**DR. SKULL’S**

**RAMPAGE AMID THE RUINS**

**2nd Edition**

**JUDGE’S SUPPLEMENT 1:**

**DUNGEON STOCKING CORNUCOPIA**

**DUNGEON LEVELS 0-9**

by David L. Nelson

**DUNGEON STOCKING CORNUCOPIA**

**INTRODUCTION**

**WHAT IS THIS THING?**

 When the first D&D Basic Set, edited by Eric Holmes, was released it contained, in addition to the rule book, a set of dungeon “geomorph” maps, and a product called “Monster and Treasure Assortments, Set 1, levels 1-3.” As a young, aspiring Dungeon Master in 1977, I found this set of 100 encounters for each of the first 3 levels to be absolutely invaluable in setting up my early dungeons. I continued to use it (and its sequels for levels 4-6 and 7-9) extensively for Basic D&D, Advanced D&D, and for various D&D based rules sets for over 40 years. When I worked up Rampage Amid the Ruins, I thought that a similar set of material might be equally useful. What this is not is a conversion or copy of the Monster and Treasure Assortments, it is re-designed from the ground up using the Rampage rules, but placed in a similar, but not identical style.

**WHAT CAN IT BE USED FOR?**

 First, it can be rolled to create a list of encounters, balanced for the levels of the players, which a DM can use to craft a dungeon adventure. Second, it can be used to create a random dungeon on the fly when the DM has nothing prepared. Third, it can be used for solo play or for a DM-less gaming session.

**HOW DOES ONE USE THIS PRODUCT?**

**1—Populating a Dungeon**

From experience, a single level of a dungeon, having up to around 30 encounter areas (rooms, corridors, caves etc.) can take from 2-3 sessions to complete. So, if the dungeon is meant to be finished in single session, it should be a single level of 10-15 areas. When the map is completed, figure about half the areas have monsters, about half the rooms have a treasure hoard, but corridors do not, about¼ of the areas have non-monster challenges (traps, tricks, geographic features) and about ¼ have no real encounter. For a random distribution consult the following table:

|  |  |  |
| --- | --- | --- |
| **D8 Die Result** | **Room** | **Corridor** |
| 1 | Monster; Hoard | Monster, Incidentals |
| 2 | Monster, Hoard | Monster, Incidentals |
| 3 | Monster, Incidentals | Monster |
| 4 | Monster, Incidentals | Monster |
| 5 | Challenge, Hoard | Challenge |
| 6 | Challenge, Incidentals | Challenge |
| 7 | Incidentals | Empty |
| 8 | Empty | Empty |

**2—Choosing Monsters:** Each dungeon level list has 100 encounter entries, numbered 1-100. Some are unique, some are repeated. Each is level appropriate, based on the EDL table in Book 4, although some are very easy and some very difficult. Go to the level appropriate to the character level of the party. Either choose or roll 1d100 for the number of encounters you need. The entire list assumes that the dungeon level has several entrances and exits and that creatures can come and go at will.

If the section of dungeon you are stocking is sealed off, roll 1d20 instead of 1d100. The first 20 monsters on each list are creatures such as Undead or Constructs that can survive being sealed up for ages without food or clean air, or they are Summoned Creatures, like demons or elementals, that can magically appear when the characters first enter the room, or they are Oozes or Bugs of some sort who might have entered through tiny cracks or fissures.

If you need a potentially friendly encounter, roll 1d10 and add 90 to the number, for the last 10 creatures on each list are neutral or lawful intelligent NPC’s with whom one can easily negotiate.

**3—Reading the Monster Stat Block**: the stat block used is slightly abbreviated from the one used in the Jerk’s Guide to Jerks. There are 2 examples below, one of a “Monster” and the other of a “Mortal” NPC with a class and level.

Monster Example:

**Dungeon Hog** (x3) AC 13, HD 3d6, (Hp11,9,16), SZ M, Mv35, AL N, Sv 17, Mor 14, Tusk+3/2d4, Berserk, K.F

NPC example

**Orc Raiders** J-1 (x16), AC 14, HD 1d6 (hp 4 each), Sz M, Mv 30, AL C, Sv 19, Mor 11, Axe +0/1d6, Darts +0/1d4**,** Militia Trained, Stab and Run, Cache, Buster, Hear Noise

Explanation: we will examine the NPC example and point out where the Monster Example is different.

