (F4, hp 25),
10	6 Hell Hounds (HD5, hp 26 each) hunting for a new lair
Sub-arctic Marsh	
1d10	ENCOUNTER
1	A herd of 34 Caribou (HD3, hp 24 each), grazing
2	A large band of 55 Gnolls (HD2, hp 10 each) arguing amongst themselves in their small fortress lair
3	10 Trolls (HD6+6, hp 34 each) fighting 10 Mastadons (HD12, hp 60 each)
4	3 White Dragons (HD 7, hp 34, 22, 12) fighting a large band of 47 Gnolls (HD2, hp 6 each)
5	A herd of 54 Reindeers (HD4, hp 15), grazing
6	11 Trolls (HD6+6, hp 42 each) arguing amongst themselves in their lair, a ruined hill-fort
7	A small tribe of 90 Gnolls (HD2, hp 16 each) chasing a herd of 58 Caribou (HD3, hp 12 each)
8	24 Giant Rats (HD1/2, hp 2 each) in their lair, a rotten log
9	A herd of 10 Moose (HD5, hp 17 each), grazing
10	A LN Tribesmen (F1, Hp 5) led by a Sub-chief (F4, Hp 16), eating in camp

TEMPERATE WILDERNESS ENCOUNTERS

Temperate Wilderness Plains	
1d10	ENCOUNTER
1	8 Lions (HD5+2, hp 25 each) lying in wait (automatic surprise)
2	15 Giant Eagles (HD4, hp 19 each) flying overhead
3	4 Stags (HD3, hp 16 each) hunting for water
4	4 Wyverns (HD 7+7, hp 42) in their lair, a ruined castle
5	10th-lvl Elf Lord (hp 68) and a patrol of 4 Elves (hp 10, 9, 8, 4), fighting 5 Ogres (HD4+1, hp 26 each)
6	A caravan of 5 Traders (F1, hp 5 each), 11 pack animals, 19 guards (F1, hp 3 each), and a Caravan Chief (F4, hp 27), arguing among themselves
7	14 Blood Hawks (HD1+1, hp 8 each) lying in wait (automatic surprise)
8	18 Giant Wasps (HD4, hp 16 each) in their nest
9	A small clan of 6 CE Nomads (F1, hp 4 each), being chased by a band of 19 Orcs (HD 1, hp 2 each)
10	11 Gargoyles (HD4+4, hp 15) hunting for food
Temperate Wilderness Scrub	
1d10	ENCOUNTER
1	7 Bombadier Beetles (HD2+2, hp 4 each) resting in their lair, a pit (automatically surprised)
2	3 Jackals (HD1/2, hp 2) lying in wait (automatic surprise)
3	A small tribe of 118 Kobolds (HD1/2, hp 3 each) tearing down or setting up camp
4	12 Hippogriffs (HD3+3, hp 13 each) flying overhead looking for prey
5	A small clan of 16 N Nomads (F1, hp 8 each), attacking an 8 th -level Fighter (N, hp 41)
6	5 Bandits (HD1, hp 5 each) sleeping (automatically surprised).
7	7 Wolves , recently dead
8	A small tribe of 86 Hobgoblins (HD1+1, hp 7 each) fighting 14 Ogres (HD4+1, hp 23 each)
9	8 Huge Spider(s) (HD2+2, hp 14) eating some volts
10	8th-lvl Halfling Sheriff (hp 49) and a patrol of 8 Halflings (hp 9 each), fighting a Shedu (HD 9+9, hp 53)
Temperate Wilderness Forest	
1d10	ENCOUNTER
1	12 Giant Toads (HD2+4, hp 13 each) lying in wait (automatic surprise)
2	5 Al-mi'raj (HD1, hp 7 each) hunting for mates
3	An Androsphinx (HD12, hp 48) in its lair, a crumbling shrine
4	2 Giant Lynx (HD2+2, hp 7 each) hunting for water
5	7 Ghouls (HD2, hp 15 each) chasing 2 Wolves (HD2+2, hp 10 each)
6	2 Hill Giants (HD8+1, hp 53) marching east
7	11 Large Spiders (HD1+1, hp 2 each) hunting for food
8	A band of 23 Orcs (HD 1, hp 4) traveling southwest
9	11 Ogres (HD4+1, hp 15) attacking 6 Wereboars (HD5+2, hp 30 each)
10	3 Shambling Mounds (HD8, hp 31 each) lying in wait (automatic surprise)
Temperate Wilderness Rough	
1d10	ENCOUNTER
1	2 Giant Poisonous Snakes (HD4+2, hp 28 each) sleeping in their lair (automatically surprised).

