# HackAbaster

# GAME MASTER'S SHIELD

Immediately facing the players are two panels of inspiring, heroic artwork, designed to motivate them to perform at their highest level. A mighty battle rages outside a looming fortress, and a heroic adventurer and his lady set forth to combat their foes. Not only does this scene evoke everything you have come to love about HackMaster, but also it has been proven to stop projectiles such as dice or pencils from as far away as 40 feet.

Adorning the outside of the shield, the player side, are all manner of useful charts. Let's face it, your players are lazy, opportunistic jackals, and are more apt to make something up than bother to check their Player's Handbook. So we've put the essential weapon and equipment tables on their side so they have no excuse to fudge their results. It will also help you speed up the game and get to the important part: killing PCs. The exclusive Pizza Matrix makes the ordering of necessary snacks easier than ever. Just track the likes and dislikes of everyone and you'll be able to decide on an acceptable meal in no time. Never bicker about toppings again!

GAMEMASTER'S SHIELD

The HackMaster GameMaster's Shield is the physical representation of everything that makes you the master of the game. Your power, your honor, your knowledge and your wisdom are made incarnate by your shield that clearly separates you, both physically and mentally, from your players. While other games may provide a flimsy screen that is better suited to a dinner party than a serious game, HackMaster delivers a Shield designed to be used as the defensive barrier for which it is named. Brilliantly engineered for ease of use and maximum information display, the GameMaster's shield is a revolutionary development in the world of gaming. Treat it with the respect it deserves, and it will be your best friend. But should you fail to learn its inner workings, you are unfit to sit behind its hallowed walls.



It is strongly recommended that once the combat panels are flipped that you enforce a strict demilitarized zone (DMZ) extending I foot from the base of the shield in all directions. Anything belonging to the players (dice, pencils, miniatures, children) is subject to seizure and will be held for the duration of the combat. This will protect you and the shield from spills or other unnecessary damage and clearly distinguish the two sides of the battle: you and the players.

**COMBAT MODE.** Your GM shield will spend most of its time in this mode, and for that reason we have added a few special features. When you flip the general in-game flip flaps over to transform the screen to combat mode, the screen changes for the players as well, signally that things have gotten even more serious, and that the real game is afoot.



#### 9S: (PHB pg 117): Armor and Related Items

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20. (111	P8 11/).	11101	and net	accu	recitio		
					Base A	vaila	bility
Item	Cost	AC	Weight	Bulk	High	Med	Low
Robes/Garments	Varies	9	Varies	non	Varies (	Table	9B)
Leather	5 gp	8	15 lbs.	non	95	90	85
Padded	4 gp	8	10 lbs.	fairly	95	90	85
Ring mail	65 gp	7	30 lbs.	fairly	90	85	80
Studded leather	40 gp	7	25 lbs.	fairly	95	90	85
Scale mail	120 gp	6	40 lbs.	fairly	90	85	80
Hide	75 gp	6	35 lbs.	fairly	95	90	85
Brigandine	120 gp	6	35 lbs.	fairly	90	85	80
Chain mail	350 gp	5	40 lbs.	fairly	95	90	85
Chain mail, Elven	700gp	5	20 lbs.	non	30	20	10
Bronze plate mail	1,000 gp	4	45 lbs.	bulky	85	80	75
Banded mail	900 gp	4	35 lbs.	bulky	90	85	80
Splint mail	600 gp	4	40 lbs.	bulky	95	90	85
Plate mail	2,000 gp	3	50 lbs.	bulky	85	80	75
Field plate	4,000 gp	2	60 lbs.	bulky	70	65	60
Full plate	6,000-10,000 gp	1	70 lbs.	bulky	65	60	55
Helmet, Great helm	n 30 gp	-	10 lbs.	bulky	70	65	60
Helmet, Basinet	8 gp	_	5 lbs.	fairly	95	90	85
Shield, Buckler	5 gp	+1	3 lbs.	non	90	85	80
Shield, Buckler, Spik		+1	4 lbs.	non	90	85	80
Shield, Small	20 gp	+2	5 lbs.	non	90	85	80
Shield, Medium	30 gp	+3	10 lbs.	fairly	90	85	80
Shield, Body*	100 gp	+4 (+6)	) 25 lbs.	bulky	90	85	80

\* A body shield affords +6 AC against missile weapons.

9W: (PH	B pg	117):	HP	Abso	rptic	on Re	gres	sion	
	f	or D	ama	ged /	Arme	or			
				-	mor C				
Item	1	2	3	4	5	6	7	8	9
Robes/Garments	-	-		-		-	-	-	1
Leather	-	-	<u></u>	_	_	-	-	2	1
Padded	-	-		-	_	1000		2	I.
Ring mail	-		-	-			6	2	1
Studded leather	-	-	-	-		_	4	2	T.
Scale mail	-	-	-			7	4	2	1
Hide	-	-		-	-	5	4	2	1
Brigandine	-	-		-	10 <u>-11</u>	6	4	2	1.
Chain mail	-	-	-	-	8	6	4	2	E
Bronze plate mail	-	-		12	8	6	4	2	1
Banded mail	-	-		9	8	6	4	2	E
Splint mail	—	-		8	8	6	4	2	1
Plate mail	-		12	10	8	6	4	2	1
Field plate	-	24*	12	10	8	6	4	2	1
Full plate	36*	24*	12	10	8	6	4	2	1
*Field and full-plate :	absorb	2 hit	points	per die	в.				

#### 91: (PHB pg 114): Provisions: Rations

7): (PHD pg 114):	Frovis	ions: nai	lons		
			Base	e Availa	bility
Item	Cost	Weight	Hi	Med	Low
Barrel of pickled fish	3 gp	500 lbs.	90	85	80
Butter (per lb.)	2 sp	I lbs.	85	80	75
Coarse sugar (per lb.)	l gp	I lbs.	70	60	50
Corn dodgers (2 weeks rations)	5 gp	75 lbs.	90	85	80
Eggs (per 100)	8 sp	15 lbs.	90	85	80
Eggs (per two dozen)	2 sp	3 lbs.	90	85	80
Figs (per lb.)	3 sp	I lbs.	85	80	75
Fish, Parvum (1 day's rations)	l sp	2 lbs.	70	60	50
Fish, Salted (1 day's rations)	5 cp	3 lbs.	85	80	75
Herbs (per lb.)	5 cp	I lbs.	90	85	80
Belladonna, sprig	4 sp	I lbs.	90	85	80
Garlic, bud	5 cp	I lbs.	90	85	80
Wolvesbane, sprig	l gp	I lbs.	90	85	80
Nuts (per lb.)	l gp	I lbs.	90	85	80
Preserves, Fruit (1 day's rations)	5 cp	I lbs.	85	80	75
Raisins (per lb.)	2 sp	I lbs.	90	85	80
Rations, Dry (I week's rations)	10 gp	65 lbs.	85	80	75
Rations, Iron (1 week's rations)	5 gp	25 lbs.	90	85	80
Rations, Standard (1 week's rations)	3 gp	50 lbs.	85	80	75
Rice (per lb.)	2 sp	I lbs.	90	85	80
Salt, I lb bag	l gp	I lbs.	85	80	75
Sausage, Blood (1 meal)	1 sp	.5 lbs.	90	85	80
Sausage, Peppered (1 meal)	2 sp	I Ibs.	85	80	75
Sausage, Sailor's (I week's rations)	2 gp	15 lbs.	90	85	80
Spice (per lb.)					
Exotic (saffron, clove)	15 gp	.5 lbs.	80	75	65
Rare (pepper, ginger)	2 gp	.5 lbs.	70	60	50
Uncommon (cinnamon)	l gp	.5 lbs.	75	65	55
Venison, Smoked (1 meal)	l gp	.5 lbs.	90	85	80
Tun of cider (250 gal.)	8 gp	2500 lbs.	90	85	80
Tun of good wine (250 gal.)	20 gp	2500 lbs.	95	85	70

	9	U: (PHB	Pg 12	20): W	eapon	s: Am	mo				
					Speed		amage	vs.	Base	Availa	bility
Item	Cost	Weight	Size	Туре	Factor	S	Μ	L	Hi	Med	Low
Blowgun, Barbed Dart	sp	*	S	P		1d6-1	1d6-2	1d6-4	95	90	85
Blowgun, Needle	2 cp	*	S	Р	-	1	1	1	95	90	85
Bow - Arrow, Flight	3sp/12	*	S	Ρ	_	Id6	Id6	Id6	90	85	80
Bow - Arrow, Sheaf	3 sp/6	*	S	P	_	1d8	1d8	1d8	85	80	75
Crossbow											
Quarrel, Hand	1 gp	*	S	Ρ		1d6-1	1d6-3	1d6-4	90	85	80
Quarrel, Hard Silver Jack.'	50 gp	*	S	Р	-	+1	+1	+1	50	30	15
Quarrel, Heavy	2 sp	*	S	Р	-	1d8	2d4+1	3d4	90	85	80
Quarrel, Light	l sp	.*:	S	Ρ	-	Id6	Id8	2d4+1	90	85	80
Quarrel, Peashooter	10 sp	*	S	Р	-	1d6-3	1d6-4	1	90	85	80
Quarrel, Silver Jacketed	25 gp	*	S	Ρ	-		-	_	60	40	30
Sling bullet	1 ср	.5 lbs.	S	С	-	1d6-1	1d6	1d6+1	95	95	95
Sling stone	-	.5 lbs.	S	С	-	1d6-1	1d6-1	1d6-1	95	95	95
I bland silven exerting adds a				a second -		100000					

1. Hard silver coating adds a +1 damage to the standard missile weapon damage.  $\ensuremath{^{\ast}}$  These items weigh little individually. Ten of these weigh one pound.

	т	able 9K: (	PHB	pg I	14): <b>P</b>	rovisions: Outf	itting				
			Base	Avail	lability						
ltem	Cost	Weight	Hi	Med	Low						
Chain (per ft.)		-				Mirror, small metal	10 gp	*	90	85	80
Heavy	4 gp	3 lbs.	95	85	70	Perfume (per vial)	5 gp	*	90	85	80
Light	3 gp	I lbs.	95	85	70	Piton	3 cp	.5 lbs.	90	85	80
Chalk	I ср	*	95	85	70	Rope (per 50 ft.)	-				
Firewood (per day)	І ср	200 lbs.	95	90	85	Нетр	l gp	20 lbs.	90	85	80
Fishhook	l sp	**	95	90	85	Silk	10 gp	8 lbs.	70	60	50
Fishing net, 10 ft. sq.	4 gp	5 lbs.	90	85	80	Signal whistle	8 sp	*	90	85	80
Hourglass	25 gp	I lbs.	85	75	65	Soap (per lb.)	5 sp	I lbs.	90	85	80
Ladder, 10 ft.	5 cp	20 lbs.	95	90	85	Tent	-	-			
Lock	-	-				Large	25 gp	20 lbs.	80	75	70
Good	100 gp	I lbs.	90	85	80	Pavilion	100 gp	50 lbs.	80	75	70
Poor	20 gp	I lbs.	90	85	80	Small	5 gp	10 lbs.	80	75	70
						Winter blanket	5 sp	3 lbs.	90	85	80

\* These items weigh little individually. Ten of these items weigh one pound.
\*\* These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

	-				(PHB lability	pg 114): <b>Tools</b> y					
Item	Cost	Weight	Hi	Med	d Low						
Block and tackle	5 gp	5 lbs.		85		Padded	Igp	2 lbs.	90	85 8	30
Carpentry Tools (set)	50 gp	60 lbs.		85		Plate mail	25 gp	10 lbs.	80	70 é	2.2.6
Crampons	4 gp	2 lbs.		85	ATTENTS OF	Ring mail	5 gp	5 lbs.	85	80 7	75
Crowbar/Pry bar	10 sp	10 lbs.	90	85	80	Robes	10 sp	.25 lb.	90	85 8	30
Flint and steel	5 sp	*	90	85	80	Scale mail	5 gp	10 lbs.	90	85 8	30
Grappling hook	8 sp	4 lbs.	90	85	80	Splint	17 gp	10 lbs.	80	70 €	50
Mining Tools (set)	2 gp	30 lbs.	90	85	80	Studded Leather	10 gp	6 lbs.	85	80 7	75
Magnifying glass	100 gp		85	75	70	Repair Kit, Sail/Nautical	50 gp	50 lbs.	90	85 8	30
Merchant's scale	2 gp	I lbs.	90	85	80	Spyglass	1,000 gp	I lbs.	80	65 5	50
Portable Forge	400 gp	500 lbs.	80	75	70	Surgeon's Kit	100 gp	20 lbs.	85	75 7	70
Repair Kit, Armor						Thieves' Tools**	_				
Banded mail	20 gp	10 lbs.	80	70	60	Coin Sharpened (Cut Purs	e) 5 sp	.25 lbs.	95	90 8	35
Brigandine	10gp	5 lbs.	85	80	75	Hacksaw (hardened)	5 sp	3 lbs.	85	75 7	70
Bronze Plate mail	20 gp	10 lbs.	80	70	60	Key Making set	50 gp	3 lbs.	75	65 5	55
Chain mail	12gp	10 lbs.	85	80	75	Lockpick set	30 gp	I lbs.	70	65 6	50
Field plate	50 gp	15 lbs.	65	45	25	Locksmithing Tools	100 gp	5 lbs.	85	75 7	0
Full Plate	100 gp	20 lbs.	50	30	10	Salimic Acid, Vial	150 gp	*	65	55 4	15
Hide	6 gp	3.5 lbs.	90	85	80	Soot/Face Black	10 sp	-	95	95 9	95
Leather	5gp	3 lbs.	90	85	80	Whetstone	2 cp	I lbs.	95	90 8	35

\* These items weigh little individually. Ten of these items weigh one pound.
 \*\* Thieves and assassins may add +20 to the base availability chance when searching for thieves' tools due to their connections with the thieves' guild and underground.

#### PIZZA MATRIX

(Write names on the left, rate toppings from 0 (dislike) to 5 (prefer); total the ratings and cross-reference to select the best pizza topping combinations.)

> MUSHROOMS ANCHOVIES PEPPERONI PINEAPPLE SAUSAGE ONIONS PEPPERS CHEESE HAM

GARLIC

1		C	OMBAT		1	2	3	4	5		6	7	8	9	10	П	12	13	3 1-	4 1	5	16	17	18	19	20
2		Fighte	er' M Cleric <sup>1</sup>	lagic-use	er <sup>a</sup> M Thief*	lonster	15	14	8H- 13	8L: (G	iMG p	g 93-9 10		mor Cl	NED A ass 7	Attacl	k Mat	rices	3	2	1	0	-1	-2	-3	-4
3	(Monsters)	<0 0 1 2 3	1 2 3 4	1 2-3 4-5 6 7-8	1. 2 3-4 5 6	< -   -     +	5 4 3 2 1	6 5 4 3 2	7 6 5 4 3	8 7 6 5 4	9 8 7 6 5	10 9 8 7 6	11 10 9 8 7	12 11 10 9 8	13 12 11 10 9	14 13 12 11 10	15 14 13 12 11	16 15 14 13 12	17 16 15 14 13	18 17 16 15 14	19 18 17 16 15	20 19 18 17 16	20 20 19 18 17	20 20 20 19 18	20 20 20 20 19	20 20 20 20 20 20
ł	Dice	4 5 6 7 8	5-6 7 8-9 10	9-10 11 12-13 14-15 16-17	7-8 9-10 11-12 13-14 15-16	2 3 4 5	0 -1 -2 -3 -4	1 0 -1 -2 -3	2 1 0 -1 -2	3 2 1 0	4 3 2 1	5 4 3 2	6 5 4 3 2	7 6 5 4 3	8 7 6 5 4	9 8 7 6 5	10 9 8 7 6	11 10 9 8 7	12 11 10 9 8	13 12 11 10 9	14 13 12 11	15 14 13 12	16 15 14 13	17 16 15 14 13	18 17 16 15 14	19 18 17 16
;	(Characters)/Hit	9 10 11 12	13 14-15 16 17	18-19 20-21	17-18 19-20 21	7 8 9 10	-5 -6 -7 -8	-4 -5 -6 -7	-3 -4 -5 -6	-2 -3 -4 -5	-1 -2 -3 -4	0 -1 -2 -3	-1 -2	2   0 -1	3 2 1 0	4 3 2 1	5 4 3 2	6 5 4 3	7 6 5 4	8 7 6 5	9 8 7 6	10 9 8 7	11 10 9 8	12 11 10 9	13 12 11 10	14 13 12 11
5	Level	13 14 15 16	18-19 20-21			11 12 13 14 15	-9 -10 -11 -12 -13	-8 -9 -10 -11 -12	-7 -8 -9 -10 -11	-6 -7 -8 -9 -10	-5 -6 -7 -8 -9	-4 -5 -6 -7	-3 -4 -5 -6 -7	-2 -3 -4 -5 -6	-1 -2 -3 -4 -5	0 -1 -2 -3 -4	1 0 -1 -2 -3	2 1 0 -1 -2	3 2 1 0 -1	4 3 2 1 0	5 4 3 2 1	6 5 4 3 2	7 6 5 4 3	8 7 6 5 4	9 8 7 6 5	10 9 8 7 6
,	Experience	18 19 20 21				16 17 18 19 20+	-14 -15 -16 -17 -18	-13 -14 -15 -16 -17	-12 -13 -14 -15 -16	-11 -12 -13 -14 -15	-10 -11 -12 -13 -14	-9 -10 -11 -12 -13	-8 -9 -10 -11 -12	-7 -8 -9 -10 -11	-6 -7 -8 -9 -10	-5 -6 -7 -8 -9	-4 -5 -6 -7 -8	-3 -4 -5 -6 -7	-2 -3 -4 -5 -6	-1 -2 -3 -4 -5	0 -1 -2 -3 -4	1 -1 -2 -3	2 1 0 -1 -2	3 2 1 0 -1	4 3 2 1 0	5 4 3 2 1

Red numerals indicate: Fighters, Paladins, Monks, Rangers, Barbarians, Berserkers, Rogue Knights, Dark Knights, Human and Halfling Commoners (<0), Men-at-arms (0) <sup>2</sup> Green numerals indicate: Clerics and Druids Blue numerals indicate: Magic-users and MU Specialists 4 Purple numerals indicate: Thieves, Bards and Assassins

8A (GMG pg 8	8): To-hit Modifiers
	Attack Roll
Situation	Modifier
Attacker on higher ground th	han defender +I
Defender invisible	-4
Defender off-balance, encum	bered, held by one leg +2
Defender sleeping, held, para	lyzed or totally immobile Automatic*
Defender stunned, prone, slo	wed,
held by both legs, or partia	ally bound +4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2 and defender may not
	use shield or Dex.
Flank attack	Defender may not use shield.
Rear flank attack	Defender may not use shield or Dex.

Figure 8.1 (GMG pg 96): **Combat Miniature** Facings

FRONT

REAR

FIGURE FRON

FRONT

REAR

FRONT

1

2

3

4

5

6

7

8

9

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T

2

3

If the defender is attacked during the course of a normal melee, the attack automatical-If hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically. This is a good tactic for spellcasters and torchbearers. Missile weapons still require an attack roll to hit a magically asleep, held paralyzed or totally immobile character, but they receive a +4 to hit.

_	3Z: (PHB pg 5	Oh Armor
	Effect on Sp	ついた ちょうえ 行った 二日
4	Armor	Chance of
		Spell Mishap**
	none	0
	buckler	+5%
5	small shield	+15%
5	medium shield	+10%
	padded	+20%
_	elven chain mail	+20%
	leather	+25%
6	studded leather	+30%
	brigandine	+35%
	scale mail	+35%
	hide	+40%
	ring mail	+40%
7	chain mail	+50%
	body shield	+55%
	splint mail	+60%
	banded mail	+80%
0	bronze plate mail	+90%
8	platemail	+100%
	field plate	+120%
	full plate	+150%
9	<ul> <li>Magic armor re spell mishap % as the same type.</li> <li>** This % is adde</li> </ul>	
10	ter's Chance of S listed on Table 1D.	

		Veapon Ty	
Armor Armor Type		Puncturing	
Banded mail	-2	0	-1
Brigandine	-1	-1	0
Chain mail	-2	0	+2
Bronze plate mail	-2	0	+2
Field Plate	-3	-1	0
Full Plate	-4	-3	0
Leather armor	0	+2	0
Hides	0	+2	0
Padded armor	0	+2	0
Plate mail	-3	0	0
Ring mail	-1	-1	0
Scale mail	0	-1	0
Splint mail	0	-1	-2
Studded leather	-2	-1	0

8V	(GMG pg	100): Cal	led Shots*
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	To-Hit	Hand	-6
Location	Penalty	Head	-6
Arm	-3	Leg	-2
Artery**	-10	Neck	-6
Eye	-10	Tendon	-8
Groin	-4	Torso	-2

\* Extrapolate as necessary, but minimum penalty must be -2. \*\* -10 applies to all specific internal organ calls.

SHIELD HITS: A missed to-hit roll is a possible shield hit! See Table 16Q: Shield Hits.

	10		ld Hit F		
		A	C modifie	er	
Item	+4	+3	+2	+1	+0*
Leather, buckler	10.12	11.18		1	1
Leather, small			2	- E	1
Leather, medium		2	E.	1	1
Leather, body	2	1	1	1	1
Wicker, small	-		1 m m	1	-
Wood, buckler				2	1
Wood, small	12		3	2	1
Wood, medium		3	2	2	L
Wood, body	3	3	2	2	- F
Metal, buckler			•	3	2
Metal, small			4	3	2
Metal, medium		5	4	3	2
Metal, body	6	5	4	3	2

on an exact hit, as per armor rules, until destroyed.

8M (GMC	i pg 93): O	pponent	Armor Class	
	Armor	f Armor	is Worn):	

Type of Armor Plate mail + buckler

- Splint or banded mail + buckler/plate mail
- Chain mail + buckler/splint or banded mail
- Scale mail + buckler/chain mail
- Studded leather or ring mail + buckler/scale mail
- Leather/padded armor + buckler/studded leather or ring mail
- Leather or padded armor 8 9 Buckler only
- 10 None

2

4

6

AC worse than 10 is possible through cursed items and clumsiness (low Dexterity). AC better than 2 is possible due to magical bonuses, larger shields and Dexterity bonuses. To determine a "to-hit" number not on the chart, project upward or downward by 1's (5% increments), repeating AC 20 six times before continuing with 21.

#### 3E: (PHB pg 43): Fighter Melee Attacks per Round Barbarian, Dark Knight,

112		Knight Errant Paladin Level		Attacks/Round
1-6	1-5	1-6	1-7	1/round
7-12	6-10	7-11	8-14	3/2 rounds
13-18	11-15	11-17	15+	2/round
19+	16+	18+		5/2 rounds

		160	Q: (GN	1G pg	205):	Shie	ld Hi	ts		
# need	ed			AC	bonu	is of s	hield			
to hit	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
20	19	18	17	16	15	14	13	12	11	10
19	18	17	16	15	14	13	12	11	10	9
18	17	16	15	14	13	12	н	10	9	8
17	16	15	14	13	12	11	10	9	8	7
16	15	14	13	12	11	10	9	8	7	6
15	14	13	12	1.1	10	9	8	7	6	5
14	13	12	11	10	9	8	7	6	5	4
13	12	11	10	9	8	7	6	5	4	32
12	11	10	9	8	7	6	5	4	3	2
11	10	9	8	7	6	5	4	3	2	
10	9	8	7	6	5	4	3	2	(#))	1.00
9	8	7	6	5	4	3	2		1	
8	7	6	5	4	3	2	-			
7	6	5	4	3	2	-			1213	
6	5	4	3	2	-	-	-		3	
5	4	3	2		÷.,	+			14.1	
4	3	2	-	-			-			
3	2	-								-
2	7		•						20	100
					-		_		_	

-12

-13

Missle

Oil, alight

Poison

Alcohol

Greek Fire

Hot Coals

Holy/Unholy Water

Acid

-14

-15

9	10	

-16

10	ļ

-17

-18

1	2	3	
		100	

-19

(name spell to be cast).

weapons need not roll.

modified initiative.

-20

THE COMBAT SEQUENCE (GMG pg 90)

I. Announce beginning of initiative. To cast a spell

during this round players must shout, "Spell!"

2. Roll for initiative. Those using readied missile

3. Actions are made/taken in the order of

Repeat these steps until combat ends.

Specific Situation	Modifier
Hasted	-10
Slowed	+10
On higher ground	-1
Set to receive a charge	-3
Slippery footing	+3
Wading in deep water	+6
Foreign environment*	+8
Hindered (tangled, climbing, held)	+5
Waiting (see Chapter 14)	+1
Attacking with weapon	Weapon speed
Draw a weapon	Weapon speed + 5
Fist or natural weaponry	-2
Breath weapon	-1
Casting a spell	Casting time
Innate spell ability	Casting time as if spel
Magical items	Casting time as if spel
Search for item	+d4
For every 1/10th movement rate traveled	d +1

This applies to situations in which the character is in a completely different environment (swimming underwater without the aid of a Ring of Free Action, for example).

Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a -1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

\*\* Any plus above +2 equals another hit die, i.e. 6+3 equals 7 hit dice.

#### FATIGUE FACTOR (GMG pg 107)

The fatigue save is an ability check: combine WIS and CON scores (add fractional values as well), then divide the result by two and truncate the result to an integer. (See GMG pg 107 for more info.) A character's Fatigue Factor is calculated by multiplying half of the character's Constitution score (truncate all fractions) by his current encumbrance modifier as shown on Table 8DD: Encumbrance Modifiers.\* (GMG pg 107)

\* Unencumbered = 1, Light = .75, Moderate = .5, Heavy-laden = .25, Severe = 0

TRAUMA DAMAGE: (GMG pg 105) Make a threshold of pain (ToP) check. Save vs. death (add Wisdom bonus) or fall to the ground incapacitated with pain for a number of rounds equal to the amount by which the saving throw fell short.

#### 8U (GMG pg 100): Cover & Concealment **AC Modifiers**

-7

-6

-5

-8

-9

-10

-11

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

#### 8Z (GMG pg 106): Morale Check Circumstances

Faced by obviously superior force*	check each round
25% of party** eliminated or slain	check at +5%
Leader falls or appears down	check at +10%
50%+ of party** eliminated or slain	check at +15%
Leader obviously slain or deserts	check at + 25%

Such as in melee - one force hits twice as often as the other. Or individual taking this much wound damage

## 8AA (GMG pg 106): Other Morale Check

Modifiers	
Each enemy deserting	-5%
Each enemy slain	-10%
Chieftain present	-10%
Inflicting casualties without receiving any	-20%
Each ally slain	+10%
Taking casualties without receiving any	+10%
Each ally deserting	+15%
Outnumbered & outclassed by 3 or	
more to I	+20%

## 8BB (GMG pg 106): Morale Failure Results

Failed By	Result
1% to 15%	fall back, fighting
16% to 30%	disengage-retreat
31% to 50%	flee in panic
51% or greater	surrender

8R: (	GMG pg	99): <b>Bo</b>	ulder l	Damag	е
		We	ight (pou	unds)	
Distance	5	10	20	30	40
5'	1	d3	d4	Id6	2d6
10'	d3	d6	2d6	3d6	4d6
15'	d6	2d6	3d6	4d6	5d6
20'	3d3	3d6	4d6	5d6	6d6
25'	2d6	4d6	5d6	6d6	7d6
30'	5d3	5d6	6d6	7d6	8d6
35'	3d6	6d6	7d6	8d6	9d6
40'	7d3	7d6	8d6	9d6	10d6
45'	4d6	8d6	9d6	10d6	11d6
50'	9d3	9d6	10d6	11d6	12d6
55'	5d6	10d6	11d6	12d6	13d6
60'	11d3	11d6	12d6	13d6	14d6

# GREAT HONOR: All creatures and NPCs with

Great Honor receive +1 to ALL their die rolls and can choose to take a mulligan at any time, once per game session. Monsters do not earn Honor Dice. Intelligent creatures may attempt to steal honor from or target those PCs with Great Honor.

Attack	Routi	ne Initiative
Number of	Die	
Attacks	Rolled	Segment #s
H.	d10	roll normally
2	d5	1-5, 1-5+5 (add to d5 roll)
3	d3	1-3, 1-3+3, 1-3+6 (add to d3 roll)
4	d3	1-3, 1-3+2, 1-3+4, 1-3+6
5	d2	1-2, 1-2+2, 1-2+4, 1-2+6, 1-2+8

8E (GMG pg 91): Monster

#### 8F (GMG pg 91): Missile Weapon Initiative Readied Not Readied In tale alive M IIC ...

mitiative	Floumer
	***
1	+5
1,6	+4
1, 5, 9	+3
1, 4, 7, 10	+2
1, 3, 5, 7, 9	+1
	    ,6  ,5,9  ,4,7,10

Modifier to initiative roll

\* Weapon cannot be fired this round.

	85 & 8T: (GI	MG pg	99):
Gre	nade-like	Bo	uncing
Miss	ile Misses	1	tems
Roll	Miss	Roll	Bounce
(1d6)	Direction	(1d6)	Direction
1	long* right	1	back**
2	right	2	right
3	short right	3	long right
4	short (before)	4	long
5	short left	5	long left
6	left	6	left
7	long left	1000	
8	long (over)		

If missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and along the ceiling or down and along the floor. \*\* Back toward the thrower.

Area of Effect Splash Dmg Direct Hit Dmg Content I h.p. 2-8 h.p. 1/2 pint (8 oz.) I' diameter 1/4 pint (4 oz.) I' diameter 2 h.p. 2-12 h.p. 1-3 h.p.\* 2-12 h.p. + 1-6 h.p | pint (16 oz.) 3' diameter l'diameter 1/4 pint (4 oz.) special special I h.p.\*\* 1-6 + 1-3 1 pint (16 0z.) 3' diameter I h.p.\*\*\* special | pint (16 oz.) 2' diameter 2 pt per coal 3 coals none n/a

Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

8Q: (GMG pg 98): Grenade-like Missiles

Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.

\* Greek Fire burns for but one second on a splash. A direct hit causes 2-12 hit points of damage the first round, then 1-6 points of damage each successive round until a 1 damage is rolled, at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.

Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

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2
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9
10
1
2
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3
-
4
4
4

	7-8
10	14

0	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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## 6E: (GMG pg 71): Skill Level of Difficulty Modifiers

GENERAL INCOMPT

Skill Type	Easy	Average	Difficult	Very Difficult
Academia	+65%	+30%	0	-10%
Language	+75%	+35%	+10%	0
Musical	+85%	+40%	+10%	-10%
Task: Combat	+35%	+15%	0	-15%
Task: Artisan	+60%	+30%	+15%	0
Task: Sophisticated	+40%	+20%	0	-5%
Social Interaction	+75%	+35%	+15%	0

#### 6A-6B: (GMG pg 70): **COMBINED Skill Check Conditional Modifiers**

Weather	Modifier	Other Weather	Modifier
Precipitation		Thunder: Booming	-10%
Rain: Drizzle*	-5%	Thunder: Ominous	-5%
Rain: Steady*	-15%	Thunder: Portentous	+5%
Rain: Heavy*	-25%	Thunder: Background	0%
Rain: Endless*	-35%	Lightning: Cinematic	-5%
Rain: amphibian	-15%	Lightning: Ominous	-5%
Rain: feline	-20%	Lightning: Illuminating	+5%
Rain: canine	-25%	Light Quality	
Rain: feline and canine	-35%	Light: Complete Darkness	-75%
Rain: Blood**	-25%	Light: Mostly Darkness	-50%
Rain: Body Parts: Extremities*		Light: Twilight	-15%
Rain: Body Parts: Torsos**	-40%	Light: Dim	-5%
Sleet	-5%	Light: Normal	0%
Hail: Small	-10%	Light: Good Lighting	+5%
Hail: Large	-15%	Light: Bright I	-5%
Hail: Fist-sized***	-25%	Light: Very Bright I	-10%
Snow: Light Cosmetic	+5%	Noise	
Snow: Moderate	-5%	Violent	-10%
Snow: Heavy	-20%	Surprising	-15%
Snow: Blizzard	-50%	Embarrassing	-20%
Wind		Ominous	-5%
Wind: Breeze (1-15 mph)	+5%	Loud	-5%
Wind: Brisk (16-30 mph)	-5%	Annoying: Loud	-10%
Wind: Stiff (31-60 mph)	-15%	Annoying: Soft	-15%
Wind: Heavy (61-90 mph)	-25%	Annoying: Constant	-10%
Wind: Gale Force (91+ mph)	-50%	Other Situations	
Temperature <sup>*&gt;&gt;&gt;&gt;</sup>		Using improvised tools	-30%
Cold: Extreme (below 0°)	-30%	Unfamiliar tools	-5%
Cold: Severe (0°-32°)	-20%	Unfamiliar workmen/hirelings	-15%
Cold: Moderate (33°-50°)	-10%	Unfamiliar subject	-20%
Cold: Light (51°-60°)	-5%	Restrained	-25%
Temperate (61°-79°)	0%	One-handed	-35%
Heat: Light (80°-85°)	-5%	Rushed: half normal duration	-20%
Heat: Moderate (86°-95°)	-10%	Rushed: quarter normal duration	
Heat: Severe (96°-110°)	-20%	While otherwise occupied	-20%
Heat: Extreme (111°+)	-30%	Familiar subject	+5%
		Familiar situation	+5%

\* Acid Rain has an additional - 5% modifier and doubles degradation rate of armor and weapons. \* In addition to the skill penalty, rain of this nature forces all witnesses to save vs. paralyzation or cease all actions to vomit.

Fist-sized hail does Id4-I damage to anyone caught without cover.

Character must voluntarily inflict 1d4 points

of damage upon himself per day, only seeking

Character must voluntarily inflict 1d6 points

of damage upon himself per day, only seeking

Character must voluntarily inflict 1d8 points

of damage upon himself per day, only seeking

Pay 1d20\*100 gps to church/temple of character

Pay 2d20\*100 gps to church/temple of character

Sacrifice most cherished possession and pilgrimage

Sacrifice most cherished possession and pilgrimage

healing if he has fewer than 10 hit points."

healing if he has fewer than 10 hit points.

healing if he has fewer than 10 hit points."

to holy site 1d10 days away.

to holy site 1d20+10 days away.

These modifiers assume that the character lacks the appropriate clothing and accessories (i.e. water, fan, etc.) to deal with the temperature. Those with the appropriate clothing suffer no penalty for light and moderate temperature, and only half for severe and extreme temperatures. <sup>1</sup> The modifier is doubled if the character is working on an object or person with a significant

amount of metal.

5D: (PHB pg 90): Cleric/Paladin Atonement

	9-10	Sacrifice most cherished possession and 2 points from ability scores. <sup>3</sup>
	п	Sacrifice most cherished possession and 3 points from ability scores. <sup>2</sup>
	12	Character must purge his Honor.
	13	Continuously bear an enormous Holy Symbol of character's faith for 1d20 months.
	14	Pay monthly tithe of 100 gps to church/temple of character's faith for 1 year.
's faith 's faith	15-16	Temporarily retire from adventuring to perform community service for 1 month.

- 17-18 Temporarily rotire from adventuring to perform community service for 6 months.
- 19-20+ Temporarily retire from adventuring to perform community service for 1 year.

duration is determined by the GM. <sup>2</sup> - points sacrificed may be taken from one or more abilities

#### 9C: (CMC og 131): Climbing Success Modifiers

Situation	Mod.	Halfling	-15%
		CONTRACTOR NO.	
Abundant handholds	+40%	Pixie fairy	-50%
(brush, trees, ledges, etc.)		Half-orc	+5%
Rope and wall*	+55%	Half-ogre	+20%
Surface inclined		Encumbrance	
from 95 to 120 degrees	+30%	Light	-10%
greater than 120 degrees	+60%	Moderate	-25%
from 65-85 degrees	-40%	Heavy	-45%
less than 65 degrees	-90%	Severe	-70%
Armor		Surface condition	
none	+10%	Wall is Very Smooth	-20%
Banded, splint	-40%	Wall is Smooth	-5%
Plate (all types)	-60%	Wall is Fairly Rough	+10%
Ring, hide, brigandine	-25%	Wall is Non-Slippery	+5%
Scale, chain	-25%	Slightly slippery	-25%
Studded leather, padded	-25%	(wet or crumbling)	
Character Race **		Slippery (icy, slimy)	-40%
Dwarf	+5%	Climber wounded	
Gnome	-15%	(below 1/2 hp)	-10%
Gnomeling	-15%		

The PC must be able to brace his feet on the wall as he pulls himself up the rope. Same as PHB Table3NN: Thieving Skill Racial Adjustments

#### 9E: (GMG pg 132): Rates of Climbing Conditions Type of Surface Normal **Slightly Slippery** Slippery Very Smooth \* 1/4 .. 8:8 Smooth \* 1/2 1/3 1/4 Rough \* 1/4 1/3 Rough w/ledges 1/3 Ice wall\* 1/4 ----Tree 4 3 2 Sloping wall 2 3 Rope and wall 1/2 2

Non-thief characters must be mountaineers and use appropriate tools to climb these surfaces. Thieves can climb these at 1/4. Other characters cannot climb them at all.

#### 9D: (GMG pg 131): Resolution of Failed Climb Attempts\*

Situation	Modifier	Surface inclined:	Modifier
Surface is slightly slippery	+10%	Less than 85 degrees	+5
Surface is slippery	+50%	Greater than 95 degrees	-5
Surface is very smooth	+30%		
Surface is smooth	+20%		
Surface is very rough	-10%		
Regain Hold Mods**			
Surface is slightly slippery	+1		
Surface is slippery	+5		
Surface is very smooth	+5		
Surface is smooth	+3		
Surface is very rough	-5		

Base Chance for Climber to Slip During Failed Climb Attempt= 5% Modifiers to DEX Check to Regain Hold.

#### 10C: (GMG pg 136): Divine Intervention **Beseechment Modifiers\***

- First time this character has called for help 5%
- -5% Each previous intervention on behalf of character
- -5% Alignment behavior only medial
- -10% Alignment behavior borderline
- -20% Situation requires confrontation w/ another gawd
- 1% Character opposing forces of gawd's diametrically opposed alignment
- 25% Character serving gawd through direct instructions (or by means of intermediary)
- 1% Per character experience level
- 3% Cleric
- 5% Paladin

\* Note: gawds will not intervene on planes that are the habitation of other gawds, i.e., outer planes. Neither will they venture into the elemental nor the Positive or Negative Material Planes. Intervention occurs only on the Prime Material, Astral or Ethereal Planes.

1	2	3	4	5	6	7	8	9	10		2	3	4	5	6	7	8	9	10
Circu Inebr Sitting Prone Feet n Has n Encur	umstance iated*	Modifi	iers Modifie -1/+1 -2 -4	r Per Per Inel Has * Se	E: (GMG p cumstance taining to P taining to P priated* a headache a migraine te Table 12V	e Cs home : Cs home : e	own area	Modifie +3 +1 -1 to -4 -1 -3	er	lifiers	SPELL	(GM	ery of S 1G pg 77 Rest e (hours) 4 6 8 10 12	)	and the second second		ter Sma down Ta Roll IdI( NPC	urtass ble	
* See ** Ch all Str encun	Table 12V o aracters red ength check hbrance bey (GMG pg	ceive a cun ks for each ond unenc	g 170 nulative -1 t n category o umbered. narisma	of Inte Dw Elf	anded Vict	im Mc - +	Pickpoo Modifi difier 20% 10%		f	-5% +5% -5%		Encu	GMG pg I Imbran	ce	41-50 51-60 61-70 71-80 81-90 91-100 101-110 111-120	Unnatura Flesh-eati Natural d Extreme Gains a C	religious un Quirk	owerful N	
a particular and	umstance	М	odifier								Encum	nbranc	e Moo	lifier	121-130				
Been Been Hond Great	a funny joke publicly hu publicly dis rable Honor pnorable	miliated	+1 -1 -2 +1 +3 -3		I 6D: ( nor Type bes/garment	Max.T w/o M	<b>lainten</b> ime aint. M		Adj. To T w/o Mai	me nt.	Unencu Light Modera Heavy- Severe	ate	ן. ו ב	1 75 5 25 0	15 (cumu Ist roll 2nd rol	n successive ( lative) to the ; +0	roll on the H total:	ISST, add	
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groon	ied person g	gets a +2 m	nodifier.		e mail	6 da 5 da	ys In	on Iver	-1 day	_	Streng	rth U	Inencum. 0-1	2-3	Moderate 4-5	6-7	8-9		ight 9
10	ICHC.			Brig	andine iin mail	l we I we	ek M	ithril warven iro	×10		1/51		0-2 0-3	3-4 4-5	5-6 6-7	7-8 8-9	9-10 10-11	1	0
TC:	a second second second	Modifi	exterity iers	Cha	iin mail, elvi nze plate n	en 2 mor	ths	ield Mater			2/51 3		0-4 0-5	5-6 6-7	7-8 8-9	9-10 10-11	11-12 12-15	1	2 5
and a state of the	umstance iated*		odifier 2 to -5	Ban	ded mail	5 da	ys Le	ather	-2 days		3/51		0-7 0-9	8-9 10-11	10-11	12-14	15-21	2	
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	ery surface: ery surface:		-1 -3	Shie	d-buckler	2 wee	eks				6 6/51		0-18 0-21	19-23 22-26	24-27 27-32	28-36 33-42	37-54 43-63	5	
Slippe	ery surface:	other	-2	Sma	ed buckler III Shield	5 da					7 7/51		0-24 0-27	25-30 28-34	31-36 35-41	37-48 42-54	49-72 55-81	7	
-	nbered <sup>##</sup> Table 12V o		to -4	1000000	dium Shield Iy shield	3 da 2 da				244	8		0-30	31-38	39-45	46-60	61-90	9	0
** Ch	aracters red	ceive a cun	nulative - I t			a subjected					8/51 9		0-33 0-36	34-41 37-45	42-50 46-54	51-66 55-72	67-99 73-108	9	37.
	nbrance bey		h category o umbered.		944	PHB pg	122): Sto	owage C	anacity		9/51		0-39	40-49 44-54	50-59 55-65	60-78 66-86	79-117 87-129	11	17
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	Constitu	iMG pg I ution C		1000000	kpack ket, large		50 lb 20 lb		3'x2') 2'x2')		  1/51		0-51	52-64 56-69	65-77 70-83	78-102 84-110	103-153	15	1. A
		odifiers		Bas	ket, small		10 lb	IS.	l'x15	d'	12		0-59 0-63	60-74 64-79	75-89 80-95	90-118 96-126	119-177	17	1000
Contraction (Contraction)	umstance s: minor		Modifie		pouch, larg		8 lb: 5 lb:		6"x8": 4"x6":		13		0-67	68-84	85-101	102-134	135-201	20	DI.
Illnes	s: major	-	-4 -6		est, large est, small		100 II 40 Ib		3'x2's 2'x1's		13/51		0-71	72-89 77-95	90-107 96-114	108-142 115-152	143-213 153-228	21	1253
Encur	s: debilitatir nbered*		-1 to -4	Sac	k, large		30 lb	IS.	2'x2'	d'	14/51		0-81 0-86	82-101 87-108	102-122	123-162	163-243 173-258	24 25	
	25% of max 50% of max			- 2011 A.M.	k, small dle bags, lar	ge	15 lb 30 lb		(1x1) 18"x1		15/51		0-91	92-114	115-137	138-182	183-273	27	73
and the second second	75%+ of m	and the second		Sad	dle bags, sn	nall	20 Ib	is,	Ex15	6"	16		0-97 0-103	98-121 104-129	122-146 130-155	147-194 156-206	195-291 207-309	29	
			lative -1 to a h category (						a the		17 17/51		0-109	110-136	137-164 145-173	165-218 174-230	219-327 231-345	32	100 C
	nbrance bey			9Z	(PHB pg			and the second se			18		0-130	131-163	164-195	196-260	261-390	39	90
IF	GMG P	e 18): W	lisdom	Car	unt nel	0-33		2/3 Move 131-500 lbs		A STORE ST	18/51		0-160 0-200	161-200 201-250	201-240 251-300	241-320 301-400	321-480 401-600		2 A K K
		Modifi		Dav		0-15		16-20 lbs.	21-3	1 1 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	19/51		0-300	301-375 401-500	376-450 501-600	451-600 601-800	601-900 801-1200		2750
100000	umstance		Modifie	Ho	rse, draft	0-26	) lbs. 2	61-390 lbs	. 391-5	20 lbs.	20/51		0-500	501-625	626-750	751-1000	1001-150	0 15	00
Ment	iated* al illness: m		-1 to -7 -1	and the second se	rse, heavy rse, light	0-26		261-390 lbs 71-255 lbs			21 21/51		0-600 0-700	601-750 701-875	751-900 876-1050	901-1200	1201-180		072
ALCONTRACT.	al illness: m of sufficient	and the second second	-2 -1	Ho	rse, medium	0-22	0 lbs. 2	21-330 lbs	. 331-4	10 lbs.	22 22/51		0-800	801-1000 901-1125	1001-1200	1201-1600	1601-240		1.214
Char	acter is mic	ddle-aged	+1	Ho	rse, riding na	0-18		81-270 lbs 66-250 lbs		192030825	23		0-1,000	1001-1250	1251-1500	1501-2000	2001-300	0 30	00
	acter is old acter is ven		+2 +3	Mu Ox		0-25	0 lbs. 2	251-375 lbs	. 376-5	00 lbs.	23/51 24			1101-1375	1376-1650 1501-1800	1651-2200			Sec. 21
* See	Table 12V o	n GMG pg	170	Pac	k Ape	0-17	D lbs. I	71-255 lbs	. 256-34	10 lbs.	24/51 25		0-1,300	1301-1625	1626-1950 1876-2250	1951-2600	2601-390	0 39	00
** Var	ies by the n	ature of th	e illness.	Yak		0-22	JIDS. 2	21-330 lbs	. 331-4	IU IDS.	25		0-1,500	1301-10/5	10/0-2250	2231-3000	5001-450	0 43	00

			Table	844-8		MBIN	ED Crit	tical Hits	ocation	and Seve	rity (GMC	6 pgs 112-11	17)		
Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
4,589-4,684	Inner joint	1	1	3	3	4	4,	6,	6,al,ws	8,a2,ws	8,a2,ws,	x2,a2,ws,	x2,w,a2,	x2,w,a3,	x2,w,a3,t1,
4.685-5.308	Forearm, back		3	4	6	6	al 8	al x2	x2,ws	x2,a1,ws	sl x2,a1,ws,	s1 x2,a2,ws,	tl,s2,tl,ib x2,a2,	tl,s2,tl,ib x2,a3,	s2,b1,ib x2,
4,005-5,308	rorearm, back		3	-	0	0	0	**	XZ,WS	X2,41,W5	\$1	sl	ws,s2	ws,s2	w,a3, s2
5,309-5,836	Forearm, inner	1	3	4	6	6,ws	8,ws	x2,ws	x2,ws	x2,a1,ws	x2,a1,ws, s1	x2,a2,w, s1	x2,a2, ws, s2	x2,a3, ws, s2	x2,w, a3, s2
5,837-5,908	Wrist, back	1	3	3	4,ws	4,ws, al	6,ws, al,sl	8,ws, al,sl	8,ws, a2,s1	8,ws,a2, tl.sl.tl.ib	8,w,a2, tl,sl,tl,ib	8,w,a2, t1,s2,t1,ib	x2,w,a2, t1,s2,t1,ib	x2,w,a3, t1,s2,t1,ib	x2,w,a3,t1, s2,b1,ib
5,909-5,980	Wrist, front	1	3	3	4,ws	4,ws,	6,ws,	8,ws,	8,ws,	8,ws,a2,	8,w,a2,	8,w,a2,	x2,w,a2,	x2,w,a3,	x2,w,a3,t1, s2,b1,ib
5,981-6,052	Hand, back	ĩ	1	3	3	al 4	al,sl 4	al,sl 6,tl,	a2,s1 6,a1,	tl,sl,tl,ib 8,al,	tl,sl,tl,ib 8,a2,	tl,s2,tl,ib x2,a2,	tl,s2,tl,ib x2,a2,	tl.s2,tl.ib x2,a2,	x2,a2.tl,
6,053-6,076	Palm		1	3	3	4	4	bl.ib 6	tl.bl.ib 6	tl,bl,ib 6,	tl,bl,ib 6,al,	tl,bl,ib 8,al,	tl,bl,sl,ib 8,a2,	t1,b1,s2,ib x2,a2,	b2,s2,ib x2,a2,
6,033-0,076	raim			,	2	1		U	ů	tl,bl,ib	tl,bl,ib	tl,bl,ib	tl.bl.ib	tl,bl,ib	tl,bl, sl,ib
6,077-6,220	Finger(s)	1	1	3	3	4	4	6,tl, bl,ib	6,tl, bl,ib	8, tl,bl,ib	8,tl, bl,ib	x2,tl, bl,ib	x2,t1, b1,ib	x2,t1, b1,ib	x2,t1, b1,ib
6,221–7,180	Shoulder, side	1	3	4	6	6	8	×2	x2,ws	x2,a1,ws	x2,a1,ws, s1	x2,a2,ws, s1	x2,a2,ws, s2	x2,a3,ws, s2	x2,a3,w, , s2
7,181–9,100	Shoulder, top	I	3	4	6	8	×2	x2,a1, ws	x2,a1,ws, s1	x2,a2,ws, s1	x2,a2,ws, s2	x2,a3,d1,ws, s2	x2,a3, d1,w,s2	x3,a3, d1,w,s2	x3,a3, d1,w, s3
9,101-9,121	Neck, front	3	4	6	8	x2	x2,ws, a1,d1	x2,w, a1,d1	x2,f, a1,d1	x2,a2, d2,f	x2,a2, d2,f,mc	x2,a2, d2,f,mc	x3,a3, d3,u	x3,a3, d3,u	x3,a3, d3,u, mc
9,122-9,142	Neck, back	3	4	6	8	x2	x2, ws,a1, d1	x2, w,a1, d1	x2,f, al,dl,p	x2,a2, d2,f,p	x2,a2, d2,f,p	x2,a2, d2,f,p	x3,a2, d3,u	x3,a2, d3,u	x3,a2, d3,u, mc
9,143–9,373	Neck, side	3	4	6	8	×2	x2, ws,a1, d1	x2, w,a1, d1	x2,f, a1,d1	x2,a2, d2,f	x2,a2, d2,f,mc	x2,a2, d2,f,p	x3,a2, d3,f,mt1	x3,a2, d3,f,mt1	x3,a2,d3,u, mtl, mtl,pb
9,374–9,653	Head, side	6	8	×2	x2,f	x2, al, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5, d5,u,sc	x4,a6, d6, u,sc
9,654–9,688	Head, back lower	6	8	x2	x2,f	x2, d1,f	x2, al, d2,f	x3, al, d2,f	x3,a2, d3,f	x3,a2, d3,f,p	x3,a3, d4,f	x3,a3, d4,f,mc	x4,a3, d4,f,sc,p	x4,a4, d5,u,sc	x4,a5, d6, u,sc
9,689–9,768	Face, lower side	4	6	8	×2	×2,f	x2, a1,f	x2, a2,u	x3,a3,d1, f,mt1, b1,mt1	x3,a3,d1, u,mt1, b1,mt1	x3,a4,d2, f,mc, mt1,b1,mt1	x3,a4,d2, u,mc, mt1,b1,mt1	x4,a4,d2, u,mc, mt2,b1,mt1	x4,a3,d1, f,sc,mt2, b2,mt1	x4,a3,d1, u,mc,bf1, bf2,mt2
9,769–9,788	Face, lower center	4	6	8	×2	x2,f	x2, al, dl,f	x2, a2, d2,u	x3,a3, d3,f	x3,a3, d3,u	x3,a4,d4, f,mt1, mc,mt1	x3,a4,d4, mc, u	x4,a4,d4, u,mc	x4,a3,d3, f,mc,b1,mt2, b1,t2,mt1	x4,a3,d3, u,mc,b1, b1,r2
9,789–9,823	Head, back upper	6	8	×2	x2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc, nt1,nib	x4,a4, d4,f,sc	x4,a5,d5, u,sc,mt1,mt1	x4,a6, d6, u,sc
9,824–9,903	Face, upper side	6	8	×2	×2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5, d5,u,sc	x4,a6, d6, u,sc
9,904–9,923	Face, upper center	6	8	x2	x2,f	x2,a1, d1,f	x2, a2, d2,f	x3, a2, d2,f	x3,a3, d3,f	x3,a3, d3,f	x3,a4, d4,f	x3,a4, d4,f,mc	x4,a4, d4,f,sc	x4,a5. d5,u,sc	x4,a6, d6, u,sc
9,924–10,000	Head, top	8	×2	x2,f	x2, al, dl,f	x2,a2, d2,f	x3, a2, d2,f	x3, a3, d3,f	x3,a3, d3,f	x3,a4. d4,f	x3,a4, d4,f,mc	x4,a4, d4,u,sc	x4,a5, d5,u,sc	x4,a6, d6,u,sc	x4,a6, d6, u,sc

#### **Critical Hits Severity Codes**

(GMG pg 118 for definitions)

numeral X - Extra Damage. Suffer damage of dX type aX - To-hit Reduction. penalty of -X to-hit

- bX Broken Bone. Paralyzation if spine; weapon dropped if arm or shoulder: 15% chance of pb and 15% chance of ib if torso
- bfX Broken Bone, Compound Fracture. p if spine; ws if arm or shoulder; 30% chance of pb; 30% chance of ib if torso bmX - Broken Bone, Multiple Fracture. Same as bfX, see p.118
- bsX Bone Shatter, Same as bfX, see p.118 dX - Dexterity Reduction. Reduce DEX by X amount
- f Fall to Ground. Fall prone and drop all held items
- hX Temporal Honor Lost. Suffer loss of X times 5% of temporal Honor

ib - Internal Bleeding. 1d4 damage/hour; Con check or shock Is - Limb Severed. Suffer pb unless finger or toe

- ml Movement Loss. 50% move for 1 rd, 10% for 2d4 rds
- m2 Movement Loss. 50% move for 2 rds, 25% for 2d10 rds
- m3 Movement Loss. m1, then 25% for 1d6 turns
- m4 Movement Loss. 50% move for 1d12 hours
- m5 Movement Loss. m4, then 25% for 1d12 days
- m6 Movement Loss. 75% for 6 hours. 50% for 2d12 days
- m7 Movement Loss. 75% for 6 hours, 50% for 4d12 days
- m8 Movement Loss. 75% for 6 hours, 50% for 1d3 months
- m9 Movement Loss. 75% for 1 day, 50% for 1 d4 months m10 - Movement Loss. 75% for 1 week, 50% for d6 months

mc - Minor Concussion. Temporarily gain migraines flaw and headache. 3% x severity level chance of seizure disorder flaw

- mtX Muscle Tear. See Fig. 8.4 or 8.5 GMG pg 120-121 to determine muscle torn. ws if arm; 3% x severity level of pb
- p Paralyzation. 5% x severity level chance of paralysis
- pb Profuse Bleeding. Bleed to death in Con/2 rounds
- sX Strength Reduction. Reduce Strength by X amount.
- sc Severe Concussion. Temporarily gain migraines and short term memory loss flaws. 5% x severity level chance of seizure disorder flaw
- tX Torn Ligaments or Tendons. See tIX GMG pg. 118. ws if arm, shoulder or hand; p if leg or arm, shoulder or hand; 30% chance of pb
- u Unconscious. Defender remains comatose until hit points suffered from wound are healed (naturally or magically).
- w Weapon Drop. Drop all carried weapons or items
- ws Weapon Drop. As w unless check at 1/2 STR made
- vX Vital Organ. Roll on Table 8GG: Vital Organ Damage Effects. ws (-10); ib; 3% x severity chance of pb.
- xX Multiple Damage. X times the number of damage dice, include penetration damage.

