

**EVEN MORE RANDOM
ENCOUNTERS REMASTERED**
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EVEN MORE RANDOM ENCOUNTERS REMASTERED

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

How to Use this Book

Even More Random Encounters Remastered is intended to provide GMs a detailed, comprehensive source for randomly generating unique encounters with a variety of interesting terrain features, NPCs and site-specific monsters. More than simply a bunch of tables, *Even More Random Encounters Remastered* also presents rules, guidelines and advice for quickly creating interesting roleplaying and combat situations.

Each volume of *Random Encounters Remastered* describes a number of adventure areas. These encompass common sites such as highlands, teeming veldts, and windswept plains to more unusual locales such as scorched wastes, endless caverns and the bowels of the earth. The areas can be further customized by adding new terrain features and hazards described in each book. The random monster generator for each setting is setup to automatically provide a CR-appropriate challenge for a party no matter their level so a GM doesn't have to worry about encounters that are too easy or too hard. Wherever a party finds itself, the tables and rules in this book can help a GM construct a quick, memorable encounter.

Although called *Random Encounters Remastered*, the encounters formulated with this book don't have to be random. A GM can mix and match elements as desired without relying on dice rolls. Since the tables in each volume list many types of encounters available in a variety of environments and through a range of levels they can just as easily serve as a reference when planning fights or as contingencies if the party goes in an unexpected direction.

Appropriate Use of Random Encounters

Nearly all GMs, sooner or later, find themselves wanting to roll on a table and discover what happens next. Sometimes the party goes in an unexpected direction. Often GMs can't prepare as fully as they would like for the game and need an exciting way to fill time. Random encounters also create a dramatic way to stretch out a travel period, so that it does not feel like the party simply teleports to their destination (and so that actual teleportation effects feel more special when they are used). Or, perhaps a GM simply wants to create a little excitement by whipping up an encounter even he did not see coming. All of these are perfectly good reasons to introduce a random encounter.

Serving the Plot

In addition to immediate concerns of game-play fun, random encounters can be engineered to serve the larger campaign. A relatively easy method to make random encounters serve the campaign is to plant a memorable item or piece of dialogue in an encounter and decide later (perhaps before the next game session) what significance, if any, the party can discover behind it. In addition, if a plot has already gone unnoticed or ignored by the players, a random encounter can be an excellent place to re-introduce it, provided the clue leading back to the plot feels fresh and not forced. Some example clues are provided below.

Table 1-1: Random Clues

| d8 | Clues |
|-----|---|
| 1 | An elaborately decorated item is emblazoned with the family crest of a former owner. |
| 2 | A coded letter in a waterproof scroll case can only deciphered with a key not found in the same place. |
| 3-4 | An intelligent foe threatens the party with enslavement to a powerful being it serves, referring to many other slaves that have been taken before. |
| 5-6 | A monster attacks out of frustration, rage or pain, upset over an incident the party was not involved in; they can learn more if they pay close attention to the creature's actions or if they can calm it down without killing it. |
| 7 | A dying victim of a monster is found in its lair and makes a final request of the party to deliver a treasure or message to a loved one. |
| 8 | A defeated foe's treasure includes a message scrawled in the blood of a dying victim revealing a secret that the victim did not want to take to the grave, such as confessing to a crime or expressing unrequited love. |

For example, perhaps the party missed hearing about the suspicious disappearance of a traveling merchant which you planned to offer as a small mystery adventure before venturing into the wilds. You could recycle this plot into a random encounter by having a vivid clue about the disappearance, such as a bloodstained letter in a handy haversack, show up among a wandering monster's loot (the monster having collected the clue after stumbling upon

and rummaging through the murdered merchant’s belongings). These sorts of clues can turn out to be red herrings and not develop into new plot lines, but a GM should use these sparingly and only if his or her players generally appreciate this kind of twist.

Considerations

Of course, there is more to a random encounter than rolling on a table and announcing what creature suddenly blunders into view. Once a result is picked, take a quick moment to assess whether this is an encounter you want to throw at the party. To buy time for the encounter-making process, you can encourage the players to discuss their plans for when they reach their destination or even in-character small talk as you figure out what the trip is like and what will happen when they arrive.

Below are some questions you might ask yourself about an encounter, depending on what appeals to you and your group:

- Does the encounter allow anyone’s strengths to shine in a fun way?
- Does the encounter exploit anyone’s weaknesses in a painful manner?
- Does the encounter provide an interesting change of pace?
- Is the encounter’s CR too high for the party in their current state to handle? Conversely, is it so low as to bore them?
- Could the encounter provide a role-playing opportunity one or more of the players will appreciate?
- Does the encounter offer the chance for the players to learn something they will be interested in learning?
- Generally, what do the players hope for in an encounter, and can this encounter deliver?

Fixes

If an encounter seems fine, then you can dive right in with Perception and/or Stealth checks as appropriate. If, on the other hand, it seems like a bad fit, you have a few options to keep the game moving.

Although commonly thought of as a fight to fill time, a random encounter need not involve combat at all. It can just as easily provide a random roleplaying challenge. Perhaps a sphinx has a riddle it wants solved, a caravan has a wounded man that needs tending, or a good-intentioned but jumpy knight needs to be talked out of rashly attacking anyone who merely looks villainous. Although such challenges may not call for defeating monsters, handling them well enough to make substantial deals, resolve significant tensions, save lives, or simply keep the group well-entertained should be rewarded with experience points equal to one-fifth to one-half of what the value of victory over the encounter in combat would have been worth, according to the impressiveness of the accomplishment and the enjoyment provided to the play group (including the GM).

- Pick another encounter on the same table of an appropriate CR.
- Augment the encounter with scenario features or hazards provided with the table (potentially increasing or decreasing the encounter’s CR). Remember that when a hazard (such as a trap) comes into play during an encounter, it increases the CR of the encounter just as if the hazard were an additional monster.
- Replace the encounter with a piece of background color such as a remarkable view of the area, a relic revealing interesting information, or a sudden shift in the weather.
- Mysteriously claim that the player characters do not notice anything in particular but have an uneasy feeling, leaving open the possibility that something is following them with exceptional stealth or that the characters are simply imagining things.

Using an expanded encounter table:

The encounter tables included in this book are designed to be limited by the average CR of a specific area. For example, although the *Endless Caverns* table includes encounters of every CR from 1/2 to 23, any given woodland region the party may pass through should probably not confront the party with such varied hazards. Instead, before rolling on the table, decide what the average CR should be for encounters in the region the party is passing through. To make it unlikely the party will be disastrously overmatched or utterly bored by an encounter, it is best to use an average CR very close to the average party level. Then, take this chosen number, multiply it by 20, and add it to the d% roll to determine what is randomly encountered in the area. For example, if

a thickly wooded and haunted valley had an average CR of 12 and used the *Endless Caverns* encounter table, an encounter would be picked by rolling d% and adding +240 to the result.

Note that since these tables are meant to be general covering a variety of subtypes of environments, encounters might come up which are inappropriate for the game. Remember to consider whether a selected encounter makes sense when and where it is rolled, and if an inappropriate challenge comes up, simply reroll or select a more appropriate encounter from the table.

Encounter Elements: Each encounter table is paired with a selection of elements to help you put together the map and scenario of an encounter. These elements are selected to fit the environment of the encounter table they are paired with and fall into two kinds, dispositions and terrain features, each of which is presented in a separate table.

Dispositions are elements that affect the placement and attitude of NPCs and monsters. This table accompanies a brief note on the distinguishing features of intelligent beings' behavior in this environment.

Terrain Features make up the physical setting of an encounter. Larger terrain features (such as a coves or meadows) are often made up of an arrangement of smaller types of terrain features (such as trees and underbrush). This table accompanies a brief list of "building blocks", which are the terrain features which should dominate most maps in the area (such as coves and thickets in a forest). Parts of a map which are not occupied by more uncommon terrain features should generally be largely occupied by building block terrain features. For additional advice on terrain features, see Chapter 13: Environment, in the *Pathfinder Core Rulebook*.

To generate an encounter map randomly, roll on the table of dispositions and see if it fits with the encounter you selected. If it does, apply it and move on to filling in the terrain features. If it does not fit, roll again until one does fit (or pick one from the list) or don't apply any special disposition and improvise. Next, roll on the table of terrain features and place the element (s) selected until the map seems detailed enough, discounting features that do not fit with those already selected. A good encounter map generally has at least as many squares on each side as the fastest combatant in the encounter can traverse in

one round.

In addition, note that some encounter elements can make an encounter more or less challenging for the party depending on whether the PCs and/or their opponents can take advantage of that element. When laying out the encounter, think of these elements as a way to reign in the encounter if it seems too far out of the party's comfort zone (whether too high or too low). For example, imagine a party with average level 3 is wandering through a section of haunted forest with average CR 3. They are well-rested and ready for a good fight. The GM rolls on the *Eerie Woods* expanded encounter table (d% + 60 for average CR 3) and gets 80, indicating an encounter with 1d3 xtabays. She rolls 2 for the number of xtabays, a CR 1 encounter. Wanting a more challenging fight for the group, she consults the scenario elements list for something to give the xtabays an advantage and finds fog. Fog impairs those who rely on sight to locate enemies, such as the PCs, but the xtabays have tremorsense and would not be much hindered. She rules that the party stumbles into a patch of low-lying fog just before getting close enough to the xtabays to merit Perception checks to notice them. This encounter element increases the CR of the encounter by +1, for a total of CR 2.

Ending an Encounter: Another valuable way to maintain verisimilitude and to save time in a random encounter is to have encounters of a violent nature end before one party is dead. Most creatures recognize when a violent encounter is likely to end soon in their own destruction, and only the most bloodthirsty, aggressive, despairing, or utterly lacking in self-preservation will choose to continue an engagement beyond this point. Most will attempt to flee or surrender when they have less than 20% of their resources (especially hit points) remaining. If a foe manages to get away, award XP as standard for defeating it as normal and consider allowing the group to pick up at least a token amount of dropped or stashed treasure in its wake. Remember to record the key details of the encounter, as the party might wish to hunt down an escaped foe and you might wish to have the foe do likewise (in hopes of getting revenge).

After the Encounter: After a random encounter has concluded, you may wish to take note of anything that has the potential to come up again later. Treasure

might hold clues for later adventures, friendly NPCs might grant a boon or show up again later at a time when they can offer a helping hand, and a defeated foe might lead to a revenge encounter later (escaped enemies are the easiest for players to see coming, but even a killed foe might have friends interested in revenge).

Sources: This book draws upon the *Pathfinder Roleplaying Game Core Rulebook* (CRB), *Game Mastery Guide* (GMG), *Bestiary* (PB), *Bestiary II* (PB2), and *Ultimate Combat* (UC).

DISPOSITIONS

The following dispositions can be used to effect the placement and attitudes of NPCs and monsters.

Disguise: One or more NPCs conceal their true identities in an effort to avoid attention. They may be fugitives evading justice, innocents escaping wrongful punishment, or runaways unhappy with their previous lives. All attempts to use Diplomacy to convince them to share information, especially about themselves, suffer a -4 penalty. These individuals may feign another encounter element to avoid attention to their backgrounds or, in the case of true criminals, to give them a chance to get close to potential victims undetected.

Flight: The encountered group is moving at top speed, escaping pursuit, pursuing prey or villains, or attempting to deliver messages, items, or individuals to their destination as quickly as possible. The group will not stop except for something that seems at least as important as their current concerns.