2	10 Giant Trolls (HD8, hp 43 each) attacking a group of Evil NPCs: 5th-lvl Thief (hp 22), 9th-lvl MU (hp 21), 6th-lvl Illusionist (hp 20) and a 5th-lvl Fighter (hp 31)
3	20 Bugbears (HD3+1, hp 11 each) sleeping in their lair, a small stockade (automatically surprised)
4	A group of 10 CG Pilgrims (NM, Hp 5), fighting 4 Ghosts (HD4, hp 21 each)
5	20 Giant Wasps (HD4, hp 26 each) lying in wait (automatic surprise)
6	7 Volts (HD2+1, hp 7 each)
7	5 Ghouls (HD2, hp 6 each) picking over the remains of a ruined caravan
8	A herd of 21 Pigs , recently dead
9	5 Fire Drakes (HD4, hp 22 each) hunting for food
10	2 Green Dragons (hp 45, 31) fighting 3 Trolls (HD6+6, hp 38 each)
Temperate Wilderness Desert	
1d10	ENCOUNTER
1	5 Lions (HD5+2, hp 29 each) lying in wait (automatic surprise)
2	A caravan of 9 Traders (F1, hp 7 each), 14 pack animals, 26 guards (F1, hp 3 each), and a Caravan Chief (F4, hp 23), eating
3	25 Wild Horses (HD2, hp 14 each) grazing
4	4 Shedu (HD9+9, hp 52 each) flying overhead
5	3 Criosphinx (HD10, hp 49 each) attacking a caravan of 16 Traders (F1, hp 1 each), 26 pack animals, 59 guards (F1, hp 4 each), and a Caravan Chief (F5, hp 22),
6	A gang of 31 Brigands (F1, Hp 2), chasing a caravan of 18 Traders (F1, hp 5 each), 23 pack animals, 27 guards (F1, hp 4 each), and a Caravan Chief (F4, hp 29)
7	8 Giant Lizards (HD3+1, hp 21 each) lying in wait (automatic surprise)
8	A medium group of 30 LE Pilgrims (NM, Hp 7 each), hunting for food
9	2 Blue Dragons (HD 9, hp 40, 41) resting in their lair, a ruined hamlet
10	1 Mantari (HD1+1, hp 2) lying in wait (automatic surprise)
Temperate Wilderness Hills	
1d10	ENCOUNTER
1	10 Flumphs (HD2, hp 6 each) talking amongst themselves
2	8 Witherstenches (HD2+2, hp 15 each) lying in wait (automatic surprise)
3	3 Black Dragons (HD 7, hp 38, 28, 27) attacking a Neutral group of 3 NPCs (6th-lvl Fighter (hp 22), 8th-lvl Illusionist (hp 24), 7th-lvl Fighter (hp 33))
4	7 Bandits (HD1, hp 1) traveling east
5	12th-lvl Dwarf Lord (hp 63) and a patrol of 5 Dwarves (hp 10 each) talking amongst themselves
6	A band of 16 Svartlings (HD1-1, hp 7 each) arguing amongst themselves
7	7 Hill Giants (HD8+1, hp 39 each) resting in their lair, a longhouse (automatically surprised).
8	20 Bugbears (HD3+1, hp 14 each) fighting 8 Lions (HD5+2, hp 16 each)
9	A large band of 69 Gnolls (HD2, hp 13 each) attacking a group of 11 Ogres (HD4+1, hp 17 each)
10	3 Dire Wolves (HD6, hp 32 each) hunting for food
Temperate Wilderness Mountains	
1d10	ENCOUNTER
1	A Lich (HD11, hp 43) in its lair, an ancient crypt
2	3 Ettins (HD10, hp 31 each) eating in their lair, a cliffside ledge
3	A Stone Giant (HD9+2, hp 31) attacking 7 Dire Wolves (HD6, hp 18 each)
4	3 Coeurl (HD 6, hp 35) lying in wait (automatic surprise)

5	2 Wind Walkers (HD6+3, hp 25) traveling northwest
6	A band of 30 Goblins (HD1-1, hp 1 each) sleeping in their small cavern lair
7	8 Giant Weasels (HD3+3, hp 16 each) lying in wait (automatic surprise)
8	3 Frost Giants (HD10+2, hp 48 each) attacking a caravan of 26 Traders (F1, hp 7 each), 11 pack animals, 27 guards (F1, hp 5 each), and a Caravan Chief (F5, hp 25)
9	A group of 28 LG Tribesmen (F1, hp 2 each) led by a Chief (F5, hp 24), tearing down camp
10	4 Fire Giants (HD11+3, hp 66 each) setting up camp
Temperate Wilderness Marsh	
1d10	ENCOUNTER
1	A lone CE 4th-lvl Assassin (hp 17) looking for food
2	2 Giant Toads (HD2+4, hp 11 each) resting in their lair, a riverbank ledge (automatically surprised).
3	A caravan of 12 Traders (F1, hp 6 each), 7 pack animals, 23 guards (F1, hp 5 each), and a Caravan Chief (F4, hp 21), fighting 10 Trolls (HD6+6, hp 37 each)
4	6 Giant Poisonous Snakes (HD4+2, hp 14 each) lying in wait (automatic surprise)
5	18 Giant Wasps (HD4, hp 13 each) in their nest
6	A band of 11 Hobgoblins (HD1+1, hp 6 each) fighting a group of 7 NG Tribesmen (F1, hp 7 each) led by a Sub-chief (F4, hp 21)
7	3 Catoblepas (HD6+2, hp 33 each) sleeping in their lair, a mud-filled pit (automatically surprised).
8	8 Shadows (HD3+3, hp 15 each) chasing 1 LE Pilgrim (NM, hp 3),
9	A large band of 52 Orcs (HD 1, hp 2 each) arguing amongst themselves in their lair, a well-fortified stockade
10	A Will-o-the-wisp (HD9, hp 30) haunting the area

