

CIVILIAN 'J'

30% Merchant (+ to 10 with 1 to 10 soldiers) 10 to 100 GP per Merchant.
 30% Wagon Train 1-10 wagons (100 to 1000 GP total convoy value).
 10-100 guards (see soldier chart).
 40% peasants 10 to 100 unarmed but for daggers.

CHART 'K'

TYPE OF TERRAIN	ALL MTD	ALL FOOT	MXD % MTD	% of MXD FORCE THAT ARE FOOT
CLEAR	01-60	61-90	91-100	5% → 20% foot
CITY	01-05	01-10	11-100	45% → 95% foot
MOUNTAIN	01-10	11-20	21-100	45% → 75% foot
WOODS	01-15	16-25	26-100	10% → 90% foot
SWAMP	01-05	06-10	11-100	65% → 95% foot; 25% chance all foot in boats
DESERT	01-90	91-95	96-100	5 → 10% foot
GENERAL	01-15	16-30	31-100	10 → 60% foot
WATER	NONE	100%	NONE	75% chance all are in boats (20 100 per boat)

OUTLAW: (Always unlawful)

SOLDIERS: Composition DF Force Encountered
 (Alignment is the same as area they are in.)

CHART 'L'

NUMBERS OF SOLDIERS ENCOUNTERED		
30%	1-10	(10 sided dice x 1)
60%	10-100	(" " " " 10)
10%	100-1000	(" " " " 100)

MAGICAL (SEE MAGIC SECTION)

SPECIAL CREATURES TABLE 'M'

<u>Desert</u>			<u>Mountains</u>		
Changelings	01	20	Changelings	01	10
Hydra	21	40	Cyclops	11	20
Sphinx	41	48	Hydra	21	30
Basilist	49	56	Chimera	31	40
Aitvaras	57	76	Sphinx	41	45
Dragon	77	00	Hind	46	55
			Nemean Lion	56	65
			Aitvaras	66	75
			Dragon	76	00
<u>Forest</u>			<u>Other</u>		
Naga	01	10	Changelings	01	25
Minotaur	11	20	Naga	26	35
Changelings	21	30	Chimera	36	40
Unicorn	31	40	Hind	41	45
Hydra	41	55	Pegasus	46	50
Chimera	56	65	Aitvaras	51	80
Nemean Lion	66	72	Dragon	81	85
Pegasus	73	82	Vampire	86	95
Aitvaras	83	89	Cyclops	96	100
Dragon	90+				

TABLE Q

Hit probability modifiers according to type and area used in.

	Very long	Long	Medium	Short
Outdoors or large room (larger than 20 x 20)	+ 10	+ 5	0	- 10
Normal room (smaller than 20 x 20)	- 5	+ 5	+ 5	- 5
Corridor	- 5	+ 5	+ 5	- 5
Door	- 10	- 5	0	0

HIT LOCATION CHART 'O'

BODY TYPE HIT	TYPE OF DICE USED FOR DAMAGE						
	1 x 4	1 x 6	1 x 8	1 x 10	1 x 12	2 x 10	SPECIAL
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	-	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	-	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	-	91-100

OUTDOOR ENCOUNTERS

GENERAL TABLE 'H'

BASE CHANCE	DESERT	MOUNTAIN	FOREST	CLEAR	CITY	WATER	OTHER
	20%	30%	15%	10%	5%	15%	15%
OUTLAW	01- 12	01- 18	01- 15	01- 05	01- 09	01- 11	01- 12
SOLDIER	13- 74	19- 65	16- 52	06- 55	10- 54	12- 36	13- 56
CIVILIANS	75- 94	66- 90	53- 82	56- 95	55- 94	37- 93	57- 93
SPECIAL	95-100	91-100	83-100	96-100	95-100	94-100	94-100

SPECIAL TABLE 'I'

SOLDIER	01- 55	01- 60	01- 40	01- 30	01- 30	01- 30	01- 40
MAGICAL	56- 70	61- 70	41- 80	31- 90	31- 90	31- 80	41- 80
OTHER	71-100	71-100	81-100	91-100	91-100	81-100	81-100

COMBAT MATRIX 'N'