Readiness: Except for traps, mindless guardian creatures, and certain ambush-obsessed undead, most encounters that a traveling party has will be with living and/or intelligent beings that have to go about their day-to-day lives. This means that they may be more or less challenging than their challenge rating indicates, as described below.

- *Prepared* (hiding from another enemy, hunting, lying in wait, or otherwise prepared for imminent danger, such as placing themselves in favorable terrain or possibly even having a few short-duration combat spells active)—a prepared group is usually a more challenging encounter than otherwise indicated. **CR +1.**
- *Unready* (sleeping, playing, lost in thought

or conversation, or otherwise thoroughly occupied)—a very unready group is usually a significantly easier encounter than otherwise indicated. **CR -1.**

Rivalry: The encountered group feels threatened by the party's reputation, whether directly or indirectly. A noble or other authority figure might consider the PCs a threat to his authority, especially if the party appears powerful or perhaps saved some of locals before he could muster the forces to do so. A rival adventurer might feel the party has stolen her glory by taking a job she wanted or completing one she couldn't. Perhaps a businessman feels the party threatens his monopoly on a dangerous trade route because they have made the road safe enough for smaller businesses to use it as well. Whatever the motive, the rival's reaction to the party should fit his strengths and alignment. A corrupt businessman might subtly threaten and then later send goons to scare or even kill the PCs, whereas a good-aligned adventurer might merely express her frustration and promise to show them up next time (and later beat them to a job unless they can befriend or outrace her). If you do not want to create a recurring villain or rival out of the encounter, simply having a Knowledge (local) check or an eavesdropping gossip reveal that the rival is a powerless windbag can keep the rival's introduction energetic and amusing without making a long-term threat out of it.

Scheming: The encountered group is prepared for trouble, but not the trouble of running into the party. These combatants are armed, have useful spells active, or reside in an advantageous position such as at the top of a slope or in a hidden area from which they can easily spring ambushes. However, they are occupied and thus suffer a -10 penalty on Perception checks to notice the PCs. Thus it is easy for the party to get the drop on them. In most cases, the two factors result in neither group of combatants having the distinct advantage in a fight.

Windblown: The encountered group is seeking shelter from the weather, and as such is ready for action but not necessarily attentive for new hazards. The encounter map is subject to severe weather as appropriate for its environment (see Weather on page 437 of the *Core Rulebook*). Combatants who rely on spellcasting or ranged weapons are at a disadvantage against those who do not. **CR +1.**

TERRAIN FEATURES

The following terrain features provide additional structure to the encounter.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope, with the edges of the berm on the downhill side. Thus, a character crossing a 2-square berm will travel uphill for 1 square, then downhill for 1 square. 2-square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm. Berms are generally 1d3 x 10 feet across and 3d10 x 10 feet long.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. A cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4 x 10 feet across.

Cavern: This oblong open area is 2d4 x 10 feet wide, 1d8 x 10 feet high, and 3d4 x 10 feet long.

The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks (DC 5) to get from one surface to the other. Unless a footpath has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along footpaths.

The roof and floor of a natural cavern are scattered with stalactites and stalagmites respectively, which average 2 to 3 feet long but may be long enough to bridge from floor to ceiling. A square with stalagmites costs 4 squares of movement to enter and provides concealment to those within. It increases the DC of Acrobatics checks by 5. Charging and running over such a patch of twisted rock is impossible.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 x 10 feet tall in hills or 2d6 x 10 feet tall in mountains, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly

vertical, taking up 5-foot squares if it's less than 30 feet tall, 10-foot squares if it's 30 to 80 feet tall, and 20-foot squares if it's more than 80 feet tall. Cliffs generally cross the entire encounter map, either in a straight line or with only a single turn. Cliffs may extend above or below the base level of the encounter map (generally where the PCs begin the encounter).

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 x 10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8 x 10 feet deep.

Copse: This stand of trees is a roughly even spread of typical trees in half the squares in a 4d4 x 10-ft.-wide area. Three-quarters of the squares with trees also include light undergrowth, as do one-quarter of the remaining squares.

Dry Riverbed: This trench is 1d3 x 5 feet wide and up to 5 feet deep. It may curve slightly, but otherwise cuts straight across the encounter map. Its relatively smooth surface, worn away by water, makes them attractive routes by which to cross long distances, unless travelers are aware of a risk of being caught by a sudden flood. When it rains heavily, sometimes even some miles away along the riverbed's route, a swift-flowing stream fills the bed.

Footpath: A footpath is a 1d2 x 5-ft.-wide trail without undergrowth or trees, where the ground is worn relatively smooth. It crosses the entire encounter map along a route taken by many creatures (generally humanoids or game animals) over the years.

Gentle Hills: A gentle hill is at least 4d4 x 10 feet across at the base and consists mostly of gradual slopes plus 1d3 patches of steep slope in the form of notches into the hillside about 1d6 x 10 feet across or a ring of steep slope about 1d6 x 10 feet wide halfway up the hill.

Hedgerow: Common in moors and fields, hedgerows are tangles of stones, soil, and thorny bushes. Whether wide or narrow, a hedgerow is generally one square wide and extends all the way across the encounter map, generally parallel to any roads or paths.

Narrow Hedgerows: Narrow hedgerows function as

low walls, and it takes 3 squares of movement to cross them. A combatant that relies on ranged attacks who begins combat far from opponents and near a narrow hedgerow has the advantage unless the opponents can teleport or can otherwise quickly eliminate the advantage. **CR +/-1.**

Wide Hedgerows: Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

High Road: This road is paved and maintained, probably built by a strong government or military during a period of expansion. Most high roads are built of good cobblestones or slabs of hard stone, if available nearby. The high road is usually 20 feet wide.

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Acrobatics checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings along the wall. In such a case, characters gain a +5 circumstance bonus on Acrobatics checks to move along the ledge. Anyone next to a railing gains a +2 circumstance bonus on his opposed Strength check to avoid being bull rushed off the edge.

A ledge not designed to be walked upon regularly is generally 1d20 inches wide and 1d4 x 5 feet above the ground below. On the other hand, ledges designed for standing on are generally 1d6 feet wide and can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Meadow: This field is at least 4d4 x 10-ft. across and has few or no trees growing in it. The dominant vegetation is long but thin grass. Light undergrowth litters the area in clumps that are 1d3 x 5 feet across and 2d4 x 10 feet apart.

Plateau: A plateau is a high, flat area edged by steep slopes or cliffs. On an encounter map, only one edge of the plateau will be visible. The edge extends into the distance in either direction with no more than a very gradual curve.

Pond: A pond is a circular pool about 1d10 x 20 feet across. The life-giving water encourages patches of the densest foliage normal to the environment around its edge.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that might trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 x 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

A combatant that knows about a patch of quicksand and can maneuver enemies into charging from the opposite side of a patch has an advantage over its opponents. **CR +1.**

River: A typical river is 1d12 x 10 feet wide and up to 1d6 x 5 feet deep, though the water might be lower or higher depending upon how much rainfall there has been lately. If that amount is unknown, a typical warm environment has a 5-in-10 chance of having excessive rain lately (raising the water level by 5 feet and doubling the swiftness of the water) if it is the rainy season and a 1-in-10 chance of having deficient rain lately (lowering the water level by 5 feet to a minimum of 1d2-1 feet). Reverse the

probabilities if it is the dry season. Typically, the river bisects the encounter map, with the party on one side and the enemies on the other (or within the river, as appropriate). Combatants who can fly, swim with a Swim speed, or have freedom of movement have the advantage against the rest. **CR +/-1.**

Rubble: Chunks of debris litter the ground in this area.

Dense Rubble: Dense rubble is made up of debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks, and it adds 2 to the DC of Stealth checks.

Light Rubble: Light rubble is made of smaller pieces, often of rock broken loose by erosion in desert or mountainous areas.

Shifting Dunes: Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Found only in sandy regions, these dunes are 4d6 x 10 feet across and twice as long and clustered with other dunes to fill the map. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Slippery Floor: Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Acrobatics checks by 5.

Slopes: Slopes reflect only the tilt of the surface, and commonly underlay other features such as plants aboveground and rubble, scree, or stalagmites underground. Except in smaller hills, knolls, and underground, draw a slope by drawing a line across the encounter map with 1d4-1 curves in it; the slope extends 1d20 x 10 feet from one side of the line.

To draw a slope underground, pick a starting point and all squares not separated from this ground by cliffs or solid rock in a 1d6 x 10-ft.-spread from this point are sloped.

Gradual Slopes: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slopes: Steep slopes are most common near the middle of hillsides and mountainsides. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics

check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 x 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2. Flying combatants and those who can otherwise ignore the difficulties of a steep slope have an advantage over those who cannot. **CR +/-1.**

Stream: A small stream, 1d2 x 5 feet wide and 3 feet deep at its deepest point, bisects the scenario. The party is on one side and the enemies are on the other. Combatants who can fly, swim with a Swim speed, or have *freedom of movement* have the advantage against the rest. **CR +/-1/2.**

Trees: A creature standing in the same square as a tree gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

Massive Trees: Massive trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Trench: Often dug before a battle to protect soldiers or in fields to bring water into or out of an area to prevent drought or flooding, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. Battlefield trenches are generally organized more densely than irrigation ditches, which may only ring a field.

Tunnel: To randomly draw a tunnel, begin with the cardinal direction the party is traveling and roll 1d12 on the table below to determine if it varies from that direction. The size of each section depends on whether the tunnel is narrow or wide.

Table 1-2: Random Tunnel Direction

| d12 | Turn |
|-------|--|
| 1-4 | None (straight ahead). |
| 5-6 | 45 degrees to the left. |
| 7-8 | 45 degrees to the right. |
| 9 | 30 degrees down (level ground to gentle slope, or gentle slope to steep slope, or steep slope to pit). |
| 10 | 30 degrees up (pit to steep slope, steep slope to gentle slope, or gentle slope to level ground). |
| 11-12 | Fork: roll again twice, ignoring 6's. |

Many tunnels have very rough surfaces. Unless a footpath has been worn and well marked in the floor of a natural cave or flowing water has worn it relatively smooth, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along footpaths.

Tunnels often have slopes, either gradual or steep. If a foe is above or below the party when encountered, they are unlikely to change position, and so the high ground advantage is a feature that helps only the party or only their opponents. CR +/-1/2.

Narrow Tunnels: A segment of this narrow corridor is up to 1d3 x 5 feet wide, 1d3 x 5 feet high, and 1d4 x 10 feet long. Medium and Large characters might have to squeeze if the ceiling is too low for them to stand erect. A combatant that must squeeze during combat is at a disadvantage against combatants who need not do so. CR +/-1/2.

Wide Tunnels: A segment of wide tunnel is 1d2 x 10 feet wide, 1d2 x 10 feet high, and 1d6 x 10 feet long.

Underground River: As a tunnel, but it is partially filled with flowing water. Underground rivers often run parallel to other tunnels, just below them. They can generally be accessed through pits in tunnels or caverns above. When it passes through a cavern, it acts much more like a typical river, flowing through a depression in the cavern floor. Only aquatic creatures can be encountered in the water. Combatants with Swim speeds have the advantage against those who require Swim checks for all maneuvers here. CR +1/2.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest, and they are common in most other wilderness environments. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's

common for a 5-foot square to have both a tree and undergrowth.

Heavy Undergrowth: Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Combatants who can make use of Stealth and use attack methods not impaired by undergrowth (such as many targeted spells and supernatural abilities) have the advantage over those who lack such abilities. CR +1/2.