Notes for "m" results: Most longer durations will be permanent. See the Permanency of Critical Hits section for more details. (GMG pg 118)

#### Critical Hits Table Color Key

- Black = All Weapons
- Blue = Hacking Weapons
- Green = Crushing Weapons
- Red = Puncturing Weapons

#### Using the COMBINED Critical Hits Location and Severity Table

I. Player rolls 1d10,000.

2. Apply Critical Hit Location Size Adjustment (Table 8EE) and determine hit location.

- 3. GM calculates the attacker's BSL (GMG pg 110).
- 4. Modify the severity level if a specific piece of armor is worn on that body part.
- 5. Consult the COMBINED Critical Hits tables. Severity codes shown in black represent damage caused by any of the three types of weapons. The codes shown in blue, green or red indicate damage caused by one weapon type, either hacking, crushing or puncturing. Apply all black severity result codes as well as any codes that appear in the color that matches the attacker's weapon type.

#### Table 8HH-8||: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

The state of the		Table 8H	H-8JJ: COMB	INED Critica	Hits Locatio	on and Severity	(GMG pgs 112-	117)	
15	16	17	18	19	20	21	22	23	24
x2,w,a3,t1,	x2,w,a3,b1,	x2,w,a4,b1,	x2,w,a4,t2,bf2,	x2,w,a4,t2,bf2,	x2,w,a4,t2,bm2,	x2,w,a5,t2,bm2,	x2,w,a5,ls,	x2,w,a5,	x2,w,a5,
s3,t1,ib	t2,s3,t1,ib	t2,s3,t2,ib	s3,bm2,ib,mt1	s4,t2,bm2,ib,mt2	s4,bf2,ib,b2	s4,bf2,t2,ib,b2	s4,bs2,bm2	ls,s4,bs2,bs2	ls,s4,bs2,t2,ls
×2,	x2,a3.w,	x2,w,a3,b1,	x2,w,a3,b1,	x2,w,a3,bf2,mt2,	x2,w,a3,bm2,	x2,a4,w,mt2,	x2,a3,w,bf2,	x2,w,a4,bm2,	x3,a4,w,
w.a3,	mt1,s3,	\$3	mtl,s3,mtl,	s3,bf2,mt2,	mt2,s3,bm2,	bm2,s3,mt2,	mt2,s3,bf2,	mt2,s4,bm2,	ls,s4,bs2,
\$3	mtl.pb		pb	mtl.pb	mt2,b2,pb	bm2,b2,pb	mt2,mt2,pb	mt2,b2.pb	mt2,ls
x2,w,	x2,w,a3,mt1,	x2,w,a3,b1,	x2,w,a3,b1,	x2,w,a3,bf2,	x2,w,a3,bm2,	x2,a4,w,mt3,	x2,a3,w,bf2,	x2,w,a4,bm2,	x3,a4,w,
a3,	s3.mt1.pb	\$3	mt2,s3,mt1,	mt2,s3,bf2,	mt2,s3,bm2,	bm2,s3,mt3,	mt3,s3,bf2,	mt3,s4,bm2,	ls,s4,bs2,
\$3	2 211		pb	mt2,mt1,pb	mt2,b2,pb	bm2,b2,pb	mt3,mt2,pb	mt3,b2,pb	mt3,ls
x2,w,a3,t1,	x2,w,a3,b1,	x2,w,a3,b1,	x2,w,a3,t1,bf1,	x2,w,a3,t1,bf1,	x2,w,a3,t1,bm1,	x2,w,a3,t1,bm1.	x2,w,a3,is,	x2,w,a3,	x2,w,a3,ls,
s3,t1,ib	tl,s3,tl,ib	tl,s3,tl,ib	s3.bm1.ib.mt1	s3,t1,bm1,ib.mt1	s3,bf1,ib,b1	s3,bf1,t1,ib,b1	s3,bs1,bm1	ls.s3,bs1,bs1	s3,bs1,t1,ls
x2,w,a3,t1,	x2,w,a3,b1,	x2,w,a3,b1,	x2,w,a3,t1,bf1,	x2,w,a3,t1,bf1,	x2,w,a3,t1,bm1,	x2,w,a3,t1,bm1,	x2,w,a3,ls,	x2,w,a3,	x2,w,a3,ls,
s3,t1,a3	tl,s3,tl,ib	tl,s3,tl,ib	s3,bm1,ib,mt1	s3,t1,bm1,ib,mt1	s3,bf1,ib,b1	s3,bf1,t1,ib,b1	s3,bs1,bm1	ls,s3,bs1,bs1	s3,bs1,t1,ls
x2,a2,ws,t1, b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2,a3,ws, t2,b2,s2,ib	x2,w,a3,	x2,w,a3,t2,b1,	x2,w,a3,t2,b1,	x2,w,a3,t2,	x2,a3,w,t2,bm2,	x2,w,a3,	x2,w,a3,ls,
x2,a2,	x2,a2,	x2,a2,ws,	t2,b2,s2,ib x2,a3,ws,	bm2,s2,ib,b1 x2,a3,ws,	bm2,s2,ib,b1	bf2,s2,ib,mt1	bf2,s2,ib,b2	ls,bs2,s2,bs2	bs2,s2,ls
t2,b1,	t2,b1,s2,	t2,b1,s2,ib	t2.b1,s2,	t1,mt2,b1,s2,	x2,w,a3,b1, t1,mt2,	x2,w,a3,t1, mt2,bf1,bm1,	x2,a3,w,t1,	x2,w,a3,	x2,w,a3,
s2,ib	ib	LE,01,52,10	ib	ib.pb	s2,ib,pb		mt2,bm1,bm1,	ls,bfl,	ls,bs1,
x2,t1.	x2,b1,	x2,bm1,c1,	x2,bm1,t1,	x2,ls,	x2,ls,	s2,ib,pb,mt1 x2,ls,	s2,ib,pb,b1 x2,ls,	s2,bs1 x2,is,	s2,ls
bl,ib	tl,ib	bl,bl,ib	b1,b1,ib	bm I,Is	bm I, is	bfl,ls	bf1.ls	bs1.ls	x2,ls, bs1,ls
x2,w,a3,	x2,a3,w,	x2,a3,b1,w,	x3,a3,b1,w,	x3,w,a3,	x3,w,a3,bm1,	x3,a4,w,mt1,	x4,a3,w.mt4,	x3,a4,w,	x3,a4,ls,
s3	mt1,s3,	s3	mtl,s3,mtl,	bfl,mt2,s3,bfl,	mt3,s3,bm1,	bm4,s3,mt3,	bfl,s3,bfl,	mt4,bm1,s4,	s4,bs1,
	mtl.pb		pb	mt2,mt1,pb	mt2,b1,pb	bml,pb,bl	mt3,pb,mt2	bm1,mt4,pb,b1	mt4,w,ls
x3.a3.	x3,a3,	x3,a3,d2,w,	x3,a3,d2,w,	x3,a3,d2,	x3,a3,d2,bm2,	x3,a3,d2,w,b3,	x3,a3,d2,bf3,	x3,a3,d2,	x3,a3,d2,
d2,w,	d2,w,mt1,	t2,s3,t1,ib	t2.mt1.s3.	bfl,mtl,s3,bfl,	mt1,s3,bm2,	mt1,t2,s3,b3,	mt1,t2,s3,bf3,mt3,	bm3,mt1,t2,s3,bm3,	ls,s3,bs3,
\$3	s3,mt1,pb		t2,mt1,ib,pb	mt2,w,mt1,pb	mt2,w,b1,pb	mt3,t2,b2,pb,ib	t2,w,mt2.pb,ib	mt3,t2,w,b3,pb,ib	mt3,t2,w,ls
x3,a3,	x3,a3,	x4,a4,u,sc,	x4,a5,u,sc,	x4.pb,ib,v1,	x4,v1,pb,ib,	×4,	x4,pb,ib,v2,windpipe	decapitated (dead).	(dead), decapitated,
u,p,mc,	u,mc,	d6,d5,b1,	p.d6,b1,p	a5.d6,b1,u,sc,	a5,d6,b2,u,	p,	crushed, choking,	neck snapped(dead),	neck snapped.
d4,d3,d4	d5,d4,d5	d6		pb,ib,v1	sc,pb,ib	u,sc	x4,pb,ib,ib,v2	x4,pb,ib,ib,v2	decapitated
x3,a2,	x3,a3,	x4,a4,	x4,a5,d6,b1,	x4,p,u,sc,	x4,p,v1,u,sc,	x4,p,u,sc,bs1,	x4,p,v1,u,sc,	decapitated (dead),	(dead), decapitated,
d3,u,	d4,u,mc	d5,b1,u,sc	vl,u,sc,	bml,bml,	bml,bml,	bsl,	bs1,bs1,	neck snapped (dead),	neck snapped,
p,mc			ib	bl	b1,ib	b1,ib,v1	ib,bf1	x4,pb,bm,ib,v1	decapitated
x3,a2,d3,u,	x3,a3,d4,u,	x4,a4,d5,u,mc,	x4,a5,d6,	x4,p,u,sc,	x4,p,v1,u,sc,	x4,p,u,sc,bs2,	x4,p,v2,u,sc,	decapitated (dead),	(dead), decapitated,
mtl,	mt1,mt2,	mt2,mt2,	u,sc,mt2,	bml,bml,	bm2,bm2,	bs2,	bs2,bs2,	neck snapped (dead),	neck snapped,
mtl.pb	pb	pb	mt2,pb	bl	b1,ib	b2,ib,v2	ib,bf2	x4,pb,ib,ib,v2	decapitated
x4,a6,	x4,a7,	x4,a7,	x4,a7,d7,	x4,a8,d8,v1,	x4,a8,d8,v1,	x4,a9,d9,v1,	x4,a9,d9,v1,	skull caved-in	brain goo
d6,	d7.	d7,b1,u,sc	u,sc,	u,sc,b1,	u,sc,bm1,bm1,	u,sc,bm1,	u,sc,bs1,		
u,sc	u,sc		bl.bl.tl	b1,t2,ib	b1,ib	bm1,b1,ib	bs1,ib,bf1		
x4,a5,	x4,a6,	x4,a6,	x4,a6,d7,	x4,a7,d8,v1,	x4,a7,d8,	x4,p,v2,	x4,p,v2,	skull caved-in	brain goo
d6,	d7,u,sc	d7,u,sc,p,	u,sc,	u,sc,b2,	u,sc,bm3,v2,	u,sc,bm3,	u,sc,bs3,		
u,sc,p		b0,b1,tl	bl,bl,tl	b2,tl,ib	bm2,v1,b1,ib,v1	bm3,b2,ib	bs3,ib		
x4,a4,d2,	x4,a5,d3,	x4,a5,d3,f,mc,	x4,a5,d3,	x4,a5,d3,	x4,a6,d4,	x4,a6,d4,	x4,a6,d4,	x4,a7,d5,	jaw removed
f.mc,bm1,	f,mc,	bm2,bm2,b1	f,mc,bf3,	f,sc,bm3,	u,mc,bm3,	u,sc,bf3,	u,sc,bm3,	u,sc,bs3,	
bm2.bl	bf2,bf2,mt2 x4,a5,d5,	x4,a5,d5,f,mc,	bf3.mt2	bm3,bl	bm3,b2	bf3,mt2	bm3,b2	bs3,ib	the second s
x4,a4,d4, f,mc,b1,	f,mc,	b2,b2,t2	x4,a5,d5,	x4,a5,d5,	x4,a5,d5,	x4,a5,d5,	×4,a5,d5,	x4,a5,d5,	skull caved-in
bl,t2	b2,b2,t2	02,02,12	f,mc,bm2, bm2,b1	f,sc,bm3, bm2,b2	u,sc,bm3, bm3,b2	u,sc,bm3, bm3,b3	u,sc,bs3,	u,sc,bs3,	
x4,a6,	x4,a7,d7,u.sc	x4,a7,d7,u,sc,	x4,a7,d7,	x4,a8,d8,v1,	x4,a8,d8,v1,	x4,a9,d9,	bs3,ib,v1	bs3,ib,v1	hash and
d6,	X-1,47,07,0,5C	bl.bl.mtl	u,sc,b1,	u,sc,b1,b1,	u,sc,bm1,	v1,u,sc,bm1,	x4,a9,d9,v1,	skull caved-in	brain goo
u,sc		ion or annual	bl,mtl	mt1.ib	bm1,b1,ib	bm1,b1,ib	u,sc,bs1, bs1,ib,bf1		
x4,a6,	x4,a7,d7,u,sc	x4,a7,d7,u,sc,	x4,a7,d7,	x4,a7,d7,v1,	x4,a8,d8,v1,	x4,a8,d8,	x4,a9,d9,v1,	skull caved-in	husin and
d6,	a the far faile	bl,bl.mtl	u,sc,bl,	u,sc,bl,	u.sc.bm2,	vl,u,sc,bm2,	u,sc,bs2,	skull caved-in	brain goo
u,sc			bl.mtl	b2.mtl.ib	bm2,b1,ib	bm2,b2,ib	bs2,ib.bf2		
x4,a6,	x4,a7,d7,u,sc	x4,a7,d7,u,sc,	x4,a7,d7,	x4,a8,d8,	x4,a8,d8,v1,	x4,a9,d9,	x4,a9,d9,v1,	skull caved-in	brain goo
d6,	a data bar barbara	bl.bl.mtl	u,sc,bl,	v1,u,sc,b2,	u.sc,bm2,	v1,u,sc,bm3,	u,sc,bs3,	Skun caved-in	brain goo
u,sc			bl.mtl	b2,mt2,ib	bm2,b1.ib	bm3,b2,ib	bs3,ib,bf3		
x4,a7,	x4,a7,d7,u,	x4,a7,d7,u,sc,	x4,a8,d8,v1,	x4,a8,d8,v1,	x4,a9,d9,v1,	x4,a9,d9,	skull	brain goo	brain goo
d7,	sc,bl,b0,tl	bl,bl,mtl	u,sc,bl,	u.sc.bml,	u,sc,bml,	vl,u,sc,bsl,	caved-in	or ann Eoo	orani Boo
u,sc			bl,mtl,ib	bm1,b1,ib	bm1,b1,ib	bs1,ib,bf1			

#### 8GG: (GMG pg 118): Vital Organ Damage Effects

#### Roll Damage Effect 71-80 death in Id12 hours 1-25 no additional effects 81-90 26-50 lose 2d6 points of Constitution\* 51-70 death in 1d12 days

death in Id12 rounds 91-100 death in 1d12 segments

 $^{\ast}$  I point returns per day over 1d6 days, unreturned points are lost permanently. Substitute Intelligence (80%) or Dexterity (20%) if the injury is to the head or spine.

#### Figure 8.2: MAXIMUM CRITICAL DAMAGE MODIFIERS (GMG pg 111)

	Body Part	Max. Dmg
	Ankle	15%
huturen	Arm at Elbow	25%
Not the second second	Arm at Shoulder	30%
A Contract of the second	Fingers (each)	1%
	Foot (whole)	10%
	Groin	20%
angune the second	Head	100%
24100	Hand (whole)	10%
1 2 million 1	Leg above Knee	100%
and the second of the second o	Leg below Knee	25%
Voten AllAR	Neck	100%
1 THE I	Toes (each)	1%
	Torso (edge)	80%
A LON A LONG	Torso (mid)	100%

CRITICAL HIT BASE SEVERITY LEVEL (GMG pg 110)

BSL = defender's AC + attacker's current to-hit modifiers - attacker's chance to hit AC15

NOTE: A Cure Critical Wounds spell can cure one critical injury per application if the wound has not been healed by another method and one week has not transpired. (GMG pg. 110 & 118)

#### 8EE: (GMG pg 110): Critical Hit Location Size Adjustments

				Attacker Size			
		Т	S	М	L	н	G
Size	Т	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
Si	S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
der	M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
enc	L	d7,000	d8,000	d9,000	000,01b	d9,000+1,000	d8,000+2,000
Defender	н	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
-	G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note: the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

Table 8HH-8J	COMBINED	Critical Hits	Location and Severity	(GMG pgs 112-117)
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		Tab		im-ojj:	COP	IDINE	Denti	icai mits	Location	i and Sev	2. A.	IG pgs 112-			
Roll	Location	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1-100	Foot, top	1	1	3	3	4.ml	4,m1	6,m2,	6,m2,	8,m3,	8,m3,	x2,m4,	x2,m4, t1,b1,ib	x2,m5, tl,bl,ib	x2,m5, t1,b1,ib
101-104	Heel	1	1	3	3	4.ml	4,m1	t1,b1,ib 6,m2,	tl.bl.ib 6,m2,al,	t1,b1,ib 8,m3,a1,	t1,b1,ib 8,m3,a2,	t1,b1,ib x2,m4,a2,	x2,a2,	x2,a2,	x2,a2,d2,
								tl,bl.	tl,bl,	tl,bl,	tl,bl,ib	tl,bl,ib	d1,m4,	d2,m5,	m5,tl,bl,
105-136	Toe(s)	1		3	3	4.ml	4.ml	ib 6,m2,	ib 6,m2,	ib 8.m3,	8,m3,	x2,m4,	bl,tl,ib x2,m4,	tl,bl,ib x2,m5,	ib x2,m5,
105-150	106(3)				-		1,000	tl,bl,ib	tl,bl,ib	tl,bl,ib	tl,bl.ib	tl,bl,ib	tl,bl,ib	tl,bl,ib	tl,bl,ib
137-140	Foot, arch	1	1	3	3	4,m1	4,m1	6,m2,	6,m2,a1,	8,m3,a1,	8,m3,a2,	x2,m4,a2,	x2,a2,d1,	x2,a2,d2,	x2,b1, a2,d2,m5
141-170	Ankle, inner	1	1	3	4,m1	6,ml	6.	tl,bl,ib 8,	tl,bl,ib x2,dl,	tl,bl,ib x2,d2,	t1,b1,ib x2,d2,	t1,b1,ib x2,d2,	m4,t1,b1,ib x2,d2,	m5,t1,b1,ib x2,d2,f,	x2,d3,f,
	the first states						m2,f	m2,f	m3,f,	f,m4,	f,m5,	f,m5,	f,m5,	m5,t1,	m5,t1,s1,
171-200	Ankla outor			3	4.ml	6,m1	6,	8,	tl,bl,ib x2,dl,	tl,tl,ib x2,d2,	t1,b1,ib x2,d2,	tl,tl,ib x2,d2,	tl,tl,ib x2,d2,	b1,b1,ib x2,d2,t1,	bf1,ib x2,d3,f,m5,
171-200	Ankle, outer	1		3	-1,000	0,1111	m2,f	m2,f	m3,f,	f,m4,	f,m5,	f,m5,	f,m5,	f,m5,	t1,mt2,s1,
									tl,bl,ib	tl,tl,ib	tl,bl,ib	tl,tl,ib	tl,tl,ib	bl,bl,ib	bfl,ib,pb
201-220	Ankle, upper/Achilles			3	3	4,m1	4,m1	6,m1	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f, mt1,m5,m9,
															tl.pb.m5
221-964	Shin	1	1	3	3	4	4	6,m1	6,m1	8,m l	8,d1,m1	x2,d2,f,m1	x2,d2,f,m2	x2,d2,f,m2	x2,d2,f,m2
965-1,006	Calf	1	1	3	3	4.ml	4,m1	6.ml	6,m2	8,m2	x2,d1,m3	x2,d2,f,m4	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,
THE PARTY															m5,mtl,
1007 1119	Knee			3	4.m1	6,m1	6.	8.	x2,d1,	x2,d2,	x2,d2,f,m5,	x2,d2,f,m5,	x2,d2,f,m5,	x2,d2,	mtl,pb x2,d3,f,
1,007-1,118	Knee			3	4,011	0,1111	m2,f	m2,f	m3,f,	f,m4,	mtl,bl,tl	tl,tl,ib	tl,tl.ib	tl,f,m5,	m5,c1,s1,
								14	mti,bl,tl	tl,tl,ib				mt1,b2,ib	bf2,ib
1,119-1,132	Knee, back	1		3	4	6,m1	6,m1	8,m2	x2,d1,m2	x2,d2, f,m3	x2,d2,f,m3	x2,d2,f,m4	x2,d2,f,m4	x2,d2,f,m5, t1,t1,ib	x2,d3,f, m5,t1,
1.1.1.1.1.1										i,mo				CTTC-IID I	* sl,tl,ib
1,133-1,216	Hamstring	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,	x2,d2,	x2,d2,	x2,d2,	x2,d2,f,m5,	x2,d2,f,m5,	x2,d3,f,	x2,d3,f,m5,
								m3	f,m4	f,m5	f,m5	mtl,mtl,tl	mtl,bl,mtl	m5,tl, s1,bf1,ib	tl,sl,bl,ib
1,217-2,000	Thigh	1	3	4,m1	6,m1	6,m2	8,m2	x2,d1,	x2,d2,	x2,d2,	x2,d2,f,m5	x2,d2,f,m5	x2,d2,f,m5,	x2,d3,f,m5,	x2,d3,f,
								m3	f,m4	f,m5			mt2,b1,mt1	tl.mt2,sl.	m5,mt2,
2,001-2,330	Hip	1	3	4,m1	6,m1	8,m2	x2,m2	×2,	x2,d2,	x2,d2,f,m5,	x2,d2,f,m5,	x3,d2,f,m5,	x3,d2,bm1,	bf1,mt1,ib,mt2 x3,d3,bf2,	sl,bl,pb x3,d3,
2,001-2,000	1 up		-	1,111	o,iiii	O,ITTE	Asime	dI,m3	f,m4	bl,bl,tl	bl,bl,tl	bl,bl,tl	f,m5	f,m5	b2,f,m5
2,331-2,405	Groin (Male only)	1,f,	3,f,	4,f,	4,ml.	6.ml.	6,ml,	8,m2,	8,m2,	x2,m2,	x2,m3,f,h4	x2,m3,f,h5	x3,m3,f,h5	x3,m4,f,h5	x3,m4,f,h6
2,406-2,435	Buttock	hl	hl 3	h2 4	f,h2 6	f,h2 8	f,h3 x2	f,h3 x2,m1	f,h4 x2,m1	f,h4 x2,m2	x2,m2,mtl	x3,m3	x3,m3,d1	x3,m3,d1,	x3,m3,d2,
	10 20 -0			1	-					_				bl,bl,cl	mtl,mtl,pb
2,436-2,570	Abdomen, lower	3	4	6	8	×2	x2, ws	x2,ib, s1	x2,ib,f, s2	x3,ws,v1, s2	x3,w,ib,f, s2	x3,w,v1,f, s2	x3,mt1, w,ib,f,	x3,mt1, v2,w,f,	x3,v2,f, mt1,s3,
										17			\$3	s3,	mtl,ib,pb
2,571-3,020	Side, lower	1	3	4	6	8	×2	x2,a1	x2,a1,	x2,a2,	x3,a2,	x3,a2,ws,	x3,a2,ws,	x3,a2,w,	x3,a2,w,
									ws	ws	ws,mt1	mtl.mtl. mt2	sl	sl	mtl,s2, mtl,pb
3,021-3,110	Abdomen, upper	3	4	6	8	×2	×2,	x2,ib,	x2,ib,f,	x3,ws,v1,	x3,w,ib,f,	x3,w,v1,f,	x3,mtl,	x3,mt1,	x3,v2,f,
							ws	sl	\$2	s2	\$2	s2	w,ib,f,s3	w,f,v2, s3,v1,v1	mt1,s3, mt1,ib,pb
3,111-3,125	Back, small of	3	4	6	8	×2	×2,	x2,ib,	x2,w,ib,	x2,w,mt1,	x3,w,ib,	x3,w,mt1,ib,	x3,w,ib,	x3,v1,w,	x3,v1,mt1,
							ws,	s2	s2	s2	s2	s2	mtl.s3,	mtl.s3.	s3,mt1,
3,126-3,155	Back, lower	3	4	6	8	x2	sl x2,	x2,ib,	x2,ib,f,	x3,ws,	x3,w,ib,f,	x3,w,f,	mtl.mt2 x3,mtl,	<pre>mtl,mt2 , x3,mtl,</pre>	ib,pb x3,b1,f,
5,120-5,155	Dack, IOWEI	-			Ŭ	~~	ws	sl	\$2	b1,s2,b1,	s2	b1,s2,b1,	w,ib,f,	w,f,	mel.
					1					mtl		mel	\$3	bl.s3,bl	s3,mtl.pb
3,156-3,425	Chest	3	4	6	8	×2	x2, ws,	x2,ws, b1,s2,	x2,w, b1,b1,	x2,w,ib, b1,s2,b1,	x3,w, b1,b1,s2,	x3,w, bm2,s2,bm2,	x3,w,ib, bf2,s3,	x3,w,mt1, b2,s3,mt1,	x3,v1, b3,s3,b3,
							sl	bl,tl	s2,tl	t2	t2	bml	bf2,bf1	b2,mt2,t3	ib,b2
3,4263,455	Side, upper	3	4	6	8	×2	x2,	x2,ws, b1,s2,	×2.w. b1.b1.	x2,w,ib, b1,s2,	x3,w, b1,b1,s2,	x3,w,bm1, s2	x3,bm1,w, v1,s3	x3,v1,w, b1,	x3,v1,w, b1,s3,b2,
							ws, sl	bl.tl	s2,cl	bliel	t2	**	11,35	s3,b1,r2	ib,b2
3,456-3,485	Back, upper	3	4	6	8	×2	×2,	x2,ws,	×2,w,	x2,w,mt1,	x3,w,mt1,	x3,w,f,	x3,w,	x3,f,w.	x3,f,
							ws, sl	s2	s2	s2	s2	s2	bi,s3,bl,	mt1,s3, mt1,mt2	b2,s3, b1,b1
3,486-3,500	Back, upper middle	3	4	6	8	x2	×2,	x2,ws,	x2,w,	x2,w,mt1,	x3,w,mt1,	×3,w,f,	x3,w,	x3,mtl,	×3,
and the second							ws,	s2	s2	s2	s2	s2	b1.s3,b1,	f.w.	f,bl.
3,501-3,820	Armpit	1	3	4	6	8	s1 x2,	x2,a1,	x2,a1,ws,	x2,a2,ws,	x2,a2,ws,	x2,a3,d1,ws,	tl x2,a3,	s3 x3,a3,	s3 x3,
( and a local design of the second se			solie -				ws	ws	sl	sl	s2	\$2	d1,w,s2	d1,w,s2	a3,d1,
3,821-4,300	Arm, upper outer	1	3	4	6	6	8	×2	x2,ws	x2,a1,ws	x2,a1,ws,	x2,a2,ws,	x2,a2,ws,	x2,a3,ws,	w,s3 x2,w,a3,
5,021-4,300	A m, upper outer		-	1.1	0	0	0	~2	A4,W5	A2,41,W5	x2,41,w5, sl	\$1,42,ws,	\$2,42,ws,	s2	s2
4,301-4,492	Arm, upper inner	1	3	4	6	6	8	×2	x2,ws	x2,a1,ws	x2,a1,ws, s1	x2,a2,ws, s1	x2,a2, ws,s2	x2,a3, ws,s2	x2, w,a3,
															s2
4,493-4,588	Elbow	1	1	3	3	4	4,a1,	6,al,	6,al,ws	8,a2,ws	8,a2,w, c1,s1,b1,ib	x2,a2,w, t1,s1,b1,ib	x2,w,a2, c1,s2,b1,ib	x2,w,a3, c1,s2,b1,ib	x2,w,a3,t1, s2,b1,ib
-							WS	WS			etteriorito	Cristin and	CT JUNE DT ILD	CT DATE TIL	and the

## Table 8HH-8JJ: COMBINED Critical Hits Location and Severity (GMG pgs 112-117)

15	16	17	18	19	20	21	22	23	24
x2,m6,	x2,m6,	x2,m7,	x2,m7,	x2,m7,t1,b1,	x2,m8,t1,bm1,	x2,m8,t1,bf1.	x2,m9,t1,bf1,	x2,m9,	x2,m10,
tl,bl,ib	tl,bl,ib	tl,bl,ib	tl,bl,ib	bml.ib,bl	bml,ib,bl	bfl,ib,mtl	bfl.ib.mtl	Is,bs I,Is	Is,bs1,Is
x2,a2,d2,	x2,a3,d2,m6,	x2,a3,d2,m7,	x2,b1,a3,d2,	x2,a3,d2,m7,	x2,a3,d2,m8,	x2,a3,d2,m8,	x2,a3,d2,m9,	x2,a3,d2,m9,	x2,a3,d2,m10,
m6,tl,bl,	ti,bi,	tl,bl,	m7,tl,	tl,bml,bml,	tl,bml,bml, ib,bl	tl,bfl,bfl, ib,mtl	tl,bfl,bfl, ib,mtl	tl,bsl,bsl, - ib	tl,bsl,bsl, ib
ib x2,m6,	ib x2,b1,m6,	x2,m7,t1,bm1,	x2,m7,t1,bm1,	ib,b1 x2,m7,	x2,m8,	x2,m8,	x2,m9,	x2,m9,	x2,m10,
tl,bl,ib	tl,ib	bl,ib,bl	bl,ib,bl	Is,bm I,Is	Is,bm I,Is	ls,bfl,ls	ls,bfl,ls	Is,bs I,Is	Is,bs1,Is
x2,b1,	x2,b1,	x2,b1,	x2,b1,	x2,a3,d2,m7,	x2,a3,d2,m8,	x2,a3,d2,m8,	x2,a3,d2,m9,t1,	x2,a3,d2,	x2,a3,d2,m10,
a2,d2,m6	a3,d2,m6	a3,d2,m7	a3,d2,m7	bml,bml,bl	bm1,bm1,b1	bfl,bfl,mtl	bf1,bf1,ib,mt1	m9,ls,bs1,ls	ls,bs I , <mark>ls</mark>
x2,d3,b1,	x2,d3,f,m6,	x2,d4,f,m7,	x2,d5,f,m7,	x2,d5,b1,	x2,f,m8,d6,	x2,d6,f,m9,	x2,d6,f,	x2,d6,m10,f,	x2,d7,
f,m5, t1,s1,t0,ib	tl.bl, s2,bm0,ib,bl	t1,bm1, s2,b1,t0,ib,b1	tl,bfl, s2,bf0,ib,mtl	f,m8,t1, s3,t0,ib	bm1,t1,bm1, t1,s3,b1,ib	bm1,t1,s3, bm1,t0,b1,ib	m9,Is,s4, bs1,t0,Is	ls,s5, bs1,t0,ls	m10,f,ls, s5,bs1,t0,ls
x2,d3,f,m6,	x2,d3,f,m6,	x2,d4,f,m7,	x2,d5,f,m7,	x2,d5,f,m8,	x2,f,m8,d6,t1,	x2,d6,f,m9,t1,	x2,d6,f,	x2,d6,m10,	x2,d7,m10,
tl.mt2.sl.	tl.mt2.bl.	tl.mt2.bl.	tl.mt2.bfl.	t1.mt2.bf1.s3.	mt2,bm1,bm1,	mt2,bm1,s3,	m9,1s,s4,	f,ls,s5,	f,ls,s5,
b1,t2,ib,pb	s2,bm1,ib,pb,b1	s2,b1,t2,ib,pb,b1	s2,bf1.ib,pb,mt2	b1,t2,ib,pb,mt2	t2,s3,ib,pb,bm1	bm1,t2,ib,pb,b1	bs1,t2,ls	bs1,t2,ls	bs1,t2,ls
x2,d2,f,	x2,d3,f,mt1,	x2,d3,f,mt1,	x2,d4,f,b1,	x2,d5,f,mt1,	x2,d5,f,mt1,	x2,f,m10,d6,mt1,	x2,d6,f,m10,	x2,f,d6,	x2,d6,m10,
t2,m6,b1,	m6.t2,b1.	b1,t2,m7,bm1,	mt1,m8,t2,	bf1,t2,m9,bf2,	bf2,m10,t2,b2,m9,	bm2,t2,bm2,s3,	mt1,bm2,bm2,	m10,ls,	f,is,s1,
m5,ib,m6 x2,d2,f,m2,	m9,t1,pb,m6,ib x2,d3,f,m2,	m6,pb,b1,ib,m7 x2,d3,f,m3,	m9,t1,pb,m8,ib x2,d4,f,m3,	m6.pb,mt1,ib,m9 x2,d5,f,m3,	t2,pb,mt2,m10,ib x2,d5,f,m3,t1,mt2,	t2.pb,b2,ib x2,f,m4,d6,t1,b2,	t2,pb,b2,ib x2,d6,f,m4,t1,bf2,	bs2,t2,is x2,f,d6,is,m10,	bs2,t2,ls x2,d6,f,ls,m10,
tl,bl,ib	tl,bl,ib	tl,bl,bml,ib,bl	tl,bl,ib	tl,bl,bfl,ib,bl	b2,b1,ib,pb,b2	bm1,s3,ib,b2	mt2,bm1,ib,mt1,pb	bs1,m5,ls,m10	s1,bs1,m5,ls,m10
x2,d2,f,	x2,d3,f,	x2,d3,f,m6,	x2,d4,f,m6,	x2,d5,f,m6,	x2,d5,f,m7,	x2,f,m7,d6,b2,	x2,d6,f,m8,t2,	x2,f,d6,ls,	x2,d6,f,ls,
m5,mt1,	m6.mtl,	t2.mt1.	t2.mt1.	bl.mtl.	t2.mtl.	mt1,bm2,s3,	mt1,bf2,bm2,	m10,bs2,m8,	m10,s1,bs2,
bl.pb	bl,mtl.pb	bm l.ib.pb	b2,mt2,ib,pb	bf2.b1.pb	b2,mt2,ib,pb	mt2.b2.pb	mt2,ib,pb,mt1	mt2,ls,m10	m9.ls.m10
x2,d3,f,	x2,d3,f,	x2,d4,b2,f,	x2,d5,f,m7,	x2,d5,f,m8,	x2,f,m8,d6,	x2,d6,f,m9,t1,	x2,d6,f,ls,	x2,d6,	x2,d7,
m5,t1,b1, s1,b2,t1,ib,b1	m6,tl,bl,	m7.tl, s2,tl,ib	t1,b2,s2, bf3,ib,b2	t1,bf3,s3, b3,t1,ib,mt1	bm3,t1,bm3, t1,s3,b3,ib	bm3,s3,bm3, t1,ib,b3	m10,s4,bs3, t1,m9,ls,m10	m10,f,ls, s5,bs3,t1,ls	m10,f,ls, s5,bs3,t1,ls
x2,d3,f,	s1,b2,t1,ib,b1 x2,d3,f,	x2,d4,f,	x2,d5,b1,f,	x2,d5,b1,	x2,f,m7,d6,	x2,d6,f,m8,	x2,f,d6,m8,	x2,d6,u,ls,	x2,d7,u,
m5,t1,	m5,t1,	m6,t1,	m6,tl,	f.m7,tl,	bfl.cl.bml.	bf1,t1,s3,b1,	bml,tl,bml,	m10,s5,bs1,	ls.m10.s5.bs1.
sl,tl,ib	sl,tl,ib	s2,t1,ib	s2,t1,ib	s3,t1,ib	s3.mt1,ib	tl.mtl.ib	tl,s4,bl,ib	m9,ls,m10	t1,m9,ls,m10
x2,d3,f,m6,	x2,d3,f,m6,	x2,d4,f,m6,	x2,d5,f,m7,	x2,d6,m7,f,	x2,d6,f,m8,	x2,d6,f,ls,m10,	x2,d6,u,ls,m10,	x2,d7,u,ls,m10,	x3,d8,m10,u,
tl,sl,bl,ib	tl.mtl.	tl,s2,bl,ib	tl,s3,bl,ib	bl,mtl,tl,bml,	tl,mtl,bml,	s4,m8,bs1,	s5,bs1,m9,	s5,bs1,m9,	ls,s5,bs1,ls
x2,d3,f,	s2,bm1,ib,pb x2,d3,f,	x2,d4,b1,f,	x2,d5,f,	s3,b1,pb,ib x2,d6,f,m7,	s3,bm1,ib,pb,b1 x2,d6,f,m8,bm1,	ls,m10 x2,f,d6,ls,pb,m10,	ls,m10 x2,d6,u,ls,	ls,m10 x2,d7,u,	x3,d8,
m6,b1,mt3,	m6.bf1,mt3.	m6,mt3,	m7,mt4,	bfl.mt4.bml.	mt5,s3,bm1,	bs1,s4,m8,mt4.	m10,s5,bs1,	ls.m10,s5,bs1,	m10,u,ls,
s1,mt2,pb	s2,bm1,mt3,pb	s2,mt3,pb	s3,b1,pb	s3,mt3,pb,mt4,	mt4,b1,pb	ls,pb,m10	m9,ls,m10	m9,mt5,ls,m10	s5.bs1,mt5.ls
x3,d3,v1,f,	x3,d3,f,m6,	x3d5,b3,f,m6	x3,d6,f,m7,	x3,v1,f,m7,d7,	x3,v1,f,m8,d7,	x3,v2,f,m8,d8,	x3,v2,m9,u,	x4,v2,m9,u,	x4,v2,m10,u,
m6,b2,b2,b3	bm2,bm2,b3		b3,b3,b4	bm3,bm3,b4,ib	bm3,bm3,b4,ib	bs4,bs4,ib	d8,bs4,bs4,ib	d9,bs4,bs4,ib	d9,bs4,bs4,ib
x3,m4,f,	x3,m4,f,	x3,m4,f,	x3,m4,f,h8,	x3,m4,f,	x3,m5,f,	x3,m5,f6,h9,	x3,m5,f,h10,v2,	x3,m5,f,h10,v2,	x3,m5,f,h10,v2,
h6,v1,ib x3,m3,	fi6,v1 x3,m3,d2,f,	h7,v1, ib x3,m3,d2,f,ib,	v2,v1,ib,v1 x3,m4,d2,	h9,v2,ib x3,m5,d3,	h10,v2,ib x3,m5,d3,f,	v2,b1,ib x3,m5,d4,b3,f,	bm1,bm1,ib,b1 x3,m6,d5,f,bm3,mt1,	bf1,bf1,ib,mt1 x4,m7,d6,f,	bs1,bs1,ib x4,m8,d7,f,bs3,
d2,b1,f	ib.mtl.mtl.pb	mtl,mtl,pb	b2,f	b2,f	b2,b3,b3	mtl,mtl,pb	bm3,mt1,b3,pb	bs3,bs3,ib	mt1,bs3,mt1,ib,pb
x3,f,mt1,v2,	x3,al,	x3,a2,v3,f,	x3,a3,v3,f,	x3,a3,f,	x3,a3,v4,f,	x3,	x3,v4,u,f,	x4,v4,u,	(dead),cut in twain,
s3,mt1,v2,	v3,f,	mt2,s3,	s3.ib	v3,s3,v4,	mt2,s3,	u,v4,	bl,bl.	b2,mt2,	body cavity
pb,ib,v3	s3,ib	mtl,ib,pb	and an all the second	ib,v4	mt2,pb,ib	f,ib	b2,ib	b2,mt2,b3,ib,pb	crushed, run thru
x3,a2,	x3,a2,	x3,a3,f,	x3,a3,ib,f,	x3,a3,f,v1,	x3,a4,b1,	x3,u,	x3,v2,u,	x4,b2,v2,	(dead),cut in twain,
f, s2	f,mtl, s3,mtl,pb	mt2,s3, mt2,pb	mt2,s3, mt2,pb	mt2,s3,mt2, pb,ib	f,s4	b1,mt2,b1,pb	b2,b1, b2,ib	mt2,u, ib,pb	body cavity crushed, run thru
x3,v2,f,	x3,al,	x3,a2,f,v3,	x3,a3,v3,	x3,a3,v3,	x3,a3,v3,f,	x3,u,	x3,b1,	x4,v3,u,	(dead),cut in twain,
mt2,s3,	v2,f,	mt2s3,v2,	f,s3,ib	f,s3,ib	mt2,s3,mt2,	v3,f,	v3,u,	b1,mt2,	body cavity crushed,
mt2,pb,ib	s3,ib	mt2,ib,v2,pb			pb,ib	ib	ib	b1,mt2,b2,ib,pb	run thru
x3,v1,mt2,	x3,b1,	x3,b1,v2,f,	x3,v2,f,	x3,v2,f,	x3,v2,f,bm1,	x3,v2,	x3,v2,u,	x4,v2,u,	(dead),cut in twain,
s3,mt2,	vl.	s5,mt2,	bfl,s6,bfl,	bml,bml,	mt2,bm1,	bsl,u,	bsl,	bs1,mt2,	body cavity crushed,
pb,ib x3,b1,	s4,ib x3,a1,	s5,mt2,ib,pb x3,a2,	mt2,ib x3,a3,b1,f,	b1,ib x3,a3,v2,f,	mt2,b1,pb,ib x3,a3,b1,	bs1,u,ib x3,u,b1,v2,	bsl,ib x3,bl,	bs1,mt2,ib,pb x4,b1,	run thru (dead),cut in twain,
vl.f.	vl,f,	vI.f.bl.	v2,s3,v1,	s3,ib	v2,f,	mtl,	v2,u,	v2,u,mt1,	body cavity crushed,
s3.ib	s3.ib	s3,ib	ib,v2		s3,ib	mtl.pb,ib	ib	mtl,ib,pb	run thru
x3,v1,mt2,b3,	x3,bf3,v1,	x3,v2,f,s5,	×3,f,bf4,v2,	x3,f,bm4,v2,	x3,v3,f,m4,	x3,v3,bs4,u,	x3,v3,u,bs4,	x4,v3,u,	(dead),cut in twain,
s3,mt1,b3,	s4,bf3,v2,	b3,mt2,s5,b4,	s6,bf4,v2,	bm4,v3,	mt3,bm4,mt2,	bs4,u,	bs4,bm4,	bs4.mt3.	body cavity crushed,
pb,ib,b2	mt3,ib,v2	mt1,b2,ib,pb	mt3,ib,v3	b3,ib,v3	b3,mt3,ib x3,v1,f,bm2,	bf4,pb,ib	mt3,ib	bs4,mt3,bm4,ib,pb x4,v1,u,	run thru
x3,v1,w,bm2, s3,bm2,	x3,b2, v1,w,	x3,b2,v1, f,s5,	x3,b2,v1, f,s6,	x3,v1,f,bm2, bm2,	bm2,b2,	x3,v1,bs2,u, bs2,u,	x3,v1,u,bs2, bs2,bm2,	bs2,bs2,	(dead),cut in twain, body cavity crushed,
b2,ib	s4,ib	s5,ib,w	ib.w	b2,ib,w	mt2,ib,w	bf2,pb,ib	mt2,ib	bm2.ib.pb	run thru
x3,f,	x3,v1,s4,ib	x3,f,s5,b3,	x3,v1,	x3,bm3,mt2,	x3,v1,bm4,	x3,u,bs4,	x3,v1,u,	x4,v1,u,	(dead),cut in twain,
mtls3,		s5,b2,	b3,s6,b2,	bm3,mt2,	mt2,bm3,mt2,	mt2,bs4,mt2,	bs4,mt2,bs4,	bs4,mt2,	body cavity crushed,
mtl.pb		b1,ib,v1	b1,ib	b2,pb	b2,ib,pb	bf2,ib,v1,pb	mt2,bm2,ib,pb	bs4,mt2,ib,pb	run thru
x3,f, mt1,s3,	* x3,v1,s4,ib	x3,f,s5,b2, s5,b2,	x3,b2,v1, s6,ib	x3,bm3,mt1, bm2,mt1,	x3,v1,bm3, mt1,bm3,mt1,	x3,u,bs3, mt1,bs3,mt1,	x4,v1,u, bs1,mt1,bs3,	x4,p,v1,u, spine crushed (dead).	(dead),cut in twain, body cavity crushed,
mtl.pb		b1,ib,v1	3010	b2,pb	b3,ib,pb	bf3,ib,v1,pb	mt1,bm3,ib,pb	x4,p,ib,v1,u	run thru
x3,	x3,a3,d2,	x3,a3,d2,w,	x3,a3,d2,w,	x3,a3,d2,bf1,	x3,a3,d2,bm2,	x3,a3,d2,w,b3,	x3,a3,d2,bf3,	x3,a3,d2,bm3,	x3,a3,d2,w,
a3,d2,	w.mt1,s3,	t2,s3,t1,	t2,mt1,s3,t2,	mt3,s3,bf1,mt2,	mt3,s3,bm2,	mt3,t2,s3,b2,mt3,	mt3,t2,s3,bf3,mt3,	mt3,t2,s3,bm3,	ls,s3,bs3,
w,s3	mtl.pb	ib	mt1.ib.pb	w.mt1.pb.w	mt3,w,b1,pb,w	t3,b2,pb,ib	t3,w.mt2.pb,ib,w	mt3,t3,w,b3,pb,ib,w	mt3,t3,ls
×2,	x2,a3,w,	x2,a3,w,	x2,a3,b1,w,	x2,a3,bf1,mt2,	x2,a3,bm1,mt2,	x2,a4,mt2,	x2,a4,bm1,mt2, a3,s3,bf1,mt2,w,	x2,a4,bm1,mt2, s4,bm1,mt2,w,	x2,a4,w,
a3,w, s3	mtl,s3, mtl,pb	bl,s3,bl, pb	mtl,s3,mtl,	s3,bf1,mt1,w, mt1,pb,w	s3,bm1,mt2,w, b1,pb,w	bf1,s3,bm1, w,pb,w	a3,53,61,mc2,w, a4,b1,pb,w	bl.pb.w	ls,s4,bs1, mt2,ls
x2,	x2,a3,w,	x2,a3,b1,w,	x2,a3,b1,w,	x2,a3,bf1,mt2,	x2,a3,bm1,	x2,a4,mt2,	x2,a4,bm1,mt2,	x2,a4,bm1,mt2,	x2,a4,w,
a3,w,	mt1,s3,	\$3	mtl,s3,mtl,	s3,bf1,mt1,w,	mt2,s3,bm1,	bfl,s3,bml,	a3,s3,bf1,mt2,w.	s4.bm1,mt2,w,	ls,s4,bs1,
\$3	mt1.pb		pb	mt1.pb.w	mt2,w.b1,pb,w	w.pb.w	a4,b1,pb,w	b1,pb,w	mt2,ls
×2,w,a3,t1,	x2,w,a3,	x2,w,a4,	x2,w,a4,t1,b1,	x2,w,a4.cl.bl,	x2,w,a4,t1,bf1,	x2,w,a5,t1,bm1.	x2,w,a5,ls,	x2,w,a5,	x2.w,a5,
s3,b1,ib	t1,s3,b1,ib	t1,s3,b1,ib	s3.bm1ab.bl	s4,bm1,ib,b1	s4,bf1,ib,mt1	s4,bf1,1b,b1	s4.bs1.bm1	ls.s4,bs1,bs1	ls,s4,bs1,ls

				3 pg 118-	119): We	eapons					
		Neight	t	Damage	e Speed	Da	amage v			Availa	
Item Battle ave	Cost	(lb.)	Size	Type <sup>6</sup>	Factor	S	M	L		Med	
Battle axe Blowgun	5 gp 5 gp	7 2	ML	H —	2	2d4 ∆	2d4 Δ	2d4 Δ	90 90	85 85	80 80
Bow	1000	-	-	-	-	Δ	Δ	Δ	-	-	-
Composite long bow	100 gp	3	L	-	-	Δ	Δ	Δ	85	80	75
Composite short bow Great Long bow (elven)	75 gp 800gp	2 4	• M L	Ξ	Ξ	Δ		$\Delta \Delta$	80 20	75 10	70 5
Long bow	75 gp	3	L	-	-	Δ	Δ	Δ	90	85	80
Short bow	30 gp	2	M	-	-	Δ	Δ	Δ	90	85	80
Club Crossbow	-	3	M	C 	-1	Id8	Id6	1d6-2 ∆	95	90	85
Hand crossbow	300 gp	3	S	=	-	$\Delta$	Δ	Δ	75	70	65
Heavy crossbow	50 gp	14	M	-	-	Δ	Δ	Δ	85	80	75
Light crossbow Peashooter crossbow	35 gp 350 gp	7	M	-	-	$\Delta \Delta$		Δ	80 55	75 40	70 25
Dagger or dirk	2 gp	1	S	P	-3	Id6	1d6-1	1d6-2	95	90	85
Dart	5 sp	1/2	S	P	-	1d6-1	1d6-2	1d6-4	95	90	85
Footman's flail Footman's mace	15 gp 8 gp	15	M	C C	2	1d6 1d8	1d6+1 1d6+1	2d4 1d6	90 90	85 85	80 80
Footman's pick	8 gp	6	M	P	2	1d8	1d6+1	1d6 2d4	90	85 90	80
Hand or throwing axe	I gp	5	м	н	-1	1d8	1d6	1d6-1	95	90	85
Harpoon Horseman's flail	20 gp	6	L	P	2	1d6	2d4	2d6	95	90	85
Horseman's flail Horseman's mace	8 gp 5 gp	5	M	C C		1d4+1 1d8	1d4+1 1d6	1d4+1 1d6-1	90 90	85 85	80 80
Horseman's pick	7 gp	4	М	Р	ò	Id6	1d6-1	1d6-2	90	85	80
Hurled Tankard, Full	-	3 lb	S	C	-	Id6	1d6-1	1d6-2	90	85	80
Hurled Tankard, Empty Javelin	5 sp	2 lb 2	S M	CP	_	1d6-1 1d6	1d6-2 1d6	1d6-4 1d6	90 95	85 90	80 85
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-2	1d6-4	95	90	85
Lance*	_		-	3	-			-	-	-	-
Heavy horse lance Light horse lance	15 gp	15 5	L	P	3	1d6	1d8+1 1d6	3d6 1d8	85 85	80 80	75 75
Jousting lance	6 gp 20 gp	20	L	P	5	1d6-1 1d6-3	1d6-2	1d8 1d6-4	85 85	80 80	75
Medium horse lance	10 gp	10	L	P	2	Id4+1	Id6+1	2d6	85	80	75
Mancatcher <sup>3</sup>	30 gp	8	L	-	2		-		95	90	85
Morning star Polearm	10 gp	12	M	C_	2	2d4+1	2d4	1d6+1	85	80	75
Awl pike <sup>s</sup>	5 gp	12	L	Р	8	Id4	I d6	1d12	90	85	80
Bardiche	7 gp	12	L	н	4	Id6	2d4	2d6	95	90	85
Bec de corbin Bill-guisarme	8 gp	10	L	P/C P/H	4	0161	1d8 2d4	Id6	95 95	90	85
Bill-guisarme Fauchard	7 gp 5 gp	7	L	P/H P/H	5	1d8 1d4	2d4 1d6	1d10 1d8	95 90	90 85	85 80
Fauchard-fork	8 gp	9	L	P/H	3	1d6	86 I	1410	95	90	85
Glaive'	6 gp	8	L	H	3	1d4	1d6	1d10	95	90	85
Glaive-guisarme' Guisarme	10 gp 5 gp	10 8	L	P/H H	4	1d6 1d10	2d4 2d4	2d6 1d8	85 90	80 85	75 80
Guisarme-voulge	8 gp	15	L	P/H	5	2d4	2d4	2d4	95	90	85
Halberd	10 gp	15	L	P/H	4	1 d8	Id10	2d6	85	80	75
Hook fauchard Lucern hammer <sup>s</sup>	10 gp 7 gp	8	L	P/H P/C	4	1 d4 2 d6	1d4 2d4	Id4 Id6	85 90	80 85	75 80
Military fork	5 gp	7	L	Р	2	1d6	1 d8	2d4	90	90	85
Partisan <sup>3</sup>	10 gp	8	L	Р	4	Id4	1d6	1d6+1	85	80	75
Ranseur <sup>s</sup>	6 gp	7	L	P	3	2d4	2d4	2d4	90	85	80
Spetum <sup>s</sup> Voulge	5 gp 5 gp	7 12	L	Р	35	1d4+1 2d4	1d6+1 2d4	2d6 2d4	95 90	90 85	85 80
Quarterstaff	-	4	L	С	-1	I d6	Id6	l d6	95	.90	85
Sewing needle'	5 sp	**	S	Ρ	-4	.25 pts	.25 pts	.25 pts.	95	90	85
Scourge Sickle	l gp 6 sp	2	S S	Н	0	1d6 1d6	1d6-2 1d6-1	1d6-4 1d6-2	95 95	90 90	85 85
Sling	5 cp.	*	S	_		-		-	95	90	85
Spear <sup>3</sup>	8 sp	5	M	Р	1	1d6-1	Id6	1 d8	90	85	80
Spear, Great <sup>5</sup> Staff sling	l gp 2 sp	8	L M	Р	3	Id6	148	1410	90	85	80
Stilleto, Bloodthorn	2 sp 12 gp	1/2	S	P	-4	Id6-2	Id6-2	Id6-2	85 75	80 70	75 65
Sword	-	11		-		-	-	-	-	-	-
Bastard sword	25 gp	10	м	н	-	-		-	90	85	80
One-handed Two-handed	-	1	-	-	1	1d6 1d4	1d8 2d4	1d12 2d8	95 85	90 80	85 75
Broad sword	10 gp	4	M	н	0	Idu	2d4	1d6+1	90	85	80
Khopesh	10 gp	7	M	н	4	1410+1	2d4	1d6	95	90	85
Long sword Bapier Petite	15 gp	4	M	H P	0	1d6	8b1	Idl2	90 80	85 75	80 70
Rapier, Petite Scimitar	15 gp 15 gp	4	M	н	-4	1d6-2 1d8	1d6-1 1d8	1 d6 1 d8	80 95	75 90	70 85
Short sword	10 gp	3	S	Р	-2	1d6-1	I d6	1d8	90	85	80
Two-handed sword	50 gp	15	L	Н	5	1d6-1	1010	3d6	85	80	75
Trident Warhammer	15 gp 2 gp	5	L M	P	2	1d4 1d8	1d6+1 1d6	3d4 1d4	90 95	85 90	80 85
Whip	1 sp	2	M	-	3	1d6-2	1d6-4	104	95	90	85
	Sec.					The Post of the second	Costern		1.0	1.00000	10000

I. This weapon inflicts double damage against charging creatures of L or greater size.

This weapon can dismount a rider on a successful hit.
 This weapon inflicts double damage when used from the back

of a charging mount. 5. This weapon inflicts double damage when firmly set to receive

a charge. 6. The "Type" category is divided into Crushing (C), Puncturing (P), and Hacking (H). Note that the Edged Weapon categories;

honed and serrated from 3rd edition have been combined into the Hacking category. This indicates the type of attack made, which

may alter the weapon's effectiveness against different types of armor.

armor.
7. Sewing needles do a flat .25 (one quarter) hit point of damage.
8. If a hurled tankard (full) hits its target, roll to see if the victim is temporarily blinded from alcohol.
\* These items weigh little individually. Ten of these weigh one

pound. \*\* These items weigh little individually. Ten of these weigh two

grams.  $\Delta$  The damage for these missle weapons is dependent upon the ammo used. They are detailed on Table 9U, Weapons: Ammo.

