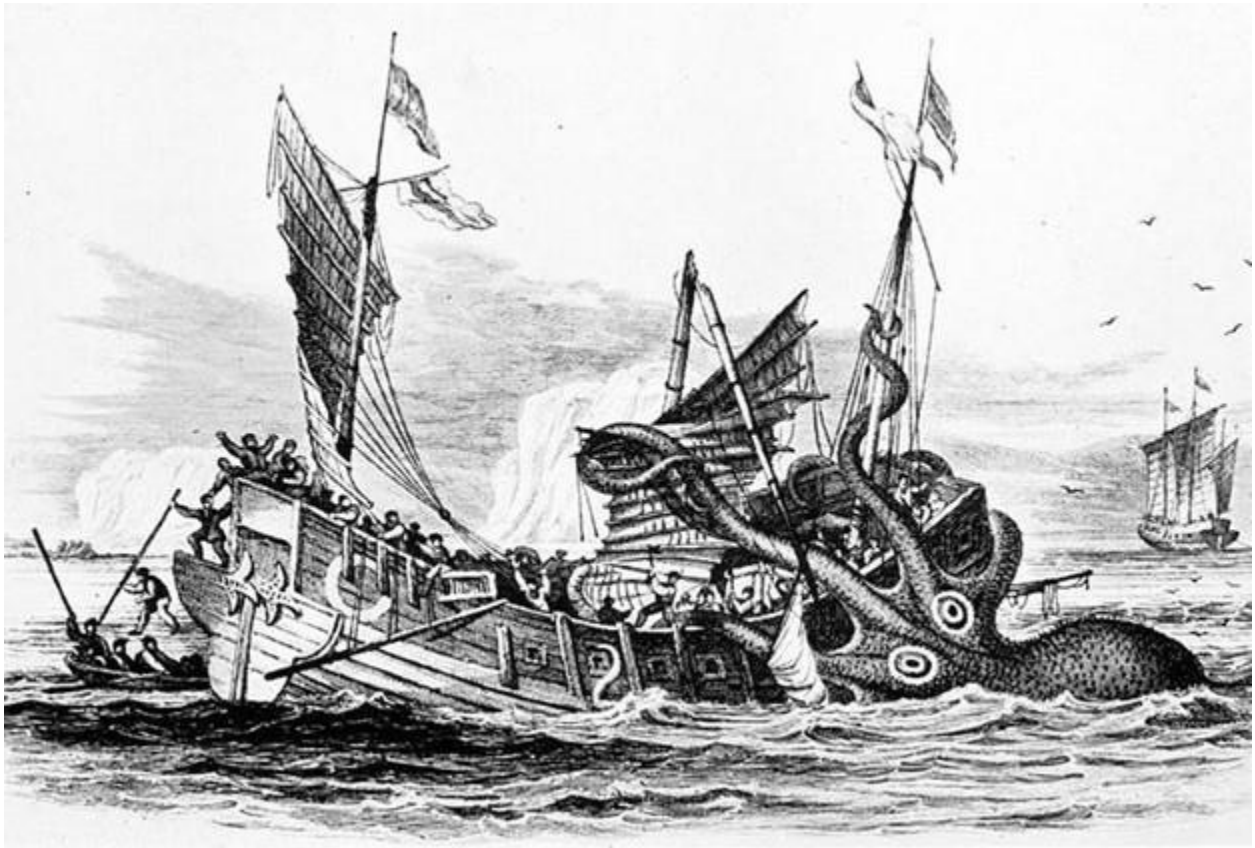


# HYPERBOREAN ENCOUNTER TABLES III

BY BEN BALL



**DIRECTIONS:** When an encounter occurs, roll 3d6 on the appropriate column of the **HYPERBOREAN ENCOUNTER TABLES** for the region, geographical feature, body of water, or settlement currently occupied. If the result is in lower case italics (e.g., “*5d6 red deer*”), then that monster encounter occurs. If the result is in lower case bold (e.g., “**Hunting Party**”), then that special encounter (as defined in **Appendix I**) occurs. If the result is in upper case bold (e.g., “**PREHISTORIC**”), then roll 3d6 on that column of the current **HYPERBOREAN TERRAIN TABLE** to determine the specific monster or special encounter which occurs. Note that, in some cases (e.g., **ANIMAL**) a d6 will first need to be rolled to determine which of two columns of the **HYPERBOREAN TERRAIN TABLE** to use. If an encounter is impossible due to a qualifier (e.g., “*Night only*” during daylight hours), then this should be treated as “no encounter”. *Example:* The PCs are currently in a desert hex in Sharath, and an encounter check indicates that an encounter occurs. The roll on the **Sharath** column of the **HYPERBOREAN ENCOUNTER TABLES** is ‘11’, indicating an **UNDEAD** encounter. The roll on the **UNDEAD** column of the **HYPERBOREAN TERRAIN TABLE: DESERT** is ‘13’, indicating that 1d6 large skeletons are met. The 1d6 roll is ‘4’, so the bones of four huge apes – buried in the trackless alkali dust since time immemorial – burst forth to rend the interlopers to pieces.

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HYPERBOREAN ENCOUNTER TABLES (*Abbicca's Mere – Bogrest*)

3d6	Abbicca's Mere ☼	Alus Mercury	Anlates Isles ☼	Atlantica ☼
03	CELESTIAL	ALIEN	CELESTIAL	ALIEN
04	1 shambling mound ∞	PREHISTORIC	5d10 wild berserkers (naked)	UNDEAD
05	Shining Mist	NATURAL	GIANT	NATURAL
06	Fog Bank	MYTHICAL	1d6 wild berserkers (naked)	MYTHICAL
07	NATURAL	MEN	ANIMAL	Light Patrol ( <i>Atlanteans</i> )
08	Geyser	ANIMAL	GIANT	ANIMAL
09	ANIMAL	GIANT	1d6 wild berserkers (naked)	Hunting Party ( <i>Atlanteans</i> )
10	NATURAL	NATURAL	ANIMAL	NATURAL
11	ANIMAL	ANIMAL	NATURAL	ANIMAL
12	NATURAL	NATURAL	ANIMAL	Hunting Party ( <i>Atlanteans</i> )
13	Fog Bank	ANIMAL	NATURAL	NATURAL
14	GIANT	UNDEAD	5d10 wild berserkers (naked)	GIANT
15	ANIMAL	ANIMAL	NATURAL	ANIMAL
16	Geyser	GIANT	ANIMAL	Light Patrol ( <i>Atlanteans</i> )
17	GIANT	UNDEAD	5d10 wild berserkers (naked)	MEN
18	Witch (12 <sup>th</sup> level)	CELESTIAL	GIANT	CELESTIAL
3d6	Barrier Mountains	Black Forest	Black Forest Inlet	Black Gull Bay
03	CELESTIAL	1d2 lamia	CELESTIAL	ALIEN
04	ALIEN	1d2 nagas	UNDEAD	1d4 killer whales
05	MEN	1d6 wyverns •	NATURAL	1d20x100 gulls (black) ♦
06	NATURAL	1 hippogriff	Iceberg	ANIMAL
07	Hunting Party ( <i>Esquimaux</i> )	1d6 harpies	2d6 great white sharks	1 killer whale
08	ANIMAL	1d6 giant weasels •	ANIMAL	ANIMAL
09	NATURAL	4d6 stirges	GIANT	NATURAL
10	ANIMAL	NATURAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	ANIMAL	NATURAL
12	PREHISTORIC	1d6 wild berserkers (naked)	NATURAL	1d20 gulls (black) ♦
13	ANIMAL	1d4+1 owl bears	1 great white shark	NATURAL
14	Hunting Party ( <i>Half-Blood Piets</i> )	1d2 griffins	NATURAL	1d20 gulls (black) ♦
15	NATURAL	5d10 wild berserkers (naked)	PREHISTORIC	GIANT
16	Hunting Party ( <i>Tlingits</i> )	1d6 cockatrices	Iceberg	2 blue whales
17	UNDEAD	1 chimara	MYTHICAL	PREHISTORIC
18	CELESTIAL	CELESTIAL	ALIEN	CELESTIAL
3d6	Black River Yleil	Black Waste	Bloody River	Bogrest
03	CELESTIAL	1 lich	CELESTIAL	UNDEAD
04	ALIEN	ALIEN	UNDEAD	NATURAL
05	MYTHICAL	NATURAL	ANIMAL	GIANT
06	2d8 ghouls	MYTHICAL	1d20 gulls (black) ♦	Light Patrol ( <i>Kelts</i> )
07	PREHISTORIC	ANIMAL	Fog Bank	MEN
08	1d6 zombies	UNDEAD	ANIMAL	ANIMAL
09	2d4 skeletons	GIANT	1d6 orcs •	NATURAL
10	ANIMAL	NATURAL	ANIMAL	MEN
11	NATURAL	ANIMAL	NATURAL	NATURAL
12	GIANT	PREHISTORIC	1d20 gulls (black) ♦	ANIMAL
13	10d20 skeletons	NATURAL	NATURAL	Light Patrol ( <i>Kelts</i> )
14	1d6 ghouls	GIANT	1d6 cave-men	ANIMAL
15	4d6 zombies	NATURAL	GIANT	1 rust monster
16	1d4 ghosts	1 banshee •	Fog Bank	MEN
17	1d10 ghosts •	ALIEN	1d8x10 orcs •	1d4 rust monsters
18	1 lich	CELESTIAL	ALIEN	CELESTIAL

∞ Intelligent and empathic • Night only ♦ Not in winter ☼ "Not in winter" restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*Brigand's Bay – Esquimaux Bay*)

3d6	Brigand's Bay	Broken Coast	Calencia	Cape Calencia
03	CELESTIAL	ALIEN	CELESTIAL	UNDEAD
04	Heavy Cavalry ("nobles")	UNDEAD	UNDEAD	MEN
05	1d10x10 bandits	NATURAL	GIANT	ANIMAL
06	Light Cavalry ("nobles")	ANIMAL	Witch	Light Patrol ( <i>Half-Blood Picts</i> )
07	MEN	NATURAL	Light Patrol ( <i>Half-Blood Picts</i> )	Hunting Party ( <i>Half-Blood Picts</i> )
08	NATURAL	ANIMAL	ANIMAL	PREHISTORIC
09	2d6 bandits	GIANT	Light Patrol ( <i>Half-Blood Picts</i> )	Hunting Party ( <i>Half-Blood Picts</i> )
10	ANIMAL	NATURAL	MEN	ANIMAL
11	NATURAL	ANIMAL	NATURAL	NATURAL
12	Hunting Party ("nobles")	NATURAL	ANIMAL	1d6 ape-men
13	ANIMAL	ANIMAL	MEN	GIANT
14	Light Patrol ("nobles")	NATURAL	ANIMAL	ANIMAL
15	Medium Patrol ("nobles")	PREHISTORIC	PREHISTORIC	MEN
16	Light Patrol ("nobles")	NATURAL	Light Patrol ( <i>Half-Blood Picts</i> )	6d6 ape-men
17	MEN	MYTHICAL	1d6 ape-men	NATURAL
18	UNDEAD	CELESTIAL	ALIEN	CELESTIAL
3d6	City in the Clouds ☀	Crab Archipelago	Dagon Bay	Death Valley
03	CELESTIAL	4d6x10 crab-men	CELESTIAL	CELESTIAL
04	ALIEN	Hunting Party ( <i>crab-kin</i> )	5d20x10 fish-man hybrids Δ	1d6 giant fire salamanders
05	UNDEAD	NATURAL	UNDEAD	4d6 lesser demons (class 1d2)
06	MYTHICAL	War Party ( <i>crab-kin</i> )	Light Patrol ( <i>degenerates</i> )	MYTHICAL
07	MEN	GIANT	ANIMAL	NATURAL
08	GIANT	ANIMAL	Hunting Party ( <i>degenerates</i> )	UNDEAD
09	Medium Patrol ( <i>Amazons</i> )	Hunting Party ( <i>crab-kin</i> )	ANIMAL	GIANT
10	NATURAL	ANIMAL	NATURAL	ANIMAL
11	MEN	NATURAL	ANIMAL	NATURAL
12	ANIMAL	ANIMAL	Hunting Party ( <i>degenerates</i> )	PREHISTORIC
13	NATURAL	NATURAL	MEN	ALIEN
14	Medium Patrol ( <i>Amazons</i> )	Hunting Party ( <i>crab-kin</i> )	PREHISTORIC	NATURAL
15	ANIMAL	GIANT	2d6 fish-man hybrids Δ	UNDEAD
16	Medium Patrol ( <i>Amazons</i> )	1d6 crab-men	2d6 fish-men Δ	1d2 fire giants
17	ALIEN	MEN	ALIEN	1d3 greater demons (class 1d3)
18	CELESTIAL	CELESTIAL	2d4x10 fish-men Δ	CELESTIAL
3d6	Diamond Desert	Dunwich	Erikssgard	Esquimaux Bay
03	CELESTIAL	ALIEN	CELESTIAL	ALIEN
04	3d6 giant radioactive ants	GIANT	Medium Patrol ( <i>Vikings</i> )	GIANT
05	1d6 giant scorpions ●◆	ANIMAL	NATURAL	War Party ( <i>Esquimaux</i> )
06	PREHISTORIC	Light Patrol ( <i>Kelts</i> )	ANIMAL	MEN
07	MEN	NATURAL	Medium Patrol ( <i>Vikings</i> )	PREHISTORIC
08	1d6 giant scorpions ●◆	Light Patrol ( <i>Kelts</i> )	MEN	5d6 red deer
09	ANIMAL	NATURAL	Light Patrol ( <i>Vikings</i> )	Hunting Party ( <i>Esquimaux</i> )
10	NATURAL	MEN	NATURAL	ANIMAL
11	ANIMAL	NATURAL	MEN	NATURAL
12	NATURAL	ANIMAL	ANIMAL	ANIMAL
13	1d6 giant scorpions ●◆	MEN	NATURAL	Hunting Party ( <i>Esquimaux</i> )
14	1 purple worm	ANIMAL	MEN	NATURAL
15	UNDEAD	MEN	Light Patrol ( <i>Vikings</i> )	1d2 giant elk
16	2d4 giant radioactive ants	NATURAL	NATURAL	1 woolly mammoth
17	ALIEN	UNDEAD	Runegraver	UNDEAD
18	3d4 purple worms	CELESTIAL	UNDEAD	CELESTIAL

Δ Coastal only ● Night only ◆ Not in winter ☀ "Not in winter" restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*Eyries – Islands of the Ape-Men*)

3d6	Eyries	Fazzuum ☀	Fidib	Fields of Vol
03	CELESTIAL	1 sphinx	CELESTIAL	6d6 ape-men
04	1d6 archaeopteryges	1 giant spitting cobra	1d6 phase spiders	4d6x10 woolly mammoths
05	1d2 gorgons	Necromancer	1d6 giant wolf spiders Ψ♦	MEN
06	1d2 manticores	ANIMAL	MEN	Light Cavalry (Kimmerians)
07	2d6 griffins	MEN	Light Patrol (Picts)	5d6 wild horses
08	2d4 minotaurs	Slaves	MEN	2d6 boars ●
09	4d6 stirges	Light Patrol (Ixians)	ANIMAL	Hunting Party (Kimmeri-Kelts)
10	ANIMAL	NATURAL	MEN	NATURAL
11	NATURAL	MEN	NATURAL	ANIMAL
12	1d6 harpies	ANIMAL	Light Patrol (Picts)	5d6 red deer
13	1d6 wyverns ●	MEN	GIANT	1d6 ape-men
14	2d6 hippogriffs	Light Patrol (Ixians)	1d4+1 giant crab spiders ♦	Light Cavalry (Kimmeri-Kelts)
15	1 chimera	Priest	1d6 giant trapdoor spiders ♦	4d6 aurochs
16	1d6 pegasus	1 giant asp	NATURAL	2d10x10 red deer
17	1 greater gorgon	UNDEAD	UNDEAD	2d6 thew maggans ♦
18	Hermit	CELESTIAL	Shaman (12 <sup>th</sup> -level)	CELESTIAL
3d6	Floating Island of Paradoxon ☀	Gal City	Gal Hills	Gibbering Fields
03	CELESTIAL	UNDEAD	CELESTIAL	2d4 vampires (incorporeal) ●
04	ALIEN	ANIMAL	1d6 giant wolf spiders ♦	Violet Lotus
05	2d4 calurus	Medium Patrol (Kelts)	1 tiger	3d10 giant hyenas
06	MYTHICAL	GIANT	1d6 lions	1d4 sabre-tooth tigers
07	5d6 pterodactyls	ANIMAL	Druid	PREHISTORIC
08	ANIMAL	NATURAL	1 mountain lion	1d6+6 woolly mammoths
09	MEN	Light Patrol (Kelts)	Hunting Party (Kelts)	4d6 aurochs
10	ANIMAL	NATURAL	ANIMAL	NATURAL
11	NATURAL	MEN	NATURAL	ANIMAL
12	Hunting Party (Amazons)	ANIMAL	2d4 wolves	1d6 hyana-men
13	GIANT	MEN	Light Patrol (Kelts)	Geyser
14	Medium Patrol (Amazons)	Light Patrol (Kelts)	1 black bear ♦	1d6+6 dire wolves
15	2d4 giant dragonflies	NATURAL	MEN	6d6 hyana-men
16	UNDEAD	MEN	1 brown bear ♦	UNDEAD
17	ALIEN	MYTHICAL	UNDEAD	White-Speckled Blue Lotus
18	CELESTIAL	CELESTIAL	ALIEN	CELESTIAL
3d6	Great Obelisk	Hyperborean Sea	Ice Lake	Islands of the Ape-Men
03	CELESTIAL	ALIEN	CELESTIAL	UNDEAD
04	ALIEN	1 giant octopus	UNDEAD	6d6 ape-men
05	MYTHICAL	UNDEAD	War Party (Esquimaux)	GIANT
06	PREHISTORIC	1 giant crocodile ♦	PREHISTORIC	PREHISTORIC
07	NATURAL	MEN	Hunting Party (Esquimaux)	GIANT
08	ALIEN	1d4 giant crabs	NATURAL	PREHISTORIC
09	ANIMAL	PREHISTORIC	ANIMAL	1d6 ape-men
10	NATURAL	ANIMAL	NATURAL	ANIMAL
11	ANIMAL	NATURAL	ANIMAL	NATURAL
12	NATURAL	GIANT	Hunting Party (Esquimaux)	PREHISTORIC
13	ALIEN	2d6 great white sharks	NATURAL	NATURAL
14	NATURAL	1d4 killer whales	GIANT	1d6 ape-men
15	GIANT	MYTHICAL	ANIMAL	NATURAL
16	UNDEAD	1 sea serpent	NATURAL	ANIMAL
17	ALIEN	1 giant squid	MYTHICAL	Shaman (ape-man, level 1d5)
18	CELESTIAL	CELESTIAL	ALIEN	CELESTIAL

Ψ Intelligent and evil ● Night only ♦ Not in winter ☀ "Not in winter" restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*Isle of Ghul – Larchmere Yys*)

3d6	Isle of Ghul ☀	Isles of Maedsid	Isles of Thur ☀	IX
03	CELESTIAL	ALIEN	CELESTIAL	CELESTIAL
04	UNDEAD	UNDEAD	ANIMAL	1d3 greater demons (class 1d3)
05	2d8 ghouls	Druid	MYTHICAL	UNDEAD
06	NATURAL	MEN	ANIMAL	Necromancer
07	4d6 zombies	Hunting Party (Kelts)	Light Patrol (Thurssons)	4d6 zombies
08	NATURAL	ANIMAL	NATURAL	Slaves
09	1d6 zombies	NATURAL	Hunting Party (Thurssons)	10d20 skeletons
10	NATURAL	ANIMAL	ANIMAL	NATURAL
11	2d4 skeletons	NATURAL	NATURAL	2d4 skeletons
12	NATURAL	Hunting Party (Kelts)	ANIMAL	Light Patrol (Ixians)
13	10d20 skeletons	NATURAL	MEN	1d6 zombies
14	NATURAL	Druid	GIANT	NATURAL
15	1d6 ghouls	Light Patrol (Kelts)	NATURAL	Witch
16	NATURAL	GIANT	Medium Patrol (Thurssons)	1d8 lesser demons (class 1d4)
17	UNDEAD	MYTHICAL	NATURAL	1 banshee •
18	Necromancer (12 <sup>th</sup> level)	CELESTIAL	UNDEAD	CELESTIAL
3d6	Khromarium	Kimmerian Steppe	Kitasion Archipelago	Kor
03	CELESTIAL	PREHISTORIC	CELESTIAL	1 class VII greater demon
04	UNDEAD	MEN	MEN	Magician (ape-man)
05	MEN	1d6+6 woolly mammoths	1d2 gorgons	Thief (ape-man)
06	Medium Patrol (city mercenaries)	5d6 bactrian camels	1d2 manticores	Slaves
07	ANIMAL	2d10x10 musk oxen	MYTHICAL	GIANT
08	MEN	Light Cavalry (Kimmerians)	Hunting Party (villagers)	Slaves
09	Light Patrol (city mercenaries)	4d6 aurochs	NATURAL	Light Patrol (ape-men)
10	MEN	NATURAL	ANIMAL	NATURAL
11	NATURAL	ANIMAL	NATURAL	1d6 ape-men
12	ANIMAL	NATURAL	ANIMAL	ANIMAL
13	Light Patrol (city mercenaries)	5d6 wild horses	NATURAL	1d6 ape-men
14	GIANT	Light Cavalry (Kimmerians)	1d6 harpies	Medium Patrol (ape-men)
15	MEN	5d6 dromedary camels	Hunting Party (villagers)	Fighter (ape-man)
16	PREHISTORIC	Heavy Cavalry (Kimmerians)	1 cyclops	Cleric (ape-man)
17	MYTHICAL	3d4 woolly rhinoceroses	1d2 basilisks	6d6 ape-men
18	ALIEN	CELESTIAL	2d4 cyclopes	CELESTIAL
3d6	Kren-Fak	Krimmea ☀	Lake Nova	Larchmere Yys
03	CELESTIAL	ALIEN	CELESTIAL	GIANT
04	1d6 crab-men	MEN	UNDEAD	MEN
05	1d4 giant crabs	Medium Patrol (Kimmerians)	Hunting Party (Kimmerians)	2d6 bandits (degenerate raiders)
06	ANIMAL	GIANT	1 aqua-hydra	NATURAL
07	MEN	ANIMAL	NATURAL	ANIMAL
08	GIANT	Light Patrol (Kimmerians)	Hunting Party (Kelts)	MEN
09	ANIMAL	ANIMAL	ANIMAL	Light Patrol (Apollonians)
10	MEN	MEN	NATURAL	MEN
11	NATURAL	ANIMAL	ANIMAL	NATURAL
12	Light Patrol (crab-kin)	Light Patrol (Kimmerians)	NATURAL	ANIMAL
13	NATURAL	MEN	ANIMAL	NATURAL
14	Light Patrol (crab-kin)	GIANT	Hunting Party (“nobles”)	Light Patrol (Apollonians)
15	Slaves	MEN	GIANT	NATURAL
16	1d6 crab-men	ANIMAL	1d2 aqua-hydra	MEN
17	ALIEN	MEN	ALIEN	ANIMAL
18	4d6x10 crab-men	UNDEAD	MEN	CELESTIAL

• Night only ☀ “Not in winter” restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*Lemurian Remnant – New Pictland*)

3d6	Lemurian Remnant ☼	Leng Plateau	Lizard Coast	Lug Wasteland
03	CELESTIAL	CELESTIAL	CELESTIAL	ALIEN
04	ALIEN	1d6 purple spiders of Leng	UNDEAD	War Party ( <i>Kimmeri-Kelts</i> )
05	4d4 calurus	1d4 cave bears ♦	Smoky Lotus	MEN
06	MEN	1d4 sabre-tooth tigers	2d6 thew waggons ♦	2d6 giant fire beetles ●♦
07	Light Patrol ( <i>Lemurians</i> )	6d6 leaper camels	1d6 lizard-men ♦	MEN
08	NATURAL	Hunting Party ( <i>Esquimaux</i> )	1 giant water snake ♦	Hunting Party ( <i>city-dwellers</i> )
09	Hunting Party ( <i>Lemurians</i> )	2d10x10 musk oxen	1d6 lizard-men ♦	ANIMAL
10	NATURAL	NATURAL	ANIMAL	NATURAL
11	PREHISTORIC	ANIMAL	NATURAL	ANIMAL
12	GIANT	3d4 woolly rhinoceroses	1d2 giant elk	GIANT
13	Hunting Party ( <i>Lemurians</i> )	PREHISTORIC	1d4+1 giant draco lizards ♦	1d6 giant fire beetles ●♦
14	2d4 calurus	1d6+6 dire wolves	1 giant python ♦	ANIMAL
15	Light Patrol ( <i>Lemurians</i> )	1d4 polar bears	1d3 accursed stump tree-men	1d6 giant fire beetles ●♦
16	PREHISTORIC	3d6 men of Leng	1d6x10 lizard-men ♦	PREHISTORIC
17	UNDEAD	2d4 winter wolves	Violet Lotus	MYTHICAL
18	CELESTIAL	CELESTIAL	Black Lotus	CELESTIAL
3d6	Minotaurios ☼	Mount Forp	Mount Vhuurmithadon	Mount Ymir
03	CELESTIAL	CELESTIAL	CELESTIAL	CELESTIAL
04	ANIMAL	Uncanny Vertigo	4d6 centaurs	1d8 elder things
05	GIANT	UNDEAD	UNDEAD	NATURAL
06	MYTHICAL	ANIMAL	ALIEN	MYTHICAL
07	2d4 minotaurs	ALIEN	5d6 vbuurmis	1d2 frost giants
08	GIANT	Shining Mist	PREHISTORIC	PREHISTORIC
09	NATURAL	ANIMAL	2d6 vbuurmis	ANIMAL
10	ANIMAL	NATURAL	ANIMAL	NATURAL
11	NATURAL	ANIMAL	NATURAL	ANIMAL
12	ANIMAL	NATURAL	2d6 vbuurmis	NATURAL
13	1 minotaur	Shining Mist	GIANT	GIANT
14	NATURAL	ALIEN	5d6 vbuurmis	ANIMAL
15	ANIMAL	GIANT	2d4 centaurs	1d2 frost giants
16	MYTHICAL	PREHISTORIC	MYTHICAL	ANIMAL
17	(1d4+1)x10 minotaurs	ALIEN	ALIEN	2d10 frost giants
18	MYTHICAL	CELESTIAL	CELESTIAL	CELESTIAL
3d6	Mu Minor	Narath and Tarath	New Amazonia ☼	New Pictland
03	CELESTIAL	10d6 cave-men	CELESTIAL	1d6 phase spiders
04	UNDEAD	Shaman ( <i>cave-man, level 1d6</i> )	MYTHICAL	MEN
05	ANIMAL	PREHISTORIC	MEN	1d6 giant trapdoor spiders ♦
06	NATURAL	NATURAL	2d4 giant dragonflies	1d4 giant black widows ♦
07	GIANT	1d6 cave-men	Medium Patrol ( <i>Amazons</i> )	Light Patrol ( <i>Picts</i> )
08	NATURAL	GIANT	MYTHICAL	1d4+1 giant crab spiders ♦
09	Hunting Party ( <i>Mu</i> )	1d6 cave-men	Hunting Party ( <i>Amazons</i> )	ANIMAL
10	ANIMAL	NATURAL	ANIMAL	NATURAL
11	NATURAL	ANIMAL	NATURAL	ANIMAL
12	ANIMAL	PREHISTORIC	1 pterodactyl	Hunting Party ( <i>Picts</i> )
13	Hunting Party ( <i>Mu</i> )	1d6 cave-men	GIANT	NATURAL
14	ANIMAL	PREHISTORIC	Medium Patrol ( <i>Amazons</i> )	1d6 giant ogre-faced spiders ♦
15	NATURAL	NATURAL	ANIMAL	GIANT
16	Light Patrol ( <i>Mu</i> )	GIANT	2d4 calurus	Light Patrol ( <i>Picts</i> )
17	MYTHICAL	6d6 cave-men	UNDEAD	1d6 giant wolf spiders Ψ♦
18	ALIEN	CELESTIAL	ALIEN	CELESTIAL

Ψ Intelligent and evil ● Night only ♦ Not in winter ☼ "Not in winter" restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*New Vinland – Rapids at the End of the World*)

<b>3d6</b>	<b>New Vinland</b>	<b>Nod's Chain</b>	<b>Onja Cot</b>	<b>Orcust</b>
03	CELESTIAL	ALIEN	CELESTIAL	ALIEN
04	UNDEAD	MEN	UNDEAD	1d3 greater demons (class 1d3)
05	NATURAL	MYTHICAL	NATURAL	NATURAL
06	Light Patrol ( <i>Vikings</i> )	NATURAL	War Party ( <i>naked Picts</i> )	1d8x10 orcs •
07	MEN	ALIEN	GIANT	ANIMAL
08	ANIMAL	PREHISTORIC	NATURAL	1d6 orcs •
09	Hunting Party ( <i>Vikings</i> )	ANIMAL	Hunting Party ( <i>naked Picts</i> )	ANIMAL
10	ANIMAL	NATURAL	ANIMAL	NATURAL
11	NATURAL	ANIMAL	NATURAL	1d6 orcs •
12	ANIMAL	NATURAL	ANIMAL	NATURAL
13	GIANT	GIANT	NATURAL	GIANT
14	Hunting Party ( <i>Vikings</i> )	Hunting Party ( <i>Kimmerians</i> )	Hunting Party ( <i>naked Picts</i> )	1d8x10 orcs •
15	ANIMAL	NATURAL	ANIMAL	NATURAL
16	Runegraver	UNDEAD	Hunting Party ( <i>naked Picts</i> )	1 swine demon
17	Medium Patrol ( <i>Vikings</i> )	ALIEN	PREHISTORIC	5d10x10 orcs •
18	MYTHICAL	CELESTIAL	Shaman (12 <sup>th</sup> level)	CELESTIAL
<b>3d6</b>	<b>Pandoros ☀</b>	<b>Plain of Leng</b>	<b>Port Greely</b>	<b>Port Tinsaar</b>
03	CELESTIAL	6d6 abominable snow-men	CELESTIAL	ALIEN
04	UNDEAD	6d6 leaper camels	5d20x10 fish-man hybrids	MEN
05	MYTHICAL	War Party ( <i>Esquimaux</i> )	Fog Bank	Medium Patrol ( <i>Amazons</i> )
06	NATURAL	1d6 abominable snow-men	Light Patrol ( <i>degenerates</i> )	NATURAL
07	Medium Patrol ( <i>Amazons</i> )	3d4 woolly rhinoceroses	GIANT	Light Patrol ( <i>mercenaries</i> )
08	ANIMAL	PREHISTORIC	2d6 fish-men	ANIMAL
09	NATURAL	2d10x10 musk oxen	NATURAL	MEN
10	MEN	NATURAL	Light Patrol ( <i>degenerates</i> )	NATURAL
11	NATURAL	ANIMAL	NATURAL	MEN
12	Medium Patrol ( <i>Amazons</i> )	Hunting Party ( <i>Esquimaux</i> )	ANIMAL	Light Patrol ( <i>mercenaries</i> )
13	MEN	1d6+6 woolly mammoths	Light Patrol ( <i>degenerates</i> )	NATURAL
14	GIANT	Hunting Party ( <i>Esquimaux</i> )	2d6 fish-man hybrids	GIANT
15	MEN	3d6 men of Leng	Fog Bank	MEN
16	Medium Patrol ( <i>Amazons</i> )	1d2 foxes (black)	2d6 fish-men	ANIMAL
17	MYTHICAL	1d6 purple spiders of Leng	ALIEN	UNDEAD
18	ALIEN	CELESTIAL	2d4x10 fish-men	CELESTIAL
<b>3d6</b>	<b>Port Zangerios</b>	<b>Ptarmigan Rock</b>	<b>Ragnarrheim</b>	<b>Rapids at the End of the World</b>
03	CELESTIAL	ALIEN	CELESTIAL	CELESTIAL
04	Medium Patrol ( <i>guild mercenaries</i> )	MEN	Medium Patrol ( <i>Vikings</i> )	ALIEN
05	Slaves	UNDEAD	NATURAL	UNDEAD
06	ANIMAL	Shaman	ANIMAL	1d4 sea serpents
07	Medium Patrol ( <i>guild mercenaries</i> )	1d4+1 giant crab spiders ♦	Medium Patrol ( <i>Vikings</i> )	MYTHICAL
08	MEN	Light Patrol ( <i>Picts</i> )	MEN	GIANT
09	Light Patrol ( <i>guild mercenaries</i> )	ANIMAL	Light Patrol ( <i>Vikings</i> )	NATURAL
10	NATURAL	Light Patrol ( <i>Picts</i> )	NATURAL	GIANT
11	MEN	NATURAL	MEN	NATURAL
12	ANIMAL	GIANT	ANIMAL	PREHISTORIC
13	Light Patrol ( <i>guild mercenaries</i> )	NATURAL	NATURAL	NATURAL
14	GIANT	1d4+1 giant crab spiders ♦	MEN	PREHISTORIC
15	NATURAL	Light Patrol ( <i>Picts</i> )	Light Patrol ( <i>Vikings</i> )	1d4 sea serpents
16	MEN	MEN	NATURAL	MEN
17	UNDEAD	1d6 phase spiders	Runegraver	ALIEN
18	ALIEN	CELESTIAL	UNDEAD	CELESTIAL