Light Undergrowth: A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way.

Valley Mouth: Gradual slopes extend from the edges of the encounter map down to come together in a line near the center of the map.

NEW HAZARDS

FLASH FLOOD (CR 4)

Filling dry riverbeds and the surrounding low ground, a flash flood can crush structures and drown anyone caught in its path. A flash flood generally comes when heavy rains arrive after a dry spell in the area and can affect vast basins many miles across or be concentrated into narrow torrents, sometimes flowing from many miles away. Most flash floods take the shape of rapidly rising water; only high-walled depressions such as large riverbeds and canyons have much chance to create a true wall of water. In a typical flash flood, the water can be heard or seen approaching up to 2d6 x 100 feet away with a Perception check as if it were a Colossal creature (reducing the DC by 16). If all characters fail to notice the flash flood, it moves 120 feet closer each round. They spot it automatically when it closes to half the original distance.

Creatures caught in the rising water during the first round find they are quickly submerged in up to 1d3+1 feet of water, and may be checked or swept away as if the water were a windstorm. This means that Medium creatures risk being checked (they must make a DC 10 Strength check or be unable to move against the rushing water), and Small or smaller

creatures risk being swept away (they must make a DC 15 Strength check or be knocked prone and rolled 1d4 x 10 feet, taking 1d4 nonlethal damage per 10 feet). The following round, the water continues rushing into the area and reaches a depth of 1d4+3 feet, and has the force of hurricane-force winds (as windstorm-force winds, but Large creatures are checked and Medium and smaller creatures are swept away). The current weakens to its previous strength after 1d10 rounds, posing a significant risk of drowning to those who cannot swim well or find something to hold onto, and then fades after 1d4 hours to almost standing water until the flood starts to recede after 4d20 hours.

MIRAGE (CR 1)

A typical mirage is a trick of the light which generally creates the illusion of water or an island a few miles away, when it is in fact empty waste or sea. Many a traveler has wasted hours of precious time and commensurate amounts of food and water before realizing his mistake. Any lone traveler or leader of a group that sees a mirage must make a Survival check at a -2 penalty as if to avoid getting lost, except instead of going in a random direction, the group travels toward the mirage. As normal, a lost traveler gets a new check with a cumulative +1 bonus for each hour he travels in his new direction to recognize that the path is wrong (such as by noticing that the mirage disappears or moves when viewed from his new vantage point).

SINKHOLE (CR 14)

In places where the bedrock is limestone, volcanic debris, or other densely packed material slightly vulnerable to dissolving in water, underground rivers and groundwater shifts can eat away vast voids in the earth that are virtually undetectable on the surface until the ground is weakened enough to simply give way. Then, a gaping sinkhole suddenly opens wide to swallow up shacks, machinery, cattle or pack animals, and even traveling parties or whole structures. Abandoned or amateur-built mineshafts can cause similar collapses when they become unstable. Treat a sinkhole like a crumbling earth trap, as described below.

CRUMBLING EARTH TRAP CR 14

Type mechanical; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger location; **Reset** none

Effect 120-ft.-deep pit (12d6 falling damage); Reflex DC 26 avoids; multiple targets (all targets in a 20-ft. square)

EXPANDED TABLES

Bowels of the Earth

In addition to representing the ruins of cities that were ancient and lost before the gods first gazed upon the mortal world, this table can also represent an abandoned mineshaft that reached too deep, natural caverns too dark and dangerous even for many residents of the underground world, or the site of an incursion by alien entities from the depths of the planet or mysterious realities beyond the known planes.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 19 (d% + 380)

Typical Encounter Frequency: 8% (01-08)

Table 1-3: Bowels of the Earth Encounters

| d% | Encounter | Avg. CR | Source |
|-------|------------------------|---------|--------|
| 21-26 | 1 mite | 1/4 | PB2 |
| 27-33 | 1 duergar | 1/3 | PB |
| 34-40 | 1 vegepygmy | 1/2 | PB |
| 41-45 | 1 amoeba, giant | 1 | PB2 |
| 46-50 | 1 amoeba swarm | 1 | PB2 |
| 51-55 | Bad air (nonflammable) | 1 | GMG |
| 56-60 | 1d3+1 drow, common | 1 | PB |
| 61-65 | 1d4+1 duergar | 1 | PB |
| 66-70 | 2d4 mites | 1 | PB2 |
| 71-75 | 1 spider, giant | 1 | PB |
| 76-80 | 1 svirfneblin | 1 | PB |
| 81-83 | 1 blindheim | 2 | PB2 |
| 84-86 | Brown mold, 1 patch | 2 | CRB |
| 87-89 | 1 cave fisher | 2 | PB |
| 90-92 | 1 choker | 2 | PB |

| | | | |
|---------|---|---|-----|
| 93-95 | 1 dark creeper | 2 | PB |
| 96-97 | Magnetized ore | 2 | GMG |
| 98-100 | 1 skum | 2 | PB |
| 101-102 | 1 bat, mobat | 3 | PB2 |
| 103-104 | 1 centipede, giant whiptail | 3 | PB2 |
| 105-106 | 1 derro | 3 | PB |
| 107-108 | 1d4+4 drow, common | 3 | PB |
| 109-110 | 1 fungal crawler | 3 | PB2 |
| 111 | Mnemonic crystals | 3 | GMG |
| 112-113 | 1 pech | 3 | PB2 |
| 114-115 | 1 urdefhan | 3 | PB2 |
| 116-117 | 2d3 vegepygmies | 3 | PB |
| 118-119 | 1 violet fungus | 3 | PB |
| 120 | 1 yellow musk creeper and 1d6 yellow musk zombies | 3 | PB |
| 121-122 | 1d4+1 amoeba swarms | 4 | PB2 |
| 123-124 | Bad air (flammable) | 4 | GMG |
| 125-126 | 2 blindheims | 4 | PB2 |
| 127 | 2 cave fishers | 4 | PB |
| 128-129 | 2 dark creepers | 4 | PB |
| 130 | 1 dark stalker | 4 | PB |
| 131-132 | 1 decapus | 4 | PB2 |
| 133-134 | 1 faceless stalker | 4 | PB2 |
| 135-136 | 1 gray ooze | 4 | PB |
| 137-138 | Green slime, 1 patch | 4 | CRB |
| 139 | 1 serpentfolk | 4 | PB2 |
| 140 | 1d3+1 svirfneblin | 4 | PB |
| 141 | 2d4 amoebas, giant | 5 | PB2 |
| 142 | 1 bat, skaveling | 5 | PB2 |
| 143-144 | 2 centipedes, giant whiptail | 5 | PB2 |
| 145 | 1 cloaker | 5 | PB |
| 146-147 | 1d10+10 drow, common | 5 | PB |
| 148 | Falling block trap | 5 | CRB |
| 149-150 | 2 fungal crawlers | 5 | PB2 |
| 151-152 | 1 gibbering moulder | 5 | PB |
| 153-154 | 1 ochre jelly | 5 | PB |
| 155-156 | 1d4+1 skum | 5 | PB |
| 157-158 | 2d4 spiders, giant | 5 | PB |
| 159 | 2 urdefhans | 5 | PB2 |

| | | | |
|---------|--|---|---------|
| 160 | 2 violet fungi | 5 | PB |
| 161-162 | 1d3+2 blindheims | 6 | PB2 |
| 163 | 1d4+2 cave fishers | 6 | PB |
| 164 | 2d4 chokers | 6 | PB |
| 165-166 | 1d4+2 dark creepers | 6 | PB |
| 167-168 | 1d3+1 derros | 6 | PB |
| 169-170 | 1 dragon, crystal (young) | 6 | PB2 |
| 171-172 | 2 faceless stalkers | 6 | PB2 |
| 173-174 | 1d3+1 pechs | 6 | PB2 |
| 175 | Russet mold, 1 patch | 6 | PB |
| 176-177 | 1 seugathi | 6 | PB2 |
| 178-179 | 1 troll, rock | 6 | PB2 |
| 180 | Yellow mold, 1 patch | 6 | CRB |
| 181-182 | 1 aboleth (aquatic only) | 7 | PB |
| 183 | 2d4 bats, mobats | 7 | PB2 |
| 184-185 | 1 black pudding | 7 | PB |
| 186-187 | 1d4+2 centipedes, giant whiptail | 7 | PB2 |
| 188-189 | 1 charda | 7 | PB2 |
| 190-192 | 2 cloaklers | 7 | PB |
| 193-195 | 1d4+1 dark creepers and 1 dark stalker | 7 | PB |
| 196-197 | 1 drider | 7 | PB |
| 198-200 | 1d12+8 mites and 2d3 cave fishers | 7 | PB2, PB |
| 201-202 | Cave-in | 8 | CRB |
| 203 | 1 destrachan | 8 | PB2 |
| 204-205 | 3d4 fungal crawlers | 8 | PB2 |
| 206-207 | 1 intellect devourer | 8 | PB |
| 208-209 | 1 naga, dark | 8 | PB |
| 210-211 | 1d6+4 pechs | 8 | PB2 |
| 212-213 | 1d6+5 skum | 8 | PB |
| 214-215 | 1 slug, giant | 8 | PB |
| 216-217 | 3d4 urdefhans | 8 | PB2 |
| 218-219 | 3d4 violet fungi | 8 | PB |
| 220 | 1d6 xorns with the young template | 8 | PB |
| 221-222 | 2d4 bats, skavelings | 9 | PB2 |
| 223-224 | 1 centipede, titan | 9 | PB2 |
| 225-226 | 2 chardas | 9 | PB2 |
| 227-228 | 1d4+2 cloaklers | 9 | PB |
| 229-230 | 1 demon, nabasu, with 1d4 growth points | 9 | PB |

| | | | |
|---------|---|----|------|
| 231-233 | 3d3 faceless stalkers | 9 | PB2 |
| 234-236 | 2d6 serpentfolk | 9 | PB2 |
| 237-238 | 1d4+1 trolls, rock | 9 | PB2 |
| 239-240 | 1d6 xorns | 9 | PB |
| 241-243 | 2 destrachans | 10 | PB2 |
| 244-247 | 1 dragon, crystal (adult) | 10 | PB2 |
| 248-250 | 1 gug | 10 | PB2 |
| 251-254 | 2d4 seugathi | 10 | PB2 |
| 255-257 | 1 slug, giant with the advanced and giant templates | 10 | PB |
| 258-260 | 1d3 xorns with the advanced an giant templates | 10 | PB |
| 261-263 | 2 centipedes, titan | 11 | PB2 |
| 264-266 | 1d3+2 chardas | 11 | PB2 |
| 267-269 | 1d6+6 cloakors | 11 | PB |
| 270-272 | 1 demon, nabasu, with 1d4+4 growth points | 11 | PB |
| 273-275 | 2d4 driders | 11 | PB |
| 276-280 | 1d3+1 nagas, dark | 11 | PB |
| 281-284 | 1d3+2 destrachans | 12 | PB2 |
| 285-287 | 2 gugs | 12 | PB2 |
| 288-290 | 2d3 intellect devourers | 12 | PB |
| 291-294 | 1 purple worm | 12 | PB2 |
| 295-297 | 1 roper | 12 | PB |
| 298-300 | 1d3+3 xorns with the advanced and giant templates | 12 | PB |
| 301-305 | 1d4+2 centipedes, titan | 13 | PB2 |
| 306-310 | 1d8+5 chardas | 13 | PB2 |
| 311-313 | 1 demon, nabasu, with 1d4+8 growth points | 13 | PB |
| 314-317 | <i>Maximized fireball</i> trap | 13 | CRB |
| 318-320 | 1 vemerak with the young template | 13 | PB2 |
| 321-324 | <i>Harm</i> trap | 14 | CRB |
| 325-328 | 1d8+6 intellect devourers | 14 | PB |
| 329-332 | 2 ropers | 14 | PB |
| 333-336 | Sinkhole | 14 | p.11 |
| 337-340 | 1 vemerak | 14 | PB2 |
| 341-344 | Crushing stone trap | 15 | CRB |

