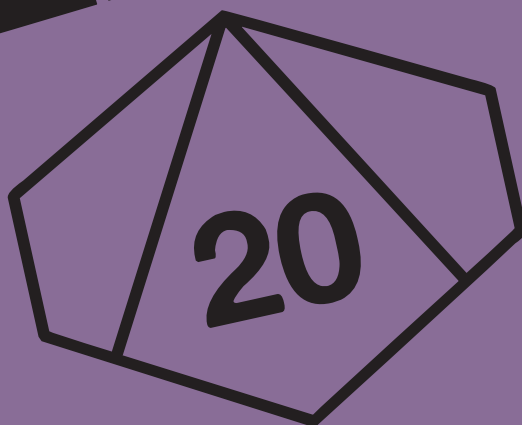
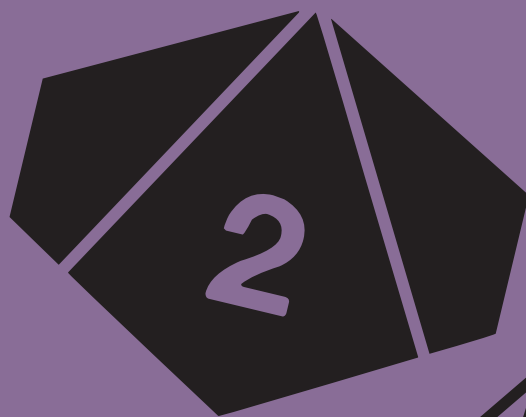




**MORE RANDOM
ENCOUNTERS REMASTERED**
BY DAVID ROSS

MORE RANDOM ENCOUNTERS REMASTERED

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How to Use this Book

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, *More Random Encounters Remastered* also presents rules, guidelines and advice for quickly creating interesting roleplaying and combat situations.

More Random Encounters Remastered describes a number of adventure areas. These encompass common sites such as grand marketplaces, frigid peaks, and the road to more unusual locales such as haunted ruins, storm-wracked coasts and the undercity. 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 *More 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 *Eerie Woods* 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 *Eerie Woods* 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 copse 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 copses 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), *Ultimate Combat* (UC), and *Ultimate Magic* (UM).

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.

Mayday, Watery: One or more NPCs are in trouble on the water (whether at the coast, at sea, or on a river or lake). To randomly select a trouble, roll on the table below.

Table 1-2: Watery Mayday Scenarios

d20	Trouble
1-2	Half of the group has been kidnapped by slavers or taken for ransom by bandits.
3-6	A vehicle's propulsion has broken and it needs to be repaired, calling for a DC 15 Craft (blacksmith) check with materials costing 20% the vehicle's market price at the nearest settlement. A DC 25 Craft (blacksmith) check allows a temporary solution to be jury-rigged with materials on hand.

7-9	The group has been robbed and desperately needs to reclaim the stolen goods.
10-11	The group has fallen ill with a local disease or toxin and needs treatment.
12-13	The group's driver has lost control of the vehicle (whether due to illness, mutiny, attack, or weather) and it is about to crash into a rock, reef, or other hazard within 1d4 rounds. If it strikes, it begins sinking immediately and rescue must be made quickly to avoid loss of life.
14-17	The group is lost and needs directions (seas and large lakes only).
18-19	The vehicle has been beached or stuck on a sandbar and requires a great deal of force to haul it back out into the water (large vehicles only).
20	The group's leader has gone dangerously insane and the others are afraid to question him.

Mistaken Identity: An NPC mistakes a PC for someone else, such as a long-lost friend or rival, a notorious criminal, a fabled hero, or a popular celebrity.

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.

Alley: A typical city alley is 1d2 x 5 feet wide and extends between two streets that are perpendicular to it, but some connect to courtyards or dark back alleys instead. The darkness in an alley relative to the streets grants a +2 circumstance bonus on Stealth checks.

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.

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.

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).

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.

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.

Noxious Fumes: Creatures not accustomed to the repulsive waste of the sewer (most creatures on

this encounter table are accustomed to it) can be debilitated by the stinking vapors. Each round spent in an area of noxious fumes, an interloper must make a DC 20 Fortitude save or be nauseated for as long as he remains in the area. Success indicates he is instead merely sickened. Noxious fumes emanate from a source, such as a sewer pipe, and fill a 30-ft. cube around the end. The fumes dissipate 1d10 minutes after the source is removed or closed off, or after 1d4 rounds of strong winds. Combatants accustomed to noxious fumes or otherwise unaffected by them (such as creatures that don't breathe) have the advantage over those who are susceptible to the fumes' effects. **CR +1.**

Pass: A pass is a way through the mountains noted for being easier to traverse than most of the surrounding area. In a typical pass, a gently sloped strip of rocky land 1d12 x 10 feet wide crosses the encounter map, worn by many travelers. There may be a footpath or high road along the center, depending on how popular the pass is. On each side, a rock wall or cliff—typically, one side rises above the pass and the other side sinks down into a wide pit or simply extends down the side of the mountain. Passes are high-traffic areas, and are about twice as likely as the surrounding lands to present a random encounter. These encounters above and beyond normal mountain encounters are generally drawn from *Table 1-13: The Road Encounters*.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4 x 10 feet tall in rugged mountains and 2d8 x 10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

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.

Ruined Building: A ruined building can be an abandoned home, warehouse, barn, shack, manor, or even apartment and shop combination. They are most commonly found in areas that have had a long history of permanent settlements. A typical ruined building

is 1d6 masonry walls on a foundation that is 1d4 x 10 feet long and 1d10 x 10 feet wide. Scattered near the walls, and in some squares replacing the walls, are 3d4 squares of light rubble.

Scree: A field of shifting gravel, generally covering an area 2d4 x 10 feet across, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Sewer: A typical sewer is 10 feet high and 15 feet wide, with 2-foot-deep water running through the center squares. It typically extends for several hundred feet, with pipes connecting to the side or overhead every 100 feet or so. The edge squares include 2-ft.-wide raised ledges. Because the ledges are wet, a DC 12 Acrobatics check is required to move at full speed along them. The water may emit noxious fumes, if it carries an undue volume of noxious sewage (as opposed to rainwater, water from washing, and other more innocuous liquids).

Side pipes are usually 5 feet wide and might require some Medium creatures to squeeze to move through them; many are made impassable by grates (thickness 1 in., hardness 10, 30 hp, break DC 26 stuck or locked). Medium and smaller inhabitants of the sewers often hide in open side pipes, waiting for prey to happen by.

Access to the sewer from streets or alleys is generally available through manholes or large grated pipes 3 feet in diameter.

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.**

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 1-3: 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.

NEW HAZARDS

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).

EXPANDED TABLES

FRIGID PEAKS

This encounter table represents a region of cold and temperate mountains, marked with glaciers and attractive to beings native to air- and cold-dominant planes. In addition, this table could be used for mountains that float through the infinite skies of the Elemental Plane of Air.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 18 (d% + 360)
Typical Encounter Frequency: 6% (01-06)

Table 1-4: Frigid Peaks Encounters

d%	Encounter	Avg. CR	Source
21-25	1 eagle	1/2	PB
26-30	1d3 orcs	1/2	PB
31-35	1 sylph	1/2	PB2
36-40	1 tengu	1/2	PB
41-46	1 akata	1	PB2
47-53	2 eagles	1	PB
54-60	1 elemental, air (Small)	1	PB
61-67	1 herd animal, ram	1	PB2
68-74	1 spider, giant	1	PB
75-80	1 spider swarm	1	PB
81-85	1 bugbear	2	PB
86-90	1d3+3 orcs	2	PB
91-94	1d3+1 sylphs	2	PB2
95-100	1d3+1 tengu	2	PB
101-104	2 akatas	3	PB2
105-108	1 eagle, giant	3	PB
109-112	1 elemental, air (Medium)	3	PB
113-116	2 herd animals, rams	3	PB2
117-120	1 mephit, ice	3	PB
121-125	2 bugbears	4	PB
126-130	1d3+1 elementals, air (Small)	4	PB
131-134	1 peryton	4	PB2
135-137	1 troll, ice	4	PB2
138-140	1 yeti	4	PB

141-143	Camouflaged crevasse, minor	5	Below
144-146	2 eagles, giant	5	PB
147-149	1 elemental, air (Large)	5	PB
150-153	2 mephits, ice	5	PB
154-157	1d8+4 tengu	5	PB
158-160	1 troll	5	PB
161-162	1d8+2 akatas	6	PB2
163-164	1d4+2 bugbears	6	PB
165-166	1 dragon, white (young)	6	PB
167-168	1d4+4 elementals, air (Small)	6	PB
169-170	1d8+2 herd animals, rams	6	PB2
171	1 hermit	6	GMG
172-173	1 hydra, cryohydra	6	PB
174-175	2 perytons	6	PB2
176-178	1 redcap	6	PB2
179-180	1 toad, glacier	6	PB2
181-182	Avalanche	7	CRB
183-185	1 drake, frost	7	PB2
186-188	1 elemental, air (Huge)	7	PB
189-192	2d4 elementals, air (Medium)	7	PB
193-196	1d4+2 mephits, ice	7	PB
197-200	Orcs: 1d10+10 1st-level warriors, 2 3rd-level warriors and 1 5th-level warrior	7	PB
201-202	3d4 eagles, giant	8	PB
203-205	1d3+1 elementals, air (Large)	8	PB
206-207	1 guide and 2 trappers	8	GMG
208-210	2 redcaps	8	PB2
210-212	1 shantak	8	PB2
213-214	2 toads, glacier	8	PB2
215-216	1d3+1 trolls	8	PB
217-218	1d4+2 trolls, ice	8	PB2
219-220	2d4 yetis	8	PB
221-222	1d20+10 akatas	9	PB2
223-224	1 dragon horse	9	PB2
225-226	2 drakes, frost	9	PB2
227-228	1 dragon, cloud (young)	9	PB2