**Orc Raiders:** the name or type of the monsters

**J-1**: Class and Level, since Orcs are Mortals they must have a class and level, here J-1 means “First Level Jack”. F means Fighter, MU means Magic-User, CM means Cleric-Militant and CS means Cleric-Spiritual. Two classes with a slash means a multi-class. So, J/CM-3 would mean 3rd level Jack/Cleric-Militant. The Dungeon Hogs do not have a class or level as they are counted as “Monsters” not “Mortals.”

**(x16)** this indicates the number of creatures present. This would mean 16 Orc Raiders are present in this encounter.

 **AC 14:** This is the creatures’ armor class. Mortal entries will not indicate the actual armor worn, so the Judge would have to rule on that. Since these are Jacks with militia training using 1 handed axes and making a normal move, it might be leather or gambeson plus a shield or lamellar and a buckler.

**HD 1d6 (hp 4 each)**: This indicates that the NPC’s have 1 hit die which is a d6. Since there are more than 10 creatures an average hit point value is given. However, in the monster example, since there are only 3 dungeon hogs, the rolled hit points for each hog is listed..

**Sz M:** the orcs (and the hogs) are size-code M (medium, about human sized). Sz tands for Size, and the codes are T, S,M,L or G as described in books 1 and 5.

**Mv 30:** the orcs move 30’ in a standard move action. Occasioanlly a second speed for Flying might be added to or replace the Mv rating.

**AL C:** This means Alignment Chaotic, L would stand for Lawful, N for Neutral (as the Hogs).

Sv 19: this indicates the Saving Throw number, the orcs must roll 18 or higher to pass a saving throw test.

**Mor 11**: this stands for Morale Rating 11, so the orcs must roll 11 or less on a d20 to pass a Morale Check. If it says Mor XX, it means that the creature never needs to roll a Morale Check.

**Axe +0/1d6, Darts +0/1d4** this means that the orcs are armed with axes and darts, each of which adds 0 to the attack roll. The Axe does 1d6 damage and the darts do 1d4 damage. The hogs tusks are more dangerous, getting+3 on the attack roll and doing 2d4 damage.

**Militia Trained, Stab and Run, Cache, etc.,** these are the list of special abilities. For Jacks, like the raiders, it refers to their skills, for Fighters their trainings, and for Clerics and Magic-Users their spells. Some Mortals will also have some species based Skills (like Dwarves and Stonework) occasionally a skill might be left off, like here the Orcs’ Searcher skill is left off for the sake of space and since it is less likely to see use in an encounter with the players. The Hogs have Berserker Rage and Save to Keep Fighting, both of which were abbreviated to save space.

**4—Choosing Treasures**

 For each level there are 100 treasures listed, generated using the figures from the EDL table in Book 4, each including a container and whether there is a lock or trap. They are arranged in 5 groups of 20, the first 3 are incidentals, the last 2 groups are hoards. Incidental treasures are small change carried by monsters, or random items left here and there recently or in the past. Hoards are purposely stored valuables. If you are assigning them completely randomly, roll 1d100 and place the treasure. However, if you know whether the treasure is an Incidental or a Hoard, I’m sure you are clever enough to randomize that. Also, if you have an incidental treasure in a room or corridor with a group of social mortals, rather than monsters, you may assume the incidental treasure is actually carried in their belt pouches or backpacks rather than in the container rolled.

**5—Reading the Treasure Charts**

**CONTAINERS**

The containers encountered are taken from Book 4 (Breaking and Entering) and Book 3 (Adventuring Gear), rules for getting into them and buying them are in the respective books. The treasures on the level charts already contain the containers and their locked/trapped status.

 Arms Racks. Book Shelves, Garbage, Sacks, Crates and stuff lying on the ground are never locked. However, Crates are nailed shut (=stuck), jars can be sealed requiring a prying loose, and sacks might be tied shut. Barrels and Casks are always Stuck. Coffers are always locked, and all other chests are locked on a 3+ on 1d6 and Stuck if not locked. Secret Compartments are locked on a 5+ on 1d6.

