CHAPTER II: Men

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

- Robert E. Howard

The Hyborian Age

Standard Human Types & Equipment

Cultural Troop Types

Patrols and Troops

Guards, Watchmen & Gaolers

Human Group Encounters

Amazons

Bandits & Brigands

Berserkers

Buccaneers & Pirates

Cavemen

Dervishes & Nomads

Girovago

Merchant Caravans

Pilgrims

Tribesmen

NPC Adventuring Parties

NPC Experience & Progression

NPC Motivations

Henchmen & Hirelings

Hermits

STANDARD HUMAN TYPES & EQUIPMENT

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

Medieval/Feudal Men-at-Arms			
d%	**STEED**	**ARMOUR**	**WEAPONRY**
01-05	Light Horse	Leather (AC8)	Lt. Crossbow & Longsword
06-15	Light Horse	Leather & Shield (AC7)	Spear & Handaxe
16-25	Light Horse	Splint & Shield (AC3)	Spear & Battleaxe
26-35	Light Horse	Studded Leather (AC7)	Spear & Broadsword
36-45	Medium Horse	Scale & Shield (AC5)	Lance & Longsword
46-55	Medium Horse	Scale (AC6)	Flail & Mace
56-60	Medium Horse	Chain Shirt & Shield (AC4)	Polearm & Mace
61-70	Medium Horse	Chain Shirt (AC5)	Hvy. Crossbow & Mace
71-80	Heavy Horse	Plate (AC3)	Hvy. Crossbow & Morningstar
81-00	Heavy Horse	Plate & Shield (AC2)	Lance, Longsword & Mace
Note: All troops assumed to be armed with a dagger in addition to any other weaponry			

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

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

Sailors/Marines/Pirates/Boatmen		
d%	**WEAPONRY**	**ARMOUR**
01-05	Shortsword & Handaxe	Chain Shirt & Shield (AC4)
06-15	Longsword	Chain Shirt (AC5)
16-25	Shortsword	Leather & Shield (AC7)
26-35	Spear	Leather (AC8)
36-45	Handaxe	Leather (AC8)
46-55	Hvy. Crossbow	Studded Leather (AC7)
56-60	Lt. Crossbow	Studded Leather & Shield (AC6)
61-70	Sling	Unarmoured (AC10)
71-80	Club	Unarmoured (AC10)
81-00	Darts	Unarmoured (AC10)
Note: All troops assumed to be armed with a dagger in addition to any other weaponry		

CULTURAL TROOP TYPES

Egyptians

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

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

Assyrians

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

20% of total	2nd-lvl Fighters
10% of total	3rd-lvl Fighters

* Equipped with mace, Scale & shield (AC5)
§ Riding a heavy chariot

Assyrian Equipment	
d%	**WEAPONRY & ARMOUR**
01-60	Shortsword or Mace & Spear or Shortbow / Chain Shirt & Shield (AC4)
61-95	Javelin, Sling or Shortbow (AC10)
96-00	Shortsword, Spear & Shortbow / Scalemail & Shield (AC5)

Heroic Greeks / Atlanteans

ALL GROUPS		**# Appearing**: 10-100 (10d10)
Leader(s):	Every 15 troops	Hero (5th - lvl Fighter) *
	15% chance of	Noble (3d4 level Paladin) §
Troops:	20% of total	0- lvl Men-at-Arms
25% of total	1st-level Fighters	
30% of total	2nd-level Fighters	
15% of total	3rd-level Fighters	
10% of total	4th-level Fighters	

* 15% chance of +1 weaponry / armour
§ 15% chance of +2 weaponry / armour

Heroic Greek / Atlantean Equipment		
d%	**WEAPONRY**	**ARMOUR**
01-60	Spear, javelin, short sword	Linothorax & Shield (AC6)
61-00	Spear, javelin, shortbow	Bronze Plate Armour & Shield (AC3)

Greek Hoplites

ALL GROUPS		**# Appearing**: 10-100 (10d10)
Leader(s):	Every 4 hoplites	Leader (3rd- level Fighter)
	Every 20 hoplites	Hero (4th-level Fighter) *
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1st-level Fighters	
20% of total	2nd-level Fighters	
10% of total	3rd-level Fighters	

* 15% chance of +1 weaponry / armour

Greek Hoplite Equipment	
WEAPONRY	**ARMOUR**
Spear, javelin, short sword	Hoplite Panoply & Shield (AC5)

Persian Immortals

ALL GROUPS		**# Appearing**: 10-100 (10d10)
Leader(s):	Every 10 Immortals	Sergeant (4th-level Fighter)
	Every 50 Immortals	Captain (5th-level Fighter) *
Troops:	20% of total	0- lvl Men-at-Arms
25% of total	1st-level Fighters	
30% of total	2nd-level Fighters	
15% of total	3rd-level Fighters	
10% of total	4th-level Fighters	
* 15% chance of +1 weaponry / armour		