229-230	1 elemental, air (greater)	9	PB
231-232	1 giant, frost	9	PB
233-234	1d20+10 herd animals, rams	9	PB2
235-236	1d6+6 mephits, ice	9	PB
237-238	3d3 perytons	9	PB2
239-240	1 yrthak	9	PB2
241-243	Bugbears: 1d6+6, 2 1st-level warriors, and 1 3rd-level warrior	10	PB
244-246	1 dragon, silver (young)	10	PB
247-250	1 dragon, white (adult)	10	PB
251-253	1d3+1 elementals, air (Huge)	10	PB
254-256	1d4+4 elementals, air (Large)	10	PB
257-260	2 shantaks	10	PB2
261-264	1 elemental, air (elder)	11	PB
265-268	1 giant, cloud	11	PB
269-272	3d4 redcaps	11	PB2
273-276	1 thunderbird	11	PB2
277-280	2 yrthaks	11	PB2
281-284	1d3+1 elementals, air (greater)	12	PB
285-288	1d4+4 elementals, air (Huge)	12	PB
289-292	3d4 toads, glacier	12	PB2
293-296	3d4 drakes, frost	12	PB2
297-300	1 frost worm	12	PB2
301-305	1 dragon, cloud (adult)	13	PB2
306-310	1d3+2 giants, frost	13	PB
311-315	3d4 shantaks	13	PB2
316-320	1d4+2 yrthaks	13	PB2
321-323	1 dragon, silver (adult)	14	PB
324-327	1d3+1 elementals, air (elder)	14	PB
328-332	1d4+4 elementals, air (greater)	14	PB
333-337	1d4+1 giants, cloud	14	PB
338-340	1 master	14	GMG
341-345	1d8+8 battle monks and 1 master	15	GMG
346-351	Crushing stone trap	15	CRB

352-360	1 dragon, white (ancient)	15	PB
361-366	Camouflaged crevasse, major	16	Below
367-374	1d4+4 elementals, air (elder)	16	PB
375-380	1 linnorm, ice, with the young template	16	PB
381-387	1 giant, rune	17	PB2
388-393	1 linnorm, ice	17	PB
394-400	1 winterwight	17	PB2
401-407	1 dragon, cloud (ancient)	18	PB2
408-413	1 linnorm, ice, with the advanced template	18	PB
414-420	1 winterwight with the advanced template	18	PB2
421-424	1 dragon, silver (ancient)	19	PB
425-432	2 giants, rune	19	PB2
433-440	2 winterwights	19	PB2
441-443	3 giants, rune	20	PB2
444-447	3 winterwights	20	PB2
448-451	2 winterwights with the advanced template	20	PB2
452-454	1d3+3 giants, rune	21	PB2
455-457	1d3+3 winterwights	21	PB2
458-459	1d4+2 winterwights with the advanced template	22	PB2
460	1d6+6 giants, rune	23	PB2

FRIGID PEAKS HAZARD

CAMOUFLAGED CREVASSE (CR 5 OR 16)

Concealed crevasses are dangerous fissures in the ice of a glacier hidden by a veil of snow. A camouflaged crevasse functions like one of the traps described below.

MINOR CAMOUFLAGED CREVASSE TRAP CR 5

Type mechanical; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger location; Reset none
Effect 40-ft.-deep pit (4d6 falling damage); victims wedged in bottom (as grappled, CMB +17, CMD 27); Reflex DC 24 avoids; multiple targets (all targets in a 10-ft. square)

MAJOR CAMOUFLAGED CREVASSE TRAP CR 16

Type mechanical; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; Reset none
Effect 140-ft.-deep pit (14d6 falling damage); victims wedged in bottom (as grappled, CMB +27, CMD 37); Reflex DC 28 avoids; multiple targets (all targets in a 10-ft. square)

FRIGID PEAKS
ENCOUNTER ELEMENTS

Disposition: Intelligent inhabitants of the frigid peaks are extremely wary of any signs of arcane schemes and otherworldly powers, since this is a region more commonly haunted by terrors from the stars and reckless conjurers. Otherwise, they tend to prefer to keep to themselves but are not unusually hostile.

Table 1-5: Frigid Peaks Disposition

d20	Encounter Elements
1-4	Flight
5-10	Readiness, prepared
11-14	Readiness, unready
15-20	Windblown

Terrain Features: Frigid peaks areas with lower average CR tend to be rugged mountains or alpine meadows, while areas with higher average CR tend to be dominated by gently sloping glaciers and forbidding mountains.

Building Blocks: Cliff, crevasse, glacier, meadow, pass, and slope.

Table 1-6: Frigid Peaks Terrain Features

d20	Encounter Elements
1	Cave entrance
2	Chasm
3-4	Cliff
5	Crevasse (glacier only; described below)
6	Footpath
7-8	Glacier (described below)
9	Ledge
10-11	Meadow
12-13	Pass

14-15	Rock wall
16-17	Rubble, dense
18	Scree
19-20	Snow drift (described below)

Crevasse: A crevasse is a deep fissure in the surface of a glacier similar to a chasm, but its icy material means that its walls are smoother and slipperier than most chasms'. A typical crevasse is 3d4 x 10 feet deep, 1d4 x 5 feet across, and 1d10 x 100 feet long. It narrows gradually to a point at the bottom. Creatures that fall in might become wedged there and unable to pull themselves out. Although not a creature, the crevasse makes a grapple check against a falling subject; success indicates that she becomes wedged. The crevasse has base CMB +13 and base CMD 23, plus a +1 bonus per 10 feet the victim fell. A wedged creature is stuck in such a position that she is effectively grappled. Creatures in a crevasse suffer a -2 penalty on Fortitude saves against cold weather, since their body heat is constantly sapped by the walls of the

crevasse. The Climb DC to climb out of a crevasse is 30 (or 20 for the bottom-most part where the far wall is close enough to brace against), provided the surface is not so smooth as to make climbing out impossible.

Crevasse are formed only in intact glaciers, usually at changes in the slope or shape of the surrounding rock. A DC 20 Survival check reveals when crevasse are more likely to be found in an area, and grants a +2 circumstance bonus on Perception checks and Reflex saves against concealed crevasse.

Glacier: The surface of a glacier is a vast field of ice. It costs 2 squares of movement to enter a square of ice, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across ice. On glaciers, rocks are rare and plants nonexistent.

Snow Drift: Treat a snow drift like the shifting dunes terrain feature, except that they are composed of snow rather than sand, and snow drifts may appear alone (rather than clustered with many other snow drifts) if the snow is sparse or if rocky outcroppings create areas sheltered from the wind.



GRAND MARKETPLACES

The grand marketplace represents a very cosmopolitan public area, especially those found on planar metropolises (such as the City of Brass) or mortal cities with connections to the planes. As written, the table is most valuable for skill and dialogue challenges, especially investigations, thefts, and attempts to contact prominent figures. In addition, by disregarding the results indicating non-spellcasting NPCs from the *GameMastery Guide*, the table can represent sites where conjurers, mediums, or witches contact a wide variety of outsiders.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 13 (d% + 260)
Typical Encounter Frequency: 25% (01-25)

Table 1-7: Grand Marketplace Encounters

d%	Encounter	Avg. CR	Source
21-30	1 squire	1/3	GMG
31-40	1 village idiot	1/3	GMG
41-43	1 aasimar	1/2	PB
44-45	1 fetchling	1/2	PB2
46-48	1 ifrit	1/2	PB2
49-51	1 oread	1/2	PB2
52-54	1 sylph	1/2	PB2
55-57	1 tiefling	1/2	PB
58-60	1 undead	1/2	PB2
61-62	1 beggar	1	GMG
63-64	1 doomsayer	1	GMG
65-66	2 farmers	1	GMG
67-68	1 guard	1	GMG
69-70	2 pickpockets	1	GMG
71-72	1 prostitute	1	GMG
73-74	2 shipmates	1	GMG
75-76	1 shopkeep	1	GMG
77	1 storyteller	1	GMG
78-80	2 street thugs	1	GMG
81-82	1 azer	2	PB2
83-84	1 beggar and 1 village idiot	2	GMG
85-87	1 drunkard and 1 shipmate	2	GMG
88-90	1 farmer and 1 shopkeep	2	GMG