#### 9P: (PHB pg 116): Tack and Harness

			Base	Availa	bility
Item	Cost	Weight	High	Med	Low
Barding Horse**	-				
Chain	500 gp	70 lbs.	85	80	75
Full plate	2,000 gp	85 lbs,	70	65	60
Full scale	1,000 gp	75 lbs.	75	70	65
Half brigandine	500 gp	45 lbs.	85	80	75
Half padded	100 gp	25 lbs.	90	85	80
Half scale	500 gp	50 lbs.	85	80	75
Leather or padded	150 gp	60 lbs.	95	90	85
Barding, Dolphin					
Chain	1,000 gp	30 lbs.	35	25	10
Leather	500 gp	20 lbs.	45	35	30
Barding, Killer Whale					
Chain	1,700 gp	60 lbs.	35	25	10
Leather	900 gp	50 lbs.	45	35	30
Bit and bridle	15 sp	3 lbs.	95	85	80
Blinders, Horse	05 sp	3 lbs.	95	85	80
Cart harness	2 gp	10 lbs.	95	85	80
Fort, Elephant	400 gp	300 lbs.	55	50	45
Halter	5 cp	*	95	85	80
Horseshoes & shoeing	1 gp	10 lbs.	95	85	80
Saddle, Pack	5 gp	15 lbs.	95	85	80
Saddle, Riding	10 gp	35 lbs.	95	85	80
Saddlebags, Large	4 gp	8 lbs.	95	85	80
Saddlebags, Small	3 gp	5 lbs.	95	85	80
Saddle blanket	3 sp	4 lbs.	95	85	80
Yoke, Horse	5 gp	15 lbs.	95	85	80
Yoke, Ox	3 gp	20 lbs.	95	85	80
				1.1	

\* These items weigh little individually. Ten of these items weigh one pound. \*\* For barding for Elephants multiply price by 3 and weight by four. Bonding with a new mount takes I d20 days. Until bonding period is complete any new mount is likely to be skittish and have lower morale.

			Base Availability					
Item	Cost	Weight	Hi	Med	Low			
Cart, Small	5 gp	-	90	85	80			
Carriage, Common	150 gp	-	90	85	80			
Carriage, Coach, ornamented	7,000 gp		75	70	65			
Chariot, Riding	200 gp	-	80	75	70			
Chariot, War	500 gp	-	75	70	65			
Sedan chair	100 gp	-	90	85	80			
Wagon, Two-Wheeled	60 gp	-	90	85	80			
Wagon, Four Wheeled Wheel	125 gp	-	85	80	75			
Replacement (spoked)	5 gp	65 lbs.	90	85	80			
Replacement (planked)	1 gp	125 lbs.	90	85	80			

\*Movement rates for this equipment are given in the GMG

#### 16E: (GMG pg 201): Maintenance Materials Cost

			Base	e Avail	ability
Material	Cost	Weight	Hi	Med	Low
Armor oil (leathers)	5 cp*	0.1 lbs.	99	95	90
Armor polish (metals)	I sp*	0.1 lbs.	98	94	80
Shield and Weapon oil (wood)	I cp*	0.1 lbs.	99	95	90
Weapon polish (metals)	2 cp*	0.1 lbs.	99	96	92
Maintenance tools**	2 cp	0.5 lbs.	96	94	92
III WAR INTO INACIDINAL CONTRACTOR OF THE	and all the second				

Cost per application: I application = I day's maintenance
 Armor and weapon tools.

	17B: (PHB pg 158):	Light Sources
Source	Radius	Burning time
Beacon lantern	240 ft.*	30 hrs./pint
Bonfire	50 ft.	1/2 hr./armload
Bullseye lanter	n 60 ft.*	2 hrs./pint
Campfire	35 ft.	I hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lanter	n 30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

\* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a beacon lantern is 90 feet wide. A bullseye lantern has a beam 20 feet wide at its far end. \*\* Some magical weapons shed light. GMs have details on which ones do so.

For all of your gaming needs, visit:

for tips, tricks, errata, updates and an instructional guide to this GameMaster's Shield!

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10

E18: (			neous Utensils	and P	ersonal Items
1	awl	35	grinder	67	saucer
2	bandages	36	hourglass	68	scraper
3	basin	37	jack (container)	69	scroll
4-5	basket	38	jar	70	shaker
6	beater	39	jug	71	sifter
7	book	40	kettle	72	soap
8-9	bottle	41	knife	73	spigot
10	bowl	42	knucklebones	74	spoon
11	box (small)	43	ladle	75	stopper
12-13	brush	44-45	lamp/lantern	76	statuette/figurine
14	candle	46	masher	77	strainer
15	candle snuffer	47	mirror	78	tankard
16	candlestick	48	mug	79	thongs
17	cone (walking stick)	49	needle(s)	80	thread
18	case	50	oil, cooking (or fuel)	81-84	tinderbox
19	casket (small)	51	oil fuel		(w/flint & steel)
20	chopper	52	oil, scented	85-86	
21	coffer	53	pan	87	tray
22	cologne	54	parchment	88	trivet
23	comb	55	pitcher	89	tureen
24	cup	56	pipe, musical	90-91	twine
25	decanter	57	pipe, smoking	92	unguent
26	dipper	58	plate	93	vase
27	dish	59	platter	94	vial
28	earspoon	60	pot	95	wallet
29	ewer	61	pouch	96	washcloth
30	flagon	62	puff	97	whetstone
31	flask	63	quill	98	wig
32	food	64	razor	99	wool
33	fork	65	rope	100	yarn
34	grater	66	salve		And the Party of t
		-			

EIO: (GMG P	g 326): <b>T</b>	'hings '	You	Might	Find	in a	Dungeon
		Rol	(1d)	(000.1			

	Roll (1d	1,000)	
1-10	Armor, broken (totalled)	599-600	Iron statue
11-25	Arrows, broken	601-610	Javelin head, blunt
26-35	Ashes	611-615	Leaves (dry) & twigs
36-50	Belt buckle, steel	616-620	Lost button (halfling-sized)
51-60	Blood, dried	621-625	Lost button (ogre sized)
61-70	Bloody crossbow bolt (broken)	626-640	Magical portal
71-85	Bones, gnomeling-sized	641-645	Magically locked door
86-100	Boot with a lost heel	646-660	Melted pile of metal
101-110	Bottle, broken	661-674	Mold (common)
111-125	Boulders, recently disturbed	675-689	Needles
126-135		690-699	Nothing
136-160	Broken lantern	700-707	Ogre-sized muddy boots
161-170	Burnt out torch	708-722	Parchment, scribbled upon
171-175	Chain, corroded	723-731	Pedestal with pouch of sand
176-190	Chalk	732-736	Pick handle
191-200	Charcoal	737-745	of the second
201-215	Clay statue	746-750	Pole, broken (10')
	Club, splintered	751-755	Pottery shards
	Cobwebs, dusty	756-760	Rope, 5 ft. section
	Cobwebs, fresh	761-766	Rope, rotten
	Coin, copper (bent)	767-780	Rope, 10 ft. section
	Cow manure, dried	781-790	Rotting rat carcass
	Cracks, ceiling	791-800	Shield, broken (totalled)
	Cracks, floor	801-810	Slimy coating, ceiling
320-335	Cracks, wall	811-825	Slimy coating, floor
336-349	Dagger hilt	826-835	Slimy coating, wall
350-374	Dampness, wall	836-845	Sling bullets
375-379		846-855	Spike, rusted
380-389	Door, broken (rusted iron)	856-865	String
390-404	Door, broken (wooden)	866-870	Sword blade, broken
405-429	Dung	871-880	Teeth/fangs, scattered
430-454	Dust, disturbed	881-890	Thread (multiple colors)
455-459	Dust, thick	891-895	Three inch piece of rope
460-469	Flask, cracked	896-905	Torch, discarded, used
470-479	Food scraps	906-910	Twine
	Fungi, common	911-915	Very small rocks
	Guano, dried	916-920	Wall scratchings
514-518	Guano, fresh	921-930	Wall, badly mortared
519-533	Hair/fur bits	931-935	Water, large puddle
534-543	Helmet, badly dented (totalled)	936-945	Water, small puddle
	Hinge, brass, bent	946-970	Water, trickle
559-574	Horse feed in a burlap sack	971-995	Wax blob (candle stub)
575-583	Horse manure, fresh	996-999	Wax drippings
584-598	Iron bar, bent, rusted	1,000	Wood pieces, rotting

	EI	: (GM(	G pg 323): Mood I	Enha	ncer – Dunge	eons*	
1	abhorrent	26	disturbing	51	musty	76	sludge
2	abundance	27	disused mine shaft	52	nefarious	77	somber
3	abyss	28	dour	53	ominous	78	stale
4	aisle	29	emanates	54	oppressive	79	stench
5	amassment	30	foreboding	55	opulence	80	sumptuous
6	arcane	31	forsaken	56	opulent	81	taciturn
7	armory	32	foul	57	ornate	82	tattered
8	barracks	33	ghastly	58	portal	83	tomb
9	benign	34	ghoulish	59	postern gate	84	torture chamber
10	blasphemous	35	gleam	60	prosperous	85	treasure-trove
EE -	bleak	36	glint	61	proud	86	triumph
12	catacombs	37	gloomy	62	pungent	87	tunnel
3	cavern	38	grasping	63	purposeful	88	unearthly
4	cell	39	grotto	64	quarry, marble	89	vault
5	charnel house	40	harrowing	65	quivering	90	vestibule
6	cloister	41	hollow	66	reliquary	91	vile
7	cobwebbed	42	horrid	67	reservoir	92	visage
8	crypt	43	impassive	68	scintillating	93	wavering
9	crystalline	44	imposing	69	sepulcher	94	wealth
0	damp	45	labyrinth	70	shimmer	95	wellspring
1	dank	46	lurid	71	shrine	96	wet
2	depths	47	masquerading	72	sinister	97	wicked
3	diaphanous	48	mausoleum	73	skewered	98	worn
4	diminutive	49	minuscule	74	slimy	99	wretched
25	dismal	50	moist	75	slither	100	zealous

\* The terms included in this table have been excerpted from the HackMaster 3rd edition HackMaster Pro: GameMaster Reference Library,Volume 18: The HackMaster Thesaurus.

	E6-E8: (GN	1G pg 325	): Dungeon Air	& Odors	5		
Roll	Air Current	Roll	Odor	Roll	Air Quality		
1-5	breeze, slight	1-3	acrid smell	1-70	clear		
6-10	breeze, slight, damp	4-5	chlorine smell	71-80	foggy (or steamy)		
11-12	breeze, gusting	6-39	dank, moldy smell	81-88	foggy near floor		
1 3-18	cold current	40-49	earthy smell		(or steamy)		
19-20	downdraft, slight	50-57	manure smell	89-90	hazy (dust)		
21-22	downdraft, strong	58-61	metallic smell	91-98	hazy (smoke)		
23-69	still	62-65	ozone smell	99-100	misty		
70-75	still, very chill	66-70	putrid smell		NANCING .		
76-85	still, warm (or hot)	71-75	rotting vegetation				
86-87	updraft, slight	76-77	salty, wet smell				
88-89	updraft, strong	78-82	smoky smell				
90-93	wind, strong	83-89	stale, fetid smell				
94-95	wind, strong, gusting	90-95	sulphurous smell	-	Name of Street, or other Designation of the Owner, where the Owner, where the Owner, where the Owner, where the		
96-100	wind, strong, moaning	96-100	urine smell				

E24-E26: (GMG pg 331): Substances											
	Consistency		Appearance								
(10100)		(12100)									
	Cloudy	30-34	and the second se								
	Effervescent	35-39	Flecked (transparent and other)								
		and the second se	Layered (color or transparency)								
50-54	Furning	40-54	Luminous (determine transp.)								
		55-59	E NO NO NO								
	Smoky	60-69	Phosphorescent (determine								
	Syrupy	70.70	transparency)								
	Vaporous	70-79	Rainbowed (transparent)								
	Viscous	80-84	Contraction of the second s								
85-100	Watery	85-94									
-		95-100	Variegated (det. colors)								
Roll											
	Taste/Odor										
1-3	acidic	50-51	milky								
	bilious	52-53									
6-10		54-56	Contraction of the second s								
11-14	110070	57-60	peppery								
	burning/biting	61-62	perfumy								
	buttery	63-65	pickled								
19-20	dusty	66-69	rotten								
21-22	earthy	70-72	salty								
23-26		73-75	smoked								
27-29	fishy	76-80	soothing/sugary								
30-32	greasy	81-83	sour								
33-34	herbal	84-88	spicy								
35-39	honeyed	89-92	sweet								
	lemony	93-95	tart								
43-46	meaty	96-97	vinegary								
	metallic	98-100									
when unest.	DUCESTINGES	A CONTRACTOR OF	105360								

EI	7: (GMG pg 328):
	ral Description of
	tainer Contents
1-3	ash
4-6	bark
7-9	bone
A REAL PROPERTY AND A REAL	Contraction of the second s
	cinders
18-22	
23-26 27-28	1-10-2012
29-31	A CONTRACTOR OF
32-31	OTINITY
34-37	0
34-37	grains
41-43	greasy
44-48	Michael Contraction
49-56	liquid
57-58	lump(s)
59-61	oily
62-65	paste
66-68	pellets
69-81	powder
82-83	semi-liquid
84-85	skin/hide
86-87	splinters
88-89	stalks
90-92	strands
	strips
96-100	viscous
N-CHIA	NAME OF TAXABLE PARTY.

1	2	3	4	5	6	7	8	9	10	11	12
_						1.5					
		(GMG pg									
1000	-25	Antechamt	ber			essing Ro		666-67	1	ctory	
		Armory				ry/Vestib	oule	676-68		uary	
		Audience (	Chamber		324 Ga			686-69		ng Rm	
1000		Aviary		20100	Sec. 10. 10. 10. 10.	me Roor		696-72	1. (1175) D)		
10.00		Banquet H	all		Statistics / man	ardroom	b)	721-73	The second second	and a second second	
1000	10000	Barracks			389 Ha			731-74		ng Rm	
	-94	Bathing		390-		llway		746-75			
95	-119	Bedroom/E	Boudoir	400-	414 Ha	rem/Sera	glio	756-77	C 12 1 1 2 1		
120	)-124	Bestiary/Zo	00	415-	429 Kei	nnel		771-82	0 Stab	e	
		Cell (priso	n)	430-	454 Kit	chen		821-83			
150	0-154	Chantry		455-	479 Lat	oratory		836-84	5 Stro	ngroom/	Vault
155	5-169	Chapel		480-	504 Lib	rary		846-87	0 Stud	у	
170	-174	Cistern		505-	524 List	ts (jousti	ng yard)	871-88	5 Tem	ple	
175	5-179	Classroom		525-	544 Lo	unge		886-91	0 Thro	ne Roon	n
180	0-184	Closet		545-	554 Me	ditation	Chmbr	911-91	5 Tort	ure Chm	br
185	5-209	Conjuring	Chmbr	555-	579 Ob	servator	y	916-94	0 Trair	ing/Exer.	Rm
210	)-224	Corridor		580-	594 Of	fice		941-94	5 Trop	hy/Muse	um
225	5-229	Court		595-	604 Par	ntry		946-95	0 Wain	ing Roor	n
230	0-254	Crypt	-	605-	619 Par	lor	1000	951-95	5 Wat	er Close	t
255	5-264	Dining Hall	L	620-	635 Per	/Prison		956-96	5 Well		
265	5-289	Divination	Chambe	r 636-	650 Pri	vy/Secret	t Rm	966-99	0 Wor	kroom	
290	-299	Dormitory		651-	665 Re	ception		991-1,00	00 Wor	kshop	

						and the second second	
	E16: (GM	Gpg	28): Magic	Use	r Furnishing	s* Ro	II (1d100)
1-3	alembic	32	cruet	54	magic circle	75	skull
4-5	balance &	33	crystal ball	55	mortar & pestle	76	spatula
	weights	34	decanter	56	pan	77	spoon, measuring
6-9	beaker	35	desk	57-58	parchment	78	stand
10	bellows	36	dish	59	pentacle	79	stool
11	bladder	37-38	flask	60	pentagram	80	stuffed animal
12-13	bottle	39	funnel	61	phial	81	tank (container)
14-16	book	40	furnace	62	pipette	82	tongs
17	bowl	41-44	herbs	63	pot	83	tripod
18	box	45	horn	64	prism	84	tube (container)
19-22	brazier	46	hourglass	65	quill	85-86	tube (piping)
23	cage	47-48	jar	66-68	retort	87	tweezers
24-25	caldron	49	jug	69	rod, mixing/	88-90	vial
26	candle	50	kettle		stirring	91	waterclock
27	candlestick	51	ladle	70-71	scroll	92	wire
28	carafe	52	lamp	72	scroll tube	93-100	workbench
29-30	chalk	53	lens (concave,	73	sheet		
31	crucible		convex, etc.)	74	skin		
- market							

\* When placing items in a magic-user's workroom or laboratory, the GM may want to randomly place spell components or even potions in the appropriate containers listed.

E13: (	GMG pg 327); Fur	nishing	s/Appointments	Gene	ral Roll (1d100)
1	altar	34	crate	72	sack
2	armchair	35	cresset	73	sconce, wall
3	armoire	36	cupboard	74	screen
4	arras	37	cushion	75	sheet
5	bag	38	dais	76-77	shelf
6	barrel	39	desk	78	shrine
7-8	bed	40-42	fireplace & wood	79	sideboard
9	bench	43	fireplace with mantle	80	sofa
10	blanket	44	firkin	81	staff, normal
11	box (large)	45	fountain	82	stand
12	brazier & charcoal	46	fresco	83	statue
13	bucket	47	grindstone	84	stool, high
14	buffet	48	hamper	85	stool, normal
15	bunks	49	hassock	86	table, large
16	butt (large barrel)	50	hawgshead	87	table, long
17	cabinet	51	idol (largish)	88	table, low
18	candelabrum	52	keg	89	table, round
19	carpet (largish)	53	loom	90	table, small
20	cask	54	mat	91	table, trestle
21	chandelier	55	mattress	92	tapestry
22	charcoal	56	pail	93	throne
23-24	chair	57	painting	94	trunk
25	chair, padded	58-60	pallet	95	tub
26	chair, padded, arm	61	pedestal	96	tun
27	chest, large	62-64	pegs	97	urn
28	chest, medium	65	pillow	98	wall basin and font
29	chest of drawers	66	pipe (large cask)	99	wood billets
30	closet (wardrobe)	67	quilt	100	workbench
31	coal	68-70	rug (small-medium)		
32-33	couch	71	rushes		

	A CONTRACT OF							
EI5: (GMG pg 328): Torture								
Cha	mber Furnis	hings	Roll (1d100)					
1-2	bastinadoes	49-50	pillory					
3	bell (huge)	51-54	pincers					
4-6	bench	55-56	pliers					
7-10	boots (iron)	57-58	pot (huge)					
11-15	branding irons	59-66	rack					
16-20	brazier	67-68	ropes					
21-22	cage	69	stocks					
23-26	chains	70-71	stool					
27	chair with straps	72-75	strappado					
28	clamps	76-78	straw					
29-31	cressets	79-80	table					
32	fetters	81	thongs					
33-35	fire pit	82-85	thumb screws					
36	grill	86-88	torches					
37-38	hooks	89-90	"U" rack					
39-43	iron maiden	91	vice					
44	knives	92-93	well					
45	manacles	94-96	wheel					
46	oubliette (pit)	97-100	whips					
47-48	oil (barrel of)							
-								

10 11 12 13 14 15 16 17 18 19 20

E20:	(GMG by 3)	28): <b>Je</b> v	velry &						
E20: (GMG pg 328): Jewelry & Items Typically Bejewelled									
	Roll (I	(001b)							
1-2	anklet	41-45	earring						
3-6	arm bond	46-47	fob						
7-9	belt	48-52	goblet						
10-12	box (small)	53-54	headband						
13-16	bracelet		(fillet)						
17-19	brooch	55-57	idol						
20-21	buckle	58-59	locket						
22-25	chain	60-62	medal						
26	chalice	63-68	medallion						
27	choker	69-75	necklace						
	clasp	76-78	pendant						
	coffer	79-83	pin						
33	collar	84	orb						
and the set of	comb	85-93	ring						
the second s	coronet	94	sceptre						
	crown	95-96	CEL COL						
56227381	decanter	97-99	statuette						
40	diadem	100	tiara						

E	11: (GMG pg 32	6): Unexpla	ined Sounds and V	Veird	Noises	
1-5	bang, slam	37-39	grating	75-77	scuttling	
6	bellow (ing)	40-41	groaning	78	shuffling	
7	bong	42	grunting	79-80	slithering	
8	buzzing	43-44	hissing	81	snapping	
9-10	chanting	45	hooting	82	sneezing	
11	chiming	46	horn/trumpet sounding	83	sobbing	
12	at the time	47	handling .	04	malashing	

12	chirping	47	howling	84	splashing
13	clanking	48	humming	85	splintering
14	clashing	49	jingling	86-87	squeaking
15	clicking	50-53	knocking	88	squealing
16	coughing	54-55	laughter	89-90	tapping
17-18	creaking	56-57	moaning	91-92	thud
19	drumming	58-60	murmuring	93-94	thumping
20-23	footsteps (ahead)	61	music	95	tinkling
24-26	footsteps (approaching)	62	rattling	96	twanging
27-29	footsteps (behind)	63	ringing	97	whining
30-31	footsteps (receding)	64	roar(ing)	98	whispering
32-33	footsteps (side)	65-68	rustling	99-100	whistling
34-35	giggling (faint)	69-72	scratching/scrabbling		
36	gong	73-74	scream(ing)		

	E19: (G	GMG pg 3	28): Clothin	Footwear	Roll (1d100)		
1-2	apron	23-24	frock/pinafore	47-48	kirtle	78-79	shift
3-4	belt	25-26	gauntlets	49-50	leggings	80-83	slipper

5	blouse	27-28	girdle	51-54	linen (drawers)	84-86	smock
6-8 9	boots buskins	29 30-31	gloves gown	55-58 59	linen (undershirt) mantle	87-89 90	stockings surcoat
10-11	cap	32-34	hat	60	pantaloons	91	toga
12-13	cape	35	habit	61-62	petticoat	92-94	trousers
14-16	cloak	36-39	hood	63-66	pouch/purse	95-96	tunic
17-18	coat	40-41	hose	67-70	robe	97	veil
19	coif	42-43	jerkin	71-74	sandals	98	vest
20	doublet	44	jupon	75-76	scarf	99-100	wallet
21-22	dress	45-46	kerchief	77	shawl		

		1	E27: (GMG)	og 3	31): Colors	Ro	(10100)		
1 2 3	amber amethyst apricot	21 22 23	citrine colorless copper	42	grassy gray green	61 62 63	ochre olive orange	81 82 83	sand sanguine sapphire
4 5 6	aquamarine auburn azure blue	24 25 26	coral cream crimson	44 45 46	heliotrope henna indigo	64 65 66	Contract of the second s	84 85 86	scarlet silver sky
7 8 9	black blue bone		dove dun ebony	48	inky iron ivory	67 68 69	pewter pink pitch black	87 88 89	soot sorrel steel
10	brass	30	ecru	50	jade	70	plum	90	straw
11	bronze	31	emerald	51	lake	71	purple	91	tan
12	brown	32	fallow brown	52	lavender	72	purple	92	tawny
13	buff		fawn	53	lilac	73	red	93	teal
14	carmine		flame	54	lime	74	rose	94	terra cotta
15	cerise		flaxen	55	madder (rose)	75	ruby	95	turquoise
16	cerulean	37	fog	56	magenta	76	russet	96	ultramarine
17	cherry		fuchsia	57	mahawgany	77	rust	97	vermilion
18	chestnut		ginger	58	maroon	78	sable	98	white
19	chocolate		gold	59	mauve	79	saffron	99	woolen gray
20	cinnabar		golden	60	neutral	80	salmon	100	yellow

Donaton

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#### 12G-12J (PHB pg 138-139): Saving Throws for Clerics, Magic-users, Fighters and Thieves

1.11			Petrification,			
1.1	Paralyzation,	Rod,	HackFrenzy,.			
	Poison,	Staff, or	HackLust,	Breath		
Lvl.	Death magic	Wand	Polymorph <sup>1</sup>	Weapon <sup>2</sup>	Apology	Spells <sup>1</sup>
0	16	18	17	20	19	19
1	10/14/15/14	14/11/17/15	13/13/16/13	16/15/19/17	15/17/18/16	15/12/18/16
2	10/14/14/13	14/11/16/14	13/13/15/12	16/15/18/16	14/17/18/16	15/12/17/15
3	9/14/13/13	14/11/15/14	13/13/15/12	16/15/17/16	14/16/17/15	15/11/16/15
4	9/14/13/13	13/10/15/13	12/12/14/11	15/14/16/16	13/16/17/15	14/11/16/14
5	9/13/12/12	13/10/14/12	12/12/13/11	15/14/15/15	13/15/16/14	14/11/15/14
6	8/13/11/12	12/10/13/12	11/12/12/11	14/14/14/15	12/15/16/14	13/10/14/13
7	8/13/10/12	12/9/12/12	11/11/11/11	14/13/13/15	12/14/15/13	13/10/13/13
8	7/13/10/12	11/9/12/11	10/11/11/11	13/13/12/15	11/14/15/13	12/10/13/12
9	7/12/9/11	11/8/11/11	10/11/10/10	13/13/11/14	11/13/14/12	12/9/12/12
10	6/12/8/11	10/8/10/10	9/10/9/10	12/12/10/14	10/13/14/12	11/9/11/11
11	6/12/7/11	10/8/9/10	9/10/8/10	12/12/9/14	10/12/13/11	11/9/10/11
12	6/12/7/11	10/7/9/9	9/10/8/10	12/12/8/14	9/12/13/11	11/8/10/10
13	5/11/6/10	9/7/8/9	8/9/7/9	11/11/7/13	9/11/12/10	10/8/9/10
14	5/11/5/10	9/7/7/8	8/9/6/9	11/11/6/13	8/11/12/10	10/8/8/9
15	5/11/4/10	9/6/6/8	8/9/5/9	11/11/5/13	8/10/11/9	10/7/7/9
16	4/11/4/10	8/6/6/7	7/8/5/9	10/10/4/13	7/10/11/9	9/7/7/8
17	4/10/3/9	8/5/5/7	7/8/4/8	10/10/3/12	7/9/10/8	9/7/6/8
18	3/10/3/9	8/5/5/6	6/8/4/8	9/10/2/12	6/9/10/8	8/6/6/7
19	3/10/2/9	6/5/4/6	6/7/3/8	9/9/2/12	6/8/9/7	8/6/5/7
20	2/10/2/9	6/4/4/6	5/7/3/8	8/9/2/12	5/8/9/7	7/6/5/7

Excluding polymorph wand attacks<sup>1</sup> Excluding those that cause petrificaction or polymorph Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

#### 2E: (PHB pg 26): **Constitution Saving Throw Bonuses** CON Bonus 4-6 +1 7-10 +2 11-13 +3 14-17 +4 18-20 +5 21-24 +6 25 +7

#### 3QQ: (PHB pg 69): Backstab Damage Multipliers Thiefs Extra Level Damage Dice 1-4 +1

 Thief's
 Extra

 Level
 Damage Dice

 1-4
 +1

 5-8
 +2

 9-12
 +3

 13+
 +4

#### 8B (GMG pg 89): Surprise Segment on which Missile Attacks Occur

Rate of Fire (ROF)	Readied	Not Readied
1/2	1,11	nil
1	1, 4, 7, 10	6
2	each odd segment	4,7
3+	I per segment	4, 7, 10

#### Monk's Max. Max. Height\* Weight\* Level 6'6" 300# Ist 2nd 6' 8" 350# 3rd 6' 10" 400# 7' 4th 450# 7' 2" 5th 500# 7' 4" 6th 550# 7th 7' 6" 600# 8th 7' 8" 650# 7' 10" 700# 9th 10th 8' 750# 8' 2" 800# 11th 8' 4" 850# 12th 13th 8' 8" 950# 14th 9' 1.050# 9' 4" 15th 1.150# 9' 8" 1,250# 16th 17th 10' 1,350# 10' 6" 18th 1,500# 19th 112 1,750# 20th 12' 2,250# 21st 13 2,750#

80: (GMG pg 96): Monk's Stunning Ht/Wt Limit

\* Maximum height or weight of Monk's opponent.

#### 9V: (PHB pg 120): Missile Weapon Ranges

		Rai	nge (ya	rds)
Weapon	ROF*	S	Μ	L
Blowgun	2	10	20	30
Comp. long bow, flight arrow	2	60	120	210
Comp. long bow, sheaf arrow	2	40	80	170
Comp. short bow	2	50	100	180
Great Longbow, flight arrow	1/2	80	160	230
Great Longbow, sheaf arrow	1/2	70	140	210
Longbow, flight arrow	2	70	140	210
Longbow, sheaf arrow	2	50	100	170
Short bow	2	50	100	150
Club	1	10	20	30
Hand crossbow	1	20	40	60
Heavy crossbow	1/2	80	160	240
Light crossbow	1	60	120	180
Peashooter crossbow	2	10	20	30
Dagger	2	10	20	30
Dart	3	10	20	40
Hammer	1	10	20	30
Hand axe	1	10	20	30
Harpoon	1	10	20	. 30
Javelin	1	20	40	60
Knife	2	10	20	30
Sling bullet	- 1	50	100	200
Sling stone	1	40	80	160
Spear	1	10	20	30
Staff sling bullet	2	30	60	90
Staff sling stone	2	30	60	90

\* ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.

Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range. Arquebuses (if allowed) double all range modifiers.

## 8W: (GMG pg 102): Assassination Success\*

				Lev	el of th	e Inter	ided Vic	tim			
		0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
	1	50%	45%	35%	25%	10%	1%	-	-	-	-
	2	55%	50%	40%	30%	15%	2%		-	1.75	1771
	3	60%	55%	45%	35%	20%	5%	-	-	-	-
	4	65%	60%	50%	40%	25%	10%	1%	-	-	-
	5	70%	65%	55%	45%	30%	15%	5%	-	19-11	-
	6	75%	70%	60%	50%	35%	20%	10%	1%	-	-
	7	80%	75%	65%	55%	40%	25%	15%	5%	-	1
	8	85%	80%	70%	60%	45%	30%	20%	10%	2%	-
í	9	95%.	90%	80%	70%	55%	40%	30%	20%	5%	-
	10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
3	11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
5	12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
2	13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
	14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
	15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%
	16	100%	100%	100%	100%	100%	99%	85%	70%	60%	40%
	17	100%	100%	100%	100%	100%	100%	99%	85%	70%	60%
	18	100%	100%	100%	100%	100%	100%	100%	99%	85%	70%
	19	100%	100%	100%	100%	100%	100%	100%	100%	99%	85%
	20	100%	100%	100%	100%	100%	100%	100%	100%	100%	99%

\* Or attacks on magically sleeping and/or helpless opponents by any character class (see Special To-Hit Bonuses).

Percentage shown is that for success (instant death) under near optimum conditions. Adjust slightly upwards for perfect conditions (absolute trust, very drunk, unguarded, etc.). Deduct points if intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or on behalf of a player character a complete plan of how the deed is to be done should be prepared by the player, and precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed. 8X-Y: (GMG pg 104): Item Saving Throw Matrix (Magical/Non-Magical)

Item Description	Acid	Blow, Crushing	Blow, Normal	Disintegration	Fall	Fireball (or breath)	Fire, Magical	Fire, Normal (oil)	Frost, Magical	Lightning Bolt	Electrical Discharge/ Current
Bone or Ivory	FF	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	3	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	15	15
Metal, hard	7	6	2	17	2	6	2	1	10	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	П	7	5	1	12	1

\* Potions, magical oils, poisons, acids while container remains intact.

Includes pearls of any sort.

\*\*\*Silvered glass. Treat silver mirror as "Metal, die!

soft," steel mirror as "Metal, hard."

 $\Diamond$  If exposed to extreme cold then struck against a hard surface with force, saving throw is -10 on dial

1	2	3	4	5	6	7	8	9	10	П	12	13	14	15	16	17	18	8 19	20	Сомват	1
_ose \	10.000				K: (GMG Non-we	eapon i	ALC: NOT THE OWNER OF	nbles	and Mi	W	eapon o	lamage	) d/broke le Broker						Qualit	og 124): Weapon y Modifiers Modifier	2
86 - 111 - 131 -	110 130 144	Drop weap Drop wpn Drop wpn Drop wpn Drop wpn	2 feet av 3 feet av 4 feet av	way way way	to self, 303 304 305 306	foot ankl knee	t, right le, right e, right right			5 55	541 - 580 541 - 580 581 - 590 591 - 600 501 - 610	) blade ) blade ) handl	head broker shattere e/haft she ed (usele	oken -1 t d (useles eared (us	to damag ss)	je		Superior	dinary S n S	ave twice vs. formal blow ave vs. normal blow ave vs. crushing blow	3
155 - 162 - 168 - 173 -	161 167 172 176	Drop wpn Drop wpn Drop wpn Drop wpn	6 feet av 7 feet av 8 feet av 9 feet av	way way way way	307 308 309 310	wris shou elbo foot	st, right ulder, rigl ow, right t, left	nt		6	511 - 630 531 - 650 551 - 660 561 - 700	Hand Blade Blade edge	le Badly I /head bad /head she dulled, ni	Broken - dly broke ared/cra cked and	en -25% acked -50 d/or crac	0% to dr	ng	Average Poor Shoddy	S r F F	tandard table esult (no effect) coll twice on Table 8KK umble on 1 or 2; roll	4
177 - 181 - 184 - 187 - 190 -	183 186 189	Drop wpn Drop wpn Drop wpn Drop wpn Drop wpn	11 feet 12 feet 13 feet	away away away	311 312 313 314 315	knee hip, wris	le, left e, left left st, left ulder, left			7		Boot/ -I to	hit/-1 to p footgear hit until pack, pou	breaks, repaired	d or disc			Worthle	ss F	wice on Table 8KK umble on 1-20; roll five imes on Table 8KK	5
192 - 194 - 196 - 19	193 195 197 8	Drop wpn Drop wpn Drop wpn Drop wpn	15 feet 16 feet 17 feet 18 feet	away away away away	316 317 318 Non-we	elbo necl back eapon i	ow, left k k <b>njury</b>			7	761 - 790 791 - 813	strap item i belt, g	breaks, - repaired girdle, etc or loosen	l to hit i or discar . breaks ed, -l to	until rded -hit until	are hare			Re	pg 89): NPC actions	6
19 20 njure 201 -	0 self	Drop wpn Drop wpn Dmg to se	20 feet	away ng as	Non-we	36 Roll unti eapon i	on crit ( l reasona njury	ble resu	e) chart, It attained		814 - 820	anoth Armo		n helping reaks, + -1 to hi	g for 1 ro 1 AC per it until re	ound) nalty epaired		Adjust Die Sco I or lov	ore Re ver Vio im	eaction olently hostile, mediate attack*	7
o sel	, bad	normal, ma to suffer ha on injury twist foot, right		check	to self, 337 338 - 3 340 341	foot 39 ankl knee	t, right	h		Hi	ndrance 151 - 868 169 - 885	repair e* Sweat	I strap br red or dis t in eyes, I in eyes,	carded	for I ro	ound		2-5 6-9 10-1	Ur to Ne	ostile, immediate action* ncertain but 55% prone ward negative eutral - uninterested - certain	8
265 - 268 - 27 272 -	267 270 1 273	ankle, right knee, right hip, right wrist, right			342 343 - 3 345 346	44 shou elbo foot	st, right ulder, rigl ow, right t, left	nt		e 9 Cl	886 - 903 904 - 920 umsine:	Nearl Distra bonus	by Ally is acted, -4 s to AC fe	Automat to-hit an or 1 rou	tically hit nd no De nd	t ex		12-13 16-19 20 or hij	5 Ur to 9 Fri gher En	ncertain but 55% prone ward positive iendly, immediate action thusiastically friendly,	9
277 - 280 -	279 281 284	shoulder, ri elbow, righ foot, left ankle, left knee, left			347 - 3 349 - 3 351 352 353	hip, wris	e, left					oppor Hinde suffer	extend + nent gain: er ally - ta s -(d4+1) c or have	s +2 to r akes +d6 to-hit p	next atta initiative penalty o	ick roll e penalt n next	Y	hirelings,	ne instan family mer	mediate acceptance ces involving henchmen, nbers, mentors, etc., these morale check rather than	1
28 289 - 291 -	8 290 293	hip, left wrist, left shoulder, le elbow, left	eft		355 - 3 355 - 3 358 359 - 4	elbo 57 necl back	ow, left k k		for d3 po	9		Overo +2 to	lance +d extend, o next to-	4 penalty pponent hit	y to next gains	t initiativ	(10) A 10	attacks or character just befor simply be	hostility. I were atte e battle, t cause his s	For example, if the speaking impting to rouse his troops hey would not attack him peech was lousy. But they	1
ALC: NO.	302	neck back results are re	olled, the	n extend		to d	nage to a leliver or		Dex che amage	ck			roll, -4 to check vs				1	CONTRACTOR CONTRACTOR	disperse, le	uke an immediate morale ave the battlefield, refuse to	

			Quirks/Flaws	3
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	 -	 -	service and the service of the servi	9
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1 <sub></sub>	CITY/TOWN/NPCs	I	2	3	4	5	6	7	8	9	10	П	12	13	14	15	16	17	18	19	20
2	I IMM: (GMG pg 158): Base N	1odifi	ers				116	BB-IIM	IM: (GM	IG pg I			1BINI TY BA		yalty 50%	Base	Score	& Mo	odifier	s	14 - 1-
3	Liege dead or surrounded at Liege removed from combat Each henchman dead or ren Each hit die or level dead, fr	t noved fr tiendly	+	ıbat -	25% 15% -5% -3% -1%	Die	cipline I	Modifie		Li	ege Mo	difiers:	+	( Charise 5% for C 10% for I	Great Ho Dishono	onor rable	x 5% ) Modifier				
4	Each hit die or level alive, er Each hit die or level dead, er Each hit die or level alive, fri Each henchman present, in s Liege present, in sight, alive	nemy iendly	/e		+1% +2% +5% +15%	Di	scipline// lone/one ax/little	Activity	ccasional			10% -5% 0%		Specia Kille	al Consi ad faithfu front o	deration I hench f a withe	s man or l	nireling	-40	%	
5	Relationship Modifiers Enlistment or Association Associated non-player ch	aracter	1	Modifier -10%		J F Trea	irm and atment	fair/ofte	n	No.	+	10%		Rep	uted to	n or hire	ess(es) In faithfu llings or		-30		
6	Captured and enlisted Crony Hanger-on	arter		-15% 1d20% -40%			human Cruel and	and hear d domine t and un	rtless eering ncaring o	r variabl	a	25% 10% -5% 10%		For Run he	esworn nored to enchmer	or oath have to h or hire	breaker ortured fi lings nenchme	aithful	ter -15		
7	Henchman Hired mercenary Hired mercenary, short t Sidekick	erm		+5% 0% - 5% +10		Rac	ial Mod	and inva	riable	Liege	+ Ass	15% ociated		hi Give Ia	irelings v en a cho st two r	vithout lice gift on months (	cause or bonus hireling)	within	- 5		
	Slave Length of Association M Length of Enlistment/Asso		s	-30%		A	ntipathy Good wil latred			-5% +10% -20%		10% +5% 15%		Risk (H	ked life for hireling)	or within or one y	nchman) n last six year (her ed withir	months ichman)	+10 ar +15	% %	
8	Less than I month Less than I year I to 5 years More than 5 years (incl. s	cidokick	6)	- 5% 0% +10% +25%		P	Veutral Treferred			0% +20% 0%		0% 15% -5%		Use	s and di enefit th	minishes	person: his ow (including ures)	n magic	+25 to +25		
9	Status Modifiers Training or Status Level	SIGERICE	.,			Ali	gnment gnment ame place re	Compar		odifiers Liege +10% 0%	G	ociated iroup +5% 0%		Reti	urned he	enchman ate from	or hire death-li urrected				
10	Untrained or peasant Little training, levied troc Newly recruited regulars Trained regulars			-25% -15% - 5% +10%		2	places of places of places of places of	removed removed	1	-15% -35% -60%		- 5% 20% 40%		player of figure(s	character ) in ques	has been	n service n genera onies do i	lly known	n and fan	niliar wit	th the
1	Elite, sub-officers, minor officials/expert hireling Guards, officers or major officials/henchmen			+20%	132	Ali	gnment gnment awful go	of Liege	ge Mod	ifiers	+	15%		** Typi *** Ap dead; if	liege is r	ic items ly when hear and	if a hench liege is r in power, Prefere	not prese minuses	ent, is ind are treat	apacitate ed as plu	uses.
-	Salary Modifiers Pay or Treasure Shared					L	awful ne awful ev Neutral g	eutral il good	130			10% +5% 0% 0%		but onl the latt Alignn	y with re er group nent Di	egard to only the fferentia	liege and most like al Exam al evil - la	associate ed/dislike ples: law	es, and w ed are co ful evil -	ith respe unted. lawful ne	ect to eutral
2	None Partial, late or unfair Average Above average, choice sh	nares		-20% -10% 0% +5%		0	haotic g haotic g haotic r Neutral e	good neutral				-5% 10% 15%		tral = remove Chara	3 places ed cter of	removed	places rei d, lawful lotes: A	evil - chi pply only	aotic goo one pe	od = 4 p	places
3	Exceptional, bonuses, gift Paid 10% above standard Paid 20% above standard	t items <sup>an</sup> i rate		+10% +5% +10%			Chaotic e	evil			-	20%		bonus i	maximun	n, the higi	hest of ea	ich categ	ory.		
4	NPC Loyalty Ba					I: (GMG				Situati		: (GMG		8): <b>Loy</b> ure Res		Obedi Situatio		Moral		e <b>cks</b> lure Re	sult
5	Name 1	Loy	alty Ba		Adjust Loyalt	ted	men a eature		ed	Offered Ordere Has a c		steal go	nst liege oods	co-opera agr	ees eals	Ordered In comb dangero	d to reso bat with p	possibly			fuses away

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	and the second second		
	Score	Loyalty	
	<1	None - will attempt to kill, capture, harm, or desert at first opportunity	0
	1-25	Disloyal - always seeks own advantage regardless of circumstance	
	26-50	Little - will seek own advantage at first sign of weakness	
	51-75	Fair - will support cause if no great risk is involved	
	76-100	Loyal - will always attempt to further the ends of the liege, even at great risk to self	1
	> 100	Fanatical - will serve unquestioningly and lay down own life if necessary without hesitation	

Situation Fa	ilure Result	Situation	Failure Result
Offered bribe Ordered to testify against lieg Has a chance to steal goods	co-operates e agrees steals	Ordered to rescue liege In combat with possibly dangerous foe	refuses runs away
Left alone in possible danger Abandoned Ordered into possible danger	deserts deserts refuses	Liege incapacitated or slain Offered surrender terms Surrounded by superior foe	runs away surrender: surrender:
Ordered to perform heroic an Ordered to perform heroic and dangerous act	ct refuses refuses	Ordered to use up own magic Ordered to rescue party men	

#### 4]: (GMG pg 60): Random NPC Honor Effects (Human/Demi-human)

Result	Honor	Effects
1-25	Dishonorable (DH)	-1 all die rolls
26-75	Average Honor (AH)	no effect
76-95	Great Honor (GH)	+1 all die rolls
96-100	Too Much Honor (TH)	no effect
	Modifiers	Effects
THE REAL PROPERTY OF	NPC is chaotic	-5
	NPC is lawful	+5
THE PARTY OF THE P	NPC is an Elf	+2

I 2 3 4 5 6 7 8 9 IO I 2 3 4 5 6 7 8 9 IO	÷.	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
---	----	---	---	---	---	---	---	---	---	----	---	---	---	---	---	---	---	---	---	----

IIRR-IIKKK: (GMG pg

Alignment Roll (1d12) Lawful good Lawful neutral

Lawful evil

Neutral evil Chaotic evil

Chaotic neutral Chaotic good Neutral good

3

5 6

8 9-12 Neutral

IIPP: (	GMG p	g 159): I	Underling Rebellion Roll (1d100)
lst	2nd	3rd+	
Roll	Roll	Roll	Effect
1-60			Acts surly/sulks (1d3 days)
61-80	1-30		Spits in food
81-90	31-40	1-10	Writes on back of cloak or
			armor ("Hack Me!")
91-100	41-45	11-15	Puts pebble in shoe or boot
URS FOOT ADDRESS	46-50	16-20	Puts pebbles/sand in shoes or boots
141-180	51-60	21-25	Does shoddy job (maintenance is
			effective but items appear dirty, frayed.
-			dented or scratched)
181-200	61-70	26-30	Rigs pants or cloak to fall down (PC
	-	Ser.	loses 0-1 point of Honor)
201+*	71-80	31-35	Spreads nasty rumor about PC (PC loses
	01.05	24.40	I point of Honor)
1.14	81-85	36-40	Spreads multiple nasty rumors about PC
	~ ~~	11.15	(PC loses 1d3 points of Honor)
-	86-90	41-45	Verbally insults PC (PC loses 1-2 pnts Honor)
	91-95	46-50	Verbally insults PC in town/in front of
	96-100	51-55	large groups (PC loses 1d3 points Honor) Pretends to do maintenance (for 1d4 days)
	101-110		Puts laxative in food or wine
	111-125		Spits on PC (PC loses one point of Honor)
	126-150		Steals from PC (2d20 sp or equivalent value)
-	151-175		Steals from PC (2d20 sp or equivalent value)
· · · · ·	176-200		Steals equipment
	201+*	81-85	Pretends to do maintenance from then on
	CHARLEN I	86-90	Openly steals from PC (PC loses 1d2 points
			of Honor)
		91-95	Sabotages saddle straps
		96-100	Sabotages armor straps
12			Punches or kicks PC (just once)
		111-125	
		126-140	Flees PC
		141-160	Attacks PC outright
		161-180	REVOLT! Turns on PC during battle!
-	1. Jac. 19	181-200	REVOLT! Attempts to assassinate PC
			(or hire assassin, if necessary)
		201	UH-OH! Becomes arch-enemy of PC
Roll on t	the next o	column.	State we have could be a state