TEMPERATE CIVILIZED ENCOUNTERS

Temperate Civilized Plains	
1d10	ENCOUNTER
1	A group of 36 CG Pilgrims (NM, Hp 2 each), eating
2	4 Berserkers (HD1+1, hp 8 each) marching northwest
3	21 Giant Rats (HD1/2, hp 2 each) in their lair, a ruined inn
4	A tribe of 37 LN Nomads (F1, hp 1 each), praying
5	A large tribe of 226 Goblins (HD1-1, hp 3 each) hunting for water
6	A lone 2nd-lvl Human Magic-User (LN, hp 8), travelling south
7	A gang of 8 Brigands (F1, hp 2 each), eating
8	A patrol of 5 Orcs (HD 1, hp 8 each) attacking a an Evil-aligned NPC party (4th-lvl Illusionist , 6th-lvl Thief , 9th-lvl Fighter)
9	14 Wolves (HD2+2, hp 7 each) in their cave den
10	A caravan of 21 Traders (F1, hp 3 each), 26 pack animals, 35 guards (F1, hp 3 each), and a Caravan Chief (F5, hp 26), resting.
Temperate Civilized Scrub	
1d10	ENCOUNTER
1	12 Bombadier Beetles (HD2+2, hp 18 each) eating
2	8 Ogres (HD4+1, hp 19 each) fighting 29 LN Nomads (F1, hp 3 each)
3	7 Bandits (HD1, hp 3 each) traveling east
4	An Elf Lord (F10, hp 62), and a patrol of 3 Elves (F1, hp 6 each), hunting for water

5	15 Wolves (HD2+2, hp 13 each) lying in wait (automatic surprise)
6	A tribe of 33 CE Nomads (F1, Hp 2), traveling southwest
7	5 Wereboars (HD5+2, hp 23) fighting 15 Volts (HD2+1, hp 6 each)
8	A large tribe of 128 Gnolls (HD2, hp 10 each) being chased by 12 Hippogriffs (HD3+3, hp 17 each)
9	3 Manticores (HD6+3, hp 18) in their lair, an ancient stone circle
10	Dwarf Lord (F12) and a patrol of 8 Dwarves (F1) , hunting for their comrades
Temperate Civilized Forest	
1d10	ENCOUNTER
1	Halfling Sheriff (F8, hp 40), and a patrol of 11 Halflings (F1, hp 5 each), traveling south
2	26 Giant Rats (HD1/2, hp 3 each) in their lair, a rotting tree stump
3	4 Wild Boars (HD3+3, hp 13 each) in their lair, a forest clearing
4	A group of 6 LG Tribesmen (F1, hp 8 each) led by a Sub-chief (F4, hp 19), fighting 2 Giant Lynx (HD2+2, hp 12 each)
5	A band of 17 Kobolds (HD1/2, hp 3 each) attacking a small caravan of 3 Traders (F1, hp 2), 12 pack animals, 20 guards (F1, hp 8), and a Caravan Chief (F4, hp 19)
6	6 Stag Beetles (HD7, hp 37 each) in their lair, a pile of rotting vegetation
7	A 10th-lvl Human Magic-User (CE, hp 26/03) wounded and sitting against a tree
8	9 Ogres (HD4+1, hp 25 each) fighting 15 Treants (HD7, hp 35 each)
9	15 Gnolls (HD2, hp 9 each) arguing amongst themselves
10	23 CE Pilgrims (NM, hp 4 each), camping (automatically surprised)
Temperate Civilized Rough	
1d10	ENCOUNTER
1	A large band of 51 Hobgoblins (HD1+1, hp 8 each) hunting for provisions
2	9 Wolves (HD2+2, hp 9 each) lying in wait (automatic surprise)
3	7 Gnolls (HD2, hp 16) worshipping at a small open-air altar
4	8 Shadows (HD3+3, hp 18 each) haunting the area
5	8 Ogres (HD4+1, hp 15 each) talking amongst themselves
6	14 Ghouls (HD2, hp 9 each) looking for fresh meat
7	A small tribe of 115 Svartlings (HD1-1, hp 3 each) attacking a medium group of 27 CG Pilgrims (NM, hp 2 each)
8	1 Spectre (HD7+3, hp 37) haunting the area
9	A CN NPC party (Human 13 th -lvl Cleric (hp 59), 7 th -lvl Human Fighter (hp 39), 12 th -lvl Human MU (hp 32)) attacking 11 Trolls (HD6+6, hp 32 each)
10	85 Giant Ants (HD2, hp 6 each) travelling east
Temperate Civilized Desert	
1d10	ENCOUNTER
1	A caravan of 12 Traders (F1, hp 4 each), 28 pack animals, 44 guards (F1, hp 3 each), and a Caravan Chief (F5, hp 31), travelling northwest
2	A small clan of 10 LE Nomads (F1, hp 2 each), searching through the underbrush
3	4 Manticores (HD6+3, hp 27 each) sleeping in their lair, a collapsed pyramid (automatically surprised)
4	A large band of 58 Hobgoblins (HD1+1, hp 3 each) marching southeast
5	A lone 3rd-lvl Human Cavalier (LG, hp 17) praying at a roadside shrine
6	A tribe of 22 LG Nomads (F1, hp 6 each), attacking a 7th-lvl Cleric (CE, hp 29)
7	A raiding party of 5 LN Dervishes (F1, hp 8 each), camping (automatically surprised)