91-92	1d4+1 ifrits	2	PB2
93-94	1d4+1 oreads	2	PB2
95-96	1 squire (mounted) and 1 noble scion in a carriage driven by 1 guard and pulled by 2 horses	2	GMG, UC
97-98	1d4+1 sylphs	2	PB2
99-100	14+1 undines	2	PB2
101-102	2d3 aasimars	3	PB
103-105	1 dealer	3	GMG
106-108	1 doppelganger	3	PB
109-111	1d3 drunkards	3	GMG
112-114	2 guards	3	GMG
115-117	1 noble scion and 1d3 squires	3	GMG
118-120	2d3 tieflings	3	PB
121-122	2 azers	4	PB2
123-125	1d3+1 beggars	4	GMG
126-127	2d6 fetchlings	4	PB2
128-129	1 genie, janni	4	PB
130-132	1 hedge wizard	4	GMG
133-135	1 noble scion and 1d3 guards	4	GMG
136-138	1d6+3 pickpockets	4	GMG
139-140	1 vampire spawn (night only)	4	PB
141-143	2 doppelgangers	5	PB
144-146	1 genie, djinni	5	PB
147-150	4 guards	5	GMG
151-154	1d3+1 guards and 1 noble scion in a carriage driven by 1 guard and pulled by 2 horses	5	GMG, UC
155-157	1 mercane	5	PB2
158-160	1d3 noble scions and 1d3 guards	5	GMG
161-162	1d4+2 azers	6	PB2
163-165	1 beast master	6	GMG
166-168	2 genies, jann	6	PB
169-171	1 gladiator and 2 drunkards	6	GMG
172-174	4 guards and 1 guard officer	6	GMG
175-177	1 princess	6	GMG

178-180	1 witchwyrd	6	PB2
181-182	1 conjurist and 1 medium	7	GMG
183	1 demon, succubus	7	PB
184-185	1d4+2 doppelgangers	7	PB
186	2 genies, djinn	7	PB
187	1 genie, shaitan	7	PB
188-190	1d6+3 guards (mounted) and 1d4 noble scions in a carriage driven by 1 guard and pulled by 2 horses	7	GMG, UC
191-193	1 guide	7	GMG
194-195	1 knight and 1 squire with mounts	7	GMG
196-198	1 sellsword	7	GMG
199-200	1 witchwyrd and 1d4+1 caravan guards	7	PB2, GMG
201-204	1 devil, erinyes	8	PB2
205-208	1 genie, efreeti	8	PB
209-214	1d4+2 genies, jann	8	PB
215-220	1 knight and 1 squire with mounts and 1 princess in a carriage driven by 1 guard officer and pulled by 2 horses	8	GMG, UC
221-223	1 champion	9	GMG
224-225	2 demons, succubi	9	PB
226-227	1d4+2 genies, djinn	9	PB
228-229	1 genie, marid	9	PB
230-231	2 genies, shaitans	9	PB
232-234	2 guard officers and 1 mayor	9	GMG
235-237	1 vampire (night only)	9	PB
238-240	1 watch captain and 1d4 patrols of 4 guards and 1 guard officer	9	GMG
241-242	2 genies, efreet	10	PB
243-244	1d6+6 genies, jann	10	PB
245-248	1 mayor and 1 noble	10	GMG
249-252	1d4 mercanes and 3d4 caravan guards	10	PB2, GMG
253	1 protean, imentesh	10	PB2
254-256	1 rakshasa	10	PB

257-260	1d3 watch captains (mounted) with 1 noble in a carriage driven by 1 guard officer and pulled by 2 horses	10	GMG, UC
261-263	1 bounty hunter	11	GMG
264-265	1 celebrity bard and 2 minstrels	11	GMG
266-267	1d4+2 demons, succubi	11	PB
268-269	3 devils, erinyes	11	PB
270-271	1d6+6 genies, djinn	11	PB
272-273	2 genies, marids	11	PB
274-275	1d4+2 genies, shaitans	11	PB
276-278	1 merchant prince and 1d4 sellswords	11	GMG
279-280	1d4+1 witchwyrds and 1d10+10 caravan guards	11	PB2, GMG
281-284	1 celebrity bard, 1 champion, and 1 noble	12	GMG
285-287	1d4+2 genies, efreet	12	PB
288-290	1 inevitable, kolyarut	12	PB2
291-294	1 merchant prince and 1 sage	12	GMG
295-296	2 proteans, imenteshes	12	PB2
297-300	2 rakshasas	12	PB
301-304	1d6+6 demons, succubi	13	PB
305-310	1d4+2 genies, marids	13	PB
311-316	1d6+6 genies, shaitans	13	PB
317-320	1d3+2 knights and squires with mounts and 1 queen and 1d3 princesses in a carriage driven by 1 watch captain and pulled by 6 ponies	13	GMG, UC
321-325	1d6+6 genies, efreet	14	PB
326-331	1d4+4 holy warriors (mounted) and 1 high priest and 1d3 priests in a carriage driven by 2 watch captains and pulled by 6 ponies	14	GMG, UC
332-335	2 inevitables, kolyaruts	14	PB2

336-340	1d4+2 knights and squires with mounts and 1 queen, 1 noble, and 1 priest in a carriage driven by 2 watch captains and pulled by 6 ponies	14	GMG, UC
341-345	1d6+6 genies, marids	15	PB
346-350	1d4+2 knights and squires with mounts and 1 king in a carriage driven by 2 watch captains and pulled by 6 ponies	15	GMG
351-353	1d8+2 proteans, imenteshes	15	PB2
354-358	3d4 rakshasas	15	PB
359-360	1d4+2 inevitables, kolyaruts	16	PB2

GRAND MARKETPLACE
ENCOUNTER ELEMENTS

Dispositions: The grand marketplace is a site where people can trade under the watchful eye of the local authorities. As a result, most creatures encountered here are exceptionally peaceful. Even those with violent intent generally use trickery to get victims into a compromising location, rather than attacking in the open. Criminals, doppelgangers, werewolves, and many outsiders might well be disguised as less dangerous types of characters of similar CR.

Table 1-8: Grand Marketplace Dispositions

d20	Encounter Elements
1-2	Disguise
3-5	Flight
6	Mistaken identity
7-11	Readiness, prepared
12-16	Readiness, unready
17-19	Rivalry
20	Scheming

Terrain Features: The grand marketplace is largely composed of densely packed people and vehicles among city buildings.

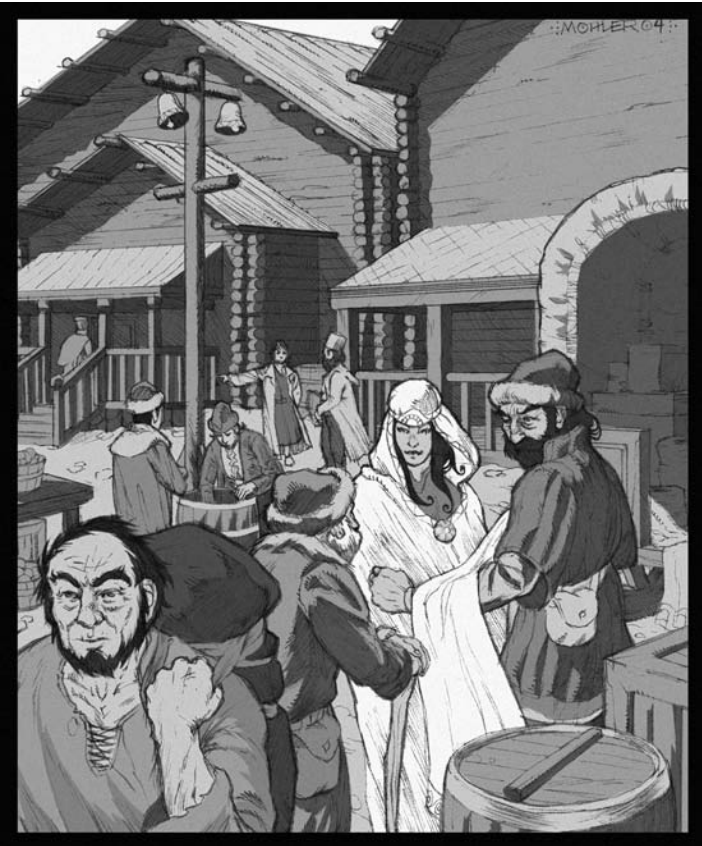
Building Blocks: Square and streets.

Table 1-9: Grand Marketplace Terrain Features

d20	Encounter Elements
1-3	Alley
4	Celebration (described below)
5-9	Peddler’s carts (described below)
10-14	Square (described below)
15-20	Street (described below)

Celebration: Many times each year, days of jubilation come to most cities. A celebration may be a holy day calling for mirth and goodwill, the anniversary of great victory, or the reception of a king, high priest, or legendary hero. During a celebration, all but the loneliest streets and other public areas are 90% or more occupied by crowds. Combatants and thieves with unusually high Stealth and Acrobatics skill modifiers (or other ways to use the crowds to their advantage) are more challenging opponents to opponents without high Perception and Acrobatics modifiers (or other ways to negate the advantage) during a celebration. **CR +1.**

Peddler’s Carts: 1d4 carts (UC) are evenly spaced and laid out with produce, grain, or other commodities and wares. Crowds occupy 1d4 squares adjacent to each peddler’s cart (typically the peddler’s customers).