Persian Immortal Equipment	
WEAPONRY	**ARMOUR**
Spear, short composite bow	Iron Scale & Wicker Shield (AC5)

Han Chinese

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

Han Chinese Equipment		
d%	**WEAPONRY**	**ARMOUR**
01-50	Spear & longsword	Studded Leather & Wood Shield (AC6)
51-80	Polearm	
81-00	Heavy Crossbow	

Roman Legionaries

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

Roman Legionary Equipment	
WEAPONRY	**ARMOUR**
Spear, Shortsword	Mail Haubergeon & shield (AC5)

Celts (Franks, Germans, Picts & Visigoths)

ALL GROUPS	**# Appearing**: 30-300 (30d10)

Leader(s):	Every 10 troops	Leader (3rd-level Barbarian)
Troops:	50% of total	0- lvl Men-at-Arms
30% of total	1st-level Fighters	
20% of total	2nd-level Fighters	

Celt, Frank, German, Pictish, Visigothic Equipment	
TRIBAL TYPE	**WEAPONRY & ARMOUR**
Celts	Javelins (2), Longsword, Shield (AC9)
Franks	Spear, Handaxe, Shield (AC9)
Germans	Javelin, Spear, Shield (AC9)
Picts	Spear (75%) or Shortbow (25%) (AC10)
Visigoths	Javelin, Handaxe, Shield (AC9)

Ostrogoths

ALL GROUPS		**# Appearing**: 30-300 (30d10)
Leader(s):	Every 10 troops	Leader (3rd-level Barbarian)
Troops:	50% of total	0- lvl Men-at-Arms
30% of total	1st-level Fighters	
20% of total	2nd-level Fighters	

Ostrogothic Equipment		
WEAPONRY	**ARMOUR**	**MOUNTS**
Javelins (2), Spear, Broadsword	Leather & Shield (AC7)	Light Warhorses

Alans, Huns, Tartars, Turks

ALL GROUPS		**# Appearing**: 30-300 (30d10)
Leader(s):	Every 10 troops	Leader (4th-level Fighter)
	Every 100 troops	Chieftain (5th-level Fighter)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1st- lvl Fighters	
20% of total	2nd-lvl Fighters	
10% of total	3rd-lvl Fighters	

Alan, Hun, Tartar and Turkish Equipment			
d%	**WEAPONRY**	**ARMOUR**	**MOUNTS**
01-20	Lance, Longsword	Shield (AC9)	Medium Warhorse
21-30	Composite Shortbow, Longsword	Shield (AC9)	Medium Warhorse
31-50	Lance, Longsword	Shield (AC9)	Light Warhorse
51-00	Composite Shortbow, Longsword	Shield (AC9)	Light Warhorse

Byzantines

ALL GROUPS	**# Appearing**: 30-300 (30d10)

Leader(s):	Every 10 troops	Leader (3rd-level Fighter)
Troops:	50% of total	0- lvl Men-at-Arms
30% of total	1st-level Fighters	
20% of total	2nd-level Fighters	

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

Arthurian Britons & Carolingian Franks

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

Arthurian Briton & Carolingian Frankish Equipment			
d%	**WEAPONRY**	**ARMOUR**	**MOUNTS**
01-20	Bastard Sword, Spear	Chain Shirt, Shield (AC4)	Medium Warhorse
21-30	Longsword, Javelins (x2)	Chain Shirt, Shield (AC4)	Medium Warhorse

Vikings

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

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

86-00	Broadsword & shortbow	Chain Shirt (AC5)

Mongols

ALL GROUPS		**# Appearing**: 30-300 (30d10)
Leader(s):	Every 10 troops	Leader (4th-level Fighter)
	Every 100 troops	Khan (5th-level Fighter)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1st- lvl Fighters	
20% of total	2nd-lvl Fighters	
10% of total	3rd-lvl Fighters	

Mongol Equipment (roll once per column)			
d%	**WEAPONRY**	**ARMOUR**	**MOUNTS**
01-20	Longsword & Lance	Leather (AC8)	Medium Warhorse
21-30	Mace & Lance	Scalemail (AC6)	Medium Warhorse
31-50	Handaxe & Short Composite Bow	Splint (AC4)	Light Warhorse
51-00	Longsword & Long Composite Bow	Studded Leather (AC7)	Light Warhorse

Japanese Samurai

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

Japanese Samurai Equipment (roll once per column)			
d%	**WEAPONRY**	**ARMOUR**	**MOUNTS**
01-20	Shortsword, Bastard Sword	Lamellar Armour (AC6)	Light Warhorse
21-30	Shortsword, Spear		Light Warhorse
31-50	Shortsword, Polearm		None
51-00	Shortsword, Longbow		None