| | | | |
|---------|---|----|-----|
| 345-348 | 1 demon, nabasu, with 1d4+12 growth points | 15 | PB |
| 349-352 | 1 dragon, crystal (ancient) | 15 | PB2 |
| 353-356 | 1d8+2 gugs | 15 | PB2 |
| 357-360 | 1 neothelid | 15 | PB |
| 361-365 | <i>Empowered disintegrate</i> trap | 16 | CRB |
| 366-375 | 1d4+2 ropers | 16 | PB |
| 376-380 | 1 vemerak with the advanced and giant templates | 16 | PB2 |
| 381-385 | 1 demon, nabasu, with 1d3+16 growth points | 17 | PB |
| 386-390 | <i>Lightning bolt</i> gallery trap | 17 | CRB |
| 391-400 | 2 neothelids | 17 | PB |
| 401-405 | Deadly spear trap | 18 | CRB |
| 406-413 | 1 nightshade, nightcrawler | 18 | PB2 |
| 414-420 | 1 shoggoth with the young template | 18 | PB |
| 421-425 | 1 dragon, umbral (ancient) | 19 | PB2 |
| 426-430 | <i>Meteor swarm</i> trap | 19 | CRB |
| 431-435 | 1d3+2 neothelids | 19 | PB |
| 436-440 | 1 shoggoth | 19 | PB |
| 441-445 | <i>Destruction</i> trap | 20 | CRB |
| 446-453 | 2 nightshades, nightcrawlers | 20 | PB2 |
| 454-460 | 1 shoggoth with the advanced template | 20 | PB |
| 461-468 | 1 mu spore | 21 | PB2 |
| 469-476 | 2 shoggoths | 21 | PB |
| 477-478 | 2 mu spores | 23 | PB2 |
| 479-480 | 1d4+2 shoggoths | 23 | PB |

Bowels of the Earth Encounter Elements

Dispositions: The unearthly creatures that dwell in these depths are often hostile, for their neighbors are monsters and horrors of a violent or even mind-shattering nature.

Table 1-4: Bowels of the Earth Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1-6 | Flight |
| 7-12 | Readiness, prepared |
| 13-16 | Readiness, unready |
| 17-20 | Scheming |

Terrain Features: The bowels of the earth are strangely mixed compared to the cave systems nearer to the surface. Although many are frigid, claustrophobic tunnels and caverns cut through increasingly thick earth and stone, some represent truly otherworldly expanses. Vast underground realms provide open space for bizarre subterranean versions of surface terrains such as forests of fungi and oceans populated by unfathomable monsters.

Building Blocks: Cavern, tunnel, underground realm, underground river, and underground sea.

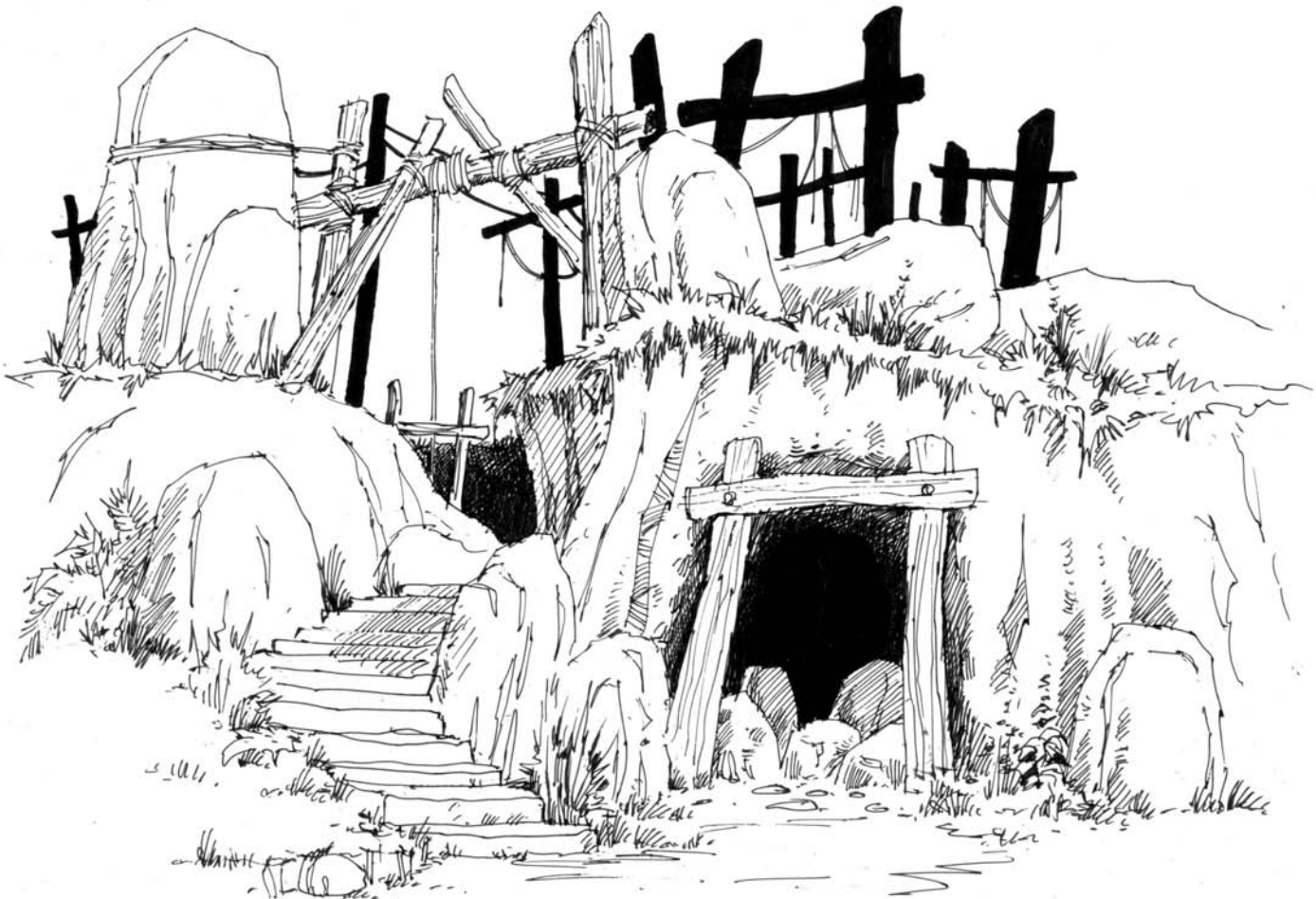
Table 1-5: Bowels of the Earth Terrain Features

| d20 | Encounter Elements |
|-----|--------------------|
| 1-2 | Cavern |
| 3-4 | Chasm |

| | |
|-------|-------------------------------------|
| 5-6 | Footpath |
| 7-8 | Inscrutable ruins (described below) |
| 9-10 | Ledge |
| 11-12 | Slippery floor |
| 13 | Slope |
| 14-16 | Tunnel |
| 17 | Underground realm (described below) |
| 18-19 | Underground river |
| 20 | Underground sea (described below) |

Inscrutable Ruins: Ruined walls made of a green, unearthly metal emerge from the rock wall, floor, or ceiling (equal chance of each) at jagged angles to each other almost like they were a pile of scattered cards rather than a structure. However, they are sturdier than adamantite and seem to be fused together at the seams. There is no discernable entrance. They fill 1d6 20-foot cubes, haphazardly arranged. Magical traps are often affixed to inscrutable ruins.

Underground Realm: This cavern is incredibly wide. Its walls may be many miles apart and its ceiling up to 1d20 x 200 feet high. Supporting the roof of the



cavern are numerous stone pillars that average 1d10 x 100 feet in diameter, spaced several thousand feet or more apart. About 20% of underground realms are dimly lit throughout by eerie magical stones or unusually bright bioluminescent fungi.

Underground Sea: A vast cavern opens onto a saltwater lake inhabited by strange creatures. Only aquatic creatures can be encountered in the water. Combatants with Swim speeds have the advantage against those who require Swim checks for all maneuvers here. CR +1/2.

Endless Caverns

The endless caverns encounter table can represent any abandoned dungeon, vault, prison, or cave near the surface. They often connect to Haunted Ruins and the Undercity (see More Random Encounters Remastered). Deeper still below the surface are tunnels to the Bowels of the Earth.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 13 (d% + 260)

Typical Encounter Frequency: 8% (01-08)

Table 1-6: Endless Caverns Encounters

| d% | Encounter | Avg. CR | Source |
|-------|------------------------|---------|--------|
| 21-24 | 1 mite | 1/4 | PB2 |
| 25-28 | 1 orc | 1/3 | PB |
| 29-32 | 1d4 kobolds | 1/2 | PB |
| 33-36 | 1 vegepygmy | 1/2 | PB |
| 37-40 | 1 amoeba, giant | 1 | PB2 |
| 41-44 | 1 amoeba swarm | 1 | PB2 |
| 45-47 | Bad air (nonflammable) | 1 | GMG |
| 48-50 | 1 darkmantle | 1 | PB |
| 51-54 | 1d3+1 drow, common | 1 | PB |
| 55-57 | 1 goblin dog | 1 | PB |
| 58-60 | 1 gremlin, vexgit | 1 | PB2 |
| 61-63 | 1 gryph | 1 | PB2 |
| 64-66 | 2d4 mites | 1 | PB2 |
| 67-69 | 1 mongrelman | 1 | PB2 |
| 70-72 | 1d3+1 orcs | 1 | PB |
| 73-75 | 1 scorpion, cave | 1 | PB2 |
| 76-78 | 1 spider, giant | 1 | PB |
| 79-80 | 1 troglodyte | 1 | PB2 |