 Arms Racks, Casks, Barrels, and Crates are never trapped. Garbage is disease infested on a 5 and contains a dangerous tiny creature on a 6 on 1d6. All chests, coffers and sarcophagi (but not crates) are trapped on a 5-6 on 1d6. Book Shelves, Secret Compartments and jars/amphorae are trapped on a 6 on 1d6. Sacks and Piles have a dangerous tiny creature on a 10 on 1d10.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type** | **Abbreviation** | **Capacity in Items** | **Capacity in Coins** | **Full Encumbrance** |
| Arms Rack | Rack | 10 | -- | Too Big |
| Cask | Cask | 10\* | 5000 | Big |
| Barrel | Barrel | 50\* | 25,000 | Too big |
| Garbage | Garbage | 1000 | 500,000 | -- |
| Lying on the ground | Ground or Pile | Infinite | infinite | -- |
| Sack | Sack | 6 | 3000 | 6 |
| Large Sack | L Sack | 12 | 6000 | 12 |
| Wooden Crate (Chest 1) | Crate (c1) | 10 | 5000 | big |
| Clay Urn (jar) | Jar | 4\* | 2000 | 4 |
| Amphora (jar) | Amphora | 12\* | 6000 |  big |
| Double Amphora (jar) | Doub Amph |  25\* | 12,500 |  big |
| Book Shelves | Bookcase | 30 | – | Too big |
| Metal Coffer (Chest 4) | Coffer (c4) | 1 |  500 | 1 |
| Wooden Chest (Chest 2) | Wood Chest (c2) | 50 |  25,0000 | Too big |
| Iron-Bound Chest (Chest 3) | Iron Bnd Chest (c3) | 50 |  25,000 | Too big |
| Strong Box (Chest 4) | Strong Box (c4) | 6 | 3000 | big |
| Stone Chest (Chest 5) | Stone Chest (c5) | 50 | 25,000 | Too big |
| Large Stone Trunk (Chest 5) | Stone Trunk (c5) | 100 | 50,000 | Too big |
| Sarcophagus (Chest 5) | Sarcophagus (c5) | 150 | 75,000 | Too big |
| Iron Strong Chest (Chest 6) | Iron Chest (c6) | 100 | 50,000 | Too big |
| Secret Compartments | Secret | Any | Any | Immobile |

 \*Items marked with an asterisk can hold the indicated number of gallons of liquid or the indicated number of encumbrance items. The physics is entirely broken, but ain’t nobody got time for that.

**LOCKED COLUMN:**

***Locked:*** the container has a standard lock which must be picked by the Open Locks skill, or burned out with acid. If neither, then the container must be physically broekn with its resulting monster-attracting noise.

***Stuck*:** to open the container, a STR d20 with a prybar mus be used to open the container. ***Sealed*:** the jar is sealed by clay, cork or wax and must be pryed by a knife.

***Nailed:*** a crate is nailed shut, treat as if Stuck for opening.

***Tied*** means that the sack is tighlty tied closed and must be untied by a knot expert or cut open.

***Wizard***: the container is sealed by a Wizard Lock MU spell, cast by a magic-user of level 3+EDL of dungeon. About 1 in 20 of the lockable containers will be wizard locked, beginning at dungeon level 4

***Sealed***: some jars and amphorae will be sealed with a clay or wax seal that needs to be pried open.

***No***means the container is completely open and there is no difficulty.

**TRAP COLUMN:**

**Tiny Spiders, Tiny Scorpions, Tiny Snakes, Rot Worms**  etc: a probably venomous and angry tiny beast will attack the opener (see Book 5 for stats).

**Poison:** the container is smeared with contact poison, first one who touches it saves or dies, if there is a + and an number, that is the bonus to the save.

**Disease**: anyone who paws through the garbage saves or contracts the standard disease’

**Darts:** if the container is disturbed, 1d4+1 per EDL of the dungeon darts will be launched from wall devices at random targets nearby, the darts have an attack bonus of +2 plus 1 per EDL of the dungeon level.

**Acid**: whoever begins to fool with the container is sprayed by acid, taking 1d8 damage, and must make a save for his armor and shield/buckler lest they be destroyed.

**Needle:** anyone who either opens the container or attempts to pick the lock is stabbed by a poison needle, save or die (any + indicates a bonus to the saving throw).

**Blade:** the first who puts his hand into the container is cut by a spring-loaded blade for 1d6 damage. If the damage roll is a 6, the victim must make a save or his hand is cut off.

**Pit:** there is a spring-loaded pit in front of the container. Any turn someone is messing around with container, roll 1d6, if a 1-2 shows up, the pit open and he falls into it. It will do 1d6+1d6 per EDL of the dungeon level in damage from falling, spikes and/or caustic substances. The victim must make a Saving Throw suffer a limb injury (roll randomly). Make CON d20, if it succeeds, it’s a sprain, giving the guy a -2 on all attacks if it’s his sword arm, -2 AC if it’s his shield arm, and -5 movement if it is a leg. A treat Critical Injury skill roll will mend the sprain, but only 1 attempt is permitted. Magic healing will also heal the sprain If he fails the save, see Book 4 for Broken Bones.