Aztecs / Lemurians

ALL GROUPS		**# Appearing**: 10-100 (10d10)
Leader(s):	Every 20 Aztecs / Lemurians	Leader (1d4+4-level Fighter)
Cleric:	25% chance of	Cleric (level 1d4+4)
Troops:	40% of total	0- lvl Men-at-Arms
30% of total	1st-level Fighters	

20% of total	2nd-level Fighters
10% of total	3rd-level Fighters

Aztec / Lemurian Equipment		
d%	**WEAPONRY**	**ARMOUR**
01-50	Spear	Padded Gambeson & Hide Shield (AC7)
51-80	Battleaxe	
81-00	Atlatl & Javelins (3)	

PATROLS & TROOPS

Light Footmen (Skirmishers)			Medium Footmen	
# Appearing	**Type**		**# Appearing**	**Type**
1	(Captain)		1	6th - lvl Fighter (Captain)
1	(Lieutenant)		1	4th - lvl Fighter (Lieutenant)
1	(Sub-lieutenant)		1	2nd - lvl Fighter (Sub-lieutenant)
2	(Sergeants)		3	1st - lvl Fighters (Sergeants)
45	0 - lvl Men-at-Arms		13	0 - lvl Men-at-Arms
Armour	Leather (AC8)		**Armour**	Scale & Shield (AC5)
Weaponry	Sling & Handaxe		**Weaponry**	Mace & Shortbow

Heavy Footmen			Crossbowmen	
# Appearing	**Type**		**# Appearing**	**Type**
1	8th - lvl Fighter (Captain)		1	(Captain)
1	5th - lvl Fighter (Lieutenant)		1	(Lieutenant)
1	2nd - lvl Fighter (Sub-lieutenant)		1	(Sub-lieutenant)
4	1st - lvl Fighters (Sergeants)		2	(Sergeants)
23	0 - lvl Men-at-Arms		30	0 - lvl Men-at-Arms (A)
			20	0 - lvl Men-at_Arms (B)
Armour	Chain Shirt & Shield (AC 4)		**Armour**	Ring (AC 7)
Weaponry	Battleaxe & Composite Shortbow		**Weaponry**	(A) Shortsword & Heavy Crossbow (B) Military Fork & Light Crossbow

Bowmen			**Light Cavalry** (Light Horses)	
# Appearing	**Type**		**# Appearing**	**Type**
1	(Captain)		1	7th - lvl Ranger (Captain)
1	(Lieutenant)		1	4th - lvl Ranger (Lieutenant)
1	(Sub-lieutenant)		1	2nd - lvl Ranger (Sub-lieutenants)
4	(Sergeants)		4	1st - lvl Rangers (Sergeants)
43	0 - lvl Men-at-Arms		16	0 - lvl Men-at-Arms
Armour	Studded Leather (AC 7)		**Armour**	Studded Leather & Shield (AC6)
Weaponry	Longbow & Shorstword		**Weaponry**	Lt. Crossbow, Lance & Shortsword

Medium Cavalry (Medium Horses)			**Heavy Cavalry** (Heavy Horses)	
# Appearing	**Type**		**# Appearing**	**Type**
1	(Captain)		1	(Captain)
1	(Lieutenant)		1	(Lieutenant)
1	(Sub-lieutenant)		1	(Sub-lieutenant)
4	(Sergeants)		4	(Sergeants)

16	0 - lvl Men-at-Arms	16	0 - lvl Men-at-Arms
Armour	Mail Shirt & Shield (AC4)	**Armour**	Plate & Shield (AC2)
Weaponry	Heavy Mace or Heavy Flail	**Weaponry**	Lance & Longsword

GUARDS, WATCHMEN & GAOLERS

GUARDS GROUP #1		**GUARDS GROUP #2**	
# Appearing	**Type**	**# Appearing**	**Type**
1	4th - level Fighter	1	4th - level Fighter
1	3rd - level Fighter	1	3rd - level Fighter
1	1st - level Magic User	1	1st - level Magic User
12	0 - level Men-at-Ams	10	0 - level Men-at-Ams

GUARDS GROUP #3		**GUARDS GROUP #4**	
# Appearing	**Type**	**# Appearing**	**Type**
1	2nd - level Fighter	1	5th - level Fighter
1	1st - level Magic User	1	4th - level Fighter
7	0 - level Men-at-Arms	7	3rd - level Fighters
		1	4th - level Magic-User
		16	0 - level Men-At-Arms

