

CHAPTER IV: Humanoids

"Now goblins are cruel, wicked, and bad-hearted. They make no beautiful things, but they make many clever ones." - JRR Tolkien

The Hobbit

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MONSTER ABILITY SCORES

ABBREVIATIONS

Abbr.	SIZE		Abbr.	INTELLIGENCE
T	Tiny (2' tall or less)		A	Animal Intelligence
S	Small (2'-4' tall)		S	Semi-Intelligent
M	Man-Sized (4'-7' tall)		L	Low Intelligence
L	Large (7'-12' tall)		Av	Average Intelligence
H	Huge (12-25' tall)		V	Very Intelligent
G	Gargantuan (25'+ tall)		H	Highly Intelligent
			E	Exceptionally Intelligent
			G	Genius Intelligence
			SG	Supra-Genius Intelligence
			Go	God-like Intelligence

STRENGTH		INTELLIGENCE															
3d6	T	S	M	L	H	G	3d6	A	S	L	Av	V	H	E	G	SG	Go
3	3	5	7	9	11	13	3	1	1	3	6	7	9	10	13	15	17
4	3	5	7	14	17	18/01	4	1	1	3	7	7	10	11	14	16	18
5	4	6	8	15	18	18/51	5	1	1	4	7	8	11	13	15	17	19
6	5	7	9	16	18/01	18/76	6	1	1	4	8	8	11	13	16	17	19
7	6	8	10	17	18/51	18/91	7	1	2	5	8	9	12	14	16	18	20
8	7	9	11	18	18/76	18/00	8	1	2	5	9	9	12	14	17	18	20
9-12	8	10	12	18/01	18/91	19	9-12	1	3	6	9	11	13	15	17	19	21
13	10	11	13	18/51	18/00	20	13	1	3	6	10	11	13	15	18	19	21
14	11	12	14	18/76	19	21	14	2	4	7	10	12	14	16	19	20	22
15	12	13	15	18/91	20	22	15	2	4	7	11	12	15	17	20	21	22
16	13	14	16	18/00	21	23	16	3	5	8	11	13	16	18	21	22	23
17	14	15	17	19	22	24	17	3	5	8	12	14	17	19	22	23	24
18	15	16	18	20	23	25	18	4	6	9	13	15	19	20	23	24	25
DEXTERITY		WISDOM															
3d6	T	S	M	L	H	G	3d6	A	S	L	Av	V	H	E	G	SG	Go
3	13	11	9	7	5	3	3	1	2	3	6	8	10	12	14	16	18

4	14	12	10	8	6	4	4	1	2	3	6	8	10	12	14	16	18
5	15	13	11	9	7	5	5	1	2	4	7	9	11	13	15	17	19
6	16	14	12	10	8	6	6	2	3	4	7	9	11	13	15	17	19
7	17	15	13	11	9	7	7	2	3	5	8	10	12	14	16	18	20
8	18	16	14	12	10	8	8	2	3	5	8	10	12	14	16	18	20
9-12	19	17	15	13	11	9	9-12	3	4	6	9	11	13	15	17	19	21
13	20	18	16	14	12	10	13	3	4	6	9	11	13	15	17	19	21
14	21	19	17	15	13	11	14	3	4	7	10	12	14	16	18	20	22
15	22	20	18	16	14	12	15	4	5	7	10	12	14	16	18	20	22
16	23	21	19	17	15	13	16	4	5	8	11	13	15	17	19	21	23
17	24	22	20	18	16	14	17	4	5	8	11	13	16	18	20	22	24
18	25	23	21	19	17	15	18	5	6	9	12	14	17	19	21	23	25

CONSTITUTION		CHARISMA															
3d6	T	S	M	L	H	G	3d6	A	S	L	Av	V	H	E	G	SG	Go
3	3	5	7	9	11	13	3	1	1	3	6	8	11	13	15	17	19
4	4	6	8	10	12	14	4	1	1	3	6	8	11	13	15	17	19
5	5	7	9	11	13	15	5	1	1	4	7	9	12	14	16	18	20
6	6	8	10	12	14	16	6	1	1	4	7	9	12	14	16	18	20
7	7	9	11	13	15	17	7	1	2	5	8	10	13	15	17	19	21
8	8	10	12	14	16	18	8	1	2	5	8	10	13	15	17	19	21
9-12	9	11	13	15	17	19	9-12	1	3	6	9	11	14	16	18	20	22
13	10	12	14	16	18	20	13	1	3	6	9	11	14	16	18	20	22
14	11	13	15	17	19	21	14	1	4	7	10	12	15	17	19	21	23
15	12	14	16	18	20	22	15	2	4	7	10	12	15	17	19	21	23
16	13	15	17	19	21	23	16	2	5	8	11	13	16	18	20	22	24
17	14	16	18	20	22	24	17	3	5	8	11	13	16	18	20	22	24
18	15	17	19	21	23	25	18	3	6	9	12	15	17	19	21	23	25

TRIBAL SPELLCASTERS

See [OSRIC](#) for the basic rules regarding monster spellcasters (Shamans and Witchdoctors).

BLINK DOGS

Like other good-aligned creatures, Blink dogs have Clerics, as opposed to Shamans or Witchdoctors. They worship three demigods: Magda, the guardian; Roosh, demigod of loyalty; and Kakdak, the hunter. They engage in ritual food sharing among the pack. Sacrifices are buried.

Obedience, discipline and loyalty come naturally to blink dogs and they follow their religion closely. Rare clerical blink dogs tend to focus heavily on healing spells. Though few in number, blink dog Clerics can be quite powerful; there are attested cases of clerical blink dogs casting *Raise Dead*.

CENTAURS

Centaurs mostly worship Artemis or Hermes. They can become druids, mostly of very low level, but a few range much higher and there has been one recorded case of an exceptional centaur challenging for Great Druid status. (He was unsuccessful.) For some reason, centaur druids are able to use short

bows.

As part of the rituals to celebrate the spring equinox, centaur druids ingest substantial quantities of wine laced with ivy-berries. While intoxicated with this substance, some have been known to consort intimately with horses. This is an irredeemable disgrace and the centaur-druid will always become an outcast, travelling as far as possible from their herd. Their name will never be mentioned again in centaur society.

CRABMEN

Crabmen can have Shamans of up to, and including, 3rd-level. They have no Witchdoctors. They worship either a small pantheon of demigods, or one demigod with several aspects (sages are not sure which). They worship on the nights they spawn, which is one night a year in most climes: dozens or hundreds of crabmen will gather on the beaches to dance, mate, and spawn. At these times, possessed by religious ecstasy, they fling handfuls of silver into the sea.

CYCLOPES

Most cyclopes worship Poseidon, but there are some who follow Kronos, and a few accounts speak of a much more northerly isle where a break-away group of cyclopes worship Odin. Female cyclopes appear to be much rarer than the males.