• Night only ♦ Not in winter ☀ "Not in winter" restrictions do not apply



HYPERBOREAN ENCOUNTER TABLES (*Red Desert – Sharath*)

<b>3d6</b>	<b>Red Desert</b>	<b>River Leng</b>	<b>River Maedbh</b>	<b>River Okeanos</b>
03	CELESTIAL	ALIEN	CELESTIAL	ALIEN
04	1d6 blink dogs	UNDEAD	MYTHICAL	MEN
05	2d4 giant chameleons ♦	PREHISTORIC	GIANT	1 giant octopus
06	GIANT	ALIEN	Light Patrol ( <i>Kelts</i> )	1d4 sea serpents
07	2d4 asps ♦	GIANT	1 rust monster	MYTHICAL
08	5d6 bactrian camels	Hunting Party ( <i>Esquimaux</i> )	Hunting Party ( <i>Kelts</i> )	2d6 great white sharks
09	1d6 hyæna-men	NATURAL	GIANT	PREHISTORIC
10	NATURAL	ANIMAL	NATURAL	NATURAL
11	ANIMAL	NATURAL	ANIMAL	ANIMAL
12	NATURAL	PREHISTORIC	NATURAL	GIANT
13	5d6 dromedary camels	ANIMAL	MEN	1d4 killer whales
14	5d6 wild horses	Hunting Party ( <i>Esquimaux</i> )	Hunting Party ( <i>Vikings</i> )	1 giant crocodile ♦
15	1d6 giant tuataras •♦	ANIMAL	ANIMAL	4d4 giant crabs
16	6d6 hyæna-men	War Party ( <i>Esquimaux</i> )	Light Patrol ( <i>Vikings</i> )	1d4 giant squids
17	Violet Lotus	MEN	1d4 rust monsters	UNDEAD
18	MEN	CELESTIAL	UNDEAD	CELESTIAL
<b>3d6</b>	<b>River Omo</b>	<b>River Vhuurmis</b>	<b>River Vol</b>	<b>River Yys</b>
03	CELESTIAL	ALIEN	CELESTIAL	ALIEN
04	UNDEAD	MEN	PREHISTORIC	GIANT
05	NATURAL	UNDEAD	Hunting Party ( <i>Kimmeri-Kelts</i> )	MEN
06	PREHISTORIC	GIANT	Light Cavalry ( <i>Kimmerians</i> )	Hunting Party ( <i>degenerates</i> )
07	MYTHICAL	ALIEN	NATURAL	ANIMAL
08	GIANT	2d6 vhuurmis	Light Cavalry ( <i>ape-men of Kor</i> )	Hunting Party ( <i>Apollonians</i> )
09	NATURAL	PREHISTORIC	ANIMAL	NATURAL
10	ANIMAL	NATURAL	NATURAL	ANIMAL
11	NATURAL	ANIMAL	ANIMAL	NATURAL
12	ANIMAL	GIANT	Hunting Party ( <i>Kimmeri-Kelts</i> )	Hunting Party ( <i>degenerates</i> )
13	GIANT	2d6 vhuurmis	PREHISTORIC	ANIMAL
14	MEN	MEN	Light Cavalry ( <i>Kimmeri-Kelts</i> )	GIANT
15	ANIMAL	NATURAL	Light Cavalry ( <i>ape-men of Kor</i> )	Hunting Party ( <i>Esquimaux</i> )
16	GIANT	MYTHICAL	GIANT	ANIMAL
17	MEN	5d6 vhuurmis	6d6 ape-men	UNDEAD
18	ALIEN	CELESTIAL	UNDEAD	CELESTIAL
<b>3d6</b>	<b>Savage Boreal Coast</b>	<b>Scythium ☼</b>	<b>Sea-Wolf Island</b>	<b>Sharath</b>
03	CELESTIAL	UNDEAD	CELESTIAL	CELESTIAL
04	UNDEAD	Necromancer	UNDEAD	1d3 greater demons (class 1d3)
05	War Party ( <i>Half-Blood Picts</i> )	Light Patrol ( <i>Ixcians</i> )	NATURAL	MEN
06	ANIMAL	2d4 rattlesnakes	Light Patrol ( <i>Vikings</i> )	6d10 night-gaunt younglings
07	Hunting Party ( <i>Half-Blood Picts</i> )	Light Patrol ( <i>Ixcians</i> )	MEN	Necromancer
08	GIANT	1 pterodactyl	ANIMAL	1d6 night-gaunts
09	ANIMAL	Slaves	Hunting Party ( <i>Vikings</i> )	ALIEN
10	NATURAL	ANIMAL	ANIMAL	NATURAL
11	ANIMAL	NATURAL	NATURAL	UNDEAD
12	Hunting Party ( <i>Half-Blood Picts</i> )	Light Patrol ( <i>Ixcians</i> )	ANIMAL	NATURAL
13	ANIMAL	GIANT	GIANT	1d6 night-gaunts
14	GIANT	3d10 vipers	Hunting Party ( <i>Vikings</i> )	ALIEN
15	NATURAL	Slaves	ANIMAL	1d6 night-gaunts
16	MEN	1d6 spitting cobras	Runegraver	1d8 lesser demons (class 1d4)
17	ALIEN	2d4 asps	Medium Patrol ( <i>Vikings</i> )	1 lich
18	Black Lotus	CELESTIAL	MYTHICAL	CELESTIAL

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HYPERBOREAN ENCOUNTER TABLES (*Skarag Coast – Valley of Mists*)

3d6	Skarag Coast	Spiral Mountain Array	Stonebrook	Striped Gulf
03	CELESTIAL	CELESTIAL	CELESTIAL	4d6x10 crab-men
04	UNDEAD	MEN	GIANT	1 four-clawed monstrous crab
05	GIANT	GIANT	MEN	War Party ( <i>Esquimaux</i> )
06	1d8x10 orcs •	NATURAL	NATURAL	1d6 crab-men
07	1d6 cave-men	MYTHICAL	ANIMAL	1d4 giant crabs
08	GIANT	ALIEN	Light Patrol ( <i>ducal troops</i> )	Hunting Party ( <i>Esquimaux</i> )
09	1d6 orcs •	GIANT	ANIMAL	ANIMAL
10	ANIMAL	NATURAL	MEN	NATURAL
11	NATURAL	ANIMAL	NATURAL	ANIMAL
12	ANIMAL	PREHISTORIC	Light Patrol ( <i>ducal troops</i> )	NATURAL
13	1d6 orcs •	ALIEN	GIANT	Hunting Party ( <i>crab-kin</i> )
14	ANIMAL	UNDEAD	MEN	1d6 crab-men
15	NATURAL	1d8 carnivorous apes ( <i>winged</i> )	Medium Patrol ( <i>ducal troops</i> )	4d4 giant crabs
16	1 swine demon	ANIMAL	NATURAL	War Party ( <i>crab-kin</i> )
17	6d6 cave-men	Shaman ( <i>bird-man, level 1d6+1</i> )	Light Patrol ( <i>ducal troops</i> )	1 monstrous crab
18	ALIEN	CELESTIAL	UNDEAD	CELESTIAL
3d6	Swampgate	Thaumagorga's Teeth ☀	Thorgunna's Island ☀	Tinsaar
03	CELESTIAL	CELESTIAL	CELESTIAL	ALIEN
04	NATURAL	1d3 greater demons ( <i>class 1d5</i> )	UNDEAD	MEN
05	MEN	4d6 lesser demons ( <i>class 1d2</i> )	GIANT	Medium Patrol ( <i>Amazons</i> )
06	ANIMAL	UNDEAD	5d10 wild berserkers ( <i>naked</i> )	NATURAL
07	Ranger	ALIEN	PREHISTORIC	Light Patrol ( <i>mercenaries</i> )
08	ANIMAL	NATURAL	ANIMAL	1d20 gulls ♦
09	Light Patrol ( <i>militia</i> )	5d6 pterodactyls	1d6 wild berserkers ( <i>naked</i> )	MEN
10	MEN	NATURAL	ANIMAL	NATURAL
11	NATURAL	5d6 pterodactyls	NATURAL	MEN
12	ANIMAL	NATURAL	ANIMAL	Light Patrol ( <i>mercenaries</i> )
13	NATURAL	ALIEN	GIANT	NATURAL
14	Light Patrol ( <i>militia</i> )	NATURAL	1d6 wild berserkers ( <i>naked</i> )	GIANT
15	GIANT	1d8 lesser demons ( <i>class 1d4</i> )	ANIMAL	MEN
16	ANIMAL	1 greater demon ( <i>class 1d3+3</i> )	NATURAL	1d20x100 gulls ♦
17	MEN	2d6 bandits ( <i>castaways</i> )	5d10 wild berserkers ( <i>naked</i> )	UNDEAD
18	UNDEAD	CELESTIAL	Witch ( <i>12<sup>th</sup> level</i> )	CELESTIAL
3d6	Trog Inlet	Trogos	Ullr's Island	Valley of Mists
03	CELESTIAL	1 pboongb	CELESTIAL	UNDEAD
04	NATURAL	1d3 Oon Φ•	Shaman	NATURAL
05	Light Patrol ( <i>ape-men of Kor</i> )	1d6x10 troglodytes •	ANIMAL	MYTHICAL
06	PREHISTORIC	ALIEN	GIANT	UNDEAD
07	Light Patrol ( <i>ape-men of Kor</i> )	ANIMAL	PREHISTORIC	GIANT
08	GIANT	PREHISTORIC	Hunting Party ( <i>Vikings</i> )	ALIEN
09	1d6 ape-men	GIANT	NATURAL	ANIMAL
10	ANIMAL	NATURAL	ANIMAL	NATURAL
11	NATURAL	ANIMAL	NATURAL	ANIMAL
12	PREHISTORIC	1d6 ape-men	ANIMAL	NATURAL
13	1d6 ape-men	2d4 troglodytes •	Hunting Party ( <i>Vikings</i> )	ALIEN
14	ANIMAL	GIANT	NATURAL	NATURAL
15	GIANT	PREHISTORIC	ANIMAL	ANIMAL
16	PREHISTORIC	6d6 ape-men	Runegraver	ALIEN
17	6d6 ape-men	MEN	PREHISTORIC	PREHISTORIC
18	ALIEN	CELESTIAL	CELESTIAL	CELESTIAL

Φ Level 1d12 scouts • Night only ♦ Not in winter ☀ "Not in winter" restrictions do not apply

HYPERBOREAN ENCOUNTER TABLES (*Vikland – Zangerios Islands*)

3d6	Vikland	Wold Phellora	Wolf's Head Island	Xambaala
03	CELESTIAL	Priest ( <i>12<sup>th</sup>-level</i> )	CELESTIAL	UNDEAD
04	Light Patrol ( <i>Vikings</i> )	ALIEN	UNDEAD	GIANT
05	ANIMAL	UNDEAD	MEN	Light Patrol ( <i>mercenaries</i> )
06	Medium Patrol ( <i>Vikings</i> )	ALIEN	ANIMAL	MEN
07	MEN	NATURAL	Hunting Party ( <i>Half-Blood Picts</i> )	Slaves
08	NATURAL	Light Patrol ( <i>cultists</i> )	GIANT	Light Patrol ( <i>mercenaries</i> )
09	Hunting Party ( <i>Vikings</i> )	ANIMAL	ANIMAL	ANIMAL
10	ANIMAL	NATURAL	NATURAL	MEN
11	NATURAL	Light Patrol ( <i>cultists</i> )	ANIMAL	NATURAL
12	ANIMAL	NATURAL	Hunting Party ( <i>Half-Blood Picts</i> )	Light Patrol ( <i>mercenaries</i> )
13	Light Patrol ( <i>Vikings</i> )	GIANT	ANIMAL	Slaves
14	GIANT	ANIMAL	GIANT	ANIMAL
15	Hunting Party ( <i>Vikings</i> )	ALIEN	NATURAL	GIANT
16	MYTHICAL	Light Patrol ( <i>cultists</i> )	PREHISTORIC	Slaves
17	Runegraver	ALIEN	ALIEN	MEN
18	UNDEAD	CELESTIAL	Black Lotus	CELESTIAL
3d6	Xenadon ☀	Xin	Ythorium	Ythaqqa Plateau
03	CELESTIAL	CELESTIAL	CELESTIAL	CELESTIAL
04	Medium Patrol ( <i>renegade Amazons</i> )	5d8 <i>scorpioids of Xin</i>	MEN	ALIEN
05	NATURAL	Monk ( <i>scorpioid, level 1d8+1</i> )	NATURAL	NATURAL
06	ANIMAL	1d4 <i>scorpioids of Xin</i>	Medium Patrol ( <i>mercenaries</i> )	GIANT
07	PREHISTORIC	UNDEAD	Slaves	1d6 <i>abominable snow-men</i>
08	Hunting Party ( <i>renegade Amazons</i> )	ALIEN	GIANT	NATURAL
09	NATURAL	GIANT	ANIMAL	ANIMAL
10	ANIMAL	NATURAL	MEN	NATURAL
11	NATURAL	ANIMAL	NATURAL	ANIMAL
12	ANIMAL	NATURAL	Light Patrol ( <i>mercenaries</i> )	NATURAL
13	GIANT	PREHISTORIC	MEN	1d2 <i>albino apes</i> ●
14	ANIMAL	1d4 <i>scorpioids of Xin</i>	ALIEN	ALIEN
15	Medium Patrol ( <i>renegade Amazons</i> )	Aurora	ANIMAL	1d4+6 <i>albino apes</i> ●
16	ANIMAL	Monk	UNDEAD	ANIMAL
17	Hunting Party ( <i>renegade Amazons</i> )	1 <i>banshee</i> ●	Medium Patrol ( <i>mercenaries</i> )	6d6 <i>abominable snow-men</i>
18	Witch ( <i>12<sup>th</sup>-level</i> )	CELESTIAL	Witch ( <i>12<sup>th</sup>-level</i> )	CELESTIAL

3d6	Zakath Desert	Zangerios Islands
03	CELESTIAL	ALIEN
04	ALIEN	MEN
05	Light Cavalry ( <i>mercenaries</i> )	UNDEAD
06	Prospector	NATURAL
07	NATURAL	MEN
08	Hunting Party ( <i>nomads</i> )	ANIMAL
09	GIANT	Hunting Party ( <i>city-dwellers</i> )
10	ANIMAL	NATURAL
11	NATURAL	ANIMAL
12	ANIMAL	NATURAL
13	Hunting Party ( <i>mercenaries</i> )	MEN
14	GIANT	GIANT
15	Light Cavalry ( <i>nomads</i> )	ANIMAL
16	MEN	MEN
17	UNDEAD	UNDEAD
18	ALIEN	CELESTIAL

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### HYPERBOREAN TERRAIN TABLE: DESERT

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 transtellarial	1 night-gaunt queen ●	1d10x100 bats ●	1d6 spitting cobras ♦
04	1 colour out of space ●	2d12 snake-men ▲	1 mountain lion	1d12+6 wolves
05	1d4 lesser demons (class 1d2+13)	2d6 mi-go ●	2d4 rattlesnakes ♦	1d20 ravens
06	1d6 giant wolf spiders Ψ♦	6d6 hyæna-men	1 cat	1d4+1 foxes
07	1 giant weasel Ψ●	2d6 men of ash and coal	1 asp ♦	2d4 wolves
08	1d8 lesser demons (class 1d4)	1d4 rust monsters	1d6 boars ●	1 falcon
09	1 rust monster	6d6 leaper camels	1 viper ♦	1d2 weasels
10	1d6 hyæna-men	1d6 night-gaunts	2d10 rats	1d2 hares
11	3d4 worms of Ymir ●	1d8 bandoggs	5d6 bactrian camels	5d6 dromedary camels
12	1 leaper camel	1d8 lesser demons (class 1d2)	5d6 red deer	1d100 bats ●
13	2d10 bandoggs	2d4 giant radioactive ants	1d2 foxes	1 rattlesnake ♦
14	3d6 giant radioactive ants	1d6 lesser demons (class 1d6+4)	1d12 hares	1d2 owls ●
15	1d4 lesser demons (class 1d2+10)	1 purple worm	1 spitting cobra ♦	2d8 wild dogs
16	4d6 men of ash and coal	1d6 phase spiders	2d4 hyænas	1d6 lions
17	3d4 purple worms	1d6 Great Race	1d6 falcons	2d4 asps ♦
18	2d10x10 mi-go ●	1d2 transmundane	1 eagle	3d10 vipers ♦
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Wind from the Gulf	1d6 giant wolf spiders ♦	Pyromancer	1 werewolf superior (human form) ❖
04	Voice of Doom	1d6 giant ticks ♦	Warlock	Bard
05	Weird Vibrations	1d6 giant ogre-faced spiders ♦	1 werewolf (human form)	Shaman
06	Planetary Alignment	1 giant asp ♦	Runegraver	Merchants
07	Star Stone	1d2 giant stag beetles ♦	Witch	Prospector
08	Meteor Shower	1d4+1 giant crab spiders ♦	Ranger	Hermit
09	Stellar Conjunction	1d6 giant bees ♦	Barbarian	Scout
10	Aurora	1 giant ant ♦	2d6 bandits	Fighter
11	Falling Star	3d4 giant black centipedes ♦	Fighter	Barbarian
12	Lights in the Sky	1 giant chameleon ♦	Scout	Huntsman
13	Fortean Fall	1 giant tuatara ●♦	Assassin	Pilgrims
14	Mocking Star	3d6 giant ants ♦	Cleric	NPC Party
15	Lunar Eclipse	1d4 giant black widows ♦	Prospector	Ranger
16	Comet	1d6 giant scorpions ●♦	Hermit	Monk
17	Dread Silence	1d6 giant trapdoor spiders ♦	Druid	1d10x10 bandits
18	The Stars Are Right	1 giant spitting cobra ♦	Monk	Pyromancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 gbul	Ball Lightning	1 albino ape superior ●	1 ghost ●
04	1d2 minotaurs superior	Flash Flood	1d6 archaeopteryges ♦	1 banshee ●
05	1d6 giant fire salamanders	Oasis	1d6 pegomastaxes ♦	1d6 wights ●
06	1 raven (white)	Sandstorm	2d6 giant hyænas	1d4 giant skeletons
07	1 pyro-hydra	Heat Wave	1 pegomastax ♦	1d4 shadows ●
08	1d6 jackalopes	Insect Swarm	1d6 giant ferrets	1d6 medium undead animals
09	1 cockatrice	Fever	1 giant weasel ●	1d6 ghouls
10	1 minotaur	Lost	1d6 ape-men	1d6 zombies
11	2d6 stirges	Vermin	1d6 cave-men	2d4 skeletons
12	1d2 jackalopes	Mirage	3d6 giant rats	1d6 small undead animals
13	1 nyvern ●	Heatstroke	1d10 giant bats ●	1d6 large skeletons
14	1 cat (black) Ψ●	Sand Pit	1 pterodactyl ♦	1d4 ghosts
15	1d2 manticores	Dust Devil	1 archaeopteryx ♦	1d6 large undead animals
16	1d2 pyro-hydræ	Heat Lightning	1d6 giant weasels ●	1 mummy
17	1d2 lamia	Cloudburst	1d2 albino apes ●	1 spectre ●
18	1 sphinx	Earthquake	1d10x10 giant bats ●	1 lich

▲ 2<sup>nd</sup>-level illusionists Ψ Intelligent and evil ● Night only ♦ Not in winter ❖ Werejackal

**HYPERBOREAN TERRAIN TABLE: DESERT STEPPE**

<b>3d6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	<i>1 transtellarial</i>	<i>1 night-gaunt queen</i> ●	<i>1 mountain lion</i>	<i>1d12+6 wolves</i>
04	<i>1 werewolf superior</i>	<i>1d6 phase spiders</i>	<i>1d4+1 foxes</i>	<i>1 tiger</i>
05	<i>1d10+10 blink dogs</i>	<i>1d4 lesser demons (class 1d2+10)</i>	<i>2d4 hyenas</i>	<i>1 viper</i> ◆
06	<i>1d6 lesser demons (class 1d6+4)</i>	<i>1 phoong</i>	<i>1 cat</i>	<i>2d8 wild dogs</i>
07	<i>1d4 rust monsters</i>	<i>6d6 hyena-men</i>	<i>1d100 bats</i> ●	<i>1d20 ravens</i>
08	<i>2d10 bandoggs</i>	<i>6d6 leaper camels</i>	<i>1d6 falcons</i>	<i>2d10 rats</i>
09	<i>1d6 night-gaunts</i>	<i>1 rust monster</i>	<i>5d6 bactrian camels</i>	<i>5d6 dromedary camels</i>
10	<i>1d6 hyena-men</i>	<i>1d8 bandoggs</i>	<i>5d6 reindeer</i>	<i>2d10x10 musk oxen</i>
11	<i>1d6 orcs</i> ●	<i>3d4 worms of Ymir</i> ●	<i>5d6 wild horses</i>	<i>4d6 aurochs</i>
12	<i>1d8 lesser demons (class 1d2)</i>	<i>1d6 blink dogs</i>	<i>1d2 hares</i>	<i>2d6 boars</i> ●
13	<i>1 tentacular horror</i>	<i>1d20x10 swinish shades</i> ●	<i>1d2 foxes</i>	<i>1d2 weasels</i>
14	<i>1d8 lesser demons (class 1d4)</i>	<i>1d8x10 orcs</i> ●	<i>2d4 wolves</i>	<i>2d10x10 reindeer</i>
15	<i>1d12x10 worms of Ymir</i> ●	<i>1 giant weasel</i> Ψ●	<i>1d12 hares</i>	<i>1d3 black bears</i> ◆
16	<i>2d4 werewolves</i>	<i>1d6 giant wolf spiders</i> Ψ◆	<i>1d6 brown bears</i> ◆	<i>1d2 owls</i> ●
17	<i>1 purple worm</i>	<i>1d4 lesser demons (class 1d2+13)</i>	<i>1d6 lions</i>	<i>1 eagle</i>
18	<i>1d3 Oon</i> Φ●	<i>1d2 transmundane</i>	<i>1d4 tigers</i>	<i>1d2 wolverines</i>
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	<b>The Stars Are Right</b>	<i>1d6 giant tuataras</i> ●◆	<i>1 werewolf superior (human form)</i>	<b>Monk</b>
04	<b>Comet</b>	<i>1d6 giant trapdoor spiders</i> ◆	<b>Shaman</b>	<b>Runegraver</b>
05	<b>Planetary Alignment</b>	<i>1d2 giant stag beetles</i> ◆	<b>Druid</b>	<b>Hermit</b>
06	<b>Lunar Eclipse</b>	<i>1d6 giant scorpions</i> ●◆	<b>Pilgrims</b>	<b>Witch</b>
07	<b>Fortean Fall</b>	<i>1d4+1 giant draco lizards</i> ◆	<b>NPC Party</b>	<b>Ranger</b>
08	<b>Mocking Star</b>	<i>1d6 giant toads</i> ◆	<b>Cataphract</b>	<b>Scout</b>
09	<b>Lights in the Sky</b>	<i>1 giant tuatara</i> ●◆	<b>Barbarian</b>	<b>Fighter</b>
10	<b>Falling Star</b>	<i>1 giant weasel</i> ●	<i>2d6 bandits</i>	<i>1d6 wild berserkers</i>
11	<b>Aurora</b>	<i>1 giant ant</i> ◆	<b>Fighter</b>	<b>Barbarian</b>
12	<b>Stellar Conjunction</b>	<i>1 giant chameleon</i> ◆	<b>Scout</b>	<b>Huntsman</b>
13	<b>Meteor Shower</b>	<i>1d6 giant weasels</i> ●	<b>Prospector</b>	<b>Berserker</b>
14	<b>Star Stone</b>	<i>1d4+1 giant crab spiders</i> ◆	<b>Assassin</b>	<b>NPC Party</b>
15	<b>Shining Mist</b>	<i>3d6 giant ants</i> ◆	<b>Cleric</b>	<b>Merchants</b>
16	<b>Accursed Moonbeam</b>	<i>1d6 giant ticks</i> ◆	<i>5d10 wild berserkers</i>	<i>1d10x10 bandits</i>
17	<b>Weird Vibrations</b>	<i>2d4 giant chameleons</i> ◆	<i>2d4 werewolves (human form)</i>	<b>Bard</b>
18	<b>Wind from the Gulf</b>	<i>1d6 giant wolf spiders</i> ◆	<b>Paladin</b>	<b>Warlock</b>
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	<i>1d2 minotaurs superior</i>	<b>Earthquake</b>	<i>1 albino ape superior</i> ●	<i>1 lich</i>
04	<i>1 raven (white)</i>	<b>Tornado</b>	<i>1d2 giant wolverines</i>	<i>1 spectre</i> ●
05	<i>1d6 jackalopes</i>	<b>Flash Flood</b>	<i>2d6 giant hyenas</i>	<i>10d20 skeletons</i>
06	<i>1d6 nyverns</i> ●	<b>Heat Wave</b>	<i>1 pterodactyl</i> ◆	<i>2d8 ghouls</i>
07	<i>4d6 stirges</i>	<b>Thunderstorm</b>	<i>1d6+6 woolly mammoths</i>	<i>1d6 large skeletons</i>
08	<i>1d2 jackalopes</i>	<b>Heatstroke</b>	<i>1d6 lizard-men</i> ◆	<i>1d6 large undead animals</i>
09	<i>2d6 stirges</i>	<b>Insect Swarm</b>	<i>3d6 giant rats</i>	<i>1d6 ghouls</i>
10	<i>1 minotaur</i>	<b>Vermin</b>	<i>1d6 ape-men</i>	<i>1d6 small undead animals</i>
11	<i>2d6 stirges</i>	<b>Lost</b>	<i>1d6 cave-men</i>	<i>2d4 skeletons</i>
12	<i>1 cockatrice</i>	<b>Fever</b>	<i>1d6 giant ferrets</i>	<i>1d6 medium undead animals</i>
13	<i>1 nyvern</i> ●	<b>Oasis</b>	<i>1d10 giant bats</i> ●	<i>1 ghost</i>
14	<i>2d4 minotaurs</i>	<b>Frostbite</b>	<i>1d2 albino apes</i> ●	<i>1d4 shadows</i> ●
15	<i>1d6 cockatrices</i>	<b>Deep Freeze</b>	<i>1d6 dire wolves</i>	<i>1d4 giant skeletons</i>
16	<i>1 cat (black)</i> Ψ●	<b>Windstorm</b>	<i>1 sabre-tooth tiger</i>	<i>1d4 ghosts</i>
17	<i>1d2 manticores</i>	<b>Wildfire</b>	<i>1 woolly mammoth superior</i>	<i>1 mummy</i>
18	<i>1d2 lamia</i>	<b>White-Speckled Blue Lotus</b>	<i>1 sabre-tooth tiger superior</i>	<i>1 ghost</i> ●

Ψ Intelligent and evil Φ Level 1d12 scouts ● Night only ◆ Not in winter

### HYPERBOREAN TERRAIN TABLE: FOREST

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 earth elemental (class 1d3)	2d12 tree-men	3d10 vipers ♦	1d4 tigers
04	1d8x10 orcs ●	1 colour out of space ●	1d3 black bears ♦	1d12+6 wolves
05	1d4 lesser demons (class 1d2+10)	2d4 werewolves	1d6 lions	1 python ♦
06	1d20x10 swinish shades ●	1 behir	2d4 wolves	2d6 boars ●
07	1d3 accursed stump tree-men	1d6 lesser demons (class 1d6+4)	1d2 giant elk	1d100 bats ●
08	4d4 giant pink centipedes ♦	1d4 deathvines	1 black bear ♦	1 cat
09	1d4 rust monsters	1d8 lesser demons (class 1d2)	1d6 boars ●	1d2 weasels
10	3d4 giant black centipedes ♦	2d4 giant pink centipedes ♦	1d6 squirrels	1d12 bares
11	1d6 orcs ●	3d4 worms of Ymir ●	5d6 red deer	4d6 aurochs
12	1 owl bear	3d4 giant brown centipedes ♦	2d10 rats	1d20 ravens
13	1d8 lesser demons (class 1d4)	1 accursed stump tree-man	1d4+1 foxes	1 viper ♦
14	1d4+1 owl bears	1 tree-man	2d4 owls ●	1 brown bear ♦
15	1 giant weasel Ψ●	3d12 giant black centipedes ♦	1 mountain lion	2d10x10 red deer
16	1d6 phase spiders	1d6 giant wolf spiders Ψ♦	2d4 hyenas	1d6 falcons
17	1d2 behirs	1d4 lesser demons (class 1d2+13)	1 tiger	2d6 giant elk
18	1 werewolf superior	1 swine demon	1d6 brown bears ♦	1 eagle
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Dread Silence	5d8 giant bees ♦	1 werewolf superior (human form)	Monk
04	Weird Vibrations	3d12 giant ticks ♦	Merchants	Runegraver
05	Accursed Moonbeam	1d6 giant trapdoor spiders ♦	Bard	Prospector
06	Shining Mist	1d2 giant stag beetles ♦	Shaman	Druid
07	Mad Whispers	3d6 giant ants ♦	Witch	Assassin
08	Meteor Shower	1d4 giant black widows ♦	Berserker	Ranger
09	Stellar Conjunction	2d4 giant chameleons ♦	Barbarian	1d6 wild berserkers
10	Aurora	2d6 giant frogs ♦	2d6 bandits	Fighter
11	Falling Star	1d6 giant toads ♦	Scout	Barbarian
12	Lights in the Sky	1d4+1 giant crab spiders ♦	Druid	Huntsman
13	Mocking Star	4d6 giant bombardier beetles ♦	Pilgrims	Hermit
14	Lunar Eclipse	1d4+1 giant draco lizards ♦	Hermit	Witch
15	Planetary Alignment	1d6 giant ogre-faced spiders ♦	Warlock	NPC Party
16	Comet	1d6 giant tuataras ●♦	2d4 werewolves (human form)	1d10x10 bandits
17	Voice of Doom	1d6 giant wolf spiders ♦	5d10 wild berserkers	Cleric
18	The Stars Are Right	1 giant komodo dragon ♦	Necromancer	Runegraver
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1d2 nagas	Black Lotus	1d6 archaeopteryges ♦	1d3 zuevmbies ●
04	1d2 minotaurs superior	Army Ants	2d4 ground sloths	4d6 gloom-eater zombies
05	1d2 basilisks	Thunderstorm	1d4 sabre-tooth tigers	4d6 zombies
06	1 cat (black) Ψ●	Hailstorm	1 cave bear ♦	1d6 wights ●
07	1d6 nyverns ●	Sleet Storm	1d10 giant bats ●	1d6+5 intestine zombies
08	1d6 harpies	Cloudburst	1 mountain ape	1d6 ghouls
09	1d6 jackalopes	Fever	3d6 giant rats	1d6 zombies
10	1 minotaur	Lost	1d6 cave-men	1d6 small undead animals
11	4d6 stirges	Vermin	1d6 ape-men	2d4 skeletons
12	1d6 cockatrices	Insect Swarm	1d6 lizard-men ♦	1d6 medium undead animals
13	1 cyclops	Fog Bank	1d6 giant weasels ●	1d6 gloom-eater zombies
14	1 basilisk	Quicksand	2d6 giant hyenas	1d4 ghosts
15	1d4 trolls	Snowstorm	1 giant python ♦	1d6 large undead animals
16	1 chimara	Blizzard	1d8 carnivorous apes	1d4 wraiths ●
17	1 raven (white)	White-Speckled Blue Lotus	1 pterodactyl ♦	1 zuevmbie ●
18	1 giant elk (white)	Earthquake	1 sabre-tooth tiger superior	1 ghost ●