**Stone:** if someone messes with the container, a stone will fall onto his head. It will do 1d8 damage plus 1 point per EDL of the dungeon. If the character has a metal helmet (gambeson, lamellar and all heavy armor suits come with one), he may make a save for half damage.

**Sleep Gas:** when the container is opened, a cloud of gas is issued 10’ in all directions. All in the cloud must make a saving throw or fall into a deep sleep for 1d6 turns. They can only be awakened by Stand the Fallen spell, Neutralize Poison Spell, or Detect/Treat Poison skill.

**Poison Gas**: when the container is opened, a cloud of gas is issued 10’ in all directions. All in the cloud must make a saving throw or die (standard poison).

**Glyph:** the container is protected by the 4th level Cleric Spell Glyph of Warding with the indicated damage type. Opening the container means all within a 40’x40’ square centered on the container takes 20 points , save for half. Each glyph is marked C, L or N for the alignment of the caster, and folk of the same alignment will be immune. Glyphs will begin to appear randomly at dungeon level 4.

I**TEMS AND GOLD PIECE VALUE**

The actual items found in the container are listed; about half are coins and the other half valuable objects of some kind. The retail value of non cash items will equal the Gold piece value column. While herbs and alchemical items are included in the total, magic Items are not. Any magic item, therefore, will be in italics to mark this out. The non-cash items can be found either in Book 3 or in the treasure appendix at the end of yhis book.

**APPENDIX A: TREASURES**

**1—Gems and Jewelry**

**A--Gem Matrix:** types of gem by size and **type** with gold piece value

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Gem Type** | **Wee** | **Small** | **Middle** | **Big** | **Large** | **V Large** | **Huge** |
| **Diamond** | 50 | 100 | 200 | 500 | 750 | 1000 | 5000 |
| **Emerald** | 25 | 75 | 150 | 300 | 450 | 600 | 3000 |
| **Ruby** | 15 | 50 | 100 | 200 | 300 | 400 | 2000 |
| **Sapphire** | 10 | 25 | 75 | 150 | 250 | 300 | 1500 |
| **Topaz** | 5 | 10 | 50 | 100 | 150 | 200 | 1000 |
| **Amber** | 2 | 5 | 25 | 50 | 75 | 100 | 500 |

**B—** **Common Personal Jewelry (all count as 0 for Encumbrance)**

Rings: Lead 1gp, Copper 2gp, Silver 10gp, Gold 100gp, Ruby 500gp, Emerald 800gp

Necklaces: Wood 2cp, Shell 1sp, Copper 4gp, Silver 20gp, Gold 200gp

Amulets: Silver 25gp, Gold 250gp, Platinum 1000gp

**C—Precious Metal and Jeweled Objects**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item** | **Copper/Bronze** | **Silver** | **Gold** | **Jeweled** |
| Ceremonial Sword | 10gp | 100gp | 1000gp | 4000gp |
| Dwarf Battle Mask | 19gp | 190gp | 1900gp | 7600gp |
| Priestly Breastplate | 10gp | 100gp | 1000gp | 4000gp |
| Tiara | 7gp | 75gp | 750gp | 3000gp |
| Stew Pot | 4gp | 40gp | 400gp | 1600gp |
| Scepter | 12gp | 120gp | 1200gp | 4800gp |
| Crown | 15gp | 150gp | 1500gp | 6000gp |
| Medallion | 7gp | 70gp | 700gp | 2800gp |
| Censer | 5gp | 50gp | 500gp | 2000gp |
| Chalice | 13gp | 130gp | 1300gp | 5200gp |
| Platter | 12gp | 120gp | 1200gp | 4800gp |
| Cauldron |  250gp |  2500gp | 25,000gp | 100,000gp |
| Ceremonial Dagger | 5gp | 50gp | 500gp | 2000gp |
| Trumpet | 50gp | 500gp | 5000gp | --- |
| Divine Symbol | 3gp | 25gp | 250gp | 1000gp |
| Ceremonial Bracers | 3gp | 28gp | 280gp | 1120gp |
| Ceremonial Gorget | 3gp | 24gp | 240gp | 960gp |
| Ceremonial Girdle | 3gp | 26gp | 260gp | 1040gp |
| Ceremonial Rod | 3gp | 27gp | 270gp | 1080gp |
| Ceremonial Staff | 3gp | 29gp | 290gp | 1160gp |
| Ceremonial Skullcap/helmet | 3gp | 30gp | 300gp | 1200gp |

**2—TRADE GOODS**

**A—Metal Bars or Ingots**

Ingots of metal are commonly found among trade goods and dungeons.