Square: The heart of the marketplace is the square, an open area of cobblestones or grass, perhaps with a few trees or statues for decoration. On average a square is 400 feet across and surrounded by streets and storefronts. During the daytime crowds occupy 2d4 x 10% of the squares in a square. Crowds occupy 1d3 x 10% of the squares at night.

Street: A main city street is 1d2+2 x 5 feet across, but a side-street may be as little as 10 feet wide. Main streets are lined with shops at street level and apartments or offices in the 1d4 floors above that. Peddler's carts may appear lining wide main streets or at intersections. Side streets commonly include apartments or offices at street level in buildings of 1d3 floors. A busy street is 50% occupied by crowds, a typical street is 20% crowds, and a lonely street is only 5% crowded.

HAUNTED RUINS

Haunted ruins can include any forsaken structure or settlement, but is particularly appropriate for a tomb, vault, or site overrun with undead (including unquiet graveyards, necropolises, catacombs, and unhallowed chapels).

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 18 (d% + 360)

Typical Encounter Frequency: 10% (01-10)

Table 1-10: Haunted Ruins Encounters

d%	Encounter	Avg. CR	Source
21-27	1 crawling hand	1/2	PB2
28-40	1d3 skeletons, human	1/2	PB
41-43	Arrow trap	1	CRB
44-50	1 ghoul	1	PB
51-53	Poisoned dart trap	1	CRB
54-60	1d3 skeletons, bloody, human (variant)	1	PB
61-68	1d3 skeletons, burning, human (variant)	1	PB
69-72	Swinging axe trap	1	CRB
73-80	1d3 zombies, human	1	PB
81-83	Brown mold, 1 patch	2	CRB
84-85	<i>Burning hands</i> trap	2	CRB
86-88	1d4+1 crawling hands	2	PB2
89-91	1 iron cobra	2	PB

92-93	Javelin trap	2	CRB
94-96	1 poltergeist	2	PB2
97-98	1 sinspawn	2	PB2
99-100	1 soulbound doll	2	PB2
101-102	1 adamantine cobra (iron cobra variant)	3	PB
103-104	Accursed pool	3	GMG
105-106	<i>Acid arrow</i> trap	3	CRB
107-108	1 mithral cobra (iron cobra variant)	3	PB
109-110	1 necrophidius	3	PB2
111-113	1 shadow, common	3	PB
114-116	1d4+4 skeletons, human	3	PB
117-118	1 wight	3	PB
119-120	1d3+3 zombies, human	3	PB
121-122	1 attic whisperer	4	PB2
123	Electricity arc trap	4	CRB
124-125	1 gargoyle	4	PB
126-126	1d3+1 ghouls	4	PB
127-128	Green slime, 1 patch	4	CRB
129-130	2 iron cobras	4	PB
131-133	1 mimic	4	PB
134-135	1 minotaur	4	PB
136-137	1 phycomid	4	PB2
138	Wall scythe trap	4	CRB
139-140	1 wight, cairn (variant)	4	PB
141-142	Bleeding walls haunt	5	GMG
143-144	1 crawling hand, giant	5	PB2
145-146	1 crypt thing	5	PB2
147-148	Ear seekers	5	GMG
149	<i>Fireball</i> trap	5	CRB
150-152	1 mummy	5	PB
152-154	2 shadows, common	5	PB
155-156	1 tomb raider	5	GMG
157-160	1 wraith	5	PB
161-162	1 archaeologist	6	GMG
163	Dweomersink	6	GMG
164	<i>Flame strike</i> trap	6	CRB
165-167	2 gargoyles	6	PB
168-169	1 half-fiend minotaur	6	PB
170-171	1d6+1 poltergeists	6	PB2
172-173	2d4 sinspawn	6	PB2

174-176	2 wights, cairn (variant)	6	PB
177-178	Wyvern arrow trap	6	CRB
179-180	Yellow mold, 1 patch	6	CRB
181-182	1 archaeologist and 1 medium	7	GMG
183	Frost fangs trap	7	CRB
184	1 ghost (7th-level aristocrat)	7	PB
185-186	1d6+6 ghouls	7	PB
187-188	1d8+2 iron cobras	7	PB
189-190	1d3+1 minotaurs	7	PB
191-192	2d3 necrophidiuses	7	PB2
193	1d4+2 shadows	7	PB
194	2d6 souldbound dolls	7	PB2
195	1 spectre	7	PB
196	<i>Summon monster VI</i> trap	7	CRB
197-198	1 totenmaske	7	PB2
199-200	2 wraiths	7	PB
201-202	2d4 attic whisperers	8	PB2
203-204	Collapse	8	CRB
205-206	1d4+1 crawling hands, giant	8	PB2
207	1 dragon, copper (young)	8	PB
208	Insanity mist trap	8	CRB
209	1 intellect devourer	8	PB
210	1 mihstu	8	PB2
211-212	1 naga, dark	8	PB
213-214	2d4 phycomids	8	PB2
215-216	1 shadow, greater	8	PB
217-218	1 sphinx	8	PB
219-220	1d4+2 wights, cairn (variant)	8	PB
221-222	1 battle mage, 1 gladiator, 1 medium, and 1 tomb raider	9	GMG
223-224	1 demon, nabasu, with 1d4 growth points	9	PB
225-226	3d4 gargoyles	9	PB
227	Hail of arrows trap	9	CRB
228	1d3+1 half-fiend minotaurs	9	PB
229-230	2d3 mummies	9	PB
231-232	1 naga, spirit	9	PB

233-234	Shocking floor trap	9	CRB
235-236	1d6+6 shadows, common	9	PB
237-238	2 spectres	9	PB
239-240	2 totenmaskes	9	PB2
241	Chamber of blades trap	10	CRB
242-244	1 dragon, umbral (young)	10	PB2
245-246	<i>Energy drain</i> trap	10	CRB
247-248	1 golem, clay	10	PB
249-250	1d3 lamia matriarchs	10	PB2
251-253	1d4 nagas, dark	10	PB
254-255	2 sphinxes	10	PB
256-258	1d6+6 wights, cairn (variant)	10	PB
259-260	3d4 wraiths	10	PB
261-262	<i>Cone of cold</i> trap	11	CRB
263-264	1 demon, nabasu, with 1d4+4 growth points	11	PB
265-267	1 golem, stone	11	PB
268-271	1d4 golems, glass	11	PB2
272-274	1d6+6 mummies	11	PB
275-277	1d3+1 nagas, dark	11	PB
278-280	1d4+2 spectres	11	PB
281-282	1 dragon, copper (adult)	12	PB
283-285	1 golem, clockwork	12	PB2
286-288	1d3+3 lamia matriarchs	12	PB2
289-291	1 lich,	12	PB
292-294	1d3+1 nagas, spirit	12	PB
295-297	1 shining child	12	PB2
298-300	1d4+2 sphinxes	12	PB
301-304	1 demon, nabasu, with 1d4+8 growth points	13	PB
305-310	1d3+1 golems, clay	13	PB
311-314	<i>Maximized fireball</i> trap	13	CRB
315-320	1d6+6 spectres	13	PB
321-325	1 dragon, umbral (adult)	14	PB2
326-332	1d3+1 golems, stone	14	PB
333-334	<i>Harm</i> trap	14	CRB
335-337	1 Leng spider	14	PB2
338-340	1 worm that walks	14	PB2
341-344	Crushing stone trap	15	CRB
345-348	1 demon, nabasu, with 1d4+12 growth points	15	PB

349-354	1d3+1 golem, clockwork	15	PB2
355-360	1 golem, iron, with the advanced and giant templates	15	PB
361-364	<i>Empowered disintegrate</i> trap	16	CRB
365-372	1 golem, mithral	16	PB2
373-376	2 Leng spiders	16	PB2
377-380	1d8+1 shining children	16	PB2
381-383	1 demon, nabasu, with 1d3+16 growth points	17	PB
384-387	1 dragon, copper (ancient)	17	PB
388-392	<i>Lightning bolt</i> gallery trap	17	CRB
393-400	2 golems, iron, with the advanced and giant templates	17	PB
401-406	Deadly spear trap	18	CRB
407-414	2 golems, mithral	18	PB
415-420	1d4+2 Leng spiders	18	PB2
421-425	1 dragon, umbral (ancient)	19	PB2
426-430	1 golem, adamantine	19	PB2
431-434	1d2+2 golems, iron, with the advanced and giant templates	19	PB2
435-437	<i>Meteor swarm</i> trap	19	CRB
438-440	1d10+10 shining children	19	PB2
441-446	<i>Destruction</i> trap	20	CRB
447-453	2 golems, adamantine	20	PB2
454-456	1d2+2 golems, mithral	20	PB2
457-458	1d2+2 golems, adamantine	22	PB2
459-460	1 ravener, red dragon	22	PB2

HAUNTED RUINS ENCOUNTER ELEMENTS

Dispositions: Intelligent beings residing in haunted ruins are most often individuals shunned with good reason by civilized folk, but exceptions exist. Other creatures encountered might be adventurers hoping to claim secrets or treasures. It is difficult to convince such individuals that the party is not there to beat them to their prize, and that can easily lead to treachery or outright violence.