8	A patrol of 3 Hobgoblins (HD1+1, hp 8 each) being chased by a gang of 24 Brigands (F1, hp 8 each)
9	A large band of 44 Hobgoblins (HD1+1, hp 7) tearing down camp
10	A medium group of 30 CG Pilgrims (NM, hp 7 each), hunting for food
Temperate Civilized Hills	
1d10	ENCOUNTER
1	A band of 23 Orcs (HD 1, hp 7 each) marching south
2	2 Manticores (HD6+3, hp 34 each) in their lair, a ruined fort
3	12 Ogres (HD4+1, hp 20 each) fighting 5 Fire Giants (HD11+3, hp 57 each)
4	19 Wolves (HD2+2, hp 12 each) lying in wait (automatic surprise)
5	2 Wild Boars (HD3+3, hp 14 each) in their lair, a muddy pit
6	A patrol of 3 Hobgoblins (HD1+1, hp 6 each) chasing 3 Bandits (HD1, hp 2 each)
7	A small tribe of 111 Goblins (HD1-1, hp 7 each) attacking a caravan of 7 Traders (F1, hp 6 each), 11 pack animals, 20 guards (F1, hp 8 each), and a Caravan Chief (F4, hp 26)
8	12th-lvl Dwarf Lord (hp 63) and a patrol of 4 Dwarves (hp 10, 9, 6, 4), drinking ale in their camp
9	A Giant Skunk (HD5, hp 17) in its lair, a blueberry bush
10	4 Bandits (HD1, hp 8 each) camping (automatically surprised)
Temperate Civilized Mountains	
1d10	ENCOUNTER
1	A group of 3 CE Tribesmen (F1, hp 4 each) led by a Sub-chief (F4, hp 21), being chased by a band of 18 Orcs (HD 1, hp 4 each)
2	A group of 6 LG Pilgrims (NM, hp 1 each), traveling east
3	8th-lvl Halfling Sheriff (hp 53) and a patrol of 11 Halflings (hp 5 each), sleeping in camp (automatically surprised)
4	1 Black Bear (HD3+3, hp 10) hunting
5	7 Ghouls (HD2, hp 6 each) traveling south in search of fresh meat
6	A gang of 19 Brigands (F1, hp 7 each), attacking 2 ½-Elf 5th-lvl Fighters (hp 46, 21)
7	1 Vampire (HD8+3, hp 33) guarding the area
8	12 Wights (HD4+3, hp 16 each) in their lair, an ancient barrow tomb
9	A large tribe of 234 Goblins (HD1-1, hp 4 each) marching west
10	A small tribe of 78 Gnolls (HD2, hp 8 each) worshipping
Temperate Civilized Marsh	
1d10	ENCOUNTER
1	3 Spectres (HD7+3, hp 35 each) haunting the area
2	A caravan of 5 Traders (F1, hp 3 each), 10 pack animals, 15 guards (F1, hp 5 each), and a Caravan Chief (F4, hp 22), arguing among themselves
3	15 Wererats (HD3+1, hp 15 each) chasing a band of 33 Svartlings (HD1-1, hp 6 each)
4	5 Ogres (HD4+1, hp 23 each) hunting for a new lair
5	2 Vampires (HD8+3, hp 41 each) attacking a Good-aligned NPC party (4th-lvl Druid, 6th-lvl Thief, 8th-lvl Fighter, 9th-lvl Paladin)
6	A large tribe of 229 Goblins (HD1-1, hp 4 each) marching south
7	16 Werewolves (HD4+3, hp 19 each) setting up camp
8	6 Huecuvas (HD 2, hp 10 each) haunting the area
9	A group of 36 LG Tribesmen (F1, hp 7 each) led by a Chief (F5, hp 20), searching a ruin
10	6 Ghosts (HD4, hp 23 each) haunting the area

TROPICAL WILDERNESS ENCOUNTERS

Tropical Wilderness Plains	
1d10	ENCOUNTER
1	A small clan of 14 LN Nomads (F1, hp 8 each), being chased by 5 Lions (HD5+2, hp 28 each)
2	2 Rhinoceri (HD8, hp 33 each) grazing
3	9 Hyenas (HD3, hp 19 each) eating carrion
4	2 Rocs (HD18, hp 77) flying overhead
5	A Giant Cobra (HD4+2, hp 26) lying in wait
6	3 Jackals (HD1/2, hp 2 each) lying in wait (automatic surprise)
7	6 Clubneks (HD2, hp 8 each) travelling south
8	A caravan of 15 Traders (F1, hp 2 each), 11 pack animals, 37 guards (F1, hp 5 each), and a Caravan Chief (F5, hp 29), resting (automatically surprised).
9	3 Warthogs (HD3, hp 8) lying in wait (automatic surprise)
10	2 Giant Scorpions (HD5+5, hp 28 each) hunting for a new lair
Tropical Wilderness Scrub	
1d10	ENCOUNTER
1	76 Giant Ants (HD2, hp 10 each) in their lair - a large mound of dirt
2	24 Baboons (HD1+1, hp 9 each) lying in wait (automatic surprise)
3	A Caterwaul (HD4+2, hp 19) hunting for food
4	A tribe of 26 LN Nomads (F1, hp 5 each), eating in camp
5	2 Huge Spiders (HD2+2, hp 13 each) in their web
6	10 Buffalo (HD5, hp 23 each) grazing
7	1 Leopard (HD3+2, hp 10) hunting for a mate
8	2 Ettercaps (HD5, hp 24 each) sleeping (automatically surprised).
9	A group of 36 CE Tribesmen (F1, hp 3 each) led by a Chief (F5, hp 24) in their lair
10	2 African Elephants (HD11, hp 43 each) travelling southeast
Tropical Wilderness Forest	
1d10	ENCOUNTER
1	4 Couatl (HD9, hp 44) fighting a gang of 19 Brigands (F1, hp 5 each)
2	A group of 27 NG Tribesmen (F1, hp 3 each) led by a Chief (F5, hp 30), traveling east
3	3 Carnivorous Apes (HD5, hp 34 each) lying in wait (automatic surprise)
4	1 Giant Constrictor Snake (HD6+1, hp 30) eating an Ettercap
5	16 Jaculi (HD1, hp 3 each) hunting for food
6	11 Giant Leeches (HD1, hp 5 each) hunting for blood
7	A Lamia (HD9, hp 40) setting up an ambush
8	A Weretiger (HD6+2, hp 28) wounded and sitting against a tree
9	A Jaguar (HD4+1, hp 15) eating
10	2 Tigers (HD5+5, hp 36 each) lying in wait (automatic surprise)
Tropical Wilderness Rough	
1d10	ENCOUNTER
1	2 Guardian Nagas (HD11, hp 35 each) attacking a group of Lawful NPCs (5th-lvl Paladin (hp 31), 5th-lvl MU (hp 13), and a 7th-lvl Kung Fu Monk (hp 30))
2	5 Giant Poisonous Snakes (HD4+2, hp 23 each) hunting for food
3	A small clan of 9 NG Nomads (F1, hp 5 each) chasing 3 Berserkers (HD1+1, hp 8 each)
4	3 Jackalweres (HD4, hp 15 each) chasing a raiding party of 7 CN Nomads (F1, hp 8 each)