25 pound iron: 5gp 25 pound copper: 25gp

25 pound silver: 250gp 10 pound gold: worth 1000gp

Any ingot counts as a “Big” item for encumbrance.

### **B-- TRADE GOODS—**Common Long-distance trade goods. Amount does not include containers or any sort of bulk discounts. This table is intended to replace the similar table found in Book 3

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item** | **1-pound** | **1 crate (50lbs)** | **1 barrel (350lbs)** | **Ton**  |
| Cinnamon | 11gp | 550gp | 3850gp |  |
| Copper | 1gp | 50gp | 350gp |  |
| Crystals | 18gp | 900gp | 6300gp |  |
| Frankincense | 13gp | 650gp | 4550gp |  |
| Ginger | 2gp | 100gp | 700gp | 4000gp |
| Gold | 100gp | 5000gp | 35,000gp |  |
| Medicinal Herbs | 10gp | 500gp | 3500gp |  |
| Iron | 4cp | 2gp | 14gp | 80gp |
| Myrrh | 14gp | 700gp | 4900gp |  |
| Pepper | 12gp | 600gp | 4200gp |  |
| Saffron | 15gp | 750gp | 5250gp |  |
| Salt | 5gp | 250gp | 1750gp | 10,000gp |
| Silver | 10gp | 500gp | 3500gp |  |
| Tea | 4sp | 20gp | 140gp | 800gp |
| Tobacco | 4sp | 20gp | 140gp | 800gp |
| Wheat | 4cp | 2gp | 14gp | 80gp |

**1-pound:** is the amount for 1 pound loose of the material, retail, counts as 1 item if carried.

**1 crate:** is the cost of 50 pounds of the material for a 10-pound wooden crate. Counts as Big if carried

**1 barrel**: is the cost of 350 pounds of the material for a 50-gallon barrel, counts as Too Big.

**Ton**: 2000 pounds, a lot that might be found in shipping or large wagons.

**C—Liquids:** this is intended to replace the common beverages table from Book 3

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Item | Pint | Gallon | 10 Gallon | 12.5 Gallon | 25 Gallon | 50 Gallon |
| Container | Flask/Bottle | Jug/Jar | Cask | Amphora | Double Amphora | Barrel |
| Cheap Ale | 1cp | 8cp | 8sp | 1gp | 2gp | 4gp |
| Avg Ale | 3cp | 24cp | 24sp | 3gp | 6gp | 12gp |
| Good Ale | 3sp | 24sp | 24gp | 30gp | 60gp | 120gp |
| Sup. Ale | 1gp | 8gp | 80gp | 100gp | 200gp | 400gp |
| Cheap Wine | 3cp | 24cp | 24sp | 3gp | 6gp | 12gp |
| Avg Wine | 3sp | 24sp | 24gp | 30gp | 60gp | 120gp |
| Good Wine | 1gp | 8gp | 80gp | 100gp | 200gp | 400gp |
| Sup. Wine | 7gp | 56gp | 560gp | 700gp | 1400gp | 2800gp |
| Avg Mead | 5sp | 4gp | 40gp | 50gp | 100gp | 200gp |
| Good Mead | 2gp | 16gp | 160gp | 200gp | 400gp | 800gp |
| Sup. Mead | 5gp | 40gp | 400gp | 500gp | 1000gp | 2000gp |
| Kumiss | 1cp | 8cp | 8sp | 1gp | 2gp | 4gp |
| Brandy | 2gp | 16gp | 160gp | 200gp | 400gp | 800gp |
| Special Beverages | 10gp | 80gp | 800gp | 10000gp | 2000gp | 4000gp |
| Spirit Brew | 15gp | 120gp | 1200gp | 1500gp | 3000gp | 6000gp |
| Lamp Oil | 5sp | 4gp | 40gp | 50gp | 100gp | 200gp |
| Military Oil | 2gp | 16gp | 160gp | 200gp | 400gp | 800gp |
|  |  | X8 | X80 | X100 | X200 | X400 |

Beverage prices do not include a bulk discount nor containers, Special Beverages Include: Owlbear Punch, Hercu-Beer, Forest Wine, Orc Liquor