Ψ Intelligent and evil ● Night only ♦ Not in winter

**HYPERBOREAN TERRAIN TABLE: GRASSY PLAINS and Lush Islands**

<b>3d6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	1 night-gaunt queen ●	1d2 transmundane	1d4 tigers	5d10 hyenas
04	1 colour out of space ●	1d4 lesser demons (class 1d2+13)	1 asp ◆	2d6 giant elk
05	1d4 lesser demons (class 1d2+10)	2d4 werewolves	1d6 lions	1 eagle
06	1d6 giant wolf spiders Ψ◆	1d20x10 swinish shades ●	1 cat	1d2 owls ●
07	1d4 giant bombardier beetles ◆	2d6 thew waggons ◆	2d4 hyenas	1 black bear ◆
08	3d4 giant brown centipedes ◆	1d8 lesser demons (class 1d2)	2d10 rats	2d8 wild dogs
09	1 rust monster	3d4 giant black centipedes ◆	1 falcon	2d6 boars ●
10	1d6 orcs ●	3d4 worms of Ymir ●	1d12 bares	5d6 wild horses
11	1d8 bandoggs	1d6 hyena-men	4d6 aurochs	5d6 red deer
12	1d6 giant fire beetles ●◆	2d4 giant pink centipedes ◆	1d2 weasels	1d4+1 foxes
13	1 owl bear	1 giant weasel Ψ●	1d100 bats ●	1d20 ravens
14	1d8 lesser demons (class 1d4)	1d6 night-gaunts	1d2 giant elk	3d6 giant rats
15	1d2 giant stag beetles ◆	1d6 lesser demons (class 1d6+4)	1 brown bear ◆	2d10x10 red deer
16	1d6 phase spiders	1 purple worm	1 mountain lion	1d12+6 wolves
17	1 swine demon	1 phoongb	1 tiger	1 viper ◆
18	1 werewolf superior	1d3 Oon Φ●	1 spitting cobra ◆	6d4 lions
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	The Stars Are Right	1 giant spitting cobra ◆	Paladin	1d10x10 bandits
04	Comet	1d6 giant wolf spiders ◆	2d4 werewolves (human form)	Runegraver
05	Planetary Alignment	1d6 giant ogre-faced spiders ◆	Pilgrims	NPC Party
06	Lunar Eclipse	3d6 giant ants ◆	Cleric	Merchants
07	Fortean Fall	1d6 giant ticks ◆	NPC Party	Ranger
08	Mocking Star	1d4+1 giant crab spiders ◆	Berserker	Assassin
09	Lights in the Sky	1d6 giant toads ◆	Scout	Cataphract
10	Falling Star	1 giant chameleon ◆	2d6 bandits	Fighter
11	Aurora	1d6 giant bees ◆	Cataphract	2d6 bandits
12	Stellar Conjunction	2d6 giant frogs ◆	Fighter	Barbarian
13	Meteor Shower	1 giant tuatara ●◆	Merchants	Scout
14	Star Stone	1d4 giant black widows ◆	Huntsman	Pilgrims
15	Shining Mist	1d4+1 giant draco lizards ◆	Witch	Druid
16	Mad Whispers	1 giant asp ◆	Shaman	Warlock
17	Weird Vibrations	1d6 giant trapdoor spiders ◆	1d10x10 bandits	Monk
18	Voice of Doom	1 giant komodo dragon ◆	Bard	1 werewolf superior (human form)
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	2d4 cyclopes	Earthquake	1 woolly mammoth superior	1 ghost ●
04	1 raven (white)	White-Speckled Blue Lotus	1d4 sabre-tooth tigers	10d20 skeletons
05	1d6 nyverns ●	Blizzard	2d6 giant hyenas	1d6 wights ●
06	1d6 jackalopes	Sinkhole	1d6+6 dire wolves	1d6+5 intestine zombies
07	1 cyclops	Hailstorm	1d10 giant bats ●	1d6 large skeletons
08	1 cockatrice	Thunderstorm	1 pterodactyl ◆	1d6 medium undead animals
09	4d6 stirges	Fog Bank	1d6 lizard-men ◆	1d6 ghouls
10	1 minotaur	Vermin	1d6 cave-men	1d6 zombies
11	2d6 stirges	Lost	1d6 ape-men	2d4 skeletons
12	1d2 jackalopes	Fever	1d6 giant ferrets	1d6 small undead animals
13	1 nyvern ●	Insect Swarm	1d6 giant weasels ●	1d6 gloom-eater zombies
14	1d4 trolls	Sleet Storm	1d6+6 woolly mammoths	1d6 large undead animals
15	1 cat (black) Ψ●	Snowstorm	1 ground sloth	1d4 giant skeletons
16	1d6 cockatrices	Violet Lotus	1d8 carnivorous apes	1d4 ghosts
17	1d2 nagas	Tornado	1 archæopteryx ◆	4d6 zombies
18	1 giant elk (white)	Wildfire	1 sabre-tooth tiger superior	1 zுவembie ●

Ψ Intelligent and evil Φ Level 1d12 scouts ● Night only ◆ Not in winter

### HYPERBOREAN TERRAIN TABLE: HILLS and Rocky Islands

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 <i>transtellarial</i>	2d10x10 <i>mi-go</i> ●	1d6 <i>lions</i>	1d6 <i>eagles</i>
04	2d6 <i>mi-go</i> ●	1d4 <i>lesser demons</i> (class 1d2+13)	2d4 <i>mountain lions</i>	1d12+6 <i>wolves</i>
05	1d4 <i>lesser demons</i> (class 1d2+10)	2d4 <i>werewolves</i>	1d20 <i>ravens</i>	1d6 <i>falcons</i>
06	1 <i>swine demon</i>	1d20x10 <i>swinish shades</i> ●	2d8 <i>wild dogs</i>	1 <i>brown bear</i> ◆
07	1d6 <i>abominable snow-men</i>	1 <i>tree-man</i>	2d4 <i>wolves</i>	3d6 <i>giant rats</i>
08	1d8 <i>lesser demons</i> (class 1d2)	2d6 <i>men of ash and coal</i>	1d2 <i>foxes</i>	1d2 <i>giant elk</i>
09	1d6 <i>hyæna-men</i>	1d6 <i>night-gaunts</i>	2d10 <i>rats</i>	1d100 <i>bats</i> ●
10	3d4 <i>bird-men</i>	1d8 <i>bandoggs</i>	1d2 <i>hares</i>	5d6 <i>reindeer</i>
11	1d6 <i>orcs</i> ●	3d4 <i>worms of Ymir</i> ●	5d6 <i>red deer</i>	4d6 <i>urochs</i>
12	1 <i>rust monster</i>	1 <i>owl bear</i>	1 <i>falcon</i>	1d12 <i>hares</i>
13	1d3 <i>spore-men</i>	1d4 <i>gargoyles</i>	1d6 <i>boars</i> ●	1d2 <i>weasels</i>
14	1 <i>cat</i> (black) Ψ●	1d8 <i>lesser demons</i> (class 1d4)	1 <i>black bear</i> ◆	1 <i>mountain lion</i>
15	1d6 <i>lesser demons</i> (class 1d6+4)	1 <i>giant weasel</i> Ψ●	1 <i>eagle</i>	1 <i>viper</i> ◆
16	1d6 <i>phase spiders</i>	1d6 <i>giant wolf spiders</i> Ψ◆	1 <i>cat</i>	2d4 <i>hyænas</i>
17	1 <i>werewolf superior</i>	1 <i>colour out of space</i> ●	1d2 <i>owls</i> ●	1d4+1 <i>foxes</i>
18	1 <i>night-gaunt queen</i> ●	1d2 <i>transmundane</i>	1d10x100 <i>bats</i> ●	1 <i>tiger</i>
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	<b>Uncanny Vertigo</b>	3d6 <i>giant ants</i> ◆	1 <i>werewolf superior</i> (human form)	<b>Monk</b>
04	<b>Weird Vibrations</b>	1d6 <i>giant ticks</i> ◆	<b>Bard</b>	<b>Shaman</b>
05	<b>Comet</b>	1d4 <i>giant bombardier beetles</i> ◆	<b>Cleric</b>	<b>Runegraver</b>
06	<b>Star Stone</b>	1d6 <i>giant bees</i> ◆	<b>NPC Party</b>	<b>Druid</b>
07	<b>Meteor Shower</b>	1d4+1 <i>giant crab spiders</i> ◆	<b>Hermit</b>	<b>Prospector</b>
08	<b>Stellar Conjunction</b>	1 <i>giant chameleon</i> ◆	<b>Prospector</b>	<b>Scout</b>
09	<b>Fortean Fall</b>	3d4 <i>giant brown centipedes</i> ◆	<b>Barbarian</b>	<b>Fighter</b>
10	<b>Aurora</b>	2d4 <i>giant pink centipedes</i> ◆	2d6 <i>bandits</i>	1d6 <i>wild berserkers</i>
11	<b>Falling Star</b>	3d4 <i>giant black centipedes</i> ◆	<b>Fighter</b>	<b>Barbarian</b>
12	<b>Lights in the Sky</b>	1d6 <i>giant ferrets</i>	<b>Scout</b>	<b>Huntsman</b>
13	<b>Mocking Star</b>	1 <i>giant tuatara</i> ●◆	<b>Ranger</b>	<b>Berserker</b>
14	<b>Lunar Eclipse</b>	1d6 <i>giant toads</i> ◆	<b>Assassin</b>	<b>Pilgrims</b>
15	<b>Planetary Alignment</b>	1d6 <i>giant weasels</i> ●	<b>Witch</b>	<b>Hermit</b>
16	<b>Shining Mist</b>	1d6 <i>giant trapdoor spiders</i> ◆	<b>Merchants</b>	1d10x10 <i>bandits</i>
17	<b>Voice of Doom</b>	1d4+1 <i>giant draco lizards</i> ◆	5d10 <i>wild berserkers</i>	2d4 <i>werewolves</i> (human form)
18	<b>Wind from the Gulf</b>	1d6 <i>giant wolf spiders</i> ◆	<b>Warlock</b>	<b>Runegraver</b>
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1d2 <i>minotaurs superior</i>	<b>Golden Lotus</b>	1 <i>albino ape superior</i> ●	1 <i>ghost</i> ●
04	1 <i>sphinx</i>	<b>Fever</b>	1 <i>woolly mammoth superior</i>	1 <i>spectre</i> ●
05	1 <i>chimæra</i>	<b>Flash Flood</b>	1 <i>archæopteryx</i> ◆	1 <i>banshee</i> ●
06	1 <i>pyro-hydra</i>	<b>Snowstorm</b>	1 <i>sabre-tooth tiger</i>	1d6 <i>wights</i> ●
07	1 <i>cyclops</i>	<b>Sleet Storm</b>	2d6 <i>giant hyænas</i>	1d4 <i>ghasts</i>
08	1 <i>cockatrice</i>	<b>Box Canyon</b>	1d6 <i>mountain apes</i>	1d6 <i>medium undead animals</i>
09	1d2 <i>jackalopes</i>	<b>Lost</b>	1d2 <i>albino apes</i> ●	1d6 <i>ghouls</i>
10	1 <i>minotaur</i>	<b>Vermin</b>	1d6 <i>ape-men</i>	1d6 <i>zombies</i>
11	2d6 <i>stirges</i>	<b>Fog Bank</b>	1d6 <i>cave-men</i>	2d4 <i>skeletons</i>
12	1 <i>nyvern</i> ●	<b>Rockslide</b>	1 <i>woolly mammoth</i>	1d6 <i>small undead animals</i>
13	1d6 <i>harpies</i>	<b>Thunderstorm</b>	1 <i>ground sloth</i>	1d6 <i>gloom-eater zombies</i>
14	1 <i>gorgon</i>	<b>Insect Swarm</b>	1d6 <i>dire wolves</i>	1d6 <i>large undead animals</i>
15	1d4 <i>trolls</i>	<b>Hailstorm</b>	1d4 <i>cave bears</i> ◆	1d4 <i>wraiths</i> ●
16	1 <i>raven</i> (white)	<b>Blizzard</b>	1 <i>pterodactyl</i> ◆	1 <i>mummy</i>
17	2d6 <i>hill giants</i>	<b>White-Speckled Blue Lotus</b>	1d10x10 <i>giant bats</i> ●	1 <i>zuvembie</i> ●
18	1 <i>giant elk</i> (white)	<b>Earthquake</b>	1 <i>sabre-tooth tiger superior</i>	1 <i>vampire</i> ●

Ψ Intelligent and evil ● Night only ◆ Not in winter



### HYPERBOREAN TERRAIN TABLE: HILLS (Icy)

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1d6 Great Race	6d6 abominable snow-men	1d3 black bears ♦	2d4 mountain lions
04	1d3 ice demons	1d3+1 tree-man crawlers	1d4 polar bears	1 tiger
05	1d10+10 blink dogs	6d6 hyæna-men	1 mountain lion	1d2 wolverines
06	1d6 lesser demons (class 1d6+4)	1d4 lesser demons (class 1d2+10)	1 black bear ♦	2d4 wolves
07	1d4 gargoyles	1d8 lesser demons (class 1d4)	1d20 ravens	2d10x10 reindeer
08	1d3 spore-men	1d6 abominable snow-men	4d6 aurochs	1d12 bares
09	1 tentacular horror	1d8 lesser demons (class 1d2)	1d2 bares	1d2 weasels
10	1d6 blink dogs	1d6 hyæna-men	2d10x10 musk oxen	5d6 reindeer
11	1d6 hyæna-men	1d6 blink dogs	5d6 reindeer	2d10x10 musk oxen
12	1d6 abominable snow-men	1d2 ice toads	1d6 boars ●	1 aurochs
13	1d6 class vi lesser demons	1 giant weasel Ψ●	1d2 owls ●	1d2 foxes
14	2d6 ice toads	1d6 class vi lesser demons	2d10x10 reindeer	1 polar bear
15	1 gibbering moulder	1d3 ice demons	1d4+1 foxes	1 brown bear ♦
16	1d4 lesser demons (class 1d2+13)	1d4 giant ice salamanders	1 polar bear	2d4 owls ●
17	6d6 abominable snow-men	1 werewolf	1d12+6 wolves	1d6 brown bears ♦
18	1 werewolf superior	1d3 greater demons (class 1d3)	1d6 lions	1d4 polar bears
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	White Death	1d2 giant wolverines	Cryomancer	1 werewolf superior (human form)
04	Wind from the Gulf	1d10x10 giant bats ●	1 werewolf (human form)	Assassin
05	Comet	1 giant python (white)	Cleric	Monk
06	Red Fog	1d2 giant wolverines	Runegraver	NPC Party
07	Star Stone	1d6 giant weasels ●	Hermit	Shaman
08	Mocking Star	1d6 giant ferrets	Ranger	1d6 wild berserkers
09	Lights in the Sky	1d6 giant toads (white)	Berserker	Huntsman
10	Falling Star	1d10 giant bats ●	1d6 wild berserkers	Barbarian
11	Aurora	1 giant weasel ●	Barbarian	Fighter
12	Stellar Conjunction	1d6 giant ferrets	Fighter	Scout
13	Meteor Shower	1 giant weasel ●	Scout	Berserker
14	Lunar Eclipse	1d10 giant bats ●	Huntsman	Ranger
15	Shining Mist	1d6 giant toads (white)	Prospector	Druid
16	Weird Vibrations	1d6 giant weasels ●	Witch	NPC Party
17	Voice of Doom	1 giant python (white)	Bard	Warlock
18	Uncanny Vertigo	1d10x10 giant bats ●	5d10 wild berserkers	Cryomancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	4d6 centaurs	Earthquake	1 albino ape superior ●	1 ice mummy noble
04	1d2 minotaurs superior	Heavy Blizzard	1 woolly mammoth superior	4d6x10 ice mummy thralls
05	2d4 winter wolves	Windstorm	1d4 cave bears ♦	1d6 wights ●
06	1 gorgon	Avalanche	1d6 dire wolves	1d4 giant skeletons
07	1d4 hill giants	Snowstorm	1 ground sloth	1d6 large undead animals
08	1d6 men of Leng	Box Canyon	1d2 albino apes ●	1d6 ice mummies
09	1d2 jackalopes	Thin Ice	1 mountain ape	1d6 small undead animals
10	1 winter wolf	Frostbite	1d6 ape-men	1d6 zombies
11	1 minotaur	Lost	1d6 cave-men	2d4 skeletons
12	1 cyclops	Fever	1 woolly mammoth	1d6 large skeletons
13	1 winter wolf	Crevasse	1 woolly rhinoceros	1d6 medium undead animals
14	1d4 trolls	Snow Blind	1 cave bear ♦	2d6 ice mummies
15	2d4 winter wolves	Hailstorm	1 sabre-tooth tiger	4d6 ice mummy thralls
16	2d4 centaurs	Blizzard	1d6+6 woolly mammoths	1 banshee ●
17	1 raven (white)	Static Electricity	3d4 woolly rhinoceroses	1 spectre ●
18	3d6 men of Leng	Deep Freeze	1 sabre-tooth tiger superior	1 ghost ●

Ψ Intelligent and evil ● Night only ♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: MOUNTAINS

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	2d6 transtellarians	1d3 greater demons (class 1d3)	1d12+6 wolves	1d10x100 bats ●
04	1d6 giant eagles (good)	1 night-gaunt queen ●	2d4 owls ●	1d6 eagles
05	1 werewolf superior	6d6 abominable snow-men	1d100 bats ●	1d3 black bears ◆
06	5d6 vhuurmis	1d4 lesser demons (class 1d2+13)	1d6 eagles	1d2 owls ●
07	1d6 giant wolf spiders Ψ◆	1d4 gargoyles	1 mountain lion	1d2 weasels
08	1d8 lesser demons (class 1d4)	1d3 spore-men	1d4+1 foxes	1 eagle
09	1d6 night-gaunts	3d4 worms of Ymir ●	1d2 owls ●	1d12 bares
10	1d6 orcs ●	1d6 hyana-men	1 eagle	1d2 foxes
11	2d6 vhuurmis	3d4 bird-men	1d2 bares	1 falcon
12	1d6 abominable snow-men	1d8 lesser demons (class 1d2)	1d20 ravens	1d100 bats ●
13	1 werewolf	1d20x10 swinish shades ●	1 falcon	1 black bear ◆
14	1 giant weasel Ψ●	1d6 lesser demons (class 1d6+4)	1 brown bear ◆	2d4 wolves
15	1d4 lesser demons (class 1d2+10)	1d6 phase spiders	1d6 falcons	1d20 ravens
16	6d6 hyana-men	1d8x10 orcs ●	1 viper ◆	2d4 owls ●
17	1d2 transmundane	1 transtellarial	1d10x100 bats ●	1d6 falcons
18	1d3 greater demons (class 1d3)	3d6 giant eagles (good)	2d4 mountain lions	1d6 brown bears ◆
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Uncanny Vertigo	3d6 giant ants ◆	1 werewolf superior (human form)	Bard
04	Wind from the Gulf	1d6 giant ticks ◆	Runegraver	NPC Party
05	Weird Vibrations	1d6 giant wolf spiders ◆	Prospector	Assassin
06	Planetary Alignment	1d6 giant toads ◆	Pilgrims	Shaman
07	Star Stone	1d4+1 giant crab spiders ◆	Ranger	Druid
08	Meteor Shower	1 giant ant ◆	Fighter	Hermit
09	Stellar Conjunction	1 giant chameleon ◆	Huntsman	1d6 wild berserkers
10	Aurora	1d6 giant bees ◆	Barbarian	Fighter
11	Falling Star	1 giant ant ◆	Scout	Barbarian
12	Lights in the Sky	1d6 giant toads ◆	2d6 bandits	Scout
13	Mocking Star	1d6 giant bees ◆	Berserker	Prospector
14	Mad Whispers	1d6 giant ticks ◆	NPC Party	Huntsman
15	Lunar Eclipse	1 giant chameleon ◆	Hermit	Witch
16	Comet	3d6 giant ants ◆	Warlock	Cleric
17	Voice of Doom	1d4+1 giant crab spiders ◆	5d10 wild berserkers	1 werewolf (human form)
18	The Stars Are Right	1d6 giant wolf spiders ◆	Monk	1d10x10 bandits
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 pegasus	Earthquake	3d6 giant eagles	1d10 ghosts ●
04	1 raven (nbite)	Flash Flood	1d4+6 albino apes ●	1d6 wights ●
05	1 chimera	Blizzard	1 archaopteryx ◆	1d6+5 intestine zombies
06	1 cyclops	Frostbite	1d10 giant bats ●	1 large undead animal
07	2d6 griffins	Hailstorm	1d2 albino apes ●	1d4 giant skeletons
08	1d6 harpies	Rockslide	1d6 mountain apes	1 medium undead animal
09	1d4 hill giants	Box Canyon	1d6 giant weasels ●	1d6 large skeletons
10	1 nyvern ●	Vermin	1d6 ape-men	1d6 zombies
11	1 minotaur	Lost	1d6 cave-men	2d4 skeletons
12	1d2 jackalopes	Fever	1d6 giant ferrets	1 small undead animal
13	2d6 hippogriffs	Cloudburst	1 cave bear ◆	1d6 gloom-eater zombies
14	1d2 manticores	Snowstorm	1d6 giant eagles	1d6 small undead animals
15	1d4 trolls	Thunderstorm	1d4 cave bears ◆	1d6 medium undead animals
16	1 pyro-hydra	Avalanche	6d6 cave-men	1d6 large undead animals
17	2d6 hill giants	Heavy Blizzard	1d10x10 giant bats ●	1 ghost ●
18	1d2 minotaurs superior	Deep Freeze	1 albino ape superior ●	10d20 skeletons

Ψ Intelligent and evil ● Night only ◆ Not in winter

### HYPERBOREAN TERRAIN TABLE: MOUNTAINS (Icy)

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	2d6 transtellarials	1d6 Great Race	2d4 mountain lions	1d6 brown bears ♦
04	1 transtellarial	1d8 elder things	1d3 black bears ♦	1d4 polar bears
05	1 shoggoth	6d6 abominable snow-men	1d2 wolverines	1 mountain lion
06	1d6 lesser demons (class 1d6+4)	1d3 ice demons	1 polar bear	1d4+1 foxes
07	1d3+1 tree-man crawlers	1d6 class vi lesser demons	2d4 wolves	1 polar bear
08	1 tentacular horror	2d6 ice toads	1 black bear ♦	1d2 weasels
09	1d8 lesser demons (class 1d2)	1d3 spore-men	1d2 weasels	1d12 bares
10	1d2 ice toads	1d6 abominable snow-men	1d2 hares	1 polar bear
11	2d6 vhuurmis	1d6 hyæna-men	1d2 foxes	1d2 hares
12	1 giant weasel Ψ●	1 gibbering moulder	1d12 bares	1d2 foxes
13	1d4 gargoyles	1d8 lesser demons (class 1d4)	1 polar bear	1 brown bear ♦
14	1d6 class vi lesser demons	1 werewolf	1d4+1 foxes	1 black bear ♦
15	1d4 giant ice salamanders	5d6 vhuurmis	1 mountain lion	1 brown bear ♦
16	6d6 hyæna-men	1d4 lesser demons (class 1d2+10)	1d4 polar bears	2d4 wolves
17	1d4 lesser demons (class 1d2+13)	1 werewolf superior	1d2 wolverines	1d3 black bears ♦
18	6d6 abominable snow-men	1d3 greater demons (class 1d3)	1d6 brown bears ♦	2d4 mountain lions
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	White Death	1d10×10 giant bats ●	Cryomancer	Monk
04	Dread Silence	1d2 giant wolverines	Assassin	5d10 wild berserkers
05	Comet	1 giant python (white)	Witch	Hermit
06	Red Fog	1d6 giant weasels ●	NPC Party	Shaman
07	Lunar Eclipse	1d6 giant toads (white)	Huntsman	Berserker
08	Mocking Star	1d6 giant ferrets	Ranger	Scout
09	Lights in the Sky	1 giant weasel ●	Fighter	Huntsman
10	Falling Star	1d10 giant bats ●	1d6 wild berserkers	Barbarian
11	Aurora	1 giant weasel ●	Barbarian	Fighter
12	Stellar Conjunction	1d6 giant ferrets	Scout	Berserker
13	Meteor Shower	1d10 giant bats ●	Hermit	1d6 wild berserkers
14	Star Stone	1d6 giant weasels ●	Prospector	Ranger
15	Shining Mist	1d2 giant wolverines	Runegraver	Druid
16	Planetary Alignment	1d6 giant toads (white)	Warlock	Cleric
17	Wind from the Gulf	1d10×10 giant bats ●	Bard	1 werewolf (human form)
18	Uncanny Vertigo	1 giant python (white)	1 werewolf superior (human form)	Cryomancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	4d6 centaurs	Earthquake	1d4+6 albino apes ●	1 ghost ●
04	1d2 minotaurs superior	Heavy Blizzard	6d6 cave-men	1d6 wights ●
05	3d6 men of Leng	Windstorm	1d4 cave bears ♦	10d20 skeletons
06	1d2 frost giants	Avalanche	1d6 mountain apes	4d6 ice mummy thralls
07	1d6 men of Leng	Snowstorm	1d2 albino apes ●	1d6 ice mummies
08	1d4 bill giants	Box Canyon	1d6 cave-men	1d6 medium undead animals
09	1d2 jackalopes	Thin Ice	1 mountain ape	1d6 large skeletons
10	1 winter wolf	Frostbite	1d6 ape-men	1d6 zombies
11	1 minotaur	Lost	1d6 cave-men	2d4 skeletons
12	1 cyclops	Fever	1d2 albino apes ●	1d6 small undead animals
13	2d4 centaurs	Crevasse	1 mountain ape	1d6 gloom-eater zombies
14	1d4 trolls	Snow Blind	1 cave bear ♦	1d4 giant skeletons
15	2d4 winter wolves	Hailstorm	1d4+6 albino apes ●	1d6 large undead animals
16	2d6 bill giants	Blizzard	6d6 cave-men	2d6 ice mummies
17	2d10 frost giants	Static Electricity	1d6 mountain apes	4d6×10 ice mummy thralls
18	2d4 cyclopes	Deep Freeze	1 albino ape superior ●	1 ice mummy noble

Ψ Intelligent and evil ● Night only ♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: RAINFOREST

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 earth elemental (class 1d3)	1d2 transmundane	3d10 vipers ♦	1d6 lions
04	1 swine demon	1d8x10 orcs ●	1d3 black bears ♦	1d4 tigers
05	1d6 phase spiders	1d4 lesser demons (class 1d2+13)	1d12+6 wolves	1 python ♦
06	1d6 giant wolf spiders Ψ♦	1d2 behirs	1d2 giant elk	2d6 boars ●
07	1d2 giant stag beetles ♦	1d6 lesser demons (class 1d6+4)	1d6 flying squirrels	1d100 bats ●
08	3d12 giant black centipedes ♦	1d4 deathvines	1 black bear ♦	1 cat
09	1 accursed stump tree-man	1d4+1 owl bears	1d6 boars ●	1d2 weasels
10	1d4 rust monsters	3d4 giant brown centipedes ♦	1d6 squirrels	1d12 bears
11	1d6 orcs ●	3d4 worms of Ymir ●	5d6 red deer	4d6 aurochs
12	4d4 giant pink centipedes ♦	1d8 lesser demons (class 1d2)	2d10 rats	1d20 ravens
13	1d8 lesser demons (class 1d4)	1d3 accursed stump tree-men	1d4+1 foxes	1 viper ♦
14	1 giant weasel Ψ●	1d20x10 swinish shades ●	3d6 giant rats	1 brown bear ♦
15	1d3+1 tree-man crawlers	4d6 giant bombardier beetles ♦	2d4 owls ●	2d10x10 red deer
16	1d4 lesser demons (class 1d2+10)	2d4 werewolves	1 mountain lion	1d6 falcons
17	2d12 tree-men	1d12x10 worms of Ymir ●	2d4 hyenas	2d6 giant elk
18	1 werewolf superior	1 colour out of space ●	1d6 brown bears ♦	1 eagle
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Dread Silence	1d4 giant komodo dragons ♦	Necromancer	Monk
04	Weird Vibrations	1d6 giant trapdoor spiders ♦	2d4 werewolves (human form)	1d10x10 bandits
05	Accursed Moonbeam	3d12 giant ticks ♦	Druid	Runegraver
06	Shining Mist	3d6 giant ants ♦	Cleric	Witch
07	Mad Whispers	1d4 giant black widows ♦	NPC Party	Assassin
08	Meteor Shower	2d4 giant chameleons ♦	Druid	Hermit
09	Stellar Conjunction	2d4 giant dragonflies ♦	Ranger	Barbarian
10	Aurora	2d6 giant frogs ♦	2d6 bandits	Fighter
11	Falling Star	1d6 giant toads ♦	Barbarian	Scout
12	Lights in the Sky	1d6 giant tuataras ●♦	Huntsman	1d6 wild berserkers
13	Mocking Star	1d4+1 giant crab spiders ♦	Scout	Berserker
14	Lunar Eclipse	1d4+1 giant draco lizards ♦	Fighter	Shaman
15	Planetary Alignment	1 giant python ♦	Pilgrims	Huntsman
16	Comet	1d6 giant ogre-faced spiders ♦	Shaman	Ranger
17	Voice of Doom	5d8 giant bees ♦	Warlock	Bard
18	The Stars Are Right	1d6 giant wolf spiders ♦	1 werewolf superior (human form)	5d10 wild berserkers
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1d2 nagas	Earthquake	1d6 archaeopteryges ♦	1 ghost ●
04	1d2 minotaurs superior	Black Lotus	1d10x10 giant bats ●	1 zumbie ●
05	1d2 basilisks	Quicksand	1d4 sabre-tooth tigers	1d6 wights ●
06	1d6 cockatrices	Hailstorm	2d6 giant hyenas	1d4 ghosts
07	1d6 nyverns ●	Insect Swarm	1d8 carnivorous apes	1d6 large skeletons
08	1d6 harpies	Cloudburst	1d6 giant weasels ●	1d6 medium undead animals
09	1d6 jackalopes	Fever	1d6 lizard-men ♦	1d6 ghouls
10	1 minotaur	Fog Bank	1d6 cave-men	1d6 zombies
11	4d6 stirges	Lost	1d6 ape-men	2d4 skeletons
12	1 cyclops	Vermin	1 mountain ape	1d6 small undead animals
13	1 basilisk	Sleet Storm	1d10 giant bats ●	1 ghost
14	1d4 trolls	Thunderstorm	1 cave bear ♦	1d6 gloom-eater zombies
15	1 cat (black) Ψ●	Sinkhole	1 pterodactyl ♦	1d6 large undead animals
16	1 chimara	Army Ants	2d4 ground sloths	1d4 giant skeletons
17	1 raven (white)	White-Speckled Blue Lotus	6d6 ape-men	1d4 wraiths ●
18	1 giant elk (white)	Golden Lotus	1 sabre-tooth tiger superior	1d3 zumbies ●

Ψ Intelligent and evil ● Night only ♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: TAR PITS

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 werewolf superior	1d2 transmundane	2d4 hyenas	1d6 lions
04	1 behir	1 black pudding	1d100 bats ●	1 mountain lion
05	1 shambling mound	1 swine daemon	1d2 owls ●	1 eagle
06	1d4 lesser demons (class 1d2+10)	3d4 lotus women	5d10 rats	2d4 wolves
07	1 tree-man	1 werewolf	1 black bear ♦	1 cat
08	1d4 class xii lesser demons	1d8 lesser demons (class 1d4)	1d2 foxes	3d6 giant rats
09	3d4 giant brown centipedes ♦	1d4 giant bombardier beetles ♦	1 hawk	2d10 rats
10	1 rust monster	2d4 giant pink centipedes ♦	1d6 squirrels	1d2 hares
11	3d4 giant black centipedes ♦	3d4 worms of Ymir ●	5d6 red deer	4d6 aurochs
12	1d8 lesser demons (class 1d2)	1d6 giant fire beetles ●♦	1d2 weasels	1d6 boars ●
13	1d4 deathvines	1 green slime	1d12 hares	1 viper ♦
14	1d6 lesser demons (class 1d6+4)	2d6 thew waggons ♦	1d2 giant elk	1d6 hawks
15	1 will-o'-wisp	1d4 class xii lesser demons	1 falcon	1 brown bear ♦
16	1 giant weasel Ψ●	1d4 lesser demons (class 1d2+13)	3d10 giant rats	1d4 electric eels ♦
17	1d6 giant wolf spiders Ψ♦	1d6 phase spiders	1d6 hawks	1d20 ravens
18	1 earth elemental (class 1d3)	1 colour out of space ●	1 python ♦	1 tiger
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Voice of Doom	1d6 giant trapdoor spiders ♦	1 werewolf superior (human form)	Necromancer
04	Weird Vibrations	1 giant python ♦	1d10x10 bandits	Assassin
05	Planetary Alignment	1d4+1 giant draco lizards ♦	Shaman	1 werewolf (human form)
06	Shining Mist	1d4+1 giant crab spiders ♦	Pilgrims	Witch
07	Fortean Fall	1 giant water snake ♦	NPC Party	Ranger
08	Meteor Shower	1d6 giant ticks ♦	Scout	Druid
09	Stellar Conjunction	1d6 giant bees ♦	Huntsman	Barbarian
10	Aurora	1d6 giant toads ♦	2d6 bandits	Fighter
11	Falling Star	2d6 giant frogs ♦	Barbarian	Scout
12	Lights in the Sky	1 giant chameleon ♦	Ranger	Berserker
13	Mocking Star	1 giant tuatara ●♦	Fighter	2d6 bandits
14	Mad Whispers	1d4 giant black widows ♦	Prospector	Hermit
15	Lunar Eclipse	1d4 giant leeches ♦	Hermit	Huntsman
16	Red Fog	3d6 giant ants ♦	Cleric	NPC Party
17	Comet	1d6 giant ogre-faced spiders ♦	Runegraver	Warlock
18	The Stars Are Right	1d6 giant wolf spiders ♦	Bard	Monk
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1d2 minotaurs superior	Black Lotus	1 sabre-tooth tiger superior	1 ghost ●
04	1d2 nagas	Plague	6d6 cave-men	1d6 wights ●
05	1 cat (black) Ψ●	Army Ants	1 archaopteryx ♦	1d4 ghosts
06	1d4 trolls	Sinkhole	1 ground sloth	1d6 bog mummies
07	4d6 stirges	Fog Bank	1d10 giant bats ●	1 bog mummy
08	1 nyvern ●	Cloudburst	1 woolly mammoth	1d6 medium undead animals
09	1d2 jackalopes	Fever	1d6 giant weasels ●	1d6 ghouls
10	1 minotaur	Insect Swarm	1d6 lizard-men ♦	1d6 zombies
11	2d6 stirges	Vermin	1d6 cave-men	2d4 skeletons
12	1 harpy	Lost	1d6 giant ferrets	1d6 small undead animals
13	1 cockatrice	Quicksand	1 pterodactyl ♦	1d6 large skeletons
14	1d6 jackalopes	Thunderstorm	1d6+6 woolly mammoths	1d6 large undead animals
15	1d6 nyverns ●	Poison Gas	1d6 dire wolves	1d4 giant skeletons
16	1d6 harpies	Smoky Lotus	1 sabre-tooth tiger	2d8 ghouls
17	1 raven (white)	Violet Lotus	2d6 giant hyenas	4d6 zombies
18	1 giant elk (white)	Earthquake	1 woolly mammoth superior	1d4 wraiths ●