No male spellcasting cyclopes have ever been encountered. Female cyclopes can acquire spellcasting power by an unusual means:- three cyclopes perform a dark and bloody ritual together. At the climax of this ritual each cyclops puts out her own eye. They become an inseparable coven (and the three will always be encountered together). This conjures an entity from the Abyss, as yet unidentified, who grants them a huge, magical gemstone which functions as an eye – one eye between the three of them; a gigantic black cauldron that burns on a fire of bones; a great black eldritch weaving-loom inlaid with silver runes; and immense, colossal magical powers. These cyclops-witches are called *Graeae*. When acting together, a coven of *Graeae* can cast spells as an 18th -21st level Magic-user (17+1d4) and a 16th -19th level Cleric (15+1d4). It requires all three *Graeae* working in unison to cast a spell.

Graeae have some trouble regaining their spells when cast. They are reticent about the details but sages believe that regaining their spells involves weaving special kinds of magical cloth on their gargantuan looms, brewing weird concoctions in their cauldrons, and anthropophagy. They also eat elves, although not for spell-regaining reasons – *Graeae* just think elves are tasty.

DARK CREEPERS/STALKERS

For the most part, dark creepers worship the darkness itself, but there are a couple of heretical groups with rival faiths. Dark creepers can be Shamans of up to 5th-level or Witchdoctors of up to 5th/4th level. Dark stalkers can be Shamans of up to 7th-level or Witchdoctors of up to 7th/4th level. Neither species ever memorises *Light* or *Dancing Lights*.

Shamans of 5th-level and higher may (20%) be able to summon 1d2 shadows to fight for them. These creatures arrive 1d3 rounds after a successful summoning.

DOPPELGANGERS

Doppelgangers worship a protean deity which may be associated with, or may actually be, Tsathoggua. They can be shamans of up to 5th-level. They have no Witchdoctors, but a few rare individuals (<1%, c.f. Greater Doppelgangers) have the powers of an Illusionist of up to 7th-level.

Illusionist doppelgangers tend to be leaders of their kind and will typically have 1d3 doppelgangers (50%) and/or 1d3 proteans (50%) as followers (roll the chance for each creature separately).

GHOULS

When a mortal becomes a ghoul, he or she no longer ages or decays. After sufficient centuries of unlife, particularly cunning ghouls can gain the powers of a Cleric (35%) or Witch (65%). In time they can reach levels as high as 6th. Ghouls with clerical powers do not seem to be able to turn or affect undead.

One of the major ghoulish religions seems to involve the ghoul embedding human teeth into its limbs and torso, facing outwards to make a kind of armour. A ghoul-Cleric or ghoul-Witch with enough teeth grafted into its flesh can attain an armour class as low as 3.

GRIMLOCKS

Grimlock Shamans range up to 3rd-level. They have no Witchdoctors, lacking eyes with which to read magical writings. The name of their deity or deities is unknown, but

Grimlocks seem to revere purple worms as emissaries or aspects of the divine. Unconfirmed reports from adventuring parties suggest that Grimlock worship involves ritually feeding their captives to purple worms.

HARPIES

Harpies can be Shamans of up to 3rd-level or Witchdoctors of up to 3rd/2nd level. Their religion is somehow tied up with their reproduction; harpies periodically lay eggs, but since there are no male harpies, the eggs are always infertile. Harpies can use a magical blood ceremony of some kind to fertilise them.

One account mentions a dragon-harpy: a creature with the head and breasts of a giantess and the wings, hind legs and tail of a dragon, which appeared during the course of a blood ceremony. If this being exists, it may be a harpy deity, but is more likely to be the harpy equivalent of an angel.

LAMIA

Lamia Shamans are very rare. They can range up to 7th-level, but they do not regain their spells through rest as other species do. Instead, a lamia Shaman regains her spells by stealing Wisdom, at the rate of one point of WIS per spell level recovered.

Lamia shamans have been heard crying "Ergazzunbek!", and sages take this to be the name of their principal deity. Whether there are other gods in the lamia pantheon, or indeed other lamia religions, is not known. Ergazzunbek appears to be a god or goddess of hunger, and his or her worship seems to involve devouring human infants alive when the moon is gibbous. The lamia prefers this if the mother is watching this anthropophagous ceremony, but unable to intervene because she is beguiled - she will be made to assist at the feast.

Such a woman will be set free shortly thereafter. She is left to herself for a year and a day, and then she will be transformed into a lamia. High priests of certain good-aligned religions are taught a secret ritual which can prevent this, but no more details are known because the priests and the affected women always refuse to speak of it.

MEDUSAE

Medusae worship Typhon or Hecate. They can become clerics or magic users, as opposed to shamans or witchdoctors. They enjoy extremely high status in Medusa society. They are weak as spellcasters, being restricted to 3rd level at maximum. Those who worship Typhon are often awarded one or more pet venomous snakes, which will be immune to petrification, and some of which may be giant varieties. Those who worship Hecate can sometimes invoke an effect that adventurers call “Bad hair day”, causing their head-snakes to grow much longer and more active. The effect lasts only three rounds but during that time, the medusa has 1d6 attacks per round and can attack enemies up to five feet away.

MINOTAURS

Minotaurs are associated with the Greek goddess Ariadne of the Labyrinth and, less directly, with Helios the Sun-God. They can be Shamans of up to 5th-level, but have no Witchdoctors. Their religion involves spinning thread, usually from the hair of visitors to their labyrinths - some minotaurs seem to believe the longer their thread, the greater their chance of a rewarding afterlife. Very strong and experienced minotaurs may have long ropes made of human hair wound many times around their waists, a few (10%) of which function as *Ropes of Entanglement*.

OTYUGH

Most otyugh have no god and perform no worship. (There was once a small group of evil-aligned, religious otyugh in the service of Abthoth, but these have almost certainly been stamped out.) However, some of the most intelligent otyugh are capable of learning arcane magic, as proved by the archmage Copopaxos, who befriended one that took up residence in his latrine and made it his apprentice. All the spellcasting otyugh found since, and there have been several, can be trace their knowledge back to Copopaxos' first student.

Spellcasting otyugh are proper Magic-Users, not Witchdoctors. Their “spellbooks” are always carved stone tablets which can survive the disgusting conditions of the otyugh's lair. Some have ranged as high as 6th-level of magic use.

According to otyugh legends they are native to a world orbiting a distant sun; they claim their ancestors travelled here in a vast glass cylinder. Certainly they do not seem to be related to any other known form of life. They are interested in the magic of movement and translocation, and most otyugh spellcasters dream of one day learning to *Teleport* back to their own world.

QUICKLINGS

Only one sage has studied the Quickling religion, and after about six months of study he was found hopelessly mad. His writings had been burned. According to his housemaid, he once told her the quicklings worship at least nineteen separate deities, some of which were not demons.

Quickling religious worship involves making drums from the trepanned skulls and tanned skins of humans and demi-humans. A quickling playing its tom-toms as it runs makes a sound vaguely reminiscent of a rattlesnake. Instead of shamans or witchdoctors, quicklings have regular Clerics (of up to 8th-level), Witches (of up to 9th-level) and Magic- Users (of up to 13th-level). Mysteriously, no magic using quickling has ever managed to understand the spells *Haste* or *Slow*.