5	11 Hyenas (HD3, hp 16 each) eating carrion
6	5 Spectres (HD7+3, hp 33 each) haunting the area
7	3 Basilisks (HD6+1, hp 24 each) lying in wait (automatic surprise)
8	6 Lammasu (HD7+7, hp 46 each) fighting a group of 47 LG Tribesmen (F1, hp 7 each) led by a Chief (F5, hp 28)
9	21 Baboons (HD1+1, hp 2 each) in their lair, a large tree
10	A group of 33 CG Pilgrims (NM, hp 1 each) travelling north

Tropical Wilderness Desert

1d10	ENCOUNTER
1	A caravan of 18 Traders (F1, hp 1 each), 19 pack animals, 43 guards (F1, hp 3 each), and a Caravan Chief (F5, hp 38) traveling northeast
2	6 Large Spiders (HD1+1, hp 9 each) lying in wait (automatic surprise)
3	29 Death Dogs (HD2+1, hp 5 each) in their lair, a half-buried temple
4	5 Heiracosphinx (HD9, hp 28 each) flying overhead
5	2 Leopards (HD3+2, hp 22 each) lying in wait (automatic surprise)
6	2 Amphisbaena Snakes (HD6, hp 38 each) in their lair, a sandy pit
7	A tribe of 25 LE Nomads (F1, hp 1 each), traveling west
8	A Lamia (HD9, hp 36) in its lair, an old wayshrine
9	15 Giant Centipedes (HD1/4, hp 1 each) resting (automatically surprised)
10	A group of 13 CN Dervishes (F1, hp 6 each), marching south

Tropical Wilderness Hills

1d10	ENCOUNTER
1	A gang of 28 Brigands (F1, hp 5 each), traveling east
2	2 Rocs (HD18, hp 85 each) in their hilltop aerie
3	A group of 69 Lawful Evil Pilgrims (NM, hp 7 each), arguing among themselves
4	3 Jackals (HD1/2, hp 3 each) lying in wait (automatic surprise)
5	60 Gazelles (HD2, hp 4 each), grazing
6	2 Rakshasa (HD7, hp 38 each) resting in their lair (automatically surprised).
7	A raiding party of 3 CN Dervishes (F1, hp 7 each), attacking 2 Jackals (HD1/2, hp 2 each)
8	6 Lions (HD5+2, hp 26 each) lying in wait (automatic surprise)
9	2 Spirit Nagas (HD9, hp 46 each) haunting the area
10	3 Sand Giants (HD10, hp 41 each) in their oasis lair

Tropical Wilderness Mountains

1d10	ENCOUNTER
1	2 Wearbears (HD7+3, hp 42) attacking an 8th-lvl Troubadour (hp 22)
2	3 Ettins (HD10, hp 49 each) in their lair, a small cavern
3	4 Berserkers (HD1+1, hp 8 each) fighting 1 Troll (HD6+6, hp 39)
4	4 Stone Giants (HD9+2, hp 48) fighting 7 Griffons (HD7, hp 25 each)
5	14 Wild Dogs (HD1+1, hp 9) lying in wait (automatic surprise)
6	33 Bugbears (HD3+1, hp 17) marching east
7	A Black Dragon (HD 7, hp 28) attacking a Blue Dragon (HD 9, hp47)
8	6 Pegasi (HD4, hp 14 each) flying overhead
9	4 Storm Giants (HD15+4, hp 73 each) hunting for food
10	A group of 59 CG Pilgrims (NM, hp 3 each), arguing amongst themselves

Tropical Wilderness Marsh

1d10	ENCOUNTER
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1	A group of 78 CG Tribesmen (F1, hp 3 each) led by a Chief (F5, hp 33) in their lair
2	3 Catoblepas (HD6+2, hp 36 each) hunting for food
3	2 Shedu (HD9+9, hp 45) flying overhead
4	A Shambling Mound (HD8, hp 40) eating
5	A Giant Constrictor Snake (HD6+1, hp 35) lying in wait (automatic surprise)
6	A group of 29 CN Tribesmen (F1, hp 7 each) led by a Chief (F5, hp 20), attacking a Neutral-aligned group of two NPCs (8th-lvl Fighter , hp 52) and (6th-lvl Druid , hp 36)
7	4 Coeurl (HD 6, hp 30 each) eating a tiger
8	A band of 9 Hobgoblins (HD1+1, hp 9 each) fighting 5 Bandits (HD1, hp 6 each)
9	A Will-o-the-wisp (HD9, hp 41) haunting the area
10	5 Huecuvas (HD 2, hp 9 each) attacking a gang of 12 Brigands (F1, hp 5 each)