Ψ Intelligent and evil ● Night only ♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: TUNDRA

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 werewolf superior	1d6 purple spiders of Leng	2d8 wild dogs	1 tiger
04	6d6 abominable snow-men	1d2 remorhaz	1 cat	1 brown bear ♦
05	1d6 class vi lesser demons	1d4 lesser demons (class 1d2+10)	1d4 polar bears	1d4+1 foxes
06	1d4 giant ice salamanders	1d10+10 blink dogs	1d2 giant elk	1d20 ravens
07	6d6 hyæna-men	1d8 lesser demons (class 1d4)	2d10×10 reindeer	1d6 boars ●
08	1d6 class vi lesser demons	2d10 bandogs	1 polar bear	5d6 bactrian camels
09	1 giant weasel Ψ●	1d6 abominable snow-men	1d2 hares	4d6 aurochs
10	1 leaper camel	1d6 blink dogs	2d10×10 musk oxen	5d6 reindeer
11	1d8 bandogs	1d6 hyæna-men	5d6 reindeer	2d10×10 musk oxen
12	1d6 blink dogs	1 tentacular horror	1d2 foxes	1d2 weasels
13	6d6 leaper camels	1d8 lesser demons (class 1d2)	2d4 wolves	2d10×10 reindeer
14	1d6 lesser demons (class 1d6+4)	1 remorhaz	1d2 owls ●	1d12 hares
15	1d10+10 blink dogs	1 werewolf	5d6 dromedary camels	1 black bear ♦
16	1 remorhaz	1d6 purple spiders of Leng	1 mountain lion	1d2 wolverines
17	1d4 lesser demons (class 1d2+13)	1d4 giant ice salamanders	1 eagle	1d12+6 wolves
18	1d2 remorhaz	1d3 greater demons (class 1d3)	1d6 lions	2d4 hyænas
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	The Stars Are Right	1d10×10 giant bats ●	1 werewolf superior (human form)	Cryomancer
04	Wind from the Gulf	1d6 giant weasels ●	Hermit	5d10 wild berserkers
05	Comet	1d10 giant bats ●	Monk	Pilgrims
06	Planetary Alignment	1 giant weasel ●	Runegraver	Cleric
07	Lunar Eclipse	1d6 giant toads (white) ◇	NPC Party	Druid
08	Mocking Star	1d10 giant bats ●	Scout	Berserker
09	Lights in the Sky	1 giant weasel ●	Huntsman	Barbarian
10	Falling Star	1d6 giant ferrets	1d6 wild berserkers	Fighter
11	Aurora	1 giant weasel ●	Barbarian	Scout
12	Stellar Conjunction	1d6 giant toads (white) ◇	Berserker	1d6 wild berserkers
13	Meteor Shower	1d6 giant ferrets	Fighter	Ranger
14	Star Stone	1 giant weasel ●	Huntsman	Hermit
15	Red Fog	1 giant pythön (white) ◇	Prospector	Shaman
16	Mad Whispers	1d6 giant weasels ●	Bard	Warlock
17	Weird Vibrations	1 giant pythön (white) ◇	Witch	1 werewolf (human form)
18	Uncanny Vertigo	1d10×10 giant bats ●	Cryomancer	Assassin
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 giant elk (white)	Earthquake	1 albino ape superior ●	1 lich
04	1 cat (black) Ψ●	Heavy Blizzard	2d6 giant hyænas	1d10 ghosts ●
05	4d6 centaurs	Deep Freeze	1d4 sabre-tooth tigers	4d6×10 ice mummy thralls ◇
06	1d6 men of Leng	Crevasse	1d6+6 dire wolves	2d6 ice mummies ◇
07	2d4 winter wolves	Snowstorm	1d6+6 woolly mammoths	10d20 skeletons
08	2d4 centaurs	Vermin	1 woolly rhinoceros	4d6 ice mummy thralls ◇
09	1d2 jackalopes	Snow Blind	1d2 albino apes ●	1d6 ice mummies ◇
10	1 winter wolf	Fever	1d6 ape-men	1d6 large skeletons
11	1 minotaur	Lost	1d6 cave-men	2d4 skeletons
12	1 winter wolf	Frostbite	1 woolly mammoth	1d4 giant skeletons
13	1d6 men of Leng	Thin Ice	1d6 dire wolves	1d6 ice mummies ◇
14	2d4 centaurs	Windstorm	3d4 woolly rhinoceroses	1 spectre ●
15	2d4 winter wolves	Blizzard	1d2 giant wolverines	4d6 ice mummy thralls ◇
16	3d6 men of Leng	Sinkhole	1d4+6 albino apes ●	1 ghost ●
17	1 raven (white)	Static Electricity	1 woolly mammoth superior	1d4 spectres ●
18	1d2 minotaurs superior	Ball Lightning	1 sabre-tooth tiger superior	1 ice mummy noble ◇

Ψ Intelligent and evil ● Night only ♦ Not in winter ◇ Winter only

### HYPERBOREAN TERRAIN TABLE: VOLCANIC

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 fire elemental (class 1d3)	1 greater daemon (class 1d3+3)	1d12+6 wolves	1d10x100 bats ●
04	1d2 transmundane	1 night-gaunt queen ●	1 black bear	2d4 mountain lions
05	4d4 hell hounds	1 nightmare	1 brown bear	1d3 black bears
06	1d6 giant wolf spiders Ψ	1d4 lesser daemons (class 1d2+10)	1d6 eagles	1 mountain lion
07	1d8 lesser daemons (class 1d4)	1d3 spore-men	1 mountain lion	1d2 weasels
08	1d6 abominable snow-men	1d20x10 swinish shades ●	1d4+1 foxes	1 eagle
09	1d8 class iii lesser daemons	3d4 worms of Ymir ●	1d2 owls ●	1d12 bares
10	1d6 orcs ●	1d6 hyana-men	1 eagle	1d2 foxes
11	3d4 bird-men	2d6 vhuurmis	1d2 bares	1 falcon
12	1d6 night-gaunts	1 giant weasel Ψ●	1d20 ravens	1d100 bats ●
13	1d4 gargoyles	1d8 lesser daemons (class 1d2)	1 falcon	1 black bear
14	1d8 class iii lesser daemons	1 werewolf	1 brown bear	2d4 wolves
15	1d6 phase spiders	1d6 lesser daemons (class 1d6+4)	1d100 bats ●	1d6 falcons
16	1d4 lesser daemons (class 1d2+13)	1d6 giant fire salamanders	1 viper	1d6 eagles
17	1d3 greater daemons (class 1d3)	1 werewolf superior	1d10x100 bats ●	1d6 falcons
18	1 transtellarial	1d6 giant eagles (good)	2d4 mountain lions	1d6 brown bears
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Uncanny Vertigo	3d12 giant ticks	Pyromancer	1d10x10 bandits
04	Wind from the Gulf	1d6 giant wolf spiders	Assassin	Bard
05	Weird Vibrations	2d4 giant chameleons	Monk	Hermit
06	Planetary Alignment	1d6 giant toads	Shaman	Druid
07	Star Stone	1d4+1 giant crab spiders	NPC Party	Runegraver
08	Meteor Shower	1 giant ant	Berserker	Prospector
09	Stellar Conjunction	1 giant chameleon	Fighter	Huntsman
10	Aurora	1d6 giant bees	1d6 wild berserkers	Scout
11	Falling Star	1 giant ant	Barbarian	2d6 bandits
12	Lights in the Sky	1d6 giant toads	Ranger	Barbarian
13	Mocking Star	1 giant chameleon	Scout	Fighter
14	Mad Whispers	1d6 giant ticks	Hermit	Cleric
15	Lunar Eclipse	3d6 giant ants	Prospector	Witch
16	Comet	1d4+1 giant crab spiders	Pilgrims	Warlock
17	Voice of Doom	5d8 giant bees	5d10 wild berserkers	1 werewolf (human form)
18	The Stars Are Right	2d4 giant chameleons	1 werewolf superior (human form)	Pyromancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	2d10 fire giants	Russet Lotus	1 archaopteryx (two-headed)	1 ghost ●
04	1 pegasus	Lava Eruption	1d6 giant eagles	4d6 zombies
05	1 chimera	Blizzard	1d10x10 giant bats ●	10d20 skeletons
06	1d4 trolls	Poison Gas	1d6 mountain apes	1d6 medium undead animals
07	1d6 harpies	Thunderstorm	1d4 cave bears	1 large undead animal
08	1 cyclops	Box Canyon	1d10 giant bats ●	1d6 large skeletons
09	1 hippogriff	Fever	1 mountain ape	1 small undead animal
10	1 nyvern ●	Lost	1d6 ape-men	1d6 zombies
11	1 minotaur	Vermin	1d6 cave-men	2d4 skeletons
12	1d2 jackalopes	Rockslide	1d6 giant ferrets	1d6 gloom-eater zombies
13	1d2 griffins	Geyser	1d2 albino apes ●	1 medium undead animal
14	1d4 hill giants	Flash Flood	1d6 giant weasels ●	1d6 small undead animals
15	1d2 pyro-hydra	Snowstorm	5d6 pterodactyls	1d4 giant skeletons
16	1d2 manticores	Avalanche	6d6 cave-men	1d6 large undead animals
17	1 raven (white)	Ash Eruption	1d6 archaopteryges	1d6 wights ●
18	1d2 minotaurs superior	Earthquake	1 albino ape superior ●	4d6 gloom-eater zombies

Ψ Intelligent and evil ● Night only

**HYPERBOREAN TERRAIN TABLE: VOLCANIC (Icy)**

<b>3d6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	1 werewolf superior	1 transtellarial	1d3 black bears ♦	2d4 mountain lions
04	1d6 Great Race	1d3 greater demons (class 1d3)	2d4 mountain lions	1d6 brown bears ♦
05	1d4 lesser demons (class 1d2+13)	1d8 elder things	1d2 wolverines	1d12+6 wolves
06	1d3 ice demons	1d4 giant ice salamanders	1 brown bear ♦	2d4 wolves
07	1d8 lesser demons (class 1d4)	2d4 hell hounds	1 polar bear	1d4+1 foxes
08	1d4 gargoyles	1d6 class vi lesser demons	1 mountain lion	1d12 bares
09	1d8 class iii lesser demons	1d3 spore-men	1 black bear ♦	1d2 foxes
10	1d2 ice toads	1d6 abominable snow-men	1d2 foxes	1d2 bares
11	2d6 vbuurmis	1d6 hyana-men	1d2 bares	1d2 weasels
12	1 giant weasel Ψ●	1 gibbering moulder	1d2 weasels	1d12 bares
13	1 tentacular horror	1d8 lesser demons (class 1d2)	1d4+1 foxes	1 polar bear
14	1d6 lesser demons (class 1d6+4)	1d3+1 tree-man crawlers	2d4 wolves	1 brown bear ♦
15	5d6 vbuurmis	1d4 lesser demons (class 1d2+10)	1 black bear ♦	1 mountain lion
16	1 werewolf	1 shoggoth	1d4 polar bears	1d3 black bears ♦
17	6d6 abominable snow-men	1 nightmare	1d12+6 wolves	1d4 polar bears
18	1 greater demon (class 1d3+3)	1 fire elemental (class 1d3)	1d6 brown bears ♦	1d2 wolverines
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	White Death	1 giant python (white)	Cryomancer	Pyromancer
04	Dread Silence	1d10×10 giant bats ●	Assassin	5d10 wild berserkers
05	Comet	1d2 giant wolverines	1 werewolf (human form)	Bard
06	Red Fog	1d6 giant toads (white)	Hermit	Huntsman
07	Lunar Eclipse	1d6 giant weasels ●	Prospector	Druid
08	Mocking Star	1d6 giant ferrets	Ranger	Shaman
09	Lights in the Sky	1d6 giant toads (white)	Berserker	Barbarian
10	Falling Star	1d10 giant bats ●	1d6 wild berserkers	Fighter
11	Aurora	1 giant weasel ●	Barbarian	Scout
12	Stellar Conjunction	1d6 giant ferrets	Scout	1d6 wild berserkers
13	Meteor Shower	1 giant weasel ●	Huntsman	Runegraver
14	Star Stone	1d10 giant bats ●	Fighter	Berserker
15	Shining Mist	1d6 giant weasels ●	NPC Party	Witch
16	Planetary Alignment	1 giant python (white)	Cleric	Warlock
17	Wind from the Gulf	1d10×10 giant bats ●	Monk	1 werewolf superior (human form)
18	Uncanny Vertigo	1d2 giant wolverines	Pyromancer	Cryomancer
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	2d10 frost giants	Earthquake	1 albino ape superior ●	1 ghost ●
04	1d2 minotaurs superior	Heavy Blizzard	1d6 mountain apes	4d6 zombies
05	2d4 winter wolves	Avalanche	1d4+6 albino apes ●	10d20 skeletons
06	1d4 trolls	Blizzard	6d6 cave-men	1d6 medium undead animals
07	1d2 frost giants	Box Canyon	1d2 albino apes ●	1 large undead animal
08	1d6 men of Leng	Geyser	1 mountain ape	1d6 large skeletons
09	1d2 jackalopes	Thin Ice	1d6 cave-men	1 small undead animal
10	1 winter wolf	Frostbite	1d6 ape-men	1d6 zombies
11	1 minotaur	Lost	1d6 cave-men	2d4 skeletons
12	1 cyclops	Fever	1 mountain ape	1d6 gloom-eater zombies
13	1d4 hill giants	Crevasse	1 cave bear ♦	1 medium undead animal
14	1d2 fire giants	Poison Gas	1d2 albino apes ●	1d6 small undead animals
15	2d4 centaurs	Deep Freeze	1d6 mountain apes	1d4 giant skeletons
16	1d6 giant fire salamanders	Ash Eruption	1d4 cave bears ♦	1d6 large undead animals
17	2d4 cyclopes	Russet Lotus	1d4+6 albino apes ●	1d6 nights ●
18	2d10 fire giants	Lava Eruption	6d6 cave-men	4d6 gloom-eater zombies

Ψ Intelligent and evil ● Night only ♦ Not in winter



**HYPERBOREAN TERRAIN TABLE: WETLANDS**

<b>3d6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	1 werewolf superior	1d2 transmundane	2d4 hyenas	1d6 lions
04	1 behir	1 black pudding	1d100 bats ●	1 mountain lion
05	1 shambling mound	1 swine daemon	1d2 owls ●	1 eagle
06	1d4 lesser demons (class 1d2+10)	3d4 lotus women	5d10 rats	2d4 wolves
07	1 tree-man	1 werewolf	1 black bear ♦	1 cat
08	1d4 class xii lesser demons	1d8 lesser demons (class 1d4)	1d2 foxes	3d6 giant rats
09	3d4 giant brown centipedes ♦	1d4 giant bombardier beetles ♦	1 hawk	2d10 rats
10	1 rust monster	2d4 giant pink centipedes ♦	1d6 squirrels	1d2 hares
11	3d4 giant black centipedes ♦	3d4 worms of Ymir ●	5d6 red deer	4d6 aurochs
12	1d8 lesser demons (class 1d2)	1d6 giant fire beetles ●♦	1d2 weasels	1d6 boars ●
13	1d4 deathvines	1 green slime	1d12 hares	1 viper ♦
14	1d6 lesser demons (class 1d6+4)	2d6 thew waggons ♦	1d2 giant elk	1d6 hawks
15	1 will-o'-wisp	1d4 class xii lesser demons	1 falcon	1 brown bear ♦
16	1 giant weasel Ψ●	1d4 lesser demons (class 1d2+13)	3d10 giant rats	1d4 electric eels ♦
17	1d6 giant wolf spiders Ψ♦	1d6 phase spiders	1d6 hawks	1d20 ravens
18	1 earth elemental (class 1d3)	1 colour out of space ●	1 python ♦	1 tiger
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	Voice of Doom	1d6 giant trapdoor spiders ♦	1 werewolf superior (human form)	Necromancer
04	Weird Vibrations	1 giant python ♦	1d10x10 bandits	Assassin
05	Planetary Alignment	1d4+1 giant draco lizards ♦	Shaman	1 werewolf (human form)
06	Shining Mist	1d4+1 giant crab spiders ♦	Pilgrims	Witch
07	Fortean Fall	1 giant water snake ♦	NPC Party	Ranger
08	Meteor Shower	1d6 giant ticks ♦	Scout	Druid
09	Stellar Conjunction	1d6 giant bees ♦	Huntsman	Barbarian
10	Aurora	1d6 giant toads ♦	2d6 bandits	Fighter
11	Falling Star	4d6 giant frogs ♦	Barbarian	Scout
12	Lights in the Sky	1 giant chameleon ♦	Ranger	Berserker
13	Mocking Star	1 giant tuatara ●♦	Fighter	2d6 bandits
14	Mad Whispers	1d4 giant black widows ♦	Prospector	Hermit
15	Lunar Eclipse	1d4 giant leeches ♦	Hermit	Huntsman
16	Red Fog	3d6 giant ants ♦	Cleric	NPC Party
17	Comet	1d6 giant ogre-faced spiders ♦	Runegraver	Warlock
18	The Stars Are Right	1d6 giant wolf spiders ♦	Bard	Monk
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	1d2 minotaurs superior	Black Lotus	1 sabre-tooth tiger superior	1 ghost ●
04	1d2 nagas	Plague	6d6 cave-men	1d6 wights ●
05	1 cat (black) Ψ●	Army Ants	1 archaopteryx ♦	1d4 ghosts
06	1d4 trolls	Sinkhole	1 ground sloth	1d6 bog mummies
07	4d6 stirges	Fog Bank	1d10 giant bats ●	1 bog mummy
08	1 nyvern ●	Cloudburst	1 woolly mammoth	1d6 medium undead animals
09	1d2 jackalopes	Fever	1d6 giant weasels ●	1d6 ghouls
10	1 minotaur	Insect Swarm	1d6 lizard-men ♦	1d6 zombies
11	2d6 stirges	Vermin	1d6 cave-men	2d4 skeletons
12	1 harpy	Lost	1d6 giant ferrets	1d6 small undead animals
13	1 cockatrice	Quicksand	1 pterodactyl ♦	1d6 large skeletons
14	1d6 jackalopes	Thunderstorm	1d6+6 woolly mammoths	1d6 large undead animals
15	1d6 nyverns ●	Poison Gas	1d6 dire wolves	1d4 giant skeletons
16	1d6 harpies	Smoky Lotus	1 sabre-tooth tiger	2d8 ghouls
17	1 raven (white)	Violet Lotus	2d6 giant hyenas	4d6 zombies
18	1 giant elk (white)	Earthquake	1 woolly mammoth superior	1d4 wraiths ●

Ψ Intelligent and evil ● Night only ♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: LAKE/RIVER

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1d3 greater demons (class 1d2)	1 air elemental (class 1d3)	2d4 owls ●	1d10x100 bats ●
04	1 water elemental (class 1d3)	1d2 behirs	1d6 falcons	1d20 ravens
05	1 colour out of space ●	1 aerial minion	1d4 electric eels ◆	1d4 electric eels ◆
06	1 aboleth ●	1 giant weasel Ψ●	1d6 hawks	2d4 fangfish ◆
07	1d4 gargoyles	1 behir	1d100 bats ●	1d2 owls ●
08	3d4 bird-men	1d6 night-gaunts	1d20 ravens	5d10 rats
09	1d6 night-gaunts	3d4 bird-men	1d2 weasels	1 hawk
10	3d4 bird-men	1d6 night-gaunts	1 hawk	1d20 gulls ◆
11	1d6 night-gaunts	3d4 bird-men	2d10 rats	1 hawk
12	1d4 gargoyles	1d6 night-gaunts	1d20 gulls ◆	1d2 weasels
13	1d6 night-gaunts	1d4 gargoyles	1 hawk	1d6 crocodiles ◆
14	1d4 gargoyles	1 behir	2d4 fangfish ◆	1d6 hawks
15	1 giant weasel Ψ●	1 colour out of space ●	1d6 crocodiles ◆	1d20x100 gulls ◆
16	1 aerial minion	1d2 behirs	1d20x100 gulls ◆	1 eagle
17	1 aboleth ●	1 water elemental (class 1d3)	1d2 owls ●	1d6 falcons
18	1 air elemental (class 1d3)	1d2 transmundane (in sky ship)	1d6 eagles	2d4 owls ●
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Voice of Doom	1 four-clawed monstrous crab	Monk (on raft)	NPC Party (in snekke)
04	Weird Vibrations	1 giant water snake ◆	Warlock (in snekke)	Runegraver (in canoe)
05	Accursed Moonbeam	4d6 giant frogs ◆	Cleric (in snekke)	Pilgrims (on river barge)
06	Shining Mist	1d4 giant leeches ◆	1d10x10 bandits (on river barge)	Huntsman (in canoe)
07	Star Stone	1d4 giant crabs	Pilgrims (on river barge)	Assassin (on raft)
08	Meteor Shower	2d4 giant pink centipedes ◆	NPC Party (in snekke)	Merchants (on river barge)
09	Stellar Conjunction	2d6 giant frogs ◆	Ranger (in canoe)	Scout (in canoe)
10	Aurora	1d4 giant crabs	2d6 bandits (on river barge)	Barbarian (in canoe)
11	Falling Star	2d6 giant frogs ◆	Fighter (in snekke)	Scout (in canoe)
12	Lights in the Sky	3d4 giant black centipedes ◆	Barbarian (in canoe)	2d6 bandits (on river barge)
13	Mocking Star	1 giant tuatara ●◆	Huntsman (in canoe)	Fighter (in snekke)
14	Fortean Fall	3d4 giant brown centipedes ◆	Berserker (in canoe)	Ranger (in canoe)
15	Lunar Eclipse	1d4 giant leeches ◆	Druid (in canoe)	NPC Party (in snekke)
16	Planetary Alignment	1 giant water snake ◆	Merchants (on river barge)	Shaman (in canoe)
17	Comet	1 monstrous crab	Witch (on raft)	1d10x10 bandits (on river barge)
18	The Stars Are Right	1d6 giant tuataras ●◆	NPC Party (in snekke)	Bard (on raft)
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 chimera	Ball Lightning	1d10x10 giant bats ●	1d4 spectres ●
04	1d2 aqua-hydra	Plague	1 giant crocodile ◆	1 ghost ●
05	1d6 cockatrices	Thunderstorm	3d10 giant rats	2d8 ghouls (lacedons)
06	1 aqua-hydra	Funeral Barge	1d6 giant weasels ●	4d6 zombies
07	4d6 stirges	Snowstorm	1d6 giant ferrets	1d4 wraiths ●
08	1 nyvern ●	Insect Swarm	1d10 giant bats ●	1d6 ghouls (lacedons)
09	2d6 stirges	Fever	3d6 giant rats	1d6 zombies
10	1 harpy	Vermin	1d6 lizard-men ◆	1d6 ghouls (lacedons)
11	2d6 stirges	Fog Bank	3d6 giant rats	1d6 zombies
12	1 cockatrice	Cloudburst	1 giant weasel ●	1d6 ghouls (lacedons)
13	4d6 stirges	Sleet Storm	1d6 lizard-men ◆	1d6 wights (on funeral barge) ●
14	1d6 harpies	Windstorm	3d6 giant rats	2d8 ghouls (lacedons)
15	1d6 nyverns ●	Flash Flood	1 giant crocodile ◆	1 banshee ●
16	1 aqua-hydra	Hailstorm	3d10 giant rats	4d6 zombies
17	1 raven (white)	Blizzard	1d6x10 lizard-men ◆	1 spectre ●
18	1d2 manticores	Earthquake	3d10 giant rats	1d10 ghosts ●

Ψ Intelligent and evil ● Night only ◆ Not in winter

**HYPERBOREAN TERRAIN TABLE: OCEAN**

<b>3d6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	1d2 transmudane (in sky ship)	1d3 greater demons (class 1d2)	1d4 giant squids	1d4+1 blue whales
04	1d8 elder things	1 water elemental (class 1d3)	1d100 bats Δ●	1d4 killer whales
05	1d4 aboleths ●	4d6x10 crab-men	1d20 ravens Δ	2d6 great white sharks
06	2d4x10 fish-men	1 aboleth ●	1 eagle	1 giant squid
07	2d6 weresharks	1 wereshark	2 blue whales	1 killer whale
08	2d20 deep-water tendrils	1d4 class xiii lesser demons	1d6 hawks	2d4 dogfish sharks Δ
09	1d6 crab-men	1d6 night-gaunts	2d4 fangfish	1 great white shark
10	1d6 night-gaunts	2d6 fish-men	1 hawk	1d20 gulls Δ◆
11	2d6 fish-men	1d6 crab-men	1d20 gulls Δ◆	2d4 fangfish
12	1d6 night-gaunts	2d6 fish-men	2d4 dogfish sharks Δ	1 hawk
13	1 wereshark	1d6 crab-men	1 killer whale	1d20x100 gulls Δ◆
14	1d4 class xiii lesser demons	2d20 deep-water tendrils	1 great white shark	1d6 crocodiles ◆
15	1 aboleth ●	2d6 weresharks	1d6 falcons Δ	1d6 hawks
16	1 water elemental (class 1d3)	1 giant octopus	1d20x100 gulls Δ◆	2 blue whales
17	1 aerial minion	1 shoggoth	1d6 crocodiles ◆	1 giant squid
18	1d6 Great Race	1 air elemental (class 1d3)	1d2 owls Δ●	1d6 eagles
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	The Stars Are Right	4d4 giant crabs	Cryomancer (in snekke)	Magician (in snekke)
04	Seas Turned to Blood	1 four-clawed monstrous crab	Warlock (in snekke)	Treasure Ship
05	Weird Vibrations	1d4 giant crabs	Explorers	Cleric (in snekke)
06	Planetary Alignment	1 monstrous crab	Cleric (in snekke)	False Merchant Ship
07	Lunar Eclipse	1d4 giant crabs	Treasure Ship	Ixian Slavers
08	Mocking Star	1 monstrous crab	NPC Party (in snekke)	1d10x10 bandits (in carrack)
09	Lights in the Sky	1d4 giant crabs	Explorers	Berserk Raiders
10	Falling Star	1 monstrous crab	Fighter (in snekke)	Merchants (in carrack)
11	Aurora	1d4 giant crabs	1d10x10 bandits (in carrack)	Warship
12	Stellar Conjunction	1 monstrous crab	False Merchant Ship	Pilgrims (in carrack)
13	Meteor Shower	1d4 giant crabs	Merchants (in carrack)	Fighter (in snekke)
14	Fortean Fall	1 monstrous crab	Warship	Explorers
15	Shining Mist	1d4 giant crabs	Berserk Raiders	Merchants (in carrack)
16	Comet	1 monstrous crab	Pilgrims (in carrack)	NPC Party (in snekke)
17	Voice of Doom	4d4 giant crabs	Ixian Slavers	Warlock (in snekke)
18	Wind from the Gulf	1 four-clawed monstrous crab	Magician (in snekke)	Pyromancer (in snekke)
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	1 raven (white) Δ	Hurricane	5d6 pterodactyls ◆	1d10 ghosts ●
04	1d4 sea serpents	Hailstorm	1 colossal squid	1 banshee ●
05	1 aqua-hydra	Ghost Ship	1 pterodactyl ◆	1 ghost ●
06	1 sea serpent	Snowstorm	1 giant crocodile ◆	4d6 zombies (on ghost ship)
07	1d6 harpies Δ	Vermin	1 pterodactyl ◆	1d4 wraiths ●
08	1 sea serpent	Becalmed	1 colossal squid	2d8 ghouls (lacedons)
09	4d6 stirges Δ	Fever	1 pterodactyl ◆	4d6 zombies (on ghost ship)
10	1 harpy Δ	Fog Bank	1 giant crocodile ◆	1d6 ghouls (lacedons)
11	2d6 stirges Δ	Lost	1 pterodactyl ◆	10d20 skeletons (on ghost ship)
12	1 narwhale	Cloudburst	1 colossal squid	1d6 ghouls (lacedons)
13	1 cockatrice Δ	Sleet Storm	1 pterodactyl ◆	10d20 skeletons (on ghost ship)
14	1 narwhale	Iceberg	1 giant crocodile ◆	1d6 nights (on ghost ship) ●
15	1 aqua-hydra	Thunderstorm	1 pterodactyl ◆	2d8 ghouls (lacedons)
16	1d4 narwhales	Whirlpool	1 colossal squid	1 spectre ●
17	1d2 aqua-hydra	Waterspout	1 giant crocodile ◆	1 ghost ●
18	1d2 lamia (marine)	Plague	5d6 pterodactyls ◆	1d4 spectres ●

Δ Coastal only ● Night only ◆ Not in winter

**HYPERBOREAN TERRAIN TABLE: CITY**

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 snake-man Ω	1d3 Oon †●	1d100 bats ●	1 falcon
04	1 aerial minion	1d2 rat dæmons	1 draught horse	1 light warhorse
05	1d2 rat dæmons	1d6 phase spiders	1 heavy warhorse	5d10 rats
06	1d2 scythe automatons	1d4 class xii lesser dæmons	1 pony	1 aurochs (domesticated)
07	1 invisible stalker	1 dæmonic familiar	1 draught horse	1 light warhorse
08	2d6 wererats	1d4 rust monsters	1d6 war dogs	1 mule
09	1 rust monster	3d4 bird-men	1 donkey	1 cat
10	1d6 night-gaunts	1 wererat	2d10 rats	1 mule
11	1 wererat	1d6 night-gaunts	1 cat	1 riding horse
12	3d4 bird-men	1 rust monster	1 aurochs (domesticated)	1 pony
13	1d4 class xii lesser dæmons	1d4 gargoyles	1 riding horse	2d10 rats
14	1d4 rust monsters	2d6 wererats	5d10 rats	2d6 cats
15	1d4 gargoyles	1d2 scythe automatons	1d6 war dogs	1 donkey
16	1 dæmonic familiar	1 invisible stalker	1 falcon	1 viper ♦
17	1d6 phase spiders	1 aerial minion	2d6 cats	1 heavy warhorse
18	1d2 transmundane	1 crystal automaton	1 viper ♦	1d100 bats ●
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Dread Silence	1d6 giant wolf spiders ♦	Cryomancer	Necromancer
04	Voice of Doom	1d6 giant trapdoor spiders ♦	Legerdemainist	Warlock
05	Accursed Moonbeam	1d6 giant bees ♦	Cleric	NPC Party
06	Mad Whispers	3d4 giant brown centipedes ♦	Illusionist	Druid/Priest/Shaman ☾
07	Star Stone	1d4+1 giant crab spiders ♦	1 wererat (human form)	NPC Party
08	Meteor Shower	3d4 giant black centipedes ♦	Druid/Priest/Shaman ☾	Merchants
09	Stellar Conjunction	2d4 giant pink centipedes ♦	Fighter	Thief
10	Aurora	1d6 giant bees ♦	2d6 bandits (tbugs)	Drunks
11	Falling Star	3d4 giant black centipedes ♦	Beggars	Harlots
12	Mocking Star	3d4 giant brown centipedes ♦	Drunks	Beggars
13	Lunar Eclipse	1d6 giant bees ♦	Harlots	Fighter
14	Fortean Fall	2d4 giant pink centipedes ♦	Thief	Assassin
15	Planetary Alignment	1d6 giant bees ♦	Pilgrims	2d6 wererats (human form)
16	Comet	1d6 giant trapdoor spiders ♦	Magician	Merchants
17	Weird Vibrations	1d4+1 giant crab spiders ♦	Monk	Purloiner
18	The Stars Are Right	1d6 giant wolf spiders ♦	Bard	Pyromancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 iron automaton	Earthquake	1d6 cave-men	1 ghost ●
04	1 clay automaton	Plague	3d10 giant rats	1d6 wights ●
05	2d6 stirges	Windstorm	1 woolly mammoth (domesticated)	1 gbast
06	1 succubus	Poison Gas	3d10 giant rats	1d4 shadows ●
07	2d6 stirges	Thunderstorm	1d6 giant ferrets	1d6 ghouls
08	1 cat (black) Ψ●	Snowstorm	1d6 cave-men	1d6 gloom-eater zombies
09	2d6 stirges	Fog Bank	3d6 giant rats	2d4 skeletons
10	1 cat (black) Ψ●	Fever	1d6 cave-men	1d6 zombies
11	2d6 stirges	Vermin	3d6 giant rats	2d4 skeletons
12	1 cockatrice	Cloudburst	1 woolly mammoth (domesticated)	1d6 ghouls
13	2d6 stirges	Sleet Storm	3d6 giant rats	1d6 zombies
14	1 cockatrice	Hailstorm	1 woolly mammoth (domesticated)	1 gbast
15	2d6 stirges	Blizzard	1d6 cave-men	1d6 gloom-eater zombies
16	1 flesh automaton	Sinkhole	3d10 giant rats	1d4 shadows ●
17	1 stone automaton	Heavy Blizzard	1 woolly mammoth (domesticated)	1d4 gbastrs
18	1 bronze automaton	Ball Lightning	1d6 giant ferrets	1 vampire ●