Roll	on	the	next	colu	mn.

		on Conditional Mo	odifiers
ituation	Modifier		
ach previous insult	+5	Underling is chaotic	+10
ach previous successful		PC is evil	+15
ct of rebellion	+10	Underling is evil	+15
ach act of physical		Each previous roll on	
inlance dealt by PC	+20	Red coll column	+25

#### NPC Name Generator (Roll Id

Roll	Female	Male			
1-2	Adriana	Arnold	37-38	Felice	Godwin
3-4	Agnes	Arthur	39	Ghellis	Gorge
5-6	Alyson	Aylwin	40	Grace	Guy
7-8	Ameis	Aymon	41-42	Gresilda	Gwalta
9-10	Angelie	Barnaby	43-44	Greta	Hamon
11-12	Beatrix	Bartholomew	45-46	Helene	Henry
13-14	Birgitta	Berenger	47-49	Hylde	Heywar
15-16	Catherine	Brennan	50-51	Ingrid	Hugh
17	Cecily	Carle	52-53	Isobel	Hugo
18	Chelsea	Dennis	54-55	Jane	lan
19	Cimerra	Dolman	56	Jessa	Justin
20	Cristina	Doughan	57	Joanna	Kiel
21-22	Diana	Dufmore	58-59	Kaelin	Laurend
23-24	Dorathea	Edvard	60-61	Katerina	Milo
25-26	Elena	Elias	62-63	Kateryn	Nigel
27	Elezabeth	Friedrich	64	Leanora	Norma
28	Elianora	Geoffrey	65	Lovdie	Odoyn
29-30	Eliza	Georgios	66-67	Maelie	Olyffe
31-32	Ellyn	Gerard	68-69	Margaret	Osbert
33-34	Emme	Gilbert	70-71	Marina	Owen
35-36	Eve	Godfrey	72-73	Marjorie	Parnell

1	cions West	the Dell (1410)					
2-3		Ith Roll (1d10)					
2-3	Piss poor (						
2-3 Scant (20-50 gp)							
4-7							
8 Above average (50-100 gp)							
9		I (75-150 gp)					
10	Filthy rich	(100-200 gp)					
Honor	Work Eth	ic Roll (1d8+1d12)					
2-6		Poor (-10%)					
	Average/La						
	Great/Goo						
	Too Much/						
Appear	rance Roll	(1010)					
	Age						
1		6 base age)					
2-3	Youthful (b						
4-7		se +variable)					
8		d (middle age)					
9	Old (old a						
10		enerable age)					
	eneral App						
	rty ean	6 Ragged 7 Dandyish					
	ean kempt	7 Dandyish 8 Foppish					
	maculate	9 Non-descript					
	ugh	10 Imposing					
	idgi.	to imposing					
Sanity	Roll (1d10)						
	ery stable	8 Unstable					
2-6 N	ormal	9 Insane##					
7 N	eurotic	10 Maniacal**					
Quirks		s Roll (Id20)***					
	Rolls	Rolls					
	on 6A						
-		on 6A					
1	0	14-17 3					
2-7	0	14-17 3 18-19 4					
	0	14-17 3					
2-7	0	14-17 3 18-19 4					
2-7	0	14-17 3 18-19 4					
2-7	0	14-17 3 18-19 4					
2-7	0	14-17 3 18-19 4					
2-7 8-13	0	14-17 3 18-19 4					
2-7	0	14-17 3 18-19 4					
2-7 8-13	0	14-17 3 18-19 4					
2-7 8-13	0	14-17 3 18-19 4 20 5					
2-7 8-13	0 I 2. Martha	14-17 3 18-19 4 20 5					
2-7 8-13 1100) 74-75 76-77	0 1 2. Martha Mary	14-17 3 18-19 4 20 5 Patros Paulus					
2-7 8-13 1100) 74-75 76-77 78-79	0 1 2 Martha Mary Matilda	14-17 3 18-19 4 20 5 Patros Paulus Randolph					
2-7 8-13 1100) 74-75 76-77 78-79 80-81	0 1 2 Martha Mary Matilda Maude	Patros Paulus Randolph Reginald					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83	0 1 2 Martha Mary Matilda Maude Maysa	Patros Paulus Randolph Reginald Roger					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84	0 1 2 Martha Mary Matilda Maude Maysa Melanee	Patros Paulus Randolph Reginald Roger Rogahn					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 82-83 84 85	0 1 2 Martha Mary Matilda Maude Maysa Melanee Mergitta	Patros Paulus Randolph Reginald Roger Rogahn Roose					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86	0 1 2 Martha Mary Matilda Maude Maysa Melanee Mergitta Natahle	Patros Paulus Randolph Reginald Roger Rogahn Roose Sam					
2-7 8-13 1100) 74-75 76-77 8-79 80-81 82-83 84 85 86 86 87	0 1 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina	14-17 3 18-19 4 20 5 Paulus Randolph Reginald Roger Rogahn Roose Sam Simon					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86	0 1 2 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Ophinia	Patros Paulus Randolph Reginald Roger Rogahn Roose Sam					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86 85 86 87 87 88 88 89	0 1 2 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Rosa	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86 86 87 88	0 1 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Ophinia Rosa Rose	Patros Paulus Randolph Reginald Roger Rogahn Roger Sam Simon Theobold Thomas Tim					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86 87 88 88 89 90-91	0 1 2 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Rosa	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86 87 88 89 90-91 92-93	0 1 2 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Rosa Rose Sigridh	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen					
2-7 8-13 11000) 74-75 76-77 80-81 82-83 84 85 86 87 88 89 90-91 92-93 94	0 1 2 2 Martha Mary Matida Maysa Mergitta Natahle Nicholina Rosa Rose Sigridh Sonora	14-17 3 18-19 4 20 5 Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar					
2-7 8-13 11000) 74-75 76-77 78-79 80-81 82-83 84 85 86 85 86 87 88 87 88 89 90-91 92-93 94 95	0 1 2 Martha Mary Matilda Maude Maysa Melanee Mergitta Natahle Micholina Rosa Rose Sigridh Sonora Susane	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torgen Ulmar Victor					
2-7 8-13 1100) 74-75 76-77 78-79 80-81 82-83 84 85 86 87 88 87 88 89 90-91 92-93 94 95 96	0 1 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Mergitta Natahle Nicholina Rosa Rose Sigridh Sonora Susane Sybill	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar Victor Viggo Walter Warin					
2-7 8-13 74-75 76-77 78-79 80-81 82-83 84 85 86 87 88 89 90-91 92-93 94 95 96 97	0 1 2 Martha Mary Matida Maysa Melanee Mergitta Natahle Nicholina Ophinia Rosa Rose Sigridh Sonora Susane Sybill Syssel Triessa Ulmaar	14-17 3 18-19 4 20 5 Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar Victor Viggo Walter Warin Wigham					
2-7 8-13 1000) 74-75 76-77 78-79 80-81 82-83 84 85 86 87 88 89 90-91 92-93 94 95 96 97 97 98	0 1 2 Martha Mary Matilda Maysa Melanee Mergitta Natahle Nicholina Rosa Rose Sigridh Sonora Susane Sybill Syssel Triessa	14-17 3 18-19 4 20 5 Patros Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar Victor Viggo Walter Warin					
2-7 8-13 11000) 74-75 76-77 80-81 82-83 84 85 86 87 88 89 90-91 92-93 94 95 96 97 98 99 99	0 1 2 Martha Mary Matida Maysa Melanee Mergitta Natahle Nicholina Ophinia Rosa Rose Sigridh Sonora Susane Sybill Syssel Triessa Ulmaar	14-17 3 18-19 4 20 5 Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar Victor Viggo Walter Warin Wigham					
2-7 8-13 11000) 74-75 76-77 80-81 82-83 84 85 86 87 88 89 90-91 92-93 94 95 96 97 98 99 99	0 1 2 Martha Mary Matida Maysa Melanee Mergitta Natahle Nicholina Ophinia Rosa Rose Sigridh Sonora Susane Sybill Syssel Triessa Ulmaar	14-17 3 18-19 4 20 5 Paulus Randolph Reginald Roger Rogahn Roose Sam Simon Theobold Thomas Tim Torqen Ulmar Victor Viggo Walter Warin Wigham					

~	1	-	5	0		1	0			1
a	159-160	COMBIN	JED NE	C Ra	obc	m G	enera	tio	m	
5	137-100	. CONDI								
		Tendencies	Roll (1d100	)			8b1) Ilo		_	
		Optimist				crupula			5	
	5-8	Pessimist					norable		5	
	9-12	Hedonist	12.10			ruthful			7	
	13-16	Altruist			4 A	verage			5	ľ
	21-24	Helpful/kindly Careless			Brav	erv Ro	oll (1d12	2)		
	25-28	Capricious/mi	schievous	-			ss (-40%		ma	5
	29-32	Sober	schievous		2		ward (-3			
	33-36	Curious/inqui	sitive		3	Hes	itant (-	15%	to	
	37-40	Moody		-	4-8		rmal			1
	41-44	Trusting			9-11		irageous			
	45-50	Suspicious/cau			11		lhardy (			
	51-54		ng		12	Fear	rless (+	45%	to	
		Perceptive		and in	Enor	m Rol	(Id8)			
	59-62	Opinionated/				Slothfu		6-7	Er	8
	63-66	Violent/warlik	e	12		Lazy			D	
	67-70	Studious				Norma	d.			
	71-74	Foul/barbaric Cruel/callous	-	-	-			-	2	
	79-82	Practical joker	locanketer							
	83-86	Servile/obseq				t Roll				
	86-90	Fanatical/obse				Miserly		4-5		
		Malevolent				Mean Thrifty		6-7 8		
	95-100	Loguacious		1	3	inrity		0		1
					Mora	Is Rol	(Id12)	8		
		lity Roll (1d8	& 1d8)			Aesthe		8	In	İ
	Ist Roll				2	Virtuo	JS	9	A	ľ
		Average			3-4	Norma	d	10	Pe	è
		xtrovert		-	5-6	Lusty	13000	11	Sa	1
		ntrovert	-		7	Lustful		12	D	l
	I Mode	Average	lostile							
		t/arrogant 6				Roll (	1012)	9	1	
	3 Frien		Diplomatic			Saintly	/zealot	10	in in	
	4 Aloo		Abrasive			Pious	Zealot	11	lc	
		fExtrovert		-	- (T C - ) )	Revere	nt	12	In	
	I Force	eful 5 /	Antagonisti	c		Averag				1
	2 Over	bearing 6 l	Rude							
	3 Frien	idly 7 I	Rash		Inter		oll (2d)	2)		
	4 Blust		Diplomatic		2		gion			
		Introvert			3		ends			
	I Retir			1.2.1	4		tory			
	2 Tacit				5	Nat				
	3 Frien 4 Aloo	2 C C C C C C C C C C C C C C C C C C C			67		ticultur	e		
	4 A100	a 9 2011	ary/secreti	ve	8		bandry	ale		
	General	Disposition	Roll (IdIO	ý l	9		nting	Pars		
		Cheerful			10					
	2 1	Morose		100	11		dicrafts			
	3 (	Compassionate	/sensitive		12		letics			
		Unfeeling/insen	sitive	110 100	13	0.000				
		Humble		100	14	Wi	nes & sp	irits		
		Proud/Haughty			15	Foo	ds/prep			
		Even tempered			16	Gar	nbling			
		Hot tempered			17	Dru				
		Easy going	Service -	-	18-2		lector <sup>3</sup>			
	10 1	Harsh			22	1.000	nmunity	y ser	vic	1
	Intellect	Roll (Id10)			23	Altr	uism			

#### Intellect Roll (1d10)

1	Dull	7	Ponderous	
2-3	Average	8	Anti-intellectual	
4-5	Active	9	Scheming	
6	Dreaming	10	Brilliant	

Nature Roll (1d6)	
I Softhearted	4 Unforgiving
2 Forgiving	5 Jealous
3 Hard-hearted	6 Vengeful
Materialism Roll (	(1d6)
I Aesthetic	4 Covetous
2 Intellectualist	5 Greedy

3	Average	Avaricious

\* Roll 1d4- 1-2 is -10%, 3-4 is +10% \*\* Roll again, and if either Insane or mania-cal is indicated a second time, then the can is indicated a second unit, then the character conforms to that sanity level; in all other cases, the second roll stands in place of the first. See Table 7H: Spell Mishap Insanity Subtable.

y honorable	6	۶.	Average
thful	7		Liar
erage	8	3	Deceitful
y Roll (1d12)			
Wuss (-40%	to	n	norale)
Coward (-30	% 1	tc	o morale)
Hesitant (-15	%	te	o morale)
Normal			
Courageous	(+1	5	% to morale)
Foolhardy (+	30	%	to morale)
Fearless (+45	5%	D	o morale)
Roll (1d8)			
othful 6	-7	E	Energetic
zy	8	1	Driven
	y Roll (1d12) Wuss (-40% Coward (-30 Hesitant (-15 Normal Courageous Foolhardy (+ Fearless (+45 Roll (1d8) othful	thful 7 erage 8 y Roll (1d12) Wuss (-40% to Coward (-30% Hesitant (-15% Normal Courageous (+1 Foolhardy (+30 Fearless (+45% y Roll (1d8) pathful 6-7	thful     7       grage     8       y Roll (1d12)       Wuss (-40% to m Coward (-30% to Hesitant (-15% tr Normal Courageous (+15 Foolhardy (+30% Fearless (+45% tr y Roll (1d8) pathful       6-7     16

5 Average

1	Miserly		Average
	Mean		Spendthrift
3	Thrifty	8	Wastrel
	als Roll (1d12)		-
	Aesthetic	8	Immoral
1000	Virtuous	9	Amoral
	Normal		Perverted'
	Lusty	11	
7	Lustful	12	Depraved
Diet	Rell (1412)		
	y Roll (1d12) Saintly	9	Impious
2			
		11	
	Pious	12	CONTRACTOR OF CASE
	Reverent	12	Irreligious
5-8	Average		
Inte	rests Roll (2d	(2)	
2			Statement of the local division of the local
	Legends		
1000	History		
5			_
	Horticultur	re	
7	Husbandry		
E	Exotic anin		Contraction of the local division of the loc
9	Hunting		
- 1)	0 Fishing		
1			-
- 1	2 Athletics		
1	3 Politics		
1	4 Wines & s	pirits	
1	5 Foods/prep		
1	6 Gambling		
-1	7 Drugs		
18-	21 Collector		
	2 Communit	y ser	vice
2	3 Altruism		
2			
-			
Col	lections Roll (	1012	)

#### Collections Roll (1d12)

- Knives & daggers Swords Weapons 2
- 3 4 Shields & weapons
- Armor 5
- Books & scrolls 6
- Minerals & gems 7
- 8 Ornaments/jewelry
- 9 Coins/tokens
- 10 Trophies/skins
- 11 Porcelain, china, crystal
- 12 Artwork<sup>3</sup>

<sup>1</sup> Roll again; if perverted, sadistic or depraved is again indicated, the character is that; otherwise, the second roll is the true morals, and the first roll is ignored in favor of the second. <sup>3</sup> See Table 11KKK: NPC Collections.

<sup>1</sup> Includes tapestries, paintings, statuary, carvings, etc.

1	2	3	4	5	6	7	8	9	10	Ĩ	2	3	4	5	6	7	8	9	10
Coasta Desert	n Type il t , marsh, jun ains own	7-		: Freque am-2pm 	ency of Time of 3-6pm 	Encount Day 7-10pm × × × × × × × × × × × × ×	I Ipm-2a 		-6am X X X - X - X X - X X X X	Popula Relative Modera Uninhat	I (GMG p of Ranc cion Dens ly dense te to spars ited/wilder Chance of	iom End sity e/populate mess, subt	Base C derranean		Plain: Scrub Fores fo Rough Deser s Hills: Moun Marsh Pond:	tundra, s noor, down : brush, vee t: woods, j orest) h: badlands tt (any c nowfield ridges, blut tains: me: t: fen, sloup norass pools, tor ession: go	teppe, sav is, meadow idt, bush, t jungle, grov i <b>limate):</b> ffs, dunes sas, glacier, gh, swamp, n, lake	anna, prair hickets, bra res and cop barrens, w tors bog, mire,	rie, heath, ackens pses (light vaste, flat, quagmire,
12B (	12B (GMG pg 161): Mounted Movement 12A(GMG pg 161): Walking																		

2B (GMG	pg 161): Mounted	Movement
	(miles/day)*	

(miles/day)*							
	Terrain Is:						
Mount	Normal	Rugged	V. Rugged				
Camel**							
- Mount	20	10	5				
- Carrion	25	8	3				
Centisteed	80	40	20				
Donkey, mule or ass	20	10	8				
Elephant							
- Labor	15	10	5				
- War	25	20	15				
- Saber-Toothed	30	15	5				
Horse							
- Light War	60	25	5				
- Medium War	40	20	5				
- Heavy War	30	15	5				
- Dwarven War	40	20	10				
- Draft	30	15	5				
- Shirkmare	35	10	3				
Lizard, Red-Bellied Armored	15	10	5				
Moose, War	20	15	8				
Oliphant, War	20	15	10				
Pony							
- Common	25	10	5				
- Elven	35	20	10				
Unicorn	40	25	15				
Yak	20	10	5				
	14	Veather	ie				
	Fair	Poor	Bad***				
Dolphin	Tan	1001	Jug				
- Mount	25	20	10				
- War	35	20	10				
The second s	33	20	10				
Eagle - Giant	160	140	120				
	240	220	200				
- Gargantuan		90	80				
Griffon	100						
Hippogriff	120	110	100				
Moose, War (flying only)	60	55	50				
Pegasus	140	1.40	120				
- Common	160	140	120				
- Greater	160	140	120				
Killer Whale							

\* Assuming: skilled rider, trained mount and proper equipment.
\*\* Camels need much less water than other mounts, and do not suffer any penalties associated with prolonged activity in desert climates.
\*\*\* Bad weather includes rain and high winds. In very bad weather (powerful kunderstorms, hurricanes and such, creatures cannot fly or swim at all.

55

65

40

45

25

10

- War

- Mount

	12D (GMG	pg 162):
		coming Lost
Terrain Type	Chance	Direction
Plain	1 in 10	60° left or right
Scrub	3 in 10	60° left or right
Forest	7 in 10	any
Rough	3 in 10	60° left or right
Desert	4 in 10	60° left or right
Hills	2 in 10	60° left or right
Mountains	5 in 10	120° left or right
Marsh	6 in 10	any

#### 2A(GMG pg 161): V cing Movement (miles/day)\* Terrain Is

	Terrain is.								
Burden	Normal	Rugged	V. Rugged						
Unencumbered	30	20	10						
Light	25	15	8						
Moderate	18	11.	5						
Heavy Laden	10	6	3						
Severe	6	3	2						

\* These values are based on a movement value of 12. Characters with a movement value other than 12 should adjust the values proportionally.

	ment	(miles	s/day)*
	Т	errain I	s:
Mount	Normal	Rugged	V. Rugged
Cart, small	15	8	
Carriage			
- Common	15	5	
- Coach, Ornate	18	7	
Chariot			
- Riding	45	20	-
- War	40	25	2
Sedan Chair	5	2	
Wagon			
- Two-Wheeled	10	5	
- Four-Wheeled	30	15	5

tracks exist, movement is reduced by 50%.

#### 8CC (GMG pg 107): Outdoors Pursuit **Base Chance of Evading** Pursuit Outdoors: 80%

Movement Speed Adjustment	:
Pursued is faster	-10%
Both parties are of equal speed	0%
Pursuer is faster	+20%
Terrain Adjustment	
Plain, desert, open water	+50%
Scrub, rough, hills, marsh	-10%
Forest, mountains	-30%
Size of Parties Involved Adjustmen	nt
Pursued party totals fewer than 6 creatures	-10%
Pursued party totals 6-11 creatures	0%
Pursued party totals 12-50 creatures	+20%
Pursued party totals over 50 creatures	+50%
Pursuing party totals fewer than 12 creatures	+20%
Pursuing party totals 12-24 creatures	0%
Pursuing party totals over 24 creatures	-10%
Available Light Adjustment	
Light equal to full daylight	+30%
Light equal to twilight	+10%
Light equal to bright moonlight	0%
Light equal to starlight	-20%
Light equal to dark night	-50%

#### F25: (GMG pg 335): Random Wilderness Terrain

(1d20)	Plain	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plain	1-11	1-3	-	1-2	1-3	1	1.1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest"	13	12-13	5-14	5	-	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	-	9-10	9-14	8	6	-
Hills**	16	16	16	11-15	15	9-14	7-10	. 8
Mountains	17	17	17	16-17	16-17	15-16	11-18	
Marsh	18	18	18	18	18	17	(#)	9-15
Pond	19	19	19	19	19 -	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

\* I in 10 also includes hills. \*\* I in 10 also includes forest.

\*\*\* I in 20 have a pass which leads through the range.

#### 10D-10E: (GMG pg 138): Effects of Starvation & Dehydration

Character has	Loses								
No food	Id6-4 hp/day and I point CON per day								
No water	2d4 hp/day and 1d4 points CON per day								
% of hp	Minimum	Movement							
lost to S/D	Rest/day	Rate	Penalty*						
0-24%	Normal	Normal	None						
25%-49%	+3 hours	X3/4	-2						
50%-74%	+5 hours	X1/2	-4						
75%-99%	+8 hours	X1/4	-6						

\* To combat rolls and saving throws.

Notes:
B III I gen bell i in in statement in

1 2	2 3	4	5	6	7	8	9	10	П	12	13	14	15	16	17	18	19	20		WILDERNESS
E9 (GI 1-10 11-25 26-35 36-50 51-60 61-70 71-85 86-100 101-110 111-125 126-135 136-160 161-170 171-175 176-190 191-200 201-215 216-225 226-235 236-249 250-259 260-284 285-294	apple, corr apple, half apples, pild arrow, stuu ashes (coc ashes (wai boulder, h bow, string branch, br broken ox campsite club, wood coins (ran corn husk cottage, bi cow, grazii cup, pewtt dagger, bei dirt pile elf, half ga	n autumn) re (dry, sh if eaten ile (wormy uuck in tree bol) arm) huge ng snappee oroken (blo xx yoke ng snappee oroken (blo xx yoke bornt xing ter (badly ter (badly ent and ru aten scattered	Roll ) hriveled) y) se ad locks path v dented) usty	I (IdI,00 599 60) 611 612 622 644 644 661 644 661 700 700 700 700 700 700 700 700 700 70		ind Alon plate, silw pond, sm pouch, wi rabbit car rabbits, sr ration wr ring, tin road kill, rock, larg runeston sack, emp saddlebag scabbard, sheep, gr shoe, ladi shoe, one shrubber signpost skunk (su small roa snow drift	rer (small) hall (frogs rith hole i rcass camperin rappers fresh ge he, portion pty gs, torn , rusted azing ies high c e (human Y (scrawlee (town ne urprised) idside shr ft (in seas	) croaking n botton g n lass -size) d warning arby) rine		1         aven           2         badia           3         barro           4         barro           5         beato           6         bog           7         bree           8         buco           9         bulw           10         bura           11         camo           12         caravita           13         chale           14         chass           15         chate           16         citad           17         coass           18         comu           19         cops           20         cotta           21         crisp           22         cross           23         cross	ue ands ens ow en path ze jic aark al mound buflage can et m eau lel tline e of tree age socut sroads	th	26 eart 27 eeri 28 enc; 29 exp 30 fierd 31 fort 32 garr 33 gaze 34 glim 35 glitt 36 gorg 37 ham 38 harr 39 hays 40 hed 41 hill 42 hillo 43 hint 44 hon 45 hut 46 indi; 47 indi; 48 keep	hwork e ampmen edition :e uitous ison ebo ppse ering ge let monious stacks onistic and dale ock erland nespun genous iring p	t	51 lov 52 lun 53 lus 54 ma 55 ma 55 ma 56 mc 57 mc 58 mc 59 orr 60 ou 61 par 62 pas 63 pil 64 pri 65 rac 66 rar 67 rhz 68 roo 69 sec 70 ser 71 shr 72 sop 73 soo	rely ninous h unor hou irshland onarchy ooring nate tpost rapet storal grimage meval fo diant npant adway cluded rendipity vubbery phisticat vereign	rrest	76 si 77 si 78 si 80 s 81 s 82 t 83 t 84 t 85 t 86 t 86 t 87 t 88 t 90 u 91 v 92 v 93 v 94 v 95 v 96 v 97 v 98 v	Roll (1d100) tockade tomping ground tronghold trunning wale ylvan grove ableau hick vines hicket horoughfare imberland ombstone rysting place infettered unfettered inplifting erdant tista oyage vasteland vatering hole vindfall wrathful
295-319 320-335 336-349 350-374 375-379	finger, orci firewood, flowers (ir Goblin car hastily-dug	cish I, piled (in season) arcass with ug grave	and the second second second	801 811 826 836 846	1-810 1-825 6-835 6-845 6-855	squirrel, e staff, brol sticks, pile stone wa stone wa	eating nur ken led III, fallen III, in good			24 crum 25 dyna The terms Jbrary, Volu	sty included in	n this table		excerpted	from the I	74 spo 75 sta HackMaste	lwart	on HackMas	100 y	vrought-iron gate onder GameMaster Reference
380-389 390-404 405-429 430-454 455-459 460-469 470-479 480-498 499-513 514-518	hay field haystacks horse sho horse, her humanoid leaf pile, si map, in tin mortar an	s oe, thrown erd d ear (shri smolderin; iny bits ind pestle	riveled) ng	866 871 88 89 896 906 911 916	6-865 6-870 1-880 1-890 1-895 6-905 6-910 1-915 6-920 1-930	tent peg tent peg, thistles torch, but torn cloth tracks, an tracks, hu tracks, lar tree, map tree, oak	broken ( Irnt out h imal umanoid rge reptil ble	e		Castle S	- 46 61 71 -	nall 45 -60 -70 -100	Mediur 1-30 31-50 51-65 66-100	m L: 1 1 4 0 61	arge -15 6-40 1-60 -100		nhabita fotally de Deserted Humans, Characte	eserted I (monste demi-hur r-types	er there mans or	ein)* r humanoids t indicate men.
519-533 534-543 544-558 559-574 575-583 584-598 F20 Res	b nettles parchmeni pin, silver pine cone: pit, leaf co 6: (GMG p sult	nt, torn, sc r (royal ins es covered pg 336): Type	cribbled Isignia)	936 946 971 996 <b>Ditatio</b>	Pop	tree, pine tree, willo very smal wand, spe wheat fie Randon	ow (near III rocks ent (brok eld	en)		Roll I 1-5 H 6-25 H	100 C 100 C 100 C	Inhab nts andits/b	and the second s			Roll 1-15 16-17 18-56 57-59 60-61	Mast Cli Cli Dr Fig Ca	: (GMC Mast Mast ass eric uid hter valier rk Knight	the C	

31-50 Human mercenaries

51-65 Human soldiers

66-70 Half-orcs

76-78 Half-ogres

79-85 Gnomes

86-90 Dwarves

91-94 Half-elves

98-100 Dervishes

For Sma

Mo Lar Sm

Me Co Lar For

95-97 Hobgoblins

\* Includes humans and demi-humans

71-75 Orcs

Result	Type of Settlement	Population
1-3	Single Dwelling	1-12
4-5	Thorp	20-80
6-7	Hamlet	81-400
8-9	Village	401-900
10	Town	901-6500
11	City	6501-60,000
12-14	Castle**	
15-16	Ruins*	
17-100	Uninhabited	

Consult Table F27 (GMG pg 336). Note that if player characters explore the ruins, you can use the Random Dungeon Generation system.
 Consult Table F28 - F31 for castle details.

F27 (GMG	og 336): Type of Ruins	F28:	F28: (GMG pg 336): C Size and Type				
Roll	Туре	Roll	Sz. Class				
1-30 31-60 51-60	Village City Home	1-10 11-25	Small Small	Small shell Tower			
61-65 66-70 71-80	Tower Moat house Barrows	26-35 36-45 46-65	Small Med. Med.	Moat hous Large shel Small wall			
81-85 86-95 96-97	Shrine Temple Tomb	66-80	Med.	castle with Med. walle with keep			
98 99 100	Mine/Dungeon Keep Castle	81-88 89-95	Large Large	Concentri Large wall castle with			

Í	F28	: (GMG p	g 336): Castle							
	Size and Type									
	Roll	Sz. Class	Туре							
	1-10	Small	Small shell keep							
	11-25	Small	Tower							
	26-35	Small	Moat house/friary							
	36-45	Med.	Large shell keep							
	46-65	Med.	Small walled castle with keep							
	66-80	Med.	Med. walled castle with keep							
	81-88	Large	Concentric castle							
	89-95	Large	Large walled castle with keep							
	96-100	) Large	Fortress complex							

F32: (	GMG pg 336): Forti	ress Artillery	Sector -
ortress Type	Ballistae Scorpions	Light Catapults	Oil Cauldrons
nall shell keep	2		1
wer			1
oat house or friary	and the second second		2
rge shell keep	The second s	and the second	2
nall walled castle with keep	2	E	4
edium walled castle with keep	2	2	5
oncentric castle	4	2	6
rge walled castle with keep	4	4	8
rtress complex	6	4	10

62-63

64-65

66

67-68

69-75

76-80

81-85

86-95

96-99

100

Knight Errant

Monk\*

Paladin

Ranger

Thief

Bard

Assassin

Magic-User

Battle mage

Illusionist

\* Monks' strongholds will usually be monasteries, resembling a type of enlarged moat house, formidible more for its location

than defensive structures. \*\*\* Illusionists' strongholds will be covered by an illusion to appear as rubble or a ruined castle.

8th-11th

9th-12th

9th-10th

10th-13th

11th-14th

9th-12th

10th-13th

10th-14th

14th

23rd

2

3

4

5

6

7

8

9

10

1

2

3

4

5

6

7

8

9

10

1	DUNGEON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
2	FI: (GMG pg 333): Roll Result I-2 Continue straig						ic Ch	eck	F7			ape a	nd Si	ze		
3	3-5 Door (see Tabl 6-10 Side Passage (s - check again ir 11-13 Passage Turns (	e F2) ee Table F. 20 feet (f see Table I	3, chec this tab F6, che	k width ble) ck widtl	on Table	F4)			Roll 1-2 3-4 5-6 7-8	Squa Squa Squa	mber S re, 20'x re, 20'x re, 30' x	20' 25' 30'	Sq Sq Sq	uare, 10's uare, 20's uare, 30'	< 10' < 20' × 30'	a
4	- check again ir 14-16 Chamber (see 17 Stairs (see Tabl 18 Dead End (wal	Table F7) - e F18) Is left, righ	- check	30 feet	n be che	cked			9-10 11-13 14-15 16-17	Rect Rect	re, 40'x angular, 2 angular, 2 angular, 2 angular, 4	20' × 30' 30' × 40' 30' × 50'	Re Re	uare, 40' ctangular ctangular ctangular ctangular	: 10'×20 : 20' × 3 : 20'× 40	0' 0'
5	for secret door 19 Trick/Trap (see - check again in 20 Wandering Mo lies ahead so d	Table F19 30 feet (1 inster, chec	), passa this tab ck again	age cont ble) n immed	inues lately to	see wha	ıt		18-20	Unu				usual*		
6	F2: (GMG pg 333			F3	-F4: (GI	MG pg	333): <b>S</b>	ide	F8-1	F9: (GI	MG pg S	334): C hape			Jnusu	a
7	Location of Door: Roll Result* 1-6 Left 7-12 Right			1950 14	I Resuleft 9	ges & It 0 degree 90 degree	5	h	Roll 1-5 6-8 9-10	Shap Circu Triang	lar		and the second	Size about 50 about 90 about 12	00 sq. ft.	
8	13-20 Ahead Space Beyond Door I Roll Result	s:		5 6 7 8	right left 4 right	5 degree 45 degree 5 degree 45 degree	ees ahear s behind ees behin		11 12-13 14-15 16-17	Rhom	nboid shaped <sup>ie</sup>		7-8 9-10 11-12	about 1 about 20 about 2 about 3	500 sq. f 000 sq. f 500 sq. f	
9	I-4 Parallel passage room if door is 5-8 Passage straigh 9 Passage 45 deg	s straight a t ahead		9	ahead	curve 45		5	18-19 20	Octag Cave		5 indicat	15 16-20	about 33 +2000***	500 sq. f	t
_	ahead/behind 10 Passage 45 deg behind/ahead 11-18 Room (go to Ta	rees		11-1 14-1 16-1 20	5 passa 9 four-v	ge "T"s ge "Y"s way inter ge "X"s	section		** Drav	w what s	6-7 is a w hape you and add t the proce	desire, v the area	to 2000	fit the ma sq. ft. (if	p, or roll another	ag
10	19-20 Chamber (go t * Unless door is straight al on Table FI.	o Table F7	1	** Ri	t 135 deg ght 135 d	legrees.			F	10: (G	MG pg	334):	Numb	er Of	Exits	
1	** Extends 30 feet in both *** The direction will be existing circumstances, bu tion before the slash in p	appropria t use the	te to direc-	Ro  -   3-   7	2 5 fee	et eet			Rol 1-3 1-3	1	Room A up to 60 over 600	0 square square	feet	# Exits	*	
2	other.			18 19-2 * See		CIAL PA	SSAGE*		4-6 4-6 7-9 7-9		up to 60 over 600 up to 60 over 600	square 0 square	feet feet	2 3 3 4		
3	F5: (GMG pg 333) Passage Roll Width and fea	e tures: down cer	nter	Rol	Resu			ns	10-1 10-1 13-1 13-1 16-1	2 0	up to 12 over 120 up to 16 over 160 any size	0 square 00 squar	e feet e feet	0*** 1 0*** 1 1-4 (d4		
4	5-7         40 feet, double r           8-10         50 feet, double r           11-12         50 feet'           13-15         10 feet stream <sup>2</sup> 16-17         20 feet river <sup>3</sup>		0000000000	1-8 9 10 11-1 19	left 4 left 4 8 right	90 degre 45 degre 5 degree 90 degre 45 degre	es ahead s behind ses	*	19-2 * 50% c ** Che	0 a chance c ck once	of exit be per 10 fe footnote	et for se		**** or a pass	age.	ha
5	18         40 feet river <sup>3</sup> 19         60 feet river <sup>3</sup> 20         20 feet, chasm <sup>4</sup>				k width a	45 degree	-4.	nd*	*** Do	or in ch	amber, pa	issage in	room,	1		
6	I Columns 10 feet to the upper above. Stairs up to gallery passage (1-15) or at begin the former case, if a stairw	galleries 20 will be at enning (16-20	0 feet end of 0). In			GMG p			Roll 1-2 3-4	Prote Conta Conta	ict poiso ict poiso	n on co n on tre	ntainer	Guar	ded b	у.
7	or adjacent to the passage end stairs 50% (1-10) of the plement it 50% (11-20) of 2 Streams bisect the pass bridged 75% (1-15) of the	he time and the time. age. They v	d sup- will be	1-2	5 1000 50 1000	hout Me copper silver p electrum	pieces/lev	evel el	5-6 7 8 9	Poisor Poisor Poisor	ned need ned need ned Sprin ned Sprin ned Sprin	lles in hang darts ng darts ing darts i	andles firing fro firing up	from top	of cont	tai
8	obstacle 25% (16-20) of th 3 Rivers bisect the pas bridged 50% (1-10) of the 25% (11-15) of the time	e time. ssage. The time, have a (50% chance	ey are a boat ce for	61- 76- 86- 91-	75 250 35 125 38 100 24 1-4 g	gold piec hard silve platinum gems/leve	es/level er pieces pieces/l	s/level	10 11-12 13 14	of cor Blade Poisor	ned april ntainer scything nous insi eleased t	across a	nside eptiles l	ving insid		
9	either bank), and are an ob time. 4 Chasms bisect the passa to 200 feet deep. They wil (1-10) of the time, have	age. They ar Il be bridge	re 150 d 50%	98-1 * See	00 Magi also Tablith Monst	ice jewel c <sup>****</sup> les F15 ar cer:Take t 0% to to	nd F16 or wo rolls	on this	1 5 16 17 18 19	Trap o Trap o Stone Spear	door ope door ope block d s release sive Run	ening in t ening six ropping d from y	front of feet in f	containe ront of c of the co	ontainer	

rectangenari ze n se	i trap (lable riz)
Rectangular, 20'x 40'	2-10 straight ahead
Rectangular, 30' x 40'	11-14 straight left and right
Unusual*	15 slope down (1 level)
	16 slope up (1 level)
	17 up stairway (1 level)
	18 down stairway (1 level)
	19 45 degrees left/right***
hamber - Unusual	20 45 degrees right/left****
& Size	
A SILC	* If a passage or door is indicated in a wall where the space immediately beyond the
Roll Size	wall has been mapped, then the exit is a
1-2 about 500 sq. ft.	secret door (1 -5), a one-way door (6-10)
3-4 about 900 sq. ft.	or it is in the opposite direction (11-20).
5-6 about 1200 sq. ft.	** If a Door use Table F2 instead - check
7-8 about 1500 sq. ft.	for width on Table F4.
9-10 about 2000 sq. ft.	*** The exit will be appropriate to existing circumstances, but use the direction
11-12 about 2500 sq. ft.	before the slash in preference to the other.
13-14 about 3000 sq. ft.	serve and analy in protocortic as the others.
15 about 3500 sq. ft.	
15 about 3500 sq. rt.	F13: (GMG pg 334): Chamber
10.40 12000	or Room Contents
es a pool (see Table F22 and F24	
has a shaft and 11-20 is normal.	Roll Contents
hat will fit the map, or roll again.	1-12 Empty
to 2000 sq. ft. (if another 16-20	13-14 Monster only*
2000 sq. ft., and so on)	15-17 Monster and treasure
The second second	(see Table F14)
	18 Special*
lumber Of Exits	19 Trick/Trap (see Table F19)
the second se	20 Treasure (see Table F14.)
# Exits*	* Determine on appropriate table from
feet I	Appendix C.
eet 2	** Determine by balance of level or what
feet 2	you desire: otherwise put in stairs as indicat-
eet 3	ed: Roll 1d20. (1-5) stairway up 1 level . (7-8)
feet 3	up 2 levels , (9-14) down 1 level , (15-19) down 2 levels , or (20) down 3 levels- 2
feet 4	flights of stairs and a slanting passageway.
e feet O <sup>sse</sup>	a survey a survey a survey.
feet l	
e feet O <sup>tes</sup>	FI5: (GMG pg 334): Treasure
feet I	contained in*
I-4 (d4)	Roll Container
1***	I-2 Bags
a door or a passage	3-4 Sacks
cret doors with a 1 in 20 chance	5-6 Small Coffers
	7-8 Chests
room.	9-10 Huge Chests
	11-12 Pottery Jars
	The second fully
	13-14 Metal Urns
asure Guarded by	13-14 Metal Urns 15-16 Stone Containers
asure Guarded by	13-14 Metal Urns

bisoned Spring darts firing from front of container bisoned Spring darts firing up from top of container

20

Symbol

15

16

18

FII-FI2: (GMG pg 334): Exit

Location & Direction

Exit Passage Direction\*\*

Roll\* Exit Location

8-12 left wall

13-17 right wall

Roll

18-20 some wall

opposite wall

trap (Table F19)

19

20

#### Go to Table F16 on a roll of 1-8, Table F17 on a 9-20 to determine protection.

#### F17: (GMG pg 334): Treasure is Hidden by/in...

- **Roll Concealment**
- 1-3 Invisibility (as spell)
- 4-5 Illusion (changes/hides appearance)
- 6 Secret space under container
- 7-8 Secret compartment in container
  - 9 Inside ordinary item in plain view
- 10 Disguised; appears as something else
- II Under a heap of trash/dung
- 12-13 Under a loose stone in the floor
- 14-15 Behind a loose stone in the wall
- 16-20 In a secret room nearby

10

5-10 feet wide 25% (11-15) of the time, and

be an obstacle 25% (16-20) of the time.

\*\*\* Roll once on Magic Items Table A1.

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
1-5 6 7 8 9 10 11 12 13	Result (S Down 1 le Down 2 le Down 3 le Up 1 level Down dea Chimney 0 Chimney 0 in 30 feet Trap door Trap door	See Table F evel* evels*** ered (1 in 6 ad end (1 in up 1 level, p up 2 levels, down 2 level * down 1 le	FI upon a chance to n 6 chance passage col passage col rels, passage evel, passage	4): <b>Stair</b> ascending/e chute down to chute down to chute do ntinues, che ontinues, che e continues, e continues ge continues	descendin n 2 levels) own 1 leve ick again in ack again in check agai , check agai	) 30 feet 30 feet in in	Roll 0 1-5 0 6-7 0 8-9 0 10-11 0 12-14 0 15-16 0 17-18 0 19 0 20 0 * Roll to	(GMG pg Cave or C Cave about Cave about Double Cav Double Cav Cavern abo Cavern abo Cavern abo Cavern abo Cavern abo Cavern abo Cavern abo	Verns Lavern 40' × 60' 50' × 75' re: 20' × 30 re: 35' × 50 ut 95' × 12 ut 120' × 1 ut 150' × 3 cavern – 30 therein (se	0', 60' x 60 V, 80' x 90 55'* 150' 200'* 300'* 2		IO-11         Pool           12         Pool           13         Pool           14         Pool           15         Pool           16-18         Pool	ult no monster , acid (see , mineral (s , drained , fetid , monster & cal pool®	er Table 16S) ulphrous)	** Le temp treat	bil Re 6 No 9 Lak 11 Lak 2 Lak 3 Lak 4 Lak 5 Lak 18 Lak 0 Enc 1000se app teads any vole, etc. (i	sult lake e, no more te, monste te, acid (se te, acid (se)te))))))))))))))))))))))))))))))))))	er Table 16S) I (sulphrous) Ir, treasure*	f Beasts. e, special therwise
* 1 in 2 or mag ** 2 in cal or r *** 3 in	Trap door down 2 levels, passage continues, check again 30 feet 2 Up 1 then down 2 (total down 1), chamber at end (roll on Table F7) 20 has a door which closes egress for the day (either mech					chanical nechani-	1-2 3-4 5-6	Pool Prop Turns gold lead (6-20) The Ability Wish Pool <sup>2</sup>	to platinur one time Pool'	n (1-5) or only.	7-9 10-1 13	2 Dazzle F False Po glows w	sh Pool <sup>2</sup> Pool <sup>2</sup> ol- Normal ith strong o	water, but	13 t 15	-14 Glo wit -16 Sha	ow Pool- a hout colo pe Chang nsporter l	e Pool"	51
Roll 1-5 6-7 8 9	F19 Trick/Tr: False Dor Pit, 10 fee Pit, 10 fee 20' x 20'	ap or - (see Ti et deep, 3 et deep wi elevator n	able F16 fo in 6 to fall ith spikes, room (part	l in. 3 in 6 to fa ty has enter	ll in. red door d		I The Abi I = Sti 3 = W Add oi 2 Wish Po to one the sar 3 Dazzle 4 Entranti	lity Pool will, rength isdom r subtract 1-2 ool (speaks as day. Pool's al me property, pool causes e s are affected	on a one-tin 4 = Dex 6 = Cha 2 points, check 5 Magic Mout lignment is: la but grant ant entrant to glo as spell, cast	ne only basis terity risma tking for eac th) will grant awful good ( ti-wishes (see ow as Contir t by 20th lev	, add (1-3) 2 = Int 7-8= C h character : one wish 1-6), lawful e Wishes, C hual Light el caster. S		1-6) from one 5 = Const of its alignment totic good (1) those of opp with Color S C, Terrain X	itution tion, characti ent and dam 0-12), chaoti osed alignme pray. for creature	eristic and a age others ic evil (13-1 ent, damagin type.	amount. from 1-20 7), true ne ng all othe	points.Wis sutral (18-20 rs.	h can be withhe )). Anti-Wish p nture (17-20).	
10 11	ascend fo As 9 abor As 9 abor entering a unsuccess descends	or 30 turns we, but roo we, but roo and one ac sful attemp as far as it	s. om descen om descen dditional le pt at door t can. This	nds 1 level : ids 2 levels. ids 2-5 leve evel each the opening is will not asc ross passage	ls - one uj me an made, or cend for 60	oon until it ) turns.		Copper ,000-3,000 25% ,000-6,000 50%	Silver 200-2,00 30% 1,000-3,0 25%	Elec 00 500- 3 000 300-	MG pg 1 strum -3,000 5% -1,800 5%	Gold 1,000-6,000 40% 200-2,000 25%	Hard	Plat 00 300 300 100			Art Objects 2-12 50% 1-4 20%	Magica Item Any 3 30% Armor/Wea 10%	
13	hole in ce damage u	al to one fla eiling, follow unless succe	wed by flan essful save	s on randor ming cinde vs. paralyz	r (2-12 po ration is m	ints of	DI	000-10,000 20% ,000-6,000 10%	30% 1,000-10, 15%	4 000 1,000 2	5%		-	1 100 1	0-600 0% 0-600 5%	1-6 25% 1-10 30%	1-3 20% 1-6 25%	Any 2 10% Any 2 + 1 po 15%	otion

1,000-6,000

5%

25%

G

1,000-10,000

25%

3,000-18,000

10%

3.000-18.000 2.000-20.000 2.000-20.000

35%

1,000-12,000

45%

2,000-12,000

25%

3.000-24.000

15%

45%

- which indicates only 1-3 points of damage). 14 Pit, 10' deep, 3 in 6 to fall in, pit walls move together to
- crush victim(s) in 2-5 rounds. 15 Arrow trap, 1-3 arrows, 1 in 20 is poisoned.

Spear trap, 1-3 spears, 1 in 20 is poisoned.

- 17 Gas; party has detected it, but must breathe it to continue along corridor, as it covers 60 feet ahead. Mark map accordingly regardless of turning back or not. (see Table F20)
- 18 Door falls outward causing 1-10 hit points, or stone falls from ceiling causing 2-20 points of damage to each person failing his saving throw versus petrification.
- 19 Illusionary wall concealing 8 (pit) above (1-6), 20 (chute) below (7-10) or chamber with monster and treasure (11-20) (see Table F7 and F14).
- 20 Chute down I level (cannot be ascended in any manner).

#### F20: (GMG pg 335): Gas Sub-Table

- Roll Gas Type
- 1-7 Only effect is to obscure vision when passing through.
- 8-9 Blinds for 1-6 turns after passing through.
- 10-12 Fear: run back 120 feet unless saving throw versus magic is made.
- Sleep: party sound asleep for 2-12 turns (as Sleep spell).
   Strength: adds 1-6 points of Strength (as Strength spell) to all fighters in party for 1 to 10 hours.
- 19 Claustrophobia: make Wisdom check or return to surface immediately.
- 20 Poison: killed unless saving throw versus poison is made.

#### Table 13T: (GMG pg 182): Individual and Small Lair Treasures

2,000-20,000 2,000-20,000

100-1,200

15%

500-5.000

30%

1.500-15.000

50%

45%

100-400

15%

300-1,800

25%

000-4.000

15%

1.000-10.000

50%

1,000-8,000

35%

100-600

30%

1-12

15%

2-20

20%

3-18

30%

3-30

50%

2-12

55%

1-6

10%

1-8

10%

1-6

25%

50%

2-8

50%

Any 3 + I scroll

25%

Any 5 except weapons

30%

Алу 5

35%

Any 6

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-			1. ( P6		creater carrier	Contraction matter				
1	3-24	- The second	(111)			CIU - CI		1000		
ĸ		3-18			1	<del></del>	-		-	
L		1 +- · · ·		I I I	3-18	2-12	-		-	
M			3-12	2-8					Contraction of the second s	l
N	-					1-6	-	-	-	
0	10-40	10-30	—		-		-	-	-	
P	The second second	10-60	3-30			1-20	-		100 a	1
Q	1100		-		-		14	-	-	
R	-			2-20	-	10-60	2-8	1-3		
S					-		-	-	I-8 potions	1
Т					-	-	-	-	I-4 scrolls	
U	-		-	-		-	2-16	1-6	Any I	
	-	-		11.1	1	The second	90%	80%	70%	1
V			-	-		_		-	Any 2	
W	-		4-24	5-30	2-16	1-8	2-16	1-8	Any 2	
1				-		I September 1	60%	50%	60%	1
X	-				-		_	-	Any 2 potions	
Y	-			200-1,200	-	_	-	-	-	
Z	100-300	100-400	100-500	100-600	100-500	100-400	1-6	2-12	Any 3	Í
-			-	-	-	ALC: NOT	55%	50%	50%	

I.	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Сіт	y/Town/NPCs	1
Sai	B (GMC	Rumo	rs	(1d6)	2Y (GM0 ) Ist Part	= (1-2)	The (3-4	l) Ye Oldi	e (5-6) (	(**) <b>'</b> s		1	Backg	71): Ba		der		2Z (G	11111	171): B nerato	artender or	2
Roll 1-10 11-20	art= The 2nd Pa a dunge catacor	art eon nbs		Roll (1d20	)) Part Rolling Falling		I Third O) Part Happy Surly	(1d	20) Par I Hal 2 Dw	lfling varf	Roll 1-8 9-16 17-24 25-32	Forn Need In de	ds to fee bt to th	h bearer d family ieves' gu from spor	of ten ild		Roll (d6) 1-5 6	Sex Male Fem	e	Roll (d20) I 2	Name (M/F) Clarence/Clarissa Rudgar/Debbie	3
21-27 28-35 36-45 46-53 54-61	ancient an old a dark	castle		3 4 5 6 7	Flying Laughing Droopin Slippery Burning		White Rusty Coppe Broke	er l	4 Kin 5 Scu	upper patross	33-41 42-49 50-59 60-68	Wor Form Main Brew	Id-weary her pirat hed adve master	rtravele e enturer	r		Roll (1d100 1-14	) Raci Dwa Higt	arf	3 4 5 6 7	Thargin/Frances Frank/Edith Bobo/Jane Rangar/Sorina Blake/Elle	4
62-79 80-85 86-90 91-93	deserte the dee an old a deser	ed monas ep wood outpost rted man	ior	8 9 10 11	Glowing Charging Flooded Singing	10 11	Black Saucy Drunk Blood	y	B Mar B Keg 0 Cro I Bat	re g own	69-72 73-81 82-91 92-99	Forn Forn Exile	ner prize ner Mere			1000 C	13-17 18 19 20-28 29	Dro Gru 6 Gno	w nge Elf	8 9 10	Jorell/Hope Samuel/Rebecca Oren/Sarah Benson/Loriel	5
Roll	a grave 3rd Pa	irt		12 13 14 15	Dancing Hunted Floating Stomped Shining	12 13 14 15	Hungr Merry Silver Storm Golde	1 y 1	5 De	rrel oon er				Taveri	n Det	ails	30-34 35-49 50-62 63-69	Half Half Half	ling -orc	12 13 14 15	Felgood/Tipper Ralph/Melibe Apok/Rose Razak/Nora	6
1-2 3-4 5-6 7-8	creatur that is l	haunted. g bandits		17 18 19 20	Drownee Twilight Jousting Leaping	20 C C C C	Mighty Beauti Strong	ful I	7 Tan 8 Inn 9 Ox	nkard	Roll (1d10 1-3 4-8	) Siz Sma Medi	e (D	ustome ay/Nigh 3d4/5d4 4d6/8d6	it) #1	ables 2d4 3d6	70-74 75-97 98-10	Hun	-ogre nan e Fairy	16 17 18 19	Chaka/Elenore Feldon/Rolinda Basto/Gloriana Willum/Beth	7
		s treasu	re.	and the second s	nder's name	- See Tabl			iele l'Are		9-10	Larg	ge 3	d10/7d1	0 4	010				20	joe/jo	8

#### 12W: (GMG pg 170): Intoxication **Recovery Table**

Intoxication	Recovery	Stimula	ant Effect
Level*	Time	Mild	Strong
Buzzed	I-2 hours	x .80	× .50
Sloshed	2-4 hours	x .85	x .55
Wasted	4-6 hours	x .90	x .55
Passed Out	7-10 hours	× .95	x .60

\* As time passes the affected person becomes less intoxicated. Once the recovery time remaining equals the maximum recovery time for the lower intoxication level, the person's intoxication level lowers one category.