**3—OTHER ITEMS**

**A—NON-MAGICAL BOOKS FROM THE CORNUCOPIA**

*Halfling’s Guide to Sweaters* 70gp

*Hoborgs Suck* 700gp

*Hoborgs Suck 2, Krangor Boogaloo*, 700gp

*Demonology Secrets* 1000gp

*Feramond’s Travels* 300gp

*Castle Plans of the Nations* 1000gp

*All About Trolls,* 500gp

*The Book of Evil* 100gp

Jeweled-Covered *Tome of Mighty Secrets* 8000gp

Jeweled-covered *Book of Mighty Wisdom* 8000gp

**B—WEIRD ITEMS**

Skull of King Madron 1600gp

The Diamond Triangle 2100gp

Complete Set of Commemorative Unicorn plates 130gp

**APPENDIX B: CONTAINER RANDOMIZER**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Type** | **D20 Incid.** | **D20 Hoard** | **Abbreviation** | **Capacity in Items** | **Capacity in Coins** | **Full Encumbrance** |
| Arms Rack | 1 | 1 | Rack | 10 | -- | Too Big |
| Cask | 2-3 | - | Cask | 10\* | 5000 | Big |
| Barrel | 4 | 2 | Barrel | 50\* | 25,000 | Too big |
| Garbage | 5-7 | 3 | Garbage | 1000 | 500,000 | -- |
| Lying on the ground | 8-9 | 4 | Ground | Infinite | infinite | -- |
| Sack | 10-11 | - | Sack | 6 | 3000 | 6 |
| Large Sack | 12-13 | 5 | L Sack | 12 | 6000 | 12 |
| Wooden Crate (Chest 1) | 14-15 | - | Crate (c1) | 10 | 5000 | big |
| Clay Urn (jar) | 16-17 | - | Jar | 4\* | 2000 | 4 |
| Amphora (jar) | 18-19 | 6 | Amphora | 12\* | 6000 |  big |
| Double Amphora (jar) | 20 | 7 | Doub Amph |  25\* | 12,500 |  big |
| Book Shelves | – | 8-9 | Bookcase | 30 | – | Too big |
| Metal Coffer (Chest 4) | -- | 10 | Coffer (c4) | 1 |  500 | 1 |
| Wooden Chest (Chest 2) | -- | 11-12 | Wood Chest (c2) | 50 |  25,0000 | Too big |
| Iron-Bound Chest (Chest 3) | -- | 13 | Iron Bnd Chest (c3) | 50 |  25,000 | Too big |
| Strong Box (Chest 4) | -- | 14 | Strong Box (c4) | 6 | 3000 | big |
| Stone Chest (Chest 5) | -- | 15 | Stone Chest (c5) | 50 | 25,000 | Too big |
| Large Stone Trunk (Chest 5) | -- | 16 | Stone Trunk (c5) | 100 | 50,000 | Too big |
| Sarcophagus (Chest 5) | -- | 17 | Sarcophagus (c5) | 150 | 75,000 | Too big |
| Iron Strong Chest (Chest 6) | -- | 18 | Iron Chest (c6) | 100 | 50,000 | Too big |
| Secret Compartments | -- | 19-20 | Secret | Any | Any | Immobile |

 \*Items marked with an asterisk can hold the indicated number of gallons of liquid or the indicated number of encumbrance items. The physics is entirely broken, but ain’t nobody got time for that.

**APPENDIX C: NPC OUTLINES**

Below are a series of standard NPC’s skill and training trees one might encounter. These were not always followed to the letter in the Cornucopia, but many times they were.

**1--JACKS:**

 All are rated with 10 skills, take as many left to right as eligible to race/level. Possible to use from level 1 to human level 5 (non-human level 6)

**1—Bandits/Raiders**: these are opportunistic armed robbers and plunderers

AC: 10-16

Skill Tree: Militia Trained, Stab and Run, Cache, Buster, Hear Noise, Rope Thrower, Ambush 3, Careful Aim, Hide in the Forest, Bushwhacker.