☾ As appropriate for local religious practices Ψ Intelligent and evil † Level 1d12 assassins Ω Level 1d10+1 necromancer ● Night only

♦ Not in winter

### HYPERBOREAN TERRAIN TABLE: CITY (Coastal)

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1d2 transmundane	1d3 Oon †●	1d100 bats ●	1 falcon
04	1 aerial minion	1 daemonic familiar	2d6 cats	1 heavy warhorse
05	1 invisible stalker	1d4 gargoyles	1 light warhorse	5d10 rats
06	2d6 weresharks	1d2 rat daemons	5d10 rats	1d20x100 gulls ♦
07	3d4 bird-men	2d6 weresharks	2d6 cats	1 pony
08	1d4 class xii lesser daemons	1d4 gargoyles	1 draught horse	1 donkey
09	1 wereshark	1 wererat	2d10 rats	1 cat
10	2d6 fish-man hybrids	1d6 night-gaunts	1d20 gulls ♦	1 mule
11	1 wererat	1 wereshark	1 cat	2d10 rats
12	1 rust monster	3d4 bird-men	1 riding horse	1d20 gulls ♦
13	1d6 night-gaunts	1 rust monster	1 cat	1 aurochs (domesticated)
14	2d6 wererats	2d6 fish-man hybrids	1 mule	2d10 rats
15	1d4 rust monsters	2d6 wererats	1 riding horse	1d6 war dogs
16	1d2 rat daemons	1d4 class xii lesser daemons	1 aurochs (domesticated)	2d6 cats
17	1d2 scythe automatons	1d6 phase spiders	5d10 rats	1d20x100 gulls ♦
18	1 snake-man Ω	1 crystal automaton	1 hawk	1 viper ♦
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Dread Silence	1d6 giant wolf spiders ♦	Cryomancer	Necromancer
04	Voice of Doom	1d6 giant trapdoor spiders ♦	Bard	Legerdemainist
05	Accursed Moonbeam	1d6 giant bees ♦	2d6 weresharks (human form)	1d10x10 bandits (pirates)
06	Mad Whispers	3d4 giant brown centipedes ♦	Illusionist	NPC Party
07	Star Stone	1d4+1 giant crab spiders ♦	Druid/Priest/Shaman ☾	Assassin
08	Meteor Shower	3d4 giant black centipedes ♦	1 wererat (human form)	Thief
09	Stellar Conjunction	2d4 giant pink centipedes ♦	Drunks	Beggars
10	Aurora	1d6 giant bees ♦	Harlots	2d6 bandits (thugs)
11	Falling Star	3d4 giant black centipedes ♦	Beggars	Drunks
12	Mocking Star	3d4 giant brown centipedes ♦	Thief	Harlots
13	Lunar Eclipse	1d6 giant bees ♦	Fighter	1 wereshark (human form)
14	Fortean Fall	2d4 giant pink centipedes ♦	NPC Party	Merchants
15	Planetary Alignment	1d6 giant bees ♦	Pilgrims	Cleric
16	Comet	1d6 giant trapdoor spiders ♦	Purloiner	2d6 wererats (human form)
17	Weird Vibrations	1d4+1 giant crab spiders ♦	Magician	Warlock
18	The Stars Are Right	1d6 giant wolf spiders ♦	Monk	Pyromancer
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 iron automaton	Hurricane	1d6 cave-men	1 ghost ●
04	1 clay automaton	Heavy Blizzard	3d10 giant rats	1d6 wights ●
05	1d2 lamia (marine)	Plague	1 woolly mammoth (domesticated)	1 ghast
06	1 succubus	Poison Gas	3d10 giant rats	1d4 shadows ●
07	2d6 stirges	Thunderstorm	1d6 giant ferrets	1d6 ghouls (lacedons)
08	1 cat (black) Ψ●	Snowstorm	1d6 cave-men	1d6 gloom-eater zombies
09	2d6 stirges	Vermin	3d6 giant rats	2d4 skeletons
10	1 cat (black) Ψ●	Fever	1d6 cave-men	1d6 zombies
11	2d6 stirges	Fog Bank	3d6 giant rats	2d4 skeletons
12	1 cockatrice	Cloudburst	1 woolly mammoth (domesticated)	1d6 ghouls (lacedons)
13	2d6 stirges	Sleet Storm	3d6 giant rats	1d6 zombies
14	1 cockatrice	Hailstorm	1 woolly mammoth (domesticated)	1 ghast
15	1d2 lamia (marine)	Blizzard	1d6 cave-men	1d6 gloom-eater zombies
16	1 flesh automaton	Sinkhole	3d10 giant rats	1d4 shadows ●
17	1 stone automaton	Windstorm	1 woolly mammoth (domesticated)	1d4 ghosts
18	1 bronze automaton	Earthquake	1d6 giant ferrets	1 vampire ●

☾ As appropriate for local religious practices Ψ Intelligent and evil † Level 1d12 assassins Ω Level 1d10+1 necromancer ● Night only

♦ Not in winter

**HYPERBOREAN TERRAIN TABLE: CITY (Desert)**

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1 crystal automaton	1 snake-man Ω	1d100 bats ●	1 heavy warhorse
04	1 aerial minion	1 demonic familiar	1 viper ♦	1 falcon
05	1d4 gargoyles	1 invisible stalker	2d6 cats	5d10 rats
06	2d6 wererats	1d2 rat demons	1 pony	1 aurochs (domesticated)
07	1d4 class xii lesser demons	1d4 gargoyles	1 aurochs (domesticated)	1 draught horse
08	1 leaper camel	1d4 class xii lesser demons	1 donkey	1 mule
09	1 rust monster	3d4 bird-men	1 bactrian camel (domesticated)	1 dromedary camel (domesticated)
10	1d6 night-gaunts	1 leaper camel	1 cat	2d10 rats
11	1 leaper camel	1 wererat	1 dromedary camel (domesticated)	1 bactrian camel (domesticated)
12	1 wererat	1 leaper camel	1 mule	1 donkey
13	1d4 rust monsters	1 rust monster	2d10 rats	1 cat
14	3d4 bird-men	1d6 night-gaunts	1 falcon	1 riding horse
15	1 invisible stalker	2d6 wererats	1 dromedary camel (domesticated)	1 bactrian camel (domesticated)
16	1d2 rat demons	1d2 scythe automatons	1d6 war dogs	1 riding horse
17	1d2 scythe automatons	1d6 phase spiders	5d10 rats	2d6 cats
18	1d3 Oon †●	1d2 transmundane	1 light warhorse	1 viper ♦
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	Dread Silence	1d6 giant wolf spiders ♦	Cryomancer	Necromancer
04	Voice of Doom	1d6 giant trapdoor spiders ♦	Legerdemainist	Magician
05	Accursed Moonbeam	1d6 giant bees ♦	Cleric	NPC Party
06	Mad Whispers	3d4 giant brown centipedes ♦	Pyromancer	Illusionist
07	Star Stone	1d4+1 giant crab spiders ♦	1 wererat (human form)	Druid/Priest/Shaman ☾
08	Meteor Shower	3d4 giant black centipedes ♦	Assassin	Fighter
09	Stellar Conjunction	2d4 giant pink centipedes ♦	Beggars	Thief
10	Aurora	1d6 giant bees ♦	Drunks	Harlots
11	Falling Star	3d4 giant black centipedes ♦	2d6 bandits (tbugs)	Beggars
12	Mocking Star	3d4 giant brown centipedes ♦	Harlots	Drunks
13	Lunar Eclipse	1d6 giant bees ♦	Thief	Pilgrims
14	Fortean Fall	2d4 giant pink centipedes ♦	NPC Party	Pyromancer
15	Planetary Alignment	1d6 giant bees ♦	Merchants	Assassin
16	Comet	1d6 giant trapdoor spiders ♦	Pilgrims	2d6 wererats (human form)
17	Weird Vibrations	1d4+1 giant crab spiders ♦	Warlock	Purloiner
18	The Stars Are Right	1d6 giant wolf spiders ♦	Monk	Bard
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 iron automaton	Flash Flood	1d6 cave-men	1 ghost ●
04	1 succubus	Ball Lightning	3d10 giant rats	1d6 wights ●
05	1d2 lamia	Plague	1 woolly mammoth (domesticated)	1 gbast
06	1 flesh automaton	Heat Wave	3d10 giant rats	1d6 ghouls
07	2d6 stirges	Poison Gas	1d6 giant ferrets	1 gbast
08	1 cat (black) Ψ●	Dust Devil	1d6 cave-men	2d4 skeletons
09	2d6 stirges	Sandstorm	3d6 giant rats	1d6 zombies
10	1 cat (black) Ψ●	Fever	1d6 cave-men	1d6 ghouls
11	2d6 stirges	Vermin	3d6 giant rats	2d4 skeletons
12	1 cockatrice	Heatstroke	1 woolly mammoth (domesticated)	1d6 gloom-eater zombies
13	2d6 stirges	Windstorm	3d6 giant rats	1d6 ghouls
14	1 cockatrice	Sinkhole	1 woolly mammoth (domesticated)	1d4 shadows ●
15	1 ghul	Insect Swarm	1d6 cave-men	1d6 zombies
16	1 clay automaton	Heat Lightning	3d10 giant rats	2d8 ghouls
17	1 stone automaton	Cloudburst	1 woolly mammoth (domesticated)	1d4 ghastrs
18	1 bronze automaton	Earthquake	1d6 giant ferrets	1 vampire ●

☾ As appropriate for local religious practices Ψ Intelligent and evil † Level 1d12 assassins Ω Level 1d10+1 necromancer ● Night only

♦ Not in winter

**HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE**

<b>3æ6</b>	<b>ALIEN 1 (d6, 1-3)</b>	<b>ALIEN 2 (d6, 4-6)</b>	<b>ANIMAL 1 (d6, 1-3)</b>	<b>ANIMAL 2 (d6, 4-6)</b>
03	1d3 On Φ●	1d2 transmundane	1d100 bats ●	1 viper ◆
04	1 demonic familiar	1 invisible stalker	1 falcon	1d2 weasels
05	1d6 night-gaunts	3d4 worms of Ymir ●	1 draught horse	1 pony
06	1d8 lesser demons (class 1d2)	1 werewolf	1 aurochs (domesticated)	2d6 cats
07	1d6 night-gaunts	3d4 worms of Ymir ●	1 donkey	1d20 ravens
08	1 werewolf	1d8 lesser demons (class 1d2)	1 riding horse	5d6 reindeer (domesticated)
09	3d4 bird-men	3d4 worms of Ymir ●	1d6 hunting dogs	2d10 rats
10	1 werewolf	1d6 night-gaunts	1 mule	1 cat
11	1d6 night-gaunts	3d4 worms of Ymir ●	2d10 rats	1 aurochs (domesticated)
12	3d4 worms of Ymir ●	1 werewolf	1 cat	1 draught horse
13	1 werewolf	1d6 night-gaunts	1 pony	1d6 squirrels
14	1d8 lesser demons (class 1d2)	3d4 bird-men	1 mule	1d6 hunting dogs
15	3d4 worms of Ymir ●	1d6 night-gaunts	1 riding horse	1 falcon
16	1 werewolf	1d8 lesser demons (class 1d2)	1d2 weasels	1 donkey
17	1d6 phase spiders	2d4 werewolves	5d6 reindeer (domesticated)	1d6 squirrels
18	1 werewolf superior	1 aerial minion	2d6 cats	1d2 owls ●
<b>3d6</b>	<b>CELESTIAL</b>	<b>GIANT</b>	<b>MEN 1 (d6, 1-3)</b>	<b>MEN 2 (d6, 4-6)</b>
03	The Stars Are Right	1d4+1 giant crab spiders ◆	1 werewolf superior (human form)	Bard
04	Accursed Moonbeam	2d4 giant pink centipedes ◆	1d10×10 bandits	Runegraver
05	Comet	3d4 giant brown centipedes ◆	NPC Party	Pilgrims
06	Planetary Alignment	1d2 giant stag beetles ◆	Witch	Assassin
07	Lunar Eclipse	3d4 giant black centipedes ◆	Druid/Priest/Shaman ☾	Fighter
08	Mocking Star	1d6 giant bees ◆	Scout	Ranger
09	Lights in the Sky	2d4 giant pink centipedes ◆	Harlots	Barbarian
10	Falling Star	3d4 giant black centipedes ◆	Drunks	2d6 bandits
11	Aurora	1d6 giant bees ◆	Fighter	Scout
12	Fortean Fall	3d4 giant brown centipedes ◆	Thief	Beggars
13	Stellar Conjunction	1d6 giant bees ◆	Huntsman	Drunks
14	Meteor Shower	3d4 giant brown centipedes ◆	NPC Party	Merchants
15	Star Stone	1d4+1 giant crab spiders ◆	Berserker	1 werewolf (human form)
16	Mad Whispers	3d4 giant black centipedes ◆	Cleric	Illusionist
17	Shining Mist	2d4 giant pink centipedes ◆	2d4 werewolves (human form)	Warlock
18	Weird Vibrations	1d2 giant stag beetles ◆	Monk	Magician
<b>3d6</b>	<b>MYTHICAL</b>	<b>NATURAL</b>	<b>PREHISTORIC</b>	<b>UNDEAD</b>
03	4d6 stirges	Earthquake	1d6 giant ferrets	1 ghost ●
04	1 succubus	Plague	3d6 giant rats	4d6 zombies
05	4d6 stirges	Heavy Blizzard	1 woolly mammoth (domesticated)	1 gbast
06	1 raven (white)	Insect Swarm	1d6 cave-men	1d6 small undead animals
07	2d6 stirges	Thunderstorm	1d6 giant ferrets	1d6 ghouls
08	1 cockatrice	Snowstorm	3d6 giant rats	2d4 skeletons
09	2d6 stirges	Fog Bank	1d6 cave-men	1 medium undead animal
10	1 cockatrice	Fever	3d6 giant rats	2d4 skeletons
11	2d6 stirges	Vermin	1d6 cave-men	1 small undead animal
12	1 cockatrice	Cloudburst	1 woolly mammoth (domesticated)	1d6 zombies
13	2d6 stirges	Sleet Storm	1d6 cave-men	1 large undead animal
14	1 cat (black) Ψ●	Hailstorm	1 woolly mammoth (domesticated)	1d6 gloom-eater zombies
15	4d6 stirges	Blizzard	1d6 giant ferrets	1d6 medium undead animals
16	1 flesh automaton	Sinkhole	3d6 giant rats	1d6 large undead animals
17	4d6 stirges	Tornado	1 woolly mammoth (domesticated)	4d6 gloom-eater zombies
18	1 clay automaton	Ball Lightning	1d6 giant ferrets	1 vampire ●

☾ As appropriate for local religious practices Ψ Intelligent and evil Φ Level 1d12 scouts ● Night only ◆ Not in winter

### HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Coastal)

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1d3 Oon Φ●	1d2 transmundane	1d100 bats ●	1 viper ♦
04	1 demonic familiar	1 invisible stalker	1 donkey	1 falcon
05	2d6 weresharks	1d8 lesser demons (class 1d2)	1 hawk	1 draught horse
06	3d4 worms of Ymir ●	3d4 worms of Ymir ●	1 aurochs (domesticated)	1d2 weasels
07	1d8 lesser demons (class 1d2)	3d4 bird-men	1 riding horse	2d6 cats
08	1d6 night-gaunts	3d4 worms of Ymir ●	1 draught horse	1d20 gulls ♦
09	1 werewolf	2d6 fish-man hybrids	1 aurochs (domesticated)	2d10 rats
10	2d6 fish-man hybrids	1d6 night-gaunts	1 mule	1 cat
11	1d6 night-gaunts	3d4 worms of Ymir ●	2d10 rats	1 pony
12	3d4 bird-men	1 wereshark	1d6 hunting dogs	1 donkey
13	1 wereshark	1d6 night-gaunts	2d6 cats	5d6 reindeer (domesticated)
14	1 werewolf	2d6 fish-man hybrids	1d20 gulls ♦	1 mule
15	2d6 fish-man hybrids	1d8 lesser demons (class 1d2)	1 pony	1d20 ravens
16	1d8 lesser demons (class 1d2)	3d4 bird-men	1d6 hunting dogs	1d6 squirrels
17	1d6 phase spiders	2d4 werewolves	5d6 reindeer (domesticated)	1 riding horse
18	1 werewolf superior	1 aerial minion	1d20x100 gulls ♦	1d2 owls ●
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	The Stars Are Right	1d4+1 giant crab spiders ♦	1 werewolf superior (human form)	Bard
04	Accursed Moonbeam	2d4 giant pink centipedes ♦	1d10x10 bandits (pirates)	2d4 werewolves (human form)
05	Comet	3d4 giant brown centipedes ♦	Cleric	Witch
06	Planetary Alignment	1d2 giant stag beetles ♦	NPC Party	Pilgrims
07	Lunar Eclipse	3d4 giant black centipedes ♦	Assassin	Druid/Priest/Shaman ☾
08	Mocking Star	1d6 giant bees ♦	Fighter	1 wereshark (human form)
09	Lights in the Sky	2d4 giant pink centipedes ♦	Barbarian	Harlots
10	Falling Star	3d4 giant black centipedes ♦	Scout	Drunks
11	Aurora	1d6 giant bees ♦	2d6 bandits	Fighter
12	Fortean Fall	3d4 giant brown centipedes ♦	Thief	Beggars
13	Stellar Conjunction	1d6 giant bees ♦	Huntsman	Scout
14	Meteor Shower	3d4 giant brown centipedes ♦	1 werewolf (human form)	Merchants
15	Star Stone	1d4+1 giant crab spiders ♦	Ranger	Berserker
16	Mad Whispers	3d4 giant black centipedes ♦	2d6 weresharks (human form)	Illusionist
17	Shining Mist	2d4 giant pink centipedes ♦	Warlock	Runegraver
18	Weird Vibrations	1d2 giant stag beetles ♦	Magician	Monk
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 clay automaton	Hurricane	1d6 giant ferrets	1 ghost ●
04	4d6 stirges	Heavy Blizzard	3d6 giant rats	4d6 zombies
05	1d2 lamia (marine)	Plague	1 woolly mammoth (domesticated)	1 gbast
06	1 raven (white)	Insect Swarm	1d6 cave-men	1d6 small undead animals
07	2d6 stirges	Thunderstorm	1d6 giant ferrets	1d6 ghouls (lacedons)
08	1 cat (black) Ψ●	Snowstorm	3d6 giant rats	2d4 skeletons
09	2d6 stirges	Vermin	1d6 cave-men	1 medium undead animal
10	1 cockatrice	Fever	3d6 giant rats	2d4 skeletons
11	2d6 stirges	Fog Bank	1d6 cave-men	1 small undead animal
12	1 cockatrice	Cloudburst	1 woolly mammoth (domesticated)	1d6 zombies
13	2d6 stirges	Sleet Storm	1d6 cave-men	1 large undead animal
14	1 cockatrice	Hailstorm	1 woolly mammoth (domesticated)	1d6 gloom-eater zombies
15	1 cat (black) Ψ●	Blizzard	1d6 giant ferrets	1d6 medium undead animals
16	4d6 stirges	Sinkhole	3d6 giant rats	1d6 large undead animals
17	1 flesh automaton	Windstorm	1 woolly mammoth (domesticated)	4d6 gloom-eater zombies
18	1 succubus	Earthquake	1d6 giant ferrets	1 vampire ●

☾ As appropriate for local religious practices Ψ Intelligent and evil Φ Level 1d12 scouts ● Night only ♦ Not in winter



### HYPERBOREAN TERRAIN TABLE: TOWN/VILLAGE (Desert)

3d6	ALIEN 1 (d6, 1-3)	ALIEN 2 (d6, 4-6)	ANIMAL 1 (d6, 1-3)	ANIMAL 2 (d6, 4-6)
03	1d3 Oon $\Phi$ ●	1d2 transmundane	1d2 owls ●	1d100 bats ●
04	1 invisible stalker	2d4 werewolves	1 viper ♦	1d6 squirrels
05	1d8 lesser daemons (class 1d2)	1 daemonic familiar	5d6 reindeer (domesticated)	1 donkey
06	1d6 night-gaunts	1 werewolf	1d2 weasels	1 riding horse
07	1 leaper camel	3d4 worms of Ymir ●	1 falcon	1d6 hunting dogs
08	1d6 night-gaunts	1d8 lesser daemons (class 1d2)	1 dromedary camel (domesticated)	1 draught horse
09	1 werewolf	3d4 bird-men	1 aurochs (domesticated)	1 dromedary camel (domesticated)
10	3d4 bird-men	1 leaper camel	2d10 rats	1 bactrian camel (domesticated)
11	1 leaper camel	1d6 night-gaunts	1 dromedary camel (domesticated)	1 cat
12	3d4 worms of Ymir ●	1 leaper camel	1 mule	1 donkey
13	1 werewolf	1d6 night-gaunts	1 cat	1 bactrian camel (domesticated)
14	1d8 lesser daemons (class 1d2)	1 leaper camel	1 bactrian camel (domesticated)	1 aurochs (domesticated)
15	1 leaper camel	3d4 worms of Ymir ●	1 pony	1 mule
16	3d4 worms of Ymir ●	1d8 lesser daemons (class 1d2)	1 falcon	1 draught horse
17	1 snake-man $\Omega$	1d6 phase spiders	2d6 cats	1d20 ravens
18	1 werewolf superior ❖	1 aerial minion	1d100 bats ●	1 viper ♦
3d6	CELESTIAL	GIANT	MEN 1 (d6, 1-3)	MEN 2 (d6, 4-6)
03	The Stars Are Right	1d4+1 giant crab spiders ♦	1 werewolf superior (human form) ❖	Bard
04	Accursed Moonbeam	2d4 giant pink centipedes ♦	1d10x10 bandits	Witch
05	Comet	3d4 giant brown centipedes ♦	Monk	Pyromancer
06	Planetary Alignment	1d2 giant stag beetles ♦	1 werewolf (human form)	Huntsman
07	Lunar Eclipse	3d4 giant black centipedes ♦	Pilgrims	Beggars
08	Mocking Star	1d6 giant bees ♦	Fighter	Merchants
09	Lights in the Sky	2d4 giant pink centipedes ♦	Assassin	Drunks
10	Falling Star	3d4 giant black centipedes ♦	2d6 bandits	Scout
11	Aurora	1d6 giant bees ♦	Fighter	Beggars
12	Fortean Fall	3d4 giant brown centipedes ♦	Thief	Harlots
13	Stellar Conjunction	1d6 giant bees ♦	Scout	Barbarian
14	Meteor Shower	3d4 giant brown centipedes ♦	Druid/Priest/Shaman $\mathcal{C}$	NPC Party
15	Star Stone	1d4+1 giant crab spiders ♦	Berserker	Illusionist
16	Mad Whispers	3d4 giant black centipedes ♦	Cleric	Ranger
17	Shining Mist	2d4 giant pink centipedes ♦	Runegraver	2d4 werewolves (human form)
18	Weird Vibrations	1d2 giant stag beetles ♦	Warlock	Magician
3d6	MYTHICAL	NATURAL	PREHISTORIC	UNDEAD
03	1 clay automaton	Flash Flood	1d6 giant ferrets	1 ghost ●
04	1 raven (white)	Ball Lightning	3d6 giant rats	1d4 ghastrs
05	4d6 stirges	Plague	1 woolly mammoth (domesticated)	1d6 medium undead animals
06	1d2 lamia	Heat Wave	1d6 cave-men	1d6 gloom-eater zombies
07	2d6 stirges	Insect Swarm	1d6 giant ferrets	1 large undead animal
08	1 cockatrice	Dust Devil	3d6 giant rats	1d6 ghouls
09	2d6 stirges	Sandstorm	1d6 cave-men	1 small undead animal
10	1 cockatrice	Fever	3d6 giant rats	1d6 ghouls
11	2d6 stirges	Vermin	1d6 cave-men	2d4 skeletons
12	1 cockatrice	Heatstroke	1 woolly mammoth (domesticated)	1d6 zombies
13	2d6 stirges	Windstorm	1d6 cave-men	1 medium undead animal
14	1 cat (black) $\Psi$ ●	Sinkhole	1 woolly mammoth (domesticated)	1 ghost
15	4d6 stirges	Sand Pit	1d6 giant ferrets	1d6 small undead animals
16	1 ghul	Heat Lightning	3d6 giant rats	2d8 ghouls
17	1 succubus	Cloudburst	1 woolly mammoth (domesticated)	1d6 large undead animals
18	1 flesh automaton	Earthquake	1d6 giant ferrets	1 vampire ●

$\mathcal{C}$  As appropriate for local religious practices  $\Psi$  Intelligent and evil  $\Omega$  Level 1d10+1 necromancer  $\Phi$  Level 1d12 scouts ● Night only

♦ Not in winter ❖ Werejackal

## APPENDIX I: SPECIAL ENCOUNTERS

**General Notes:** The alignment of group special encounters (e.g., **Light Patrol**) can be determined in several ways. First, the referee may simply select an alignment. Second, the referee may roll on the table used to determine the alignment of an **NPC Party** (see **Appendix II**). Third, the referee may assume all NPC special encounter groups are Neutral (though this lacks a certain amount of flavor). Any of these methods can be used to determine the alignment of individual special encounters (e.g., **Fighter**); if random determination produces an inappropriate alignment for a character class, it should be rerolled until a suitable result is found. Equipment and treasure of individuals encountered can be determined per **Appendix II**. Racial stock of individuals encountered can be assumed to be the local dominant stock, or else randomly rolled per **Appendix II**. Unless otherwise specified, the level of all individual special encounters (and leaders of group encounters) may be determined per **Appendix II**. Individuals and groups encountered on ships will always be accompanied by enough crew to operate the vessel. Every encounter doesn't have to end in a bloodbath. Human NPCs in particular can be a potential source of information, assistance, alliances, and even henchmen – depending on alignment, PC actions, and reaction rolls.

**Accursed Moonbeam:** Night hours under a visible moon only. A randomly-selected PC becomes lit by a sickly beam of pale moonlight. Even if the PC takes shelter indoors, the insidious ray will somehow find its way inside within 1d3 rounds (perhaps shining through cracks in the walls or under the door). While lit by the moonbeam, the PC cannot sleep, cannot *hide in shadows* or *move silently*, is considered to be at -2 on TA and CA, and can be attacked at +2. The sinister moonbeam fades away in 7 hours or at dawn, whichever comes first.

**Army Ants:** Does not apply in winter. This encounter initially takes the form of 1d3 different types of animals (rolled on the **ANIMAL** column of the current **TERRAIN TABLE**) fleeing directly toward the PCs. These animals are solely interested in escaping the ants and fight only if the PCs block their escape route (in which case they attack with savage desperation to clear a path). 1d3 turns later 3d100+200 voracious ants appear at the standard encounter distance and move toward the PCs at a rate of 20. The ants won't cross water or a deep chasm but are otherwise unaffected by terrain. They can only be affected by area effect attacks (such as incendiary oil) and by damaging area effect spells – any of which will kill 1 ant for every hit point of damage inflicted. A PC overtaken by the ants is swarmed and suffers damage equal to his current AC (exclusive of shield, dexterity, and magical bonuses) for every 50 ants in the swarm, per round until he escapes the ants. A PC killed by the ants is skeletonized and can't normally be raised from the dead.

**Ash Eruption:** This deadly cloud covers an area 1d20 miles in diameter, centered on the PCs. It does immediate damage as a **death smoke cloud**, then acts as a **smoke cloud** lasting 2d4 days unless dispersed by strong natural or magical winds.

**Assassin:** The assassin is always encountered alone and disguised as someone of another profession (at worst a scout or thief, but more likely someone harmless and perhaps elderly). The assassin is 25% likely to attempt to join the PC party if disguised as an adventuring type, being on the lookout for quick gain and perhaps some practice at cutting throats. If any PC had previously angered any powerful personages, the assassin is 25% likely to be targeting that PC specifically – in which case the assassin will *always* attempt to join the PC party.

**Aurora:** Brilliant streamers of red, green, and purple light the sky above for 1d6 hours. At the end of this period there is a 25% chance of an extra encounter, automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Avalanche:** Fall and winter only. This onrush of snow occurs with very little warning. Every PC suffers 2d20 damage, with an *avoidance* save for half damage. Any PC who suffers 20 or more points of damage is buried and suffocates in 5d4 rounds unless rescued. PCs climbing when the avalanche hits must pass a *test of strength* or fall 1d10x10 feet; falling is automatic for any climbing PC who suffers 20 or more points of damage, or who is knocked unconscious by damage. PCs who fall are automatically buried.

**Ball Lightning:** This phenomenon manifests as a luminous sphere some two or three feet in diameter, initially appearing the standard encounter distance away from the PCs. Every round thereafter it will move 2d6x10 yards in a random direction. Each round there is a 10% chance that the ball lightning will spontaneously discharge and disappear with a loud pop, leaving behind a strong smell of ozone. If the ball lightning gets within 40 yards of the PCs, it will be drawn toward the PC with the greatest weight of metal worn and carried. Should the ball lightning touch any PC before spontaneously discharging, it will explode in a 4d6 electrical **fire ball** centered on that PC. There is no known way to discharge the ball lightning deliberately, as it is not magical and spells such as **dispel magic** have no effect on it.

**Barbarian:** There is a 75% chance the barbarian is unaccompanied. Otherwise, the barbarian has one companion of equal level and like alignment, whose class is rolled on the table below:

d100	Companion's Class
01-50	Barbarian
51-75	Fighter
76-00	Thief

**Bard:** The bard is always encountered alone. The higher the level of a bard, the dafter the behavior and the more irrational the song. A bard of any level is 90% likely to challenge any PC bard to a contest of music or magic.

**Becalmed:** The party's ship finds itself in calm waters with no wind, conditions which last for 2d6 days (unless a subsequent encounter with a storm ends them earlier). During that time, no other ships will be encountered. Unless provided with oars or a magical source of wind, the party's ship can make no headway while becalmed.

**Beggars:** 1d10 beggars persistently seek coins from the PCs. Each beggar has a 10% chance of being a 1<sup>st</sup>-level thief, who is armed with a hidden dagger and who will attempt to pick pockets while the PCs are distracted by other beggars. Each beggar also has a 5% chance of knowing useful information but will only provide this if given coins. Giving coins to a group of beggars will immediately attract another group of 1d10.

**Berserk Raiders:** A snekke approaches, bearing a crew of 1d12+12 2<sup>nd</sup>-level berserkers and a 5<sup>th</sup>-level berserker leader – all Chaotic Evil. They attempt to board the party's ship with intent to rape and pillage.

**Berserker:** There is a 75% chance the berserker is alone. If not, he is accompanied by 2d6 wild berserkers of like alignment.

**Black Lotus:** Does not apply in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the deadly plant.

**Blizzard:** Winter only. 2d10+10 inches of snow fall in 4d6 hours, accompanied by howling winds. Movement and sighting distance are reduced to ¼ normal during this time, and the chance of getting lost is doubled. Tracking is impossible during the blizzard, and climbing is suicidal (automatic fall at the halfway point).

**Box Canyon:** The PCs have managed to get themselves trapped in a dead-end canyon and must spend one full day extricating themselves before they can make any further progress.

**Cataphract:** In addition to the equipment given in **Appendix II**, the cataphract is armed with a lance and mounted on a heavy warhorse; the mount has barding similar to the cataphract's own armour. The cataphract is accompanied by 2d6 0<sup>th</sup>-level heavy cavalymen of like alignment with treasure class L. Impudent PCs are likely to be challenged to a joust, if not ridden down on the spot.