DAY-WATCHMEN GROUP #1		**NIGHT-WATCHMEN GROUP#2**	
# Appearing	**Type**	**# Appearing**	**Type**
1	2nd - level Fighter	1	4th - level Fighter
1	4th - level Cleric	1	2nd - level Cleric
5	0 - level Men-At-Arms	10	0 - level Men-At-Arms

GAOLER GROUP #1		**GAOLER GROUP #2**	
# Appearing	**Type**	**# Appearing**	**Type**
1	2nd - level Fighter (Warden)	1	5th -level Fighter (Warden)
1	1st - level Fighter (Torturer)	1	2nd -level Fighter (Torturer)
5	0 - level Men-At-Arms (Guards)	10	0 - level Men-At-Arms (Guards)

GUARDS, WATCHMEN & GAOLERS SECURITY LEVELS			
d%	**Type**	**To-be-surprised**	**Corruption Modifier***
01-15	Bumbling	3 in 6	+3
16-25	Unwary	2 in 6	+2
26-70	Normal	1 in 6	+0
71-85	Watchful	1 in 8	-1
86-95	Very Vary	1 in 10	-2
96-00	Alert	None	-3
* see Negotiation/Bargaining table page XX			

HUMAN GROUP ENCOUNTERS

AMAZONS (DD, p. XX)

ALL GROUPS		**# Appearing:** 10-100 (10d10)
Leaders:	Every 10 Amazons	Shield-maiden (1st -lvl Amazon)
Every 20 Amazons	Shield-maiden (2nd -lvl Amazon)	
Every 30 Amazons	Heroine (3rd -lvl Amazon)	
Every 40 Amazons	Heroine (4th -lvl Amazon)	
Every 50 Amazons	Superheroine (5th -lvl Amazon)	
< 60 Amazons	Queen (9th-lvl Amazon) 2 Princesses (6th-lvl Amazons)	
> 60 Amazons	Queen (10th -lvl Amazon) 2 Princesses (7th-lvl Amazons)	
Priests:	50% chance of	Witch (7th -lvl) 1d4 Witch Assistants (3rd - 4th-lvl)
Follower	10% mounted on	Special Mount (see Sub-table)
LAIRS		
(01-80) Steading	Including 1d3 longhouses	
(81-90) Hill-fort	Including ditch, palisade, 1d6 watchtowers and 1 gate	

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

BANDITS & BRIGANDS (c.f. OSRIC)

ALL GROUPS		**# Appearing:** 20-200 (2d10x10)
Leader(s)	Every 20 bandits/brigands	Bandit Hero (3rd-lvl Fighter)
Every 30 bandits/brigands	Bandit Sergeant (4th-lvl Fighter)	
Every 40 bandits/brigands	Bandit Captain (5th-lvl Fighter)	
Every 50 bandits/brigands	Bandit Sub-lieutenant (6th-lvl Fighter)	
<100 bandits/brigands	Bandit Sub-chief (8th-lvl Fighter) Bandit Lieutenant (7th -lvl Fighter) 6 Bandit Guards (2nd-lvl Fighters)	
>100 bandits/brigands	Bandit Chief (9th-lvl Fighter)	
>150 bandits/brigands	Bandit Lord (10th -lvl Fighter)	
LAIRS		**Lair Hoard:** Class I
01-80	Hideout (see sub-table)	+ Traps/Pits
81-90	Large Cave Complex	+ Secret Entrance/Exit
91-00	Castle/Keep/Fort	+1d4 Light Catapults

Bandit/Brigand Equipment		Bandit/Brigand Archetypes		
1d8	**EQUIPMENT**	**1d8**	**TYPE**	**DESCRIPTION**
1	Medium Horse Chain Shirt, Shield & Broadsword (AC4)	1	Outlaw Archers	A la Robin Hood
2	Light Horse Leather, Shield & Shortbow (AC7)	2	Brigands (CE)	Murderous robbers
3	Light Horse Leather, Shield & Spear (AC7)	3	Highwaymen	Small, fast groups
4	Light Horse Leather & Lt. Crossbow (AC8)	4	Out-of-word Mercenaries	Hard-bitten Veterans
5	Leather, Shield & Broadsword (AC7)	5	Bullies	Local toughs
6	Leather & Polearm (AC8)	6	Pillagers & Looters	Gangs of peasants
7	Leather & Lt. Crossbow (AC8)	7	Foreign Raiders	Viking-types
8	Leather & Shortbow (AC8)	8	Duellists/Extortionists	Road-blockers

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

BERSERKERS (c.f. OSRIC)