**2—Rustlers**: rustlers are mounted men who aim to steal cattle or other livestock

AC: 10-14

Skill Tree: Jockey, Rope Thrower, Tracking, Alert Reaction, Abject Flight, Path Finder, Hide in the Forest, Distracting Banter, Target Guidance, Stab and Run

**3—Thieves/Sneaks:** those who rely on stealth to steal rather than arms to overcome

AC: 10-12

Skill Tree: Hide in Shadows (or Forest), Move Silently, Pick Pockets, Abject Flight, Searcher, Cache, Salt in the Eyes, Open Lock, Climb Walls, Disguise

**4—Bushwhackers**: these jerks try to massacre enemies from surprise attacks with arrows

AC 10-12 (13 if Buckler Expert)

Skill Tree: Hide in Shadows, Hide in Forest, Move Silently, Bushwhacker, Careful Aim, Abject Flight, Ambush 3, Tracking, Swapper, Buckler Expert,

**5—Assassins:** these guys try to murder people up close through deception

AC 10-13

Skill Tree: Disguise, Cache, Swapper, Dagger Surprise, Stab and Run, Double Dagger, Ambush 3, Salt in the Eyes, Detect/Treat Poison, Make Poison

**6—War Alchemists/Flaskers/Pyros**: these guys like to chuck fire and dangerous chemicals at people

AC 10-16

Skill Tree: Alchemy-Basic, Swapper, Grenadier, Militia Trained, Stab and Run, Camp Master, Alchemy-Advanced, Bibliophile, Read Languages, Read Scroll

**7—Burglars**: these guys like to break and enter to steal stuff

AC 10-12

Skill Tree: Open Lock, Trap Work, Climb Walls, Searcher, Buster, Pack Hauler, Swapper, Abject Flight, Hide in Shadows, Walking Stick

**8—Kidnappers/Slavers**: these guys like to capture live victims

AC 10-14

Skill Tree: Rope Thrower, Blackjack, Knot Expert, Sling Stun, Walking Stick, Tracking, Camp Master, Stab ‘Em When They’re Down, Pimp Slap, Distracting Banter,

**9—Fancy Lads:** they are all about the style and misdirecting rubes

AC 10-14

Skill Tree: Hide in Shadows, Cloak Trick, Cloak in Your Face, Distracting Banter, Razzle-Dazzle, Target Guidance, Alchemy-B, Walking Stick, Abject Flight, Pick Pockets

**10—Dungeoneers:** the folk who explore ruins for treasure or secrets

AC 12-13 (up to 16 if militia trained)

Skill Tree: Stonework, Open Lock, Trap Work, Secret Door Expert, Searcher, Militia Trained, Pack Hauler, Bibliophile, Read Languages, Read Scroll

**11—Trackers**: woodsmen, scouts, hunters

AC 10-12

Skill Tree: Hide in the Forest or Shadows, Tracking, Game Hunter, Forager,, Move Silently, Camp Master, Ambush 3, Careful Aim, Monster Hunter, Bushwhacker

**12—Physicians**: those imbued with non-magical healing knowledge

AC 10

Skill Tree: Occupation (physician), First Aid, Herbalism, Detect/Treat Disease, Treat Critical Injury, Detect/Treat Poison, Mortal Lore, Alchemy-B, Alchemy-A, Potion Maker

**13—Lackeys**: trusty assistants to intrepid dungeon explorers

AC 10-14 (16 if militia trained)

Skill Tree: Searcher, Pack Hauler, Swapper, Camp Master, Secret Door Expert , Alert Reaction, Hear Noise, First Aid, Abject Flight, Militia Trained

**14—Sages:** professional wise men

AC 10

Skill Tree: Bibliophile, Read Languages, Mortal Lore, Supernatural Lore, Monster Lore, Red Scroll, Use Wand, Mummery, Another Lore, Alchemy-B.

**15—True Alchemists:** alchemists who don’t sully themselves with adventuring

AC 10

Skill Tree: Bibliophile, Alchemy-B, Alchemy-A, Read Languages, Read Scrolls, Potion Maker, Holy Barrier, First Aid, Detect/Treat Poison, Make Poison.

**16—Tribal Wise guys**: non-magical sawbones for villagers and barbarians

AC 10-12

Skill Tree: First Aid, Herbalism, Detect/Treat Disease, Detect/Treat Poison, Treat Critical Injury, Make Poison, Forager, Distracting Banter, Razzle-Dazzle, Walking Stick.

**17—Pick Pockets/Muggers**: miscreants who rob people on the street

AC 10-12

Skill Tree: Move Silently, Hide in Shadows, Pick Pockets, Blackjack, Abject Flight, Searcher, Cache, Distracting Banter, Disguise, Razzle-Dazzle.