**Cleric:** The cleric is accompanied by 2d6 mercenaries and 1d3 assistant clerics of like alignment, as given in the table below:

Cleric Level	Mercenaries	Assistant Clergy
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level halberdiers with treasure class N	5 <sup>th</sup> -level

If the cleric is an ape-man of Kor, the apprentices are also ape-men, and he is accompanied by 2d6 ape-man soldiers with levels and equipment as above.

**Cloudburst:** Does not apply in winter. 2d4 inches of rain fall in 1d6 hours. Sighting distance and movement are halved during this time, as are the chances to track and climb. The chance of getting lost increases by 1-in-6. Non-magical bows of all types are unusable during a cloudburst. If the downpour occurs in desert, river, or lake terrain, there is a 25% chance it will be followed by a **Flash Flood** (q.v.).

**Comet:** A dazzling comet burns in the sky above Hyperborea for 5d4+10 days. There is a 50% chance that all sorcerers will cast spells at +1d4 CA during this time; otherwise, all spells are cast at -1d4 CA. There may be additional effects during this time (e.g., interference with certain spells, or all encounters rolled on the **ALIEN** column of the current **TERRAIN TABLE**) at the referee’s discretion.

**Crevasse:** The way forward is blocked by a crack in the glacial ice, (2d6+6)x10 feet wide and (3d6+6)x10 feet deep, extending for a considerable distance in both directions. If the PCs wish to continue in the same direction as before, they must either use some magical means to bridge the crevasse, climb down into it and back out, or detour 2d12 hours to get around it.

**Cryomancer:** The cryomancer is accompanied by 2d6 mercenaries and 1d3 apprentice cryomancers of like alignment, as given in the table below:

Cryomancer Level	Mercenaries	Apprentices
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level halberdiers with treasure class N	5 <sup>th</sup> -level

**Deep Freeze:** Winter only. Temperatures plunge to record lows, even for Hyperborea, and remain at that level for 1d20 days. Any PC who lacks magical protection from cold must pass a *test of constitution* every day or suffer 1d20 points of damage, unless the PCs have very secure shelter (i.e., a deep cave or well-mortared stone building) or start a roaring fire. In addition, PCs without this type of shelter are in danger of **Frostbite** (q.v.) every day.

**Dread Silence:** Terrifying preternatural silence falls over an area 1d10 miles in diameter, centered on the PCs. This period of absolute silence lasts for 4d6 hours. During this time, spells cannot be cast, verbal communication is impossible, and all creatures within the area are treated as deaf. Even magic item use is impossible if the item requires a command word to activate. Every hour each PC must make a *save* or go stark mad from the awful brooding silence, running about and screaming (albeit soundlessly) until able to hear sounds of some sort again. No power short of direct divine intervention can end the dread silence prematurely.

**Druid:** The druid is accompanied by allied animals, the type and number being determined by rolling on the **ANIMAL** column of the current **TERRAIN TABLE**. These animal allies may or may not be apparent to the PCs. Druids can be a rich source of information about the natural world, provided the reaction roll is favorable and the PCs haven’t committed sacrilege against anything that druids hold sacred.

**Drunks:** 2d6 drunks stagger toward the PCs, looking for trouble or perhaps brand-new friends. If the reaction roll is negative, the drunks don’t like the faces of the PCs and decide to rearrange them. They attack as bandits at -2 to hit, using an assortment of clubs and daggers. If the reaction roll is positive, the drunks attach themselves to the PCs, demanding their new “friends” drink with them and becoming belligerent if refused. In the case of a neutral reaction, the drunks will ignore the party unless the PCs unwisely do something to attract their attention.

**Dust Devil:** Does not apply in winter. The dust devil forms at the standard encounter distance from the PCs. It is the approximate size and shape of a class II air elemental with commensurate ground movement rate and damage potential. The dust devil moves directly toward the party and attacks a random PC each round for 1d6 rounds. As a natural phenomenon, it can't be engaged in combat and is immune to spells such as **dispel magic**. After 1d6 rounds have passed, the dust devil either whirls away in a random direction or dissipates (referee's option).

**Earthquake:** The quake affects an area 1d10+10 miles in diameter, centered on the PCs, and consists of 1d6 separate shocks. Each shock follows 1d6 turns after the previous shock. Regardless of terrain, each shock causes 2d10 points of damage to each PC unless an *avoidance* save is made. Additional effects depend on the terrain currently occupied:

Terrain	Effects of Each Shock
Desert (any), grassy plains, tundra	Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom)
Forest, rainforest	Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom) plus fallen trees halve movement within the area of the quake
Hills	<b>Rockslide</b> (q.v.)
Hills (icy), mountains (icy), volcanic (icy)	<b>Avalanche</b> (q.v.)
Mountains, volcanic	<b>Avalanche</b> (q.v.) or <b>Rockslide</b> (q.v.) according to season
Tar pits	Great cracks open in the ground (each PC must pass a <i>test of dexterity</i> or fall to his doom) plus release of <b>Poison Gas</b> (q.v.)
Wetlands	Release of <b>Poison Gas</b> (q.v.) plus fallen trees halve movement within the area of the quake
Lake, river	<b>Flash Flood</b> (q.v.)
City (any), town/village (any)	PC damage is increased to 3d10 if <i>avoidance</i> save is not made

Halving of movement in forest, rainforest, and wetlands areas is not cumulative with additional shocks. Buildings will be greatly damaged by an earthquake, the weaker sort collapsing after a single shock, and even stronger ones succumbing to several shocks (per referee discretion). At a minimum, even sturdy stone buildings will require extensive repairs after a quake of three or more shocks. At the referee's option, fires may start in occupied structures.

**Explorers:** This expedition is carried by cog and led by a scout. It generally consists of 2d6 0<sup>th</sup>-level light crossbowmen, 2d6 0<sup>th</sup>-level light infantrymen, the crew of the cog, and two or three specialists (possibilities include a sage, a scribe for mapping, etc.). The explorers are 25% likely to be accompanied by a cleric. Except for the scout and cleric (who have standard treasure for their levels as given in **Appendix II**) all personnel have treasure class L. The expedition always carries ample food and water, as well as such equipment as ropes and torches. There is a 25% chance the explorers have a treasure map. PCs may be invited to join the expedition, although this is likely to be a ruse in the case of Evil explorers.

**Falling Star:** A single meteor flashes across the sky. Each player should roll 1d20; the high roller spotted the falling star and is considered to be under a **bless** spell for the next 12 hours.

**False Merchant Ship:** A carrack approaches; all obvious signs point to this vessel being operated by **Merchants** (q.v.). The usual merchant guards are present on the deck of the ship. However, this vessel is a trap – either operated by pirates trying to draw in real merchant ships, or conversely by some government or merchants who are trying to destroy pirates by presenting a seemingly tempting target. (The referee may allow equal chances of either, or perhaps base it on the alignment of the NPCs.) Hidden below decks on the false merchant ship are 6d6 0<sup>th</sup>-level longbowmen with treasure class L, led by a fighter. There is a 10% chance that a magician will also be present. The false merchant ship carries no cargo (apart from provisions) and no treasure beyond the personal wealth of the mercenaries onboard.

**Fever:** A random PC has contracted a fever. This has the same effects as the disease caused by the bite of a bat, except that it ends after 2d6 days instead of causing death (although the referee need not tell the player this in advance). The fever is not particularly contagious and can be ended by a **cure disease** spell.

**Fighter:** The fighter is accompanied by 3d6 mercenaries of like alignment, as given in the table below:

Fighter Level	Mercenaries
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level heavy infantrymen with treasure class N

If the fighter is an ape-man of Kor, he is accompanied by 3d6 ape-men with levels and equipment as above.

**Flash Flood:** Except when an **Earthquake** (q.v.) roils a river or lake, does not apply in winter. A standalone flash flood encounter always begins with a **Cloudburst** (q.v.). Following this torrential downpour, waters will rise to dangerous levels, with effects determined by the terrain:

Terrain	Effects
Desert (any), city (desert), town/village (desert)	For PC's not sheltering indoors, water halves or quarters movement (50% chance of either) and each PC must pass a <i>test of strength</i> each turn or be swept away (and drown if unable to swim)
Hills, mountains, volcanic	<b>Rockslide</b> (q.v.) plus each PC must pass a <i>test of strength</i> each turn or be swept off the hill or mountain by rushing water
Lake, river	Party's ship is tossed like a toy and suffers 1d6 hull points of damage per turn

The dangerous effects of the flash flood last 1d6 turns, although waters may remain unusually high for some time afterwards.

**Fog Bank:** Does not apply in winter. A bank of heavy fog forms, 1d10 miles in diameter and centering on the PCs. This lasts 1d12 hours and has exactly the same effects on vision as a **fog cloud** spell.

**Fortean Fall:** An unnatural substance or creature falls from the sky for 1d10 rounds. The exact type of substance or creature can be chosen by the referee, or rolled randomly on the table below:

d12	Substance or Creature
01	Acid rain*
02	Ambrosia
03	Black hail*
04	Blood
05	Fish
06	Frogs
07	Manna
08	Raw meat
09	Spiders*
10	Stones*
11	Tongues of fire*
12	Worms

Substances marked with \* do 1d4 points of damage per round after the first if the PCs fail to take shelter indoors. Ambrosia acts as a full day's rations and a **cure light wounds** spell if a handful is eaten (this can only benefit a PC once per day). Fish, frogs, manna, raw meat, and worms can all be eaten safely, if the PCs are hungry enough. Rains of blood have no special effect or value. Apart from ambrosia and manna (which evaporate overnight if collected and stored) all these substances and creatures have a normal period of existence after falling from the sky, depending on local conditions and PC actions.

**Frostbite:** Winter only. A randomly-determined PC suffers the effects of extreme cold. Unless magically protected from cold, the PC must pass a *test of constitution* or suffer 1d10 points of damage. A PC who suffers damage must additionally make a *death* save or lose a number of fingers or toes (50% chance of either) equal to the damage rolled.

**Funeral Barge:** A funeral barge floats on the lake or river, draped in garlands of withered flowers. If explored, it is found to contain a shriveled corpse and treasure class B.

**Geysers:** A randomly-determined PC must make an *avoidance* save or suffer 2d10 points of damage from scalding water.

**Ghost Ship:** A derelict carrack with tattered sails drifts toward the party's ship. If boarded, no trace of the crew is found. Below decks is a full cargo (50% likely to be worth 1d6x10,000 g.p., otherwise rotted and worthless) and treasure class R in locked and trapped chests.

**Golden Lotus:** Does not apply in fall and winter. Unless the party includes a barbarian, ranger, witch, druid, shaman, or scout, they pass the lotus without seeing it (treated as "no encounter"). If the party includes one of the aforementioned classes, the PCs have spotted the lotus and may harvest it if they wish.

**Hailstorm:** Does not apply in winter. Fist-sized hail falls from the sky for 5d4 rounds. Unless the PCs seek shelter indoors, each PC suffers 1d4 points of damage every round after the first.

**Harlots:** 1d3 harlots approach the PCs, offering wares at a rate ranging from 1d3 c.p. to 1d10 g.p. each (depending on the referee's judgment of local health, quality, supply, and demand). Taking advantage of this offer can be hazardous to PC health anywhere (especially at the single copper level) and more so in certain venues (e.g., in Erikssgard, if the harlots are Vikings and the customers aren't). Harlots are also a potential source of valuable rumors and information, though this will cost the PCs at least as much as enjoying their favors – a girl has to eat. All harlots are 1<sup>st</sup>-level thieves and keep a hidden dagger handy even in situations where this seems anatomically improbable. A harlot with a favorable reaction roll might agree to join an adventuring party and put her other talents to use.

**Heat Lightning:** Does not apply in winter. The desert heat becomes ever more oppressive over a period of 4d6 minutes. At the end of this time, a silent lightning bolt streaks down from a clear sky to hit the PC carrying and wearing the greatest weight of metal for 6d6 points of damage (*avoidance* save for half damage).

**Heat Wave:** Summer only. Record high temperatures hold the region in their grip for 1d20 days. All PCs (and mounts, if any) require twice as much water as usual. In addition, if travelling and moving more than one-quarter speed, every PC (and mount, if any) is subject to **Heatstroke** (q.v.). Any type of precipitation ends a heat wave immediately.

**Heatstroke:** Summer only. A randomly-determined PC suffers the effects of extreme heat. Unless magically protected from heat, the PC must pass a *test of constitution* or suffer 1d10 points of damage. A PC who suffers damage must additionally make a *death* save or fall unconscious for 1 hour for each point of damage taken. Unless the PC is given water and care by companions during this period of unconsciousness, he automatically takes a further 1d10 points of damage per hour spent unconscious.

**Heavy Blizzard:** Winter only. 3d10+10 inches of snow fall in 3d4 hours, accompanied by howling winds. Movement and sighting distance are reduced to one-eighth normal during this time. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking is impossible during a heavy blizzard, and climbing is suicidal (automatic fall at the halfway point).

**Heavy Cavalry:** This group consists of 5d4+10 0<sup>th</sup>-level heavy cavalymen with treasure class L, led by a cataphract (who will have – in addition to the appropriate equipment for his level as given in **Appendix II** – lance and heavy warhorse with barding similar to his own armour). There is a 10% chance of the cavalry being accompanied by a cleric, likewise mounted on a barded heavy warhorse. The cavalry is on patrol and very likely to challenge interlopers.

**Hermit:** The hermit dwells in a cave or simple shack and maintains very few possessions. The hermit is 25% likely to be a classed NPC character of random class and level (without equipment or treasure, though perhaps retaining spells), and 25% likely to be insane. Mad or not, hermits appreciate no one's company. But, with a good reaction roll, the hermit may grudgingly provide valuable information about the nearby area.

**Hunting Party:** This group consists of 5d4 0<sup>th</sup>-level shortbowmen with treasure class L, led by a 5<sup>th</sup>-level shotbowman with treasure class M and accompanied by 3d6 hunting dogs; if the hunting party is at sea, it will be inside a snekke or canoe of appropriate size. There is a 10% chance of a priest, druid, or shaman (as appropriate for the region and racial stock of the hunters) advising the hunt; this holy man may be in overall charge if his level exceeds 5<sup>th</sup>. The group is 25% likely to be carrying a dead game animal (rolled randomly on the **ANIMAL** column of the current **TERRAIN TABLE** – if the specified animal is too big for the hunting party to credibly move, they have taken cuts and haunches and left the rest to rot). Though primarily interested in obtaining game, the hunting party won't hesitate to challenge obvious intruders, especially if the reaction roll is poor.

**Huntsman:** The huntsman is 75% likely to be alone. If the reaction roll is bad, a lone huntsman will usually attempt to hide from the PCs; if this attempt is successful, then there is no encounter. If the huntsman is not alone, he is accompanied by a tamed animal as given in the table below:

Huntsman Level	Tamed Animal
1 <sup>st</sup> – 4 <sup>th</sup>	Wolf
5 <sup>th</sup> – 8 <sup>th</sup>	Dire wolf
9 <sup>th</sup> – 12 <sup>th</sup>	Sabre-tooth tiger

A tamed animal will fight in defense of the huntsman.

**Hurricane:** Does not apply in winter. 3d4 inches of rain fall in 1d12 hours, accompanied by deadly winds. **On land:** Each PC without sturdy shelter (i.e., a cave or stone building) must make an *avoidance* save every hour or suffer 1d10 points of damage from flying debris. Movement and sighting are reduced to one-eighth normal during the hurricane. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking and missile fire are impossible during a hurricane, and climbing is suicidal (automatic fall at the halfway point). **At sea:** The party's ship has a 10% chance of sinking outright and taking all aboard to the bottom; if not, the ship suffers 1d6 points of hull damage per hour, each PC on deck must make an *avoidance* save every hour or suffer 1d10 points of damage, no missiles can be fired, and the ship (if it survives) is left with severely torn sails (and broken oars, if applicable). During the storm, the ship is tossed at random and automatically becomes lost. The hurricane is always immediately followed by the ship becoming **Becalmed** (q.v.).

**Iceberg:** Winter only. Deadly floating ice fills the surrounding seas. If the PCs are surprised, the party's ship has a 25% chance of striking an iceberg and suffering 7d4 points of hull damage. Whether or not a collision occurs, the ship is forced to travel at ¼ maximum rate for 1d10 days until clear seas are again reached; exceeding this speed means a 25% chance per day of a collision and damage as above.

**Illusionist:** The illusionist is always encountered alone and, if the reaction roll is bad, will usually attempt to cloak himself in illusion or invisibility. If this attempt is successful, then there is no encounter. Any encounter with an illusionist, even a friendly one, should be a maddening exercise in confusion and misdirection.

**Insect Swarm:** Does not apply in winter. A cloud of vicious biting insects forms, 100 yards in diameter and centering on the PCs. This has all the effects of an **insect plague** spell. If nothing effective is done to disperse the insects, they depart after 1d6 turns.



**Ixian Slavers:** A black-sailed galley appears, blown by no natural wind and steering itself without a crew. Onboard is a level 1d6+6 Ixian necromancer (with standard equipment and spells per **Appendix II**, plus 1d4+1 doses of **dust of paralysis**), accompanied by either 4d4+10 0<sup>th</sup>-level Ixian light infantrymen with treasure class L or 4d4+10 zombies (50% chance of either). The necromancer casts disabling spells and employs **dust of paralysis**; meanwhile, his minions swarm the party's ship with intent to seize slaves (if the minions are zombies, they have been commanded not to bite the "merchandise"). Below decks on the slave ship are 1d10x10 shackled slaves of random racial stocks, possibly including some Ixian renegades being returned to Fazzuum for punishment.

**Lava Eruption:** An eruption of flaming lava, accompanied by a thunderous roaring and release of dense choking smoke, threatens an area 1d20 miles in diameter centered on the PCs. The flaming globs of lava hurtle through the air for 1d12 hours. Each hour, there is a 10% chance that a flaming lava ball will land near a random PC, exploding and doing damage exactly as a **fire ball** of 2d4 dice. After the lava eruption proper has ended, the sulfurous vapors continue to act as a **smoke cloud** lasting 2d4 days unless dispersed by strong natural or magical winds.

**Legerdemainist:** The legerdemainist is always encountered alone. If the reaction roll is poor and the area crowded, the legerdemainist will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the legerdemainist will probably try to interest the PCs in some criminal escape.

**Light Cavalry:** This group consists of 5d4+20 0<sup>th</sup>-level light cavalrymen with treasure class L, led by a 5<sup>th</sup>-level light cavalryman with treasure class M. There is a 10% chance of the cavalry being accompanied by a druid, shaman, or priest (as appropriate for the region and racial stock of the cavalry) mounted on a light warhorse. In the case of the ape-men of Kor, the group consists of 5d4+20 ape-men equipped as light cavalrymen, led by a 5<sup>th</sup>-level ape-man fighter likewise equipped as a light cavalryman, and possibly accompanied by an ape-man cleric. (Ape-man cavalry carries fighting nets for the purpose of capturing human slaves.) In all cases, the cavalry is on patrol and very likely to challenge interlopers.

**Light Patrol:** This group consists of 6d4 0<sup>th</sup>-level light infantrymen with treasure class L, led by a fighter. There is a 10% chance of the patrol being accompanied by a magician. In the case of the ape-men of Kor, the patrol consists of 6d4 ape-men equipped as light infantrymen, led by an ape-man of the fighter class, and possibly accompanied by an ape-man magician. In all cases, the patrol is alert for obvious intruders and troublemakers.

**Lights in the Sky:** 1d12 lights of various colors are seen dancing in the sky for 1d3 turns. At the end of this period, there is a 50% chance of an additional encounter, automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Lost:** The PCs are automatically lost for the day (or the next day, if the encounter occurs during a rest period). They can find their way again through the usual process.

**Lunar Eclipse:** Night hours only. The dread shadow of Hyperborea falls across one of its moons. During the 1d3 hours of the eclipse, all sorcerers are considered to be at +2 CA for purposes of spell effects.

**Mad Whispers:** The PCs are assailed by faint mocking and insinuating whispers for 1d6 turns. None but the PCs can hear them, a fact that may cause PCs to question their own sanity. Even among the PCs, there will be disagreement about the source of the sounds: one will believe they originate from the earth, one from the air, one from a locked chest, and so forth. The PCs will also disagree about how many entities are speaking and the apparent language of the whispers, although in any case they remain maddeningly just beyond comprehension. For every turn that the PCs hear the whispers – and there is no escaping them, even with a **silence** spell – each PC must make a *sorcery* save or lose 1 point each of INT and WIS. Any PC whose INT or WIS falls below 3 goes violently insane until the whispering stops. When the whispers finally end, there is a 25% chance of an immediate encounter rolled on the **ALIEN** column of the current **TERRAIN TABLE**. Lost points of INT and WIS are restored after the whispers cease at the rate of 1 each per turn, but any PC who went temporarily insane must make another *sorcery* save or develop a permanent insanity.

**Magician:** The magician is accompanied by 2d6 mercenaries and 1d3 apprentice magicians of like alignment, as given in the table below:

Magician Level	Mercenaries	Apprentices
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level halberdiers with treasure class N	5 <sup>th</sup> -level

If the magician is an ape-man of Kor, the apprentices are also ape-men and he is accompanied by 2d6 ape-men with levels and equipment as above.

**Medium Patrol:** This group consists of 6d4 0<sup>th</sup>-level medium infantrymen with treasure class L, led by a fighter. There is a 10% chance of the patrol being accompanied by a magician. In the city-state of Kor, the patrol consists of 6d4 ape-men equipped as medium infantrymen, led by an ape-man of the fighter class, and possibly accompanied by an ape-man magician. In all cases, the patrol is alert for obvious intruders and troublemakers.

**Merchants:** This group of traders consists of 1d20 actual merchants (level 1d4 thieves with appropriate equipment) accompanied by guards consisting of 6d4 0<sup>th</sup>-level heavy crossbowmen with treasure class L and 6d4 0<sup>th</sup>-level halberdiers with treasure class L, led by a fighter. There is a 10% chance of a magician accompanying the merchants, and a 10% chance of a cleric. The goods being transported are valued at 1d6x10,000 g.p.; except at sea, these goods are carried on one ox cart (with drover) per 500 g.p. value. At sea, the merchants are aboard a carrack with full crew. Hidden somewhere in the caravan or ship is a locked and trapped pay chest containing treasure class R (if the random rolls indicate no treasure is actually present, the chest is full of rocks and the merchants are planning to cheat their employees).

**Meteor Shower:** A dazzling array of meteors light up the sky, an omen of great significance. The PC with the best *sorcery* save must roll it. If the saving throw succeeds, all members of the party are under a **bless** spell for 24 hours; if the saving throw fails, all are under a **blight** spell for the same period.

**Mirage:** Does not apply in winter or at night. In the distance, the PCs see what appears to be a cool oasis amidst the desert sands. If they attempt to head toward it, progress is maddeningly slow; in fact, the oasis almost seems to be mocking the PCs by moving away as they approach. In truth, this is nothing more than a heat mirage. For every hour that PCs move toward the mirage, the standard chance of getting lost is secretly rolled by the referee. The mirage has a 25% chance of vanishing every hour, and always does so when the sun goes down. If the PCs are suffering from a lack of water, they all must make *sorcery* saves when the mirage vanishes; those who fail develop a random insanity.

**Mocking Star:** Night hours only. One randomly-selected PC becomes certain that a particularly unwholesome star is leering and winking at him. The PC must make a *sorcery* saving throw or lose one point each of INT and WIS for the next 12 hours, at which time the mocking star ceases to bedevil him.

**Monk:** The monk is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Monks can be a potentially useful source of information, but this can be a frustrating process since a monk rarely provides a straight answer to any question. Furthermore, the monk will often challenge any PC monk (especially one of a different alignment) to unarmed single combat.

**Necromancer:** The necromancer is always accompanied by undead under his command, even if the level of the necromancer wouldn't allow a PC to accomplish this. These undead servants are given on the table below:

Necromancer Level	Undead Servants
1 <sup>st</sup> – 4 <sup>th</sup>	2d4 skeletons
5 <sup>th</sup> – 8 <sup>th</sup>	1d6 zombies
9 <sup>th</sup> – 12 <sup>th</sup>	1d6 ghouls

Necromancers are noted as morbid conversationalists.

**NPC Party:** A quick method for creating NPC parties is described in **Appendix II**.

**Oasis:** In the distance, the PCs see what appears to be a cool oasis amidst the desert sands. Green vegetation grows around an inviting pool of clear water. Though the water appears wholesome, there is a 25% chance that it is undrinkable (either due to natural factors, such as salt, or deliberate poisoning by depraved individuals). If a PC drinks the tainted water, he must make a *death* (poison) save or suffer the effects of a level 1d5 ingestible poison. If the water is safe to drink, there is a 50% chance that animals will be present, the number and type determined randomly by rolling on the **ANIMAL** column of the current **TERRAIN TABLE**.

**Paladin:** In addition to the equipment given in **Appendix II**, the paladin is armed with a lance and mounted on a heavy warhorse; the mount has barding similar to the paladin's own armour. The paladin is 75% likely to be alone but will otherwise be accompanied by 2d6 0<sup>th</sup>-level Lawful Good heavy cavalymen with treasure class L (these are loyal followers, not mercenaries). No compromise with Evil PCs is likely to be countenanced.

**Pilgrims:** These travelers are on their way to a location they deem sacred, such as a shrine or miraculous spring. The pilgrims consist of 10d10 men and women of various ages, treated as 0<sup>th</sup>-level fighters armed with an assortment of staves, clubs, and daggers; they have no treasure. The pilgrimage is led by a druid or priest (as appropriate for the deity worshipped and/or alignment of the pilgrims) with 1d3 assistant druids or priests as given on the table below:

Leader Level	Assistant Clergy
1 <sup>st</sup> – 4 <sup>th</sup>	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level

In addition, there is a 25% chance that 1d3 monks are with the pilgrims, a 15% chance of 1d3 fighters, and a 10% chance of a magician. If the pilgrims are Lawful Good, there is a 10% chance of a paladin accompanying the group. If the pilgrims are Chaotic Good, there is a 10% chance of a ranger accompanying the group. If the pilgrims are Evil, there is a 10% chance of 1d3 warlocks accompanying the group. If the pilgrims are Neutral, there is a 10% chance of 1d3 additional druids or priests with levels per the assistant clergy. All classed characters have standard equipment for their level per **Appendix II** but carry no treasure. Pilgrims aren't usually looking for trouble – though Evil ones may be seeking sacrifices to honor their gods – and may provide useful information (or even ask the PCs to join their trek, with a favorable reaction roll). If the referee decides the pilgrims have a specific god in common, rather than simply a sacred destination, the deity venerated may be selected from the following suggested list:

Alignment	Suggested Deities
Chaotic Evil	Aurous, Azathoth, Kraken, Kthulhu, Thaumagorga, Ullr, Xathoqqua, Ymir, Yug
Chaotic Good	Boreas, Krimmr, Xathoqqua
Lawful Evil	Thaumagorga, Yig
Lawful Good	Apollo, Artemis, Boetzu
Neutral	Helios, Lunaqqua, Mordezzan, Raven, Rel, Tlakk-Nakka, Yikkorth, Yoon'Deh, Ythaqqa

**Plague:** The PCs encounter a particularly virulent disease, carried by miasmas rising from the deep parts of the earth or born among masses of people living in squalid conditions. Every PC must pass a *test of constitution* or become infected with a leprous condition that has all the effects of mummy rot. If the plague occurs in a city, town, or village PCs must pass a new *test of constitution* every day they remain within that settlement; they will also see 2d20 bodies a day being carted off and hastily burned, a death toll which can potentially depopulate a smaller settlement. Infected PCs can spread the illness to uninfected PCs or anyone else they meet. A plague in a settlement remains dangerous for 8d4 days.

**Planetary Alignment:** Multiple planets are in conjunction with Saturn, an occasion of profound occult significance. During the 1d3 hours of this alignment, all sorcerers are considered to be at +3 CA for purposes of spell effects.

**Poison Gas:** A reeking cloud of marsh vapors or sewer gas is released from the bowels of the earth, covering an area 30 feet in diameter centered on the PCs. This is 75% likely to function as a **stinking cloud** spell; otherwise, it has the effects of a **cloudkill** spell. The poison gas dissipates in 1d10 rounds.

**Priest:** The priest is accompanied by 1d3 assistant priests of like alignment, as given in the table below:

Priest Level	Assistant Priests
1 <sup>st</sup> – 4 <sup>th</sup>	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level

Offended priests can summon a lynch mob (3d10 0<sup>th</sup>-level fighters equipped with assorted staves, clubs, and daggers), who arrive in 2d6 rounds to deal with the blasphemers.

**Prospector:** The prospector is an obsessive in search of mineral wealth or buried treasure. The prospector is 25% likely to be a classed NPC character of random class and level (with standard equipment per **Appendix II**, but no treasure). There is a 25% chance the prospector has a map to buried treasure or a rich mine, which is 50% likely to be a fake or the work of a madman (possibly the prospector himself).

**Purloiner:** The purloiner is always encountered alone. If the reaction roll is poor and the area crowded, the purloiner will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the purloiner will probably try to interest the PCs in some criminal escapade (and may also attempt to convert them to a faith of holy thievery).

**Pyromancer:** The pyromancer is accompanied by 2d6 mercenaries and 1d3 apprentice pyromancers of like alignment, as given in the table below:

Pyromancer Level	Mercenaries	Apprentices
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level halberdiers with treasure class N	5 <sup>th</sup> -level

**Quicksand:** Does not apply in winter. A randomly-determined PC has stepped in quicksand and is sinking. The PC will be pulled under in a number of rounds equal to his AC (exclusive of dexterity and magical bonuses). A PC who hasn't been pulled under can be easily rescued in one round by another PC with a rope or pole. If no help is at hand, the PC can struggle to safety by performing an *extraordinary feat of strength*; the chance of success is increased by a percentage equal to his AC (exclusive of dexterity and magical bonuses). Once a PC sinks, he can no longer rescue himself and must perform an *extraordinary feat of constitution* every round or suffocate. Attempts by others to retrieve the PC after he sinks from sight must be adjudicated by the referee, but it should be difficult at best.

**Ranger:** The ranger is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Rangers are among the best sources of information about the nearby area but are generally men of few words with small patience for Evil PCs.

**Red Fog:** A bloody red fog descends from the stars and blankets an area 1d6x100 yards in diameter centered on the PCs. The red fog disperses after 6 rounds; during that time it functions exactly as an **acid cloud** spell.

**Rockslide:** Does not apply in winter. Rocks and assorted debris tumble down a slope directly at the PCs. Every PC suffers 2d20 damage, with an *avoidance* save for half damage. Any PC who suffers 20 or more points of damage is buried and suffocates in 5d4 rounds unless rescued. PCs climbing when the rockslide hits must pass a *test of strength* or fall 1d10x10 feet; falling is automatic for any climbing PC who suffers 20 or more points of damage, or who is knocked unconscious by damage. PCs who fall are automatically buried.

**Runegraver:** The runegraver is always accompanied by 2d6 wild berserkers of like alignment. It is 90% likely that the runegraver will challenge any PC runegraver to a contest of kennings and runic sorcery.

**Russet Lotus:** Does not apply in fall or winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant.

**Sand Pit:** A sinkhole 1d6x10 feet deep opens beneath a random PC. Falling damage is halved due to the soft surface, but for the same reason the PC will be unable to climb out.

**Sandstorm:** Merciless winds raise a blinding storm of sand in an area 1d20 miles in diameter, centered on the PCs and lasting 4d6 hours. Movement and sighting distance are reduced to one-eighth normal during this time. A party including a ranger (or similar class) has a 5-in-6 chance of getting lost during the storm; a party without a ranger (or similar class) is automatically lost. Tracking and missile fire are impossible during a sandstorm, and climbing is suicidal (automatic fall at the halfway point). PCs who don't seek shelter, and who don't take precautions to protect their mouths, must make an *avoidance* save every turn or suffer 1d6 points of choking damage.

**Scout:** The scout is always encountered alone and, if the reaction roll is bad, will usually attempt to hide from the PCs. If this attempt is successful, then there is no encounter. Scouts are among the best sources of information about the nearby area, but this intelligence can come at a steep price, depending on alignment and reaction rolls. The scout is 10% likely to have a treasure map which the PCs might convince him to share (or remove from his bloody corpse, as the case may be).

**Seas Turned to Blood:** An area of ocean, 5d4 miles in diameter and centering on the party's ship, turns a ghastly sanguine color for 1d20 days. This is widely considered to be the worst omen imaginable, and all NPCs have their morale and loyalty halved for as long as the ship remains in the bloody sea and for one week thereafter. For every day that the party's ship lingers in the crimson waters, there is a 10% chance that the fresh water stored aboard the ship will turn to actual blood. Also, every night spent within the sanguinary seas there is a 10% chance of encountering a ghost ship carrying 2d4 bloodthirsty vampires.

**Shaman:** The shaman is 75% likely to be alone. If the reaction roll is bad, a lone shaman will usually attempt to cloak himself in illusion or invisibility. If this attempt is successful, then there is no encounter. If not alone, the shaman is accompanied by 2d6 0<sup>th</sup>-level shortbowmen with treasure class L, of like alignment and race; these are fellow tribesmen, not mercenaries. The outré nature (and seeming irrationality) of a shaman's speech and deeds increases with level.