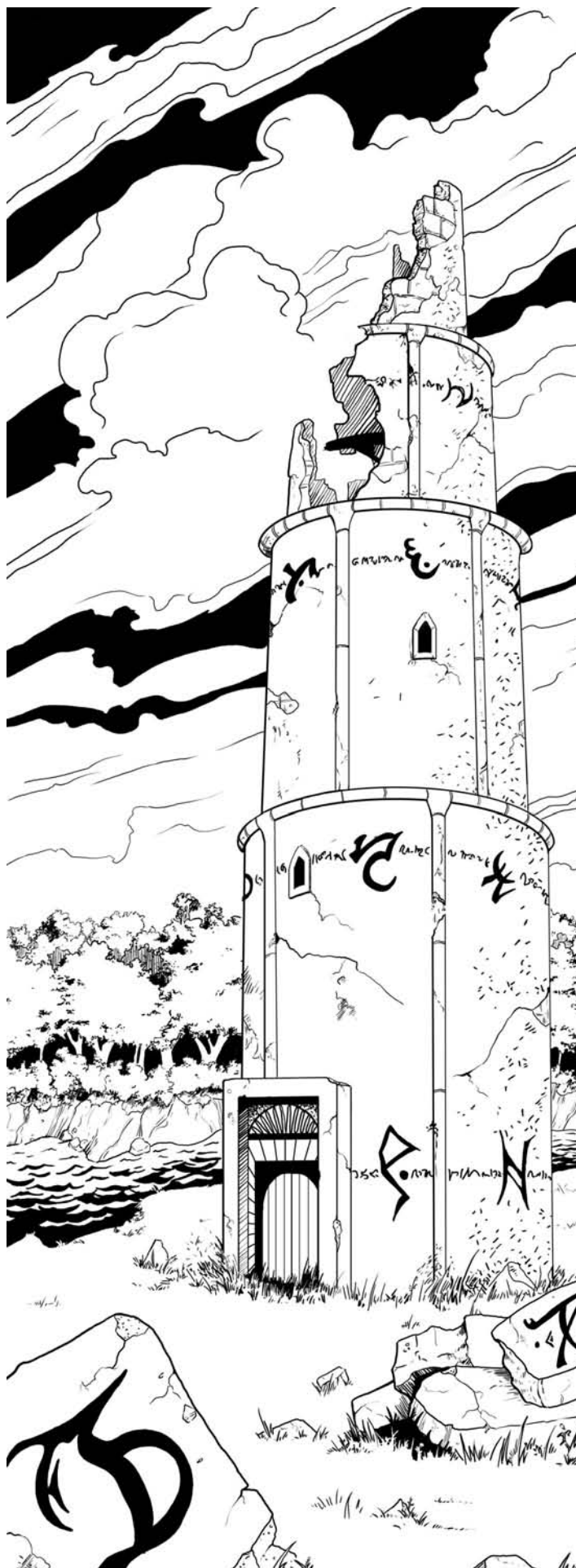


Table 1-11: Haunted Ruins Dispositions

d20	Encounter Elements
1	Flight
8-11	Readiness, prepared
12-18	Readiness, unready
19-20	Rivalry

Terrain Features: A random set of haunted ruins has 2d4 rooms connected in a roughly linear manner aside from a fork with 1d3+1 directions near the entrance chamber, often facilitated by a hallway. The walls are most commonly masonry or superior masonry and the doors are good wood or strong wood and about 40% likely to be locked. Unless it has been cleaned out, it is likely to include money, magic items, and art objects equivalent in value to the treasure from 1d3 encounters of the area’s average CR scattered throughout the ruins.

Building Blocks: Remaining areas are outdoors (if aboveground) or solid earth and stone (if underground).

Table 1-12: Haunted Ruins Terrain Features

d20	Encounter Elements
1	Area of spellblight, major (described below)
2	Area of spellblight, minor (described below)
3-4	Cave entrance
5-6	Noxious fumes
7-11	Ledge
12-14	Ruined building
15-17	Sewer
18-20	Slippery floor

Area of Spellblight: Typically, the act of casting a spell has little chance of inflicting a spellblight, but there are some areas of magical instability where casting a spell within the area can endanger a spellcaster. There are two main types of spellblight areas. In areas of minor spellblight, each time a spellcaster casts a spell, she must succeed at a DC 14 Will save or be affected by a random minor spellblight. In areas of major spellblight, the caster must succeed at a DC 22 Will save or contract a major spellblight. Due to the strange and random nature of such areas, their effects are not always consistent. There are areas that inflict a single type of spellblight, and areas that are easier or harder to resist with each spell cast. For a list of spellblights,

see the entry in *Ultimate Magic*.
In an area of spellblight, combatants who rely on spells are at a disadvantage against those who do not rely on spellcasting. **CR +1.**

THE ROAD

The road encounter table can be used for any highway, road, port, trade route, major outpost, or gate-house or main thoroughfare of a traveler-prone settlement. Unique among environments, the road always coexists with another environment. Roll separately for encounters in the road and the surrounding environment, though there should generally not be an encounter for the road and the surroundings at the same time.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 13 (d% + 260)
Typical Encounter Frequency: 10% (01-10)

Table 1-13: The Road Encounters

d%	Encounter	Avg. CR	Source
21-30	1 squire (mounted)	1/3	GMG
31-40	1 acolyte	1/2	GMG
41-50	1d3 farmers with 1 cart pulled by 2 ponies	1	GMG, UC
51-60	2 bandits	1	GMG
61-64	1 doomsayer	1	GMG
65-71	1d3+1 squires (mounted)	1	GMG
72-80	1 vagabond	1	GMG
81-88	3 bandits	2	GMG
89-91	1 beggar and 1 pickpocket	2	GMG
92-94	1 lycanthrope, werewolf	2	PB
96-100	1 squire (mounted) and 1 noble scion in a carriage driven by 1 guard and pulled by 2 horses	2	GMG, UC
101-103	1 dealer in a light wagon pulled by 1 horse	3	GMG, UC
104-105	1 doppelganger	3	PB
106-108	6 foot soldiers	3	GMG
109-111	1 pickpocket and 1 wanderer	3	GMG
112-116	1 shopkeep and 1 vagabond with 1 cart pulled by 2 ponies	3	GMG, UC

117-118	1 storyteller and 1 caravan guard	3	GMG
119-120	1 storyteller and 1 vagabond	3	GMG
121-125	1d6+3 bandits	4	GMG
126	1 battle monk	4	GMG
127-130	1 caravan guard and 1d3 shopkeepers with mounts and 1 light wagon pulled by 1 horse	4	GMG, UC
131-134	1 guard with mount and 6 foot soldiers	4	GMG
135-136	2 lycanthropes, werewolves	4	PB
137-140	1d4 squires (mounted) and 1 guard and 1 noble scion in a carriage driven by 1 guard and pulled by 2 horses	4	GMG, UC
141-144	1d3+1 caravan guards and 1d3+1 squires with mounts	5	GMG
145-146	2 doppelgangers	5	PB
147-151	1 fortune teller in 1 light wagon pulled by 1 horse	5	GMG, UC
152-156	1d3+1 guards and 1 noble scion in a carriage driven by 1 guard and pulled by 2 horses	5	GMG, UC
157-158	1d3 prostitutes and 1 slaver with 1 light wagon pulled by 1 horse	5	GMG, UC
159-160	1d3 street thugs and 1 slaver with 1 light wagon pulled by 4 ponies	5	GMG, UC
161-164	1 cavalry (mounted) and 6 foot soldiers	6	GMG
165-168	1 hedge wizard and 1 medium	6	GMG
169-172	1 holy warrior with mount	6	GMG
173-175	6 initiates	6	GMG
176-177	1d4+2 lycanthropes, werewolf	6	PB
178-179	1 mothman	6	PB2
180	1 princess	6	GMG

181-184	1 cavalry (mounted) and 4 caravan guards	7	GMG
185-187	1d6+3 guards (mounted) and 1d4 noble scions in a carriage driven by 1 guard and pulled by 2 horses	7	GMG, UC
188-190	1d4+2 caravan guards and 2 slavers with 1 medium wagon pulled by 4 ponies	7	GMG, UC
191-194	1d4+2 caravan guards and 1 traveling merchant in 1 medium wagon pulled by 4 ponies	7	GMG, UC
195-196	1d4+2 doppelgangers	7	PB
197-200	1 knight and 1 squire with mounts	7	GMG
201-203	1d8+8 bandits and 1 highwayman	8	GMG
204-205	1d4+4 caravan guards (mounted) and 1d4+4 vagabonds in 2 medium wagons each pulled by 1 horse	8	GMG, UC
206-207	1 fortune teller and 1d4+3 wanderers in 2 medium wagons each pulled by 1 horse	8	GMG, UC
208-209	1 guide and 1 minstrel with mounts	8	GMG
210-211	1 knight and 1d3 pilgrims with mounts	8	GMG
212-213	1 knight and 1 squire with mounts and 1 princess in a carriage driven by 1 guard officer and pulled by 2 horses	8	GMG, UC
214-215	1 minstrel (mounted) and 1d6+6 prostitutes in 2 medium wagons each pulled by 1 horse	8	GMG, UC
216-217	1 slayer (mounted)	8	GMG
218-220	2d6+2 wanderers on 1d4 mounts and 2 medium wagons each pulled by 4 ponies	8	GMG, UC