Quickling magic users are rumoured to be able to make *Boots of Speed*, if provided with the raw materials and a colossal amount of money.

VAMPIRES

High level spellcasters may sometimes retain their abilities after becoming vampires though sheer force of will (3% chance per level), and indeed some powerful and depraved spellcasters may choose to become vampires through unspeakable rituals. Vampires may be be Illusionists, Magic Users, Witches or Clerics (always Chaotic Evil regardless of beliefs in life). Druids, Rangers, Paladins and other classes which must be of a non-evil alignment lose all class abilities and never become vampire spellcasters. Vampires never attain levels beyond those achieved in life, but despite this limitation vampire spellcasters have plenty of time to research spells and practice strategies that maximise their advantages and reduce their vulnerabilities.

It is possible for a vampire spellcaster to ensure that vampires they make retain spell abilities and indeed many of the more powerful actively choose spell-casters to serve them as acolytes - often beginning as misguided cultists in life serving the vampire in undeath. A vampire Cleric may attempt to turn the living, and if the result would be the 'Destroyed' the victims are reduced to crazed imbeciles. A vampire of above 12th-level may summon werewolves or wererats as a normal vampire can summon rats or wolves.

WERERATS

Wererats have Shamans, Witches and Illusionists amongst their ranks. The shamen worship the forces of decay and decadence and may reach up to 5th-level. Wererat Witches may reach 7th-level and Illusionists as high as 9th; though 90% of spellcasters will be of levels 1d3.

Wererat beliefs are essentially cynical and fatalistic and the preponderance of Illusionists among their spellcasters is due to their love of sowing discord and beguiling ordinary virtuous and noble persons into immoral and vile actions. They do this in order to demonstrate that such is true nature of all humanity despite vain protestaions of virtue - a view regularly expounded upon as a point of essential dogma by their clerics also.

YETI

Only female yeti may become Shamans. They have no Witchdoctors, and the rare Shamans range only as high as 3rd-level. They chew on owl pellets soaked in mammoth's milk, and read the future in blood spatters in the snow. They have three deities: Eagi, goddess of fire and the sun; Keagi, goddess of meat and milk; and Veagi, goddess of hunting and stealth. 3rd-level Shamans almost always choose to learn *Resist Fire*.

EXPANDED DIVINE SPELL LIST FOR SHAMANS/WITCHDOCTORS

Level 1	Level 2	Level 3	Level 4
<i>Censure</i>	<i>Aid</i>	<i>Cure/Cause Blindness</i>	<i>Divination</i>
<i>Ceremony</i>	<i>Augury</i>	<i>Cure/Cause Disease</i>	<i>Exorcise</i>
<i>Combine</i>	<i>Chant</i>	<i>Dispel Magic</i>	<i>Giant Insect</i>
<i>Cure/Cause Light Wounds</i>	<i>Detect Charm</i>	<i>Flame Walk</i>	<i>Neutralise Poison</i>
<i>Detect Evil/Good</i>	<i>Enthrall</i>	<i>Locate Object</i>	<i>Plague</i>
<i>Detect Magic</i>	<i>Resist Fire</i>	<i>Prayer</i>	<i>Tongues</i>
<i>Light</i>	<i>Snake Charm</i>	<i>Remove Curse/Curse</i>	
<i>Portent</i>	<i>Speak With Animals</i>	<i>Remove Paralysis</i>	
<i>Protection from Evil/Good</i>	<i>Stalk</i>		
<i>Resist/Cause Fear</i>	<i>Vicissitude</i>		

EXPANDED ARCANES SPELL LIST FOR WITCHDOCTORS

Level 1	Level 2
<i>Affect Normal Fires</i>	<i>Audible Glamour</i>
<i>Alarm</i>	<i>Bind</i>
<i>Buoyancy</i>	<i>Detect Invisibility</i>
<i>Dancing Lights</i>	<i>Dispel Silence</i>
<i>Identify</i>	<i>Invisibility</i>
<i>Push</i>	<i>Levitate</i>
<i>Shield</i>	<i>Magic Mouth</i>
<i>Taunt</i>	<i>Scare</i>
<i>Ventriloquism</i>	<i>Swim</i>
<i>Werelight</i>	<i>Uncontrollable Hideous Laughter</i>

TROOPING FEY & HUMANOIDS (OPTIONAL)

Unlike Humans, Elves, Dwarfs, Gnomes & Halflings, the faery and humanoid races all retain to one degree or another an instinctual migratory behavior known more commonly as trooping. When the time comes, a number of faeries or humanoids will, as if charmed, wander off to join groups of others of their kind. Together, they will march for some distance, sometimes hundreds of miles, until, by mutual intuition, they will stop. In nearly every case a special event of some kind will mark the end of the troop; some end in a feast or communal dancing, others in mayhem and bloodshed.

Depending upon alignment, troops may either be friendly or hostile to outsiders encountered along the way. Good faeries may invite them to dance, while neutral or chaotic faeries may play lighthearted pranks or even cruel tricks on them. Humanoids, mostly evil, are another matter entirely. They will most probably kill or enslave anyone encountered and feast on their flesh or sacrifice them to their crude gods.

Troops are usually made up of a mixture of many different types of monsters and fight more like a mob than a disciplined army. Fey troops typically travel for less than a day and end in feasting, dancing celebrating the lunar or solar holidays, or a similar gala event. Humanoid troops are rarely for pleasure, and end in pillage and slaughter. In either case a troop may have a leader chosen from amongst the troop according to their superior rank or power.

Faery Troops (Roll 1d8 times for Type(s) present, once for other columns)							
1d12	TYPE	1d8	PURPOSE	1d4	DURATION	1d4	DEMEANOR
1	Brownie	1	Dancing	1	One night	1	Loud & Boisterous
2	Centaur	2	Feasting	2	One day	2	Silent & Invisible
3	Dryad *	3	Pilgrimage	3	24 hours	3	Quiet & Serene
4	Leprechaun	4	Stargazing	4	40 days / nights	4	Mischievous & Cunning
5	Nixie	5	Storytelling				
6	Nymph *	6	Fighting				
7	Pixie	7	Migration				
8	Satyr	8	Mating				
9	Sprite						
10	Sylph						
11	Treant *						

12	Unicorn						
*Does not travel with the troop but may be present at the destination							
Humanoid Troops (Roll once per columns)							
1d10	TYPE	1d8	PURPOSE	1d6	DURATION	1d6	DEMEANOR
1	Bugbear	1	Eating	1	1 week	1	Loud & Boisterous
2	Ettin	2	Eating / Mating	2	1 month	2	Silent & Invisible
3	Gnoll	3	Fighting	3	40 days	3	Ravenously Hungry
4	Goblin	4	Fighting / Eating	4	6 months	4	Quarrelsome & Divisive
5	Hobgoblin	5	Sacrifice	5	1 year	5	Hellbent & Grim
6	Kobold	6	Migration	6	Indefinitely	6	Suicidally Enraged
7	Ogre *	7	Mating				
8	Orc	8	Marauding				
9	Troll *						
10	Svartling						
*Trooping isn't a true instinct for them but they often tag along in hopes of landing a free meal. Roll again to determine the main troop type.							