**Shining Mist:** An area of shining white mist 1d6 miles across appears, centered on the PCs and lasting 1d8 days. Effects on vision are the same as a **fog cloud** spell. Movement is halved and the chance of becoming lost is doubled. All random encounters within the mist are rolled on the **ALIEN** column of the current **TERRAIN TABLE**. When PCs leave the mist, they are 25% likely to have been transported 1d10x10 miles in a random direction from the point where they entered.

**Sinkhole:** A hole suddenly opens in the earth, 1d6x10 feet in diameter and 2d6x10 feet deep. Each PC must pass a *test of dexterity* or fall into the pit, suffering standard damage. In marshy terrain the pit will rapidly fill with water, and PCs who don't escape will drown like rats in 6d6 rounds.

**Slaves:** 1d10x10 slaves of various random racial stocks are encountered. In a settlement they will be chained together in a coffle while being escorted to a place of work, embarkation, or sale by a **Light Patrol** (q.v.) of the prevailing local racial stock. In the countryside they will be working the fields, or perhaps doing such labor as digging ditches, while a similar **Light Patrol** acts as guards and overseers. All guards have whips in addition to their other gear. Slaves can serve as a valuable source of information and could perhaps even be provoked to revolt by an excellent reaction roll to a sufficiently charismatic PC, but the guards will try to discourage any interaction between slaves and PCs.

**Sleet Storm:** Does not apply in summer. 1d4 inches of ice fall in 1d6 hours. Movement and sighting distance are reduced to  $\frac{3}{4}$  during this time. The chance of successfully tracking or climbing is halved during the sleet storm.

**Smoky Lotus:** Does not apply at night or in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant.

**Snow Blind:** Winter and daylight hours only. A randomly-determined PC is overcome by the dazzle of sunlight off the glacial expanses. Unless the PC passes a *test of constitution*, he is blinded for 1d4 hours.

**Snowstorm:** Winter only. 3d6 inches of snow fall in 4d6 hours. Movement and sighting distance are reduced to  $\frac{1}{2}$  normal during this time, and the chance of getting lost is increased by 1-in-6. The chance of successfully tracking or climbing is halved during the snowstorm.

**Star Stone:** A meteorite is seen plunging to earth 1d4 miles from the PCs. If recovered, the star stone is worth 1d12x1d10 thousand gold pieces at a major city; however, for as long as the PCs have the stone, all random encounters are rolled on the **ALIEN** column of the current **TERRAIN TABLE**.

**Static Electricity:** Winter only. Lethal electrical charges build up in the grinding Hyperborean glaciers and are occasionally released in spectacular displays. A 6d6 lightning bolt arcs forth to strike the PC with the greatest weight of metal worn and carried (*avoidance* save for half damage). There is a 25% chance that the electrical discharge will be followed 1d20 minutes later by an **Aurora** (q.v.).

**Stellar Conjunction:** A cryptic alignment of significant stars lasts 1d3 hours. During this time, all sorcerers are considered to be at +1 CA for purposes of spell effects.

**The Stars Are Right:** All the stars in the firmament align in a surpassingly rare pattern of monumental occult significance, the effects of which last 1d20 days. Evil sorcerers (only) have their CA *doubled* for purposes of spell effects, undead and dæmons cannot be turned, and all random encounters are rolled on the **ALIEN** column of the current **TERRAIN TABLE**. There may be additional game-changing effects at the referee's option (e.g., Kthulhu rises from his frozen grave and ravages Hyperborea).

**Thief:** The thief is always encountered alone. If the reaction roll is poor and the area crowded, the thief will attempt to pick a random PC's pocket and, if he is successful at doing this unobserved, then there is no encounter. If the reaction roll is good, the thief will probably try to interest the PCs in some criminal escapade.

**Thin Ice:** Does not apply in winter. A randomly-determined PC falls through deceptively sturdy-looking ice and into a hole 1d6x10 feet deep, suffering standard damage. If the PC tries to climb out unaided, the chance of successfully climbing is halved due to ice on the walls of the pit.

**Thunderstorm:** Does not apply in winter. 1d8 inches of rain fall in 1d4 hours, accompanied by frequent thunder and lightning. Sighting distance and movement are halved during this time, as are the chances to track and climb. The chance of getting lost increases by 1-in-6. Non-magical bows of all types are unusable during a thunderstorm. If PCs fail to seek shelter, there is a 10% chance per turn of a 6d6 lightning bolt striking the PC with the greatest weight of metal worn and carried (*avoidance* save for half damage). If the thunderstorm occurs in desert, hill, mountain, river, or lake terrain, there is a 25% chance it will be followed by a **Flash Flood** (q.v.).

**Tornado:** Does not apply in winter. The tornado is always preceded by a **Hailstorm** (q.v.). Then the sky turns blackish-green and the tornado descends, accompanied by a **Thunderstorm** (q.v.). The tornado is 500 feet in diameter and has the same effects as the tornado caused by a **control weather** spell, plus massive property damage. The tornado manifests 1d6x100 yards away from the PCs and moves toward them at a rate of 60, leaving a trail of destruction in its wake. (If the tornado encounter occurs in a town or village, it will instead appear in the area of poorest-quality housing.) The tornado will chase the PCs and wreak havoc for 2d6 rounds before moving off in another direction, but the accompanying **Thunderstorm** will continue for the standard duration.

**Treasure Ship:** This carrack is bringing salvaged wealth home to the nearest major naval power (i.e., Khromarium, Pandoros, Fazzuum, Erikssgard, or Port Zangerios). In addition to the standard crew (all of them equipped as marines), it carries 5d4+20 0<sup>th</sup>-level longbowmen with treasure class L, led a fighter of level 1d6+6. There is a 25% chance of a magician of level 1d6+6 being aboard the ship, and a 25% chance of a cleric of similar level. The treasure is stored below decks in a number of locked and trapped strongboxes. It consists of treasure class H with double chances of each category of wealth being present (so gold, gems, and jewelry will always be present) but no magic items.

**Uncanny Vertigo:** All of the PCs become sickeningly aware that they are standing on a flat disk floating in the depths of the illimitable Black Gulf. Each PC must roll a *sorcery* save or be left retching and incapacitated for 1d6 hours. If the roll on this saving throw is a 1, the PC actually falls off of Hyperborea and into the Black Gulf.

**Vermin:** Does not apply in winter. A randomly-determined PC has his rations infested by vermin, such as rats or insects. 1d100 rolled on the following table determines whether food, water, or both are ruined:

d100	Rations Infested
01-50	Food
51-75	Water
76-00	Both food and water

**Violet Lotus:** Does not apply in winter. Unless the party includes a barbarian, ranger, witch, druid, shaman, or scout, they pass the lotus without seeing it (treated as “no encounter”). If the party does include one of the aforementioned classes, the PCs have spotted the lotus and may harvest it if they wish.

**Voice of Doom:** The PCs hear a terrible voice from the empty air, booming blasphemies and maledictions for 1d6 rounds. None but the PCs can hear this voice. Each PC must make a *save* or suffer 1d10 points of damage (and also fall to the ground, bleeding from the eyes and ears). All those who suffer damage from hearing the voice must make a second *save* or be cursed, the exact effect of which is randomly rolled as if a cursed scroll had been read.

**War Party:** This band consists of 5d4+30 0<sup>th</sup>-level shortbowmen with treasure class L, led by a 5<sup>th</sup>-level shortbowman with treasure class M. There is a 25% chance of a shaman accompanying the war party; this holy man will be in overall charge if his level exceeds 5<sup>th</sup>. There is a 25% chance that the bowmen will be using poisoned arrows (class 1d3 penetrative poison). At sea, the war party will be inside a war canoe. These savages are on the warpath, and strangers will most likely be met with a hail of arrows unless the reaction roll is quite favorable.

**Warlock:** The warlock is accompanied by 2d6 mercenaries and 1d3 apprentice warlocks of like alignment, as given in the table below:

Warlock Level	Mercenaries	Apprentices
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L	1 <sup>st</sup> -level
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M	3 <sup>rd</sup> -level
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level heavy infantrymen with treasure class N	5 <sup>th</sup> -level

**Warship:** This patrolling vessel belongs to the nearest major naval power (i.e., Khromarium, Pandoros, Fazzuum, Erikssgard, or Port Zangerios). In coastal waters near the home city, this will be a war galley with full crew (all equipped as marines). In open waters, or far from the home city, this will be a carrack with ballistae fore and aft. The carrack has a full crew (all equipped as marines) and 5d4+20 0<sup>th</sup>-level longbowmen with treasure class L. Either type of vessel is commanded by a level 1d6+6 fighter, and is 25% likely each to have a magician or cleric of like levels aboard. Any vessel met by the warship will be hailed and asked to give an accounting of itself, and a vessel that looks remotely suspicious or piratical (or who gives an unsatisfactory answer, as determined by the reaction roll) is likely to be boarded or attacked.

**Waterspout:** Does not apply in winter. The waterspout forms at the standard encounter distance from the PCs. It is the approximate size and shape of a class III air elemental with commensurate water (same as ground) movement rate and damage potential. The waterspout moves directly toward the party’s ship and attacks a random PC on deck each round for 1d6 rounds. It also inflicts 1d6 points of hull damage to the party’s ship every round. As a natural phenomenon, it can’t be engaged in combat and is immune to spells such as **dispel magic**. After 1d6 rounds have passed, the waterspout either moves away in a random direction or dissipates (referee’s option).

**Weird Vibrations:** The entire party is assailed by cacodæmoniacal melodies and the music of unholy spheres for 1d6 hours. All PCs are at -2 on CA and TA, -2 to hit and damage, and -2 on saving throws. In addition, each PC must make a *save* each hour or lose 1d3 points of INT and WIS. Any PC who falls below 3 in either INT or WIS goes violently insane until the dæmonic music stops. When the vibrations cease, INT and WIS are regained at the rate of 1d3 points each per turn, but any PC who went temporarily insane must make another *save* or suffer 1d3 permanent insanities.



**Whirlpool:** Does not apply in winter. The whirlpool forms 1d10x10 yards away from the party's ship. The ship has a percentage chance equal to the distance to the whirlpool (in yards) to escape being dragged to its doom. If the ship is unable to escape, it may be swallowed by the whirlpool and sink. It is 75% likely that a given whirlpool can only swallow a small ship (fifty feet or less); otherwise it can swallow a ship of any size. A ship that doesn't escape, but that is too large to swallow, suffers 2d6 hull points of damage before the whirlpool dissipates. The fate of the passengers and crew of a swallowed ship must be adjudicated by the referee.

**White Death:** The glaciers of Hyperborea, impregnated with the malice of the Ashen Worm, reach out icy hands to seize interlopers and transgressors. The PCs suddenly find themselves in a glacial field that seemingly slopes upward at a vertiginous angle in every direction. This sinister effect covers an area 1d10 miles in diameter centered on the PCs. If this uncanny new topography is greatly at variance with known reality (e.g., if the PCs are actually on a mountain peak), then each PC must make a *sorcery* save or develop a random insanity. While within the unnatural zone of white death, the PCs are automatically lost and can only wander at random, moving at ¼ speed on the steep glacial slopes. All encounters during this time are automatically rolled on the **ALIEN** column of the current **TERRAIN TABLE**. The effect only ends if the PCs manage to move out of the affected area – whereupon the impossibly-steep glacial fields vanish as if they never existed, and normal topography is seen once more.

**White-Speckled Blue Lotus:** Does not apply at night or in winter. If a surprise check indicates the PCs are surprised, a random PC stumbles across the lotus and is sprayed with the usual effects. If the party is not surprised – and does not include a barbarian, ranger, witch, druid, shaman, or scout – the PCs pass the lotus without seeing it (treated as “no encounter”). If the party is not surprised, and does include one of the aforementioned classes, the PCs have spotted the lotus and may take whatever action they deem wise – including trying to harvest the dangerous plant. If the lotus exists in an inhabited region (defined as a region with at least one **MEN** result on its **ENCOUNTER TABLE**), then 1d6 white-speckled blue zombies lurk nearby and will attack either after the lotus sprays a PC or after the party passes the lotus without seeing it.

**Wildfire:** Summer only. This encounter always begins with a **Heat Wave** (q.v.) lasting 1d6 days; if any precipitation occurs during this time, the **Heat Wave** ends and the actual wildfire is preempted. The wildfire proper begins with the smell of smoke and an onrush of fleeing animals; 1d3 different types of animals (rolled on the **ANIMAL** column of the current **TERRAIN TABLE**) flee directly toward the PCs, accompanied by numerous small and harmless beasts. These animals are only interested in escaping the fire and fight only if the PCs block their escape route (in which case they attack with savage desperation to clear a path). 1d3 turns later a line of smoke and flames 1d10 miles long (centered on the PCs) appears at the standard encounter distance and moves directly toward the PCs at a rate of 20. In all ways it acts as an extremely large **wall of fire** doing 8 dice damage. The wildfire is only halted by a river (or larger body of water) or firebreaks requiring many men to dig (referee's discretion). The fire is not magical and can't be extinguished by spells like **dispel magic**, but precipitation from a **control weather** spell (for example) might suffice.

**Wind from the Gulf:** Outdoors only. A demonic freezing wind blasts down on the PCs from directly above for 2d6 hours. Each PC is considered to be under a **blight** spell during this period, and all attempts to turn undead and dæmons are at -2 TA. Any PC who fails to seek sturdy shelter (i.e., a cave or stone building) must make a *death* save every hour or suffer 1d20 points of damage. At the referee's discretion, something may arrive from the Black Gulf during this period.

**Windstorm:** Dangerously high winds blow for 1d6 hours. Each PC without sturdy shelter (i.e., a cave or stone building) must make an *avoidance* save every hour or suffer 1d10 points of damage from flying debris. If PCs are in a sailed boat on a river or lake, the boat is driven onto the shore and suffers 3d6 hull points of damage.

**Witch:** The witch is always encountered alone and, if the reaction roll is bad, will usually attempt to cloak herself in illusion or darkness. If this attempt is successful, then there is no encounter. (However, if the witch is female and any male PC has a charisma of 13 or higher, then the witch is 75% likely to shadow the party and attempt to **charm** the male PC with the highest charisma.) A witch, even an Evil one, will rarely attack openly and will usually not admit to being a witch. A hostile witch is much more likely to attempt to **charm** as many PCs as possible and use these dupes to deal with the rest, while herself employing potions and enchantments from the shadows.

## APPENDIX II: QUICK NPC PARTIES

1. The alignment of all members of the NPC party is determined by rolling 1d10 on the **Alignment Table** once.
2. The total number of characters in the NPC party is determined by rolling 1d6+6. The number of classed characters is determined by rolling 1d6+1; all additional characters in the party are hired mercenaries.
3. The level of all classed characters in the NPC party is determined by rolling 3d6 on the **Level Table** once.
4. The class of each classed character is determined by rolling 3d10 on the **Character Class** column of the **Class and Race Table**. An alternative is given for any case where party alignment would disallow the first option. Optionally reroll if there are already two characters of that same class in the party.
5. The race of each character in the NPC party is determined by rolling 3d10 on the **Character or Party Race** column of the **Class and Race Table**. Optionally reroll if there are already two characters of that same race in the party. At the referee's option, race can instead be rolled once and applied to the entire party, or it can simply be assumed that the entire party is of Common racial stock.
6. Each classed character is completed per the individual class tables (**Fighters** et al). Spells and runes are cumulative for every level, but equipment is not. Above-average ability scores are listed for each class; for simplicity, all others can be assumed to be 11. Weapon specialization, familiars, and the like can be ignored or handled however the referee wishes. NPCs can have whatever additional mundane gear (rations, rope, torches, etc.) the referee feels is appropriate. Either gender can be assumed to be equally likely for any character.
7. All mercenaries have the levels and equipment given on the **Mercenary Table**.
8. A name for each character (based on race and gender) can be found by rolling 1d12 on the tables in **Appendix III**.

### Alignment Table

d10	Party Alignment
01-02	Chaotic Good
03-04	Chaotic Evil
05-08	Neutral
09	Lawful Evil
10	Lawful Good

### Mercenary Table

Classed Character Level	Mercenaries
1 <sup>st</sup> – 4 <sup>th</sup>	0 <sup>th</sup> -level light infantrymen with treasure class L
5 <sup>th</sup> – 8 <sup>th</sup>	2 <sup>nd</sup> -level medium infantrymen with treasure class M
9 <sup>th</sup> – 12 <sup>th</sup>	5 <sup>th</sup> -level heavy infantrymen with treasure class N

## Level Table

3d6	Level
03	11 <sup>th</sup>
04	9 <sup>th</sup>
05	7 <sup>th</sup>
06	5 <sup>th</sup>
07	4 <sup>th</sup>
08	3 <sup>rd</sup>
09	2 <sup>nd</sup>
10	1 <sup>st</sup>
11	1 <sup>st</sup>
12	2 <sup>nd</sup>
13	3 <sup>rd</sup>
14	4 <sup>th</sup>
15	6 <sup>th</sup>
16	8 <sup>th</sup>
17	10 <sup>th</sup>
18	12 <sup>th</sup>

## Class and Race Table

3d10	Character Class	Character or Party Race
03	Cryomancer (if party is Chaotic, Pyromancer instead)	Mu
04	Magician	Yakut
05	Priest	Lapp
06	Witch (if party is Lawful, Illusionist instead)	Anglo-Saxon
07	Purloiner (if party is Lawful Good, Monk instead)	Greek
08	Bard (if party is Lawful, Illusionist instead)	Lemurian
09	Runegraver (if party is not Chaotic, Priest instead)	Atlantean
10	Shaman (if party is Lawful, Priest instead)	Amazon
11	Berserker (if party is not Chaotic, Huntsman instead)	Esquimaux
12	Huntsman	Pict (Half-Blood)
13	Cataphract	Pict
14	Scout (if party is Lawful Good, Ranger instead)	Viking
15	Thief (if party is Lawful Good, Huntsman instead)	Kelt
16	Fighter	Common
17	Fighter	Common
18	Barbarian (if party is not Chaotic, Huntsman instead)	Viking
19	Thief (if party is Lawful Good, Huntsman instead)	Pict (Half-Blood)
20	Assassin (if party is Good, Huntsman instead)	Kelt
21	Cleric	Kimmerian
22	Druid (if party is not Neutral, Priest instead)	Kimmeri-Kelt
23	Ranger (if party is Evil, Scout instead)	Ixian
24	Monk	Hyperborean
25	Warlock	Esquimaux-Ixian
26	Legerdemainist (if party is Lawful Good, Illusionist instead)	Roman
27	Paladin (if party is not Lawful Good, Cataphract instead)	Carolingian Frank
28	Illusionist	Moor
29	Necromancer (if party is Good, Illusionist instead)	Tlingit
30	Pyromancer (if party is Lawful, Cryomancer instead)	Oon

### Fighters (*Strength 16*)

Level	Equipment
1 <sup>st</sup>	Scale armour, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L
2 <sup>nd</sup>	Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class L
3 <sup>rd</sup>	Chain mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M
4 <sup>th</sup>	Banded mail, small shield, battle axe, short bow, quiver of 12 arrows, treasure class M
5 <sup>th</sup>	Banded mail, small shield, <b>battle axe +1</b> , short bow, quiver of 12 arrows, treasure class M
6 <sup>th</sup>	Plate mail, small shield, <b>battle axe +1</b> , short bow, quiver of 12 arrows, treasure class M
7 <sup>th</sup>	Plate mail, <b>small shield +1, battle axe +1</b> , short bow, quiver of 12 arrows, treasure class N
8 <sup>th</sup>	Plate mail, <b>small shield +1, battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N
9 <sup>th</sup>	Field plate, <b>small shield +1, battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N
10 <sup>th</sup>	Field plate, <b>small shield +1, battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N+Q
11 <sup>th</sup>	Full plate, <b>small shield +1, battle axe +2</b> , short bow, quiver of 12 arrows, treasure class N+Q
12 <sup>th</sup>	<b>Full plate +1, small shield +1, battle axe +2, short bow +1</b> , quiver of 12 arrows, treasure class N+Q

### Magicians (*Intelligence 16*)

Level	Equipment	Spells
1 <sup>st</sup>	Quarterstaff, dagger, treasure class L	<b>Magic missile, shield</b>
2 <sup>nd</sup>	Quarterstaff, dagger, treasure class L	<b>Protection from evil</b>
3 <sup>rd</sup>	Quarterstaff, dagger, <b>scroll of friends</b> , treasure class M	<b>Invisibility, ray of enfeeblement</b>
4 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of friends</b> , treasure class M	<b>Detect magic, detect invisibility</b>
5 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of scare</b> , treasure class M	<b>Dispel magic</b>
6 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of scare</b> , treasure class M	<b>Friends, mirror image, sepia snake sigil</b>
7 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of haste, wand of magic missiles, potion of gaseous form</b> , treasure class N	<b>Remove curse</b>
8 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of haste, wand of magic missiles, potion of gaseous form</b> , treasure class N	<b>Scare, fly, lesser globe of invulnerability</b>
9 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of fire shield, wand of magic missiles, potion of gaseous form</b> , treasure class N	<b>Shove, feeblemind</b>
10 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of fire shield, wand of magic missiles, potion of gaseous form</b> , treasure class N+Q	<b>Haste, polymorph other, teleport</b>
11 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of passwall, wand of magic missiles, potion of gaseous form</b> , treasure class N+Q	<b>Levitate, greater globe of invulnerability</b>
12 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of passwall, wand of magic missiles, potion of gaseous form</b> , treasure class N+Q	<b>Fire shield, hold monster, geas</b>

### Clerics (*Wisdom 16*)

Level	Equipment	Spells
1 <sup>st</sup>	Scale armour, small shield, footman's mace, treasure class L	Bless, command
2 <sup>nd</sup>	Chain mail, small shield, footman's mace, treasure class L	Cure light wounds
3 <sup>rd</sup>	Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M	Hold person, silence
4 <sup>th</sup>	Chain mail, small shield, footman's mace, scroll of detect magic, treasure class M	Incantation
5 <sup>th</sup>	Chain mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M	Detect magic, dispel magic
6 <sup>th</sup>	Splint mail, small shield, footman's mace +1, scroll of serpent charm, treasure class M	Remove curse
7 <sup>th</sup>	Splint mail, small shield+1, footman's mace +1, scroll of animate dead, treasure class N	Serpent charm, protection from evil 15' r
8 <sup>th</sup>	Splint mail +1, small shield+1, footman's mace +1, scroll of animate dead, treasure class N	Neutralize poison
9 <sup>th</sup>	Splint mail +1, small shield+1, footman's mace +1, scroll of cure serious wounds, treasure class N	Remove fear, animate dead, flame strike
10 <sup>th</sup>	Splint mail +1, small shield+1, footman's mace +1, scroll of cure serious wounds, treasure class N+Q	Dispel evil
11 <sup>th</sup>	Splint mail +1, small shield+1, footman's mace +2, scroll of quest, treasure class N+Q	Invisibility to undead, cure serious wounds, heal
12 <sup>th</sup>	Splint mail +1, small shield+1, footman's mace +2, scroll of quest, treasure class N+Q	Blade barrier

### Thieves (*Dexterity 16*)

Level	Equipment
1 <sup>st</sup>	Leather armour, small shield, long sword, dagger, treasure class L
2 <sup>nd</sup>	Studded armour, small shield, long sword, dagger, treasure class L
3 <sup>rd</sup>	Studded armour, small shield, long sword, dagger, treasure class M
4 <sup>th</sup>	Studded armour, small shield, long sword +1, dagger, treasure class M
5 <sup>th</sup>	Studded armour, small shield +1, long sword +1, dagger, treasure class M
6 <sup>th</sup>	Studded armour +1, small shield +1, long sword +1, dagger, treasure class M
7 <sup>th</sup>	Studded armour +1, small shield +1, long sword +1, dagger, treasure class N
8 <sup>th</sup>	Studded armour +1, small shield +1, long sword +2, dagger, treasure class N
9 <sup>th</sup>	Studded armour +1, small shield +1, long sword +2, dagger +1, treasure class N
10 <sup>th</sup>	Studded armour +1, small shield +1, long sword +2, dagger +1, treasure class N+Q
11 <sup>th</sup>	Studded armour +1, small shield +1, long sword +2, dagger +2, treasure class N+Q
12 <sup>th</sup>	Studded armour +2, small shield +1, long sword +2, dagger +2, treasure class N+Q

### Barbarians (*Strength 13, Dexterity 13, Constitution 13*)

Level	Equipment
1 <sup>st</sup>	Leather armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L
2 <sup>nd</sup>	Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class L
3 <sup>rd</sup>	Studded armour, bastard sword, dagger, short bow, quiver of 12 arrows, treasure class M
4 <sup>th</sup>	Studded armour, bastard sword +1, dagger, short bow, quiver of 12 arrows, treasure class M
5 <sup>th</sup>	Studded armour, bastard sword +1, dagger, short bow +1, quiver of 12 arrows, treasure class M
6 <sup>th</sup>	Studded armour, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class M
7 <sup>th</sup>	Studded armour +1, bastard sword +1, dagger +1, short bow +1, quiver of 12 arrows, treasure class N
8 <sup>th</sup>	Studded armour +1, bastard sword +2, dagger +1, short bow +1, quiver of 12 arrows, treasure class N
9 <sup>th</sup>	Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N
10 <sup>th</sup>	Studded armour +1, bastard sword +2, dagger +1, short bow +2, quiver of 12 arrows, treasure class N+Q
11 <sup>th</sup>	Studded armour +1, bastard sword +2, dagger +2, short bow +2, quiver of 12 arrows, treasure class N+Q
12 <sup>th</sup>	Studded armour +2, bastard sword +2, dagger +2, short bow +2, quiver of 12 arrows, treasure class N+Q

### Berserkers (*Strength 15, Constitution 15*)

Level	Equipment
1 <sup>st</sup>	Leather armour, great axe, hand axe, treasure class L
2 <sup>nd</sup>	Studded armour, great axe, hand axe, treasure class L
3 <sup>rd</sup>	Studded armour, great axe, hand axe, treasure class M
4 <sup>th</sup>	Studded armour, <b>great axe +1</b> , hand axe, treasure class M
5 <sup>th</sup>	<b>Studded armour +1, great axe +1</b> , hand axe, treasure class M
6 <sup>th</sup>	<b>Studded armour +1, great axe +1, hand axe +1</b> , treasure class M
7 <sup>th</sup>	<b>Studded armour +1, great axe +1, hand axe +1</b> , treasure class N
8 <sup>th</sup>	<b>Studded armour +1, great axe +2, hand axe +1</b> , treasure class N
9 <sup>th</sup>	<b>Studded armour +1, great axe +2, hand axe +1</b> , treasure class N
10 <sup>th</sup>	<b>Studded armour +1, great axe +2, hand axe +1</b> , treasure class N+Q
11 <sup>th</sup>	<b>Studded armour +1, great axe +2, hand axe +2</b> , treasure class N+Q
12 <sup>th</sup>	<b>Studded armour +2, great axe +2, hand axe +2</b> , treasure class N+Q

### Cataphracts (*Strength 13, Charisma 13*)

Level	Equipment
1 <sup>st</sup>	Laminated armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class L
2 <sup>nd</sup>	Splint armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class L
3 <sup>rd</sup>	Splint armour, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class M
4 <sup>th</sup>	Plate mail, small shield, horseman's pick, short bow, quiver of 12 arrows, treasure class M
5 <sup>th</sup>	Plate mail, small shield, <b>horseman's pick +1</b> , short bow, quiver of 12 arrows, treasure class M
6 <sup>th</sup>	Plate mail, small shield, <b>horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class M
7 <sup>th</sup>	Plate mail, small shield, <b>horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N
8 <sup>th</sup>	Field plate, small shield, <b>horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N
9 <sup>th</sup>	Field plate, <b>small shield +1, horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N
10 <sup>th</sup>	Field plate, <b>small shield +1, horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N+Q
11 <sup>th</sup>	Full plate, <b>small shield +1, horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N+Q
12 <sup>th</sup>	<b>Full plate +1, small shield +1, horseman's pick +1, short bow +1</b> , quiver of 12 arrows, treasure class N+Q

### Huntsmen (*Strength 13, Wisdom 13, Charisma 13*)

Level	Equipment
1 <sup>st</sup>	Leather armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class L
2 <sup>nd</sup>	Studded armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class L
3 <sup>rd</sup>	Studded armour, short spear, falcata, dagger, short bow, quiver of 12 arrows, fighting net, treasure class M
4 <sup>th</sup>	Studded armour, short spear, falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M
5 <sup>th</sup>	<b>Studded armour +1</b> , short spear, falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M
6 <sup>th</sup>	<b>Studded armour +1, short spear +1</b> , falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class M
7 <sup>th</sup>	<b>Studded armour +1, short spear +1</b> , falcata, dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N
8 <sup>th</sup>	<b>Studded armour +1, short spear +1, falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N
9 <sup>th</sup>	<b>Studded armour +2, short spear +1, falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, fighting net, treasure class N
10 <sup>th</sup>	<b>Studded armour +2, short spear +1, falcata +1</b> , dagger, <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q
11 <sup>th</sup>	<b>Studded armour +2, short spear +1, falcata +1</b> , dagger, <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q
12 <sup>th</sup>	<b>Studded armour +2, short spear +1, falcata +1, dagger +1, short bow +1</b> , quiver of <b>12 arrows +1</b> , fighting net, treasure class N+Q

### Paladins (*Strength 13, Charisma 15*)

Level	Equipment	Spells
1 <sup>st</sup>	Chain mail, small shield, long sword, dagger, treasure class L	
2 <sup>nd</sup>	Banded mail, small shield, long sword, dagger, treasure class L	
3 <sup>rd</sup>	Banded mail, small shield, long sword, dagger, treasure class M	
4 <sup>th</sup>	Banded mail, small shield, <b>long sword+1</b> , dagger, treasure class M	
5 <sup>th</sup>	Banded mail, <b>small shield +1, long sword+1</b> , dagger, treasure class M	
6 <sup>th</sup>	Plate mail, <b>small shield +1, long sword+1</b> , dagger, treasure class M	
7 <sup>th</sup>	Plate mail, <b>small shield +1, long sword+1</b> , dagger, treasure class N	<b>Bless</b>
8 <sup>th</sup>	Plate mail, <b>small shield +1, long sword+1</b> , dagger, treasure class N	<b>Protection from evil</b>
9 <sup>th</sup>	<b>Plate mail +1, small shield +1, long sword+1</b> , dagger, treasure class N	<b>Incantation</b>
10 <sup>th</sup>	<b>Plate mail +1, small shield +1, long sword+1</b> , dagger, treasure class N+Q	<b>Aid</b>
11 <sup>th</sup>	<b>Plate mail +1, small shield +1, long sword+1</b> , dagger, treasure class N+Q	<b>Create food and water</b>
12 <sup>th</sup>	<b>Plate mail +1, small shield +1, long sword+2</b> , dagger, treasure class N+Q	<b>Prayer</b>

### Rangers (*Strength 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class L	
2 <sup>nd</sup>	Studded armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class L	
3 <sup>rd</sup>	Studded armour, small shield, short spear, hand axe, short bow, quiver of 12 arrows, treasure class M	
4 <sup>th</sup>	Studded armour, small shield, short spear, hand axe, <b>short bow +1</b> , quiver of 12 arrows, treasure class M	
5 <sup>th</sup>	Studded armour, small shield, short spear, <b>hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class M	
6 <sup>th</sup>	Studded armour, small shield, <b>short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class M	
7 <sup>th</sup>	Studded armour, small shield, <b>short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class N	<b>Speak with animals x2</b>
8 <sup>th</sup>	Studded armour, small shield, <b>short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class N	<b>Protection from evil</b>
9 <sup>th</sup>	Studded armour, small shield, <b>short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class N	<b>Charm person or beast</b>
10 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class N+Q	<b>Detect invisibility</b>
11 <sup>th</sup>	<b>Studded armour +1, small shield +1, short spear +1, hand axe +1, short bow +1</b> , quiver of 12 arrows, treasure class N+Q	<b>Hold animal</b>
12 <sup>th</sup>	<b>Studded armour +1, small shield +1, short spear +1, hand axe +1, short bow +1</b> , quiver of <b>12 arrows +1</b> , treasure class N+Q	<b>Flame arrow</b>