## 12V: (GMG pg 170): Effects of **Alcohol and Drugs**

	State	of Intox	ication
Effect on	Buzzed	Sloshed	Wasted*
Morale	+5%	+10%	+15%
Intelligence	-1	-3	-6
Wisdom	-1	-4	-7
Dexterity	0	-2	-5
Charisma	+1	-1	-4
Attack modifier	0	-1	-5
Hit points	0	+1	+3
Movement	-1	-2	-4

\* Beyond Wasted, persons pass out and sleep for 7-10 hours, then waken and vomit sporadically for 1d3 hours. During this time a character can take no other action other than to moan. \*\*Morale pertains only to NPCs.

## 12R-12S: (GMG pg 170): Quaffing Ale & Racial Intoxication Levels Time to Quaff

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One Drink	Drinks	Drinks** to	r Intoxicatio	on Level of
(seconds)	per Hour	Buzzed	Sloshed	Wasted
4	10	5-8	9-12	13-16
20	4	2-4	5-7	8-10
20	4	2-4	5-7	8-10
15	6	3-5	6-7	8-10
6	8	5-7	8-10	11-13
5	10	5-8	9-12	13-16
7	7	4-6	7-9	10-12
12	4	3-4	6-7	8-10
9	5	3-5	6-8	9-11
5	15	7-10	11-14	15-18
5	15	6-9	10-13	14-17
8	5	3-5	6-8	9-11
25*	3*	2-3****	4-5****	6****
	(seconds) 4 20 20 15 6 5 7 12 9 5 5 8	(seconds)         per Hour           4         10           20         4           20         4           15         6           6         8           5         10           7         7           12         4           9         5           5         15           5         15           8         5	(seconds)         per Hour         Buzzed           4         10         5-8           20         4         2-4           20         4         2-4           15         6         3-5           6         8         5-7           5         10         5-8           7         7         4-6           12         4         3-4           9         5         3-5           5         15         7-10           5         15         6-9           8         5         3-5	(seconds)         per Hour         Buzzed         Sloshed           4         10         5-8         9-12           20         4         2-4         5-7           20         4         2-4         5-7           15         6         3-5         6-7           6         8         5-7         8-10           5         10         5-8         9-12           7         7         4-6         7-9           12         4         3-4         6-7           9         5         3-5         6-8           5         15         7-10         11-14           5         15         6-9         10-13           8         5         3-5         6-8

\*These values are for pixie fairy sized drinks. \*\* One drink equals one shot of liquor, one glass of wine, or 8 ounces of beer or ale. \*\*\* Numbers refer to pixie fairy sized drinks.

#### Notes:

Sie with	1 100		

		Bas	e Availa	bility
Item	Cost	Hi	Med	Low
Bath	3 cp	95	85	80
Doctor, Leech, or Bleeding	3 gp	90	85	80
Doctor, Sew Wounds	10 gp	90	85	80
Guide, in city (per day)	2 sp	90	85	80
Lantern or torchbearer (per night)	l sp	90	85	80
Laundry (by load)	I ср	85	80	70
Massage	l gp	90	85	80
Messenger, 10 to 50 miles	l gp	95	85	80
Messenger, 51 to 100 miles	5 gp	90	85	80
Messenger, in city (per message)	10 cp	85	80	75
Messenger, per 100 miles	5 gp	80	75	70
Minstrel (per performance)	3 gp	90	85	80
Mourner (per funeral)	2 sp	90	85	80
Scout, Wilderness (per day)	1 gp	90	85	80
Scribe, Legal document/contract	10 sp	90	85	80
Scribe, Letter	2 sp	90	85	80
Tattoo (per design)	l gp	95	85	80
Teamster w/wagon	l sp/mile	90	85	80

High/Low Constitution	Hit Poin	Bonus/Pen	alty Magic-User Class		-
Maximum Weight for Rac		+1	Cleric		+2
Maximum Height for Race		+1	Druid		-
Each hour since last drink		+1	Lower Upper Class	or higher	+1
Fighter Class		+1	Upper Lower Class		-1
Drink Type	Potency	Value**			for the second
Ale, Common	75%	I	Mead, Common	75%	1
Ale, Dead Viking*	35%	4	Mead, Dwarven	25%	5
Ale, Kromian	55%	3	Mead, Nordlar	55%	3
Ale, Pint	65%	2	Mead, Orluian*	45%	4
Beer, Cut	75%	1	Rum	65%	2
Beer, Heavy	65%	2	Stout Brown Grevan*	85%	.5
Bitter Broth	65%	2	Whiskey, Bitter-Korn	85%	.5
Brandy, Orluian*	55%	3	Wine, Blackberry	85%	.5
Grog	75%	1	Wine, Common	85%	.5
Gut Bruiser*	15%	6	Wine, Good	85%	.5
Finch-Yager (Amber Brew)	85%	.5	Wine, Gutberry*	65%	2
Honey Brew*	85%	.5	Wine, Watered	95%	.25
Liver Squeezings*	55%	2	Wine, Elderberry*	85%	.5
Mead, Baker's Thicke	65%	2	No marked to a second state		

level. For example, a human with a +1 modifier would be buzzed from 4-6 drinks, sloshed from 7-9 drinks, and wast-ed from 10-12 drinks, and after 13 drinks would be comatose. A negative modifier subtracts from the number of drinks a character can drink before reaching the next intoxication level. \*This drink has additional effects that detailed under Drink Descriptions. \*\* Measured in Drinks.

1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----	---	---	---	---	---	---	---	---	---	----

LIR. (CMC an LAD). Costs of

City/Town Encounter Matrix							
Day	Night	Result	Day	Night	Result		
1	1-3	Assassin*	1.1.1	50	Nefarian (Devil:		
2	4-5	Bandit/Brigand*			Dark Soulstress)		
3-12	6-8	Beggar*	-	51	Nefarian (Mezzodaemon)		
13-15	9-10	Caravan Guard*	70	52	Nefarian (Quasit)		
16-20	11	City guard*	H	53	Night hag		
21-23	12	City official	71-73	54-56	Paladin		
24-25	13-21	Cleric*	74-77	57-58	Pilgrim*		
26	22	Doppelganger	-	59-61	Poltergeist/Polterzeitgeist		
27-30	23	Druid*			(75%/25%)		
31	24	Drunk	78-81	62-66	Prostitute*		
32-36	25	Fighter*	82	67-68	Rakshasa		
37-38	26	Gentry	83-86	69-71	Ranger*		
	27	Ghast/Ghoul	87-88	72-73	Ruffian <sup>#ck</sup>		
		(30%/70%)	89-93	74-76	Servant*		
	28	Ghost		77	Shadow		
	29-35	Giant rats (5-50)	-	78-79	Spectre		
39-44	36	Goodwife	94-95	80-85	Thief*		
45-46	37	Illusionist <sup>*</sup>	96-99	86-87	Tradesman/Craftsman*		
47-50	-	Laborer/Peddler	100	88-92	Wererat		
		(50%/50%)	-	93	Weretiger		
51-52	38-39	Magic-user*	-	94-96	Werewolf		
53-57	40-42	Mercenary	-	97	Wight		
58-64	-	Merchant	-	98	Will-o-wisp		
65-69	43-46	Monk or Bard	-	99	Wraith		
		(60%/40%)	-	100	Vampire or Lich		
-	47-49	Mynx			(75%/25%)		
* Deter	mine w	hether race is human	or demi-	uman' l	Roll (1d100)		
Rol			or denn-	iuman. i			
1-8	D	warf	24-	25	Halfling		
9-13	Elf	(25% Grel)	26-	30	Half-Orc		
14-1		nome (30% Titan)	31-	93	Human		
16-2		If-Elf	94-	100	Pixie Fairy		

\*\* I in 4 ruffians can be half-orc or another humanoid race (goblin, hobgoblin,

kobold, orc, etc.) common to the region.

	(	Cost
Occupation	Daily	Monthly
Bearer/Porter	I sp	I gp
Carpenter	3 sp	2 gp
Lamp fairy	5 sp	4 gp
Leather worker	2 sp	30 sp**
Limner	10 sp	10 gp
Mason	4 sp	3 gp
Pack handler	2 sp	30 sp
Party grunt	1 sp	l gp
Seeing-eye boy	I sp	l gp
Tailor	2 sp	30 sp**
Teamster	5 sp	5 gp
Torch bearer	1 sp	l gp
Valet/lackey	3 sp	50 sp

\*The monthly rate assumes that adequate living quarters are provided for the hireling and that these quarters contain bedding and like necessities. \*\*Additional cost is 10% of the normal price of items fashioned by the hireling.

an conce al	1.0.1 mind					
2B (GMG pg 31): 0-Level						
HP by Title						
Profession	Die Range					
Manual Laborer	20+1d6					
Soldier	20+1d8					
Above Average	20+1d5					
Active Person						
Average Person	20+1d4					
Sedentary Person	19+1d3					
Invalid/Beggar	15+1d4					
Child	2d6					
Youth	3d6					

#### 2D: (PHB pg 25); Racial Preferences (Basic Acceptability of Racial Type)

RACE	Dwarf	Elf	Gnome	Gnomeling	Half-elf	Halfling	Half-orc	Half-ogre	<b>Pixie Fairy</b>	Human
Dwarf	Ρ	A	G	н	N	G	н	Н	A	N
Elf	A	P	т	Т	G	т	A	N	G'	N
Gnome	G	Т	P	т	Ť	G	н	н	A	N
Gnomeling	G	т	т	Р	T	N	A	A	н	N
Half-Elf	N	Ρ	т	т	Р	N	N	A	G	т
Halfling	G <sup>2</sup>	G <sup>2</sup>	Т	G	N	P	N	Т	т	N
Half-Orc	н	A	н	A	A	N	N	A	н	т
Half-ogre	н	N	н	A	A	Т	A	NP	н	N
Pixie Fairy	A	G	A	н	G	Т	н	н	Р	т
Human	N	N	N	N	Т	N	т	N	т	P

N:

I. Only with regard to tallfellows and stouts, other halflings are  $${\rm P}$$  : regarded with tolerance (T).

2. Only stout halflings regard dwarves as acceptable, other halflings tolerate them (T).

3. Only tallfellow halflings regard elves as good company, other halflings are tolerant (T).

4. Drow and grunge elves are not as tolerant of pixie fairies as other elves. (H)  $\hfill \hfill \h$ 

5. Half-ogres generally don't get along with anyone - not even members of their own kind.

the race is generally preferred, and dealings with members	ł.
of the race will be reflected accordingly.	
the race is thought of neutrally although some suspicion will	1

be evidenced.

G: considerable goodwill exists towards the race. A: the race is greeted with antipathy.

T: the race is viewed with tolerance and generally acceptable, if not loved.

H: tokens a strong hatred for the race in question.

	Contract and second a		g       Availal		ly Food and Lodging	E	Base /	Availa	bility
Item	Cost	Hi	Med	Low	Item	Cost	Hi	Med	Low
Banquet (per person) Bath Bear Fat Dumplings	10 gp 3 cp 6 cp	90 95 70	85 85 60	80 75 50	Inn lodging (per day/week) Opulent Lodging Common	50 gp 5 sp/3 gp	90 95	85 90	80 85
Bread Cheese Cheese, Rank (hard)	5 cp 4 sp 10 sp	95 95 80	85 85 75	75 75 60	Poor Meat for one meal Meals (per day)	5 cp/2 sp I sp	95 95	90 90	85 85
City rooms (per month) Opulent Common	100 gp 20 gp	90 95	85 85	80 75	Gourmet Good Common	5 gp 5 sp 3 sp	90 95 95	85 90 90	80 85 85
Poor Egg or fresh vegetables Grain/stabling for horse (daily)	6 sp I gp	95 95 95	90 90 90	85 85 85	Poor Scratch-Root Stew Separate latrine for rooms	l sp I sp	95 95	90 90	85 85
Grouse Onion Stew Honey	3 cp 5 sp	95 95	90 90	85 85	(per month) Soup	2 gp 5 cp	85 95	75 90	60 85

IIC: (GMG pg	140): Retainer/Wage for Expert Hirelin	ngs
Occupation	Retainer/Wage*	

or Profession	(in gp)		
Alchemist	300	Party minstrel	175
Armorer	100*	Rogue cleric	special
Armor repairer	50	Sage	special
Blacksmith	- 30	Scribe	15
Dancing girls/men	special	Scroll caddy	special
Engineer (architect)	100*	Ship crew	special
Engineer (artillerist)	150	Ship master	special
Engineer (sapper/miner)	150	Spy	special
Jeweler-gemcutter	100*	Spell-lobber	special
Map monkey	100	Steward/castellan	special
Meisters (teachers)	special	Wagon wright	150
Party courier	25	Weapon maker	100*

\*Wage shown is what an expert hireling with an expert skill mastery (76-100%) would demand to be paid. Those skilled hirelings of lesser or higher skill mastery would hold out for more or less accordingly. All skilled hirelings of lesser ability will try to pass themselves off as 'experts' in their primary skill unless it can be proven otherwise. Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirelings on a per job basis. For example, an armorer makes a suit of plate mail that has a normal cost of 2,000 gold pieces, so 10% of that sum (200 gp) is added to the cost of maintaining the armorer.

#### 9A (PHB pg 110): Alcohol/Beverages

		Base Availability			
Item	Cost	Hi	Med	Low	
Ale (per gallon)	2 sp	95	85	75	
Ale, Dead Viking (Cut Ale) (pint)	I sp	95	95	95	
Ale, Kromian	5 gp	85	70	60	
Ale, Pint	5 cp	95	85	75	
Beer, Cut, (pint)	5 cp	90	85	75	
Beer, Heavy (pint)	I sp	95	85	75	
Bitter Broth (pint)	5 sp	65	70	80	
Brandy, Orluian (pint)	5 gp	70	50	35	
Grog (pint)	3 sp	95	85	75	
Gut Bruiser (pint)	l gp	75	65	55	
Finch-Yager (Amber Brew)	7 gp	70	60	50	
Honey Brew (pint) (medicinal)	l gp	80	70	60	
Liver Squeezings	2 gp	85	70	60	
Mead, Baker's Thicke (pint)	10 sp	95	90	85	
Mead, Common (pint)	5 sp	95	85	80	
Mead, Dwarven, Keg	300 gp	30	20	10	
Mead, Nordlar (gallon)	10 gp	75	60	45	
Mead, Orluian (gallon)	100 gp	65	50	40	
Rum (pint)	5 sp	75	65	55	
Stout Brown Grevan (pint)	7 sp	90	85	80	
Whiskey, Bitter-Korn	2 gp	90	80	70	
Wine, Blackberry (pint)	l gp	85	70	60	
Wine, Good (pint)	10 sp	75	65	55	
Wine, Gutberry (pint)	4 gp	85	70	60	
Wine, Watered (pint)	Іср	95	85	75	
Wine, Watered (pitcher)	2 sp	95	85	75	
Wine, Elderberry (pint)	40 gp	60	40	20	

To compute weight for any liquids carried allow 1 lb. per pint (8 lbs. per gallon). Don't forget to nail players who don't buy containers to haul liquids, and include container weights in encumbrance audits.

E21: (GMG pg 329): Food & Drink Roll (1d100)									
100 340-2	ale apricots	25 26	cookies eggs	39-42 43-46	mead meal (grain) meat*	70 71	pie plums		
6 7-10 11	beans beer berries	29-30	fish, shell* fowl* grapes		milk muffins mushrooms	75 76 77	prunes pudding raisins		
13	biscuits brandy bread	32 33 34	greens* gruel honey		nuts <sup>#</sup> onions pastries	78-80 81-82 83			
20	broth butter cakes	35 36 37	jam jelly leeks	66 67 68	peaches pears peas	84-87 88-89 90-95	tuber/root*		
22-24	cheese*	38	lentils	69	pickles	96-100	wine		

\* Substitute specific varieties, such as: cheese: brie, feta, gouda, wensleydale... fish: dragonfish, eel, gar, trout... fish, shell: crab, lobster, shrimp... fowl: chicken, clubnek, duck, pheasant... greens: lettuce, okra, spinach...

meat: bison, giant frog, ham, dire hedgehawg, mutton, pork, venison... nuts: chestnut, hazelnut, peanut, pecan, walnut...

tubers/roots: beet, carrot, leeks, turnip, potato, yam...

MONSTER NAME®	EP VALUE
HOB VOL. I Aarakian Brood Watcher	
Aarakian Queen mother	650
Aarakian Warrior Aarakian Worker	175
Aardvark, Dire Aardvarkians	65
Aarmz Hound	85 35
Adarupikus Aerial Servant Alligator, Giant	10,000
Ameoba, Giant Angel	7,000
Angel: Redeemer Ankou	11,000 7,000
Ankou's Sk. Dr. Horses of Doo	m 420 35+
Ant, Giant Ant Hunter Ant Lion, Giant	65 575+
Ant Lion, Giant Ant Lion, Giant Ant Men, Enforcer Ant Men Queen	650 1400
	1+
Ant Men, Shaman Ant Men, Workers Anthraxian	35
Anti-Flemental Air	2000+ 2000+
Anti-Elemental, Earth Anti-Elemental, Fire Anti-Elemental, Water	2000+ 2000+
Ape, Carnivorous Ape, Gorilla	275
Ape, Pack (esc see Ape, Gori	(a) 175
Ape, Shadow Ape Shaman	65 175
Ape Shaman Warrior Apparition	270 2,000 3,000
Arcane Merchant Argos	26,422
Armadillo, Dire Arvanger, Speckled Arvanger, Speckled Arvanger, Spotted	175 2000
Arvanger, Spotted Ashen Prowler Astral Searcher	2500 650
Astral Searcher Attention Grabber	85
Augerlisk Avenging Servant	975 20,000
	65 65
Babbler, Cantakerous Babbler, Incessant Babbler, Incoherent	66 67
Babbling Instigator	420 35
Baboon Baboon-Man	65 15
Badger, Common Badger, Dread	65
Badger, Giant Bandy Talled Fighting Cock	65 2700
Bane Lords Banshee: Groaning Spirit	5000 4000
Banshee Lord Barbarian, Urban	7000
Barbarian, warrior Barracuda	175
Basilisk, Burrowing Basilisk: Dracolisk	270
Basilisk, Greater	7,000 975
Basilisk, Lesser Bat, Arcane Bat, Azmyth	975 650
Bat, Common Bat, Fire	15
Bat, Giant	420 270
Bat, Huge Bat, Night Hunter	420
Bat, Pack Bat, Sinister	2000
Beaked Horror Beaked Terror	1400 65 175
Bear, Black Bear, Blizzard	6000
Bear, Cave Bear, Grizzly	650 420
Bear, Poisonous Bear, Polar	3000 2000
Beast of Burden: Donkey Beast of Brd.: Horse, Draft Beast of Brd.: Horse, Heavy W	65 65
Beast of Brd.: Horse, Light Wa	r 35
Beast of Brd.: Horse, Medium Beast of Brd.: Horse, Pony	War 65 35
Beast of Brd.: Horse, Riding Beast of Brd.: Horse, Wild	65 35
Beast of Brd.: Mule Beast of Brd.: Ox	65 65
Beaver, Giant	270
Beaver, Great Red Marauding Bee, Giant Bumblebee Bee, Giant Soldier	420
Rea Cinnt Marker	175
Bee, Regular Beetle, Carnage Beetle, Common Beetle, Down Winch	420
	2000
Beetle, Dung Beetle, Elesh-Enting Gargantus	n 10,000
Beetle, Giant Artillery Beetle, Giant Bombardier	270
Beetle, Giant Boring Beetle, Giant Fire	175
Beetle, Giant Rhinoceros Beetle, Giant Star	4000 975
	120
Beetle: Goldbug Beetle, Predacious Diving Beetle, Predacious Dungeon	650 6.000
Behemoth	3000 2000
Beholder, Blind Beholder, Common Beholder, Death Kiss	14,000
Beholder, Elder Orb	47,000
Beholder, Eye of the Deep Beholder, Gauth	4,000
Beholder Spectator	4000
Beholder, Undead Beholder, Voyeur Beholder-kin, Director	4000
Beholder-kin, Examiner	6,000 24,000
Beholder-kin Lensman	175
Beholder-kin, Overseer Beholder-kin, Watcher Bird: Collector	420 500
Bird: Collector Bird: Condor Bird: Falcon	175
Bird: Flightless Bird: Flightless Aduatic	15+
Bird: Hawk, Large Bird: Standard	65 1/10
on di scandar o	1/10

Chimera: Mimera         6000           Chimera: Shymera         3000           Chimera: Shymera         3000           Chinney Mites         1           Chinney Snakk         120           Chinney Snakk         120           Chinney Snakk         120           Ciabare         1400           Cubnek         35           Cockatrice: Crolisk         1400           Cockatrice: Polisk         650           Cockatrice: Polisk         1400           Cockatrice: Polisk         1400           Cockrach, Carrivorous Gant         420           Cockrach, Carrivorous Gant         420           Cockrach, Hain Ipped         120           Cockrach, Haining         15           Cockrach, Hissing         15           Cockrach, Oriental         65           Confusion Beat         650           Corpis         645           Confusion Beat         650           Corpis Crab         15		and the second second second	1.1.1
Back Popp         15           Blind Witched Puruer         3000           Blood Lawk         315           Blood Hawk         315           Blood Hawk         315           Blood Flawk         315           Blood Flawk         315           Blood Flawk         420           Blaw Throtte         175           Boar, Snow         175           Boar, Write         120           Bogelama         63           Boot Muler         33           Boot Muler         35           Booming Baracles         15           Bowing Baracles         35           Brownie, Grater         35           Brownie, Straarian         175           Bubbear, Grater         2000           Bultoon         400           Bultoon         64           Bultoon         65           Bultoon         64           Bultoon         65           Bultoon         64           Bultoon         65           Bultoon         650           Bultoon         650           Bultoon         650           Carron Crawler         700		Bird: Swan	
Billind WriteChed Pursuer         3000           Billood Guzzler         8000           Billood Guzzler         8000           Billood Guzzler         8000           Billood Hawk         315           Bur, Throtte         175           Boar, Man         175           Boar, Warthog         65           Boar, Sorw         650           Boggeirnan         650           Boots, Warthog         150           Boots, Maneies         15           Bowins         15           Bowins         175           Bowins         175           Bowins         175           Bowins         175           Bowins         175           Bownis, Graater         300           Bownis, Graater         200           Budfear, Graater         2000           Budfear, Graater         300           Budfear, Graater         300           Budfear, Graater         300           Carrinon Crawler, Nine-Tentacled <td></td> <td>Black Annis</td> <td>2000</td>		Black Annis	2000
Bilkin Dawg         270           Blood Hawk         35           Blood Flawk         175           Blood Flawk         175           Blood Flawk         175           Blood Flawk         120           Blood Flawk         650           Bore Scawinger         15           Boot Flauler         35           Borwine, Barbarian         75           Boweine         5+           Brain Mite, Camicrouis         120           Borwine, Barbarian         175           Bobbear, Greater         2000           Bulfao/Biton         420           Bulforg, Grant         175           Bubbear, Greater         2000           Bulfforg, Grant         175           Bulforg, Grant         170           Bulfforg, Grant         173           Bubbear, Greater         2000           Bulfforg, Grant         170           Carrion Creavier         70           Carrion Creavier         70           Carrion Creavier         7		Blind Wretched Pursuer	
Bloch Hawk         35           Bloc Throtte         175           Boar, Giant         420           Boar, Man         175           Boar, Snow         175           Boar, Wild         120           Boar, Marker         8000           Bogelama         65           Bobring Barnacles         13           Borning Barnacles         13           Borning Barnacles         13           Bornine, Barbarian         175           Bowine, Cranter         2000           Bulters, Harmarhead         4000           Bulters, Harmarhead         4000           Bulters, Creater         2000           Bultorg, Giant         120           Carnel, Carrion         120           Carrion Crawler         <		Blink Dawg	270
Box, Giant         420           Box, Snow         175           Box, Snow         175           Box, Snow         175           Box, Wild         120           Bog, Lirker         8000           Bogelama         65           Bors, Scawnger         135           Bobrie         2000           Bors, Scawnger         15           Bobrie         35           Boring Barnacles         135           Bornie, Mete, Camivorous         120           Brain Mice, Camivorous         120           Bullforg, Giant         2000           Bullforg, Giant         2000           Bullforg, Giant         2000           Bullforg, Giant         200           Bullforg, Giant         210           Carnel, Carvin         120           Carnel, Carvin         120           Carnel, Carvin         210		Blood Hawk	35
Boar, Man         175           Boar, Warthog         65           Boar, Warthog         65           Boar, Warthog         650           Bogelman         650           Boorne         620           Boorne         2000           Boorne         2000           Boorne         2000           Boorne         135           Bornine, Barbaran         135           Borwine, Barbaran         135           Brownie, Carnivorous         130           Brain Mide, Carnivorous         130           Borwine, Carnivorous         135           Brownie, Carthone         130           Borwine, Carthone         130           Borwine, Carthone         130           Borting Baran         175           Borwine, Carthone         130           Bullfrog, Giant         2000           Bullfrog, Giant Man-acting         400           Bullfrog, Giant Man-acting         400           Bullfrog, Giant Man-acting         430           Carrison Crawler         77           Carcas Seether         35           Carrison Crawler, Nine-Tentzeld         430           Carrison Crawler, Nine-Tentzeld		Boar Giant	420
Box, Wild         120           Bogelar, Trows         650           Bodes, Trows         650           Bore, Scawniger         15           Borne, Scawniger         15           Borne, Scawniger         15           Borne, Barnacies         15           Borne, Barnacies         15           Borne, Barnacies         15           Borwine, Barbarian         175           Bybbar, Greater         2000           Buffalo/Biton         420           Bubber, Greater         2000           Buffalo/Biton         420           Bubber, Greater         2000           Bulfforg, Grant         270           Carrion Crawler         70           Carrion Crawler         700		Boar, Man	175
Box, Wild         120           Bogelar, Trows         650           Bodes, Trows         650           Borter         425           Borter         425           Borter         425           Borter         425           Borter         425           Borter         155           Borter         155           Borter         155           Borter         157           Borter         153           Borwnie, Barbarian         175           Borber         175           Borber, Creater         2000           Bulter, Hammerhead         4000           Bulter, Hammerhead         4000           Bultocon         65           Bultocon         650           Carrion Crawler		Boar, Warthog	65
Bogels: Trows         650           Bogels: Trows         651           Bober Scavenger         151           Bobries         2000           Born Scavenger         151           Bornie Muler         351           Bornie Miles: Carnivorous         120           Brain Miles: Carnivorous         120           Brain Miles: Carnivorous         120           Brain Miles: Carnivorous         120           Brain Miles: Carnivorous         120           Bownie, Normal         757           Borbare: Creater         2000           Bulbar: Greater         2000           Bulbar: Greater         2000           Bulbron: Great         270           Bulbron: Grant         270           Carnio Crawler, Nina-Tentacled         280           Carrise Steede		Boar, Wild Bog Lurker	
Boler         420           Bone Scavenger         15           Boobrie         2000           Boot Muler         33           Booting Barnacles         15           Bowler         175           Boyler         175           Boyler         175           Boyler         175           Boyler         175           Boyler         175           Boyler         2000           Bullforg, Grant         2000           Bullforg, Grant         270           Carris SteedMount         120		Bogels: Trows	650
Boot Muler         35           Boot Muler         35           Bort Muler         35           Boring Barnacles         15           Bowker         5+           Brain Mole         31           Brownie, Bartanian         175           Brownie, Carater         31           Brownie, Creater         32           Brownie, Ourching         200           Bubber Greater         2000           Bubber Greater         2000           Bubber Greater         2000           Bulfrog, Giant Man-asting         420           Bulfrog, Giant Man-asting         420           Bulfrog, Giant Man-asting         420           Bulfrog, Scant Man-asting         420           Carnel, Carrion         120           Carnel, Carrion Tawler, Nine-Tentacled         420           Carrion Crawler, Nine-Tentacled         420           Cart, Great: Elopard         420		Bolter	420
Boic Muler         35           Boirt Muler         35           Born Miles, Carnivorous         120           Brain Mile, Carnivorous         120           Brain Mile, Carnivorous         120           Brownie, Barbaran         135           Brownie, Creater         35           Brownie, Orater         35           Brownie, Orater         2000           Buffaor Greater         200           Carron Greater         200           Carron Greater         35           Barron Creater         35           Carron Crawler         200           Carron Crawler         200           Carron Crawler         200           Carron Crawler         200           Carron Crawler         200<			
Bowlans         175           Bowler         5+           Brain Mite, Carnivorous         120           Brain Mole         35           Brownie, Barbaran         175           Brownie, Creater         35           Brownie, Normal         173           Buybbar, Greater         2000           Builter         4000           Builter, Hammerhead         4000           Builter, Hammerhead         4000           Builter, Hammerhead         4000           Builter, Steed/Mount         120           Carnel, Wild         120           Carnion Crawler, Nine-Temtacled         420           Carrion Crawler, Nine-Temtacled         420           Carrion Crawler, Nine-Temtacled         420           Carrion Crawler, Nine-Temtacled         420           Carrion Crawler, Nine-Temtacled         420           Cart, Great: Spotted Lion         73 <tr< td=""><td></td><td>Boot Mauler</td><td>35</td></tr<>		Boot Mauler	35
Bowker         S+           Brain Mole         35           Brownie, Carnivorous         120           Brain Mole         35           Brownie, Greater         35           Brownie, Quickling         2000           Bulbar         175           Brownie, Quickling         2000           Bulbar         175           Brownie, Quickling         2000           Bulbar, Farater         2000           Bulbar, Hammerhead         4000           Bullfrog, Giant         420           Bullfrog, Giant         420           Bullfrog, Giant         420           Bullfrog, Giant         120           Carmel, Wild         120           Carmel, Wild         120           Carmel, Wild         120           Carrison Grabe         70           Carcass Section         71           Carcass Section         72           Car, Graet Cheenth         73           Cart, Graet Cheenth         73			175
Brain Mole         35           Brownie, Greater         35           Brownie, Carater         35           Brownie, Quickling         2000           Bulbar, Greater         2000           Bulbar, Greater         2000           Bulbar, Greater         2000           Bulbar, Greater         2000           Bulbar, Hammarhead         4000           Bullfoor, Giant         400           Bullfoor, Giant Han-eating         420           Bullfoor, Giant Han-eating         420           Bullfoor, Giant Han-eating         420           Bullfoor, Giant Han-eating         420           Carmagesaur         6400           Carnapesaur         6400           Carrion Grawler, Nine-Tenacled         420           Carrion Grawler, Nine-Tenacled         420           Carrion Grawler, Nine-Tenacled         420           Carrion Pecker         7           Cat, Great: Common Lion         650           Cat, Great: Spotted Lion         475           Cat, Great: Spotted Lion         475 <tr< td=""><td></td><td>Bowler Broke Mires Complement</td><td>5+</td></tr<>		Bowler Broke Mires Complement	5+
Bownie, Grease         35           Brownie, Quickling         2000           Buffalofiston         420           Bugbear, Greater         2000           Bultete         4000           Bultete, Hammerhead         4000           Bultete, Hammerhead         4000           Bultete, Hammerhead         4000           Bultere, Scatter         2000           Bultere, Scatter         2000           Bultere, Scatter         400           Bultway         400           Carne Scenthe         120           Carne Scenthe         130           Carne Scenthe         130           Carring Carne         400           Carring Carne         400           Carring Carne         70           Cart. Great: Common Lon         650           Cart. Great: Balar         420           Carring Redon         1400           Cat. Great: Spotted Lion         775           Cat. Great: Sp		Brain Mole	35
Brownie, Normal         173           Brownie, Quickling         2000           Bufbar, Greater         2000           Bufforg, Greater         2000           Bufforg, Greater         2000           Bufforg, Greater         400           Bufforg, Greater         120           Carnel, Wid         120           Carnel, Comon Lion         420           Carrion Crawler, Nine-Tentracled         420           Carrion Crawler         70           Cart, Great: Logrand         420           Cat, Great: Spotted Lion         720           Cat, Great: Spotted Lion         720           Cat, Great: Spotted Lion         720           Ca		Brownie, Greater	
Buthalofikion         420           Butbar, Greater         175           Butbar, Greater         2000           Builtez, Hammerhead         4000           Builtoon         65           Builto, Giant         270           Builto, Giant         271           Builto, Giant         272           Builto, Giant         272           Builto, Giant         120           Carnel, Wild         120           Carnel, Wild         120           Carnel, Wild         120           Carnel, Wild         120           Carnon Crawler, Nine-Tentacled         420           Carrion Crawler, Nine-Tentacled         420           Carrion Crawler, Nine-Tentacled         420           Carrion Crawler, Spotted Lon         775           Cat, Great: Common Lion         650           Cat, Great: Spotted Lon         775           Cat, Great: Spotted Lon <td></td> <td>Brownie, Normal</td> <td>175</td>		Brownie, Normal	175
Bujtear, Greater         2000           Buitere, Hammerhead         4000           Buitere, Hammerhead         4000           Buitere, Hammerhead         4000           Buitforg, Giant         270           Buitforg, Giant         270           Buitforg, Giant         270           Buitforg, Giant Man-aating         420           Buittorg, Steed Mount         120           Carnel, Carrion         120           Carnel, Carrion         120           Carnagesaur         6000           Carriso Steelne         33           Carrion Crawler, Nine-Tentacled         420           Carriso Steelne         73           Carriso Steelne         73           Carrion Pecker         73           Cat, Great: Common Lion         450           Cat, Great: Common Lion         450           Cat, Great: Spotted Lion         775           Cat, Great: Commorou         135           Cartiss Garat         350           Cartis, Stall: Elve	5	Buffalo/Bison	420
Buiere         4000           Builter, Hammarhead         4000           Builtog, Giant         2000           Builtog, Giant Man-asting         420           Carnel, Wild         120           Carnel, Wild         120           Carnel, Wild         120           Carno Rob         7           Carrison Grub         20           Carrison Grub         21           Carrison Grub         70           Carr, Graz: Common Lion         420           Cart, Graz: Common Lion         420           Cart, Graz: Show Leopard         270           Cart,		Bugbear Bugbear, Greater	
Buil Angler         2000           Builfrog, Giant Man-asting         420           Carnel, Wild         120           Carnel, Wild         120           Carnel, Wild         120           Carno Rob         7           Carrison Crawler, Nine-Tentucled         420           Carrison Grub         27           Carrison Grub         70           Cart, Graz: Common Lion         420           Cat, Graz: Mourtain Lion         720           Cat, Graz: Show Leopard         270           Cat, Graz: Show Leopard         270 </td <td>E</td> <td>Bulette</td> <td>4000</td>	E	Bulette	4000
Bullboon 65 Bullforg, Giant Man-asting 420 Bullforg, Giant Man-asting 420 Bullforg, Giant Man-asting 420 Bulltorg, Giant Man-asting 420 Camel, Carrion 120 Camel, Carrion 120 Camel, Carrion 120 Camel, Wild 127 Cam, Moth 77 Camel, Steel Mount 120 Carrion Crawler 73 Carrion Crawler 720 Carrion Grawler 720 Carrion Grawler 720 Carrion Grawler 720 Carrion Grawler 73 Cat. Graet: Cheetah 77 Cat. Graet: Common Lion 650 Cat. Graet: Spottel Lion 975 Cat. Graet: Wild 330 Catajalam 650 Cartis Mail: Elven 650 Cat. Smail: Elven 650 Cat. Smail: Elven 103 Cat. Spottel Lion 975 Cat. Graet: Wild 330 Catajalam 650 Cartis Mail: Cheetah 175 Cat. Graet: Wild 330 Catajalam 650 Cartaur Ant 220 Cartaur Ant 270 Cartavar A		Bull Angler	2000
Billiforg, Glant Man-sating         420           Billywug, Advanced         120           Bullywug, Advanced         120           Curnel, Carrion         120           Carriso Steether         35           Carrion Grawler, Nine-Tentacled         420           Carrion Pecker         7           Cat, Grazz Cheetah         177           Cat, Grazz Cheetah         177           Cat, Grazz Cheetah         173           Cat, Grazz Cheetah         170           Cat, Grazz Shott Lion         175          Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion         175           Cat, Grazz Shott Lion <td></td> <td>Bullboon</td> <td>65</td>		Bullboon	65
Bullywig, Advanced [120 Butterh, Steed/Mount [120 Camel, Carrion [20 Camel, Carrion [20 Camel, Carrion [20 Carrion Carvier, Nine-Tentacled [400 Carrion Grab [20 Carrion Grab [20] Carrion Carvier, Nine-Tentacled [400 Carrion Grab [20] Carrion Carvier, Nine-Tentacled [400 Carrion Carvier, Spotted Lion [400] Carrion [40] Carrion [40] Carrion [40] Carrion [40] Carrion [40] Carrion [40] Carrion [40] Carrion [40] Carvier, Carvier, Carvinorous [40] Carvier, Carvier, Carvina [400] Carvier, Carvier,		Bullfrog, Giant Man-eating	420
Carras Seether 32 Carras Seether 32 Carray Carvier, Nine-Tentacled 400 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Robert 173 Cat. Graet: Cheetah 173 Cat. Graet: Common Lion 400 Cat. Graet: Spottel Lion 975 Cat. Graet: Wild 33 Carabian 650 Cat. Small: Elven 650 Cat. Small: Elven 650 Cat. Small: Elven 100 Cat. Smal		Bullywug, Advanced	120
Carras Seether 32 Carras Seether 32 Carray Carvier, Nine-Tentacled 400 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Robert 173 Cat. Graet: Cheetah 173 Cat. Graet: Common Lion 400 Cat. Graet: Spottel Lion 975 Cat. Graet: Wild 33 Carabian 650 Cat. Small: Elven 650 Cat. Small: Elven 650 Cat. Small: Elven 100 Cat. Smal		Butterfly, Steed/Mount	120
Carras Seether 32 Carras Seether 32 Carray Carvier, Nine-Tentacled 400 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Grab 23 Carriso Robert 173 Cat. Graet: Cheetah 173 Cat. Graet: Common Lion 400 Cat. Graet: Spottel Lion 975 Cat. Graet: Wild 33 Carabian 650 Cat. Small: Elven 650 Cat. Small: Elven 650 Cat. Small: Elven 100 Cat. Smal		Camel, Wild	120
Cirragesaur         6000           Cirrino Crawler, Nine-Tentacled         35           Cirrino Crawler, Nine-Tentacled         20           Cirrino Crawler, Nine-Tentacled         20           Cirrino Crawler, Nine-Tentacled         20           Carrino Pecker         7           Cit, Great: Common Lion         630           Cit, Great: Common Lion         630           Cit, Great: Leopard         420           Cat, Great: Hountain Lion         720           Cit, Great: Show Leopard         270           Cat, Great: Show Leopard         270		Camp Moth	
Carrion Crawler, Nine-Tentacled         270           Carrion Gruber, Nine-Tentacled         420           Carrion Gruber, Nine-Tentacled         420           Carrion Gruber, Nine-Tentacled         420           Carrion Fecker         7           Cat, Great: Common Lion         650           Cat, Great: Common Lion         650           Cat, Great: Mountain Lion         720           Cat, Great: Shout Leopard         420           Cat, Great: Shout Leopard         270           Catoblepas         270           Catoblepas         270           Catoblepas         270           Catoblepas         275           Care		Carnagesaur	6000
Critrion Grub         20           Carrion Pecker         7           Cat. Great: Common Lion         650           Cat. Great: Common Lion         650           Cat. Great: Common Lion         650           Cat. Great: Leopard         220           Cat. Great: Leopard         220           Cat. Great: Show Leopard         220           Cat. Great: Show Leopard         270           Cat. Great: Show Leopard         271           Cat. Great: Show Leopard         272           Cat. Great: Show Leopard         273           Cat. Great: Show Leopard         273           Cat. Great: Show Leopard         275           Cat. Great: Show Leopard         270           Care Graineleon, Large         400           Cat. Great: Show Leopard         275           Care Graineleon, Gargantuan         6,000           Care Graineleon, Large         300           Care Graineleon, Large         300           Centipede, Turnel         1400           Care Graineleon, Large         6000           Care Graineleon, L		Carrion Crawler	270
Carrion Pecker         7           Cat, Great: Cheetah         175           Cat, Great: Cheetah         175           Cat, Great: Cheetah         175           Cat, Great: Cheetah         175           Cat, Great: Common Lion         650           Cat, Great: Logard         420           Cat, Great: Solute Logard         420           Cat, Great: Spotted Lion         975           Cat, Great: Wild Tiger         630           Cardin, Gant         975           Cat, Great: Wild Tiger         975           Cat, Great: Wild Gant         330           Cardin, Gant         125           Cave Fisher         130           Cardin, Gant         125           Cave Fisher         130           Cardin, Gant         35           Cembede, Giant         35           Cembede, Giant         35           Centay Ant         120 </td <td></td> <td>Carrion Grub</td> <td>420</td>		Carrion Grub	420
Cit, Great: Common Lion         650           Cit, Great: Cogard         420           Cit, Great: Leopard         420           Cit, Great: Smildon         1400           Cit, Great: Smildon         1400           Cit, Great: Spotted Lion         975           Cit, Great: Wild Tiger         650           Cit, Smill: Even         755           Cittle: Wild         270           Cree Orameleon, Large         350           Creentar Ant         270           Centar Ant         270           Centar Ant         270           Centar Ant         270	1	Carrion Pecker	7
Cit. Great: Giant: Lynx         175           Cit. Great: Hourtain Lion         720           Cit. Great: Hourtain Lion         720           Cit. Great: Shouted Lion         770           Cit. Great: Shouted Lion         770           Cit. Great: Shouted Lion         770           Cit. Great: Shouted Lion         775           Cit. Small: Demetic         77           HOB vol. 2         770           Cit. Small: Elven         650           Caraplaam         650           Caraplaam         650           Carablaam         650           Carablaam         650           Carablaam         650           Carablaam         650           Carablaam         650           Carablaam         775           Carebhar         770           Carebhar         775           Centipede, Turnel         1400           Carablade, Huge         35           Carabpede, Turnel         1400           Carabpede, Turnel         1400           Carabral Parasi		Cat, Great: Common Lion	650
Cit. Graz: Leopard         420           Cit. Graz: Souteloon         1400           Cit. Graz: Souteloon         1400           Cit. Graz: Souteloon         1400           Cit. Graz: Souteloon         770           Cit. Graz: Souteloon         770           Cit. Graz: Souteloop         770           HoB vol. 2         630           Cit. Small: Domestic         7           HOB vol. 2         630           Cit. Small: Wild         35           Cartoblepas         775           Cartoblepas         175           Cartopede, Huge         35           Cartopede, Turnel         1400           Cartoblepas         175           Cartopede, Turnel         1400           Cartopede, Turnel         1400           Cartopede, Turnel         1400           Cartopede, Turnel         1400		Cat, Great: Giant Lynx	175
Cit. Great: Smolleon       1400         Cat. Great: Spotted Lion       975         Cat. Small: Domesic       7         HOB vol. 1       650         Cat. Small: Elven       650         Cat. Small: Wild       35         Catoblepas       975         Carebard Marker, Carnivorous       125         Cave Finher       175         Gentipede, Giant       300         Centipede, Giant       300         Centipede, Hage       35         Centipede, Namel       100+         Chaos Feeder       650         Chinnera: Sommera       100+         Chaos Feeder       650         Chinnera: Sommera       100+         Chaos Feeder       100+         Chinnera: Sommera       100+		Cat, Great: Leopard	420
Cit, Great: Spottel Lion       975         Cit, Great: Spottel Lion       975         Cit, Great: Wild Tiger       650         Cit, Small: Elven       650         Cit, Small: Elven       650         Cat, Small: Elven       650         Catta, Kiana:       975         Catta, Kiana:       975         Catta, Wild, Giant       975         Carton, Carlon, Gargantuan       600         Care Flaher       975         Care Flaher       135         Centagede, Giant       35         Cembpede, Giant       35         Cembpede, Giant       1400         Centipuede, Flagalo-       1400         Centipuede, Flagalo-       15,000         Chaos Corpae       100+         Chaos Corpae       100+         Chaos Corpae       100+         Chaos Corpae       100         Chinner: Signera       6000         Chinner: Signera       6000         Chinner: Signera       6000         Chinner: Signera <td< td=""><td></td><td>Cat. Great: Smilodon</td><td></td></td<>		Cat. Great: Smilodon	
Cit. Great-Wild Tiger     630       Cit. Small: Elven     630       Cat. Small: Wild     300       Cat. Small: Wild     300       Cartologas     275       Carto Chameleon, Large     975       Carto Flaher     175       Care Flaher     130       Centaur Ant.     270       Cembpede, Giant     33       Cembpede, Giant     35       Cembpede, Giant     35       Cembpede, Flagelo-     175       Cerebral Phaler/Harauder     975       Cerebral Symera     6000       Chimera: Symera     6000       Chimera: Symera     100       Cockarice: Cryolisk     1400       Cockarice: Cryolisk     1400       Cockarice: Cryolisk     1400       Cockarach, Cherehan     650    <		Cat. Great: Snow Leopard	270
HOB vol. 1       Gr., Small: Elven       650         Crt, Small: Elven       650         Cart, Small: Elven       650         Cartofa, Gant:       975         Cartoblepa       975         Carto Charmeleon, Large       975         Cartopade, Giant       300         Centipade, Huge       355         Centipade, Huge       35         Centipade, Funnel       1400         Centipade, Funnel       1400         Centipade Alexatee       1         Chaos Corpae       100+         Chaos Corpae       100         Chaos Feeder       650         Chinnera: Gorgimera       6000         Chinnera: Simera       100         Cockarice: Cryolisk       1400         Cockarice: Cryolisk       1400         Cockarice: Cryolisk       1400         Cockarice: Phylikk       650         Cocharice: Cryolisk       1400         Cockaraok, Lightning       120     <		Cat, Great: Wild Tiger	650
Cataplasm     630       Cartifak, Giant     975       Catroblepas     975       Catroblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Carto Particlepas     100       Carto Particlepas     100       Carto Particlepas     175       Carto Particlepas     175       Cartopade, Giant     230       Cartopade, Giant     175       Cartopade, Flage     35       Cartopade, Flage     160       Cartopade, Flage     15.000       Cartopade, Flage     100+       Cartopade Parasite     1       Chaos Corpse     100+       Chaos Corpse     1000       Chinnera: Simmera     6000       Chinnera: Simmera     6000       Chinnera: Simmera     3000.       Chinnera: Simmera     100       Cochartice: Cryolitik     1400		Cat, Small: Domestic	7
Cataplasm     630       Cartifak, Giant     975       Catroblepas     975       Catroblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Carto Particlepas     100       Carto Particlepas     100       Carto Particlepas     175       Carto Particlepas     175       Cartopade, Giant     230       Cartopade, Giant     175       Cartopade, Flage     35       Cartopade, Flage     160       Cartopade, Flage     15.000       Cartopade, Flage     100+       Cartopade Parasite     1       Chaos Corpse     100+       Chaos Corpse     1000       Chinnera: Simmera     6000       Chinnera: Simmera     6000       Chinnera: Simmera     3000.       Chinnera: Simmera     100       Cochartice: Cryolitik     1400		HOB VOL. 2	
Cataplasm     630       Cartifak, Giant     975       Catoblepas     975       Catroblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Cartoblepas     975       Carto Particlepas     100       Carto Particlepas     100       Cartopade, Giant     125       Cartopade, Giant     175       Cartopade, Giant     175       Cartopade, Flago     15       Cartopade, Flago     15       Cartopade, Flago     15       Cartopade, Flago     16       Cartopade, Flago     16       Cartopade, Flago     16       Cartopade, Flago     100+       Cartopade, Flago     100+       Cartopade, Flago     100       Cartopade, Flago     100       Chaos Corpse     1000       Chimera: Signerra     6000       Chimera: Signerra		Cat, Small: Elven Cat, Small: Wild	35
Catoblepas     975       Catte, Wild     270       Cive Chameleon, Gargantuan     6,000       Cive Chameleon, Gargantuan     6,000       Cive Chameleon, Gargantuan     175       Cave Cricket, Carnivorous     125       Cive Fisher     175       Cene Moray     300       Centur Ant     270       Centur Ant     175       Centupede, Huge     35       Centipede, Huge     35       Centipede, Tunnel     1400       Centipede, Tunnel     1400       Centipede, Tunnel     1400       Centipede, Tunnel     100+       Chaos Feeder     6000       Chimera: Stymera     3000       Chimera: Stymera     3000       Chimera: Stymera     3000       Chimera: Stymera     6000       Cockatrice: Cyplish     160       Cockatrice: Cyplish     600       Cockatrice: Cyplish     160       Cockatrice: Cyplish     160       Cockatrice: Cyplish     160       Cockatrice: Cyplish     160       Cockatrice: Cyplish     160 <t< td=""><td></td><td>Cataplasm</td><td></td></t<>		Cataplasm	
Cive Chaneleon, Gargantuan       6.000         Cave Cricket, Carnivorous       125         Cave Finher       175         Centur Ant       220         Centupede, Huge       35         Centipede, Huge       35         Centipede, Tunnel       1400         Centipede, Tunnel       1400         Centipede, Tunnel       1400         Centipede, Tunnel       1400         Centipede, Tunnel       100+         Chaos Feeder       6000         Chimera: Stymera       3000         Chimera: Stymera       3000         Chimera: Stymera       4001         Cockatrice: Cryolisk       1400         Cockatrice: Cryolisk       150         Cockatrice: Cry		Catoblepas	975
Cive Fisher         175           Cive Fisher         175           Cive Forday         300           Centaur Ant         175           Centipede, Giant         33           Centipede, Hage         35           Centipede, Magelo-         175           Centipede, Magelo-         175           Centipede, Megelo-         175           Centipede, Megelo-         1500           Centipede, Magelo-         1500           Centipede, Marauder         975           Centrobal Paratie         100+           Chaos Feeder         600           Chimera: Gorgimera         6000           Chimera: Stymera         3000           Chimera: Stymera         3000           Cockarice: Crolisk         1400           Cockarice: Alisting         120		Cattle, Wild Cave Chameleon, Gargantuan	
Cive Fisher         175           Cive Fisher         175           Cive Forday         300           Centaur Ant         175           Centipede, Giant         33           Centipede, Hage         35           Centipede, Magelo-         175           Centipede, Magelo-         175           Centipede, Megelo-         175           Centipede, Megelo-         1500           Centipede, Magelo-         1500           Centipede, Marauder         975           Centrobal Paratie         100+           Chaos Feeder         600           Chimera: Gorgimera         6000           Chimera: Stymera         3000           Chimera: Stymera         3000           Cockarice: Crolisk         1400           Cockarice: Alisting         120		Cave Chameleon, Large	975
Care Proray     300       Centapede, Huge     175+       Centapede, Huge     33       Centipede, Huge     35       Centipede, Huge     35       Centipede, Huge     100       Centipede, Tunnel     1400       Centipede, Tunnel     1400       Centipede, Tunnel     1400       Centipede, Tunnel     107       Centore Research     5005       Centore Ransite     71       Chaos Corpice     100+       Chaos Corpice     6000       Chimers: Minera     6000       Chimers: Symen     3000       Chimers: Symen     3000       Chimers: Symen     120       Cockarrice: Crolisk     1400       Cockarrice: Polytisk     650       Cockarrice: Polytisk     1400       Cockarrice: Polytisk     1400       Cockarrice: Polytisk     1400       Cockarrice: Polytisk     150       Cockarrice: Polytisk     650       Cockraach, Chimerorous Gant     420       Cockraach, Hairing     15       Cockraach, Corpie     635       Corpie     35       Corpie Crab     15       Cockraach, Histing     15       Cockraach, Oriental     65       Conduion Beast     6		Cave Fisher	175
Centaur Ant       220         Centipede, Huge       35         Centipede, Huge       35         Centipede, Huge       35         Centipede, Tunnel       1400         Centipede, Tunnel       175         Cerebral Parastie       1         Chaos Corpse       100+         Chaos Corpse       6000         Chimera: Gorgmera       6000         Chimera: Stymera       3000         Chimera: Stymera       3000         Chimera: Stymera       10         Chinney Sneak       120         Cockatrice: Cryolisk       1400         Cockatrice: Prolisk       1400         Cockatrice: Prolisk       1400         Cockatrice: Prolisk       160         Cockatrice: Prolisk       160         Cockatrice: Prolisk       160         Cockatrice: Cryolisk       160         Cockatrice: Prolisk       160         Cockatrice: Prolisk       160         Cockatrice: Cryolisk       650         Cochathini hyped		Cave Moray	
Genispede, Huge 35 Centipede, Huge 1400 Centipus 15,000 Centipus 15,000 Centipus 15,000 Centipus 15,000 Centipus 15,000 Centipus 15,000 Centipus 175 Cerebral Parasite 775 Cerebral Parasite 100+ Chaos Feeder 650 Chimera: Gorgimera 6000 Chimera: Shymera 3000 Chimera: Shymera 3000 Chimera: Shymera 3000 Chimera: Shymera 3000 Chimera: Shymera 400 Chimera: Shymera 100 Chimera: Shymera 100 Cocharice: Cryolisk 1400 Cocharice: Cryolisk 1400 Cocharice: Cryolisk 1400 Cocharice: Chertat 65 Cocharic: Chertat 65 Cocharic: Chertat 65 Cocharic: Chertat 65 Cocharice: Chertat 65 Corby: Chertat 75 Crawling Chev 135 Crawling Chev 13		Centaur Ant	270
Centosteed Gerebral Plauler/Marauder 75 Gerebral Paraste 1 Chaos Corpte 104 Chaos Feeder Chaos F	ŝ	Centipede, Huge	35
Centosteed Gerebral Plauler/Marauder 75 Gerebral Paraste 1 Chaos Corpte 104 Chaos Feeder Chaos F	ŧ.	Centipede, Megalo- Centipede, Tunnel	175
Greibral Plauler/Marauder       975         Greibral Plavaite       1         Chaos Corpse       1004         Chaos Corpse       1004         Chaos Corpse       1004         Chaos Corpse       1004         Chaos Corpse       650         Chimera: Gorgimera       6000         Chimera: Symera       3000         Chimera: Symera       3000         Chimera: Symera       3000         Chimera: Symera       3000         Chimera: Symera       100         Chimparians       65         Cockatrice       650         Cockatrice: Crolisk       1400         Cubnek       35         Cockatrice: Polisk       650         Cockatrice: Polisk       1400         Cockatrice: Polisk       1400         Cockrach, Carnivorous Gant       120         Cockrach, Carnivorous Gant       120         Cockrach, Haising       15         Cockrach, Hissing       15         Cockrach, Oriental       65         Confusion Beast       630         Corpse Crab       15         Cockrach, Oriental       65         Conduion Beast       650		Centipus	
Chaos Corpse         100+           Chaos Corpse         650           Chaos Corpse         650           Chimera         5000           Chimera         6000           Chimera         6000           Chimera         6000           Chimera         6000           Chimera         100+           Chimera         1000           Chimera         1000           Chimera         1000           Chimera         1000           Chimera         1000           Chimera         100           Chimera         100           Cockatrice         Cyclik           Cockatrice         Cyclik           Cockatrice         Cyclik           Cockrasch, Chreital         600           Cockroach, Hair Lipped         120           Cockroach, Hair Lipped         120           Cockroach, Shortwingd         270           Cockroach, Shortwingd		Cerebral Mauler/Marauder	
Chaos Feeder         650           Chimera: Gorgimera         5000           Chimera: Somera         6000           Chimera: Shymera         3000           Chimera: Shymera         10           Chimparians         65           Cloaker         1400           Cockatrice: Cryolisk         4400           Cockatrice: Pyrolisk         650           Cockatrice: Pyrolisk         650           Cockatrice: Pyrolisk         651           Cockrach, Chimorous Giant         420           Cockrach, Chimorous Giant         651           Cockrach, Hair Lipped         120           Cockrach, Hair Lipped         120           Cockrach, Hair Lipped         120           Cockrach, Shortwinged         270           Cockrach, Shortwinged         275           Coffer Carpate         633           Contrue Dire         153           Contrue Dire         175           Cockrach, Shortwinged         270           Cockrach, Shortwinged         33 <td></td> <td>Cerebral Parasite Chaos Corpse</td> <td>100+</td>		Cerebral Parasite Chaos Corpse	100+
Chimera: Gorgimera         6000           Chimera: Shymera         3000           Chimera: Shymera         3000           Chimera: Shymera         1           Chimera: Shymera         3000           Chimera: Shymera         10           Chimera: Shymera         1400           Chimparians         65           Cloaker         1400           Cockatrice: Cryolisk         1400           Cockatrice: Prolisk         1400           Cockatrice: Prolisk         1400           Cockatrice: Prolisk         1400           Cockatrice: Prolisk         1400           Cockrach, Chimorous Giant         420           Cockrach, Chimorous Giant         65           Cockrach, Hair Lipped         120           Cockrach, Hair Lipped         120           Cockrach, Hair Lipped         120           Cockrach, Shortwinged         270           Cockrach, Shortwinged         25           Coffer Carpite         65           Contrach, Shortwinged         35           Corpite Crab         15           Cockrach, Shortwinged         35           Corpite Crab         35           Corpite Crab         35		Chaos Feeder	650
Chimera: Mimera         6000           Chimera: Shymera         3000.           Chimera: Shymera         3000.           Chinney Mites         1           Chinney Snakk         120           Chinney Snakk         120           Chinney Snakk         120           Cabarice         1400           Cockatrice: Cyclick         1600           Cockatrice: Cyclick         1400           Cockatrice: Phylick         1600           Cockatrice: Phylick         1600           Cockatrice: Phylick         1600           Cockroach, Chertan         420           Cockroach, Hair Lipped         120           Cockroach, Hair Lipped         120           Cockroach, Hair Lipped         120           Cockroach, Shortwingd         270           Cockroach, Shortwingd         15           Corpie Sink         650           Crutacean, Charo         170	10	Chimera: Gorgimera	6000
i Chinney Mites I Chinney Sneak I20 Chinney Sneak I20 Chinney Sneak I20 Chiney Sneak I20 Chiney Sneak I20 Chiney Sneak I20 Cockarice I7001sk I400 Cockarice: Poylisk 650 Cockarice: Poylisk 650 Cockarice: Poylisk 1400 Cockroach, Carinvorous Gant 120 Cockroach, Hising I5 Cockroach, Hising 15 Cockroach, Hising 15 Cockroach, Hising 15 Cockroach, Hising 270 Cockroach, Hising 270 Cockroach, Chrental 65 Cochroach, Drental 65 Cochroach, Drental 65 Cochroach, Drental 65 Cochroach, Dren 35 Corpse Crab 15 Corpse Sink 65 Corab 15 Corpse Sink 65 Corab 15 Crawling Claw 35 Creeper, Rurple Howling 65 Creeper, Rurple Howling 10 Crocodile, Normal 100 Crocodile, Normal 65 Croutatesn: Crab Dire 120 Crocodile, Normal 65 Croutatesn: Crab Dire 120 Crocodile, Normal 65 Croutatesn: Crab Dire 120 Crocodile, Normal 65 Croutatesn: Crab Dire 420 Croutatesn: Crab Dire 42		Chimera: Mimera Chimera: Shymera	
Chimpariani     65       Cloaker     1400       Clubnek     35       Cockatrice:     650       Cockatrice:     701kk       Cockroach:     1400       Cockroach:     1400       Cockroach:     120       Cockroach:     120       Cockroach:     120       Cockroach:     120       Cockroach:     120       Cockroach:     120       Cockroach:     131       Cockroach:     131       Cockroach:     1400       Cockroach:     1400       Cockroach:     135       Corpse Crab     15       Coaking Claw     650       Consult     6000       Crabing Claw     135       Crapes Crab     15       Crawing Claw     120       Crabing Claw     135       Crapes Crab     15       Crawing Claw     120       Creeper, Parpie Howing     15       Crawing Claw     1100       Cricicamp     175	ĥ.,	Chimney Mites	T
Clasker         1400           Clubnek         35           Cockarrice: Cryolisk         1400           Cockarrice: Prolisk         1400           Cockrasch, Carrivorous Gant         420           Cockrasch, Hair Lipped         120           Cockrasch, Hair Lipped         120           Cockrasch, Hair Lipped         120           Cockrasch, Shortwingd         270           Cockrasch, Shortwingd         270           Cockrasch, Shortwingd         270           Cockrasch, Shortwingd         275           Coffer Corpis         63           Conty, Dire         33           Corpe Sink         65           Constange Claw         35           Crawling Claw <td></td> <td>Chimpariant</td> <td>65</td>		Chimpariant	65
Gockarice         650           Cockarice: Cryolisk         1400           Cockarice: Pyrolisk         650           Cockarice: Pyrolisk         650           Cockarice: Pyrolisk         1400           Cockrasch, Carnivorous Gant         420           Cockrasch, Chertah         65           Cockrasch, Hair Lipped         120           Cockrasch, Hair Lipped         120           Cockrasch, Hair Lipped         270           Cockrasch, Hair Lipped         270           Cockrasch, Hair Lipped         270           Cockrasch, Johrenwiged         270           Cockrasch, Shortwinged         25           Construct         55           Construct         650           Construct         55           Construct         650           Construct         651           Construct         75           Construct         75           Construct         75           Construct         75           Construct<		Cloaker	1400
Cockatrice: Pyrolisk         1400           Cocktraack: Cheretah         420           Cockroack: Dere tab         65           Cockroack: Dire         120           Cockroack: Dire         120           Cockroack: Dire         120           Cockroack, Hain         15           Cockroack, Hissing         15           Cockroack, Oriental         65           Confusion Beast         650           Corbusion Beast         650           Corpse Crab         15           Cockroack, Nortwinged         270           Corpse Sink         65           Conduion Beast         650           Corpse Crab         15           Corpse Sink         65           Corane, Dire         135           Creeper, Rurple Howling         65           Crawing Claw         35           Creeper, Rurple Howling         1400           Crocodile, Giant         1400           Crocodile, Kormal         65           Crucacean: Crab, Dire         120           Creeper, Ridew Musk         120           Creeper, Ridew Musk         1400           Crocodile, Normal         65           Crorustan: Crab, Dire	k -	Cockatrice	650
Cockatrice: Pyrolisk         1400           Cocktraack: Cheretah         420           Cockroack: Dere tab         65           Cockroack: Dire         120           Cockroack: Dire         120           Cockroack: Dire         120           Cockroack, Hain         15           Cockroack, Hissing         15           Cockroack, Oriental         65           Confusion Beast         650           Corbusion Beast         650           Corpse Crab         15           Cockroack, Nortwinged         270           Corpse Sink         65           Conduion Beast         650           Corpse Crab         15           Corpse Sink         65           Corane, Dire         135           Creeper, Rurple Howling         65           Crawing Claw         35           Creeper, Rurple Howling         1400           Crocodile, Giant         1400           Crocodile, Kormal         65           Crucacean: Crab, Dire         120           Creeper, Ridew Musk         120           Creeper, Ridew Musk         1400           Crocodile, Normal         65           Crorustan: Crab, Dire		Cockatrice: Cryolisk Cockatrice: Polylisk	650
Cockreat: Dire         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Liptening         270           Cockreat: Nortwing         450           Conjustion Beast         650           Corpit Stift         650           Corpit Stift         650           Crane: Dire         175           Crawing Claw         35           Crawing Claw         1400           Croccodie, Giant         1400           Croccodie, Normal         65           Crustacean: Crab, Dire         120     <		Cockatrice: Pyrolisk Cockroach Carningroup Ginnt	
Cockreat: Dire         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Hair Lipped         120           Cockreat: Liptening         270           Cockreat: Nortwing         450           Conjustion Beast         650           Corpit Stift         650           Corpit Stift         650           Crane: Dire         175           Crawing Claw         35           Crawing Claw         1400           Croccodie, Giant         1400           Croccodie, Normal         65           Crustacean: Crab, Dire         120     <		Cockroach: Cheetah	65
Gockroach, Hissing     15       Cockroach, Lightning     270       Gockroach, Driental     65       Cockroach, Shortwinged     270       Gockroach, Shortwinged     270       Cockroach, Shortwinged     270       Cockroach, Shortwinged     270       Cockroach, Shortwinged     270       Corpus     315       Corpie Skink     650       Consult of the state     650       Consult of the state     650       Conse, Dire     15       Corpie Skink     600       Conse, Dire     15       Corpie Clab     55       Conse, Dire     15       Crawling Claw     35       Creeper, Purple Howling     65       Cricker, Common     1100       Cricocalle, Giant     1400       Crocodile, Normal     65       Crustacean, Crab, Dire     120       Crocodisk     1600       Crop Lurker     120       Crustacean, Crab, Dire     420       Crustacean, Crab, Dire     435       Crustacean, Crab, Dire     435       Crustacean, Crab, Dire     135       Crustacean, Crab, Dire     135       Crustacean, Crab, Statker     3000       Dav, Folk, Statker     120       D	5	Cockroach, Hair Lipped	120
Cockroach, Oriental       65         Cockroach, Shortwingd       270         Coffer Corpue       65         Confusion Beatt       650         Corpy, Dire       35         Corpie Skink       650         Corab Han       655         Crank Dath       605         Crank Dath       605         Crank Dath       615         Corpie Skink       625         Crank Dath       625         Crank Dath       625         Crank Dath       625         Cranking Claw       135         Creaping Horror       175         Cricker, Common       1/100         Cricker, Giant       1400         Crocodik, Horrmal       65         Crustacean, Crab, Dire       120         Crocodik, Hopper       65         Crustacean, Crab, Dire       420         Croutacean, Crab, Dire       420         Croutacean, Crab, Dire       435         Crustacean, Crab, Dire       435         Crustacean, Crab, Dire       135         Cyclops, Common       2000         Davit Foik, Stalker       120         Davit Foik, Stalker       120         Dav		Cockroach, Hissing	15
Cockroach, shortwriged         210           Colffer, Corpie         650           Confusion Beast         650           Corpie, Crab         35           Crane, Dire         175           Crawing Claw         35           Creeper, Purple Howing         35           Creeping Horror         173           Crickar, Common         1100           Crickar, Common         1100           Crickar, Bopper         65           Crustacean, Crab, Dire         120           Crocolie, Giant         1400           Crocolie, Normal         65           Crustacean, Crab, Dire         420           Crustacean, Crab, Dire         430           Cubrer, Flend         31           Cyclops, Common         2000           Crustacean, Lobter, Giant         630           Crypt Thing         3000              Dac         3000		Cockroach, Oriental	65
Corps Life 33 Corps Crab 65 Corps Skink 65 Could 65 Could 65 Could 65 Could 65 Could 75 Could			65
Corps Life 33 Corps Crab 65 Corps Skink 65 Could 65 Could 65 Could 65 Could 65 Could 75 Could	i	Confusion Beast	650
Could         6000           Crab Man         65           Crane, Dire         175           Crawing Claw         35           Creeper, Purple Mowling         62           Crawing Claw         135           Creeper, Purple Mowling         120           Creeper, Common         175           Cricker, Common         170           Cricker, Common         1100           Crocodie, Giant         1400           Crocodie, Normal         65           Croutatesen: Crab, Dire         120           Croutatesen: Crab, Dire         420           Croutatesen: Crab, Biant         65           Crutatesen: Crab, Rist         600           Croutatesen: Crab, Dire         420           Crutatesen: Crab, Filth, Giant         65           Crutatesen: Crab, Filth         35           Cyclops, Common         2000           Date         3000           Date         3000           Date Keik, Stalker         270           Dark Feik, Stalker         120	5	Corose Crab	15
0         Crab Man         65           Crane, Dire         175           Crawling Claw         35           Creeper, Purple Howing         65           Creeper, Purple Howing         65           Creeper, Pellow Musk         120           Creicker, Common         1/100           Cricker, Common         1/100           Crocodile, Giant         1400           Crocodile, Normal         65           Crocodile, Normal         65           Crouthing Hopper         120           Croutsean: Crah Dire         420           Crustacean: Crah Joire         420           Crustacean: Crahfish, Gianc         55		Corpse Skink Couad	
Crawing Claw     33       Creeper, Pielow Husk     130       Creeper, Pielow Husk     130       Creeping, Horror     1700       Cricker, Common     1700       Cricker, Common     1700       Cricker, Common     1700       Crocolis, Giant     1600       Crocolisk     16000       Croutker     120       Croutacean Crab, Dire     420       Crustacean Crab, Dire     450       Crustacean Crab, Dire     450       Crustacean Crab, Biant     650       Crustacean Crab, Stant     650       Crustacean Corte, Giant     300       Dao     3000       Dao     120       Dark Foik, Stalker     120       Dark Stether     120	)	Crab Man	65
Creeping Horror     123       Cricker, Common     1100       Criccamp     175       Crocodile, Giant     1400       Crocodile, Normal     65       Crocodile, Karta     1600       Crocodile, Giant     1600       Crocodile, Giant     1600       Crocodile, Giant     65       Crutatecen: Crab, Dire     420       Crutatecen: Crab, Giant     65       Crutatecen: Crab, Giant     650       Crypt Thing     420       Cyclops, Common     2000       Dat     Staker       Dat     Folk, Staker       Dat     Staker       Dat     Staker       120     Dat	)	Crawling Claw	35
Creeping Horror     123       Cricker, Common     1100       Criccamp     175       Crocodile, Giant     1400       Crocodile, Normal     65       Crocodile, Karta     1600       Crocodile, Giant     1600       Crocodile, Giant     1600       Crocodile, Giant     65       Crutatecen: Crab, Dire     420       Crutatecen: Crab, Giant     65       Crutatecen: Crab, Giant     650       Crypt Thing     420       Cyclops, Common     2000       Dat     Staker       Dat     Folk, Staker       Dat     Staker       Dat     Staker       120     Dat	2	Creeper, Purple Howling Creeper, Yellow Musk	65
1         Criccamp         175           1         Croccolie, Giant         1400           1         Croccolie, Giant         1600           1         Croccolie, Normal         65           1         Croccolie, Kormal         65           1         Crouting Hopper         65           1         Crustacean: Crab. Dire         420           1         Crustacean: Crab. Giant         65           1         Crustacean: Crab. Giant         65           1         Crustacean: Crab. Giant         650           1         Crustacean: Carb. Giant         650           1         Crustacean: Cortex Giant         350           1         Cortex Giant         300           1         Dae         3000           1         Dark Folk, Stalker         200           1         Dark Stether         120	)	Creeping Horror	175
0         Creccodile, Giant.         1400           0         Creccodile, Normal         65           0         Creccolisk.         1600           0         Creccolisk.         1600           0         Creccolisk.         1600           0         Creccolisk.         120           0         Creaching Hopper         65           0         Creatacen: Crah Giant.         430           10         Crustacen: Crah Giant.         65           0         Crust Cosen: Craft Giant.         450           0         Crustacen: Craft Giant.         500           0         Crustacen: Craft Giant.         3000           0         Crustacen: Craft Giant.         19,000           0         Dac.         3000           0         Dark Folk, Stalker.         120           Dark Folk, Stalker.         120	)	Criocamp	175
Crocolisk         1600           Crop Lurker         120           Crouching Hopper         65           Crustacean: Crab, Dire         420           Crustacean: Crab, Giant         65           Crustacean: Crab, Giant         175           Crustacean: Crab, Giant         420           Crustacean: Crab, Giant         420           Crustacean: Crab, Giant         420           Curstacean: Crab, Giant         650           Crustacean: Crab, Giant         650           Curstacean: Crab, Giant         19,000           Dark Folk, Creeper         120           Dark Folk, Stalker         270           Dark Folk, Stalker         120	0	Crocodile, Giant Crocodile, Normal	1400
Croucking Hopper         65           Crutacean: Crab. Dire         420           Crutacean: Crab. Giant         65           Crutacean: Craft, Giant         175           Crutacean: Craft, Giant         175           Crutacean: Craft, Giant         650           Crutacean: Craft, Giant         620           Cruter, Fiend         300           Scyclops, True         19,000           Dark Folk, Creeper         120           Dark Folk, Stalker         270           Dark Seether         120	5	Crocolisk	1600
Crypt Thing         420           Crypt Thing         420           D Culvert Fiend         35           Cyclops, Common         2000           Dask Folk, Creeper         19,000           D Dask Folk, Staker         270           Dark Setther         120	5	Crop Lurker Crouching Hopper	65
Crypt Thing         420           Crypt Thing         420           D Culvert Fiend         35           Cyclops, Common         2000           Dask Folk, Creeper         19,000           D Dask Folk, Staker         270           Dark Setther         120		Crustacean: Crab, Dire	
Crypt Thing         420           Crypt Thing         420           D Culvert Fiend         35           Cyclops, Common         2000           Dask Folk, Creeper         19,000           D Dask Folk, Staker         270           Dark Setther         120		Crustacean: Crayfish, Giant	175
0         Curvert Fiend         35           5         Cyclops, Common         2000           5         Cyclops, True         19,000           Dao         3000         3000           5         Dark Folk, Creeper         120           5         Dark Folk, Stalker         270           0         Dark Stether         120		Crunt Thing	420
5 Dark Folk, Creeper 120 5 Dark Folk, Stalker 270 0 Dark Seether 120	)	Culvert Fiend	35
5 Dark Folk, Creeper 120 5 Dark Folk, Stalker 270 0 Dark Seether 120	5	Cyclops, True	19,000
D Dark Seether 120	5	Dao Dark Folk, Creeper	120
	5	Dark Folk, Stalker Dark Seether	270
	,	Lark Secure	120