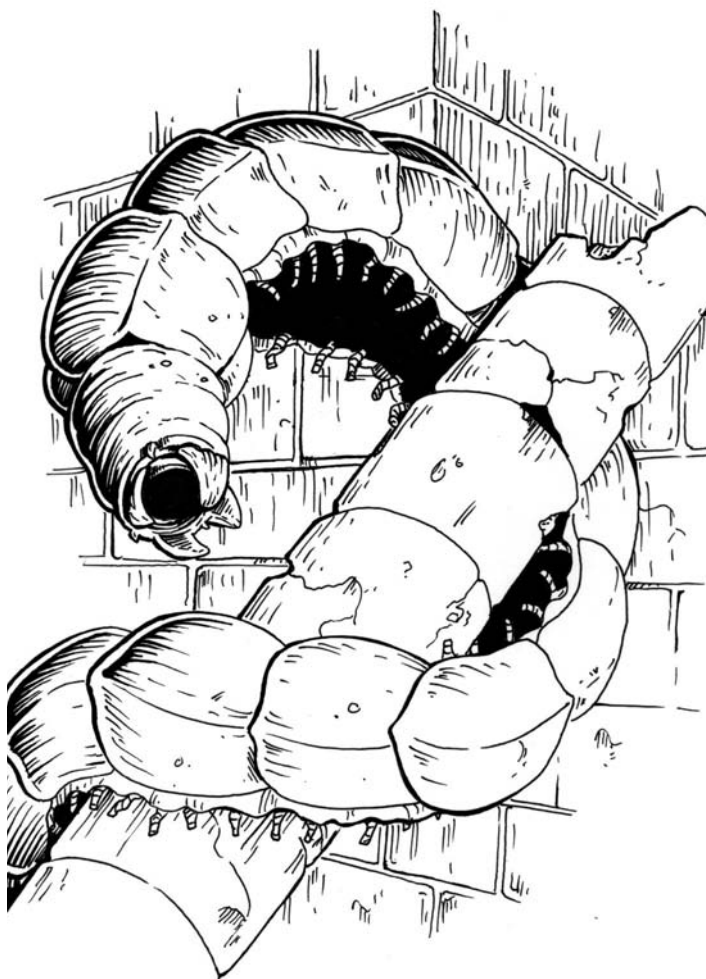
| | | | |
|---------|---|---|-----|
| 81-84 | Brown mold, 1 patch | 2 | CRB |
| 85-88 | 1 cave fisher | 2 | PB |
| 89-91 | 1 choker | 2 | PB |
| 92-93 | Magnetized ore | 2 | GMG |
| 94-96 | 1 morlock | 2 | PB |
| 97-100 | 1 slurk | 2 | PB2 |
| 101 | 2 darkmantles | 3 | PB |
| 102-103 | 1d4+4 drow, common | 3 | PB |
| 104-105 | 1 fungal crawler | 3 | PB2 |
| 106-107 | 1 gelatinous cube | 3 | PB |
| 108 | 2 gremlins, vexgits | 3 | PB2 |
| 109 | 1 grick | 3 | PB2 |
| 110 | Mnemonic crystals | 3 | GMG |
| 111 | 2 mongrelmen | 3 | PB2 |
| 112-113 | 1 rust monster | 3 | PB |
| 114 | 2 scorpions, cave | 3 | PB2 |
| 115 | 2 troglodytes | 3 | PB |
| 116 | 1 vampiric mist | 3 | PB2 |
| 117-118 | 2d3 vegepygmies | 3 | PB |
| 119 | 1 violet fungus | 3 | PB |
| 120 | 1 yellow musk creeper and 1d6 yellow musk zombies | 3 | PB |
| 121-122 | 1 amphisbaena | 4 | PB2 |
| 123 | Bad air (flammable) | 4 | GMG |
| 124-125 | 2 cave fishers | 4 | PB |
| 126-127 | 1 gray ooze | 4 | PB |
| 128-129 | Green slime, 1 patch | 4 | CRB |
| 130-131 | 2 morlocks | 4 | PB |
| 132-133 | 1 otyugh | 4 | PB |
| 134-135 | 1 phycomid | 4 | PB2 |
| 136 | 1 serpentfolk | 4 | PB2 |
| 137 | 1 slithering tracker | 4 | PB2 |

| | | | |
|---------|--------------------------|---|-----|
| 138 | 1 solifugid, albino cave | 4 | PB2 |
| 139-140 | 1 tentamort | 4 | PB2 |
| 141-142 | 1 basidirond | 5 | PB2 |
| 143-144 | 1 cloaker | 5 | PB |
| 145-146 | 1d10+10 drow, common | 5 | PB |
| 147 | Falling block trap | 5 | CRB |
| 148 | 2 fungal crawlers | 5 | PB2 |
| 149 | 1 gibbering mouter | 5 | PB |
| 150 | 2d4 gryphs | 5 | PB2 |
| 151 | 1d4+2 mongrelmen | 5 | PB2 |
| 152-153 | 1 ochre jelly | 5 | PB |
| 154 | 2 rust monsters | 5 | PB |
| 155 | 2d4 spiders, giant | 5 | PB |
| 156-157 | 1d4+2 troglodytes | 5 | PB |
| 158 | 2 vampiric mists | 5 | PB2 |
| 159-160 | 2 violet fungi | 5 | PB |
| 161-162 | 1d4+2 cave fishers | 6 | PB |
| 163 | 2d4 chokers | 6 | PB |
| 164-165 | 3d4 darkmantles | 6 | PB |
| 166-167 | 2d6 goblin dogs | 6 | PB |
| 168-169 | 3d4 gremlins, vexgits | 6 | PB2 |
| 170-171 | 1d4+2 morlocks | 6 | PB |
| 172-173 | 1 redcap | 6 | PB2 |
| 174 | Russet mold, 1 patch | 6 | CRB |
| 175-176 | 3d4 scorpions, cave | 6 | PB2 |
| 177 | 2 slithering trackers | 6 | PB2 |
| 178 | 2d4 slurks | 6 | PB2 |
| 179-180 | Yellow mold, 1 patch | 6 | CRB |
| 181 | 1d4+1 amphisbaenas | 7 | PB2 |

| | | | |
|---------|--|---|---------|
| 182-183 | 1 black pudding | 7 | PB |
| 184 | 2 cloaklers | 7 | PB |
| 185-186 | 1 drider | 7 | PB |
| 187-188 | 2d3 gricks | 7 | PB2 |
| 189 | 1 medusa | 7 | PB |
| 190-191 | 1d12+8 mites and 2d3 cave fishers | 7 | PB2, PB |
| 192 | 1d6+6 mongrelmen | 7 | PB2 |
| 193-194 | Orcs: 1d10+10 1st-level warriors, 2 3rd-level warriors and 1 5th-level warrior | 7 | PB |
| 195-196 | 1d3+1 otyughs | 7 | PB |
| 197-198 | 1d4+2 vampiric mists | 7 | PB2 |
| 199-200 | 1d3 xorns with the young template | 7 | PB |
| 201-202 | Cave-in | 8 | CRB |
| 203 | 1 destrachan | 8 | PB |
| 204-205 | 3d4 fungal crawlers | 8 | PB2 |
| 206 | 1d12+8 gryphs | 8 | PB2 |
| 208-209 | 1 naga, dark | 8 | PB |
| 210 | 2d4 phycomids | 8 | PB2 |
| 211-212 | 2 redcaps | 8 | PB2 |
| 213 | 1d8+2 rust monsters | 8 | PB |
| 214-215 | 2d3 solifugids, albino cave | 8 | PB2 |
| 216-217 | 2d3 tentamorts | 8 | PB2 |
| 218-219 | 3d4 violet fungi | 8 | PB |
| 220 | 1d3 xorns | 8 | PB |
| 221-223 | 2d4 basidironds | 9 | PB2 |
| 224-226 | 1 centipede, titan | 9 | PB2 |

| | | | |
|---------|---|----|-----|
| 227-229 | 1d4+2 cloaklers | 9 | PB |
| 230-231 | 1 demon, nabasu, with 1d4 growth points | 9 | PB |
| 232-234 | 1d12+6 morlocks | 9 | PB |
| 235-237 | 2d6 serpentfolk | 9 | PB2 |
| 238-240 | 1d3+3 xorns with the young template | 9 | PB |
| 241-245 | 2 destrachans | 10 | PB |
| 246-250 | 1 gug | 10 | PB2 |
| 251-254 | 1d8 seugathi | 10 | PB2 |
| 255-257 | 1d3+3 xorns | 10 | PB |
| 258-260 | 1d3 xorns with the advanced and giant templates | 10 | PB |

| | | | |
|---------|---|----|--------------|
| 261-264 | 2 centipedes, titan | 11 | PB2 |
| 265-268 | 1d6+6 cloaklers | 11 | PB |
| 269-272 | 2d4 driders | 11 | PB |
| 273-276 | 1d3+1 nagas, dark | 11 | PB |
| 277-280 | 3d4 redcaps | 11 | PB2 |
| 281-284 | 1 demon, nabasu, with 1d8+4 growth points | 12 | PB |
| 285-290 | 1d3+2 destrachans | 12 | PB |
| 291-296 | 1 roper | 12 | PB |
| 297-300 | 1d3+3 xorns with the advanced and giant templates | 12 | PB |
| 301-307 | 1d4+2 centipedes, titan | 13 | PB2 |
| 308-313 | 1d8+5 chardas | 13 | PB2 |
| 314-320 | 1d3+1 gugs | 13 | PB2 |
| 321-327 | 2 ropers | 14 | PB |
| 328-333 | Sinkhole | 14 | See page 11. |
| 334-340 | 1 vemerak | 14 | PB2 |
| 341-345 | Crushing stone trap | 15 | CRB |
| 346-350 | 1 demon, nabasu, with 2d3+11 growth points | 15 | PB |
| 351-357 | 1d6+4 gugs | 15 | PB2 |
| 358-360 | 1d4+2 ropers | 16 | PB |



Endless Caverns

Encounter Elements

Dispositions: Intelligent creatures here are forced by limited resources and murderous neighbors to be cautious to the point of paranoia.

Table 1-7: Endless Caverns Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1-4 | Flight |
| 5-11 | Readiness, prepared |
| 12-16 | Readiness, unready |
| 17-20 | Scheming |

Terrain Features: Endless caverns are often treacherous for those who are not experienced spelunkers. Complete darkness reigns in the caves except for the occasional patches of phosphorescent fungi.

Building Blocks: Cavern, footpath, tunnel, and underground river. Solid earth and stone fills all spaces not occupied by caverns and tunnels.

Table 1-8: Endless Caverns Terrain Features

| d20 | Encounter Elements |
|-------|--------------------|
| 1-4 | Cavern |
| 5-6 | Chasm |
| 7-8 | Footpath |
| 9-10 | Ledge |
| 11-12 | Slippery floor |
| 13-15 | Slope |
| 16-19 | Tunnel |
| 20 | Underground river |

Highlands

Highlands include lower-elevation hills which are effectively temperate and colder high-elevation hills surrounding cold upland plains.

Minimum Average CR: 2 (d% +40)

Maximum Average CR: 17 (d% + 340)

Typical Encounter Frequency: 5% (01-05)