BASIC BODY TYPE	HUMAN	SNAKE	LION	BIRD	REPTILE	SCALES
HUMAN vs.	40	35	55	50	35	75
SNAKE vs.	75	40	55	75	40	55
LION vs.	70	60	40	50	55	40
BIRD vs.	60	25	50	40	75	80
REPTILE vs.	75	35	55	25	40	55
SCALED vs.	80	60	60	20	45	40

<u>CREATURE</u>	<u>A.H.P.</u>	<u>HIT DICE</u>	<u>BODY TYPE</u>	<u>SPEED</u>	<u>NUMBER ENCOUNTERED</u>
ELF	8	2(-2)	HUMAN	6	SEE SECTION ANY (FOREST, CLEAR)
TROLL	VARIES	VARIES	HUMAN	6	SEE SECTION ANY (MOUNTAIN, FOREST)
DWARF	7	2(-3)	HUMAN	4	SEE SECTION MOUNTAIN
FAERRY	3	1(-2)	HUMAN	3/12	SEE SECTION FOREST, SWAMP, CLEAR
GOBLIN	5	1	HUMAN	4	SEE SECTION FOR., SW., CL., MOUN.
BUGBEAR	12	2(+2)	LION	6	SEE SECTION AS GOBLIN
OGRE	30	6	HUMAN	6	SEE SECTION MOUNTAIN, FOREST
TROW	40	8	HUMAN	7	1-3 MOUNTAIN, SEACOAST
BLACK ELVES	8	2(-2)	HUMAN	5	SEE SECTION
ANAKIM	50	10	HUMAN	8	SEE SECTION ANY
CHANGELINGS	10	2	HUMAN	5	1 ANY
ASTRAL FAERRY	15	3	HUMAN	6	SEE SECTION NOT ENCOUNTERED
ASTRAL CORPSE	10	2	HUMAN	5	SEE SECTION NOT ENCOUNTERED
WILL OF THE WISP	NA	NA	NA	NA	SEE SECTION SWAMP
JINN	15	3	HUMAN	6/20	SEE SECTION DESERT, CITY
IFREET	30	6	HUMAN	8/30	SEE SECTION DESERT
GUHL	10	2	HUMAN	5	SEE SECTION DESERT
AL	10	2	HUMAN	5	1-6 SWAMP, CITY
TIGBANUA	10	2	HUMAN	6	1-10 CITY, FOREST, MOUNTAIN
RAKSHASA	10	2	HUMAN	5	1-6 FOREST, CITY
NAGA	15	3	SNAKE	4	1(1-6) FOR., CL., SW., (WATER)
CENTAURS	20	4	LION	12	SEE SECTION FOREST
SATYRS	5	1	HUMAN	7	SEE SECTION FOREST
NYMPH	10	2	HUMAN	(5)	SEE SECTION ANY
DRYAD	10	2	HUMAN	5	SEE SECTION FOREST
HAMADRYAD	NA	NA	HUMAN	5	SEE SECTION FOREST
MINOTAUR	25	5	HUMAN	6	1 FOREST
CAPRINE UNICORN	5	1	LION	20	1 FOREST, CLEAR
EQUINE UNICORN	15	3	LION	40	1 FOREST, CLEAR
CTESIAN UNICORN	20	4	LION	20	1 FOREST, CLEAR
ORYX	10	2	LION	30	1 FOREST, CLEAR
CYCLOPS	60	12	HUMAN	8	1 MOUNTAIN, SEA COASTS
HYDRA	30	NA	SCALED	5	1 D, MO., FOR.
CHIMEARA	25	5	LION	7/15	1 MOUNTAIN, FOREST, CL.
GRIFFIN	20	4	LION	7/20	1-3 MOUNTAIN, FOREST, CL.
HIPPOGRIFF	15	3	LION	10/20	1-6 MOUNTAIN, FOREST, CL.
SPHINX	10	2	LION	6	1(1-6) DESERT, MOUN.
CERYNEIAN HIND	15	3	LION	20	1 FOREST
STYMPHALIAN BIRD	5	1	AVIAN	3/18	10-60 WATER, SWAMP
NEMEAN LION	20	4	LION	7	1 FOR., MOUN., CLEAR
BASILISK	10	2	REPTILE	5	1 DESERT
VAMPIRE (LAMIA)	NA	NA	HUMAN	VARIES	1 CITY
LYCANTHROPES	VARIES	VARIES	LION	VARIES	SEE SECTION ANY
ROC	VARIES	VARIES	AVIAN	VARIES	SEE SECTION MOUNTAIN
PEGASUS	30	6	LION	18/30	1 CLEAR, FOREST
HIPPOCAMPUS	18	4(-2)	SCALED	21	2-20 AT SEA
SEA SERPENT	VARIES	VARIES	SCALED	18	1 AT SEA
AITVARAS	10	2	AVIAN	3/24	1 ANY (CITY)
DRAGON	VARIES	VARIES	SCALED	VARIES	SEE SECTION
ELEMENTALS	VARIES	VARIES	VARIES	VARIES	SEE SECTION
TENGU	9	2(-1)	HUMAN	3/15	SEE SECTION FOREST
AUROCH	40	8	LION	10	SEE SECTION MOUN., FOR., CLEAR
LION	13	3(-2)	LION	6	2-12
TIGER	15	3	LION	8	1-6
WOLF	5	1	LION	7	2-20
BEAR	20	4	LION	5	1-4(1-3 = 1, 4 = 2, 5 = 3, 6 = 4)
HORSE	20	4	LION	15	3-30
MULE	15	3	LION	10	SEE SECTION
BOAR	8	2(-2)	LION	6	2-20
APE	21	4(-4)	HUMAN	5	1-10 MOUN., FOR.
VIPER	3	1(-2)	SNAKE	4	1-10 SWAMP, WATER
PYTHON	15	3	SNAKE	3	1-3 SWAMP
MEN	10	2	HUMAN	5	VARIED
CHILDREN OF THE HYDRA	5	1	HUMAN	6	SEE SECTION