TROPICAL CIVILIZED ENCOUNTERS

Tropical Civilized Plains	
1d10	ENCOUNTER
1	A Roc (HD18, hp 68) flying overhead
2	A caravan of 10 Traders (F1, hp 4 each), 23 pack animals, 22 guards (F1, hp 8 each), and a Caravan Chief (F4, hp 25) travelling southwest
3	3 Giant Scorpions (HD5+5, hp 27) resting in their lair, a rocky outcropping
4	A Rhinoceros (HD8, hp 31) lying in wait (automatic surprise)
5	6 Hyenas (HD3, hp 16 each) hunting for a new lair
6	2 Clubneks (HD2, hp 11 each) looking for food
7	A raiding party of 9 N Nomads (F1, hp 4 each), sleeping (automatically surprised).
8	2 Jackalweres (HD4, hp 22 each) attacking a group an NPC (5th-lvl Fighter , hp 31)
9	16 Buffalo (HD5, hp 30 each) grazing
10	A caravan of 20 Traders (F1, hp 3 each), 22 pack animals, 47 guards (F1, hp 8), and a Caravan Chief (F5, hp 21) travelling northeast
Tropical Civilized Scrub	
1d10	ENCOUNTER
1	A Leopard (HD3+2, hp 18) lying in wait (automatic surprise)
2	A tribe of 25 LE Nomads (F1, hp 3 each), fighting 15 LG Tribesmen (F1, hp 4 each) led by a Chief (F5, hp 17)
3	An Ettercap (HD5, hp 28) setting up camp
4	12 Large Spiders (HD1+1, hp 6 each) in their webs
5	7 Clubneks (HD2, hp 11 each), wounded and lying down
6	A caravan of 14 Traders (F1, hp 4 each), 17 pack animals, 30 guards (F1, hp 6 each), and a Caravan Chief (F4, hp 22), traveling north
7	18 Giant Ants (HD2, hp 9 each) eating carrion
8	A lone CN 4th-lvl Troubadour (hp 15), traveling east
9	A Kamadan (HD4+2, hp 20) hunting for water
10	A Roc (HD18, hp 96) hunting for a mate
Tropical Civilized Forest	
1d10	ENCOUNTER
1	14 Jaculi (HD1, hp 5 each) lying in wait (automatic surprise)
2	9 African Elephants (HD11, hp 51 each) drinking from a water hole
3	28 Dakons (HD1+1, hp 9 each) in their lair, a small forested hill

4	A group of 29 NG Tribesmen (F1, hp 8 each) led by a Chief (F5, Hp 21) in their small village
5	A Tiger (HD5+5, hp 19) lying in wait (automatic surprise)
6	A Couatl (HD9, hp 40), hunting
7	8 Giant Poisonous Toads (HD2, hp 11 each) eating some Large Spiders
8	A lone Neutral adventurer (8th-lvl Fighter , hp 39) travelling south
9	3 Gorilla Bears (HD4, hp 13 each) resting in their cave (automatically surprised)
10	59 CE Tribesmen (F1, hp 2 each) led by a Chief (F5, hp 31), working in their walled village
Tropical Civilized Rough	
1d10	ENCOUNTER
1	5 Spectres (HD7+3, hp 35 each) haunting the area
2	10 Hyenas (HD3, hp 15) lying in wait (automatic surprise)
3	A group of 27 LG Pilgrims (NM, hp 2 each), traveling east
4	4 Basilisks (HD6+1, hp 24 each) in their lair, a brush-covered crevasse
5	25 Baboons (HD1+1, hp 7 each) eating in their treetop lair
6	A Warthog (HD3, hp 12) resting
7	A Spirit Naga (HD9, hp 30) searching through their lair, a ruined shrine, for a lost item
8	4 Rakshasa (HD7, hp 43 each) fighting 4 Criosphinxes (HD10, hp 47 each)
9	A Good-aligned NPC party (5th-lvl Ranger (hp 39), 8th-lvl Kung-Fu Monk (hp 25), 8th-lvl Fighter (hp 48)) talking amongst themselves
10	A gang of 25 Brigands (F1, hp 6 each), marching west
Tropical Civilized Desert	
1d10	ENCOUNTER
1	8 Wild Camels (HD3, hp 12 each) grazing
2	19 Norkers (HD1+2, hp 10 each) worshipping at a ruined shrine
3	A caravan of 15 Traders (F1, hp 4 each), 13 pack animals, 27 guards (F1, hp 7 each), and a Caravan Chief (F4, hp 25), talking amongst themselves at an oasis.
4	A gang of 25 Brigands (F1, hp 5 each), lying in wait (automatic surprise)
5	7 Giant Centipedes (HD1/4, hp 1 each) hunting for food
6	2 Giant Poisonous Snakes (HD4+2, hp 23) in their lair, a sandy pit
7	A Lamia (HD9, hp 39) fighting 6 Lions (HD5+2, hp 25 each)
8	A group of 4 LE Pilgrims (NM, hp 3 each) travelling northeast
9	A Basilisk (HD6+1, hp 29) lying in wait (automatic surprise)
10	21 Baboons (HD1+1, hp 9) setting up an ambush
Tropical Civilized Hills	
1d10	ENCOUNTER
1	32 LE Pilgrims (NM, hp 5 each) travelling northwest
2	A caravan of 4 Traders (F1, hp 3 each), 6 pack animals, 15 guards (F1, hp 7 each), and a Caravan Chief (F4, hp 19), sleeping in a roadside caravansera
3	3 Tigers (HD5+5, hp 32 each) hunting for water
4	A group of 26 CN Dervishes (F1, hp2 each), traveling southeast
5	A lone NE adventurer (4th-lvl Magic User , hp 7), sleeping rough
6	A gang of 21 Brigands (F1, hp 5 each), fighting a small clan of 17 NG Nomads (F1, hp 6 each)
7	A Kamadan (HD4+2, hp 30) lying in wait (automatic surprise)
8	An Amphisbaena Snake (HD6, hp 18) in it's lair under a rocky ledge
9	2 Weretigers (HD6+2, hp 27 each) in their lair, a ruined hut