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

SEA TRANSPORT

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

Berserker Clans & Chiefs (roll once per column)					
d%	**CLAN**	**SUBCHIEF**	**WARCHIEF**	**CLANMASTER**	**FOLLOWER**
01-60	Bear	10th -lvl Fighter	12th -lvl Fighter	15th -lvl Fighter	Troubadour
61-70	Wolf	7th -lvl Druid	9th -lvl Druid	12th -lvl Druid	Stone Giant
71-80	Boar	8th -lvl Druid	10th -lvl Druid	13th -lvl Druid	Hill Giant
81-90	Rat	6th -lvl Cleric	8th -lvl Cleric	11th -lvl Cleric	Fire Giant
91-00	Tiger	9th -lvl Fighter	11th -lvl Fighter	14th -lvl Fighter	Lycanthrope

BUCCANEERS & PIRATES (c.f. OSRIC)

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

Buccaneer Equipment		
1d8	**WEAPONRY**	**ARMOUR**
1	Longsword & Handaxe	Chain Shirt & Shield (AC4)
2	Broadsword	Chain Shirt (AC5)
3	Shortsword	Leather & Shield (AC7)
4	Spear	Leather (AC8)
5	Handaxe	Leather (AC8)
6	Polearm	Leather (AC8)
7	Heavy Crossbow & Dagger	Leather (AC8)
8	Light Crossbow & Dagger	Leather (AC8)

CAVEMEN (c.f. OSRIC)

ALL GROUPS		**# Appearing:** 10-100 (1d10x10)
Leader(s)	Every 10 Cavemen	Caveman Hero (3rd-lvl Fighter)
All Cavemen groups	Caveman Chief (5th -lvl Fighter)	

1d4 Caveman Subchiefs (4th -lvl fighters)	
LAIRS	
Non-combatants	100% Cavemen Females
50% Cavemen Young	

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

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

DERVISHES & NOMADS (c.f. OSRIC)

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

**(51-75) **Oasis

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

**(81-00) **Mountain Fortress

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

GIROVAGO (DD, p. XX)

ALL GROUPS		**# Appearing:** 20-200 (20d10) **Wagons**: 2d10
Prince	1 Fighter (50%), Thief (35%), Troubadour (15%) Lvl 1d4+7	1 wagon / boat + 1 horse herd
Bodyguard(s)	All groups	1d4 lvl 1d4+1 Fighters/Assassins (Evil bands only)
Fighter(s)	All groups	1d4 lvl 1d3 Fighters
Thieves	All groups	2d4 lvl 1d6+1 Thieves
Every 20 Girovaghi	10% chance	1d3 lvl 1d4+1 Thieves
	5% chance	1d2 lvl 1d4+5 Thieves
	10% chance	1d3 lvl 1d4+1 Troubadours
	5% chance	1d3 lvl 1d4+5 Troubadours
	1% chance	1 lvl 1d6 Witch
PROFESSIONS		
Gambler(s)	Including dancers/beggars, foundlings	1d2+1 wagons/boats
Acrobat(s)	Including dancers/beggars, foundlings	1d2+1 wagons/boats
Knife-thrower	Including dancers/beggars, foundlings	1 wagon/boat
Strongman/Wrestler	Including dancers/beggars, foundlings	1 wagon/boat
Musician(s)	Including dancers/beggars, foundlings	1d2+1 wagons/boats
Astrologer	Including dancers/beggars, foundlings	1 wagon/boat
Fortuneteller	Including dancers/beggars, foundlings	1 wagon/boat
Huckster(s)	Including dancers/beggars, foundlings	1d2+1 wagons/boats

Girovago Equipment			
d%	**Steed**	**Weaponry**	**Armour**
01-30	Medium Horse/Camel	Dagger	None (AC 10)
31-70	Medium Horse/Camel	Short Sword	Leather (AC 8)
71-80	Light Horse/Camel	Spear	Leather & Shield (AC 7)
81-90	Light Horse/Camel	Polearm	Studded Leather/Ringmail (AC 7)

91-00	Light Horse/Camel	Shortbow	Chain (AC 5)

MERCHANT CARAVANS (c.f. OSRIC)

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

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

PILGRIMS (c.f. OSRIC)

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

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

81-90	Neutral Evil	
91-00	Chaotic Evil	All Thieves > Assassins

Pilgrim Missions	
d%	**TYPE**
01-10	Funeral Procession
11-20	Marriage Party
21-35	Crusaders
36-40	Religious Refugees
41-45	Heretical Sectarians
46-55	Evangelists
56-75	Pilgrimage to a Temple/Shrine ¤
76-80	Doomsday Sect
81-85	Charlatans
86-90	Fanatical Penitents (Flagellants)
91-95	Establishing a Temple/Shrine ¤
96-00	Inquisitors
¤ See Shrines & Temples (ppXX-XX)	

TRIBESMEN (c.f. OSRIC)