221-222	1 battle mage, 1 minstrel, 1 monster hunter, and 1 tomb raider	9	GMG
223-224	1 battle mage and 1 noble with mounts	9	GMG
225-226	1d6+3 caravan guards and 1d4+3 pilgrims with mounts	9	GMG
227-228	4 cavalry (mounted)	9	GMG
229-231	1d3 cavalry, 1 highwayman, and 1 minstrel with mounts	9	GMG
232	1 inevitable, zelekhut	9	PB2
233-234	1d4+2 initiates and 1d6+3 pilgrims with mounts	9	GMG
235-237	1 minstrel, 2 pickpockets, 1 storyteller, and 2d6+2 wanderers on 1d4 mounts and 1d3+1 medium wagons each pulled by 1 horse	9	GMG, UC
238	1 princess and 2d6+2 wanderers on 1d4 mounts and 2 medium wagons each pulled by 4 ponies	9	GMG, UC
239-240	1d3+2 traveling merchants in 1 heavy wagon pulled by 4 ponies	9	GMG, UC
241-242	1d6+6 caravan guards, 1 guide, 1 traveling merchant, and 1d4+2 vagabonds on 2d4 mounts and 2 heavy wagons each pulled by 4 ponies	10	GMG, UC
243-245	4 cavalry and 1 knight with mounts	10	GMG
246-247	1 guide and 1 sellsword with mounts and 1d3 traveling merchants in 1d3 medium wagons each pulled by 1 horse	10	GMG, UC
248-249	1d3 holy warriors and 1 priest with mounts	10	GMG

250-252	1d3 watch captains (mounted) with 1 noble in a carriage driven by 1 guard officer and pulled by 2 horses	10	GMG, UC
253-254	1 priest and 1d8+8 guards with mounts	10	GMG
255-257	1 rakshasa with mount or in a carriage driven by 1 guard officer and pulled by 2 horses	10	PB, UC, GMG
258-260	1 slayer and 1d3 highwaymen with mounts	10	GMG
261-263	1 bandit lord and 1d4+2 sellswords with mounts	11	GMG
264-265	1 bounty hunter with mount	11	GMG
266-268	4 cavalry, 1 guide, 1 knight, and 1 squire with mounts	11	GMG
269	1 celebrity bard and 2 minstrels in a carriage driven by 1 guard officer and pulled by 2 horses	11	GMG, UC
270-271	1 giant, cloud (good-aligned)	11	PB
272-274	1d4 sellswords (mounted) and 1 merchant prince in a carriage driven by 1 guard officer and pulled by 2 horses	11	GMG, UC
275-277	1 rakshasa in a carriage driven by 2 sellswords and pulled by 2 horses	11	PB, GMG, UC
278	1 saint	11	GMG
279-280	2d4 vampire spawn (mounted) and 1 vampire in a carriage driven by 1 vampire spawn and pulled by 2 horses (night only)	11	GMG, UC
281-286	1d6+6 bandits, 1 bandit lord, 1 battle mage, and 1 sellsword with mounts	12	GMG
287-288	1 bounty hunter and 1d3+1 highwaymen with mounts	12	GMG

289-291	1 bounty hunter, 1 sellsword, 1 torturer, and 1d3 slavers with mounts and 1 light wagon pulled by 4 ponies	12	GMG, UC
292-295	4 cavalry, 1 general, and 1 knight with mounts	12	GMG
296-298	1d4+2 sellswords (mounted) and 1 merchant prince in a carriage driven by 1 guard officer and pulled by 2 horses	12	GMG, UC
299-300	1 saint, 1 priest, and 1 holy warrior with mounts	12	GMG
301-307	2 giants, cloud (good-aligned)	13	PB
308-314	1d3+2 knights and squires with mounts and 1 queen and 1d3 princesses in a carriage driven by a watch captain and pulled by 6 ponies	13	GMG, UC
315-320	1 saint, 1 priest, and 1d4+2 holy warriors with mounts	13	GMG
321-325	1d4+4 holy warriors (mounted) and 1 high priest and 1d3 priests in a carriage driven by 2 watch captains and pulled by 6 ponies	14	GMG, UC
326-330	2 inevitables, kolyaruts	14	PB2
331-335	1d4+2 knights and squires with mounts and 1 queen, 1 noble, and 1 priest in a carriage driven by 2 watch captains and pulled by 6 ponies	14	GMG, UC
336-340	1 master	14	GMG
341-347	1d8+8 battle monks and 1 master	15	GMG
348-354	1d3+2 giants, cloud (good-aligned)	15	PB
355-356	1 king and 1d4+2 knights and squires with mounts	15	GMG
357-358	1d4+2 inevitables, kolyaruts	16	PB2

359-360	1d6+6 knights and squires with mounts and 1 general, 1 king, and 1 queen in a carriage driven by 2 watch captains and pulled by 6 ponies	16	GMG, UC

THE ROAD

ENCOUNTER ELEMENTS

Dispositions: The road carries all kinds of people from one place to another, crossing through a great variety of environments. As a result, the people may have the dispositions of anyone from any of those environments. Doppelgangers, rakshasas, slavers, slayers, and werewolves might well be disguised as less dangerous types of characters of similar CR.

Table 1-14: The Road Dispositions

d20	Encounter Elements
1-3	Disguise
4-6	Flight
7-10	Mayday, road (described below)
11	Mistaken identity
12-15	Readiness, prepared
16-19	Readiness, unready
20	Rivalry

Mayday, Road: One or more NPCs are forced to camp roadside to sort out trouble. To randomly select a trouble, roll on the table below.

Table 1-15: Road Mayday Scenarios

d20	Trouble
1-2	Half of the group has been kidnapped by slavers or taken for ransom by bandits.
3-6	A vehicle has broken down and needs to be repaired, calling for a DC 15 Craft (blacksmith) check with materials costing 20% the vehicle's market price at the nearest settlement. Alternatively, a DC 25 Craft (blacksmith) check might allow a temporary solution to be jury-rigged with only materials on hand. (Only groups with at least one vehicle.)
7-9	The group has been robbed and desperately needs to reclaim the stolen goods.

10-13	The group has fallen ill with a local disease or toxin and needs treatment.
14-18	The group is lost and needs directions.
19	Rather than being stopped, the group's horses have been spooked (such as by an attack that left their driver incapacitated or a terrifying monster) and are stampeding out of control. They risk crashing into an obstacle or falling into a ditch or over a cliff.
20	The group's leader has gone dangerously insane and the others are afraid to question him.



Terrain Features: The road can only compensate for an environment's features to a certain extent. Before choosing terrain features for the road, first choose terrain features befitting the environment, leaving enough room for the road itself to pass through.
Building Blocks: Footpath and high road.

Table 1-16: The Road Terrain Features

d20	Encounter Elements
1-7	Footpath
8-9	Hedgerows, narrow
10	Hedgerows, wide
11-16	High road
17-20	Trench

STORM-WRACKED COASTS

This encounter table can represent any temperate or warm ocean, sea, bay, port, delta, or coastline.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 17 (d% + 340)
Typical Encounter Frequency: 8% (01-08)

Table 1-17: Storm-Wracked Coast Encounters

d%	Encounter	Avg. CR	Source
21-24	1 merfolk	1/3	PB
25-28	1 turtle, snapping	1/3	PB2
29-32	1 grindylow	1/2	PB2
33-36	1 locathah	1/2	PB2
37-40	1 ray, stingray	1/2	PB2
41-45	1d3 shipmates in a rowboat	1	GMG, UC
46-48	2 grindylows	1	PB2
49-53	1d3+1 merfolk	1	PB
54-56	1 hippocampus	1	PB2
57-59	1 lacedon (ghoul variant)	1	PB
60-62	Mirage	1	See Hazards on page 10
63-65	1 octopus	1	PB
66-68	1 ray, manta	1	PB2
69-72	2 rays, stingrays	1	PB2
73-76	1 reefclaw	1	PB2

77-80	1 squid	1	PB
81-84	1 crab, giant	2	PB
85-87	1 draugr	2	PB2
88-91	1 sahuagin	2	PB
92-94	1 shark	2	PB
95-96	1 triton	2	PB2
97-100	1d4+1 turtles, snapping	2	PB2
101-102	1 bunyip	3	PB2
103-104	1 dinosaur, pteranodon	3	PB
105-106	1 draugr captain	3	PB2
107-108	2 hippocampi	3	PB2
109-110	1d8+1 locathahs	3	PB2
111-112	1 shark, hammerhead (variant)	3	PB
113-115	1 shark, tiger (variant)	3	PB
116-117	2 squids	3	PB
118-120	2 rays, manta	3	PB
121-122	1 crab swarm	4	PB
123-124	1 devilfish	4	PB2
125-126	1d6+3 grindylows	4	PB2
127-128	1 kelpie	4	PB2
129-130	1d3+1 lacedons (ghoul variant)	4	PB
131-132	3d4 rays, stingrays	4	PB2
133-135	2 sahuagin	4	PB
136-137	1 sea hag	4	PB
138	2 sharks	4	PB
139-140	1 shark, great white (variant)	4	PB
141-142	2 bunyips	5	PB2
143-144	2 dinosaurs, pteranodons	5	PB
145-148	3d6 dolphins	5	PB
149-150	1 eel, giant moray	5	PB
151-152	1d2 kapoacincths (gargoyle variant)	5	PB
153-154	1 scrag (troll variant)	5	PB
155-156	2 sharks, hammerhead (variant)	5	PB
157-158	2 sharks, tiger (variant)	5	PB
159	1 siren	5	PB2
160	1d4+1 tritons	5	PB2
161	1 drake, sea	6	PB2
162-164	2d4 draugrs in a keelboat	6	PB2, UC