10	A Caterwaul (HD4+2, hp 22) lying in wait (automatic surprise)
Tropical Civilized Mountains	
1d10	ENCOUNTER
1	A Heiracosphinx (HD9, hp 42) in its lair, an ancient temple
2	42 CG Tribesmen (F1, hp 4 each) led by a Chief (F5, Hp 24), chasing 2 Rakshasa (HD7, hp 42 each)
3	3 Xills (HD5, hp 20 each) hunting for prey
4	2 Guardian Nagas (HD11, hp 51 each) in their lair, a ruined monastery
5	40 LG Pilgrims (NM, Hp 1 each), setting up camp
6	4 LN Tribesmen (F1, hp 7 each) led by a Sub-chief (F4, Hp 23), fighting a CG 4th-lvl Magic-User (hp 11)
7	2 Rocs (HD18, hp 57 each) eating a leopard in their nest
8	2 Lammasu (HD7+7, hp 44 each) lying in wait (automatic surprise)
9	A caravan of 20 Traders (F1, hp 4 each), 17 pack animals, 38 guards (F1, hp 6 each), and a Caravan Chief (F5, hp 35), hunting for water
10	A gang of 31 Brigands (F1, hp 6 each), attacking a caravan of 5 Traders (F1, hp 2 each), 7 pack animals, 15 guards (F1, hp 5 each), and a Caravan Chief (F4, hp 17)

Tropical Civilized Marsh	
1d10	ENCOUNTER
1	10 Giant Leeches (HD1, hp 6 each) lying in wait (automatic surprise)
2	A Babbler (HD5, hp 24) fighting 2 Giant Toads (HD2+4, hp 12 each)
3	31 Lizard Men (HD2+1, hp 8 each) in their lair, a half-submerged mound
4	5 Giant Poisonous Snakes (HD4+2, hp 16 each) lying in wait
5	10 Hippopotamus (HD8, hp 34 each) bathing in the muddy water
6	13 Large Spiders (HD1+1, hp 9 each) eating some giant ants
7	A small group of 3 LE Pilgrims (NM, hp 4 each), sleeping
8	7 Giant Crocodiles (HD7, hp 37 each) lying in wait (automatic surprise)
9	A lone CN adventurer (8th-lvl Assassin , hp 20), setting up an ambush
10	4 Algoids (HD5, hp 24 each) travelling east

FRESHWATER ENCOUNTERS

Surface Freshwater - Small Body of Water	
1d10	ENCOUNTER
1	8 Crocodiles (HD3, hp 6 each)
2	3 Giant Otters (HD5, hp 28 each)
3	Ice/Wood Floes
4	7 Hippopotami (HD8, hp 37 each)
5	Floating Seaweed
6	25 Lizard Men (HD2+1, hp 12 each) in their lair, a half-submerged shipwreck
7	2 Nymphs (HD3, hp 20 each)
8	2 Giant Snapping Turtles (HD10, hp 51 each)
9	49 Nixies (HD1/2, hp 2 each)
10	Whirlpool

Surface Freshwater - Large Body of Water	
1d10	ENCOUNTER

1	A gang of 12 N buccaneers (F1, hp 5 each) in a river boat (<i>The Nargazinbar's Wastrel</i>) with a Leader (F4, hp 20) - they will ignore or watch the party.
2	22 Giant Beavers (HD4, hp 23 each)
3	A small river barge (<i>The Melody of Beauty</i>) with 5 Traders (F1, hp 5 each), 6 crates of furniture, 19 sailors (F1, hp 7 each), 2 Ship's Mates (F2, hp 16 each) and a Ship's Captain (F4, hp 30) - they will ignore or watch the party.
4	4 Giant Gar (HD8, hp 30 each)
5	44 Nixies (HD1/2, hp 2 each)
6	A longship (<i>Cloud</i>) crewed by 40 NE berserkers (F1, hp 3 each) and a Captain (F7, hp 51) - they will pursue the party
7	24 Lizard Men (HD2+1, hp 9)
8	A lone CE adventurer (5th-lvl Thief , hp 22) exploring in a small craft
9	Whirlpool
10	A longship (<i>Beau</i>) crewed by 30 CE pirates (F1, hp 3 each) and a Captain (F7, hp 41) -they will pursue the party
Underwater Freshwater - Shallows	
1d10	ENCOUNTER
1	115 Koalinths (HD 1+1, hp 9 each) in their sunken lair built from sunken logs and brush
2	A Lamprey (HD1+2, hp 9) hunting for prey
3	A Giant Gar (HD8, hp 32)
4	A sunken merchant ship, with it's cargo of bundles of lumber still inside
5	4 Giant Snapping Turtles (HD10, hp 56 each)
6	2 Giant Otters (HD5, hp 30) playing
7	A sunken war barge, now serving as a lair for the 12 undead crew (Lacedon Ghouls ~ HD2, hp 9 each)
8	3 Electric Eels (HD2, hp 14 each)
9	Seaweed Beds
10	9 Crocodiles (HD3, hp 13 each)
Underwater Freshwater - Deeps	
1d10	ENCOUNTER
1	6 Giant Water Spiders (HD3+3, hp 12) in their lair
2	3 Storm Giants (HD15+5, hp 93) in their lair, a sunken castle
3	27 Lizard Men (HD2+1, hp 7) hunting for food
4	6 Hippocampi (HD4, hp 18 each) resting
5	Whirlpool
6	A Dragon Turtle (HD13, hp 59) hunting for food
7	16 Kapoacinths (Gargoyles) (HD4+4, hp 25) patrolling the area
8	4 Water Nagas (HD7, hp 40) in their lair, a sunken shrine
9	3 Giant Crayfish (HD4+4, hp 31)
10	A sunken longship, now serving as a lair for the 15 undead crew (Lacedon Ghouls ~ HD2, hp 5 each)