Troop Numbers	
1d8	Number Appearing
1	2d10
2	1d6
3	1d20
4	2d20
5	1d100
6	2d10
7	4d10
8	6d6

HUMANOID GROUP ENCOUNTERS

ANNUNAKIM (Dangerous Dungeons p.XXX)

RAIDING PARTIES	# APPEARING: 1d10+20 (21-30)
Leader:	Annunaki Warrior-Mage
Annunaki Captain	
Troops:	2 Annunaki Warrior or Mage Trainees

MISSION PARTIES

Leader:	Annunaki Knight
	Annunaki Captain
	2 Annunaki Sergeants
Troops:	1d6+1 Annunaki Warriors / Mages
LAIRS	
Leaders:	Annunaki Queen

	Annunaki Knight	
	2 Annunaki Captains	
	2 Annunaki Sergeants	
Spellcasters:	2 Annunaki Sergeants	
	2 Annunaki Warrior-Mages	
Troops:	1d10+10 Annunaki Commoners	
Annunakim Equipment		
d%	WEAPONRY	ARMOUR
01-40	Two-handed Sword	Splint (AC 4)
45-70	Battleaxe	
71-00	Polearm	
Annunakim Lairs		
1d10	TYPE	
1-3	Astral Ship	
4-6	Fortress / Citadel	
7-8	Astral Asteroid	
9-10	Captured Cephaloid Base	

BATRACHIANS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 10-80 (10d8)
Leader(s)	>30 Batrachians	1d6 Batrachian Leaders (2HD)
Shaman(s)	Every 30 Batrachians	Batrachian Shaman (lvl 1d4+1)
	>50 Batrachians	1d2 Batrachian Acolytes (lvl 1d2)
Witch-doctor(s)	>60 Batrachians	Batrachian Witch-doctor (lvl 1d3+1)
>70 Batrachians	1d2 Batrachian Apprentices (lvl 1d2)	
LAIRS		
Non-combatants		+100% Batrachian Females (1d6hp)
+100% Batrachian Efts (1d2hp)		
Animal guardians	25% chance of	(01-75) 2d4 Giant Frogs
		(76-00) Poisonous Giant Frogs
Batrachian Equipment		
d%	WEAPONRY	
01-25	Spear & Shield	
26-35	Harpoon & Shield	
36-45	Trident & Shield	
46-50	Spear	
51-00	Harpoon	
Batrachian Lairs		
1d10	TYPE	
1-2	Caverns	
3-4	Swamp / Moor	
5-6	Kelp Forest	
7-8	Ruins	

9-10	Reef	
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BUGBEARS (c.v. OSRIC)

ALL GROUPS			#Appearing: 6-36 (6d6)
Leader(s)	Every 12 Bugbears	Bugbear Leader (4HD)	
Shaman(s)		50% Bugbear Shaman (lvl 1d4+1) 1d2 Bugbear Shaman Acolytes (lvl 1d2)	
Witch-doctor(s)	>24 Bugbears	25% Bugbear Witch Doctor (lvl 1d2)	
LAIRS			
Leader(s)	>24 Bugbears	Bugbear Chief (4HD/Max hp) Bugbear Sub-chief (4HD)	
Non-combatants		+50% Bugbear Females (HD2+1) +50% Bugbear Young (HD1+1)	
Bugbear Equipment			
d%	WEAPONRY	ARMOUR	
01-20	Sword	Shield (AC4)	
21-60	Spear & Club	Nil	
61-80	Morningstar	Shield (AC4)	
81-00	Halberd & Club	Nil	
Bugbear Lairs			
1d10	TYPE		
1	Village		
2-5	Cavern		
6-7	Dungeon		
8-9	Ruin		
10	Fort		

CENTAURS (c.v. OSRIC)

ALL GROUPS			# APPEARING: 4-24 (4d6)
Leader(s)	Every 5 Centaurs	Centaur Leader (5HD) 200% personal treasure, armed with lance & shield	
Shaman(s)	>12 Centaurs	50% Centaur Shaman (lvl 1d6+1) 1d2 Centaur Shaman Acolytes (lvl 1d2)	
Witch-doctor(s)	>16 Centaurs	25% Centaur Witchdoctor (lvl 1d2)	
LAIRS			
Herdsmen	1d6 Centaur Males		
Non-combatants	200% Centaur Females (3HD) 1d6x5 Centaur Young (1-3HD)		
Centaur Equipment			
d%	WEAPONRY		
01-50	Oaken Clubs		
51-75	Composite Bows		
76-00	Shield & Lance		

Centaur Lairs	
1d10	TYPE
1-4	Glade / Grove / Orchard
5-9	Meadow / Field
10	Hill Fort

CEPHALOID (Dangerous Dungeons, p. XXX)

ALL GROUPS	# Encountered: 1-4 (1d4) or 9-24 (4d4+8)
Leader:	Every 4 Cephaloids Cephaloid Master (9+4 HD)

LAIRS

Leaders:	Every 8 Cephaloids	Cephaloid Torturer (10+4 HD)
		Cephaloid Mindlord (11+4 HD)
Non-Combatants:	25% Cephaloid Young	

Cephaloid Lairs	
1d10	TYPE
1	Dungeon Laboratory
2	Ruin
3	Haunted Pool / Lake
4	Insane Asylum
5	Sewer
6	Swamp
7	Prison/ Gaol
8	Pocket Dimension
9	Astral Spacewreck
10	Astral Asteroid

CHEIROPTERANS (Dangerous Dungeons, p. XXX)

ALL GROUPS		# APPEARING: 10-60 (10d6)
Leader(s)	Every 10 Cheiropterans	Cheiropteran Corporal (AC4, 5HD)
	Every 30 Cheiropterans	Cheiropteran Sergeant (AC3, 6HD)
	50+ Cheiropterans	Cheiropteran Captain (AC2, 7HD)
Priests	50% chance of	Cheiropteran Priest (Cleric, lvl 1d4+3)
		1d3 Cheiropteran Acolytes (Cleric lvl 1d3)
LAIRS		
Non-combatants		+50% Cheiropteran Females
		+50% Cheiropteran Whelps
Cheiropteran Equipment		
d%	WEAPONRY	
01-80	Halberds	
81-00	Longbow	
Cheiropteran Lairs		

1d10	TYPE
1-6	Natural Cavern
7-10	Worked Cavern

DEVIL RAYS (Dangerous Dungeons, p. XXX)