### Warlocks (*Strength 13, Intelligence 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Studded armour, small shield, war pick, light crossbow, case of 20 bolts, treasure class L	Dash, jump
2 <sup>nd</sup>	Chain mail, small shield, war pick, light crossbow, case of 20 bolts, treasure class L	
3 <sup>rd</sup>	Banded mail, small shield, war pick, light crossbow, case of 20 bolts, treasure class M	Strengthen
4 <sup>th</sup>	Banded mail, small shield, war pick, light crossbow, case of 20 bolts, scroll of charm person, treasure class M	
5 <sup>th</sup>	Banded mail, small shield, war pick, light crossbow, case of 20 bolts, scroll of charm person, treasure class M	Twofold missile
6 <sup>th</sup>	Banded mail, small shield, war pick +1, light crossbow, case of 20 bolts, scroll of mirror image, treasure class M	
7 <sup>th</sup>	Banded mail, small shield, war pick +1, light crossbow, case of 20 bolts, scroll of mirror image, treasure class N	Charm person
8 <sup>th</sup>	Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of hold person, treasure class N	Mirror image
9 <sup>th</sup>	Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of hold person, treasure class N	Summon monster I
10 <sup>th</sup>	Banded mail, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of slow, treasure class N+Q	Enlargement
11 <sup>th</sup>	Banded mail +1, small shield, war pick +1, light crossbow +1, case of 20 bolts, scroll of slow, treasure class N+Q	Invisibility
12 <sup>th</sup>	Banded mail +1, small shield +1, war pick +1, light crossbow +1, case of 20 bolts, scroll of suggestion, treasure class N+Q	Hold person

### Cryomancers (*Intelligence 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Short spear, hand axe, treasure class L	Magic ice dart, shield
2 <sup>nd</sup>	Short spear, hand axe, treasure class L	Precipitate
3 <sup>rd</sup>	Short spear, hand axe, scroll of protection from evil, treasure class M	Cool metal
4 <sup>th</sup>	Short spear, hand axe, scroll of protection from evil, treasure class M	Cold resistance, ice armour
5 <sup>th</sup>	Short spear, hand axe, scroll of wall of vapours, treasure class M	Hold person
6 <sup>th</sup>	Short spear, hand axe, scroll of wall of vapours, treasure class M	Protection from evil, frost sphere, dispel magic
7 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of slow, potion of climbing, treasure class N	Fire shield
8 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of slow, potion of climbing, treasure class N	Wall of vapours, cold protection, change temperature
9 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of ice storm, potion of climbing, treasure class N	Hold portal, transform to winter wolf
10 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of ice storm, potion of climbing, treasure class N+Q	Slow, wall of ice, hold monster
11 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of shout, potion of climbing, treasure class N+Q	Gust of wind, summon ice daemon
12 <sup>th</sup>	Short spear, hand axe, wand of paralysis, scroll of shout, potion of climbing, treasure class N+Q	Ice storm, control winds, summon aerial minion



### Illusionists (*Dexterity 13, Intelligence 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Quarterstaff, dagger, treasure class L	Darkness, phantasm
2 <sup>nd</sup>	Quarterstaff, dagger, treasure class L	Mirror image
3 <sup>rd</sup>	Quarterstaff, dagger, <b>scroll of disguise self</b> , treasure class M	Invisibility
4 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of disguise self</b> , treasure class M	Terrify, improved phantasm
5 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of phantasmal armour</b> , treasure class M	Dispel phantasm
6 <sup>th</sup>	Quarterstaff, dagger, <b>scroll of phantasmal armour</b> , treasure class M	Disguise self, hypnotic pattern, fear
7 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of suggestion</b> , <b>potion of invisibility</b> , treasure class N	Confusion
8 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of suggestion</b> , <b>potion of invisibility</b> , treasure class N	Phantasmal armour, paralyze, phantasmal killer
9 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of dispel magic</b> , <b>potion of invisibility</b> , treasure class N	Detect magic, maze
10 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of dispel magic</b> , <b>potion of invisibility</b> , treasure class N+Q	Suggestion, emotion, incite chaos
11 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of phantasmal door</b> , <b>potion of invisibility</b> , treasure class N+Q	Glitterdust, mass suggestion
12 <sup>th</sup>	Quarterstaff, dagger, <b>wand of phantasms</b> , <b>scroll of phantasmal door</b> , <b>potion of invisibility</b> , treasure class N+Q	Dispel magic, advanced spectral phantasm, spawn shades

### Necromancers (*Intelligence 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Quarterstaff, sickle, whip, treasure class L	Command, scare
2 <sup>nd</sup>	Quarterstaff, sickle, whip, treasure class L	Protection from evil
3 <sup>rd</sup>	Quarterstaff, sickle, whip, <b>scroll of invisibility to undead</b> , treasure class M	Ray of enfeeblement
4 <sup>th</sup>	Quarterstaff, sickle, whip, <b>scroll of invisibility to undead</b> , treasure class M	Detect magic, cause blindness
5 <sup>th</sup>	Quarterstaff, sickle, whip, <b>scroll of darkness</b> , treasure class M	Strangle
6 <sup>th</sup>	Quarterstaff, sickle, whip, <b>scroll of darkness</b> , treasure class M	Invisibility to undead, ghoul touch, slow
7 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of hold person</b> , <b>potion of levitation</b> , treasure class N	Animate dead
8 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of hold person</b> , <b>potion of levitation</b> , treasure class N	Darkness, sepia snake sigil, shroud of fear
9 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of inflict madness</b> , <b>potion of levitation</b> , treasure class N	Chill touch, death
10 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of inflict madness</b> , <b>potion of levitation</b> , treasure class N+Q	Hold person, turn sticks to serpents, plague rats
11 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of shadow conjuration</b> , <b>potion of levitation</b> , treasure class N+Q	Zombie visage, animate dead II
12 <sup>th</sup>	Quarterstaff, sickle, whip, <b>wand of fear</b> , <b>scroll of shadow conjuration</b> , <b>potion of levitation</b> , treasure class N+Q	Inflict madness, feeblemind, finger of death

### Pyromancers (*Intelligence 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Scimitar, curved dagger, treasure class L	Flaming missile, smoke cloud
2 <sup>nd</sup>	Scimitar, curved dagger, treasure class L	Sorcerous armour
3 <sup>rd</sup>	Scimitar, curved dagger, <b>scroll of detect magic</b> , treasure class M	Heat metal
4 <sup>th</sup>	Scimitar, curved dagger, <b>scroll of detect magic</b> , treasure class M	Flash, produce flame
5 <sup>th</sup>	Scimitar, curved dagger, <b>scroll of pyrotechnics</b> , treasure class M	Flame arrow
6 <sup>th</sup>	Scimitar, curved dagger, <b>scroll of pyrotechnics</b> , treasure class M	Detect magic, glitterdust, dispel magic
7 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of illusory wall of fire, potion of fire resistance</b> , treasure class N	Fire shield
8 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of illusory wall of fire, potion of fire resistance</b> , treasure class N	Pyrotechnics, incinerate normal missiles, wall of fire
9 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of produce bonfire, potion of fire resistance</b> , treasure class N	Light, summon firefly swarm
10 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of produce bonfire, potion of fire resistance</b> , treasure class N+Q	Illusory wall of fire, controlled blast fireball, flame strike
11 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of breathe fire, potion of fire resistance</b> , treasure class N+Q	Flaming sphere, death ray of immolation
12 <sup>th</sup>	Scimitar, curved dagger, <b>wand of illuming, scroll of breathe fire, potion of fire resistance</b> , treasure class N+Q	Produce bonfire, teleport, summon fire elemental

### Witches (*Intelligence 13, Charisma 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Dagger, <b>soporific</b> , treasure class L	Alter self, charm person
2 <sup>nd</sup>	Dagger, <b>soporific</b> , dose of ingestible poison I, treasure class L	Friends
3 <sup>rd</sup>	Dagger, <b>soporific</b> , dose of ingestible poison I, <b>scroll of detect magic</b> , treasure class M	Darkness
4 <sup>th</sup>	Dagger, <b>soporific, paralytic</b> , dose of ingestible poison II, <b>scroll of detect magic</b> , treasure class M	Protection from evil, hypnotism
5 <sup>th</sup>	Dagger, <b>soporific, paralytic</b> , dose of ingestible poison II, <b>scroll of hold person</b> , treasure class M	Phantasm
6 <sup>th</sup>	Dagger, <b>soporific, paralytic, philtre</b> , dose of ingestible poison III, <b>scroll of hold person</b> , treasure class M	Detect magic, obscure, dispel magic
7 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre</b> , dose of ingestible poison III, <b>scroll of slow</b> , treasure class N	Polymorph self
8 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre, hallucinogen</b> , dose of ingestible poison IV, <b>scroll of slow</b> , treasure class N	Hold person, summon toad swarm, hallucinatory terrain
9 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre, hallucinogen</b> , dose of ingestible poison IV, <b>scroll of contagion</b> , treasure class N	Scare, summon bat swarm
10 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre, hallucinogen, nauseate</b> , dose of ingestible poison V, <b>scroll of contagion</b> , treasure class N+Q	Slow, strangle, shadow conjuration
11 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre, hallucinogen, nauseate</b> , dose of ingestible poison V, <b>scroll of summon elemental</b> , treasure class N+Q	Ungovernable hideous laughter, geas
12 <sup>th</sup>	Dagger, <b>wand of polymorphing, magic broom, soporific, paralytic, philtre, hallucinogen, nauseate, opaakigen</b> , dose of ingestible poison V, <b>scroll of summon elemental</b> , treasure class N+Q	Contagion, sleep everlasting, summon invisible stalker

### Druids (*Wisdom 13, Charisma 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, small shield, scimitar, dagger, treasure class L	Entangle, sanctuary from animals
2 <sup>nd</sup>	Studded armour, small shield, scimitar, dagger, treasure class L	Influence normal fire
3 <sup>rd</sup>	Studded armour, small shield, scimitar, dagger, scroll of detect magic, treasure class M	Heat metal
4 <sup>th</sup>	Studded armour, small shield, scimitar +1, dagger, scroll of detect magic, treasure class M	Light, cure light wounds
5 <sup>th</sup>	Studded armour, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M	Call lightning
6 <sup>th</sup>	Studded armour +1, small shield, scimitar +1, dagger, scroll of charm person or beast, treasure class M	Detect magic, barkskin, neutralize poison
7 <sup>th</sup>	Studded armour +1, small shield, scimitar +1, dagger, scroll of summon insect swarm, treasure class N	Summon animal I
8 <sup>th</sup>	Studded armour +1, small shield +1, scimitar +1, dagger, scroll of summon insect swarm, treasure class N	Charm person or beast, hold animal, dispel magic
9 <sup>th</sup>	Studded armour +1, small shield +1, scimitar +1, dagger, scroll of lightning protection, treasure class N	Speak with animals, summon animal II
10 <sup>th</sup>	Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of lightning protection, treasure class N+Q	Summon insect swarm, plant portal, turn sticks to serpents
11 <sup>th</sup>	Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of flame strike, treasure class N+Q	Gust of wind, summon animal III
12 <sup>th</sup>	Studded armour +1, small shield +1, scimitar +1, dagger +1, scroll of flame strike, treasure class N+Q	Messenger bird, lightning protection, pass tree, summon fire elemental

### Monks (*Dexterity 13, Wisdom 13*)

Level	Equipment
1 <sup>st</sup>	Quarterstaff, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L
2 <sup>nd</sup>	Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class L
3 <sup>rd</sup>	Quarterstaff +1, hand axe, dagger, light crossbow, case of 20 bolts, treasure class M
4 <sup>th</sup>	Quarterstaff +1, hand axe, dagger, light crossbow +1, case of 20 bolts, treasure class M
5 <sup>th</sup>	Quarterstaff +1, hand axe +1, dagger, light crossbow +1, case of 20 bolts, treasure class M
6 <sup>th</sup>	Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class M
7 <sup>th</sup>	Quarterstaff +1, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
8 <sup>th</sup>	Quarterstaff +2, hand axe +1, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
9 <sup>th</sup>	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N
10 <sup>th</sup>	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +1, case of 20 bolts, treasure class N+Q
11 <sup>th</sup>	Quarterstaff +2, hand axe +2, dagger +1, light crossbow +2, case of 20 bolts, treasure class N+Q
12 <sup>th</sup>	Quarterstaff +2, hand axe +2, dagger +2, light crossbow +2, case of 20 bolts, treasure class N+Q

### Priests (*Wisdom 13, Charisma 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Quarterstaff, dagger, treasure class L	Bless, command, protection from evil
2 <sup>nd</sup>	Quarterstaff, dagger, treasure class L	Sanctuary
3 <sup>rd</sup>	Quarterstaff, dagger, scroll of cure light wounds, treasure class M	Incantation, silence
4 <sup>th</sup>	Quarterstaff, dagger, scroll of cure light wounds, treasure class M	Detect magic, hold person
5 <sup>th</sup>	Quarterstaff, dagger, scroll of fire resistance, treasure class M	Dispel magic, magic vestment
6 <sup>th</sup>	Quarterstaff, dagger, scroll of fire resistance, treasure class M	Serpent charm, prayer
7 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of remove curse, treasure class N	Cure light wounds, protection from evil 15' r, turn sticks to serpents
8 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of remove curse, treasure class N	Meld into stone, cure serious wounds
9 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N	Fire resistance, dispel evil, finger of death
10 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of discern lie, treasure class N+Q	Light, shroud of fear, insect plague
11 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q	Remove curse, control weather, summon aerial minion
12 <sup>th</sup>	Quarterstaff, dagger, scarab of protection, scroll of flame strike, treasure class N+Q	Invisibility to undead, raise dead, heal

### Runegravers (*Strength 13, Wisdom 13*)

Level	Equipment	Runes
1 <sup>st</sup>	Studded armour, small shield, battle axe, dagger, ale horn, treasure class L	Command
2 <sup>nd</sup>	Chain mail, small shield, battle axe, dagger, ale horn, treasure class L	Enlargement
3 <sup>rd</sup>	Chain mail, small shield, battle axe, dagger, ale horn, treasure class M	Mount, hold person
4 <sup>th</sup>	Chain mail, small shield, battle axe +1, dagger, ale horn, treasure class M	Black cloud
5 <sup>th</sup>	Chain mail +1, small shield, battle axe +1, dagger, ale horn, treasure class M	Fool's gold, twofold missile
6 <sup>th</sup>	Chain mail +1, small shield +1, battle axe +1, dagger, ale horn, treasure class M	Inflict disease
7 <sup>th</sup>	Chain mail +1, small shield +1, battle axe +2, dagger, ale horn, treasure class N	Create food and water, dweomered weapon
8 <sup>th</sup>	Chain mail +2, small shield +1, battle axe +2, dagger, ale horn, treasure class N	Ice storm
9 <sup>th</sup>	Chain mail +2, small shield +1, battle axe +2, dagger +1, ale horn, treasure class N	Freeze surface, flame strike
10 <sup>th</sup>	Chain mail +2, small shield +1, battle axe +2, dagger +1, ale horn, treasure class N+Q	True seeing
11 <sup>th</sup>	Chain mail +2, small shield +2, battle axe +2, dagger +1, ale horn, treasure class N+Q	Control water
12 <sup>th</sup>	Chain mail +2, small shield +2, battle axe +2, dagger +2, ale horn, treasure class N+Q	Reincarnation

### Shamans (*Intelligence 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, war club, dagger, short bow, quiver of 12 arrows, treasure class L	Bless, precipitate
2 <sup>nd</sup>	Studded armour, war club, dagger, short bow, quiver of 12 arrows, treasure class L	Friends, spider climb
3 <sup>rd</sup>	Studded armour, war club, dagger, short bow, quiver of 12 arrows, <b>scroll of cure light wounds</b> , treasure class M	Darkness
4 <sup>th</sup>	Studded armour, war club, dagger, short bow, quiver of 12 arrows, <b>scroll of charm person</b> , treasure class M	Invisibility
5 <sup>th</sup>	Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of silence</b> , treasure class M	Prayer
6 <sup>th</sup>	Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of stinking cloud</b> , treasure class M	Phantasm
7 <sup>th</sup>	Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of remove curse</b> , treasure class N	Cure light wounds, perform exorcism
8 <sup>th</sup>	Studded armour, war club, dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of protection from normal missiles</b> , treasure class N	Charm person, polymorph other
9 <sup>th</sup>	Studded armour, <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of cure serious wounds</b> , treasure class N	Silence, cure madness
10 <sup>th</sup>	Studded armour, <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of hallucinatory terrain</b> , treasure class N+Q	Stinking cloud, summon elemental
11 <sup>th</sup>	<b>Studded armour +1</b> , <b>war club +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of raise dead</b> , treasure class N+Q	Remove curse, animate objects
12 <sup>th</sup>	<b>Studded armour +1</b> , <b>war club +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, <b>scroll of magic jar</b> , treasure class N+Q	Protection from normal missiles, geas

### Assassins (*Dexterity 13, Intelligence 13*)

Level	Equipment
1 <sup>st</sup>	Short sword, dagger, light crossbow, case of 20 bolts, treasure class L
2 <sup>nd</sup>	Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison I, treasure class L
3 <sup>rd</sup>	Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison I, dose of penetrative poison I, treasure class M
4 <sup>th</sup>	Short sword, dagger, light crossbow, case of 20 bolts, dose of ingestible poison II, dose of penetrative poison I, treasure class M
5 <sup>th</sup>	Short sword, dagger, <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison II, dose of penetrative poison II, treasure class M
6 <sup>th</sup>	Short sword, dagger, <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison III, dose of penetrative poison II, treasure class M
7 <sup>th</sup>	Short sword, <b>venom dagger +2 (penetrative poison III)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison III, dose of penetrative poison III, treasure class N
8 <sup>th</sup>	<b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison III)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison III, treasure class N
9 <sup>th</sup>	<b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +1</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison IV, treasure class N
10 <sup>th</sup>	<b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison IV, dose of penetrative poison IV, treasure class N+Q
11 <sup>th</sup>	<b>Short sword +1</b> , <b>venom dagger +2 (penetrative poison IV)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison V, dose of penetrative poison IV, treasure class N+Q
12 <sup>th</sup>	<b>Short sword +2</b> , <b>venom dagger +2 (penetrative poison V)</b> , <b>light crossbow +2</b> , case of 20 bolts, dose of ingestible poison V, dose of penetrative poison V, treasure class N+Q

### Bards (*Dexterity 13, Charisma 15*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class L	Pass without trace
2 <sup>nd</sup>	Studded armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class L	Phantasm
3 <sup>rd</sup>	Studded armour, small shield, broadsword, dagger, short bow, quiver of 12 arrows, lyre, treasure class M	Charm person or beast
4 <sup>th</sup>	Studded armour, small shield, <b>broadsword +1</b> , dagger, short bow, quiver of 12 arrows, lyre, treasure class M	Invisibility
5 <sup>th</sup>	Studded armour, small shield, <b>broadsword +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class M	Black cloud
6 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>broadsword +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class M	Spectral phantasm
7 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>broadsword +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N	Hallucinatory terrain
8 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N	Phantasmal killer
9 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N	Entangle, obscure
10 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N+Q	Darkness, hypnotic pattern
11 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, lyre, treasure class N+Q	Call lightning, dispel magic
12 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>broadsword +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, <b>lyre of time and space</b> , treasure class N+Q	Fear, confusion

### Legerdemainists (*Dexterity 13, Intelligence 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, small shield, long sword, dagger, treasure class L	Charm person, sleep
2 <sup>nd</sup>	Studded armour, small shield, long sword, dagger, treasure class L	
3 <sup>rd</sup>	Studded armour, small shield, long sword, dagger, <b>scroll of detect magic</b> , treasure class M	Invisibility
4 <sup>th</sup>	Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of detect magic</b> , treasure class M	
5 <sup>th</sup>	Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of levitate</b> , treasure class M	Clairvoyance
6 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of levitate</b> , treasure class M	
7 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N	Detect magic
8 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N	Levitate
9 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of suggestion</b> , treasure class N	Dispel magic
10 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of suggestion</b> , treasure class N+Q	Unseen servant
11 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of fly</b> , treasure class N+Q	Knock
12 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of fly</b> , treasure class N+Q	Suggestion

**Purloiners** (*Dexterity 13, Wisdom 13*)

Level	Equipment	Spells
1 <sup>st</sup>	Leather armour, small shield, long sword, dagger, treasure class L	Command, sanctuary
2 <sup>nd</sup>	Studded armour, small shield, long sword, dagger, treasure class L	
3 <sup>rd</sup>	Studded armour, small shield, long sword, dagger, <b>scroll of detect magic</b> , treasure class M	Silence
4 <sup>th</sup>	Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of detect magic</b> , treasure class M	
5 <sup>th</sup>	Studded armour, small shield, <b>long sword +1</b> , dagger, <b>scroll of find traps</b> , treasure class M	Locate object
6 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of find traps</b> , treasure class M	
7 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N	Detect magic
8 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , dagger, <b>scroll of dispel magic</b> , treasure class N	Find traps
9 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of meld into stone</b> , treasure class N	Dispel magic
10 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of meld into stone</b> , treasure class N+Q	Omen
11 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of speak with dead</b> , treasure class N+Q	Hold person
12 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>long sword +1</b> , <b>dagger +1</b> , <b>scroll of speak with dead</b> , treasure class N+Q	Meld into stone

**Scouts** (*Dexterity 13, Intelligence 13*)

Level	Equipment
1 <sup>st</sup>	Leather armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class L
2 <sup>nd</sup>	Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class L
3 <sup>rd</sup>	Studded armour, small shield, falcata, dagger, short bow, quiver of 12 arrows, treasure class M
4 <sup>th</sup>	Studded armour, small shield, <b>falcata +1</b> , dagger, short bow, quiver of 12 arrows, treasure class M
5 <sup>th</sup>	Studded armour, small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class M
6 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class M
7 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>falcata +1</b> , dagger, <b>short bow +1</b> , quiver of 12 arrows, treasure class N
8 <sup>th</sup>	<b>Studded armour +1</b> , small shield, <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N
9 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of 12 arrows, treasure class N
10 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +1</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , treasure class N+Q
11 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +2</b> , <b>dagger +1</b> , <b>short bow +1</b> , quiver of <b>12 arrows +1</b> , treasure class N+Q
12 <sup>th</sup>	<b>Studded armour +1</b> , <b>small shield +1</b> , <b>falcata +2</b> , <b>dagger +1</b> , <b>short bow +2</b> , quiver of <b>12 arrows +1</b> , treasure class N+Q

## Quick Adventuring Gear

In some cases, NPCs may join with a PC party, putting all of the NPC gear at PC disposal; in other case, PCs may loot their corpses. In either of these circumstances, the referee may not wish to choose compete gear for each NPC from scratch. If this is the case, each NPC classed character and mercenary can be assumed to have the following, in addition to the listed arms, armour, and treasure: backpack, 1 week iron rations, 1 full wineskin, a winter blanket, a tinderbox, and 3 torches. Strong NPCs (13+ strength) also have 50' of hemp rope, a pry bar, a hammer, and 12 iron spikes. Character classes that use holy symbols and/or thieves' tools can be assumed to have them. Character classes that use spell books can be assumed to have them on their person 50% of the time; these contain all memorized spells and any additional ones the referee cares to add.

## Example of Creating an NPC Party

A roll of 1d10 on the **Alignment Table** is '6', so the party is Neutral in alignment. A roll of 1d6+6 indicates there are 11 total characters in the party. A roll of 1d6+1 determines that 7 of these characters are classed, leaving a balance of 4 as hired mercenaries. A roll of 3d6 on the **Level Table** is '10', so the classed members of the party are 1<sup>st</sup>-level. 3d10 is then rolled on the **Character Class** column of the **Class and Race Table** for each classed character; the results are cataphract ('13'), thief ('19'), huntsman ('12'), legerdemainist ('26'), cleric ('21'), fighter ('16'), and witch ('6'). Because the classed characters are 1<sup>st</sup>-level, the mercenaries are all 0<sup>th</sup>-level light infantrymen as indicated on the **Mercenary Table**. 3d10 is rolled on the **Character or Party Race** column of the **Class and Race Table** for each classed character and mercenary, with the results being Half-Blood Pict ('19'), Amazon ('10'), Hyperborean ('24'), Common ('17'), Pict ('13'), Kimmerian ('21'), Half-Blood Pict ('19'), Tlingit ('29'), Pict ('13'), Viking ('18'), and Lemurian ('8'). The gender of each character is then rolled on 1d100, with an equal chance of either gender, and a name is generated for each by rolling 1d12 on the appropriate column (determined by race and gender) in **Appendix III**. The party consists of Gayeis (1<sup>st</sup>-level male Half-Blood Pictish cataphract), Agapios (1<sup>st</sup>-level male Amazon thief), Shavunovun (1<sup>st</sup>-level female Hyperborean huntsman), Dunntanna (1<sup>st</sup>-level female Common legerdemainist), Cartimandua (1<sup>st</sup>-level female Pictish cleric), Ariston (1<sup>st</sup>-level male Kimmerian fighter), Taan (1<sup>st</sup>-level female Half-Blood Pictish witch), Ch'aak (0<sup>th</sup>-level female Tlingit light infantryman), Tancorix (0<sup>th</sup>-level male Pictish light infantryman), Ragnhildr (0<sup>th</sup>-level female Viking light infantryman), and Chao (0<sup>th</sup>-level male Lemurian light infantryman). This large and well-balanced NPC party is ready to meet the PCs. Will they be friends or foes?



### APPENDIX III: QUICK NPC NAME TABLES

d12	Common(F)	Common(M)	Amazon(F)	Amazon(M)	Anglo-Saxon(F)	Anglo-Saxon(M)	Atlantean(F)	
01	Dunntanna	Connrhan	Alexandra	Agapios	Eadhild	Cuthmund	Agape	
02	Qarrdunnia	Fellxell	Ambrosia	Apollonios	GunnSIGe	Deorgar	Aphrodisia	
03	Qarrullesta	Garr	Andromeda	Demetrios	Gunnwig	Eadbeorht	Apollonia	
04	Raidalla	Korrxai	Artemisia	Dionysios	Hildgifu	Ealdmund	Elpis	
05	Rammdailia	Penn	Demetria	Galenos	Osgifu	Heregar	Euphemia	
06	Rellrennia	Renn	Eudoxia	Kallias	Sigegifu	Oswulf	Kallisto	
07	Rhelesta	Rhul	Eupraxia	Lysandros	Sigehild	Sigegeat	Kleopatra	
08	Rhulrhana	Vunn	Hypatia	Photios	Thurgifu	Thurmund	Lysandra	
09	Sampenna	Vunnzonn	Lysistrate	Simonides	Thurhild	Wulfbeald	Pelagia	
10	Vairxanna	Zai	Pelagia	Thales	Winewaru	Wulfnoth	Sostrate	
11	Xillquillia	Zennqann	Sophia	Theodosios	Winewig	Wulfwig	Tryphosa	
12	Zulesta	Zonn	Theodosia	Zenobios	Wulfhild	Wulfwine	Xenia	
d12	Atlantean(M)	C. Frank(F)	C. Frank(M)	Esquimaux	Esq.-Ix.	Greek(F)	Greek(M)	Hyperborean(F)
01	Agathon	Audovera	Alaric	Aguta	Ag	Alkippe	Antichares	Shadarivol
02	Alexandros	Beretrude	Athanaric	Kakortok	Chul	Antheia	Bion	Shadarizor
03	Archimedes	ChlothSinda	Bertram	Karpok	Ka	Dorothea	Daphnis	Shagoruzul
04	Demosthenes	Fredegunde	Childebert	Ningakpok	Ma	Eunike	Eugammon	Shagulizar
05	Galenos	Ingitrude	Clovis	Salaksartok	Nin	Gorgo	Kleitos	Shakoraplo
06	Helidoros	Ingunde	Dagobert	Sangilak	Pik	Kalypso	Melas	Shaploidun
07	Heron	Leubovera	Gunthar	Suka	San	Ligeia	Nikandros	Shavilozol
08	Kleon	Magnatrude	Hermangild	Tartok	Su	Marpessa	Philon	Shavunovun
09	Pelagios	Marcovefa	Lothar	Tulukaruk	Tar	Polydamna	Sophokles	Shaxanavor
10	Solon	Radegund	Merovech	Tuluwaq	Ti	Rhoxane	Telamon	Shazaravan
11	Straton	Ultrogotha	Rathar	Tuwawi	Ul	Telephassa	Tros	Shazorixon
12	Themistokles	Vuldretrada	Sigibert	Ulva	Yak	Zosime	Zotikos	Shazulugol
d12	Hyperborean(M)	Ixian(F)	Ixian(M)	Kelt(F)	Kelt(M)	Kimmerian(F)	Kimmerian(M)	Kimm.-Kelt(F)
01	Dorizin	Alda	Abragos	Ana	Aodh	Aristomache	Alexios	Ceara
02	Dunukar	Iset	Ardaros	Brighid	Artair	Demostrate	Andronikos	Euphemia
03	Galugon	Kama	Baxagos	Echna	Bran	Euthalia	Ariston	Kallisto
04	Gonaxil	Mada	Chodainos	Eithne	Brion	Helene	Drakon	Liamhain
05	Gulogan	Neferu	Gaos	Laoise	Conall	Kallisto	Herakleides	Luisseach
06	Kolovol	Nena	Iazadagos	Muireall	Conan	Korinna	Herodotos	Malamhin
07	Korivan	Nofret	Olgasos	Riona	Donnan	Lysandra	Leonidas	Mordag
08	Polivon	Rinnan	Oustanos	Saraid	Fionn	Phoibe	Nikephoros	Neasa
09	Volaxar	Satani	Pharnagos	Siomha	Lachlann	Ptolemais	Pantheras	Osnait
10	Xurupol	Senbet	Phoros	Sorcha	Niall	Sappho	Sokrates	Photine
11	Zulozir	Tamura	Siranos	Treasa	Ross	Syntyche	Theron	Sidheag
12	Zunodor	Tentopet	Xobas	Tuathla	Taran	Xenia	Xenokrates	Xenia

### APPENDIX III: QUICK NPC NAME TABLES

d12	Kimm.-Kelt(M)	Lapp(F)	Lapp(M)	Lemurian(F)	Lemurian(M)	Moor(F)	Moor(M)	Mu(F)
01	Ailill	Amanda	Ammon	Amrita	Banzan	Aisha	Ahmedu	Borasha
02	Ariston	Eva	Davgon	Chikyo	Chao	Baya	Beddis	Darbuasha
03	Artagan	Flora	Einar	Devi	Chen	Hadada	Brahim	Gabatasha
04	Bran	Gunna	Holger	Fuko	Genpo	Kahina	Idir	Hadziasha
05	Cormac	Helga	Hugo	Heiki	Hakaku	Lemta	Khyar	Kalatiasha
06	Maon	Helena	Ivvar	Kanda	Jin	Markunda	Messena	Lambanoasha
07	Niall	Meret	Jonas	Malai	Kuzuma	Safiyya	Sidi	Mizgitasha
08	Orthanach	Mimmi	Lagon	Rhijuta	Ling	Sekurra	Tariq	Nuh-niasha
09	Paramonos	Nina	Nikko	Seishi	Renzo	Thula	Udad	Shidasha
10	Sionn	Olga	Otto	Su	Sansho	Tuftifawt	Yabdaz	Ta-mitasha
11	Taran	Sonja	Viktor	Tetzuko	Wu	Zegiga	Yuba	Tirgatasha
12	Straton	Unni	Volbmar	Yakuko	Yi	Zahara	Ziri	Zilankasha
d12	Mu(M)	Pict(F)	Pict(M)	½ Pict/Tlingit	Roman(F)	Roman(M)	Viking(F)	
01	Batu	Barita	Arviragos	Ch'aak	Aula	Appius	Alfhildr	
02	Dangata	Bodicca	Caratacos	Ch'eet	Decima	Gaius	Frida	
03	Genzebo	Cartimandua	Cingetorix	Dis	Fausta	Lucius	Gunna	
04	Habura	Cunoarda	Cunobelinos	Gayeis	Hosta	Marcus	Gunnhildr	
05	Kashin	Elpia	Dubnovellaunos	Gooch	Mania	Numerius	Helga	
06	Lakha-ta	Huctia	Enestinos	Shaa	Mettia	Octavius	Hildr	
07	Mogatooti	Luann	Ivomagos	Taan	Nona	Paullus	Oddny	
08	Nagaikota	Luncetta	Motios	Toos	Procula	Publius	Ragnhildr	
09	Ramun-auni	Nectudagh	Senorix	X'aan	Quinta	Quintus	Signy	
10	Ta-mita	Ventissa	Tancorix	Xaas	Servia	Septimus	Sigrun	
11	Tshoma	Verctissa	Togodumnos	X'atgu	Tulla	Tiberius	Ulla	
12	Wu-rakatubat	Verica	Vindex	Yeik	Vopisca	Tullus	Ullhildr	

**Note:** Free Oon adopt the names of other races, so an Oon name can be rolled on the randomly-determined table of another race.

d12	Viking(M)	Yakut(F)	Yakut(M)	d12	Viking(M)	Yakut(F)	Yakut(M)
01	Arnsteinn	Ayta'da	Ayaal-xu	07	Hermundr	Saskulaana	Michilanu
02	Audulfr	Kaskilaana	Aysen-xu	08	Ivarr	Saya'da	Nyurganu
03	Bjorn	Kunney	Aytalanu	09	Ragnarr	Sayii'da	Sirk-xu
04	Eirikr	Lur	Elleyanu	10	Snorri	Tuskulaana	Tibur
05	Hakon	Nariyanaa	Karak-xu	11	Steinn	Tuya'da	Uygulaan
06	Helgi	Nyur'da	Kaskil	12	Ullbrandr	Uruy'da	Yodin

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