**18-Spies**: those who infiltrate enemies to discover information

AC 10-13

Skill Tree: Disguise, Hide In Shadows, Move Silently, Searcher, Observer, Climb Walls, Distracting Banter, Abject Flight, Bibliophile, Read Languages

**19—Scavengers:** filthy hobos who pick through battlefields and wreckage for stuff

AC: 10-12, but probably 10

Skill Tree: Searcher, Cache, Hear Noise, Abject Flight, Buster, Stab and Run, Tracking, Game Hunter, Hide in the Forest, Alert Reaction.

**20—Rowdies:** villagers hopped up on adventure sauce

AC 10-14, but probably 10

Skill Tree: Occupation (farmer), Pack Hauler, Rope Thrower, Abject Flight, Repairman, Forager, Camp Master, Salt in the Eyes, Hide in Forest or Shadows, First Aid

**B--FIGHTERS:**

 All are rated with 8 trainings, take as many left to right as eligible to race/level. Possible to use from level 1 to human level 5 (non-human level 6). For the equipment, Light armor means leather, gambeson, hides or lamellar. Medium armor means chain or scale. Heavy armor means brigandine or plate. Side arms refers to a 1-handed size M or S melee weapon that could be easily kept on a belt (arming sword, mace, yes; battle-axe, spear, no).

**1—Spearmen**: shield, spear, side arm, any armor

Training Tree: Spear-fighting, Reach for It, Shield Wall, Shield Sacrifice, Stand and Fight, On Guard, Rampage, Hack on the Run.

**2—Brigands**: short sword, buckler, short bow or light crossbow, usually light or medium armor

Training Tree: Brawling, Buster, Quick Draw, Fast Weapon Fighter, Split Fire, Aim, Ambush 3, Move Silently

**3—Billmen**: spear, bill, halberd, pike or foot-lance, no shield, any armor

Training Tree: Spear-Fighting, Reach for It, Stand and Fight, Brawler, Sweep Low, Not So Fast, Hack on the Run, Alert Reaction

**4—Skirmishers**: light armor, buckler, side arm, sling, javelin, darts, short bow

Training Tree: Skirmisher, Split-Fire, Quick Draw, Rapid Chucker, Buckler Expert, Tactical Reposition, Move Silently, Hide in Forest

**5—Smasher**: big guys, large weapons, any armor

Training Tree: Smash ‘Em Down, Kick ‘Em When they’re Down, Pimp Slap, Stand and Fight, Flurry of Blows, Hack on the Run, Crack the Shell, Mighty Blow

**6—Infantry**—warriors using 1-handed medium weapon with shield, any armor

Training Tree: Shield Sacrifice, Rampage, Hack on the Run, Not So Fast, First Aid, Tactical Reposition, On Guard, Stand and Fight

**7-- Archers**: any armor perhaps buckler, long bow, composite bow, short bow, or horse bow, side arm.

Training Tree: Split-Fire, Aim, Over Watch, Quick Draw, Storm of Arrows, Fast Weapon Fighter, Buckler Expert, Defensive Fighter

**8—Berserkers:** kill-crazy mad-lads use any sort of weapon, any sort of armor, usually no shield.

Training Tree: Berserk Rage, Too Stubborn to Die, Rampage, Hack on the Run, Flurry of Blows, Mighty Blow, No So Fast, Mighty War Cry

**9—Knights**: heavy armor, shield, lance, sword, other weapons, warhorse.

Training Tree: Horseman, Lancer, Rampage, Hack on the Run, Unhorse, Spear-Fighting, Reach for It, Mighty Blow,

**10—Horse Archers**: light armor, perhaps buckler, horse bow, sword

Training Tree: Horseman, Horse archer, Skirmisher, Aim, Hack on the Run, Quick Draw, Tactical Reposition, Buckler Expert

**11—Siege Engineer**: any armor, sword or other side arm, 1 needed per siege engine.

Training Tree: Siege Engineer, Alert reaction, Aim, Over Watch, Quick Draw, Tactical Reposition, Buckler Expert, Captain

**12—Cavalry**: light or medium armor, shield, any 1-handed weapons, no lance.

Training Tree: Horseman, Rampage, Hack on the Run, Tactical Reposition, Spear-Fighting, Reach for It, Crack the Shell, Shield Sacrifice

**13—Crossbowman** : any armor perhaps buckler, long bow, composite bow, short bow, or horse bow, side arm.

Training Tree: Split-Fire, Aim, Over Watch, Quick Draw, Tactical Reposition, Fast Weapon Fighter, Buckler Expert, Defensive Fighter