ALL GROUPS		# APPEARING: 10-100 (10d10)
Leader(s)	Every 10 Devil Ray	Devil Ray Leader (2 nd -lvl Cleric)
	Every 20 Devil Ray	Devil Ray Hero (3 rd -lvl Cleric)
	Every 50 Devil Ray	Devil Ray Noble (5 th -lvl Cleric)
	> 50 Devil Ray	Devil Ray Chieftain (8 th - lvl Cleric, 4+4HD)
		2 Devil Ray Guards (6 th - lvl Clerics, 3+3HD)
Vampiric Devil Ray	Every 20 Devil Ray, 50% chance	1 Vampiric Devil Ray
LAIR		
Non-combatants:		50% Devil Ray young (1-1HD)
Devil Ray Lairs		
1d10	TYPE	
1-3	Reef	
4-6	Ruin	
7-10	Undersea Cavern	

GNOLLS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 20-200 (20d10)
Leader(s)	Every 200 Gnolls	Gnoll Leader (3HD)
	>100 Gnolls	Gnoll Warchief (4HD, Max hp) 2d6 Gnoll Guards (3HD)
Shaman(s)	>60 Gnolls	Gnoll Shaman (lvl1d4+1) 1d2 Gnoll Shaman Acolytes (lvl 1d2)
Witchdoctor(s)	>120 Gnolls	25% Gnoll Witchdoctor (lvl 1d2)
LAIRS		
(01-85) Underground		
Leader(s)		Gnoll Warchief (4HD, Max hp)
		5d4 Gnoll Guards (3HD)
Non-combatants		+50% Gnoll Females (1+1HD) +200% Gnoll Young (1HD)
(86-00) Ruins		
Leader(s)		Gnoll Warchief (4HD, Max hp) 5d4 Gnoll Guards (3HD)
Non-combatants		+50% Gnoll Females (1+1HD) +200 Gnoll Young (1HD)
All Lairs		
Guardians	65% chance of	01-80 4d4 Hyenas
		81-00 2d6 Hyenadons
	35% chance of	1d3 Trolls

Slaves		1 per 10 Gnolls
Allies	10% chance of	1d6 Flinds
	Gnoll Equipment	
d%	WEAPONRY	
01-15	Longbow	
16-50	Polearm	
51-65	Two-handed Sword	
66-85	Battleaxe	
86-00	Morningstar	
	Gnoll Lairs	
1d10	TYPE	
1-3	Cavern	
4-6	Ruin	
7-8	Palisade	
9-10	Dungeon	

GOBLINS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 40-400 (40d10)
Leader(s)	Every 40 Goblins	Goblin Leader (7hp) 4 Goblin Guards (7hp)
	Every 200 Goblins	Goblin Subchief (1+1HD) 2d4 Goblin Guards (7hp)
Shaman(s)	>100 Goblins	Goblin Shaman (lvl 1d6+1)
	>200 Goblins	1d3 Goblin Shaman Acolytes (lvl 1d2)
Witchdoctor(s)	>200 Goblins	Goblin Witchdoctor (lvl 1d4)
	>300 Goblins	Goblin Apprentices (lvl 1d3)
Mounts	25% chance of	10% mounted on Dire Wolves +1d4x10 Dire Wolves (no riders)
LAIRS		
Leader(s)		Goblin Chief (2HD/16hp) +2d4 Goblin Bodyguards (2HD,9-14hp)
Non-Combatants		60% Goblin Females +100% Goblin Young
Allies	20% chance of	2d6 Bugbear mercenaries
Goblin Equipment		
d%	WEAPONRY	ARMOUR
01-10	Shortsword & Pick	Leather or Piecemeal Armours (AC6)
11-20	Shortsword & Sling	
21-30	Shortsword & Spear	
31-40	Sling	
41-60	Morningstar	
61-70	Pick	
71-00	Spear	
Goblin Tribes		
1d10	NAME	COLOURS

1	<i>Crooked Eye</i>	White, blood red & mustard yellow
2	<i>Rotting Snake</i>	Black, moss green & blood red
3	<i>Yellow Biters</i>	Mustard yellow & black
4	<i>Mouldy Bone</i>	Moss green, brown & blood red
5	<i>Green Mushroom</i>	Green, purple & orange
6	<i>Bloody Cave</i>	Brown, gray, and blood red
7	<i>Dripping Spear</i>	Brown and black
8	<i>Blue Tooth</i>	Blue and white
9	<i>Death Moon</i>	Green, black, and white
10	<i>Shadow Axe</i>	Purplish green & gray

Goblin Lairs	
1d10	TYPE
1-5	Caverns
6-8	Dungeon
9-10	Ruins

GRIMLOCKS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 20-200 (20d10)
Leader(s)		Every 30 Grimlocks Grimlock Hero (3HD, AC4)
LAIR		
Leader(s)		Every 40 Grimlocks Grimlock Chieftain (4HD, AC3)
Non-combatants		100% Grimlock Females (1HD, AC6)
100% Grimlock Young (1hp, AC6)		
	Grimlock Equipment	
d%	WEAPONRY	
01-25	Obsidian Morningstar	
26-35	Stone Battleaxe	
36-45	Obsidian Club	
46-50	Obsidian Broadsword	
51-00	Unarmed	
	Grimlock Lairs	
1d10	TYPE	
1-5	Natural Caverns	
6-8	Worked Caverns	
9-10	Dungeon	

HOBGOBLINS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 40-400 (40d10)
Leader(s)	Every 200 Hobgoblins	Hobgoblin Sub-chief (3HD) 20% Hobgoblin Standard-Bearer (2HD)
	Every 20 Hobgoblins	Hobgoblin Leader (2HD) 2 Hobgoblin Guards (9hp)
Shaman(s)	>100 Hobgoblins	Hobgoblin Shaman (lvl 1d6+1)

	>200 Hobgoblins	1d3 Hobgoblin Shaman Acolytes (lvl 1d2)
Witchdoctor(s)	>200 Hobgoblins	Hobgoblin Witchdoctor (lvl 1d4)
	>300 Hobgoblins	Hobgoblin Apprentices (lvl 1d3)
LAIRS		
(01-20) Fort (including ditch, rampart, palisade, 2 gates & 3-6 watchtowers)		
	Leader(s)	Hobgoblin Chief (4HD, max hp) Hobgoblin Guards (3HD) Hobgoblin Standard-Bearer (1+1HD)
	Non-combatants	x150% Hobgoblin Females (1+1HD) x300% Hobgoblin Young (1HD)
Siege Engines	Every 50 Hobgoblins	2 Hvy. Catapults 2 Lt. Catapults 1 Ballista
(21-00) Underground		
	Leader(s)	Hobgoblin Chief (4HD, max hp) Hobgoblin Guards (3HD) Hobgoblin Standard-Bearer (1+1HD)
	Non-combatants	x150% Hobgoblin Females (1+1HD) x300% Hobgoblin Young (1HD)
Animal guardians	60% chance of	2d6 Carnivorous Apes
Hobgoblin Equipment		
d%	WEAPONRY	ARMOUR
01-20	Sword & Composite Bow	Leather & Lamellar Armour (AC5)
21-30	Sword & Spear	
31-35	Sword & Morningstar	
36-40	Sword & Whip	
41-70	Polearm	
71-80	Spear	
81-00	Morningstar	DM's Choice
Note: Hobgoblin leader types equipped with 2 weapons		
Hobgoblin Tribal Standards		
1d8	NAME	NAME
1	Rippers	5 Marrow Suckers
2	Leg Breakers	6 Flayers
3	Skull Smashers	7 Slow Killers
4	Flesh Renders	8 Lotus Eaters
Hobgoblin Lairs		
1d10	TYPE	
1-3	Natural Caverns	
4-5	Worked Caverns	
6-7	Dungeon	
8	Ruins	
9	Hill Fort	
10	Palisade	