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

TRIBESMEN EQUIPMENT			**TRIBAL CULTURAL MOTIFS**
1d10	**WEAPONRY & ARMOUR**	**3d6**	**MOTIF**
1-3	Spear, Club & Shield	3	Bulky ornamental jewelry & beards/embroidered garb
4-6	Spears (x2) & Shield	4	Cannibals, headhunters, or slavers
7-9	Shortbow & Club	5	Cultists (worship the PCs, magic, demons, etc.)
10	Blowgun & Spear	6	Garish warpaint, masks
		7	Giant predator antagonist (a la King Kong)
TRIBAL TOTEMS		8	Mysterious jungle drummers, chanters
1d10	**TOTEM**	9	Sexual libertines, prudes
1	Bird	10	Strict taboos
2	Snake	11	Large or odd piercings, elongations, tattoos, scarification

3	Insect	12	Matriarchal, patriarchal
4	Fish	13	Nudists
5-7	Herd Animal	14	Unusual steeds (rhinoceri, sabre-tooth tigers, zebras, boars)
8	Rodent	15	Pygmies, giants
9	Nonhuman	16	Totem-poles, tiki-men, moai
10	Enchanted	17	Unusual courting rituals
* Roll on the appropriate creature chart on page XX for particular creature		18	Use of hallucinogenic or narcotic drugs, poison

NPC ADVENTURING PARTIES

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

GROUP #1	**GROUP #2**		
AL	**RACE/LVL/CLASS**	**AL**	**RACE/LVL/CLASS**
N NE CE LE	H 1st - lvl Fighter H 1st - lvl Fighter H 1st - lvl Thief H 2nd - lvl Cleric 5 Men-at-Arms\\	LG	H 2nd - lvl Paladin H 1st - lvl Ranger H 1st - lvl Fighter H 1st - lvl Magic User H 1st - lvl Cleric 3 Men-At-Arms

GROUP #3	**GROUP #4**		
AL	**RACE/LVL/CLASS**	**AL**	**RACE/LVL/CLASS**
Any	H 2nd - lvl Cleric ½E 1st - lvl Fighter/Magic User 5 Men-at-Arms	LG	H 1st - lvl Paladin H 2nd - lvl Cleric ½E 1st - lvl Fighter / Magic-User D 2nd - lvl Fighter 2x Men-at-Arms

GROUP #5	**GROUP #6**		
AL	**RACE/LVL/CLASS**	**AL**	**LVL/CLASS**
N NE CE LE	D 3rd - lvl Fighter ½E 3rd - lvl Fighter / Magic-User H 4th - lvl Thief H 2nd - lvl Fighter H 3rd - lvl Cleric 4 Men-at-Arms	N NG NE CE LE	D 3rd - lvl Fighter D 3rd - lvl Fighter H 2nd - lvl Magic-user H 4th - lvl Cleric G 1st - lvl Fighter/Illusionist ½ 3rd - lvl Thief H 3rd - lvl Fighter

GROUP #7	**GROUP #8**		
AL	**RACE/LVL/CLASS**	**AL**	**LVL/CLASS**
LE	H 4th - lvl Cleric H 1st - lvl Cleric H 3rd - lvl Thief H 4th - lvl Magic-User ½O 1st - lvl Fighter H 4th - lvl Kung Fu Monk	Any	H 4th - lvl Cleric H 2nd - lvl Fighter H 1st - lvl Fighter / Magic-User H 5th - lvl Fighter H 2nd - lvl Fighter H 3rd - lvl Fighter

GROUP #9	**GROUP #10**

AL	RACE/LVL/CLASS	AL	LVL/CLASS
Any	H 6th - lvl Magic-User H 6th - lvl Fighter ½E 6th - lvl Cleric / Magic-User H 2nd - lvl Fighter	NE CE LE	H 7th - lvl Assassin H 6th - lvl Thief H 4th - lvl Fighter H 5th - lvl Magic-User ½O 3rd - lvl Cleric

GROUP #11	GROUP #12		
AL	RACE/LVL/CLASS	AL	LVL/CLASS
N CE NE LE	H 5th - lvl Cleric E 5th - lvl Fighter / Magic-User H 5th - lvl Fighter H 2nd - lvl Fighter H 1st - lvl Cleric E 4th - lvl Cleric ½E 2nd - lvl Magic-User / Thief H 2nd - lvl Fighter	N NE	H 5th - lvl Fighter ½E 2nd - lvl Fighter / Magic-User / Cleric H 3rd - lvl Fighter H 2nd - lvl Thief H 6th - lvl Magic-User D 1st - lvl Fighter H 4th - lvl Cleric H 2nd - lvl Fighter

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

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

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

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

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

NPC EXPERIENCE & PROGRESSION

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

1. Determine how many years have passed since last encountered by the party. Look up the die roll frequency according to the NPC racial type, rounding down. (Ex: Jibb was an 18 year old human 1st - lvl Fighter when last encountered. He'll get 1 Event for every 4 years of elapsed game time. 5 years have passed, so Jibb is eligible for 2 Events and is now 23 years old.)