SALTWATER ENCOUNTERS

Surface Saltwater - Shallow Body of Water	
1d10	ENCOUNTER
1	A gang of 13 CN buccaneers (F1, hp 6 each) in a river boat (<i>The Aratar's Bounty</i>) with a Leader (F4, hp 18) -they will pursue the party

2	A small Whale (HD22, hp 97)
3	55 Sahuagin (HD2+2, hp 8 each) in a temporary lair, a coral reef
4	111 Koalinths (Hobgoblins) (HD 1+1, hp 7 each) swimming south to war
5	A medium-sized merchant ship (<i>Majestic</i>) with 10 Traders (F1, hp 4 each), 16 bales of raw cotton, 24 sailors (F1, hp 1 each), 4 Ship's Mates (F2, hp 11 each) and a Ship's Captain (F4, hp 30) sailing northwest
6	Whirlpool
7	A small galley (<i>Dart</i>) full of 30 LE buccaneers (F1, hp 7 each) and a Captain (F5, hp 16) -they will pursue the party
8	11 Dolphins (HD2+2, hp 16 each)
9	33 Tritons (HD3, hp 14) fighting a long ship (<i>Evening Star</i>) crewed by 32 LE berserkers (F1, hp 8 each) and a Captain (F7, hp 36)
10	Iceberg
Surface Freshwater - Deep Body of Water	
1d10	ENCOUNTER
1	117 Mermen (HD1+1, hp 4 each) in their lair, a coral castle
2	A Giant Squid (HD12, hp 54) lying in wait (automatic surprise)
3	2 Elasmosaurs (HD15, hp 60 each)
4	43 Sahuagin (HD2+2, hp 15) hunting
5	A large merchant ship (<i>The Dunduin's Vision</i>) with 15 Traders (F1, hp 2 each), 25 crates of leather goods, 41 sailors (F1, hp 7 each), 6 Ship's Mates (F2, hp 9 each) and a Ship's Captain (F5, hp 14) sailing south
6	A sailed warship (<i>The Velvet Hand</i>) crewed by 58 CN buccaneers (F1, hp 5 each) and a Captain (F9, hp 48) -they will ignore or watch the party
7	3 Giant Sea Turtles (HD15, hp 67)
8	3 Giant Sharks (HD12, hp 65)
9	Floating Seaweed
10	A lone NG adventurer (1st-lvl Cleric) clinging to a piece of wreckage
Underwater Saltwater - Shallows	
1d10	ENCOUNTER
1	2 Sea Hags (HD3, hp 16 each) in their lair, a sunken warship
2	11 Sea Lions (HD6, hp 33 each) hunting for food
3	37 Giant Weed Eels (HD1-1, hp 4 each) in their lair, a kelp forest
4	9 Barracudas (HD1, hp 5 each) hunting for prey
5	128 Mermen (HD1+1, hp 5 each) and 20 Giant Sea Horses (HD3, hp 11 each) patrolling the area
6	3 Giant Crayfish (HD4+4, hp 22 each) lying in wait (automatic surprise)
7	A Sting Ray (HD1, hp 5) resting on the sea bed
8	6 Strangle Weeds (HD3, hp 15) concealed amidst a kelp forest
9	A sunken merchant ship, with it's cargo of barrels of fish still inside and 2 Giant Crabs (HD3, hp 17 each)
10	2 Ochre Jellys (HD6, hp 28 each) concealed on a coral reef
Underwater Saltwater - Deeps	
1d10	ENCOUNTER
1	A Manta Ray (HD9, hp 36)
2	99 Locathah (HD2, hp 10 each) travelling west
3	A sunken ship, now serving as a lair for the 11 undead crew (Lacedon Ghouls ~ HD2, hp 12 each)

4	98 Mermen (HD1+1, hp 9 each) in their lair, a sea cave
5	A sunken merchant ship, with it's cargo of crates of glassware still inside
6	38 Tritons (HD3, hp 18 each) tending a field of seaweed beds
7	An Eye of the Deep (HD10, hp 40) guarding its lair - a sunken temple
8	4 Merrow (HD 4, hp 25 each) hunting for fresh meat
9	A Giant Squid (HD12, hp 70) lying in wait (automatic surprise)
10	6 Scrags (HD 6, hp 30 each) in their lair, a sunken pleasure barge

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