Dawg, Rottweiler Dawg, War Dawg, Wild	
	65
Dawg, War Dawg, Wild	65 35
Death Dawg Death Harvester	120
Death Knight Death Weaver	6000
Death Weaver Death's Minions	175+
Deepspawn	12,000
Demilich Denzelian	900+
Desmodian	35
Disenchanter Displacer Beast	650
Djinni Djinni, Black	4000
Djinni, Noble	7000
Dolphin Doom Harvester	120
Doom Harvester Doombat, Mortal	420
Doorant, Spirit Doorant, Tree	1400
DoppleEwe	270
Doppleganger Doppleganger, Master	270
Doppleganger, Predator	1000
Dopplemeister Doppler Croc	650
Draat	65 1000+
Dracolich Dragon, Blue Spiny-Horned Dragon, Chromatic Dragon, Platinum	1400
Dragon, Chromatic	100,000+
Dragon, Platinum DragonFaerie	3000
Dragonfish Dragonfly, Giant	65 650
DragonHorse	1400
DragonKomodo DragonKomodo, Dire	420 650
DragonKomodo, Giant	2000
Dragonne Dragonnel	2000 650
Draich	650 420 975
Drelb Drider	975 3000+
Drow	650+
Drow, Half- Drowtaur	650+
Dryad Dune Stalker	975 420
Dunseon Anemone	650
Dungeen Cat Dust Digger Dwarf, Derro Dwarf, Duergar	65 275
Dwarf, Derro	975+ 975+
Dwarf, Duergar Dwarf, Gully	270
Dwarf, Hill	175
Dwarf, Duergar Dwarf, Gully Dwarf, Hill Dwarf, Mountain Dwarf, Pygmy Dwarven Warhorse Eagle, Gargantuan	270 175
Dwarven Warhorse	270 650
Eagle, Gargantuan Eagle, Giant Eagle, Wild	420
Eagle, Wild	175 650+
Eblis Eel, Electric	120
Eel, Giant Eel, Weed	175 65
Efreeti	8000
HOR VOL 3	
HOB VOL. 3 Elemental, Greater Periodic	14,000
Elephant, Club Trunked Elephant, SabreToothed Elephant, Small-Eared	1500
Elephant, Small-Eared	1400
Elephant, Standard Elf, Aquatic	420
Elf, Aquatic Elf, Grei Cleric Elf, Grei Mages Elf, Grey Elf, Fuggch Elf, Half- Elf, Hunter Grei Elf, Shadow Elf, Shadow Grei Elf, Valley Elf, Valley Elf, Vood Elf, Vood	975 975
Elf, Grey	420
Elf, Grugach Elf, Half-	175
Elf, High	420
Elf, Hunter Grel Elf, Shadow	420
Elf, Shadow Grel	830
Elf, Wood	420
Elk, Dire Elven Pony	175
Elven Wardawg	125
Enigma Lice	
Engine of the Deen	
Enslaver of the Deep Enveloper	1+ 5000 420+
Enslaver of the Deep Enveloper Ettercap	1+ 5000 420+ 650
Enslaver of the Deep Enveloper Ettercap Ettin	1+ 5000 420+ 650 1400 35
Enslaver of the Deep Enveloper Ettercap Ettin	1+ 5000 420+ 650 1400 35 65 170
Enslaver of the Deep Enveloper Ettercap Ettin	1+ 5000 420+ 650 1400 35 65 170 120
Enslaver of the Deep Enveloper Ettercap Ettin	1+ 5000 420+ 650 1400 35 65 170 120 65 35
Enslaver of the Deep Enveloper Ettercap Ettin	1+ 5000 420+ 650 1400 35 65 170 120 65 35 35 35
Enslayer of the Deep Enveloper Ettercap Etter Fairy, Carnivorous, Glitter Fairy, Carnivorous, Mardcore Fairy, Carnivorous, Seasoned Fairy, Carnivorous, Seasoned Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Standard Fairy, Standard Fairy, Standard	1+ 5000 420+ 650 1400 35 65 170 120 65 35 35 35 25
Enslayer of the Deep Enveloper Etterap Etter Fairy, Carnivorous, Gitter Fairy, Carnivorous, Hardcore Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Gorge Fairy, Sandard Fairy, Water Crested Felarn	1+ 5000 420+ 650 1400 355 655 170 120 65 35 35 35 35 35 35
Enslaver of the Deep Enveloper Etterap Etter Event Starting Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hurdcore Fairy, Carnivorous, Hurdce Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Songe Fairy, Sandard Fairy, Mater Crested Felarn Ferret, Man-Eating Festering Reaver	1+ 5000 420+ 650 1400 355 655 170 120 655 355 355 355 355 355 355 355
Endayer of the Deep Enveloper Etterap Etter Eye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Sandard Fairy, Mater Created Felarn Ferent, Man-Eating Festering Reaver Fire-Monk	1+ 5000 420+ 650 1400 35 65 120 65 35 35 35 35 35 35 35 35 35 3
Enslaver of the Deep Enveloper Ettercap Ettin Eye, Roating Fairy, Carnivorous, Gitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Standard Fairy, Standard Felarn Feret, Man-Eating Festering Reaver Fire Ants Fire-Ants Fire-Ants	1+ 5000 4204 650 1400 355 655 170 120 65 355 355 355 355 355 355 355 355 4200 1/10 75 420
Endlayer of the Deep Enveloper Etterap Etter Eye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Sandard Fairy, Mater Created Felarn Ferent, Man-Eating Featering Reaver Fire-Monk Firedrolke Firedrolke	1+ 5000 420+ 650 1400 65 35 35 35 35 35 35 35 35 35 35 35 35 35
Enslaver of the Deep Enveloper Ettercap Etter Eventioner Fairy, Carnivorous, Gitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Mater Created Felarn Ference, Man-Eating Ference, Man-Eating FirerMonk Firedmonk Firerone, Cleric Firenewer, Cleric	1+ 5000 420+ 650 1400 65 35 35 35 35 35 35 35 35 35 35 35 35 35
Enslaver of the Deep Enveloper Ettercap Etter Eventioner Fairy, Carnivorous, Gitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Mater Created Felarn Ference, Man-Eating Ference, Man-Eating FirerMonk Firedmonk Firerone, Cleric Firenewer, Cleric	1+ 5000 420+ 650 1400 35 65 170 120 65 35 35 35 35 35 6000 1/10 1/10 715 420 300 270 120 170 120 720 720 720 720 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 1400 120 120 120 120 120 120 120 1
Enalayer of the Deep Enveloper Ettercap Etter Eye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Gorge Fairy, Sandard Fairy, Water Crested Fairy, Mare Crested Fairy, Mare Crested Fairy, Mare Crested Filter Filter, Man-Eating Fire-Monik Firedruke Firedruke Firedruke Firenews, Cleric Firenews, Cleric Firenews, Citel Firenews, Strider	1+ 5000 420+ 650 1400 355 655 355 355 355 355 355 355
Enalwer of the Deep Enveloper Etternap Etternap Etternap Etternap Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Mater Created Felarm Ferent, Man-Eating Freetword, Reaver Fire Ants Freetword, Cleric Firenewst, Common Firenewst, Corneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo	1+ 5000 420+ 6500 1400 355 655 355 355 355 355 6000 1/10 1/10 1/20 300 270 720 370 0 270 2270 2270 2270
Enalwer of the Deep Enveloper Etternap Etternap Etternap Etternap Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Mater Created Felarm Ferent, Man-Eating Freetword, Reaver Fire Ants Freetword, Cleric Firenewst, Common Firenewst, Corneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo Firenewst, Carneo	1+ 5000 420+ 6500 1400 120 655 655 655 655 555 555 555 6000 1/10 720 300 270 370 270 270 270 270 270 270 270 2
Enslaver of the Deep Enveloper Etterap Etter Eye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunder Fairy, Carnivorous, Muld Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Gorge Fairy, Sandard Fairy, Sandard Fairy, Mater Crested Felarn Ferenet, Man-Eating Ferenet, Man-Eating Firefanonk Firedralse Firefanonk Firefanonk Firefanonk Firefanon Firenewy, Cleric Firenewy, Cleric Firenewy, Cleric Firenewy, Coverlord Firenewy, Coverlord Firenewy, Strider Firenewy, Strider Firetaad Faiang Wailer Flabing Wailer Flabing Wailer	1+ 5000 420+ 6500 1400 1200 120 120 120 120 120 120
Enalwer of the Deep Enveloper Ettersap Ettersap Ettersap Ettersap Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hudrecore Fairy, Carnivorous, Hudre Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Gorge Fairy, Sandard Fairy, Mater Created Felarn Ferent, Man-Eating Freetering Reaver Fire Acts Fired-Monk Firedrake Firedrake Firedrake Firedrake Firedrake Firenew, Cleric Firenew, Cowlord Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Develord Firenew, Surder Firenew, Develord Firenew, Bernew,	1+ 5000 420+ 6500 1400 120 655 355 355 355 355 355 355 4200 700 120 120 120 120 120 120 120 1
Enalwer of the Deep Enveloper Ettersap Ettersap Ettersap Ettersap Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hudrecore Fairy, Carnivorous, Hudre Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Gorge Fairy, Sandard Fairy, Mater Created Felarn Ferent, Man-Eating Freetering Reaver Fire Acts Fired-Monk Firedrake Firedrake Firedrake Firedrake Firedrake Firenew, Cleric Firenew, Cowlord Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Surder Firenew, Develord Firenew, Surder Firenew, Develord Firenew, Bernew,	1+ 5000 420+ 6500 1400 120 655 355 355 355 355 355 355 355
Endayer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Faire, Manager Frier, Manager Frieren, Cherlo Frierenever, Coeriod Frierenever, Coverlord Frierenever, Geinet Free, Killer	1+ 5000 420+ 6500 1400 35 35 35 35 35 50000 1/10 2700 2700 1200 120 120 120 120 120 120
Endayer of the Deep Enveloper Etterap Etter Eye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Glitter Fairy, Carnivorous, Kulder Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Sandard Fairy, Sandard Fairy, Mater Crested Felarn Ferenew, Carlo FirefNOIR	1+ 5000 420+ 6500 1400 35 35 35 35 5000 1/100 1/20 120 120 120 120 120 120 120 1
Endayer of the Deep Enveloper Etterap Etter Eye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Kulter Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Sandard Fairy, Sandard Fairy, Mater Crested Felarn Ferenew, Carlo FirefNOIR	1+ 5000 420+ 6500 1400 35 35 35 35 5000 1/10 55 6000 270 27
Enalwer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Glitter Fairy, Carnivorous, Muder Fairy, Carnivorous, Wuld Fairy, Mater Created Felar Ferent, Man-Eating Freetwing, Reaver Fire Anas Fire-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Claric Firemevet, Common Firemevet, Common Firemevet, Enter Firemevet, Strider Firemevet, Strider F	1+ 5000 420+ 6500 1400 120 655 355 355 355 355 355 6000 75 4200 120 120 120 120 120 120 120
Enalwer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Multer Fairy, Carnivorous, Wuld Fairy, Mater Created Felar Ferent, Man-Eating Freetwing, Rawer Fire-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Monik Fired-Carnico Firenews: Carnico Firenews: Ca	1+ 5000 420+ 650 1400 35 55 55 55 5000 1/10 1/10 1/20 1/00
Enslaver of the Deep Enveloper Etterap Etter Eye, Floating Fye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Glitter Fairy, Carnivorous, Muld Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Carnivorous, Wild Fairy, Sandard Fairy, Sandard Fairy, Sandard Fairy, Sandard Fairy, Mater Created Felarn Ferenew, Bawer Fire Ants FiredPonk FiredPonk FiredPonk FiredPonk FiredPonk FiredPonk FiredPonk FiredPonk FiredPonk Firenew, Cleric Firenew, Cleric Firenew, Cleric Firenew, Coleric Firenew, Coleric Firenew, Coverlord Firenew, Coverlord Firenew, Coverlord Firenew, Coverlord Firenew, Coverlord Firenew, Scrider Fired, Danker Flating Wailer Reahp.Ceker Frog, Chain Reaction Frog, Killer Frog, Chain Reaction Frog, Killer Frog, Chain Reaction Frog, Killer Frog, Noient Fungi, Violent Fungi, Violent Fungi, Violent Fungi, Violent Fungi, Kolent Fungi, Kolent	1+ 5000 420+ 6500 1400 35 35 35 35 35 35 35 35 35 35
Enalayer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Gorge Fairy, Standard Fairy, Sundard Fairy, Mater Crested Fairy, Mater Crested Fire, Ans Fire-Monk Firedrake	1+ 5000 420+ 6500 1400 35 35 35 35 35 35 35 35 35 35
Enalayer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Gorge Fairy, Standard Fairy, Sundard Fairy, Mater Crested Fairy, Mater Crested Fire, Mark Fire-Monk Firedrake Firedrak	1+ 5000 420+ 6500 1400 35 35 35 35 55 55 6000 2700 170 7200 170 7200 170 7200 170 7200 170 7200 170 7200 0 170 7200 170 170 170 170 170 170 170 1
Enalwer of the Deep Enveloper Ettercap Etter Eye, Floating Fye, Floating Fye, Floating Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hunter Fairy, Carnivorous, Multer Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Friendew, Common Firenew, Cleric Firenew, Cleric Firenew, Cowindon Firenew, Cowindon Fog, Valler Fog, Valler Fog, Valler Fung Violent Fung Viol	1+ 5000 420+ 6500 1400 35 35 35 35 55 55 6000 2700 170 7200 170 7200 170 7200 170 7200 170 7200 170 7200 0 170 170 2700 170 170 170 170 170 170 170
Enalayer of the Deep Enveloper Ettercap Ettercap Etter Fairy, Carnivorous, Glitter Fairy, Carnivorous, Hardcore Fairy, Carnivorous, Hunter Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Carnivorous, Wuld Fairy, Gorge Fairy, Sandard Frity, Mare Created Fright, Mare Created Fright, Mare Created Fright, Mare Created Friedhale Friedhale Firedhale Firedhy, Dire Firedrale Firedrale Firedrale Firedrale Firenewy, Carnivon Firenewy, Cleric Firenewy, Cleric Firenew, Cleric Firene	1+ 5000 420+ 6500 1400 35 35 35 35 35 35 35 35 35 35