KOBOLDS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 40-400 (40d10)
Leaders	Every 40 Kobolds	Kobold Leader (4hp)
5d4 Kobold Guards (3-4hp)		
Shaman(s)	Every 40 Kobolds	Kobold Shaman (lvl 1d4+1)
1d2 Kobold Acolytes (lvl 1)		
Witchdoctor(s)	>100 Kobolds	Kobold Witchdoctor (lvl 2)
>200 Kobolds	1d3 Kobold Apprentices (lvl 1)	
LAIRS		
Non-combatants		+50% Kobold Females (2hp)
+10% Kobold Young (1hp)		
+10% Kobold Young (1hp)		
Animal Guardians	65% chance of	1d4+1 Wild Boars
30% chance of	1d4 Giant Weasels	
Kobold Equipment		
d%	WEAPONRY	ARMOUR
01-05	Shortsword & Javelin	50% equipped with a wooden shield
06-15	Shortsword & Spear	
16-25	Shortsword	
26-45	Handaxe	
46-75	Spiked Wooden Club	
76-90	2-3 Javelins	
91-00	Spear	
Kobold Lairs		
1d10	TYPE	
1-4	Burrow / Tunnels	
5-8	Natural Cavern	
9-10	Worked Cavern	

LIZARD MEN (c.v. OSRIC)

ALL GROUPS		# APPEARING: 10-40 (10d4)
Leader(s)	Every 10 Lizard Men	Lizard Man Hero (17hp)
	Every 20 Lizard Men	Lizard Man Champion (24hp)
	All Lizard Men Bands	Lizard Man Chief (3+3HD)
Shaman(s)	>10 Lizard Men	Lizard Man Shaman (lvl 1d6+1)
	>30 Lizard Men	1d3 Lizard Man Acolytes (lvl 1d3)
Witchdoctor(s)	>20 Lizard Men	Lizard Man Witchdoctor (lvl 1d2)
LAIRS		
	Leader(s)	Lizard Man Chieftain (4+4HD) 1d4 Lizard Men Guards (2+2HD)
	Non-combatants	1d4x10 Lizard Men Females
		1d4x20 Lizard Men Eggs
Lizard Men Equipment		
d%	WEAPONRY	ARMOUR

01-20	Longsword	Shield
21-60	Javelins (x2) & Club	Nil
61-80	Javelins (x2) & Morningstar	Shield
81-00	Darts & Club	Shield

Lizard Man Lairs	
1d10	TYPE
1-3	Swamp Mound
4-6	Burrow / Tunnels
7-8	Natural Cavern
9	Worked Cavern
10	Palisade

LOCATHAH (c.v. OSRIC)

ALL GROUPS		# APPEARING: 20-200 (20d10)
Leader(s)	Every 40 Locathah	Locathah Leader, 4 th -lvl Ftr (18hp) 4 Locathah Assistants, 3 rd -lvl Ftr (14hp)
>120 Locathah	Locathah Chief, 5 th -lvl Ftr (22hp) 12 Locathah Guards, 3 rd -lvl Ftr (12-14hp)	
LAIRS		
Non-combatants		1d2x20 Locathah Females
		1d2x20 Locathah Eggs
		1d2x20 Locathah Hatchlings
Animal Guardians		4d4 Moray Eels
	50% chance of	Portugese Man-O-War

Locathah Equipment	
d%	WEAPONRY
01-20	Lance
21-50	Crossbow
51-80	Trident
81-00	Net & Dagger

Note: All warriors mounted on Giant Eels

Locathah Lairs	
1d6	TYPE
1	Natural Undersea Cavern
2	Coral Reef
3	Shipwreck
4	Sunken Ruin
5	Abandoned Giant Shell
6	Worked Undersea Cavern

MERMEN (c.v. OSRIC)

ALL GROUPS		# APPEARING: 20-200 (20d10)
Leader:	Every 40 Mermen	Merman Hero (3HD)
4 Mermen Assistants (2HD)		

>120 Mermen		Merman Chieftain (4HD)	
12 Mermen Bodyguards (3HD)			
LAIRS			
Lair Type:		1-3 Reef	
		4-6 Cliffside	
		7-8 Shoal	
		9 Undersea Caves	
		10 Sunken Ruins	
		Non-Combatants:	+100% Mermen Females
			+100% Mermen Young
		Animal Guardians:	3d6 Giant Barracuda
Mermen Equipment			
d%	WEAPONRY		
01-25	Trident & Dagger		
26-35	Light Crossbow & Dagger		
36-45	Net, Javelin & Dagger		
46-50	Grapples & 50' line		
51-00	Trident & Net		
Mermen Lairs			
1d10	TYPE		
1-2	Natural Undersea Caverns		
3-5	Worked Undersea Caverns		
6-7	Undersea Settlement		
8-9	Reef		
10	Ruins		

OGRES (c.v. OSRIC)

ALL GROUPS		# APPEARING: 2-20 (2d10)
Leader(s)	>11 Ogres	Ogre Leader (AC3, hp33)
>16 Ogres	Ogre Chieftain (5HD)	
	Ogre Guard (AC3, hp33)	
Shaman	>16 Ogres, 50% chance of	Ogre Shaman (lvl 1d4+1)
LAIRS		
Non-combatants		2d6 Ogresses
		2d4 Ogre Young
Prisoners	30% chance of	2d8 Prisoners for food (75%) or slave labor (25%)
Ogre Lairs		
1d10	TYPE	
1-2	Natural Cavern	
3-4	Worked Cavern	
5-6	Dungeon	
7-9	Ruins	
10	Homestead	

ORCS (c.v. OSRIC)