Table 1-9: Highlands Encounters

| d% | Encounter | Avg. CR | Source |
|---------|-----------------------------|---------|--------|
| 41-50 | 1d4 orcs | 1 | PB |
| 51-60 | 2 shepherds (farmer) | 1 | GMG |
| 61-66 | 1 spider, giant | 1 | PB |
| 67-72 | 1 spider swarm | 1 | PB |
| 73-80 | 1d2 xtabays | 1 | PB2 |
| 81-84 | 1 ant, giant | 2 | PB |
| 85-88 | 1 bat, dire | 2 | PB |
| 89-92 | 1 bat swarm | 2 | PB |
| 93-96 | 1 hippogriff | 2 | PB2 |
| 97-100 | 1 ogrekin | 2 | PB2 |
| 101-103 | 1 ogre | 3 | PB |
| 104-105 | 1d4 snakes, venomous | 3 | PB |
| 106-108 | 1 spider, giant black widow | 3 | PB2 |
| 110-112 | 1 spriggan | 3 | PB2 |
| 113-115 | 1 trapper | 3 | GMG |
| 116-117 | 1 wight | 3 | PB |
| 118-120 | 1d3+2 xtabays | 3 | PB2 |
| 121-124 | 1d8 akatas | 4 | PB2 |
| 125-128 | 1 amphisbaena | 4 | PB2 |
| 129-132 | 1 griffon | 4 | PB |
| 133-136 | 1d6+3 hobgoblins | 4 | PB |
| 137-140 | 1 peryton | 4 | PB2 |
| 141-143 | 1 leucrotta | 5 | PB2 |
| 144-145 | 1 lurker in light | 5 | PB2 |
| 146-148 | 1 raider | 5 | GMG |
| 149-150 | 1 shaman | 5 | GMG |
| 151-152 | 1 siren | 5 | PB2 |
| 153-155 | 2 spriggans | 5 | PB2 |
| 156-158 | 2 wights | 5 | PB |
| 159-160 | 1 worg, winter wolf | 5 | PB |
| 161-163 | 1 ettin | 6 | PB |
| 164-166 | 1 toad, glacier | 6 | PB2 |
| 167-169 | 1d3+1 ogres | 6 | PB |
| 170-172 | 2d3 ogrekin | 6 | PB2 |
| 173-175 | 1 rhinoceros, woolly | 6 | PB |
| 176-178 | 1 wyvern | 6 | PB |
| 179-180 | 1d6+6 xtabays | 6 | PB2 |
| 181-182 | 1d4+1 amphisbaenas | 7 | PB2 |

| | | | |
|---------|--|---|---------|
| 183-184 | 1 bulette | 7 | PB |
| 185-186 | 1 chimera | 7 | PB |
| 187-188 | 1 guide (mounted) and 1 riding dog | 7 | GMG, PB |
| 189-191 | 1 giant, hill | 7 | PB |
| 192-194 | 1d12+9 hobgoblins | 7 | PB |
| 195-196 | Orcs: 1d10+10 1st-level warriors, 2 3rd-level warriors and 1 5th-level warrior | 7 | PB |
| 197-198 | 1 raider and 1 monster hunter | 7 | GMG |
| 199-200 | 1d4+2 wights | 7 | PB |
| 201-202 | 1 tiger, dire | 8 | PB |
| 203-205 | 2 ettins | 8 | PB |
| 206-207 | 1 gorgon | 8 | PB |
| 208-209 | 1d6+6 hippogriffs | 8 | PB2 |
| 210-211 | 1 neh-thalggu | 8 | PB2 |
| 212-214 | 1 oni, ogre mage | 8 | PB |
| 215-217 | 1d4+1 sirens | 8 | PB2 |

| | | | |
|---------|---|----|-----|
| 218-220 | 3d4 spriggans | 8 | PB2 |
| 221-223 | 1 aurumvorax | 9 | PB2 |
| 224-226 | 2 ettins and 2 bears | 9 | PB |
| 227-229 | 1 woolly mammoth (elephant, mastodon variant) | 9 | PB |
| 230-232 | 4d4 ogres | 9 | PB |
| 233-235 | 1 oni, ogre mage, and 1d3+1 ogres | 9 | PB |
| 236-238 | 2 raiders and 1 viking | 9 | GMG |
| 239-240 | 1d6+6 wights | 9 | PB |
| 241-243 | 1d4+2 ettins and 1d3-1 grizzly bears | 10 | PB |
| 244-246 | 1d4+6 griffons | 10 | PB |
| 247-250 | 1d4+1 giants, hill | 10 | PB |
| 251-254 | 3d4 leucrottas | 10 | PB2 |
| 255-257 | 2 oni, ogre magi | 10 | PB |
| 258-260 | 1d4+2 wyverns | 10 | PB |
| 261-264 | 2 aurumvoraxes | 11 | PB2 |
| 265-267 | 1d10+2 toads, glacier | 11 | PB2 |



| | | | |
|---------|--|----|----------|
| 268-270 | 1d3+5 giants, hill | 11 | PB |
| 271-274 | 1 thunderbird | 11 | PB2 |
| 275-277 | 1d6+5 worgs, winter wolves | 11 | PB |
| 278-280 | 3d4 rhinoceroses, woolly | 11 | PB |
| 281-285 | 1 athach | 12 | PB2 |
| 286-290 | 5d6 herd animals, bison | 12 | PB |
| 291-295 | 1 frost worm | 12 | PB2 |
| 296-300 | 1 giant, taiga | 12 | PB2 |
| 301-305 | 1 chieftain and 1d6+6 raiders | 13 | GMG |
| 306-310 | 1d6+6 chimeras | 13 | PB |
| 311-315 | 1d4+4 gorgons | 13 | PB |
| 316-320 | 1d4+8 hill giants and 1d4 dire wolves | 13 | PB |
| 321-328 | 1 linnorm, crag | 14 | PB |
| 329-334 | 1 nightshade, nightwing | 14 | PB2 |
| 335-340 | Sinkhole | 14 | See p.11 |
| 341-347 | 1d3+1 athaches | 15 | PB2 |
| 348-353 | 1 linnorm, crag, with the advanced template | 15 | PB |
| 354-360 | 1d10+5 woolly mammoth (elephant, mastodon variant) | 15 | PB |
| 361-366 | 2 nightshades, nightwings | 16 | PB2 |
| 367-374 | 1d6+1 giants, taiga | 16 | PB2 |
| 375-380 | 1 linnorm, ice, with the young template | 16 | PB |
| 381-385 | 1 linnorm, ice | 17 | PB |
| 386-390 | 1 thrasfyr | 17 | PB2 |
| 391-395 | 1 wendigo | 17 | PB2 |
| 396-400 | 1 winterwight | 17 | PB2 |
| 401-407 | 1d6+6 athaches | 18 | PB2 |
| 408-414 | 1d4+2 nightshades, nightwings | 18 | PB2 |
| 415-420 | 1 wendigo with the advanced template | 18 | PB2 |
| 421-429 | 1 thrasfyr with the advanced and giant templates | 19 | PB2 |
| 430-438 | 2 winterwights | 19 | PB2 |
| 439-440 | 1d4+2 winterwights | 21 | PB2 |

Highlands Encounter Elements

Dispositions: The highlands are tough lands inhabited by tough people understandably cautious about whom they trust, but generous with those who prove themselves to be friends.

Table 1-10: Highlands Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1-5 | Flight |
| 6-10 | Readiness, prepared |
| 11-16 | Readiness, unready |
| 17 | Rivalry |
| 18-20 | Windblown |

Terrain Features: The highlands are dominated by rolling hills, sudden cliffs, and above them flat and chilly plains. Plains areas are commonly sparse with terrain features. Since water flows downhill, most streams and ponds found in highlands terrain is found at the bases of hills or flowing down the edges of slopes.

Building Blocks: Gentle hills, meadow, plateau, slope, and valley mouth.

Table 1-11: Highlands Terrain Features

| d20 | Encounter Elements |
|-------|--------------------|
| 1 | Cave entrance |
| 2 | Cliff |
| 3-5 | Gentle hills |
| 6 | Slope |
| 7 | Hedgerows, narrow |
| 8-12 | Meadow |
| 13-14 | Plateau |
| 15 | Pond |
| 16 | Footpath |
| 17 | Stream |
| 18 | Trench |
| 19-20 | Valley mouth |

Scorched Wastes

The scorched wastes represent any warm or temperate desert, wasteland, or scrubland.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 14 (d% +280)

Typical Encounter Frequency: 4% (01-04)

Table 1-12: Scorched Wastes Encounters

| d% | Encounter | Avg. CR | Source |
|---------|--------------------------|---------|----------|
| 21-28 | 1d2 beetles, fire | 1/2 | PB |
| 29-40 | 1d2 coyotes (dog) | 1/2 | PB |
| 41-45 | 1d6 lizards | 1/2 | PB |
| 46-53 | 1 gnoll | 1 | PB |
| 54-60 | 1 snake, venomous | 1 | PB |
| 61-66 | 1 solifugid, giant | 1 | PB2 |
| 67-72 | 1 spider, giant | 1 | PB |
| 73-78 | 1 spider swarm | 1 | PB |
| 79-80 | Mirage | 1 | See p.10 |
| 81-84 | 1 ant, giant | 2 | PB |
| 85-88 | 1 bat, dire | 2 | PB |
| 89-92 | 1 bat swarm | 2 | PB |
| 93-96 | 1d4+2 beetles, fire | 2 | PB |
| 97-100 | 1d4+2 coyotes (dog) | 2 | PB |
| 101-103 | Duststorm | 3 | CRB |
| 104-106 | 2 gnolls | 3 | PB |
| 107-108 | 1 sandman | 3 | PB2 |
| 109-111 | 1 scorpion, giant | 3 | PB |
| 112-114 | 2 snakes, venomous | 3 | PB |
| 115-117 | 2 solifugids, giant | 3 | PB2 |
| 118-120 | 2 spider swarms | 3 | PB |
| 121-123 | 2 ants, giant | 4 | PB |
| 124-126 | 1d6+6 beetles, fire | 4 | PB |
| 127-129 | 1d6+6 coyotes (dog) | 4 | PB |
| 130-132 | 1 dust digger | 4 | PB2 |
| 133 | Flash flood | 4 | See p.10 |
| 134-135 | 1 genie, janni | 4 | PB |
| 136-137 | 1 peryton | 4 | PB2 |
| 138-140 | 1 solifugid, albino cave | 4 | PB |
| 141-143 | 1 basilisk | 5 | PB |

| | | | |
|---------|-----------------------------|---|-----|
| 144-145 | 1d4+1 bat swarms | 5 | PB |
| 146-147 | 1 cyclops | 5 | PB |
| 148-150 | 1d4+1 gnolls and 1d2 hyenas | 5 | PB |
| 151-152 | 1d6+1 snakes, venomous | 5 | PB |
| 153-155 | 2d4 spiders, giant | 5 | PB |
| 156-157 | 1d4+2 spider swarms | 5 | PB |
| 158-160 | 1 wraith | 5 | PB |
| 161-162 | 1d4+2 ants, giant | 6 | PB |
| 163-164 | 1 death worm | 6 | PB2 |
| 165-166 | 2 dust diggers | 6 | PB2 |
| 167-168 | 2 genies, jann | 6 | PB |
| 169-170 | 1 hermit | 6 | GMG |
| 171-172 | 1 hydra, pyrohydra | 6 | PB |
| 173-174 | 1d6+3 initiates | 6 | GMG |
| 175-176 | 1 lamia | 6 | PB |
| 177-178 | 1d3+1 sandmen | 6 | PB2 |
| 179-180 | 2 solifugids, albino cave | 6 | PB2 |
| 181-183 | 2 basilisks | 7 | PB |
| 184-186 | 1 dragon, brass (young) | 7 | PB |



| | | | |
|---------|--|----|-----|
| 187-189 | 1 battle monk and 1d4+2 initiates | 7 | GMG |
| 190-192 | 2d6+2 herd animals, camels | 7 | PB2 |
| 193-195 | 1d3+1 perytons | 7 | PB2 |
| 196-197 | 2 wraiths | 7 | PB |
| 198-200 | 1 wraith with the advanced and giant templates | 7 | PB |
| 201-203 | 1 behir | 8 | PB |
| 204-206 | 1 guide and 2 pilgrims | 8 | GMG |
| 207-208 | 1d4+2 genies, jann | 8 | PB |
| 209-210 | 1 lamia matriarch | 8 | PB2 |
| 211-212 | 1d4+6 sandmen | 8 | PB2 |
| 213-214 | 1d4+2 solifugids, albino cave | 8 | PB2 |
| 215-217 | 1 sphinx | 8 | PB |
| 218-220 | 1d10+10 spider swarms | 8 | PB |
| 221-223 | 1d4+2 basilisks | 9 | PB |
| 224-226 | 1d10+10 bat swarms | 9 | PB |
| 227-229 | 1d8+2 dust diggers | 9 | PB2 |
| 230-232 | 1 dragon, blue (young) | 9 | PB |
| 233-234 | 2d3+3 perytons | 9 | PB2 |
| 235-237 | 1d4+2 wraiths | 9 | PB |
| 238-240 | 1 yrthak | 9 | PB2 |
| 241-244 | 2 behirs | 10 | PB |
| 245-248 | 1d6+6 caravan guards, 1 guide, and 1d6+6 vagabonds with mounts | 10 | GMG |
| 249-251 | 1d6+6 genies, jann | 10 | PB |
| 252-254 | 2 lamia matriarchs | 10 | PB2 |
| 255-256 | 1 rakshasa | 10 | PB |
| 257-260 | 2 sphinxes | 10 | PB |
| 261-263 | 1 daemon, meladaemon | 11 | PB2 |
| 264-267 | 1 dragon, brass (adult) | 11 | PB |
| 268-271 | 1d10+2 lamias | 11 | PB |
| 272-276 | 1d6+6 wraiths | 11 | PB |
| 277-280 | 2 yrthaks | 11 | PB2 |
| 281-285 | 1 chieftain and 1d6+3 raiders with mounts | 12 | GMG |
| 286-290 | 1d12+6 cyclops | 12 | PB |
| 291-295 | 1d4+2 lamia matriarchs | 12 | PB2 |
| 296-300 | 1d4+2 sphinxes | 12 | PB |