Ban, Prairie         5000           Ban, Scone         7000           Siant, Scone         7000           Siant, Store         44.000+           Sibborn         15           Sibbring Mouther         420           Sibborn         15           Sibbring Mouther         420           Sibbring Mouther         35           Sinach, Exadhunter         35           Sinach, Headhunter         35           Sionel, Stoland         65+           Gome, Forest         120           Gome, Svirishbin         420           Gome, Forest         120           Gome, Forest         35           Gome, Tinker         65+           Gomen Tinker         65           Gomen Tinker         15           Golon, Cornmon         15+           Golon, Cornmon         15-           Golen, Ruck         650           Golen, Ruck, Diseased         970           Golenen, Ruck, Diseased		7000
Same, Frost.         7000           Same, Gorge         8.000+           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Sorm         4000           Sinn, Sorm         14.000+           Sinn, Sorm         14.000+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Werbeg         650           Sibborn         15           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         120           Sinthant         120      <	Shoul, Common	175
Same, Frost.         7000           Same, Gorge         8.000+           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Sorm         4000           Sinn, Sorm         14.000+           Sinn, Sorm         14.000+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Werbeg         650           Sibborn         15           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         120           Sinthant         120      <	Giant, Cloud	10,000
Same, Frost.         7000           Same, Gorge         8.000+           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Sorm         4000           Sinn, Sorm         14.000+           Sinn, Sorm         14.000+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Werbeg         650           Sibborn         15           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         120           Sinthant         120      <	Giant, Firbolg 8000 (9000	Shaman)
Same, Frost.         7000           Same, Gorge         8.000+           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Mist.         4000           Sinn, Sorm         4000           Sinn, Sorm         14.000+           Sinn, Sorm         14.000+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Sorm         14.001+           Sinn, Werbeg         650           Sibborn         15           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         14           Sinthant         120           Sinthant         120      <	Giant, Forg	5000
Sinn, Hill         4000           Sinn, Hill         4000           Sinn, Mist         4000           Sinn, Praire         5000           Sinn, Storn         4000           Sinn, Yerberg         620           Sinn, Mist, Markan         14           Schemving         650           Sinn, Mast, Markan         15           Sinn, Mast, Mutter         35           Schem, Sinn, Mast, Markan         654           Schem, Feral         120           Schome, Eral         120           Schome, Feral         210           Schem, Cark         654           Schome, Trans         654           Schome, Trans         654           Schem, Cark         2000           Golein, Master         2000           Golein, Cardian         420           Golein, Master         2000           Golein, Master         2000           Golein, Master         2000           Golein, Master	Giant, Frost	7000
Sinn, Prairie         5000           Sinn, Prairie         5000           Sinn, Prairie         5000           Sinn, Storn         14000           Sinn, Storn         15           Sinn, Storn         120           Sonom, Sinn, Markan         15           Sinn, Markan         15           Sinn, Markan         120           Sonome, Foral         120           Sonome, Foral         120           Sonome, Foral         120           Sonome, Trans         654           Sonome, Trans         654           Sonome, Trans         654           Sonome, Torn         14000           Goltin, Common         14500           Goltin, Common         14500           Goltin, Common         14500           Goltin, Common         14000           Goltin, Common         14000           Goltin, Common         140000           Goltin, Common<	Siant, Hill Siant, Mist	3000
aboyabili         1+           aboyabili         1+           Gibtrerni         1+           Gibtrerni         1+           Gibtrerni         1+           Goornor, Serins         120           Gonll, Standard         65+           Gonome, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Svirheblin         420           Gonne, Tinker         65           Gonner, Tarin         200+           Gold Bane         125           Goldern, Reath         2000           Goldern, Reath         2000 <td></td> <td>7000</td>		7000
aboyabili         1+           aboyabili         1+           Gibtrerni         1+           Gibtrerni         1+           Gibtrerni         1+           Goornor, Serins         120           Gonll, Standard         65+           Gonome, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Svirheblin         420           Gonne, Tinker         65           Gonner, Tarin         200+           Gold Bane         125           Goldern, Reath         2000           Goldern, Reath         2000 <td>Giant, Scorn Giant, Stone</td> <td>4000</td>	Giant, Scorn Giant, Stone	4000
aboyabili         1+           aboyabili         1+           Gibtrerni         1+           Gibtrerni         1+           Gibtrerni         1+           Goornor, Serins         120           Gonll, Standard         65+           Gonome, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Forest         120           Gonne, Svirheblin         420           Gonne, Tinker         65           Gonner, Tarin         200+           Gold Bane         125           Goldern, Reath         2000           Goldern, Reath         2000 <td>Giant, Storm</td> <td>14,000+</td>	Giant, Storm	14,000+
Sitherni         14           Sitherni         14           Glorwing         650           Sitherni         14           Glorwing         650           Sitherni         120           Grant-Cost         35           Grant-Desert         35           Grant-Standard         654           Grome, Forest         120           Grome, Forest         120           Grome, Forest         120           Grome, Svirfheblin         420           Gater         35           Grome, Tinker         654           Grome, Svirfheblin         4200           Gater         35           Gater, Fisthe         2000           Gater, Fisthe         2000           Gold Bare         125           Golder, Fisthe         8000           Gold Mare         100           Golder, Fisthe         8000           Gold Mare         100           Gold Mare         100           Golder, Fisthe         3000           Gold Mare         100           Gorer, Sover         175           Golen, Sover         175           Gorer, Sover	Gibbering Mouther	420
Snart-rosis         120           Snoil, Detert         35           Snoil, Headhunter         35           Snoil, Standard         65+           Snome, Feral         120           Somme, Serial         120           Somme, Svinhebin         420           Somme, Svinhebin         200+           Somme, Svinhebin         200           Somme, Svinhebin         200           Somme, Svinhebin         200           Somme, Svinhebin         200           Solatin, Common         15+           Solatin, Schmen         200           Solatin, Schmen         2000           Golen, Ruck, Gibbering         420           Soleten, Cuardian         420           Soleten, Cuardian         420           Soleten, Muck, Diseased         975           Soleten, Muck, Diseased         975           Soleten, Schwer         173           Sorger, Schwer         173           Sorger, Schwer         175           Sorgengen, Schwer	Githyanki	14
Snart-rosis         120           Snoil, Detert         35           Snoil, Headhunter         35           Snoil, Standard         65+           Snome, Feral         120           Somme, Serial         120           Somme, Svinhebin         420           Somme, Svinhebin         200+           Somme, Svinhebin         200           Somme, Svinhebin         200           Somme, Svinhebin         200           Somme, Svinhebin         200           Solatin, Common         15+           Solatin, Schmen         200           Solatin, Schmen         2000           Golen, Ruck, Gibbering         420           Soleten, Cuardian         420           Soleten, Cuardian         420           Soleten, Muck, Diseased         975           Soleten, Muck, Diseased         975           Soleten, Schwer         173           Sorger, Schwer         173           Sorger, Schwer         175           Sorgengen, Schwer	Gloomwing Glow Worm	650
Gaol, Headhunter     35       Gaol, Standard     65+       Grone, Common     65+       Grome, Forest     120       Grome, Forest     120       Grome, Forest     120       Grome, Tinker     65       Grome, Tinker     65       Gromen Titans     65+       Gromen Titans     75       Gobin, Groberng     2000       Gold Bare     925       Gold Bare     925       Golden, Cardian     420       Golem, Muck, Diteased     975       Golem, Muck, Diteased     975       Golem, Muck, Diteased     975       Gorer, Stone     8000       Gorger, Dire     3000       Gorger, Standa     270	Gnarl-rons	120
Grone, Forest         120           Grone, Svirheblin         420           Grone, Svirheblin         420           Goat, Gart         35           Goat, Cart         300           Golem, Frank         8000           Goatem, Frank         8000           Goatem, Stone         8000           Goatem, Stone         8000           Goarger, Stata         270           Goreent, Stata         270           Goreger, Dire         3000           Goarger, Dire         3000           Goarger, Dire         3000           Goarger, Seveer         175	Gnoll, Headhunter	
shome, Porest 140 Grome, Svirineblin, 420 Grome, Tinker 65 Grome, Tarker 65 Grome, Tarker 35 Grome, Tarker 35 Grome, 15 Grome,	Gnome, Common Gnome, Feral	
Gaome         654           Gaomeling         15           Gaomeling         15           Gaomeling         15           Gaomeling         15           Gaomeling         200           Gobin, Common         15           Gobin, Charle         2000           Galem, Rick         2000           Golem, Rick         6000           Golem, Nuck         650           Golem, Muck         650           Golem, Muck         650           Golem, Muck         650           Golem, Schreit         120           Golem, Schreit         120           Golem, Schreit         120           Gorager, Tinstable         1400           Goreger, Creat         2000           Gorger, Creat         200           Gorager, Creat         200           Gorager, Creat         200           Gorager, Creat         650           Grieger, Creat         600           Grimolck         655		120
Gaomeling 15 Gaomeling 2000 Goat, Giant 2000+ Goat, Garner 2000+ Goat, Common 15+ Goat, Garner 270 Gold, Gabering 420 Gold, Gabering 420 Gold, Gabering 420 Gold, Gabering 420 Gold, Gabering 420 Gold, Gristle 8000 Golern, Cristle 8000 Golern, Gristle 8000 Golern, Iron 4400 Golern, Iron 4400 Golern, Iron 4400 Golern, North 4000 Golern, North 4000 Golern, Stone 8000 Golern, Pluck, Diseased 975 Golern, Muck, Diseased 975 Golern, Muck, Diseased 975 Golern, Muck, Diseased 975 Golern, Stone 8000 Goo, Amber 0 Gophen, Stone 8000 Gorger, Dire 3000 Gorger, Dire 4000 Gorger, Creat 4000 Gorger, Creat 4000 Gorger, Creat 4000 Gorge	Gnome, Tinker Gnome Titans	65 65+
Goat     35       Goat, Ciarr     270       Gobbin, Gibbering     420       Gold Bane     125       Goldern, Reath     2000       Goldern, Reath     2000       Goldern, Gristle     8000       Goldern, Reath     2000       Goldern, Reath     2000       Goldern, Reath     2000       Goldern, Reath     2000       Goldern, March     650       Goldern, March     650       Goldern, Nuck     650       Goldern, Nuck     650       Goldern, Nuck     650       Goldern, Nuck     775       Gorangatang     2700       Gorecupine     6500       Goregon     1400       Gorger, Dire     3000       Gorger, Dire     3000       Gorger, Dire     3000       Gorger, Cave     150       Gouger, Cave     150       Gouger, Cave     150       Gouger, Cave     160       Grindon     650       Grindon     <	Gnomeling Gnomish Doom Lord	2000+
Gobin, Common         13+           Gobin, Gibberng         420           Gold Bane         125           Golem, Ricod         925           Golden, Ricod         925           Golem, Rich         2000           Golem, Rich         2000           Golem, Rich         2000           Golem, Nen         14,000           Golem, Nen         14,000           Golem, Nuck, Diseased         975           Golem, Nuck, Diseased         975           Golem, Stone         8000           Goo, Amber         0           Gorer, Stever         175           Gorerecupine         500           Goregon         1400           Gorger, Dire         3000           Gorger, Fanged         275           Gouger, Cave         150           Gouger, Cave         500           Grangtang         650           Gring         650           Gring         650           Gring         650	Goat	270
Gold Bane     125       Golen, Rood     925       Golen, Clay     5000       Golen, Cristle     8000       Golen, Gristle     8000       Golen, Non     14,000       Golen, Muck     650       Golen, Nuck, Diseased     975       Golen, Muck, Diseased     975       Golen, Songer, Finatable     1400       Gorescupine     6000       Gorger, Dire     3000       Gouger, Cave     150       Gouger, Cave     150       Gouger, Cave     150       Gouger, Grand     420       Grand Scrounger     175       Grentin     650       Grimock     655       Grimock     <	Goblin, Common Goblin, Gibbering	420
Golem, Clay         5000           Golem, Clay         5000           Golem, Gristle         80000           Golem, Gristle         80000           Golem, Iron         14.000           Golem, Nuck         650           Golem, Muck         650           Golem, Muck, Diseased         975           Golem, Muck, Diseased         975           Golem, Muck, Diseased         975           Golem, Store, Ray, Ray, Ray, Ray, Ray, Ray, Ray, Ray	Golem Blood	125
Gatem, Gristie         B000           Gatem, Guardian         420           Galem, Iron         14.000           Galem, Iron         14.000           Galem, Muck, Diseased         953           Galem, Muck, Diseased         975           Galem, Muck, Diseased         975           Galem, Store         9000           Gatem, Store         175           Garangatang         2700           Garger, Dire         30000           Gorger, Dire         30000           Gouger, Cave         150           Gouger, Cave         150           Gouger, Cave         175           Gramelin         650           Gring         651           Gring         650           Gring<	Golem, Clay Golem, Flesh	
Golem, Muck, Diseased         975           Golem, Nuck, Diseased         975           Golem, Nuck, Diseased         975           Golem, Nuck, Diseased         970           Golem, Nuck, Diseased         970           Golem, Store         8000           Goo, Amber         0           Gorangatana,         970           Gorangatana,         970           Gorangatana,         970           Gorangatana,         970           Gorang, Dire         3000           Gorage, Dire         3000           Gouger, Cave         150           Gouger, Cave         150           Gouger, Cave         175           Gouger, Grace         420           Grave Scrounger         175           Grentin, Gallerit         150           Griewing Heraid         4200           Gring         655           Grim,         1400           Grimock         654           Grigal Bahriats         650           Grimock	Golem Gristie	420
Golem, Muck, Diseased         975           Golem, Nuck, Diseased         975           Golem, Nuck, Diseased         975           Golem, Nuck, Diseased         970           Golem, Nuck, Diseased         970           Golem, Store         8000           Goo, Amber         0           Gorangatana,         970           Gorangatana,         970           Gorangatana,         970           Gorangatana,         970           Gorang, Dire         3000           Gorage, Dire         3000           Gouger, Cave         150           Gouger, Cave         150           Gouger, Cave         175           Gouger, Grace         420           Grave Scrounger         175           Grentin, Gallerit         150           Griewing Heraid         4200           Gring         655           Grim,         1400           Grimock         654           Grigal Bahriats         650           Grimock	Golem, Iron Golem Master	14,000 2000+
Galem, Tyoppet         1.20           Galem, Stone         8000           Goo, Amber         0           Gorangtang,         0           Gorangtang,         120           Gorangtang,         120           Gorangtang,         120           Gorangtang,         120           Gorangtang,         120           Gorangtang,         3000           Gorang, Dire         3000           Gorage, Dire         3000           Gorage, Dire         3000           Gouger, Cave         150           Gouger, Cave         150           Gouger, Fanged         275           Gouger, Fanged         275           Grawe Scrounger         175           Grentin, Gallerit         150           Greiwing, Herald         4200           Griffon         650           Grim,         1400           Griminock         654           Grizzled Bankrass         650           Graynuram Monk         250           Garadin Spirth         2000           Garadin Spirth         2000           Gurt Whiler Serpent         200           Halfing, Thifeldow         35	Golem, Muck Golem, Muck, Diseased	650 975
Goo, Amber         0           Goragent, Instabble         175           Goragatang, 270         270           Gore Monger, Instabble         1400           Goregen, Instabble         1400           Gorager, Dire         3000           Gorizzla         270           Goregen, Great         180           Gorager, Dire         3000           Gorizzla         270           Gorager, Dark         175           Gouger, Cave         195           Gouger, Creat         490           Graphe, Thraher         490           Griger, Great         11,000           Grieving Herald         420           Gring         655           Grim, Gring         656           Grim, Gring         656           Grim, Gring         656           Grimalin, Gallarita         130           Grizzled Bankrass         650           Graynurian Monk         655           Graynurian Monk         655           Grimalian Familiar         2000           Gurt Valler         651           Gring The Gallarita         135           Guradian Spirit         4000           Guro	Golem, Puppet	
Gorangtang 270 Gore Monger, Instabble 1400 Gorecupine (stabble) Goregon (stabble) Gorger, Dire 3000 Gorpen, Dark 175 Gouger, Careat 420 Grapping Thrather 980 Grave Scrounger 175 Grennin, Gallerit 15 Grennin, Gallerit 15 Grennin, Gallerit 15 Grennin, Gallerit 15 Grennin, Gallerit 420 Griesing Herald 420 Grigging 655 Grizzle Bankrass 7000 Gur Waller Serpent 2000 Gur Waller Serpent 2000 Gur Waller Serpent 2000 Hag, Green 4000 Hag, Scat 35 Halling Stotat 35 Halling Stota	Goo, Amber	175
Geregupine         650           Goregon         1400           Gorger, Dire         3000           Gorizzla         270           Gorger, Dire         3000           Gorizzla         270           Gorger, Dark         175           Gouger, Cave         190           Gouger, Fanged         275           Gouger, Fanged         275           Gravels, Creat         400           Gravels, Coreat         400           Gravels, Coreat         400           Gravels, Coreat         410           Gravels, Coreat         411,000           Grient, Galtrit         11           Grient, Galtrit         420           Gring         65           Gring         65           Gring         65           Gring         65           Gring Hankrass         650           Grizzled Bankrass         650           Grizzled Sankrass         650           Grynurian Monk         65           Gring, Sout         35           Halling, Hairloot         35           Halling, Sout         35           Halling, Sout         35	Gorangatang	270
Gorger, Dire         3000           Gorpkin         180           Gorpkin         180           Gouger, Cave         150           Gouger, Cave         175           Gouger, Carea         420           Graphin         180           Gouger, Great         420           Graphin, Thrather         980           Grave, Scrounger         175           Gouger, Fingher, Herald         420           Grimm         1000           Grienin, Galltrit.         15           Grimm         1400           Grimm         1400           Gringhin, Galltrit.         65           Gringhin         650           Grizzla Squirrel         35           Grizzla Squirrel         35           Grizzla Squirrel         35           Gurwing Ferent         200+           Gur Waller Serpent         270+           Gur Waller Serpent         270+           Gur Waller Serpent         270+           Gur Waller Serpent         270+           Halling: Talleflow         35           Halling: Talleflow         35           Halling: Talleflow         35           Halling: Sc	Gorecupine	650
Gorphin         180           Gouger, Carea         150           Gouger, Great         420           Grapping Thrasher         980           Grave, Great         420           Grapping Thrasher         980           Grave, Scrounger         175           Gener, Great         420           Grapping Thrasher         980           Grave, Scrounger         175           Grendel         11,000           Griening, Galltrit.         15           Gring         65           Gring         65           Gring         65           Grizy Squirel         35           Grizy Squirel         35           Garzizh Squirel         35           Gurwing Freen         2000           Gur Waller Serpent         200+           Gur Waller Serpent         270+           Halling, Hairfoot         35           Halling, Thug         35           Halling, Thalotow         35 <td>Gorger, Dire</td> <td>3000</td>	Gorger, Dire	3000
Gouger, Franged         275           Gouger, Gract         420           Grapping Thrasher         980           Grave Scrounger         175           Gremelin, Gallerit.         155           Grenelin, Gallerit.         155           Grenelin, Gallerit.         155           Grenelin, Gallerit.         155           Grenelin, Gallerit.         155           Gring         655           Gring         655           Gring         655           Gring         656           Grippilin         650           Grizzled Bankrass.         650           Grave Scrouw Monkers.         650           Grizzled Bankrass.         650           Gravarian Femilar.         2000           Guaratine Femilar.         2000           Gurwar Feren         2000           Gur Waller Serpent         2000           Gur Waller Serpent         2001           Halfing, Thifellow         35           Halfing: Thifellow         35           Halfing: Thifellow         35           Halfing: Thifellow         35           Happogriff         175           Hobgochamus         200	Gorphin	180
Gouger, Great.         420           Grapping Thrather         980           Grapping Thrather         980           Grapping Thrather         980           Grendin, Galltrit.         15           Grendel         11,000           Griening, Herald         420           Griffon         650           Gring         65           Gring         65           Grizplick         654           Gripping         65           Grizpla Garban Spirit         4000           Guardian Familiar         2000           Guardian Spirit         4000           Gunt Valler Serpent         200+           Gur Valler Serpent         200+           Gur Valler Serpent         200+           Gur Valler Serpent         200+           Halfing Thileflow         35           Halfling Sout         420 <tr< td=""><td>Gouger, Dark</td><td>175</td></tr<>	Gouger, Dark	175
Grave Scrounger         175           Greenlin         650           Greenlin         15           Grendel         11,000           Greinger, Herald         420           Griffon         650           Grimp         1400           Grimp         1400           Grinple         650           Grizzb Squirvel         35           Grizzb Squirvel         35           Grizzb Squirvel         35           Grizzb Squirvel         35           Grizzb Squirvel         2000           Guardian Spirit         2000           Gummy Fier         100+           Gur Willer         2000           Gursty Squirvel         35           Halfing Talifolo         35	Gouger, Great Grappling Thrasher	420
Grennin, Galltrit:         15           Grendel         11,000           Grieving, Herald         420           Grieving, Herald         420           Griffon         650           Grim         1400           Grimpi         65           Grippi         65           Grizzby Squirrel         35           Grizzby Squirrel         35           Grizzby Squirrel         300           Guardian Familiar         2000           Guardian Spirit         4000           Gummy Fierd         200+           Gur Waller Serpent         200+           Gut Waller Serpent         200+           Halling, Horicot         35           Halling, Horicot         35           Halling, Horicot         35           Halling, Noral-Clawed         4000           Halling, Horicot         35           Halling, Noral-Clawed         400           Hedgel-Nay, Voral-Clawed         420           Hedgobanin	Grave Scrounger	175
Grieving Herald         420           Griefion         650           Griffon         650           Grig         65           Grimpl         655           Grippl         655           Grizple         650           Guardian Familiar         2000           Quit Waller Serpent         2000           Plag, Sea         4000           Gurt Waller Serpent         2000           Halfing, Flarifoot         35           Halfing, Toot         35	Gremlin, Galltrit	15
Grig         65           Grim         1400           Grimpli         65           Grippli         65           Grizple Bankrass         650           Grizzle Squirrel         35           Grizzle Squirrel         35           Grizzle Squirrel         35           Grizzle Squirrel         35           Guardian Familiar         2000           Guardian Spirit         4000           Gurt Waller Serpent         200+           Aufling, Hairfoot         35           Halfing, Hairfoot         35           Halfing, Tallellow         35           Halfing, Tallellow         35           Halfing, Tallellow         35           Haure         200           HedgeHawg, Vorpal-Clawed         400           HedgeHawg, Vorpal-Clawed         400           Hepogramus         975           HOB vot. 4         100           Hopogriff         175           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+	Grieving Herald	420
Grimpole         64           Grippil         65           Grippil         65           Grizzled Bankrast         655           Grizzled Bankrast         655           Grizzled Bankrast         650           Grizzled Bankrast         2000           Garatin Familiar         2000           Garatin Familiar         2000           Gart Waller         100+           Gut Waller         100+           Hug, Green         2000           Gut Waller         100+           Hug, Green         2000           Gut Waller         100+           Hag, Green         2000           Gut Waller         100+           Hag, Green         2000           Gut Waller         35           Halfing Talifelow         35           Halfing Talifelow         35           Hangman Tree         4000           Hedgel-Kow         420           Hedgel-Kow, Vorpal-Clawed         420           Hedgel-Kow, Vorpal-Clawed         420           Hedgel-Kow, Vorpal-Clawed         420           Hedgel-Kow, Vorpal-Clawed         420           Hedgelowing, Vorpal-Clawed         420	Grig	65
Grizzled Bankrass         650           Grizzle Sauirrel         35           Grynurian Monk         65           Garadian Familiar         2000           Guardian Spirit         4000           Guardian Spirit         4000           Guardian Spirit         4000           Gurt Waller         100+           Gut Waller         2000           Hag, Sea         4000           Gut Waller Serpent         200+           Halfing, Harloot         35           Halfing, Talifellow         35           Halfing, Talifellow         35           Halfing, Talifellow         35           Hangman Tree         4000           Heigh Have, Giant         270           HedgeHave, Giant         270           HedgeHave, Giant         270           HedgeTave, Giant         270           HedgeTave, Giant         270           Hopogriff         175           Hippogriff         175           Hopogriff         35+           Hopogriff         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin	Grippli	65+
Grynurian Monk         65           Guardian Spirit         4000           Guardian Spirit         4000           Guardian Spirit         4000           Guardian Spirit         4000           Gurt Valler Serpent         200-           Hag, Sea         4000           Gut Valler Serpent         200-           Halfing, Hairfoot         35           Halfing, Tallelow         35           Halfing Tallelow         35           Halfing Tallelow         35           Hauger, Sea         4000           Hauger, Sea         4000           Hauger, Sea         4000           Hauger, Sea         35           Hauger, Sea         35           Hauger, Sea         35           Hauger, Sea         200           HedgetAwag, Vorpal-Clawed         400           Heel Borer         120           Hopogerff         125           Happogerff         125           Hopogorff         35           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+      > Hoot Korror         120	Grizzled Bankrass	650 35
Gummy Fiend         2000           Gurt Waller         [00+           Gut Waller         [00+           Gut Waller         [00+           Hag, Green         2000           Hag, Green         2000           Hag, Green         2000           Halfing, Fairfoot         35           Halfing, Thug         35           Halfing, Thig         35           Halfing, Thig         35           Hangran Tree         4000           Hapgran Tree         4000           Hapgran Tree         4000           Hedgelsway, Giant         270           Hedgelsway, Corpal-Clawed         420           Hedgelsway, Corpal-Clawed         35	Grynurian Monk	
Hag, Sereen         2000           Halling, Scot         35           Halling, Stotu         35           Halling, Tallfellow         35           Halling, Tallfellow         35           Halling, Tallfellow         35           Hangman Tree         40007           Karpy         270           HadgetHavg, Sciant         220           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           Hedget Kow         120           Hepogentins         35+           Hard As Buil         600           Hopopotamus         975           HOB vot. 4         400           Hoar das Buil         600           Hoard as Cow         1400           Hoard as Cow         1400           Hood Winker         175           Hood Khorron         120           Hormed Simian Bush-Grappler         420           Horned Simian Bush-Grappler         420           Hornet Carrinvorous         1           Hornet Garant         2700           Houd of II Omen	Guardian Spirit Gummy Fiend	4000
Hag, Sereen         2000           Halling, Scot         35           Halling, Stotu         35           Halling, Tallfellow         35           Halling, Tallfellow         35           Halling, Tallfellow         35           Hangman Tree         40007           Karpy         270           HadgetHavg, Sciant         220           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           Hedget Kow         120           Hepogentins         35+           Hard As Buil         600           Hopopotamus         975           HOB vot. 4         400           Hoar das Buil         600           Hoard as Cow         1400           Hoard as Cow         1400           Hood Winker         175           Hood Khorron         120           Hormed Simian Bush-Grappler         420           Horned Simian Bush-Grappler         420           Hornet Carrinvorous         1           Hornet Garant         2700           Houd of II Omen	Gut Waller Gut Waller Serpent	100+ 270+
Halling, Klartfoot         35           Halling, Stout         35           Halling, Talifellow         35           Halling, Talifellow         35           Hangman Tree         400015           Harpy         975           Haum         2000           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           HedgetHavg, Vorpal-Clawed         420           Hedget Kow         400           Hedget Kow         420           Hedget Kow         420           Heel Borer         120           Hepopont         120           Hopopont         120           Hopopont         975           HOB vot. 4         Hoar dba Bull           Hoar dba Bull         600           Hoar dba Cow         1400           Hoard dba Crappler         120           Horned Simian Bush-Grappler         420           Horned Siman Bush-Grappler         420           Hourned Siman Bush-Grappler         420           Hourned Siman Bush-Grappler         420           Hourned Siman Bush-Grappler         420           Hourned Siman Bush-Grappler         420           Ho	Hag, Green	2000
Harry         1975           Haurt         2000           HedgeHawg, Giant         270           HedgeHawg, Giant         270           HedgeHawg, Grant         420           HedgeHawg, Kow         420           HedgeHawg, Grant         320           Hippogramus         120           Hippogramus         120           Hippograff         175           Hippograff         175           Hoar Kox         35           Hoar Kox         35           Hoar Kox         35           Hobyobin         35+           Hobot (Horcro         120           <	Halfling, Hairfoot Halfling: Stout	35 35
Harry         1975           Haurt         2000           HedgeHawg, Giant         270           HedgeHawg, Giant         270           HedgeHawg, Grant         420           HedgeHawg, Kow         420           HedgeHawg, Grant         320           Hippogramus         120           Hippogramus         120           Hippograff         175           Hippograff         175           Hoar Kox         35           Hoar Kox         35           Hoar Kox         35           Hobyobin         35+           Hobot (Horcro         120           <	Halfling: Tallfellow Halfling: Thug	35 35
Hunt         2000           HedgeHavg, Stant         270           HedgeHavg, Vorpal-Clawed         420           Hedfer Kow         420           Hedfer Kow         420           Herd Borer         120           Hippogriff         175           Hippogriff         175           HoB vol. 4         600           Hoar fox         35           Hoar fox         100           Hoar fox         20           Hobyobin         500           Hoar fox         20           Hobyobin         500           Horner Gam         200           Horner Carnivotous         1           Horner Gam         200           Hubrasit, Greater         550           Humanimaik, Lesser         175           Hunhad Shocker         650           Hydra: Cryo         3000           Hydra: Ternean         3000           Hydra: Scatter         175 </td <td></td> <td>4000+</td>		4000+
Hedig Kow         420           Heed Borer         120           Herd Animals         35+           Hippocampus         120           Hippozriff         175           Hoar Tox         35           Hobyobin         35+           Hobyobin         35+           Hobyobin         35+           Hood Winker         175           Hood Winker         175           Hood Winker         175           Hoored Simian Bush-Grappler         420           Horned Cager         650           Hourned Gill Omen         00           Hubriste         2000           Hubriste         200           Hubriste         3000           Hydra: Lesser         650           Humanimals, Greater         650           Humanimals, Greater         650           Hornet, Gaint         175           Huhdising Hound <t< td=""><td>Haunt</td><td>2000</td></t<>	Haunt	2000
Heel Borer         120           Herd Animals         35+           Hippocampus         120           Hippocampus         120           Hippocampus         120           Hippocatmus         975           HOB vol. 4         100           Moar fox         35           Hoar fox         35           Moar das Bull         600           Hoar das Larvae         55           Hobycolin         5000           Horned Simian Bush-Grappler         120           Horned Simian Bush-Grappler         420           Hornet, Gaint         270           Hound of III Omen         0           Hubristie         2000           Hubristie         2000           Hubranisti, Cerater         175           Hunah of III Omen         0           Hubranist, Lesser         175           Huranimati, Scrater         3000           Hydra: Ternean         3000           Hydra: Te	HedgeHawg, Vorpal-Clawed Hedley Kow	420
Hippopotamus         975           HOB vol. 4         HOB vol. 4           Hoar fox         35           Hoar da Bull         600           Hoar da Cow         1400           Hoar da Caw         1400           Hoar da Larvae         85           Hobgobin         35+           Hollybant         5000           Homonculous         270           Hood Winker         175           Hook Horror         120           Hornet Gianta         270           Hubriste         2000           Hueruwa         270           Hukleing Mound         5000           Humanimals. Greater         650           Hydra: convono         2000           Hydra: convono         2000           Hydra: convono         2000           Hydra: convono         2000           Hydra: Cryo         3000           Hydra: Cryo         3000 <tr< td=""><td>Heel Borer</td><td>120</td></tr<>	Heel Borer	120
Hippopotamus         975           HOB vol. 4         HOB vol. 4           Hoar fox         35           Hoar da Bull         600           Hoar da Cow         1400           Hoar da Caw         1400           Hoar da Larvae         85           Hobgobin         35+           Hollybant         5000           Homonculous         270           Hood Winker         175           Hook Horror         120           Hornet Gianta         270           Hubriste         2000           Hueruwa         270           Hukleing Mound         5000           Humanimals. Greater         650           Hydra: convono         2000           Hydra: convono         2000           Hydra: convono         2000           Hydra: convono         2000           Hydra: Cryo         3000           Hydra: Cryo         3000 <tr< td=""><td>Hippocampus</td><td>120</td></tr<>	Hippocampus	120
Haar Fox         35           Hoar da Bull         600           Hoar da Larvae         85           Hobgobin         35+           Hobgobin         35+           Hobgobin         35+           Hobgobin         35+           Hobgobin         25+           Hood Winker         175           Hood Winker         175           Horned Simian Bush-Grappler         420           Hornet, Carint Vortos         1           Hornet, Gaint         270           Hound of III Omen         0           Hubraits, Greater         420           Humanimals, Lesser         175           Humanimals, Lesser         175           Hurded Stocker         2000           Hydra: Common         2000           Hydra: Common         2000           Hydra: Common         2000           Hydra: Scotker         3000           Hydra: Scotker         3000           Hydra: Scotker         3000           Hydra: Scotker         420           Horta: Meduater         3000           Hydra: Scotker         420           Hydra: Meduater         3000           Hydra: Scotker </td <td>Hippopotamus</td> <td>975</td>	Hippopotamus	975
Hoar das Bult         600           Hoar das Cow         1400           Hoar das Cow         1400           Hoar das Cow         1600           Hoar das Larvae         85           Hobgobin         35+           Holiphant         5000           Homonculous         270           Hock Winker         175           Hoock Morror         120           Hornet Giana         270           Hubriste         2000           Huereux         270           Hulking Mound         5000           Humanimals, Greater         650           Humanimals, Greater         650           Hydra: Cryo         3000	Hoar Fox	
Hoardba Larvae         85           Hobgoblin         35+           Hollyphant         5000           Homonculous         270           Hood Winker         175           Hood Winker         175           Hood Khorror         120           Hornet Gimian Bush-Grappler         420           Hornet, Graina         270           Hubriste         2000           Huecuva         270           Huarbard Stocker         650           Humanimals, Greater         650           Humanimals, Greater         650           Hydra: common         2000           Hydra: Cryo         3000	Hoar'daa Bull Hoar'daa Cow	1400
Hollyphant         5000           Hoord Winker         175           Hood Winker         175           Hoork Horror         120           Horned Simian Bush-Grappler         420           Hornet Gimian Bush-Grappler         420           Hornet, Carnivorous         1           Hornet, Giant         270           Hubriste         2000           Huecuva         270           Humanimalis, Greater         650           Humanimalis, Greater         650           Hydra: common         2000           Hydra: common         2000           Hydra: Cryo         3000           Hydra: Cryo	Hoar'daa Larvae	35+
Hood Winker 1/2 Hook Horror 1/2 Horned Rager 650 Hornet Carnivorous 1 Hornet, Giant 270 Hound of III Omen 0 Huecuva 270 Huuchd Of III Omen 0 Huecuva 270 Huuchd Shocker 650 Humanimsi, Greater 650 Hydra: common 2000 Hydra: Cryo 3000 Hydra: Cryo 175 Icke Fiend 175 Icke Fiend 175 Icke Fiend 175 Inspaler, Purple 85 Impaler, Purple 85 Impaler, Great Lucid 4200 Incident 720	Hollyphant	5000
Hornet Gamina Bush-Grappler 420 Hornet, Grantvorous I Hornet, Giant 270 Hound of III Omen 0 Hubrisite 2000 Huuranimalis, Greater 850 Humanimalis, Greater 650 Humanimalis, Greater 755 Hunched Shocker 650 Hydra: common 2000 Hydra: Jocker 3000 Hydra: Jocker 3000 Hydra: Motoker 3000 Hydra: Motoker 3000 Hydra: Motoker 3000 Hydra: Motoker 3000 Hydra: Greater 75 Ger Flend 175 Hyena, Glant 175 Lee Flend 175 Hyena, Glant 275 Innpaler, Christon 15 Impaler, Great Lucid 4200 Incidencer 4200	Hood Winker Hook Horror	120
Hornet, Giant.         270           Hound of III Omen         0           Hubrisite         2000           Huecuva         270           Huiking Mound         5000           Humanimals, Greater         650           Humanimals, Greater         755           Hunched Shocker         650           Hydra: common         2000           Hydra: common         2000           Hydra: Lenaean         3000           Hydra: Mousa         5000           Hydra: Solos         5000           Hydra: General         3000           Hydra: Solos         75           General         75           Los Flend         75           Ipneous Walker         420           Impaler, Crimson         15           Impaler, Burinbow         205           Impaler, Great Lucid         4200           Incincerator         420	Horned Simian Bush-Grappler	420
Hound of III Omen         0           Hubrriste         2000           Huecuva         270           Huikling Mound         5000           Humanimals, Greater         650           Hurnahimas, Lesser         175           Hunched Shocker         650           Hydra: common         2000           Hydra: Cryo         3000           Hydra: Medusa         5000           Hydra: Medusa         5000           Hydra: Medusa         5000           Hydra: Origonal (175         51           Kor Fiend         175           Ichthyocentaur         275           Ipaler, Caimbow         205           Impaler, Great Lucid         4200           Incincerator         420	Hornet, Carnivorous Hornet, Giant	
Huecuva         270           Huikoing Mound         5000           Humanimali, Greater         650           Hunched Shocker         650           Hydra: common         2000           Hydra: Cryo         3000           Hydra: Kensen         3000           Hydra: Medua         5000           Hydra: Cryo         3000           Hydra: Cryo         3000           Hydra: Common         3000           Hydra: Cryo         3000           Hydra: Common         3000           Hydra: Common         3000           Hydra: Common         3000           Hydra: Pro         3000           Inpaler, Caint         175           Inhthycentaur         175           Inpaler, Crimson         15           Inpaler, Crimson         15           Inpaler, Grantbow         205           Inpaler, GrantLuid         4200           Incineartor         420	Hound of III Omen	2000
Humanimali, Greater         650           Hunched Shocker         650           Hunched Shocker         650           Hydra: common         2000           Hydra: Cryo         3000           Hydra: Meduaa         5000           Hyena, Giant         175           Ichthyocentaur         275           Igneout Walker         420           Impaler, Crimson         15           Impaler, Great Lucid         4200           Incincerator         420	Huecuva Hulking Mound	5000
Hunched Shocker         650           Hydra:common         2000           Hydra:Cryo         3000           Hydra:Krasen         3000           Hydra:Medusa         5000           Hydra:Grant         3000           Hydra:Grant         3000           Hydra:Grant         3000           Hydra:Grant         3000           Hydra:Grant         3000           Hyena,Giant         65           Hyena,Giant         175           Ichthyocentaur         275           Igneoux Walker         420           Impaler,Crimson         15           Impaler,Grantbow         205           Impeder, Great Lucid         4200           Incinerator         420	Humanimals, Greater Humanimals, Lesser	650 175
Hydra, Glant 1970 Hydra, Glant 195 Ger Fend Ger Hand 175 Ger Hend 175 Ger Hend 175 Hyndsur Walker 175 Impaler, Christon 15 Impaler, Purple 85 Impaler, Great Lucid 4200 Inciderator 420	Hunched Shocker	650 2000
Hydra, Glant 1970 Hydra, Glant 195 Ger Fend Ger Hand 175 Ger Hend 175 Ger Hend 175 Hyndsur Walker 175 Impaler, Christon 15 Impaler, Purple 85 Impaler, Great Lucid 4200 Inciderator 420	Hydra: Cryo Hydra: Lernaean	3000
Hyena 65 Hyena, Ginat 175 Ice Fiend 175 Ichthyocentaur 275 Igneoux Walker 420 Impaler, Crimson 15 Impaler, Rainbow 205 Impeder, Great Lucid 4200 Incidentor 420	Ptyora: Pyro	3000
ke Find 175 Ichthyocentaur 275 Igneous Walker 420 Impaler, Crimson 15 Impaler, Purple 85 Impaler, Brinbow 205 Impeder, Great Lucid 4200 Incinerator 420	Hyena Hyena, Giant	65
Igneous Walker 420 Impaler, Crimson 15 Impaler, Purple 85 Impaler, Rainbow 205 Impeder, Great Lucid 4200 Incinerator 420	Ice Fiend	175 275
Impaler, Rainbow 205 Impeder, Great Lucid 4200 Incinerator 420	Igneous Walker Impaler, Crimson	420
Impeder, Great Lucid 4200 Incinerator 420	Impaler, Kainbow	205
Indigo Ambusher 65	Impeder, Great Lucid Incinerator	420
	Indigo Ambusher	65

Infernal Slayer Insidious Ichor	2000 420
Insidious Stalker	270 6000
Intellect Devourer, Adult Intellect Devourer, Larva Invisible Heckler	650
Invisible Heckler Invisible Horror Invisible Stalker	2000 270
Iron Cobra	3000 120 120
lxitxachitl: Cleric lxitxachitl: standard lxitxachitl: Yampire	65
labbervock Vile	120 6200
lackal	7
ackalope, Pronghare Jackalope, Standard	15 420
lackalwere Jaculi	35
jaded Mannacle Jann	270 2000+
arvin-taur Jaundiced Grappler	35
Jelly, Grease	650 2200
Jelly, Ochre	270 65
jellyfish, Common	7 975
Jellyfish, Flying Swamp	420 270
Jelly, Symbiotic Jellyfish, Common Jellyfish, Dire Man O'War Jellyfish, Flying Swamp Jellyfish, Giant Jellyfish: Man-O-War	35+ 975
Jenying Line Torres	1400
Jungle-Drac Jurassic Creatures: Ankylosaurus Jurassic Creatures: Archaeopteryx	125+ 1400
	35 18.000
	7
urassic Creatures: Camptosaurus urassic Creatures: Dimetrodon urassic Creatures: Diplodocus urassic Creatures: Bismotaurus urassic Creatures: Estamotaurus urassic Creatures: Icthyosaurus	170 120 16,000
Jurassic Creatures: Elasmosaurus	6,000
Jurassic Creatures: Icthyosaurus Jurassic Creatures: Lambeosaurus	2000
Jurassic Creatures: Mamenchisaurus Jurassic Creatures: Nothosaurus	5000 4000
Jurassic Creatures: Plesiosaurus	9000 175
urastic Creatures Lambeotaurus urastic Creatures Manenchisaurus urastic Creatures Petriotaurus urastic Creatures Petriotaurus urastic Creatures Triotalights urastic Creatures Triotalights urastic Creatures Triotalights urastic Creatures Triotalights urastic Creatures Velociraptor urastic Ventores Kangaro, common	7000 7000
Jurassic Creatures: Triloblights	375
Jurassic Creatures: Velociraptor	975
Jurynday, Freshwater Jurynday, Saltwater	7000
Kangarai Warrior Kangaroo, common	120
Kangaroo, common Kangaroo Flea, Giant Kangaroo, Marauding	35
Karkadann Kenku	975
Ki-Rin	12,000 270
Killwi Kobold, Greater	15+
Kobold, Lesser Kobold, Woodland	7+ 7+
Kraken Krueiler	18,000 975
Kuo-Toa: common Kuo-Toa: Monitors	175+ 2000
Kuo-Toa: Shaman	270+
Lamia, Common Lamia, Great-Horned	3500 4000
Lamia, Noble Lammasu, Common Lammasu, Greater	2000
Lammasu, Greater Lamprey, Giant	4000 420
Lamprey, Giant Lamprey, Land Lamprey, Normal	65 65
Larantula Latrine Ambusher	400
LavaSoawn: Fighters	450 800+
LavaSoawn: Spell Casters	700
Leech, Bony-Ridged Leech, Cistern Leech, Giant	30
	15
Leech, Level-Draining Muck Leech, Luck-Draining Muck	35 7
Leech, Sinus LeechMan, Guard	3 120+
LeechMan, Swamp-dwelling Lemur, Common	65 15
	15
Lemur, Flying Lemur, Pygmy Mouse	7
Leucrotta	975
Lich	150,000 8000
Lich Master Lime Green Quivering Mass	12,000
Liontaur Lizard, Fire	270
Lizard, Giant Lizard, Ice	270 975
	650 975
Lizard, Red-Bellied Armored Lizard, Subterranean	420
Lizard-Newt, Pygmy Lizardman, Common	15 65+
Lizardman, King	975 65+
Lizardman, Magic-user Lizardman, Thief Lizotaur	65+
Llama, Wild Loathsome Prowler	65 35
Lobe Footed Marsh Dweller	35
Locathah Longtailed Silver Slasher	15+
Luck Eater Lunger, Crevice	270 650
Lunger, Crevice Lunger, Hedgerow Lunger, Rafter	650 650
Lunger, Saw-Backed Lurker Above	650 2000
Lurker Below	2000 270
Lurker, Cactus Lurker Within	650
Lycanthrope: Foxwoman Lycanthrope: Were-Badger	2000
Lycanthrope: Were-Bear Lycanthrope: Were-Boar	1400 650
Lycanthrope: Were-Dwolf Lycanthrope: Were-Goat	650
Lycanthrope: Were-Lynx	270 270
Lýcanthrope: Were-Rat Lýcanthrope: Were-Shark Lýcanthrope: Were-Tiger	2000 975
Lycandirope. Weie-riger	

Naga, Water	3000
Nar Wasp, Crimson Nar Wasp, Yellow Jacketed Necrophidius	420 270 175
Needle Fiend	2000
Nefarians: Daemon Royalty: Anthraxus	29,555
Daemon Royalty: Charon Daemon Minion: ArcanaDaemon	24,000
Daemon Minion: Charonadaemo Daemon Minion: Derghodaemon	n 6000 6000
Daemon Minion: Guardian Daem Daemon Minion: Hydrodaemon	4000
Daemon Minion: Maenes (Least) Daemon Minion: MezzoDaemon	65 8000
Daemon Minion: NycaDaemon Daemon Minion: Piscodaemon	13,000
Daemon Minion: VitroDaemon Daemon Minion: VitroDaemon Daemon Minion: YagnoDaemon	2000
Demodand: Farastu Demodand: Kelubar	9000
Demodand: Neudar Demodand: Shator Demon Royalty: An'Gnarl	14,000 16,500 40,000
Demon Roy Arch Demon Kaleh	35,000
Demon Royalty: Demogorgon Demon Royalty: Dread	850,000
Demon Royalty: Duke of Evil Demon Royalty: Gar'Rangeeze Demon Royalty: Graagyn Demon Royalty: Lord Scroud	105,000 27,000 43,000
Demon Royalty: Graagyn Demon Royalty: Lord Scroud	4000
Demon Royalty: Prince Kraas Demon Royalty: Prince Murgan Demon Royalty: Taur Raad	75,000 60,000
Demon Royalty: Taur Raad Demon Royalty: Uthbos Evaar Demon Royalty: Zyandal Demon Min.: Dark Enchantress	45,000 50,000
Demon Royalty: Zyandal Demon Min.: Dark Enchantress	12,471 13,000+
Demon Minion: Ebony Death Demon Minion: Loogey Spit	4000 995
Demon Minion: Mangy Demon Minion: Nathraak	500 770
Demon Minion: Nefaryn, Immatu Demon Minion: Nefaryn, Mature	re 2000 4000
Demon Minion: Predator Demon Minion: Quasit	2000
	5000 975
Demon Minion: Succubus Demon Minion: Type I Demon Minion: Type II Demon Minion: Type III	2000 6000
Demon Minion: Type IV Demon Minion: Type V	12,000
Demon Minion: Type VI Demon Minion: Type VII	17,000
Demon Minion: Type III Demon Minion: Type V Demon Minion: Type V Demon Minion: Type VI Demon Minion: Type VI Demon Minion: Type VIII Demon Minion: Type X Demon Minion: Type X Demon Minion: Type X Demon Minion: Type X	17,000
Demon Minion: Type X Demon Minion: Type XI	25,000
Devil Royalty: Asmodeus I Devil Royalty: Asmodeus I Devil Royalty: De'Yin Vay Devil Royalty: De'Yin Vay Devil Royalty: Duke Atan Nyus Devil Royalty: Duke Atan Nyus	,000,000
Devil Royalty: De'Yin Vay Devil Royalty: Duke Atan'Nyus	30,000 28,000 32,000
Devil Roy: Duke Braax Mourgon Devil Royalty: Evilynn	35,000 20,000
Devil Royalty: Evilynn Devil Royalty: Harbinger Dev. R.: Lord Gargruss Vlaadmaar	29,000 40,000
Devil Royalty: Maletane	800,000 49,000
Devil Royalty: Aurgaas Baydylax Devil Royalty: Saurgaas Baydylax Devil Royalty: Thraar Devil Royalty: Vorgaal Lad Devil Minion: Bone Devil	30,000
Devil Royalty: Vorgaal Lad	42,000 75,000 5000
Devil Minion: Dark Minion	70
Devil Minion: Dark Minion Devil Minion: Dark Soultress Devil Minion: Devee yant	1400
Devil Minion: Hell Sentinel Devil Minion: Hell Spawn	2000 4000
Devil Minion: Horned Devil Devil Minion: Ice Devil	7000
Devil Minion: Lemure Devil Devil Minion: Pit Fiend	16,000
Devil Minion: Soul Broker Devil Minion: Spiny Devil	270
Other: Bullweiller Other: Devil Dawg	420
Other: Diakk, Broad Other: Diakk, Tall	1400
Other: Face Seeking Claw Other: Frightmare Other: HellCat	2000 3600
Other: Hellephant	1400
Other: HellGoat Other: HellHound	375
Other: HellSpider Other: Imp. Common	130
Other: Imp, Limp-Wristed Other: Imp, Penster	2000 2000
Other: Impling Other: Shadow Demon	270
Other: Soul Cloaker Other: Soul Flaver, greater	175 2000
Other: Soul Flayer, lesser Other: Soul Larva	420 35
HOB VOL. 6	
Nefarian: Other: Soul Snatcher Nereid	815 270
Newt, Jelly-Banded, Common Newt, Jelly-Banded, Giant	15
Nid'Hogg Nighthag	4000 1400
Nightmare Nixies	2000 270
Nizar'fang Norker	65 35
Nymph Obsidian Clan Commoner	1400
Obsidian Clan Commoner Obsidian Clan Shaman Obsidian Clan Warrior	1+
Ocean Camel	225 90,000
Octogorgon Octopus, Giant	60,000 2000
Ogre, Aquatic	420+ 270
Ogre, Half Ogre, High: Chub-Foot Ogre, High: Flat-Footed	270 4000
Ogre, High' Kogue	3000 3000
Ogre, High: Ryngar Ogre, High: Webbed-toe	3000 3000
Ogre, Lord Ogre, Low: Hedge	1400 420+
Ogre, Low: Trash Ogre, Magi	270+
Oliphant, War Oliohant, Wild	975 650
Omen Sayer Onerous Carbuncle	120+
Ooze, Crystal Ooze, Gray	420 270

National Association of the	
Ooze, Scathing Opinicus	420 3000
Orange Tail Plant Squaller Orc, Bottomland	650
Orc, Bottomland	15+
Orc. Bounty Hunter	1+
Orc, Brigands Orr, Cloven-boof	120
Orc, Cloven-hoof Orc, Common	15+
Orc, Half- Orc, High Priest	1+
Orc, Highland	4000
Orc. lester	35
Orc, Gibbering Lord Orc, Slaver Orc, Southern, Tribe Orc, Vampire	270
Orc. Slaver	65 35
Orc Vampice	4000
Orc, Vampire Orc, Vampire High Priest	8000
OTKIN DATION	35
Orkin Lowland Pony	
Orkin, Org	120
Orkin Wardawg Orkin Witch Doctor	125
Otter, Giant River Otter, Giant Sea	175
Otter, Giant Sea	270
Otter, River Otter, Sea	1
Ottermen	35
Otyugh	650+
Otyugh, Neo-	2000+
Ouroboros	25,000
Overhorde Ovel Common	4000
Owl, Common Owl, Giant	270
Owl, Giant Owl, Talking	975
Owlbear, common Owlbear, Great Horned	900
Owibear, Great Horned Owibear, Lesser	1100
Owlhear Spotrad	500
Oyster, Giant, River Oyster, Giant, Sea	125 270
Oyster, Giant, Sea	270
Packasite Pan-Dimensional Rover	65 975
Panda Bear, Common	175
Panda Bear, Common Panda Bear, Trans-Planar	650
Para-Elementals: Ice	1400+
Para-Elementals: Magma Para-Elementals: Ooze	1400+
Para-Elementals: Ooze Para-Elementals: Smoke	1400+
Paracites: Diseased	1/10,000
Parasites: Dreaded Tape Worm Parasites: Magus Ticks Parasites: Paralyzing Fleas	125
Parasites: Magus Ticks	0
Parasites: Paralyzing Fleas Parasites: Pin Worms, Dire	65
Parrot, Greater Psionic	420
Parrot, Greater Psionic Parrot, Grey Ghost	270
Parrot, Lesser Psionic	270
Pegasus Pegasus, Greater	650
Pegasus, Obsidian	270
Pendulous Filcher	125
Penguin, common Penguin, Dire	15
Penguin, Dire Penguin, Dire Sand	35
Pernicon	35
Peryton	270
Phantom	0
Phantom Fog Phantom Follower	4000 65
Phantom Stalker	450
Phoenix	19,000
Phycomid Pied Viper	420
Pied Viper	125
Piercer Pig, Blood	15+
Pig. domesticated	65
Pig, giant Pig, Wild	450
Pig, Wild	270
Pigdawg, Prancing Pigeon, Carrier Pigeon, Common	120
Pigeon, Common	2
Pike, Glant	275
Pincher Pinnard	975 30
Piranha Cold Water	7
Piranha, Cold Water Piranha, Common Piranha, Giant	7
Piranha, Giant	65
Pit Howler Pit Mauler Pit Maw	120 420
Pit Maw	270+
Pitbulls	125
Pixie, Common	650
Pixie, Fighter	650+ 975+
Pixie, Mage Pixie, Elder	1400
Pixie, Elder Pixie, Lich	3000
Pixie, Mirror	750
Pixie, Hybrid: Pixie Leprechaun	270
Pixie, Hybrid: Pixie Brownie Pixie-kin: Leprechaun	270
Pixie-kin: Leprosychaun	270
Planetar	61,000
Pleistocene Deer Pod Plant, Malicious	120 270
Podling	125
Poltergeist	35
Polterzeitgeist	270
Porculisk	650 15
Porcupine, common Porcupine, Giant	120
Porcuping Occuping	270
Porcupine, Poison Porcupine Warrior	120
Porcupine Warrior Portal of Devouring	65 3000
Predacat	420+
Predacious Growler	650
Predacious Howler	120
Provocator Prowler Fish	n/a 9500
Desilers Cilver Eich	7
Pseudo Undead, Ghast	175
Pseudo Undead, Ghoul	125
Pseudo Undead, Specter	420 125
Pseudo Undead, Wraith	175
Pseudo Vampire, Least	420
Pryug Jaiver rays Pseudo Undead, Ghaat Pseudo Undead, Schoul Pseudo Undead, Specter Pseudo Undead, Wright Pseudo Undead, Wraith Pseudo Vampire, Least Pseudo Vampire, Least Pseudo Vampire, Lesser	650
Pseudo Vampire, Greater Pseudo Vampire, Lord	1400
Pseudo-Dragon	420
Pseudo-Pseudo-Dragon	425
Pudding Black	5000
Pudding, Deadly Purple Death Bloom	1400
Purple Gilly	35
Pyrosnake	
Pyrosnake.	120
Quaggoth, Common	120
Quaggoth, Common Quaggoth, jaid Quaggoth, Thonot	
Quaggoth, Common Quaggoth, Jald Quaggoth, Thonot Quarrel Mite	120 175 270 1400
Quaggoth, Common Quaggoth, jaid Quaggoth, Thonot	120 175 270

Quay Lurker Quickwood Quivering Disembowler	
Quickwood Quivering Disembowler	125
Quivering Disembowler	420
	975
Rabbit, common	7
Rabbit, giant Rabbit, Predator	35
Rabbit, Predator	1,400
Rabid Hummingbirds Radiation Elemental	6000+
Raging Bucentaurus	272
Rakshasa, Common Rakshasa, Maharajah	3000
Rakshasa, Maharajah	11000
Kakshasa, Kajah	7000
Rakshasa, Runk	7000
Ram	35 650
Ram, Battering	270
Ram, Giant Ram'koaran	125
Rambumatta	120
Rat	5
Rat, Carnivorous Rat, Dire Albino	7
Rat, Dire Albino	15
Rat, Giant	7
Rat, Large Rat, Osquip	120
	8
	7
Rat, Sand Rat, Sewer Rat, Vapor Rath Lord	6
Rat, Vapor Rath Lord	65
Ratweiller	6000+
Ray Deathray	270 975
Ray: Deathray Ray: Mantaray Ray, Pungi	90+
Ray, Pungi	270
Ray: Stingray	15
Ray: Stingray Reaving Dervishes	175
Kelic Devourer	25,000
Remorhaz Repeller	5000+
Repulser	270
Retch Plant	270
Retriever, Reckless	2000+
Retriever, Relentless	2000+
Retriever, Ruthless	2000+
Retriever, Skullsplitter	6000
Revenant	3000 3000
Revenger Rhinoceros One Horn	975
Rhinoceros, One Horn Rhinoceros, Two Horn Rhinoceros, Wooly	1400
Rhinoceros, Wooly	2000
	Concella .
HOB VOL. 7	100
Rib Splitter Rift Vortex	125
Rift Vortex	n/a 650
Righteous Avenger Roaring Ghoul	975
Robolds	7+
Roc Birch	2000
Roc. Common	10,000
Roc, Common Roc, Frost	10.000
Roc. Marsh Roc: Ruhk	1000
Roc: Ruhk	23,000
Rock Bear	650
Rock Reptile Rock Worm	420+
Rogue Spirits	270+
Roof Fiend	120
Rook: Horned Raven	15
Rook: Raven, Common	
Rook: Raven, Giant	175
Rook: Horned Raven Rook: Raven, Common Rook: Raven, Giant Rook: Raven, Huge	35
Koper	6000+ 1400
Roper, Storoper Bot Grub Candy Striped	1400
Rot Grub, Candy Striped Rot Grub, Common	i
Rot Grub, giant	15
Rothe'	25
Rust Monster, Common	270
Rust Monster, Magnetic Sahuagin, Common Sahuagin, Mutant	420
Sahuagin, Common	150+
Salamander	975
Samaritans	7+
	120+
Sandling	120
Samurai Jackal Sandling Satyr, Common Satyr, Faun Satyr, Korred Satyr, She-, Common	975
Satyr, Faun	420
Satyr, She-, Common	975
Satyr, She-, Great Horned	2000
Scarab, common	1
Scarab, giant	120
Scarab of Seeking	7
Scarao or Seeking	
Scarecrow	270
ScareCrow ScareRaven	35
Scarecrow ScareRaven Scorpion, common	35
ScareCrow ScareRaven Scorpion, common Scorpion, Giant	35 15 650
ScareCrow ScareRaven Scorpion, common Scorpion, Giant	35 15 650 975
ScareCrow ScareRaven Scorpion, common Scorpion, Giant	35 15 650 975 420 175
Scarecrow ScareRaven Scorpion, common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher	35 15 650 975 420 175 270
ScareRaven Scorpion, common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaning Desert Tortoise	35 15 650 975 420 175 270 420
ScareRow ScareRown Scorpion, Gant Scorpion, Hell Scorpion, Hell Scorpion, Large Screacher Screacher Screaming Desert Tortoise Screaming Meanies	35 15 650 975 420 175 270 420 35
ScareRow Scorpion, common Scorpion, Ciant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaming Desert Tortoise Screaming Desert Tortoise Screaming Meanles Scrol Devourer	35 15 650 975 420 175 270 420 35 7
ScareRow Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroil Devourer Scylla	35 15 650 975 420 175 270 420 420 35 7 30,000
ScareRow Scorpion, common Scorpion, Common Scorpion, Hull Scorpion, Hulle Scorpion, Large Screacher Screaming Desert Tortoise Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis	35 15 650 975 420 175 270 420 35 7 30,000 40,000 5000
ScareRow Scorpion, Common Scorpion, Cignt Scorpion, Hell Scorpion, Hulge Screacher Screaming Desert Tortoise Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harker Seahorse, Giant	35 15 650 975 420 175 270 420 35 7 30,000 40,000 65+
ScareRow ScareRow Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Sea Harker Sea Harker Sea Horse, Giant Sea Lion	35 15 650 975 420 175 270 420 35 7 30,000 40,000 5000 65+ 420
ScareRow Scorpion, Common Scorpion, Cignt Scorpion, Hell Scorpion, Hell Scorpion, Huge Screaming Desert Tortoise Screaming	35 15 650 975 420 175 270 420 35 7 30,000 40,000 5000 65+ 420 90,000
ScareRow ScareRowen Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Sea Harker Sea Harker Sea Honster Sea Stalker	35 15 650 975 420 175 270 420 35 7 30,000 40,000 65+ 420 90,000 270
ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Huge Screachier Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scyll Analysis Scyll Schurzer Seahorse, Glant Sea Monster Sea Stalker Seazull	35 15 650 975 420 175 270 420 35 7 30,000 40,000 5000 65+ 420 90,000 270 7
ScareRow ScareRow Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Sea Harker Sea Harker Sea Harker Sea Harker Sea Stalker Sea Stalker Sea Stalker Sea, Iferail	35 15 650 975 420 175 270 420 35 30,000 40,000 65+ 420 90,000 270 7 120
ScareRow ScareRiven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screaching Heanies Screaching Meanies Screaming Meanies Screaming Meanies Screaming Meanies Screaming Meanies Screaming Meanies Screaming Meanies Screaming Meanies Screaming Screamin	35 15 650 975 420 175 270 420 35 30,000 40,000 5000 5000 5000 5000 5000 50
ScareRow ScareRow Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screaching Heanies Screaning Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Sea Harken Sea Harken Sea Harken Sea Harken Sea Stalker Sea Stalker S	35 15 650 975 420 175 270 420 420 35 7 30,000 5000 65+ 420 90,000 270 270 7 120 1400
ScareRow ScareRowen Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Sea Harker Sea Harker Sea Harker Sea Harker Sea Harker Sea Stalker Sea Stalker Sea Stalker Sea, Stalker Sea	35 15 650 975 420 175 270 420 35 7 30,000 65+ 420 90,000 90,000 270 7 120 1400 120 1400 120 1400
ScareRow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harken Sea Hark	35 15 975 270 420 35 30,000 5000 5000 270 1200 1400 120 1400 420 77
ScareRow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harken Sea Hark	35 15 650 975 420 175 270 420 35 7 30,000 65+ 420 90,000 90,000 270 7 120 1400 120 1400 120 1400
ScareRaver ScareRaver Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Huge Scorpion, Large Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla Charybdis Sea Harker Sea Harker Sea Harker Sea Harker Sea Harker Sea Harker Sea Harker Sea Solleer Sea ell Greater Seavell Greater Seavell Greater Seavell Scale Seeker, Ear Seeker, Fye Seeker, Sye	35 15 975 420 420 35 30,000 65+ 420 90,000 270 1200 1400 420 7 7 7 7 7 7 7 7
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Large Screacher Screaning Desert Tortoise Screaning Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Chary	35 15 650 975 2270 420 175 2270 420 420 420 420 420 420 420 420 420 42
ScareRaven ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Hage Screachier Screaming Desert Tortoise Screaming Meanles Screating Meanles Screating Meanles Screating Score Scare Score Score Scare Score S	35 15 650 975 270 420 175 270 420 35 3000 5000 5000 65+ 420 90,000 77 120 1400 91400 77 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
ScareRaven ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Hage Screachier Screaming Desert Tortoise Screaming Meanles Screating Meanles Screating Meanles Screating Score Scare Score Score Scare Score S	35 15 650 975 220 125 270 420 125 35 30,000 65 50 5000 5000 5000 5000 5000 500
Scarecow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Huge Scorpion, Large Screachier Screaming Desert Tortoise Screaming Pleanies Scroll Devourer Scolla Scylla Charybdis Scylla Charybdis Scylla Charybdis Scylla Charybdis Sca Harkor Sea Markor Sea Store Sea Stalker Sea Stalker Sea Stalker Sea Stalker Sea Stalker Seasull Seal, Feral Seeker, Ear Seeker, Ear Seeker, Ear Seeker, Spe Seeker, Spe Seeker Sees Seeker Sees	35 15 650 975 270 420 175 270 420 35 3000 5000 5000 65+ 420 90,000 77 120 1400 91400 77 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaming Desert Tortoise Screaming Desert Tortoise Screaming Desert Tortoise Screaming Desert Tortoise Screaming Desert Scall Farth Sea Marker Sea Harker Sea Harker Sea Harker Sea Harker Sea Harker Sea Monster Sea Stalker Sea Stalke	35 15 650 975 2270 420 175 277 30,000 5000 65+ 420 90,000 90,000 77 120 1400 90,000 1400 77 7 7 7 7 7 15 175+ 450 450 450 175 55 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
ScareRaven ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Sca Harker Sca Stalker Sca	35 15 650 975 2270 420 175 7 30,000 65 50 90,000 65 50 90,000 270 7 7 7 7 7 7 7 7 7 7 7 7 5 5 7 7 7 7 7
ScareRaven ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Sca Harker Sca Stalker Sca	35 15 650 975 270 420 175 7 7 30,000 5000 65+ 420 90,000 90,000 90,000 7 7 120 1400 90,000 1400 90,000 1400 1400 1400 1400 7 7 7 7 7 7 15 15 15 5 65 1 7 7 420 90,000 14 90,000 14 90,000 14 90,000 14 90,000 10,0000 10,0000 10,000 10,000 10,0000 10,000 10,000 10,0000 10,000 10,000 10,00000 10,00000000
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Huge Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Sca Harkor Sea Harkor Sea Harkor Sea Harkor Sea Harkor Sea Harkor Sea Harkor Sea Stalker Sea S	35 15 650 975 2270 420 175 33, 30,000 40,000 540 40,000 540 40,000 277 7 1400 1400 1400 1400 1400 1400 1400
ScareRaven ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harker Sea	35 15 650 975 270 420 175 7 7 30,000 5000 65+ 420 90,000 90,000 90,000 7 7 120 1400 90,000 1400 7 7 7 7 7 7 15 175+ 450 175 65 1 7 420 650 1400 7 7 7 7 7 7 7 7 7 7 7 8 7 8 7 7 7 7 7
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hell Scorpion, Large Screacher Screaming Desert Tortoise Screating Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Sca Harkor Sea Harkor Sea Harkor Sea Harkor Sea Harkor Sea Stalker Sea	35 15 650 975 2270 420 175 7 270 30,000 65+ 420 420 420 90,000 270 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
ScareRaven ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Sea Stalker Sea Stalker Stadow Common Stadow Fiend Stadow Starbad Starbad Starbad Starbad Starbad Starbad Starbad Starbad Starbad Star	35 15 650 975 270 420 175 7 7 30,000 5000 65+ 420 90,000 90,000 90,000 7 7 120 1400 90,000 1400 7 7 7 7 7 7 15 175+ 450 175 65 1 7 420 650 1400 7 7 7 7 7 7 7 7 7 7 7 8 90,000 7 7 7 7 7 8 90,000 7 7 7 7 7 7 8 90,000 7 7 7 7 7 7 7 8 90,000 7 7 7 7 7 7 7 7 7 7 7 7 90,000 7 7 7 7 7 7 7 7 7 90,000 7 7 7 7 7 7 7 7 7 7 7 7 90,000 7 7 7 7 7 7 7 7 90,000 8 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
ScareRaven ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screachier Screaming Desert Tortoise Screaming Meanles Scroll Devourer Scylla Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Scylla: Charybdis Sea Harker Sea Stalker Sea Stalker Stadow Common Stadow Fiend Stadow Starbad Starbad Starbad Starbad Starbad Starbad Starbad Starbad Starbad Star	35 15 650 975 270 420 175 270 30,000 5000 665+ 420 90,000 665+ 420 90,000 77 120 1400 90,000 120 120 120 120 120 120 120
Scarerow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Large Screachier Screachier Screaming Desert Tortoise Screating Meanles Scroll Devourer Scyll Screating Heanles Scroll Devourer Scyll Scaling Sca	35 15 650 975 270 420 175 270 30,000 50000 5000 5000 5000 5
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaning Desert Tortoise Screaning Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scal Lion Sea Monster Sea Harkor Sea Staliker Sea Staliker Staliker Staliker Staliker Staliker Starker	35 15 650 975 270 420 175 7 7 30,000 5000 65+ 420 90,000 90,000 90,000 120 1400 90,000 1400 1400 1400 1400 175 7 7 7 7 7 7 7 7 7 15 15 15 5 65 15 5 5 5 5 5 10 5 5 5 5 10 5 5 5 5 5 5
Scarerow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Gant Scorpion, Hulge Scorpion, Large Screachier Screaning Desert Tortoise Screaning Meanles Scranting Meanles Scroll Devourer Scharter Scharter Schart, Gant Sea Monster Sea Stalker Seashorse, Giant Sea Jonster Sea Stalker Seashorse, Giant Sea Stalker Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Giant Seashorse, Stalker Seashorse, Stalker Seeker, Fye Seeker, Sta Seeker, Sta Seeker, Sta Seeker, Sta Seeker, Sta Seeker, Sta Serpent, Cerastes Serpent, Cerastes Serpent, Cerastes Sever Grub Stadow Render Stadow	35 15 650 975 270 420 175 270 30,000 5000 65+ 420 90,000 200 270 7 120 1400 200 270 1400 200 200 200 200 200 200 200
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaning Desert Tortoise Screaning Meanies Scraming Meanies Scraling Test Scher Scaltar Scaltar Scaltar Scaltar Scaltar Sea Marker Sea Stalker Sea S	35 15 650 975 270 420 175 277 30,000 40,000 5000 665+ 420 90,000 667+ 420 90,000 120 120 1400 420 120 120 120 120 120 120 120 1
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaning Desert Tortoise Screaning Meanies Scraming Meanies Scraling Test Scher Scaltar Scaltar Scaltar Scaltar Scaltar Sea Marker Sea Stalker Sea S	35 15 50 975 270 420 175 270 420 420 330 5000 5000 5000 5000 5000 5000 120 1400 420 420 420 5000 5000 420 420 420 420 420 420 420
Scarerow ScareRaven Scorpion, Common Scorpion, Giant Scorpion, Hell Scorpion, Hage Scorpion, Large Screacher Screaning Desert Tortoise Screaning Meanies Scroll Devourer Scylla Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Scylla: Charybdis Sca Harkor Sea Monster Sea Harkor Sea Monster Sea Stalker Sea St	35 15 650 975 270 420 175 270 30,000 40,000 664 90,000 277 1200 1400 1400 1400 1400 1400 1400 120 120 120 120 120 120 120 1
Scarerow ScareRaven Scorpion, Common Scorpion, Gant Scorpion, Hell Scorpion, Huge Scorpion, Large Screachier Screaning Desert Tortoise Screaning Meanles Scranting Meanles Scranting Meanles Scroll Devourer Scharter Starer Schart Sea Monster Sea Stalker Sea Monster Sea Stalker Sea Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Stalker Starpent, Carates Sea Stalker Sea Stalker Stalker Stalker Stalker Stalker Starker Starpent Stalker Starker	35 15 50 975 270 420 175 270 420 420 330 5000 5000 5000 5000 5000 5000 120 1400 420 420 420 5000 5000 420 420 420 420 420 420 420