ALL GROUPS			# APPEARING: 30-300 (30d10)			
Leader(s)		Every 10 Orcs	Orc Boss (AC4,8hp)			
3 Orc Guards (8hp)		Orc Subchief (AC4,2HD,11hp)				
Every 150 Orcs						
3d6 Orc Guards (AC4,8hp)						
40% Orc Standard Bearer (8hp)						
Baggage Train		Only if encountered outside lair	1d6x10 Slavebearers (5d6gp cargo)			
1d6 Carts (10-1,000gp cargo)						
Shaman(s)		>30 Orcs	Orc Shaman (lvl 1d4+1)			
>100 Orcs		1d2 Orc Acolytes (lvl 1d2)				
Witchdoctor(s)		>150 Orcs	Orc Witchdoctor (lvl 1d3+1)			
>200 Orcs		1d2 Orc Apprentices (lvl 1d2)				
Smithy		Every 100 Orcs	Orc Smith & 1d2 Apprentices			
LAIRS						
(01-25) Fort (including ditch, rampart, palisade, 1d4 watchtowers, and 1 gate)						
Leader(s)			Orc Chief (AC4, HD3, hp13-16)			
			5d6 Orc Bodyguards (AC4, HD2, hp11)			
			Orc Standard Bearer (8hp)			
Siege Weapons		Every 100 Orcs	1 Lt. Catapult & 1 Ballista			
Non-Combatants			+100% Orc Females +150% Orc Young			
(26-00) Underground						
Leader(s)			Orc Chief (AC4, HD3, hp13-16)			
			5d6 Orc Bodyguards (AC4, HD2, hp11)			
			Orc Standard Bearer (8hp)			
Non-Combatants			+100% Orc Females +150% Orc Young			
Allies		5% chance of	1d6 Ogrillons			
50% chance of		1d4+1 Ogres				
Orc Equipment			Orc Tribes			
d%	WEAPONRY	ARMOUR		2d6	NAME	COLOURS
01-05	Broadsword & Flail	Leather & Shield (AC7)		2	Vile Rune	Blood Red/Moss Green
06-15	Broadsword & Spear			3	Bloody Head	Greenish Purple/Blood Red
16-25	Handaxe & Spear			4	Death Moon	Black/Yellow
26-35	Handaxe & Polearm			5	Broken Bone	Brown/Mustard Yellow
36-45	Handaxe & Crossbow			6	Evil Eye	White/Black/Moss Green
46-55	Handaxe & Shortbow			7	Leprous Hand	Yellow Green/Brown
56-60	Battleaxe			8	Rotting Eye	Moss Green/Rust Red
61-70	Spear			9	Dripping Blade	Blood Red/Black

71-80	Broadsword			10	Nightcrawlers	Brown/Purple
81-00	Polearm			11	Yellow Shroom	Mustard Yellow/Green
Note: Leaders equipped with 2 weapons		12	Frothcanker	Reddish Brown/Orange		
Orc Lairs						
1d10	TYPE					
1-2	Hill Fort					
3	Ruins					
4-5	Dungeon					
6-8	Natural Caverns					
9-10	Worked Caverns					

PECH (DANGEROUS DUNGEONS, p.XXX)

ALL GROUPS		# APPEARING: 10-40 (10d4)
Leader(s)	All Pech bands	Pech Champion (5HD)
Every 10 Pech	Pech Leader (6HD)	
LAIRS		
	Leader(s)	Pech Chieftain (6-8HD)
	Non-Combatants	+100% Females, +1d4 x10% Young
Pech Lairs		
1d10	TYPE	
1	WiP	
2	WiP	
3	WiP	
4	WiP	
5	WiP	
6	WiP	
7	WiP	
8	WiP	
9	WiP	
10	WiP	

PEIKKO (DANGEROUS DUNGEONS, p. XXX)

ALL GROUPS		# APPEARING: 5-100 (5d20)
Leader(s)	Every 50 Peikko	Peikko Chieftain (2HD)
Witch-doctor	> 60 Peikko	Peikko W2#oasisitchdoctor (lvl 1d4+1)
		1 Peikko Apprentice (lvl 1d3)
LAIRS		:
	Non-Combatants	3d20 Peikko whelps
Peikko Equipment		
d%	WEAPONRY / MOUNT	
01-20	Spear	

21-30	Spear & Sling
31-50	Handaxe
51-60	Handaxe & Sling
61-80	Mounted on Giant Cockroaches (q.v.) and Lance
81-90	Shortbow
91-00	Unarmed

Peikko Lairs

1d10	TYPE
1	WiP
2	WiP
3	WiP
4	WiP
5	WiP
6	WiP
7	WiP
8	WiP
9	WiP
10	WiP

SAHUAGIN (c.v. OSRIC)

ALL GROUPS		# APPEARING: 20-80 (20d4)
Leader(s)	All Sahuagin bands	Sahuagin Chieftain (4HD)
Every 10 Sahuagin	Sahuagin Lieutenant (3+3HD)	
LAIRS		

(01-95 Normal Lair)

Leader(s)		Sahuagin Baron (6+6HD)
		9 Sahuagin Guards (3+3HD)
Priestess(es)	10% chance of	Sahuagin Priestess (HD3+3)
Cleric(s)	Every 10 Sahuagin	5th-8 th -lvl Sahuagin Cleric
		1d4 3 rd - 4 th -lvl Sahuagin Cleric Assistants
Non-combatants		1d4x30 Sahuagin Females
1d4x20 Sahuagin Eggs		
1d4x10 Sahuagin Hatchlings		
Animal Guardians		2d4 Sharks

(96-00 Princes' Lair)

Leader(s)	Sahuagin Prince (8+8HD)
	9 Sahuagin Chieftains (4+4HD)
High Priestess(es)	8 th -lvl Sahuagin High Priestess
	4 4 th -lvl Sahuagin Underclerics
Non-combatants	1d4x10 Sahuagin Females
	1d4x20 Sahuagin Hatchlings

	1d4x40 Sahuagin Eggs
Animal Guardians	4d6 Sharks
Sahuagin Equipment	
d%	WEAPONRY
01-30	Spear & Dagger
31-80	Trident, Net & Dagger
81-00	Hvy Crossbow & Dagger
Sahuagin Lairs	
1d10	TYPE
1-3	Undersea Natural Caverns
4-6	Undersea Worked Caverns
7-8	Undersea Settlement
9	Reef
10	Undersea Ruins

SVARTLINGS (DANGEROUS DUNGEONS, pXX)

ALL GROUPS		# APPEARING:
Leader(s)	Every 20 Svartlings	Svartling Entangler (armed with Net)
Every 100 Svartlings	Svartling Leader (1+1HD)	
Shaman(s)	Every 100 Svartlings	Svartling Shaman (lvl 1d4+1)
LAIRS		
Leader(s)		Svartling Chief (1+3HD)
		Svartling Lieutenants (1+1HD)
Non-combatants		+120% Svartling Females (3hp)
		+200% Svartling Young (1hp)
Animal Guardians		3d10 Giant Rats
Svartling Equipment		
d%	WEAPONRY	
01-25	Morningstar	
26-35	Mace	
36-45	Handaxe	
46-50	Flail	
51-00	Shortsword	
Svartling Lairs		
1d10	TYPE	
1	WiP	
2	WiP	
3	WiP	
4	WiP	
5	WiP	
6	WiP	
7	WiP	
8	WiP	
9	WiP	