165-166	1d6+9 grindylows and 1d2 octopi	6	PB2, PB
167-168	1 jellyfish swarm	6	PB2
169-170	Merfolk: 1d8+2 1st-level warriors, 2 3rd-level warriors, and 1 5th-level warrior	6	PB
171	1 merrow, saltwater	6	PB2
172	3d4 rays, manta	6	PB2
173	3d4-1 reefclaws	6	PB2
174	1d4+2 sharks	6	PB
175-176	2 sharks, great white (variant)	6	PB
177-178	1 slaver and 1d6+6 shipmates in a keelboat	6	GMG, UC
179-180	3d4 squids	6	PB
181	1 aboleth	7	PB
182-183	2d6 crabs, giant	7	PB
184	1 dinosaur, elasmosaurus	7	PB
185	1 dragon, brine (young)	7	PB2
186-187	2 eels, giant moray	7	PB
188-189	4d4 hippocampi	7	PB2
190-191	1 jellyfish, giant	7	PB2
192	1d4+1 kelpies	7	PB2
193-194	1d6+6 lacedons (ghoul variant)	7	PB
195	1d4+4 sahuagin	7	PB
196	3 sea hags	7	PB
197	1d4+2 sharks, hammerhead (variant)	7	PB
198-200	1 traveling merchant and 1d6+6 shipmates in a keelboat	7	GMG, UC
201-202	2d4 crab swarms	8	PB
203-204	3d4 dinosaurs, pteranodons	8	PB
205-206	2 drakes, sea	8	PB2
207-208	1d4+2 kapoacincths (gargoyle variant)	8	PB
209-210	1 octopus, giant	8	PB
211-212	1d3+1 scrags (troll variant)	8	PB
213-214	1d6+6 sharks	8	PB

215-216	1d4+2 sharks, great white (variant)	8	PB
217	1d6+5 tritons	8	PB2
218-220	1 viking and 1d6+6 shipmates in a keelboat	8	GMG, UC
221-222	1 crocodile, dire	9	PB
223-224	2 dinosaurs, elasmosauruses	9	PB
225-226	1 dragon turtle	9	PB
227-228	1d4+2 eels, giant moray	9	PB2
229-231	1d3+1 merrows, saltwater	9	PB2
232-234	1 shark, dire	9	PB
235-236	1d6+1 sirens	9	PB2
237-238	1 squid, giant	9	PB
239-240	1 turtle, giant snapping	9	PB2
241-244	1 first mate, 1d10+20 shipmates, and 1 traveling merchant in a sailing ship	10	GMG, UC
245-246	1d4+1 jellyfish, giant	10	PB2
247-248	2d4 jellyfish swarms	10	PB2
249	1d6+6 kapoacincths (gargoyle variant)	10	PB
250-253	1 nereid	10	PB2
254-255	1d4+2 plesiosauruses (dinosaur, elasmosaurus variant)	10	PB
256-257	2d6+5 sharks, hammerheads (variant)	10	PB
258-260	1 whale	10	PB2
261-264	2 crocodiles, dire	11	PB
265-267	1d4+2 dinosaurs, elasmosaurus	11	PB
268-270	1 dragon, brine (adult)	11	PB2
271-274	3d4 drakes, sea	11	PB2
275-278	1 first mate, 1 watch captain, 6 guards, 1d6+8 shipmates, and 36 foot soldiers in a keelboat	11	GMG, UC
279-280	1d10+11 tritons and 2d8 dolphins	11	PB2, PB
281-283	1 aquatic worm (purple worm variant)	12	PB

284-288	1 captain (or pirate captain), 1 first mate, 1d10+20 shipmates, and 1 traveling merchant in a sailing ship	12	GMG, UC
289-292	4d4 merrows, saltwater	12	PB2
293-295	1 sea serpent	12	PB
296-297	1d4+1 turtles, giant snapping	12	PB2
298-300	2 whales	12	PB2
301-305	1 charybdis	13	PB2
306-310	1d4+2 crocodiles, dire	13	PB
311-315	1d6+6 jellyfish, giant	13	PB2
316-320	1 pirate captain, 1 first mate, 2 highwaymen, and 1d10+20 shipmates in a sailing ship	13	GMG, UC
321-327	1 captain, 1 first mate, 20d10 shipmates, 1 traveling merchant, and 1d4+4 sellswords in a galley	14	GMG, UC
328-333	1 sea serpent with the advanced and giant templates	14	PB
334-340	1 whale, great white	14	PB2
341-344	1 captain, 1 first mate, 1d20+60 shipmates, 1 general, 1 knight, 1 priest, 2 battle mages, 3 watch captains, and 15 guards in a warship	15	GMG, UC
345-350	1d3 chieftains, 1d6+6 vikings, and 1d20+40 shipmates in a longship	15	GMG, UC
351-356	1 pirate captain, 1 first mate, 1d8+8 highwaymen, and 1d10+20 shipmates in a sailing ship	15	GMG, UC
357-360	1 scylla with the young template	15	PB2
361-367	1 dragon, brine (ancient)	16	PB2
368-373	1 scylla	16	PB2
374-380	4d4 whales	16	PB2

381-386	1 kraken with the young template	17	PB
387-392	1 scylla with the giant template	17	PB2
393-400	1d3+1 whales, great white	17	PB2
401-412	1 kraken	18	PB
413-420	1 scylla with the advanced and giant templates	18	PB2
421-427	1 kraken with the advanced template	19	PB
428-435	1d4+4 whales, great white	19	PB2
436-438	1 nightshade, nightwave	20	PB2
439-440	1d8+8 whales, great white	21	PB2

STORM-WRACKED COAST ENCOUNTER ELEMENTS

Disposition: Accustomed to travelers and shifting weather, inhabitants of the storm-wracked coast often seem ready for anything. Most non-evil NPCs understand the importance of hospitality and are often willing to help those in need of rest, lodging, or similar aid, in the hope that when trouble comes to them others are willing to do likewise.

Table 1-18: Storm-Wracked Coast Dispositions

d20	Encounter Elements
1	Disguise
2-4	Flight
5-9	Mayday, watery
10	Mistaken identity
11-13	Readiness, prepared
14-15	Readiness, unready
16-20	Windblown (severe storm or hurricane)

Terrain Features: Depending on whether the encounter is at sea or on the coast, some of the encounter elements here might be inappropriate or appear in an unexpected spot. For example, shifting dunes obviously cannot settle on the surf, but they may appear underwater as sandbars. Most coastlines are made largely of gradual slopes descending into the sea, though in rockier regions cliffs can make up large

parts of the coastline both above and below the water's surface.

Building Blocks: Beach, cliff, reef, shifting dunes, and slopes.



Table 1-19: Storm-Wracked Coast Terrain Features

d20	Encounter Elements
1-3	Beach (described below)
4-5	Cliff
6	Footpath
7-8	Island (described below)
9-11	Reef (described below)
12	Riptide (described below)
13	Ruined building or shipwreck
14-15	Scree
16-17	Shifting dunes
18-20	Slopes

Beach: Most beaches feature a berm along the highest point where high tide can reach. Only during

severe weather do waves ever cross over this berm. A gradual slope leads from the berm down to the water. A beach slope may be densely-packed earth, but more often it features scree or shifting dunes.

Waves lap the shore with an intensity that depends on the tide and the weather. On gently sloping beaches during low tide, waves generally break over a zone 1d10 x 10 feet wide, while at high tide waves generally break over a zone 2d10 x 10 feet wide. Severe winds increase the width of the zone by 50%, while hurricane-force winds increase it by 1d4+1 x 50%, possibly pushing it past the beach and into the surrounding land. Entering a square within the lower half of a break zone costs 2 squares of movement, and characters cannot run or charge through such squares. A breaking wave fills the break zone every 1d4 rounds—roll once and use that frequency for the entire encounter. Creatures in the lower two-thirds of the break zone may be swept away as if by windstorm-force winds if the water travels at least 100 feet in one round this way, as if by hurricane-force winds if it travels at least 200 feet, or as if by tornado-force winds, if at least 400 feet.

Tides vary greatly from place to place (for example, mid-ocean islands usually have smaller tides than wide bays on continents), but the most common pattern is a full cycle of rising and falling tides over the course of 12 hours, with one of the tides in a day generally being much more dramatic than the other.

Island: A minor island is little more than a sandbar extending above the waterline. Treat it as a large gentle hill or shifting dune partly submerged in water.