	A Contraction of the
Sheep, Giant Sheet Ghoul	120
Sheet Phantom	275
Shirkmare Shocker	650 120
Shrew Klutcher Shrew Mouse, Common Shrew Mouse, Giant	270
Shrew Mouse, Giant	2
Shriek, The Shrieker	5000
Shrill Lancer	15
Simian Orc Simurgh	120
Sinewy Mugger Sirine	65 2000+
Sivian Banshee	3000
Skankgither Skeleton, Animal	270
Skeleton, Animated	65
Skeleton, Giant Skeleton, Monster	975
Skeleton, Red Eyed	650 175
Skeleton, Screaming Skeleton Warrior	4000
Skin Walker Skink, Blink	125+
Skink, Clink Skink, Drink	1400
Skink, Drink Skink, Fink	120
Skink, Fink Skink, Mink Skink, Pink	270
Skink, Stink Skink, Think	50
Skink, Think Skithering Yith-Monkey	65
Skraagon	7000
Skulking Carcass Skullbreaker	270
Skunk Skunk, Giant	7 270
Slaad, Blue	2,500
Slaad, Green	5000 8500
Slaad, Gray: Executioner Slaad Lord, Death	15,000
Slaad Lord Stendam Slaad Lord Ygori	28,695 28,950
Slaad, Red	975 35
Stapping Durnkin Staz'Stecek	35
Slime, Green Slime, Olive Slime, Olive - Host Slithering Slasher Slithering Tracker	35 450
Slime, Olive - Host	275+
Slithering Slasher Slithering Tracker	270 270
Slobgoblins, Greater Slobgoblins, Lesser	120
Sloth, Greater Mossback	420
	975 5000
Slug, Giant Snake, Amphisbaena Snake, Boalisk	650+
Snake, Boalisk Snake, Constrictor	420
Snake, Constrictor Snake, Constrictor, Giant	175+ 175+
Strake, Preway	175+ 8000+
Snake, Humongus Snake Man	270+
Snake, Venomous Snake, Venomous, giant	420+
Snake, Sea, Giant	4000+
Snake, Sea, Glant Snake, Snow Serpent Snake, Spitting	650+
Snapper-Saw Snarl Beast	270 3000
Snatcher, Map Snow Beasts	270 420
Snow Strider	4000
Snyad Solifugid, Giant	33 450
Solifugid, Huge Solifugid, Large Solifugid, Tempusfugid	270
Solifugid, Large Solifugid, Tempusfugid	125
Solitary wasp	150+
Spasm Master Speckle Coated Horned Charger	400
Spectre, Bound Spectre, Standard	4000 3000
Sphinx, Androsphinx	7000
Sphinx, Criosphinx Sphinx, Gynosphinx	5000 3000
Sphinx, Hieracosphinx Spider, Giant: Large	1400
Spider, Giant: Large Spider, Giant: Huge Spider, Giant	175 270
Spider, Giant: Trapdoor	420 975
Spider, Giant: Gargantuan Spider, Subterranean: Crab	3000
Spider, Subterranean: Crab Spider, Subterranean: Tarantubat Spider, Subterranean: Cave Spider, Subterranean: Dire Cave	420
Spider, Subterranean: Cave	370
Spider, Uncommon: Phase	1600
Spider Hocommon Water	420 975
Spirit, Demented	120
Spider, Uncommon: Sea Spirit, Demented Spirit Fiend Spirit Mass	3000 25,000
Spirit, Rogue	120
Spirit, Rogue Spirit, Rogue Spirit, Vexing Spirit, Wild	270+
	3000+ 270
Sprite, Common Sprite, Grig	65
Sprite, Spite Sprite, Water	270 270
Spry Gecko Spry Railer	65
Squealer	4000
Squid, Giant, Common Squid, Giant, Land	5000 5000
Souid, Giant, Arboreal Land	2000
Squid, Glant, Sand Squid, Glant, Snow	5000 5000
Squirrel, Carnivorous Flying Squirrel, Giant Black Squirrel, Ordinary	20 35
Squirrel, Ordinary	1100
Stag, Common Stag, Giant	120 420
Stegocentipede	2000
Stench Kow Stirge, Common	700
Stirge, Common Stirge, Humming	15
Stirge, wingless Stone Guardian	650
Stone Warblers Stork, Dire	51 270
Strangle Plant, Tomato Strangle Plant, Vine	270+
Strangle Plant, Weed	8000 65+ 125+
Straw Mound Stump Horror	125+ 975
Stump Horror Stun Jelly Stygian Face Slapper	270
Stygian Face Slapper	1400+

u-Monster	650
ubcutaneous Feeder	120
ubterranean Magna-Ferrets Sundew, Giant	1400
undew, Giant Jurgeon Beetle	5
Sussurus Swamp Terror	650
wanman, Bird Maiden	420+
wanman Swanmay	120+
wordfish, Bastard wordfish, Long wordfish, Vorpal	35
wordfish, Vorpal	270
iyiph iymbiotic Tapeworm Iainter	420
Tainter	270
langle web	650+
Fanuki Farrasque	65+ 107,000
lasio	35+
launter lavern Lice, Canine Mandibled	650+
	650
leetner Tenna'Kill Termite, Giant Harvester King Termite, Giant Harvester Queen Termite Giant Harvester soldier Termite, Giant Harvester worker	975
fermite, Giant Harvester King	650
fermite Giant Harvester Queen	1400
fermite, Giant Harvester worker	35
Teroth Thatcher, Banded Crest	650 175
Thessalbydra	7000
Thessilkrat Thought Eater Thought Ghoul	175
Thought Eater	1400 270
	420
Thri-Kreen	975
Inroat Grappier	65 1/6
Thunderherder	420
Ihroat Keech Thunderherder Tick, Giant Common Tick, Giant Common Tick, Giant Mottled Tick, Groin Tiger Fay, Panale Tiger Fly, Jennale Tiger Fly, Larva Tiger Fly, Male	65+
Tick, Groin	120+
Tiger Fairy	
Liger Fly, Female	175
Figer Fly, Male	420
100	
Tiger Horse Flying Albino	2000
HOB vol. 8 Figer Horse, Flying Albino Figertrap, Creeping Fime Elemental, Common Fime Elemental, Noble	270
Time Elemental, Common	3000+
Print Print Party in	5000 420
Titan	21,000
in soldier Fitan Fitanothere Foad, Doom Foad, Giant Foad, Giant Coconut	3000
Toad, Doom	650
load, Giant Goad, Giant Coconut Foad, Joa Goad, Poisonous Gongue, Giant Sitthering Tongue, Hornbilled Terror Toxic Buttercup	120 65
Toad, Ice	270
Tongue, Giant Slithering	5000
Toucan, Hornbilled Terror	125
Toxic Buttercup	1400
Tran. Living	650 975
Frapper Freant, Bonsai Ninja Freant, Common	3000
Freant, Bonsai Ninja	125 2000+
Treant, Undead	2000+
Iree Buffalo	175
l'riceratortoise Fricleos	6000 650
Interaction to be Fricton, Common Initon, Exceptional Initon, Leader Initon, Spellcaster Trododyte	270
Triton, Exceptional	650+
Triton, Leader	4000 2000+
Iriton, Spelkaster Frojl, Ancient Gnarled-Toothed Frojl, Common Frojl, Crested Frojl, Crested Gutter Frojl, Forested Frojl, Festering Frojl, Forest	120+
Iroll, Ancient Gnarled-Toothed	4000
Iroll, Common	1400
Troll, Crested Gutter	3000+
Troll, Culvert	6000 3000
Troll, Forest	420
Troll, Giant	1400
Troll, Forest Troll, Giant Troll, Giant Two-Headed Troll, Glamour Troll, Glamour	3000
	1400
Troll, Hill Troll, Ice	1400
Troll, Iron	10,000
Iroli, Iron Iroli Mage Iroli, Marine - freshwater Iroli, Marine - saltwater Iroli, Merga	1400+
Iroll, Marine - freshwater	650 1400
Troll, Merga	4000
Troll, Muck	975
Iroli, Merga Troll, Merga Troll, Muck Troll, Quarum Troll, Rock Troll Societ	270
	1400
Trollkin Auxiliaries	125+
Troutman	1400 35+
Tunnel Squid	650
Irolis, Sand Iroutman Turnel Squid Turte, Bombadier Turte, Dragon Turte, Gargantuan Turte, Gargantuan Turte, Saa Turte, Saa Turte, Saa Typhon Jarvax	270
Turtle, Gargantuan	11,000
Turtle, Giant Snapping	1400
Turtle, Humongus Sea	20,000
Tween	15
Typhon	1400
lypnon Jarvax Jmber Hulk, Common Jmber Hulk, Under Hulk Jndead, Eye of Fear	420 4000
Umber Hulk, Under Hulk	2000
Undead, Eye of Fear	3000
	650 650
Unicorn, Common Unicorn, Cortazon	975
Unicorn, Licorn Unicorn, Rimu Unicorn, Tricorn	420 420
Unicorn, Tricorn	975
Urchan, Black	35 120
Urchin, Cannibal Urchin, Green	23
Urchin, Land	275
Urchin, Red	120
Urchin, Silver Urchin, Yellow	420 275
Vaargurdian	175
Vampire, Ancient Regal	10,000 7500
Vampire, Asanbosam Vampire, Chiang-Shi	8000
Vampire, Chiang-Shi Vampire, Common	8000
Vampire, Empusas Vampire, Executioner	9000
Vampire, Headlong	420
Yampire, Common Yampire, Empusas Yampire, Executioner Yampire, Headlong Yampire Hordes, The Yampire Hound	650 270
Vampire, Mulo	8000
Vampire, Mulo Vampire Thrall	420+
Vampiricat	1400

Vargouille Vegepygmy, Bipedal Vegepygmy Dawg	100
Ackehaltua' pihenai	125 65
	270
Vengeful Troubadour	175+
Venom Sparrow	270
Vent-Squawler Ver'Men	110
Verminator	65
Vicious Beach Mite	1
Vile Double-Crested Crawdad Vile Shadow Fiend	175
Vile Shadow Fiend	1400 650
Vile Thunder Beast Viper, Spit	650
Virusentient, Giant	3000
Vision	975
Vodrax	420
Vortex	65
Vulchling	65
Vulture, Common Vulture, Giant	120
Vultures, Red Crested Snow	35
Walker	65+
Walking Stick, giant	15
Walrus, common Walrus, Rabid Walrus, Wretched	420
Walrus, Rabid	650 3000
War-Hawg	270
Waryur, Lowland	125
Wasp, Giant	270
Water Buffalo, Marauding	125
Water Weird	120
Weasel, Acid	120
Weasel, Acid Weasel, Common Weasel, Giant Weasel, Manu	125
Weasel, Manu	650
Web Queen	6000
Webbird	7
Weeants	120
Weevil, Blood, Adult Weevil, Larva	1/20
Weevil, Larva Werebird	270
Whale, Common	2000+
Whale, Common Whale, Giant Whale, Killer Whale, Nineutral	8000+
Whale, Killer	9/975+
Whale, Narwhal Whip Scorpion, Giant Whip Scorpion, Huge	4+4/175+
Whip Scorpion, Giant	175
Whip Scorpion, Huge Whip Scorpion, Large	10
Whipweed	125
Wight	975
Wild Cat O' Nine Tails	3000
Wild Cat O' Nine Tails Will-O-(the)-Wisp	3000 3000
Willow, Black Wind Walker	
Witherstench	1400
* Witherweed	90+30+
Witherweed Wolf, Common	65
	120
Wolf, Sturm Wolf, Timber Wolf, Winter Wolf, Worg	700
Wolf, Timber	65 975
Wolf Wors	125
Wolfwere	2000
Wolverine	270
Wolverine, Giant	420
Wolverwere	2000
Wombat, Fiendish Orange	35
Woodland Fiend	950 650
Wooly Mound Worm, Banana	050
	975
Worm, Bloodworm, Giant	360
Worm, Bloodworm, Giant Worm, Canker Worm, Dredger Worm, Purple, Common Worm, Purple, Mottled	250
Worm, Dredger	2000
Worm, Purple, Common	13,000
Worm Purple, Plottied	13,000
Worm, Purple, Thunderherder	6,000
Worm, Spiny Gutter	2000
Worm, Purple, Sand Worm, Purple, Sand Worm, Spiny Gutter Worm, Tenebrous Worm, Yack Wraith Lord	5000
VYorm, Tack	
	270
Wraith Lord	5000
Wraith, Standard	5000
Wraith, Standard Wraith-Ryder Www.Amber	5000 3000 6000 6000
Wraith, Standard Wraith-Ryder Wyrm, Amber Wyrm, Bantering Snod	5000 3000 6000 6000 7000
Wraith, Standard Wraith-Ryder Wyrm, Amber Wyrm, Bantering Snod Wyrm, Blood	5000 3000 6000 6000 7000 5000
Wraith, Standard Wraith-Ryder Wyrm, Amber Wyrm, Bantering Snod Wyrm, Blood	5000 3000 6000 7000 5000 8000
Wraich, Standard Wraich-Ryder Wyrm, Amber Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Worm, Stenaat	5000 3000 6000 7000 5000 8000 7000
Wraich, Standard Wraich-Ryder Wyrm, Amber Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Worm, Stenaat	5000 3000 6000 7000 5000 8000 7000 1400
Wrath, Standard Wrath, Ryder Wyrm, Ranber Wyrm, Biod Wyrm, Guardian-Sun Wyrm, Skraag Wyrm, Skudge Wyrm, Snow Wyren	5000 3000 6000 7000 5000 8000 7000 1400 2000 2000
Wraith, Standard Wraith, Rydyder Wyrm, Bantering, Snod Wyrm, Biosian-Sun Wyrm, Siardian-Sun Wyrm, Siadge Wyrm, Siadge Wyrm, Snow Wyren Xebior	5000 3000 6000 7000 5000 8000 7000 1400 2000 2000
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Gload Wyrm, Gload Wyrm, Siarag Wyrm, Sivage Wyrm, Snow Wyren Stolor Xall	5000 3000 6000 7000 5000 8000 7000 1400 2000 2000 15+ 1100
Wraith, Standard Wraith, Rydyder Wyrm, Bantering, Snod Wyrm, Bioad Wyrm, Siardian-Sun Wyrm, Sraag Wyrm, Siadge Wyrm, Snow Wywen Xablor Xall Xorn	5000 3000 6000 7000 5000 8000 7000 1400 2000 2000 15+ 1100 4000
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glaradian-Sun Wyrm, Siaraag Wyrm, Siadge Wyrm, Snow Wyren Xobior Xall Xorn Xorn Hunter	5000 3000 6000 5000 8000 1400 2000 15+ 1100 4000 650
Wraith, Standard Wraith, Ryder Wyrm, Bontering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Siadge Wyrm, Siadge Wyrm, Sow Wyvern Xall Xall Xorn Xorn, Xaren	5000 3000 6000 5000 8000 8000 1400 2000 2000 15+ 1100 4000 650 3000
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glaradian-Sun Wyrm, Siaraag Wyrm, Siadge Wyrm, Snow Wyren Xobior Xall Xorn Xorn Hunter	5000 3000 6000 5000 8000 2000 1400 2000 15+ 1100 4000 650 3000 65 975
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Siaraag Wyrm, Siaudge Wyrm, Show Wyren Xotage Wyrm, Snow Wyren Xotage Wyren Xoorn Xoorn Xoorn Xoorn Xoorn Xoorn Xoorn Xoorn Xoorn Xaren Xyfoid Yak, Shadow	5000 3000 6000 7000 5000 8000 2000 2000 2000 15+ 1100 4000 650 3000 655 975 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Sirang Wyrm, Sirang Wyrm, Sirang Wyrm, Sindow Wyrm, Sirang Wyrm,	5000 3000 6000 5000 5000 2000 2000 2000 2000 2000 15+ 1100 650 3000 655 975 270 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Sirang Wyrm, Sirang Wyrm, Sirang Wyrm, Sindow Wyrm, Sirang Wyrm,	5000 3000 6000 5000 9000 2000 2000 2000 1400 2000 15+ 1100 4000 650 3000 65 270 270 270 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Sirang Wyrm, Sirang Wyrm, Sirang Wyrm, Sindow Wyrm, Sirang Wyrm,	5000 3000 6000 5000 5000 5000 1000
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Sirang Wyrm, Sirang Wyrm, Sirang Wyrm, Sindow Wyrm, Sirang Wyrm,	5000 3000 6000 5000 5000 5000 2000 2000 2000 2
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glardian-Sun Wyrm, Siarag Wyrm, Sidy Wyren Staudge Wyrm, Shudge Wyrm, Shudge Wyrm, Shudge Wyrm, Shudge Wyrm, Shudge Wyren Xoan Wyren Xoan Wyren Xoan Wyren Xoan Xoan Xoan Xoan Xoan Xoan Xoan Xoa	5000 3000 6000 5000 5000 8000 2000 2000 2000 2000 15+ 1100 4000 650 3000 655 270 270 420 655 3000 25 3000 25 375
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivadge Wyrm, Sivadge Wyrm	5000 3000 6000 5000 5000 7000 7000 2000 2000 2000 1400 650 3000 655 9775 270 4200 655 9775 270 270 025 975 3000 255 975 975 975 975 975 975 975 9
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivadge Wyrm, Sivadge Wyrm	5000 5000 6000, 6000, 5000 5000 1000 2000 2000 2000 2000 2000 2000 2000 650 3000 650 3000 655 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivadge Wyrm, Sivadge Wyrm	5000 3000 6000 5000 5000 70000 70000 2000 2000 2000 2000 650 3000 650 3000 655 975 270 420 65 3000 255 975 15,000 125 65
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivadge Wyrm, Sivadge Wyrm	5000 5000 6000, 6000, 5000 5000 7000, 1400 2000 2000 2000 15+ 1100 650 3000 65 3000 65 3000 65 3000 15+ 1100 570 270 270 125 65, 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glood Wyrm, Siaraig Wyrm, Siaraig Wyrm, Siaraig Wyrm, Siadge Wyrm, Shough Wyren Xother Wyren Xother Xorn Xorn Xorn Xorn Xorn Xorn Xorn Xor	5000 3000 6000 5000 5000 70000 70000 2000 2000 2000 2000 650 3000 650 3000 655 975 270 420 65 3000 255 975 15,000 125 65
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivraag Wyrm, Sivraag Wyrm, Sivadge Wyrm, Sivadge Wyr	5000 5000 6000 5000 5000 8000 2000 2000 2000 1400 4000 650 3000 655 975 2700 420 3000 655 975 2700 420 3000 15+ 1100 420 3000 15+ 1100 420 3000 15+ 1100 420 3000 15+ 1000 1000 1000 1000 1000 1000 1000 15+ 1000 1000 1000 1000 15+ 1000 1
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glavardian-Sun Wyrm, Siaraag Wyrm, Sidy Wyren, Sidy Wyren Xotag Wyren Xotag Wyren Xotag Wyren Xotag Wyren Xorn Xorn Xorn Xorn Xorn Xorn Xorn Xor	5000 3000 6000 5000 9000 9000 200 2000 2
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivraag Wyrm, Sivraag Wyrm, Sivadge Wyrm, Sivadge Wyr	5000 5000 6000 5000 5000 2000 16+ 1100 650 5000 650 5000 650 5000 650 5000 650 5000 650 5000 100 100 100 100 100 100
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Glood Wyrm, Siaraig Wyrm, Siaraig Wyrm, Siaraig Wyrm, Shudge Wyrm, Shudge Wyrm	5000 5000 6000 5000 5000 1400 2000 2000 2000 15+ 1100 650 500 270 270 270 270 2000 655 5270 275 5270 275 530,000 555 30,000 655 530,000 655 530,000 555 555 555 555 555 555 555
Wraith, Standard Wraith, Styder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guordian-Sun Wyrm, Sioraag Wyrm, Sioraag Wyrm, Siotag Wyrm, Siot	5000 5000 6000 5000 5000 5000 2000 16+ 1100 650 3000 650 3000 655 975 270 420 655 975 15,000 975 55 975 15,500 000 655 270 420 975 15,500 655 270 125 15,500 165 125 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 15,500 165 165 165 165 165 165 165 165
Wraith, Standard Wraith, Ryder Wyrrn, Bantering Snod Wyrrn, Glood Wyrrn, Glood Wyrrn, Siaraig Wyrn, Siardian-Sun Wyrn, Siardian-Sun Wyrn, Siardian-Sun Wyrn, Shudge Wyrn, Shud	5000 5000 6000 5000 5000 2000 1400 2000 15+ 1100 650 3000 655 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Standard Wrrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sioraag Wyrm, Sioraag Xill Xorni Xorni Xorni Xorni Xorni Xorni Xorni Xorni Xorni Xian Yaki Shadow Yaki	5000 5000 6000 5000 5000 1400 2000 15+ 1100 650 3000 655 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Gardian-Sun Wyrm, Starag Wyrm, Sivag Wyrm, S	5000 3000 6000 5000 5000 2000 100 2000 15+ 1100 650 3000 650 3000 655 270 270 420 655 555 270 270 3000 655 270 275 355 65 30,000 555 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 275 355 275 30,000 255 275 275 275 275 275 275 275
Wraith, Standard Wraith, Standard Writh, Ryder Wyrm, Bantering Snod Wyrm, Glood Wyrm, Glood Wyrm, Siaraig Wyrm, Siardian-Sun Wyrm, Shudge Wyrm, Shud	5000 5000 6000 5000 5000 1400 2000 15+ 1100 650 3000 655 270 4200 655 975 525 425 420 420 420 420 420 420 420 420
Wraith, Standard Wraith, Standard Writh, Ryder Wyrm, Bantering Snod Wyrm, Glood Wyrm, Glood Wyrm, Siaraig Wyrm, Siardian-Sun Wyrm, Shudge Wyrm, Shud	5000 3000 6000 5000 5000 2000 100 2000 15+ 1100 650 3000 650 3000 655 270 270 420 655 555 270 270 3000 655 270 275 355 65 30,000 555 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 270 275 355 655 270 275 355 275 30,000 255 275 275 275 275 275 275 275
Wraith, Standard Wraith, Standard Wyrnt, Gurder, Sand Wyrm, Blood Wyrm, Gurdian-Sun Wyrm, Suraag Wyrm, Suraag Wyrm, Sivaag Wyrm, Sivadge Wyrm,	5000 5000 6000 5000 5000 2000 1400 2000 2000 15+ 1100 650 3000 655 270 270 3000 15, 426 650 3000 15, 426 655 30,000 655 575 565 30,000 655 30,000 655 30,000 655 575 565 30,000 655 35,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 655 55,000 55,000 655 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,0000 55,00000 55,00000 55,00000 55,000000 55,00000000 55,0000000000
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Siarag Wyrm, Siardian-Sun Wyrm, Siardian-Sun Wyrm, Siardian Wyrm, Siardian Xian Xian Xian Yakitani Yakit	5000 5000 6000 5000 5000 8000 200 2000 2
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Siarag Wyrm, Siardian-Sun Wyrm, Siardian-Sun Wyrm, Siardian Wyrm, Siardian Xian Xian Xian Yakitani Yakit	5000 5000 6000 5000 5000 2000 2000 2000 15+ 1100 650 3000 655 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Standard Wrrm, Bantering Snod Wyrm, Blood Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivaag Wyrm, Sivaag Wyrm, Sivadge Wyrm,	5000 5000 6000 5000 5000 8000 200 2000 2
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Bantering Snod Wyrm, Blood Wyrm, Guardian-Sun Wyrm, Sivaag Wyrm, Sivaag Xorn Hunter Xorn Hunter Xorn Hunter Xorn Hunter Xorn Hunter Xorn Hunter Yath Hound Yeth John Standard Yeth Hound Yeth Hound Yeth John Standard Yeth Hound Yeth John Standard Yeth Hound Yeth John Standard Yeth John Standard Yeth John Standard Yeth John Standard Yeth John Standard Yeth Hound Yeth John Standard Yeth John Standard Yeth Hound Yeth John Standard Yeth John Standard Yeth John Standard Yeth John Standard Yeth John Standard Yeth John Standard Yeth Hound Yeth John Standard Yeth J	5000 5000 6000 5000 5000 1400 2000 15+ 1100 4000 2000 15+ 1100 4000 2000 15+ 1100 4000 2000 2000 15+ 1100 400 2000
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Blood Wyrm, Guordian-Sun Wyrm, Blood Wyrm, Guordian-Sun Wyrm, Sivaag Wyrm, Sivaag Wyrm, Sivadge Wyrm,	5000 5000 6000 5000 5000 2000 2000 1400 2000 2000 15+ 1100 650 3000 655 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Blood Wyrm, Glorafian-Sun Wyrm, Blood Wyrm, Siarag Wyrm, Siardian-Sun Wyrm, Siardian-Sun Wyrm, Siardian Wyrm, Siardian Xian Xian Yath, Shadow Yakitani Yath Hound Yakitani Yath Hound Yakitani Yath Hound Yath Shadow Yakitani Yath Hound Yath Shadow Yakitani Yath Hound Yath Shadow Yakitani Yath Hound Yath Shadow Yakitani Yath Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Zohnia, Kathan Zebra, Zeptiran Zebra, Zeptiran Zebra, Zeptiran Zebra, Zeptiran Zombie, Fain-Eating Zombie, F	5000 5000 6000 5000 5000 2000 1400 2000 15+ 1100 655 2700 2000 655 270 270 270 255 270 270 255 270 270 255 270 270 255 270 270 270 255 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Blood Wyrm, Glorafian-Sun Wyrm, Blood Wyrm, Siarag Wyrm, Siardian-Sun Wyrm, Siardian-Sun Wyrm, Siardian Wyrm, Siardian Xian Xian, Ti, Alail-Breed Yakitani Yeth Hound Yeti Yodeling Thrasher Yuan-Ti, Hall-Breed Yuan-Ti, Hall-Breed Zebra, Zephyr Bast Zebra, Zephyr Bast Zebra, Zephyr Bast Zebry, Bast Zombie, Fain-Eating Zombie, F	5000 5000 6000 5000 5000 2000 1400 2000 15+ 1100 655 2700 2000 655 270 270 270 255 270 270 255 270 270 255 270 270 255 270 270 270 255 270 270 270 270 270 270 270 270
Wraith, Standard Wraith, Standard Wraith, Ryder Wyrm, Blood Wyrm, Guordian-Sun Wyrm, Blood Wyrm, Guordian-Sun Wyrm, Sivaag Wyrm, Sivaag Wyrm, Sivadge Wyrm,	5000 5000 6000 5000 5000 2000 1400 2000 15+ 1100 655 2700 2000 655 270 270 270 255 270 270 255 270 270 255 270 270 255 270 270 270 255 270 270 270 270 270 270 270 270

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14D: (GMG pg 185): Individ	lual Class Awards	14A: (GMG pg	184) EP
Fighter Classes	Award	Multipliers fo	
Expert Marksmanship'	I OOEP/level		the second se
Precision Cutting <sup>2</sup>	100 EP/level	Activities	
Per Critical Hit suffered	10 EP/Severity Level of Crit	Event	Award
Clerics & Druids		Defeating Others in	11-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1
Curing (good)/causing wounds (evil)	I EP/point cured	Actual Combat:	1.0 x EP value
Raising a character <sup>3</sup>	EP value <sup>4</sup>	Forcing Others to Flee	: 0.75x EP value
Heroic spell cast	100 EP/level	Outsmarting or	
Faithful Adherence to Alignment	100 EP/level	Tricking Others:	0.50x EP value
Spells cast to further ethos	100 EP/spell level <sup>s</sup>	Forcing Opponents	ALCORECTOR AND
Making potion or scroll	EP value	into Draw:	0.25x EP value
Making permanent magical item	EP value	Defeating Trick/Trap:	Special*
Magic-Users			
Heroic spell cast	I OOEP/level	*EP value for tricks/trap	
Ingenious Casting <sup>6</sup>	100 EP/level	EP per point of potenti	
Spells successfully researched	500 EP/spell level	For killing traps, the EP value of the disarm- ing thief or other would-be victim is the award. Less straightforward tricks require	
Making potion or scroll	EP value		
Making permanent magical item	EP value	common-sense adjudicat	Construction of the second
Thief/Assassin/Bard		the GM.	aon on the part of
Per ingenious use of a special ability	200 EP		
Treasure surreptitiously obtained	2 EP/5 GP		Statement of the second
Disarming a trap	EP value'		

Multipliers for Various Activities							
Event	Award						
Defeating Others in							
Actual Combat:	1.0 x EP value						
Forcing Others to Fle	e: 0.75x EP value						
Outsmarting or Tricking Others:	0.50x EP value						
Forcing Opponents							
into Draw:	0.25x EP value						
Defeating Trick/Trap:	Special*						
*EP value for tricks/trap EP per point of potent For killing traps, the EP ing thief or other wor award. Less straightfor	tial damage avoided. value of the disarm- uld-be victim is the						

1 3+ critical hits w/ a missile weapon.

2 3+ critical hits w/melee weapon.

3 Includes Walking Corpse and higher spells cast on allies.

4 EP value of character raised/animated.

5 Cleric characters gain EPs for spells cast which support the beliefs and attitudes of his mythos. Thus, a druid would not gain this EP for using an Entangle spell to trap attacking would-be victim in the case of death traps.

Orcs, since this has little to do with the woodlands. If the druid were to use the same spell to trap Orcs as they were about to set fire to the forest, the character would gain the bonus.

6 Spells ingeniously cast to overcome foes or problems. 7 EPs equal to potential damage of trap or EP value of

			Special	Exceptional
Experience	Basic EP	EP Per	Ability	Ability EP
Level	Value	Hit Point	EP Bonus	Addition
of NPCs	(BEPV)	(EP/HP)	(SAEPB)*	(EAEPA)**
Peasants/levies	5	1	2	25
Men-at-arms	10	1 1 <b>1</b> 1 1 1 1 1	4	35
E CONTRACTOR	20	2	8	45
2	35	3	15	55
3	60	4	25	65
4	90	5	40	75
5	150	6	75	125
6	225	8	125	175
7	375	10	175	275
8	600	12	300	400
9 to 10	900	14	450	600
11 to 12	1300	16	700	850
13 to 14	1800	18	950	1200
15 to 16	2400	20	1250	1600
17 to 18	3000	25	1550	2000
19 to 20	4000	30	2100	2500
21 and up	5000	35	2600	3000

14B: (GMG pg 184): EP Value of Characters Overcome

\* Typical special abilities: 4+ attacks/round, missile discharge, AC 0 or lower, special attacks (blood drain, hug, etc.), special defenses (regeneration, hit only by special/magic weapons), high INT affecting combat, use of minor (defensive) spells.

\*\* Typical exceptional abilities: energy drain, paralysis, poison, breath weapon, magic resistance, spell use, swallow whole, weakness, single attack causes basic max. dmg (w/o penetration) greater than 24, two attacks with a basic max. dmg over 30, 36 for three attacks, or 42 in all combinations possible in 1 round.

#### **Monsters with Variable EP Values**

Variable Variable Variable Variable

Variable Variable Variable Variable

(Consult the relevant Hacklopedia entry for accurate EP values and other information)

### HOBI dapter Armored Foliage Creeper Beast Shaman HOB2 Syntaur Centaur, Syntaur Dispatcher Dragon, Ancient Albino Scoria Dragon, Blucher Dragon, Blucher Dragon, Blucher Dragon, Brass Dragon, Choud Dragon, Choud Dragon, Cloud Dragon, Cloud Dragon, Cloud Dragon, Coper Dragon, Coper State Dragon, Gold Dragon, Geld Dragon, Geld Dragon, Mat Dragon, Mat Dragon, Mottled Dragon, Ontxi Variable see entry Variable

Dragon, Red Dragon, Red-Cr. Amber Bellied Dragon, Shadow Dragon, Shadow Dragon, Silver Dragon, Slag-Scaled Titanium Dragon, Speckled Dragon, Spiny Dragon, Swack Iron Dragon, Swack Iron Dragon, White DragonLord HOB3 Elemental, Air Elemental, Earth Elemental, Fire Elemental, Water Enchanted Doors HOB4 None

HOBS	
Men: Adventurer	Variable
Men: Cleric	Variable
Men: Knight	Variable
Men: Magic-User	Variable
Men: Thief/Thug	variable
Nefarian:	
Demon Minion: Hordlings	Variable
Demon Minion: Spawn	Variable
HOB6	
Pixie, Hybrid: Pixie Fairy	variable
HOB7	
Shade	Variable
Sword, Perpetual	Variable
HOB8	
Vagabond, Astral	Variable
WereMimic	Variable
Zealot	Variable

#### 14C: (GMG pg 185): Common Individual Awards

Individual Act	Award
Most Valuable Player in a single session*	500 EP/avg, party Ivl
Most Awesome Character Death**	300 EP/character IvInet
Most damage dealt out in a single blow	10 EP/point
Player has a clever idea	10-100 EP/avg. party IvI
Player has an idea that saves the party	100-500 EP/avg, party Ivi
Player role-plays his character well <sup>biolok</sup>	100-200 EP/level
Defeating a creature in a single combat	EP value/creature

\*\* Awarded posthumously.

\*\*\* Pre-encounter in the case of bad draining incidents.

\*\*\*\* Award can be greater if the player sacrifices some game advantage to role-play his character, i.e. a noble fighter refusing a substantial reward because it would not be in character.

II: (GMG pg 20): Mentor/Protégé Communicatio	EP	IJ: (GMG pg Commun Delay Mo	ication	Name: 	AL	AIPs/Notes	ST. HONOR	TEMPORAL AWARDS/PENALTIES
Method % EPs	Gain*							
directly 100	0%	Delay %	EPs Gain*					
telepathy 100	0%	24 hour delay**	100%					
by crystal ball 75%	%	2 day delay	90%					
by letter 509	1.62	3 day delay	80%					
excellent messenger 609	2.44	4 day delay	70%					
average messenger 50%	11.11	5 day delay	60%					
lousy messenger 309	- 10 C	6 day delay	50%					
carrier pigeon 25%	6 S	7 day delay	40%					
animal messenger 20%		8 day delay	30%	and the second se				and the second
mime 155	10 P.	9 day delay	20%					
smoke signal 5%		10+ day delay	10%	A CONTRACTOR OF				
signal fire 5%		the Dates dat						
Whispering Wind 5%	10	** Delay ded						
* Percentage applied to act the PC is trying to award.	tual EPs	cumulative with tion factor.	communica-					



Lawful good	>.33 >.33	>.33	9
Lawful neutral	>.33	.33 to33	e e
Lawful evil	>.33	<33	
Neutral good	.33 to33	>.33	
Neutral	.33 to33	.33 to33	
Neutral evil	.33 to33	<33	9
Chaotic good	<33	>.33	
Chaotic neutral	<33	.33 to33	
Chaotic evil	<33	<33	
and the second se	and the second se		1

POST GAME

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		ded Based or	
	and the second se	LN/TN/CN	
Allowing a disarmed opponent to pick up his weapon	1/1/1	1/0/-1	1/-1/-1 2/-2/-2
Allowing the enemy to draw first blood Allowing the enemy to remove their dead/wounded from the field	2/1/0	2/-1/-2	1/0/0
Attacking an unarmed or obviously inferior opponent	-1/-1/0	-1/1/0	-1/1/1
Being taken prisoner	-3/-3/-6	-3/-1/-6	-3/0/-6
Capturing a battle standard, flag or crest during combat	5/5/5	5/5/5	5/5/5
Defeated by someone of a lower social class	-2/-1/0	-2/-1/0	-2/-1/0
Defeating someone of a higher social class	2/1/0	2/1/0	2/1/0
Delivering death blow to a helpless opponent	-1/-1/-1	0/0/0	1/1/1
Delivering a Critical Hit	1/1/1	1/1/1	1/1/1
Dirty Fighting (9)	-1/-1/0	-1/1/2	0/2/3
Entering into mortal combat sans shield and armor (5)	5/5/5	5/5/5	5/5/5
Exercising your 'bragging rights' at a tavern or inn Fighting a 'worthy adversary' or battle-hardened adversary	1/1/1	1/1/1	1/1/1
Fleeing a fight with an equal opponent	-2/-2/-1	-2/0/-1	-2/0/-1
Fleeing a fight with a superior opponent	-1/-1/0	-1/1/0	-1/1/0
Fleeing a fight with a weaker opponent	-2/-2/-3	-2/-1/-3	-2/-1/-
Fleeing a battle that's obviously going poorly	-1/-1/-1	-1/0/1	-1/0/1
Fleeing a battle that's still in question	-2/-2/-2	-2/-1/-1	-2/-1/-
Gloating over a victory	-1/0/1	0/1/2	1/2/3
Heroic death	5/5/5	5/5/5	5/5/5
Humiliating a diametrically opposed enemy (8)	3/3/3	3/3/3	3/3/3
Landing the killing blow on a superior opponent in a combined attack	1/1/1	1/1/1	1/1/1
Losing a contest	-1/-1/-1	-1/-1/-1	-1/-1/-
Refusing a fair contest/challenge Refusing medical treatment for the good of the party ***	-2/-1/0 2/1/0	-2/0/1	-2/1/2 0/-1/-2
Saving the life of another at great risk to own self	0/1/2	-1/0/1	-2/1/1
Unjustly slaying a prisoner or unarmed opponent who has yielded	-5/-5/-5	0/0/0	5/5/5
Surrendering	-5/-5/-10	-5/-2/-10	-5/0/-1
A MARINE MARINE WAS A REPORT OF A REPORT	severity level		severity le
Taking a prisoner(s)	1/1/1	1/0/0	1/-1/-1
Taking an arrow or hit for someone else	0/1/2	-1/0/1	-2/-1/-
Taunting an enemy into fighting	-1/-1/-1	0/0/1	2/1/2
Urinating on a fallen enemy's corpse in full view of his compatriots	-3/-2/-2	0/0/0	2/2/3
Victorious against overwhelming odds (1)	2/2/2	2/2/2	2/2/2
Walking away from a challenge (3)	-2/-1/0	-2/0/1	-2/1/2
Action/Event: Social/Encounters		LN/TN/CN	LE/NE/
Accused of crime (innocent or not)	-5/-4/-3	0/0/0	-1/3/5
Accused of crime (innocent of not) Admonishing another PC when he wrongs you	1/0/-1	1/0/-1	-1/3/5
Allowing a personal slight/insult to go unchallenged (2)	-1/-1/-1	-1/-1/-1	-1/-1/-
Allowing an inferior to disrespect you (4)	-2/-2/-2	-2/-2/-2	-3/-3/-3
An outsider laughing/mocking you or a fellow party member	-1/-1/-1	-1/-1/-1	-1/-1/-
Being admonished by another PC for a wrongdoing.	-2/-2/-2	-1/-1/-1	-1/-1/-
Being publicly insulted or disparaged by an inferior (lower level)	-2/-2/-2	-2/-2/-2	-3/-3/-5
Being publicly insulted or disparaged by an superior (higher level)	-1/-1/-1	-1/-1/-1	-1/-1/-
	Table PHB 5B	Table PHB 5B	Table PHB
Failing a skill course	1/1/1	1/1/1	1/1/1
Challenging a slight to one's Honor	1/1/1	1/1/1	2/2/2
Convicted of crime	-5/-3/-1	-4/-2/-1	-3/0/+3
Failing an alignment audit Fulfilling a blood oath	-5/-5/-5	-5/-5/-5	-5/-5/-5
Falsely claiming the 'bragging rights' that belong to another or outright lying (16)	-1/-1/-1	1/1/1 0/0/0	2/2/2
Going down a level in social class	-2/-2/-2	-2/-2/-2	-2/-2/-2
Going up a level in social class	2/2/2	2/2/2	2/2/2
Killing a host who has provided you food or shelter	-4/-4/-4	-2/-2/-2	-1/0/2
Letting someone take advantage of you (6)	-1/-1/-1	-1/-1/-1	-2/-2/-4
Marrying into higher social class	2/2/2	2/2/2	2/2/2
Neglecting to properly bury a member of one's own race	-1/-1/-1	0/0/0	1/1/1
Paying off an extortionist or shake-down	-3/0/0	0/0/0	1/1/1
Perpetrate humiliating prank on enemy	-1/1/1	2/2/2	3/3/3
Picking up the funeral expenses of someone you slew in combat	5/4/3	0/0/0	-3/-4/-5
Publicly humiliating a creature/character of a higher level or Honor (7)	- 1/2/3	3/3/3	3/4/5
Rash or improper social behavior	-2/-1/0	-1/0/0	0/0/0
Reaching name level (15) Rendering an attitude adjustment (see Skills)	5/5/5 2/2/2	5/5/5 2/2/2	5/5/5 2/2/2
Requesting a favor/charity	-1/-1/-1	-1/-1/-1	-2/-2/-3
Snitching or ratting out player character to authorities/enemy	2/0/-1	1/0/0	3/2/3
Taking a bribe	-1/0/0	0/0/0	4/1/1
Treason	-5/-3/-2	-2/-2/-2	-4/0/2
	and the second	1/1/1	1/1/1

#### 4D-4G: (GMG pg 59-60): Honor Point Awrds - Personal Achievements/Failures, Class/Professional NIPC on Player Polated Class Polated

Class/Professional, NPC a	n Player Related	d, Clan Related	
	Points A	Awarded Based on Ali	gnment
Action/Event: Personal Achievements/Failures	LG/NG/CG	LN/TN/CN	LE/NE/CE
Acquiring land (per transaction)	2/2/2	2/2/2	2/2/2
Advancing a level of experience	2/2/2	2/2/2	2/2/2
Master Teacher offers to take on Character	+10%	+10%	+10%
Claiming territory from an entity of opposing alignment	5/5/5	5/5/5	5/5/5
Completing a personal quest	5/5/5	5/5/5	5/5/5
Dying only to be raised again	-1/-1/-1	-1/-1/-1	-1/-1/1
Entering into debt	1/-1/-1	-1/-1/-1	-1/-1/-2
Failing a personal quest	-5/-5/-5	-5/-5/-5	-5/-5/-5
Gaining mastery level in a skill (101%+)	4/4/4	4/4/4	4/4/4
In possession of a HackMaster class item (per item)	8/8/8	8/8/8	8/8/8
Losing a level of experience	-2/-2/-2	-2/-2/-2	-2/-2/-2
Losing a magic item/weapon	-1/-1/-1	-1/-1/-1	-1/-1/-1
Winning a contest	1/1/1	1/1/1	1/1/1
Action/Event: Class/Profession	LG/NG/CG	LN/TN/CN	LE/NE/CE
Assassins			
Assassinating a character/NPC of a higher level	n/a	n/a	50% of Honor
True identity discovered	n/a	n/a	-3/0/3
Clerics	in a		-5/0/5
	10.0	1000	11111
Healing, curing or restoring a PC/NPC (13)	1/1/1	1/1/1	-1/-1/-1
Removing a curse (13)	3/3/3	2/2/2	-3/-3/-3
Raising/Resurrecting a PC/NPC (13)	5/5/5	3/3/3	-5/-5/-5
Fighters			
Bragging and showing off battle scars	2/2/2	2/2/2	2/2/2
Per trophy taken from a fallen foe (14)	1/1/1	1/1/1	1/1/1
Magic-Users			
Creating a new magic item which bears MU's name	5/5/5	5/5/5	5/5/5
Creating a new spell which bears MU's name	5/5/5	5/5/5	5/5/5
Monks	a contract	51515	5/5/5
		21212	21212
Overindulgence in food or drink	-2/-2/-2	-2/-2/-2	-2/-2/-2
Thieves			
Being discovered by police	-2/-2/-2	-2/-2/-2	-2/-2/-2
Being caught in the act	-4/-4/-4	-4/-4/-4	-4/-4/-4
Losing an item of value to another thief	-6/-6/-6	-6/-6/-6	-6/-6/-6
Action/Event: NPC Related	LG/NG/CG	LN/TN/CN	LE/NE/CE
Initiating an Honor duel with one of lower Honor	-1/-1/-1	-1/-1/-1	-1/-1/-1
Giving a gift of value to NPC	1/1/2	0/-1/1	-1/-2/-1
Granting a favor to NPC	2/1/1	1/0/0	-1/-2/-1
Saving an NPC's life	1/1/2	0/0/1	-1/-2/-3
		area a	
Action/Event: Player (out of character) Related**			
Attempting to act on knowledge his character doesn't have.	-5/-5/-5	-5/-5/-5	-5/-5/-5
Volunteering to make a snack run for the group	1/1/1	1/1/1	1/1/1
Performing pizza duty (10)	1/1/1	1/1/1	1/1/1
Taking the last soda/Last piece of pizza without dicing for it (11)	-1/-1/-1	0/0/1	0/2/1
Repeatedly making bad jokes/lame sound effects etc.	-1/-1/0	-1/0/0	-1/-1/-1
	I CINICICO		
Action/Event: Clan Related	LG/NG/CG	LN/TN/CN	LE/NE/CE
Avenging murder of family member	+5 per level	+5 per level	+5 per level
Banished by Clan	-5	-5	-5
Member of Clan dies with great Honor (and stays dead)	+1	+1	+1
Defeating/Vanquishing a hereditary enemy	10/10/10	10/10/10	10/10/10
Family Honor Token (herald, flag, crest) lost or stolen.	lose 75% of Honor	lose 75% of Honor	lose 75% of Honor
Forming an alliance with another clan	2/1/0	2/1/0	2/1/0
Fulfills family debt	4/4/4	4/4/4	4/4/4
Losing a birthright or an inherited item	-6/-6/-6	-6/-6/-6	-6/-6/-6
Murder of a family member	-8/-7/-6	-6/-5/-4	-3/0/3
Refusing one's Patriarch (Clan leader)	-5/-5/-5	-5/-5/-5	-5/-5/-5
Recovering or Avenging a stolen or destroyed Honor Token	+25% of Honor	+25% of Honor	+25% of Honor
Action/Event: Party Related *			
Banished/Ousted by Party	-5/-5/-5	-5/-5/-5	-5/-5/-5
Completing a Quest	10/7/4	10/7/4	10/7/4
Completing an adventure	+2 per level	+2 per level	+2 per level
Death of a fellow party member with High Honor	-1 per level	0/0/0	-1 per level
	100 Stores (11)		and the second
Failing a Quest Group Honor Tokon (battle standard snot) lost on stolen	-10/-7/-4	-10/-7/-4	-10/-7/-4
Group Honor Token (battle standard, crest) lost or stolen.	lose 50% of Honor	lose 50% of Honor	lose 50% of Honor
Unnecessary deaths in course of mission	-2/-4/-6	0/-2/-4	0/2/0
See Table 4H: Footnotes for Tables 4B - 4G for all footnotes.			

	9	10	Ι	2	3	4	5	6	7	8	9	10
5	and the second second	pg 85): Bi II (1d20) 01 02-05 06-09 10-13 14-17 18-19 20	and the second se	a Bloc of Honor 75% 65% 50% 40% 30% 20%			5A: (PHE Current Level 1 2 3 4	GREAT (Bonus	Honor S Progres HONO Window 7-20 25-30 33-40 41-50	s <mark>sion</mark> R DISH	IONORA Ity Windo <6 <9 <12 <15	BLE
it w	vhatsoever itive is giv	bing/making r. A person ven. If brea corded as su	is expecte aking an o	a blood oa d to keep	his word se	o no	5 6 7 8 9 10 11	5 7 8 8 9	19-60 57-70 55-80 73-90 1-100 9-110 7-120		<18 <21 <24 <27 <30 <33 <36	
	4H (GM	IG pg 60):	Honor		Awards	-	12		05-130 13-140		<39 <42	

## Footnotes

(For Tables 4B to 4G)

- party performs as a group or through group consensus. Points are added to and taken directly from the group Honor and not from the individuals. At the end of the session each party member's Honor will be pulled one point toward the group Honor factor before individual Honor is refigured per the Temporal Honor rules.
- out-of-character actions at the table as an incentive to bring a troublesome player in line (or to award a player for good behavior.) As a general rule of thumb it is best to use the more effective tool.

(so others may be treated first or so the adventure isn't delayed or hindered.)

- Includes stares, rude comments, disapproving glances, being 'eye-balled', etc.
- him to a fight could be construed as "backing down from a fight"
- . ONLY if the character's class or race allows the use of such items.

- Honor as well.
- 9. Penalties for dirty fighter do not apply if the other guy 'dirty fights' first.
- ed and thus a reward is often appropriate.
- wounds.
- armor, weapon, etc.
- 15. See definitions of Name level in Chapter 17 Schools and Training

NOTES:	
	14.1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
-	

10

Party Honor awards/penalties are given for those actions the

The GM can award/dock Honor points based on a player's

to ALL die rolls. \* Characters with Honor in the 'penalty window' get -1 to ALL die rolls.

Characters with Honor in the 'bonus window' get a +1

121-150

129-160

137-170

145-180

153-190

161-200

169-210

<45

<48

<51

<54 <57

<60

<63

awarding/docking of experience points toward this end but since so much weight is given to Honor many GMs find it a

Paladins, dark knights, cavaliers and knight errants earn double Honor points this action.

Remember that perception often belays intent. A character who offers to buy a drink for someone who has just challenged

4. Includes tolerating bad service or rude behavior from merchants, waitstaff, barkeeps and hirelings.

14

15

16

17

18

19

20

6. For example, losing a haggle exchange or paying good money for bad or shoddy product.

7. Includes authority figures like guards, nobles etc. Award Honor points only if the figure being disparaged is in a position to do something about it. For example publicly ridiculing a duke who is imprisoned behind bars does NOT warrant points. 8. If the character is witnessed humiliating an honorable character it could backfire resulting in the heckler taking a hit on

10. Includes determining what the other players want on their pizza, collecting the money, making the phone call and meeting/paying the pizza man when he arrives. By shouldering these tasks a player allows the game to move on uninterrupt-

II. Note this includes using the last of the toilet paper (without letting anyone know).

12. Critical Hits to the groin actually cause a loss of Honor equal to the amount indicated.

13. Where applicable, an evil cleric gains Honor and a good cleric loses Honor for the reverse of these actions, i.e. cause

14. The token must be from a foe of equal or greater level/hit dice and be a significant portion of the foe like a head, shield,

16. Evil characters must make an Honor check to establish the believability of the lie and thus gain the Honor.



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