| | | | |
|---------|--|----|-----|
| 301-307 | 1 crimson worm (purple worm with the giant template) | 13 | PB |
| 308-314 | 1 dragon, blue (adult) | 13 | PB |
| 315-320 | 1d4+2 yrthaks | 13 | PB2 |
| 321-323 | 1d4+1 daemons, meladaemons | 14 | PB2 |
| 324-326 | 1 master | 14 | GMG |
| 327-331 | 2d3 rakshasas | 14 | PB |
| 332-340 | 1 scorpion, black, with the young template | 14 | PB2 |
| 341-344 | 1d6+6 battle monks and 1 master | 15 | GMG |
| 345-352 | 1 phoenix | 15 | PB |
| 353-360 | 1 scorpion, black | 15 | PB2 |
| 361-366 | 1 dragon, brass (ancient) | 16 | PB |
| 367-371 | 1d6+6 rakshasas | 16 | PB |
| 372-376 | 1 scorpion, black, with the advanced template | 16 | PB2 |
| 377-378 | 1d6+5 daemons, meladaemons | 17 | PB2 |
| 379-380 | 1 dragon, blue (ancient) | 18 | PB |

Scorched Wastes Encounter Elements

Dispositions: Denizens of the scorched wastes are tenacious beings with a reputation for doing whatever it takes to survive. However, many desert cultures hold to a tradition of generosity and respect for the needs of strangers.

Table 1-13: Scorched Wastes Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1-4 | Flight |
| 5-10 | Readiness, prepared |
| 11-16 | Readiness, unready |
| 17-20 | Windblown |

Terrain Features: A scorched wastes environment is mostly open sand or bare rock, so only a few terrain features should appear in any one encounter map.

Building Blocks: Canyon, salt flats, and shifting dunes.

Table 1-14: Scorched Wastes Terrain Features

| d20 | Encounter Elements |
|-------|----------------------------------|
| 1-2 | Canyon (described below) |
| 3-4 | Dry riverbed |
| 5 | Oasis (described below) or river |
| 6 | Quicksand |
| 7-9 | Rubble, dense |
| 8-10 | Rubble, light |
| 11-14 | Salt flats (described below) |
| 15-18 | Shifting dunes |
| 19-20 | Undergrowth, light |

Canyon: Found primarily in rocky deserts, a minor canyon is like a dungeon pit but is uncovered and there is no risk of accidentally stumbling into them. A minor canyon bisects the map and is at least 2d6 x 5 feet wide and 3d4 x 10 feet deep. A major canyon can be far larger, possibly being thousands of feet wide and many miles long, with many curves along that length.

Oasis: An oasis is a spring of water commonly used by travelers to re-supply during long desert treks. A minor oasis has at its heart a pool of fresh water 4d6 x 10 feet across, surrounded by a roughly even mingling of light undergrowth, typical trees, and open grassy areas extending 2d6 x 5 feet away from the water’s edge. Due to its high traffic, the chance of an encounter at an oasis rises to 25%.

Only the foulest travelers will not make sure there is room when they see another group approaching to use the water. Barring access to the water is more than rudeness. Many desert cultures consider it a crime as serious as murder.

Salt Flats: Smooth, hard land that is mostly or totally flat, salt flats are the remnants of salt lakes scoured of water by the sun. The process has left a layer of salty minerals which prevents any plants from growing on the flats, though light undergrowth is commonly found ringing the edge of salt flats. Salt flats occasionally flood after unusually heavy rains or after a nearby dry riverbed floods. Rocky desert ground is similar to salt flats, though it lacks the layer of salty minerals or slightly increased risk of flooding.

Teeming Veldt

The teeming veldt combines warm plains and hills. These hot lands, with a tendency for drought (and consequently famine), sometimes breed conflict between the societies that call them home.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 14 (d% + 280)
Typical Encounter Frequency: 8% (01-08)

Table 1-15: Teeming Veldt Encounters

| d% | Encounter | Avg. CR | Source |
|---------|--|---------|--------|
| 21-24 | 1 dinosaur, compsognathus | 1/2 | PB2 |
| 25-30 | 1 gremlin, pugwampi | 1/2 | PB2 |
| 31-40 | 2 bandits | 1 | GMG |
| 41-45 | 1 bee, giant | 1 | PB2 |
| 46-50 | 2 dinosaurs, compsognathuses | 1 | PB2 |
| 51-55 | 1 gnoll | 1 | PB |
| 56-60 | 2 gremlins, pugwampis | 1 | PB2 |
| 61-65 | 1 hyena | 1 | PB |
| 66-70 | Pit trap | 1 | CRB |
| 71-75 | 1 solifugid, giant | 1 | PB2 |
| 76-80 | 1 vagabond | 1 | GMG |
| 81-84 | 1 bee, giant, with the advanced template | 2 | PB2 |
| 85-88 | 1 cat, cheetah | 2 | PB |
| 89-92 | 1 lizard, monitor | 2 | PB |
| 93-96 | 1d6 primates, baboons | 2 | PB2 |
| 97-100 | 1 toad, giant | 2 | PB2 |
| 101-102 | 1 ankheg | 3 | PB |
| 103-104 | 1 caravan guard and 1 vagabond | 3 | GMG |
| 105-106 | 1 chupacabra | 3 | PB2 |
| 107-110 | 2 gnolls | 3 | PB |
| 111-112 | 1 hyena, dire | 3 | PB |
| 113-114 | 2 hyenas | 3 | PB |
| 115-116 | 1 lion | 3 | PB |
| 117-118 | 1 scorpion, giant | 3 | PB |
| 119-120 | 2 solifugids, giant | 3 | PB2 |
| 121-123 | 1d8+2 bandits | 4 | GMG |
| 124-126 | 1d4+1 bees, giant | 4 | PB2 |

| | | | |
|---------|---|---|----------|
| 127-129 | 2 cats, cheetahs | 4 | PB |
| 130-131 | 1 dinosaur, parasauropholus | 4 | PB2 |
| 132 | Flash flood | 4 | See p.10 |
| 133-134 | 3d4 gremlins, pugwampis | 4 | PB2 |
| 135-137 | 1 rhinoceros | 4 | PB |
| 138-140 | 2 toads, giant | 4 | PB2 |
| 141-142 | 2 ankhegs | 5 | PB |
| 143-144 | 1d4+1 bees, giant, with the advanced template | 5 | PB2 |
| 145 | 5d4 dinosaurs, compsognathuses | 5 | PB2 |
| 146-147 | 1d4+1 gnolls and 1d2 hyenas | 5 | PB |
| 148-149 | 1 leucrotta | 5 | PB2 |
| 150-151 | 2 lions | 5 | PB |
| 152-153 | 1 lion, dire | 5 | PB |
| 154-155 | 1 lizard, giant frilled | 5 | PB |
| 156-157 | 1 manticore | 5 | PB |
| 158 | 1 phase spider | 5 | PB |
| 159-160 | 1d4+2 solifugids, giant | 5 | PB2 |
| 161-162 | 1 dinosaur, ankylosaurus | 6 | PB |
| 163-165 | 2 dinosaurs, parasaurolophuses | 6 | PB2 |
| 166-167 | 1 guide and 6 foot soldiers | 6 | GMG |
| 168-170 | 3d4 hyenas | 6 | PB |
| 171-173 | 2d4 lizards, monitor | 6 | PB |
| 174-176 | 2 rhinoceroses | 6 | PB |
| 177-178 | 1d3+1 trappers | 6 | GMG |
| 179-180 | 1 wyvern | 6 | PB |
| 181-182 | 1d4+2 ankhegs | 7 | PB |
| 183-184 | 4 caravan guards and 2 slavers | 7 | GMG |
| 185-186 | 1 dinosaur, stegosaurus | 7 | PB |
| 187-188 | 1 elephant | 7 | PB |
| 189-191 | 2d4 hyenas, dire | 7 | PB |
| 192-193 | 2 leucrottas | 7 | PB2 |
| 194-196 | 2 manticores | 7 | PB |
| 197-198 | 2 phase spiders | 7 | PB |
| 199-200 | 3d4 toads, giant | 7 | PB2 |

| | | | |
|---------|---|----|-----|
| 201-202 | 2 dinosaurs, ankylosauruses | 8 | PB |
| 203-204 | 1d8+8 bandits and 1 highwayman | 8 | GMG |
| 205-206 | Bees: 1 giant queen bee and 3d6 giant bees | 8 | PB2 |
| 207-208 | 1 beetle, goliath stag | 8 | PB2 |
| 209-210 | 1 behir | 8 | PB |
| 211 | 1 dinosaur, triceratops | 8 | PB |
| 212 | 1 dragon, copper (young) | 8 | PB |
| 213-214 | 1d8+2 lions | 8 | PB |
| 215-216 | 1 sphinx | 8 | PB |
| 217-218 | 1 tiger, dire | 8 | PB |
| 219-220 | 2 wyverns | 8 | PB |
| 221-223 | 2d4 lions, dire | 9 | PB |
| 224-225 | 3d4+7 bees, giant | 9 | PB2 |
| 226-228 | 3d4 dinosaurs, parasaurolophuses | 9 | PB2 |
| 229-230 | 2 dinosaurs, stegosauruses | 9 | PB |
| 231-232 | 1 dinosaur, tyrannosaurus | 9 | PB |
| 233-234 | 1d4+2 manticores | 9 | PB |
| 235-236 | 1d4+6 pegasi | 9 | PB |
| 237-238 | 1d4+2 phase spiders | 9 | PB |
| 239-240 | 3d4 rhinoceroses | 9 | PB |
| 241-242 | 3d4+7 bees, giant, with the advanced template | 10 | PB2 |
| 243-245 | 2 behirs | 10 | PB |
| 246-248 | 1 dinosaur, brachiosaurus | 10 | PB |
| 249-251 | 2 dinosaurs, triceratops | 10 | PB |
| 252-253 | 3d4 leucrottas | 10 | PB2 |
| 254-255 | 2 sphinxes | 10 | PB |
| 256-258 | 2 tigers, dire | 10 | PB |
| 259-260 | 1d4+2 wyverns | 10 | PB |
| 261-263 | 4 cavalry, 1 guide, 1 knight, and 1 squire | 11 | GMG |
| 264-266 | 1 daemon, meladaemon | 11 | PB2 |
| 267-270 | 3d4 dinosaurs, ankylosauruses | 11 | PB |
| 271-273 | 2 dinosaurs, tyrannosauruses | 11 | PB |