2. Using the column appropriate to the NPC's class, roll d00 on the Progression table once for each possible result. Resolve the results immediately before proceeding to the next Event. (Ex: Jibb is a Fighter so he has a 50% of surviving the next 2 years. The DM rolls a 36, so Jibb manages to keep himself alive. Another roll of 25 also means he survived without major injury. Next, the DM rolls for Advancement, a 02 followed by an 82. So, Jibb gains a single level to become a 2nd-lvl Fighter. A roll of 79 means he didn't manage to secure any treasure. Finally, a roll of 12 means he DID encounter some bad luck. Another roll on the Misfortune results table, a 13, means he lost his only magic item, a longsword +1. Tough luck!)

3. Don't forget to account for the effects of aging! (c.f. DD, p. XX).

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

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

Half-Orc/Half-Ogre	1 event roll / 2 years
Human	1 event roll / 4 years
Human, Atlantean	1 event roll / 5 years

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

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

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

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

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

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

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

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

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

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

NPC MOTIVATIONS

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

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

19	Violence	1-4	5-12	-	-	-	-	13-16	17-20
20	Wealth	1-3	4-6	7	8-11	12-14	15-16	17-18	19-20

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

NPC DETAILS

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

d%	**SEX**
01-50	Male
51-00	Female

d%	**COMPLEXION**
01-15	Very Pale

16-30	Pale
31-45	Fair
46-65	Olive
66-85	Tanned
86-00	Dark

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

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

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

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

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

d%	APPEARANCE
01-15	Filthy

16-50	Unkempt
51-85	Neat & Clean
86-00	Immaculate

d%	SANITY
01-10	Criminally Insane
11-25	Insane
26-40	Eccentric
41-85	Sane
86-00	Unshakable

d%	ALIGNMENT
01-10	Lawful Good
11-20	Lawful Evil
21-30	Lawful Neutral
31-40	Neutral Good
41-60	Neutral
61-70	Neutral Evil
71-80	Chaotic Neutral
81-90	Chaotic Evil
91-00	Chaotic Good

d%	MORAL TREND
01-25	Altruistic
26-75	Normal
76-00	Selfish

d%	WEALTH
01-10	Destitute
11-45	Poor
46-70	Average
71-80	Comfortable
81-95	Wealthy
96-00	Filthy Rich

d%	PERSONALITY TRAIT
01-03	Optimistic
04-06	Pessimistic
07-09	Hedonistic
10-12	Frugal
13-15	Careless
16-18	Sober
19-21	Kindly
22-24	Studious
25-27	Perceptive
28-30	Capricious
31-33	Curious
34-36	Moody
37-39	Malevolent
40-42	Trusting
43-45	Fanatical

46-48	Witty
49-51	Boorish
52-54	Precise
55-57	Opinionated
58-60	Indecisive
61-63	Cheerful
64-66	Pacifistic
67-69	Violent
70-72	Cruel
73-75	Rude
76-78	Servile
79-81	Ostentatious
82-84	Determined
85-87	Impatient
88-90	Sober
91-93	Wacky
94-97	Forgetful
98-00	Gregarious

HENCHMEN & HIRELINGS

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

Job Searches (% Chance of Finding a Suitable Candidate)						
METHOD	**VILLAGE**	**TOWN**	**CITY**	**CAPITAL**	**TIME**	**COST**
Word of Mouth	2%	5%	8%	15%	1 day	-
Advertisement	5%	10%	15%	20%	1 week	-
Crier	2%	8%	10%	25%	1 day	5-15gp
Guild *	10%	20%	50%	75%	3 days	10-25gp §
* Method may only be used in a settlement with an actual guild presence § Indicates a one-time commission paid directly to the guild for services rendered						

Settlement of Terms					
PAYMENT METHOD	**FIGHTER BARBARIAN**	**THIEF ASSASSIN**	**CLERIC DRUID**	**RANGER CAVALIER**	**MAGIC-USER ILLUSIONIST**
Daily Salary	10%	12%	8%	5%	8%
Lump Sum	15%	18%	10%	8%	10%
Equipment Provided	20%	20%	12%	10%	15%
Magic-Item Use	+10%	+15%	+10%	+10%	+15%

Share of Treasure	+15%	+15%	+12%	+8%	+18%
1st Share of Treasure	+25%	+25%	+15%	+10%	+25%