TABLE 'D'

GENERAL SUPPLIES			
DESCRIPTION	COST	WEIGHT	REMARKS
50 Feet of Rope	5 CP	3	
10 Foot Pole	Free	5	
Water/Wine Skin	1 CP	1	Holds 30 swallows of liquid
5 Torches	Free	5	Each burns 10 turns, illuminates 12 foot circle
Lantern	1	3	Burns 50 turns, illuminates 25 foot circle
Flask of Oil	5 CP	1	Refills lantern once
2 Small Sacks	1 CP	1/10	
Large Sack	1 CP	1/10	
Pack Mule	350 SP	—	
Horse	500 SP	—	
Horse Ration	1 SP	15	Needs one ration per day to stay healthy
Beef Ration	1 SP	3	Any one ration of food is needed by each character per day to stay healthy
Water Ration	1 CP	8	Man uses 1 per day Mule uses 3 per day Horse uses 5 per day
Fish Ration	1 SP	3	
Pork Ration	1 SP	3	
Tinned Ration	2 SP	5	
Waybread Ration	2 SP	1	
A Meal at The Inn	15 CP	—	
A Room at The Inn	10 SP/Day	—	
A Room in Town	10 SP/Month	—	

TABLE 'C'

PRICE LIST					
DESCRIPTION	COST in G.P.	WEIGHT in lbs.	PREPARATION TIME in weeks	AVAILABILITY	MANUFACTURER/ SUPPLIER
Axe	2	10	1	Yes	Armorer
Bow	2	3	12	II	Armorer
Breastplate & Backplate	8	30	25	III	Armorer
Chainmail	6	45	25	II	Armorer
Composite Bow	4	4	130	IV	Armorer
Crossbow	4	4	16	III	Armorer
Crossbow Bolts (20)	2	5	3	Yes	Armorer
Dagger	1	1	1	Yes	Armorer
Flail	7	10	6	II	Armorer
Helm	5	5	12	III	Armorer
Helmet	2	10	2	Yes	Armorer
Lance	2	18	1	II	Armorer
Leather Armor	2	15	4	Yes	Stable
Long Bow	7	4	100	IV	Armorer
Pike	2	10	1	II	Armorer
Plate Armor	80	100	60	IV	Armorer
Quiver of Arrows (20)	1	4	2	Yes	Armorer
Saddle	10	10	2	Yes	Stable
Scabbard	25	3	1	Yes	Armorer
Shield (Heavy)	3	15	5	II	Armorer
Shield (Light)	2	8	3	Yes	Anyone
Spear	1½	7	1	Yes	Armorer
Sword	4	7	4	Yes	Armorer
Two-handed Axe	5	15	2	II	Armorer
Two-handed Sword	6	18	5	II	Armorer