| | | | |
|---------|--|----|-----|
| 274-276 | 1 dragon, gold (young) | 11 | PB |
| 277-280 | 1 thunderbird | 11 | PB2 |
| 281-283 | 1 bandit lord, 1 battle mage, 1 sellsword, and 1d6+6 bandits | 12 | GMG |
| 284-286 | 2 beetles, goliath stag | 12 | PB2 |
| 287-289 | 1 chieftain, 2 raiders, 1 shaman, and 1d8+8 cannibals | 12 | GMG |
| 290-292 | 2 dinosaurs, brachiosauruses | 12 | PB |
| 293-295 | 3d4 dinosaurs, stegosauruses | 12 | PB |
| 296-297 | 1 dragon, copper (adult) | 12 | PB |
| 298-300 | 1d4+2 sphinxes | 12 | PB |
| 301-307 | 1 chieftain and 1d6+6 raiders | 13 | GMG |
| 308-314 | 1d4+4 dinosaurs, triceratops | 13 | PB |
| 315-320 | 1d4+2 dinosaurs, tyrannosauruses | 13 | PB |
| 321-324 | 1d4+1 daemons, meladaemons | 14 | PB2 |
| 325-334 | 1d4+2 dinosaurs, brachiosauruses | 14 | PB |
| 335-340 | 1 phoenix with the young template | 14 | PB |
| 341-346 | 1 dragon, gold (adult) | 15 | PB |
| 347-353 | 5d6 elephants | 15 | PB |
| 354-360 | 1 phoenix | 15 | PB |
| 361-370 | 1d6+6 dinosaurs, brachiosauruses | 16 | PB |
| 371-375 | 1 phoenix with the advanced template | 16 | PB |
| 376-377 | 1d6+5 daemons, meladaemons | 17 | PB2 |
| 378-380 | 1 dragon, copper (ancient) | 17 | PB |

due to the variations in the wet and dry seasons.

Table 1-16: Teeming Veldt Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1-7 | Flight |
| 8-12 | Readiness, prepared |
| 13-17 | Readiness, unready |
| 18 | Rivalry |
| 19-20 | Scheming |

Terrain Features: The teeming veldt is dominated by flat, sun-baked plains and low hills which provide a modicum of shelter to those unprepared to deal with the area's heat and limited water supplies.

Building Blocks: Gentle hills, meadow, plateau, slope, and valley mouth.

Table 1-17: Teeming Veldt Terrain Features

| d20 | Encounter Elements |
|-------|--------------------|
| 1 | Cave entrance |
| 2 | Cliff |
| 3 | Copse |
| 4 | Footpath |
| 5-8 | Gentle hills |
| 9 | Hedgerows, narrow |
| 10-13 | Meadow |
| 14 | Plateau |
| 15 | Pond or river |
| 16-17 | Slope |
| 18 | Tree, massive |
| 19 | Trench |
| 20 | Valley mouth |

Teeming Veldt Encounter Elements

Dispositions: Most natives of the teeming veldt are accustomed to alternating periods of feast and famine

Windswept Plains

Windswept plains may be any temperate plains, prairie, or heath, generally near farms or outposts. Inhabitants are country folk such as farmers and hunters, as well as those who make their living from such communities. These people may be hospitable towards or wary of strangers depending on their dispositions and how they are approached. Note that doppelgangers, lycanthropes, and undead might well be disguised as more mundane types of characters of similar CR.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 12 (d% + 240)

Typical Encounter Frequency: 8% (01-08)

Table 1-18: Windswept Plains Encounters

| D% | Encounter | Avg. CR | Source |
|---------|---|---------|--------|
| 21-25 | 1 dog | 1/3 | PB |
| 26-30 | 1 village idiot | 1/3 | GMG |
| 31-35 | 1 horse, pony | 1/2 | PB |
| 36-40 | 1d2 dhampirs | 1 | PB2 |
| 41-45 | 1 dog, riding | 1 | PB |
| 46-50 | 2 bandits | 1 | GMG |
| 51-55 | 1 bee, giant | 1 | PB2 |
| 56-60 | 1 brownie | 1 | PB2 |
| 61-64 | 1 horse | 1 | PB |
| 65-68 | 1 krenshar | 1 | PB2 |
| 69-72 | 1 skulk | 1 | PB2 |
| 73-76 | 1 snake, venomous | 1 | PB |
| 77-80 | 1 vagabond | 1 | GMG |
| 81-82 | 1 herd animal, aurochs | 2 | PB |
| 83-86 | 1 bee, giant with the advanced template | 2 | PB2 |
| 87 | 1 forlarren | 2 | PB2 |
| 88-91 | 1 toad, giant | 2 | PB2 |
| 92-95 | 1 werewolf | 2 | PB |
| 96-100 | 1 worg | 2 | PB |
| 101-102 | 1 cockatrice | 3 | PB |
| 103-104 | 2d6 dogs | 3 | PB |
| 105 | 1 doppelganger | 3 | PB |
| 106-109 | 2d3 farmers | 3 | GMG |
| 110-114 | 1d6+3 goblins | 3 | PB |
| 115-116 | 2 krenshars | 3 | PB2 |

| | | | |
|---------|--|---|-----|
| 117-118 | 1 scorpion, giant | 3 | PB |
| 119-120 | 1 trapper | 3 | GMG |
| 121-122 | 1 barghest | 4 | PB |
| 123-124 | 1d4+1 bees, giant | 4 | PB2 |
| 125 | 1d4+1 brownies | 4 | PB2 |
| 126-127 | 1 hedge wizard | 4 | GMG |
| 128-130 | 1d2 pegasi | 4 | PB |
| 131-134 | 1 scarecrow | 4 | PB2 |
| 135-138 | 1d4+1 snakes, venomous | 4 | PB |
| 139-140 | 2 werewolves | 4 | PB |
| 141-143 | 2 centaurs | 5 | PB |
| 144-146 | 1d4+1 bees, giant with the advanced template | 5 | PB2 |
| 147-148 | 2 cockatrices | 5 | PB |
| 149 | 1 lurker in light | 5 | PB2 |
| 150-151 | 2 prostitutes and 1 slaver | 5 | GMG |
| 152-153 | 2 street thugs and 1 slaver | 5 | GMG |
| 154-160 | 1d3+1 worgs | 5 | PB |
| 161-164 | 1d6 ankhegs | 6 | PB |
| 165-166 | 1d4 herd animal, bison | 6 | PB |
| 167 | 2d6 dogs, riding | 6 | PB |
| 168-169 | 1 megafauna, gylptodon | 6 | PB2 |
| 170-171 | 1d4 megafauna, megaloceros | 6 | PB2 |
| 172-174 | 1 mothman | 6 | PB2 |
| 175-176 | 2 scarecrows | 6 | PB2 |
| 177-180 | 1d4+2 werewolves | 6 | PB |
| 181-182 | 1 barghest, greater | 7 | PB |
| 183-184 | 1d6+6 brownies | 7 | PB2 |
| 185-187 | 1d3+2 cockatrices | 7 | PB |
| 188-190 | 1 dullahan | 7 | PB2 |
| 191-193 | 1d4+6 krenshars | 7 | PB2 |
| 194-195 | 1 megafauna, arsinotherium | 7 | PB2 |
| 196-197 | 5d6 horses, ponies | 7 | PB |
| 198-200 | 1d8+3 worgs | 7 | PB |
| 201-203 | 1d8+8 bandits and 1 highwayman | 8 | GMG |
| 204-206 | 1 giant queen bee, and 3d6 giant bees | 8 | PB2 |
| 207-208 | 3d4+2 blink dogs | 8 | PB2 |
| 209-211 | 1d8+2 centaurs | 8 | PB |
| 212-213 | 1 gorgon | 8 | PB |

| | | | |
|---------|---|----|-----|
| 214-215 | 2 megafauna, gylptodons | 8 | PB2 |
| 216-217 | 1d4+2 scarecrows | 8 | PB2 |
| 218-220 | 1 tiger, dire | 8 | PB |
| 221-223 | 1 aurumvorax | 9 | PB2 |
| 224-226 | 3d4+7 bees, giant | 9 | PB2 |
| 227-229 | 1d6+9 goblins on goblin dog mounts | 9 | PB |
| 230-231 | 5d6 horses | 9 | PB |
| 232-234 | 2 megafauna, arsiniotherium | 9 | PB2 |
| 235-237 | 1d4+6 pegasi | 9 | PB |
| 238-240 | 1 vampire | 9 | PB |
| 241-244 | 5d6 herd animal, aurochs | 10 | PB |
| 245-248 | 3d4+7 bees, giant, with the advanced template | 10 | PB2 |
| 249-251 | 2d4 lurkers in light | 10 | PB2 |
| 252-255 | 1 naga, guardian | 10 | PB |
| 256-259 | 2 tigers, dire | 10 | PB |
| 260 | Tornado | 10 | CRB |
| 261-264 | 2 aurumvoraxes | 11 | PB2 |
| 265 | 1 daemon, meladaemon | 11 | PB2 |
| 266-269 | 1d3+1 gorgons | 11 | PB |
| 270-274 | 1d4+2 megafauna, arsiniotheriums | 11 | PB2 |
| 275-277 | 1d2 rakshasas | 11 | PB |
| 278-280 | 1 vampire and 2d4 vampire spawn | 11 | PB |
| 281-287 | 5d6 herd animals, bison | 12 | PB |
| 288-294 | 5d6 megafauna, megaloceros | 12 | PB2 |
| 295-300 | 2 nagas, guardian | 12 | PB |
| 301-312 | 1d6+6 megafauna, arsiniotheriums | 13 | PB2 |
| 313-300 | 1d2+2 rakshasas | 13 | PB |
| 321-322 | 1d4+1 daemons, meladaemons | 14 | PB2 |
| 323-333 | 1d8+4 gorgons | 14 | PB |
| 334-340 | 1d4+2 nagas, guardian | 14 | PB |

Windswept Plains Encounter Elements

Dispositions: Plains are the heartland of most human societies, commonly populated by grazing animals and farmers. They are accustomed to a quiet life marred by only occasional dangers, and generally dealt with by up-and-coming adventurers or the local authorities. As such, they are often open and friendly towards well-meaning travelers.

Table 1-20: Windswept Plains Dispositions

| d20 | Encounter Elements |
|-------|---------------------|
| 1 | Disguise |
| 2-4 | Flight |
| 5-10 | Readiness, prepared |
| 11-16 | Readiness, unready |
| 17-18 | Rivalry |
| 19-20 | Windblown |

Terrain Features: The terrain is largely unremarkable grass and shrubs, not even enough to count as undergrowth, growing in flat and firm soil. As a result, it is appropriate to apply only a few terrain features to a map before calling it finished.

Building Blocks: Meadow.

Table 1-21: Windswept Plains Terrain Features

| d20 | Encounter Elements |
|-------|--------------------|
| 1 | Berm |
| 2-3 | Footpath |
| 4 | Hedgerows, narrow |
| 5-6 | Hedgerows, wide |
| 7 | High road |
| 8-14 | Meadow |
| 15-16 | Pond |
| 17 | Stream |
| 18-20 | Trench |

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WANT EVEN MORE TABLES?

Currently deep within the Purple Duck Games cave, David is working on a completely different product. But if you have ideas for locations we have missed that need new random tables please email me at the address above.

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