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

HENCHMEN WEAPONS/ARMOUR

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

COMMON HIRELINGS

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

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

Stocksman/woman (cattle)	2sp/day	50/60 if herd threatened
Trapper	2sp/day	55
CLERICAL & RELIGIOUS		
Almoner (distributes money and goods to the poor)	7sp/day	50/60 if community threatened
Beadle (preserves order in temples)	3sp/day	50/60 if temple threatened
Chaplain	10sp/day	50/60 if community threatened
Ostiary (door-keeper of a church or temple)	2sp/day	50/60 if temple threatened
Sacristan (custodian of religious objects)	2sp/day	50/60 in defense of charges
Sexton	2sp/day	50
DOMESTIC (These entries are for trained domestic staff of the kind employed by nobles or wealthy citizens. For less specialised domestic staff in normal middle class households see “servant” (c.f..OSRIC)		
Butler	5sp/day	50
Cellarer (wine waiter)	3sp/day	50
Charman/woman	1sp/day	45
Cleaner	1sp/day	45
Cook	2sp/day	50
Dapifer (meat-waiter)	2sp/day	50
Famulus (wizard's assistant)	10sp/day (literate & numerate)	65
Footman	3sp/day	55
Gardener	2sp/day	50
Maid, lady's	3sp/day	55
Masseur/euse	2sp/day	50
Messenger	2sp/day	50
Napier (keeper of linens)	4sp/day	50
Page	2sp/day	50
Potboy/girl	1sp/day	45
Pavyler (puts up tents and pavilions, historically used on royal progresses etc.)	1sp/day	45
Scullion	1sp/day	45
Valet	3sp/day	50
Wetnurse	3sp/day	50
ENTERTAINERS		
TYPE	**WAGE**	**MORALE**
Acrobat	3sp/day	55
Bear-ward (keeper of a performing bear)	9sp/day	60
Clown	1sp/day	50
Composer, musical	7sp/day	50
Conductor/band leader	7sp/day	50
Dancer, ballet	5sp/day	50
Dancer, common	1sp/day	45

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

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

Recruiting Common Hirelings

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

Autumn	+20%
Winter	+30%

CLERICAL & RELIGIOUS				
Base Chance to Recruit	**Hirer's Profession**	**Location**		
25%	Cleric/Druid, same religion	+40%	City	0%
Cleric/Druid, different religon	-5% to -95%	Town	-10%	
Paladin/Ranger, same religion	+20%	Village	-30%	
Paladin/Ranger, different religion	-5% to -75%			

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

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

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

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

PROFESSIONALS & SCHOLARS		
Base Chance to Recruit	**Location**	
25%	City	0%
Town	-25%	
Village	-60%	

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

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

Posting a notice	+1%-20% depending on prevailing literacy
Hiring a crier	+1%-20% depending on population density (a crier is of less value when everyone works in the forest…), costs 10gp/week
Advertising at gatherings (theatres, cockfights, executions etc.)	+10%-40% depending on gathering, costs 100-400gp per occasion
Inquiring at inns and taverns	+10%-40% (depending on whether they're asking at the right kind of tavern in the right way), costs 20-50gp per week

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

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

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

HERMITS

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

Hermits		
1d20	**TYPE**	**NOTES**
1	Ascetic Monk	25% chance is a Cleric, level 1d8. 25% chance has taken vow of silence.
2	Hag	25% chance is a Witch, level 1d6 (see DD, pp. XX-XX)
3	Wild Man	Completely uncivilized and savage. 25% chance raised by wild animals.
4	Victim of Curse	Roll on sub-table (see DD p. XXX) to determine curse
5	Lycanthrope	GM may choose or randomly determine type (see DD p. XXX)
6	Sage	(see Sages OSRIC p.XX and DD pp. XX-XX)
7	Miner / Prospector	(see DD, pp. XX-XX)
8	Plague Victim	Suffers from a contagious disease such as leprosy, tuberculosis, etc.
9	Hunter	25% chance is a Ranger, level 1d8
10	Alchemist	Alchemist, level 1d8. 25% chance is insane
11	Lunatic	Completely insane. 25% chance of being violent / pathological

12	Oracle	1d6 x 10% chance of making accurate predictions
13	Escaped criminal	25% chance has a bounty on their head for their capture or death
14	Deity in disguise	GM may choose or randomly generate a deity (see DD pp. XXX-XXX)
15	Wizard	Magic-User, level 1d8+4. 25% chance is insane.
16	Exiled noble	Normal Man (50%), Fighter lvl 1d6 (25%), Assassin lvl 1d6 (10%), Magic-User lvl 1d6 (10%), Victim of Curse (5%, see p. XX)
17	Druid	Druid, level 1d10. 25% chance is insane
18	Warlock	(see DD pp. XXX-XXX)
19	Runaway slave	25% chance has a bounty for their return
20	Undead	Vampire or other reclusive intelligent undead

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