10

WiP

TRITONS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 10-60 (10d6)
Hero(es):	Every 10 Tritons	Triton Hero (4-6HD)
Every 20 Tritons	Triton Champion (7-8HD)	
Leader(s):	>50 Tritons	Triton Leader (9HD)
Magic-User(s):	Every 10 Tritons, 10% chance of	1d4 Triton Magic-Users (lvl 1d6)
LAIRS		
	Guards:	+60 Tritons
	Leader(s):	6 Triton Heroes (4-6HD)
		3 Triton Champions (7-8HD)
	Magic-User:	Triton Magic-User (7 th -10 th -lvl)
	Priests:	Triton Cleric (8 th - 11 th - lvl)
		Triton Assistant Clerics (2 nd -5 th -lvl)
	Non-Combatants:	+100% Triton Females
		+100% Triton Young
Creature Guards:	75% chance of	2d6 Sea Lions
Triton Equipment		
d%	WEAPONRY	
01-30	Heavy Crossbow & Dagger	
31-40	Shortsword & Dagger	
41-60	Spear & Dagger	
61-00	Trident & Dagger	
Triton Lairs		
1d10	TYPE	
1-2	Undersea Castle/Citadel	
3-10	Undersea Worked Caverns	

TROGLODYTES (c.v. OSRIC)

ALL GROUPS		# APPEARING: 10-100 (1d10x10)
Leader(s)	Every 10 Troglodytes	Troglodyte Leader (3HD)
Every 20 Troglodytes	2 Troglodyte Leaders (4HD)	
Every 60 Troglodytes	Troglodyte Chieftain (6HD)	
Shaman(s)	>30 Troglodytes, 50% chance of	Troglodyte Shaman (lvl 1d3)
LAIRS		
	Non-combatants	+100% Troglodyte Females (1+1HD)
		+100% Troglodyte Young (HD1-1)
Troglodyte Equipment		
d%	WEAPONRY	
01-25	Javelin	
26-35	Stone Battleaxe	

36-45	Obsidian Morningstar
46-50	Obsidian Broadsword
51-00	Unarmed
Troglodyte Lairs	
1d10	TYPE
1-4	Natural Caverns
5-7	Dungeon
8-10	Ruins

TROLLS (c.v. OSRIC)

ALL GROUPS		# APPEARING: 6-60 (6d10)
Leader(s)	Every 12 Trolls	Troll Sub-leader (7+7HD)
	Every 24 Trolls	Troll Chief (9+9HD)
		1d4 Troll Guards (7+7HD)
Shaman(s)	>24 Trolls	Troll Shaman (lvl 1d3)
LAIRS		
Non-combatants		+100% Troll Females (HD5+5)
		+100% Troll Young (HD3+3)
Troll Lairs		
1d10	TYPE	
1-3	Natural Caverns	
4-5	Worked Caverns	
6-8	Dungeon	
9-10	Ruins	

VEGEPYGMIES (DANGEROUS DUNGEONS, p. XXX)

ALL GROUPS		# APPEARING: 30-300 (30d10)
Hero(es):	Every 4 Vegepygmies	Vegepygmy Brave (2HD)
	Every 10 Vegepygmies	Vegepygmy Champion (3HD)
	Vegepymy Hero (4HD)	
Leader(s):	Every 50 Vegepygmies	Vegepymy Sub-chief (5HD)
		1d4+1 Vegepygmy Guards (3HD)
LAIRS		
Lair Type:	1-60 Dank underground cavern	
	61-00 Dark, steamy forest/jungle	
Leader(s):	All Vegepygmy tribes	Vegepygmy Chief (6HD)
		2d4 Vegepymy Guards (4HD)
Creature Guards:	Every 50 Vegepygmies	1d10 Thornies
Vegepygmy Lairs		
1d10	TYPE	
1-3	Natural Caverns	
4-6	Ruins	
7-9	Bramble	

10	Mound
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DEALING WITH INTELLIGENT NON-HUMANS

During the course of adventuring, the player-characters will certainly want to parley or negotiate with the various creatures they encounter, and may sometimes have no other choice. The following tables are intended both to aid the GM in adjudicating these encounters and in planning future encounters.

DIRECTIONS: First, the GM should note the intelligence level of the creature as noted in the specific monster description. If the creature is semi-, low or average intelligence, roll 1d10 and consult the appropriate column on the creature demands table. Finally, assign the appropriate modifiers and motivations as listed below and roll 2d6 on the Parley, Negotiation & Bargaining table to resolve the attempt.

Creature Demands				
1d10	SEMI-	LOW	AVERAGE	HIGH~EXCEPTIONAL
1	Fruit	Luxury item(s)	Fresh water	Fresh foodstuffs *
2	Fresh water	Fresh water	Wine / ale	Wine / Ale
3	Fresh water	Wine / Ale	Luxury item(s)	Luxury Item(s)
4	Fresh meat*	Fresh meat*	Fresh foodstuffs*	Magic Item(s)
5	Fresh meat*	Fresh meat*	Weapons	Coins, Gems, Jewelry
6	Fresh meat*	Fresh meat*	Armour	Service
7	Weapons	Weapons	Tools / equipment	Weapons / Armour
8	Tools	Armour	Coins, Gems, Jewelry	Entertainment
9	Gems	Tools	Magic Item(s)	Spell(s)
10	Geegaws, beads	Coins, Gems, Jewelry	Requires Help	Objets d'art

* Depending on the actual creature type, this may either be any sort of meat, a particular kind, or even a party member (e.g. Trolls prefer halfling flesh, and may well demand it over goatflesh, for instance).

Parley, Negotiation & Bargaining			
2d6	SAME ALIGNMENT	DIFFERENT ALIGNMENT	OPPOSING ALIGNMENT
2	Unhappy	Affronted	Attack (100%)
3	Requires much more	Indignant	Attacks if equal odds
4	Requires more	Angry	Bullying (Attack 25%)
5	Thinks it over	Unhappy	Hostile (Attack 15%)
6	Maybe later	Requires much more	Affronted
7	Perhaps	Requires more	Indignant
8	Definitely	Thinks it over	Angry
9	Positively	Maybe later	Unhappy
10	Requires less	Perhaps	Requires much more
11	Requires much less	Definitely	Requires more
12	Whole-hearted support	Positively	Thinks it over
1d10	MOTIVATION		
1	Hunger. The group/tribe is starving and are willing to eat <i>anything</i> , including PCs.		

2	Tribute. The group will attempt to extract tribute/tax from any stronger parties or kill weaker parties to strip their corpses of any and all treasure.
3	Sacrificial Victims. The group is preparing for a big ritual of some kind and need sacrificial victims in relatively good condition. They prefer demi-humans, but will take humans if need be.
4	Mayhem. The group is in a frenzy from drugs or strong drink and will blindly rush into combat as berserkers, reveling in bloody murder.
5	Internecline Rivalry. This group is currently at war with another local tribe or group and are fck ar more interested in them than the PCs. If possible they will attempt to parlay and either enlist the PCs in their cause or trick them into fighting their rivals.
6	Survival. Recent losses have decimated the group and they are still recovering. There is a 25% chance any member will be injured. If possible, the group will avoid encountering the PCs. If not possible, they will (50%) attempt to parlay and offer a bribe or (50%) simply run away at the first opportunity.
7	Territory. The group is currently expanding their territory. They will attempt to drive off any interlopers and occupy the local space.
8	Subjugation. The group is interested in taking prisoners for use/sale as slaves.
9	Servile. The group is serving a more powerful group/NPC.
10	Solitude. The group just wants to be left alone.

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