Reef: A reef is a collection of sessile life-forms such as corals, anemones, and clinging to rocks, shipwrecks, and other stable foundations. Among the reefs flit countless small life-forms. Depending on the size of the foundation and corals, a reef may be anywhere from 4d10 x 10 feet long and 4d4 x 10 feet wide to hundreds or thousands of miles long. Most reefs, especially larger ones, run parallel to the shore starting at least 10 feet below the surface. Due to the high traffic by aquatic creatures, encounters at reefs are twice as likely as in other coastal terrain.

Reefs and sandbars pose a significant danger to ships if they are not seen in time to steer clear of them.

Riptide: A riptide is a narrow band of water adjacent to shore which flows out to sea at a rapid rate. It is hard to notice until one swims through it, rendering it very hazardous to inexperienced swimmers. Despite the swiftness of the flow, a riptide generally appears

slightly calmer than the slower-moving surrounding water. A typical riptide is 20 feet wide and 60 feet long starting at the shoreline, and the water within flows at a rate of 40 feet per round out to sea. Although swift, a riptide is not rough water, and the Swim DC to tread water within it is only 10. Most riptides flow out through a gap in a sandbar or another opening of greater depth than the surrounding water, though the water moves swiftest at the surface.

A DC 16 Survival check reveals the danger before a character enters, but a charging or running character doesn't have a chance to make the check before blundering into the riptide. Although the riptide will not pull a victim underwater and can be exited by swimming parallel to the shore, it can pull weak swimmers out to a distance where they might drown before help reaches them, and those who panic and futilely swim against it might drown from exhaustion. Riptides can be used by canny attackers to split up groups of unwary foes to more easily pick off the less capable swimmers.

UNDERCITY

This encounter table can represent any dark, subterranean, or back-alley parts of a large city, fortress, or planar metropolis.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 10 (d% + 200)
Typical Encounter Frequency: 12% (01-12)

Table 1-20: Undercity Encounters

d%	Encounter	Avg. CR	Source
21-22	1 crawling hand	1/2	PB2
23-29	1d2 dhampir	1/2	PB2
30-38	1d2 tengu	1/2	PB
39-40	1 zombie, human	1/2	PB
41-44	1 beggar	1	GMG
45-48	1d3 cockroaches, giant	1	PB2
49-52	1d4 dogs	1	PB
53-54	1d3 tieflings	1	PB
55-56	1 dog, riding	1	PB
57-60	1 ghoul	1	PB
61-63	1 gremlin, jinkin	1	PB2
64-66	1 gremlin, vexgit	1	PB2
67-69	1 skulk	1	PB2

70-72	1d3 sylphs	1	PB2
73-77	1 spider swarm	1	PB
78-80	1d3 zombies, plague, human (variant)	1	PB
81-82	Brown mold, 1 patch	2	CRB
83-85	1 burglar	2	GMG
86	1d4+1 crawling hands	2	PB2
87-88	1 ghaſt (ghoul variant)	2	PB
89-90	1 gremlin, nuglub	2	PB2
91-93	1 rat ſwarm	2	PB
94	1 ſoulbound doll	2	PB2
95-96	1 lycanthrope, wererat	2	PB
97	1 lycanthrope, werewolf	2	PB
98-99	1 poltergeiſt	2	PB2
100	1 zombie, juju, 2nd-level human rogue	2	PB2
101-103	1d3+3 cockroaches, giant	3	PB2
104-105	1 doppelganger	3	PB
106-107	2 gremlins, jinkins	3	PB2
108-109	2 gremlins, vexgits	3	PB2
110-111	2 ſkulks	3	PB2
112-113	2 ſpider ſwarms	3	PB
114-115	1d3+3 ſylphs	3	PB2
116-118	1d3+3 tieflings	3	PB
119-120	1d6+1 zombies, human	3	PB
121-122	1 attic whiſperer	4	PB2
123-124	1d4 cockroach ſwarms	4	PB2
125-126	1d3+1 ghouls	4	PB
127	1 golem, carrion	4	PB2
128-129	2 gremlins, nuglubs	4	PB2
130-131	2 lycanthropes, wererats	4	PB
132-134	1 otyugh	4	PB
135	2 ſoulbound dolls	4	PB2
136-138	3d4 tengu	4	PB
139-140	1 vampire ſpawn (night only)	4	PB
141-142	Bleeding walls haunt	5	GMG
143-145	1 cultiſt and 1d6+3 ſhipmates	5	GMG
146-147	2 doppelgangers	5	PB
148-149	1d3+1 ghaſts (ghoul variant)	5	PB
150-152	1d4+1 rat ſwarms	5	PB

153-155	1 ſlaver and 2 ſtreet thugs	5	GMG
156-158	1d4+2 ſpider ſwarms	5	PB
159-160	2d4 zombies, plague, human (variant)	5	PB
161-162	3d4 gremlins, jinkins	6	PB2
163-165	1d12+6 cockroaches, giant	6	PB2
166-167	1d4+2 gremlins, nuglubs	6	PB2
168-169	3d4 gremlins, vexgits	6	PB2
170-171	4 guards and 1 guard officer	6	GMG
172-173	1d6+1 poltergeiſts	6	PB2
174-175	1 revenant	6	PB2
176-178	1d4+4 ſkulks	6	PB2
179-180	Yellow mold, 1 patch	6	CRB
181-183	1d4+2 caravan guards and 1d3 ſlavers	7	GMG
184-185	1d4+2 doppelgangers	7	PB
186	1 ghoul (7th-level ariſtocrat)	7	PB
187-188	1d6+6 ghouls	7	PB
189	1d3+1 golems, carrion	7	PB2
190	1 golem, fleſh	7	PB
191-192	1d6+4 lycanthrope, wererats	7	PB
193-195	1d3+1 otyughs	7	PB
197	3d4 ſoulbound dolls	7	PB2
198-199	1 ſpectre	7	PB
200	1 totenmaſke	7	PB2
201-202	1d6+1 attic whiſperers	8	PB2
203-204	1 battle mage, 1 guard officer, and 1 watch captain	8	GMG
205-206	1d4+4 cockroach ſwarms	8	PB2
207-208	1 conjuriſt and 1d4+2 cultiſts	8	GMG
209-210	1d6+6 ghaſts (ghoul variant)	8	PB
211	1 intellect devourer	8	PB
212-213	1 mohrg	8	PB
214	1 naga, dark	8	PB
215-216	1d6+6 rat ſwarms	8	PB
217-218	1d8+8 ſkulks	8	PB2
219-220	1 ſlayer	8	GMG

221-223	1d3+1 burglars and 1 slayer	9	GMG
224-226	1d10+10 cockroach swarms	9	PB2
227	1d4 demons, succubi	9	PB
228-229	1 golem, alchemical	9	PB2
230-232	2 spectres	9	PB
233-234	2 totemasks	9	PB2
235-237	1 vampire (night only)	9	PB
238-240	1 watch captain and 1d4 patrols of 4 guards and 1 guard officer	9	GMG
241-244	1d6+2 dhampirs and 1 vampire (night only)	10	PB2, PB
245-248	1d3+1 golems, flesh	10	PB
249-252	1d20+10 lycanthropes, wererats, and 1d8+4 rats, dire	10	PB
253-255	1 rakshasa	10	PB
256-260	1d6+3 slavers and 1 slayer	10	GMG
261-262	3 devils, erinyes	11	PB
263-266	1d3+1 mohrgs	11	PB
267-270	1d3+1 nagas, dark	11	PB
271-275	1d4+2 spectres	11	PB
276-280	1 vampire and 2d4 vampire spawn (night only)	11	PB
281-282	1 bounty hunter, 1 sellsword, 1d3 slavers, and 1 torturer	12	GMG
283-285	1 cult leader and 1d8+8 cultists	12	GMG
286-287	1d3+1 golems, alchemical	12	PB2
288-290	1 guild master and 2 slayers	12	GMG
291-292	1d3+1 mohrgs and 1d8+4 zombies	12	PB
293-294	2 rakshasas	12	PB
295	1d8+4 demons, succubi	13	PB
296-298	1d6+6 spectres	13	PB
299-300	1d4+2 rakshasas	14	PB

desperate creatures, forced out of the sunlight by persecution, a need to hide depraved or at least illicit activities, or utter destitution. As a result, every meeting is looked upon as a potential attack.

Table 1-21: Undercity Dispositions

d20	Encounter Elements
1-2	Disguise
3-6	Flight
7	Mistaken identity
8-12	Readiness, prepared
13-14	Readiness, unready
15-16	Rivalry
17-20	Scheming

Terrain Features: The undercity can be the darkest back-alleys, blasted ruins of city buildings, sewers and service tunnels, or even catacombs. As a result, no one set of terrain features is unique. However, all are often entirely unilluminated.

Building Blocks: Alley, ruined building, sewer, and tunnel.



UNDERCITY ENCOUNTER ELEMENTS

Dispositions: Denizens of the undercity are

Table 1-22: Undercity Terrain Features

d20	Encounter Elements
1-5	Alley
6-7	Noxious fumes
8-12	Ruined building
13-18	Sewer
19-20	Tunnel

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