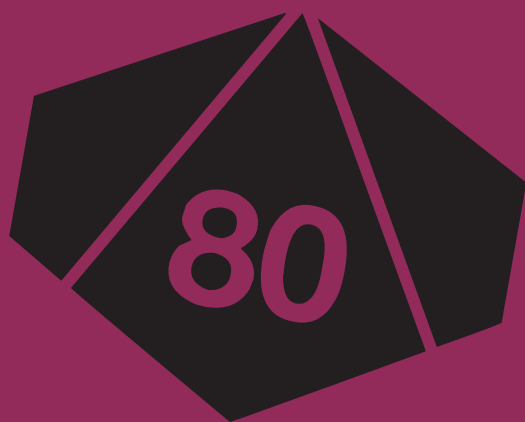


Random Encounters Remastered Porphyra



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RANDOM ENCOUNTERS REMASTERED PORPHYRA

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INTRODUCTION TO PORPHYRA

Random Encounters Remastered has until now striven to be setting-neutral. This time, we decided to try something a bit different by creating encounter tables appropriate for distinctive regions of *Purple Duck's* Porphyra setting:

God-blasted Wastes: Scorned by divine forces for supporting the enemies of the gods, it harbors elemental beings and the ghosts of an godless past.

Haunted Sea: Cursed by necromantic forces and kept free by the efforts of desperate pirates.

Primeval Woodland: A highland forest as larger-than-life as the giants, fey, and beasts that roam it.

Spirit-Watched Country: Hills and plains vexed by undead, fey, and stranger things from the Astral and Ethereal Planes.

Tainted Estuary: A tropical coast polluted by evil, celebrated for mechanical marvels, and loomed over by dragons and aberrations.

Underdeep Ruins: Buried remnants of lands and nations literally crushed by the arrival of strange new gods and new lands, now haunted by the restless dead, aberrations, and patrols by underground races.

Although this book is designed to be used with *Porphyra*, the features of these regions are easy to adapt to other settings.

HOW TO USE THIS BOOK

Random Encounters Remastered: Porphyra 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, *Random Encounters Remastered: Porphyra* 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 primeval woodlands, spirit-watched countrysides, and tainted estuaries to more unusual locales such as god-blasted wastes, underdeep

ruins and haunted seas. 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: Porphyra*, 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.

- 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 Primeval Woodland table includes encounters of every CR from 1 to 19, 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 that is randomly encountered in the area. For example, if a thickly wooded and haunted valley had an average CR of 12 and used the Primeval Woodland 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 effect 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 Primeval Woodland 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

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 role-playing 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).

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 are *Monsters of Porphyr*a (MoP), *Pathfinder RPG Bestiary* (B1), *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Bestiary 4* (B4), *Pathfinder RPG GameMastery Guide* (GMG), *Pathfinder RPG Monster Codex* (MC), *Pathfinder RPG NPC Codex* (NPC), *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Magic* (UM).

DISPOSITIONS

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

Disarmed: The encountered group lacks any gear aside from nonmagical clothing, whether because they have been robbed blind, as a result of a very inconvenient accident, or due to a personal choice to abstain from worldly possessions. Only characters normally equipped as NPCs or PCs are subject to this disposition. **CR** at least **-1, or -2** if they would otherwise have PC gear, but possibly a greater difference.

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.

Enchanted: The encountered group is controlled by the magic of another encounter group, generally of a similar or higher CR. The controller is not present, however, and may have sent the controlled group on an errand or mission. Any overt attempt to study or dispel the control is interpreted by the controlled creatures as an attempt to invade their privacy or attack them, respectively.

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.

Guardian: The encountered group is defensively positioned and intent on ensuring that no one can pass through the area without their knowledge and permission. They may be charging a toll for a road, guarding a precious source of fresh water in an arid region, taking a guard shift, or checking traveling papers. Depending on their motive, they may consider allowing passage to be a dangerous favor at best. They often choose a place that is tactically advantageous to them, such as hiding allies behind cover or concealment until called upon, in which case their

CR may increase by +1, but the disposition alone **does not automatically provide any CR adjustment**.

Injured: The encountered group has recently survived some kind of violence or accident that has left them depleted of hit points. As a result, they may be cautious or defensive in dealing with any new encounters. Each member's hit points are reduced by 25%. **CR -1**.

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 allow 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 as 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.

Negotiating: The encountered group sees the party as potentially useful as allies, customers, decoys, or servants, as appropriate to the group and the PCs. They attempt to talk first and avoid signs of hostility such as drawn weapons or maintaining cover or using clearly discernible enhancement abilities, not acting in combat until after at least one member of the party does. The only exception is for naturally violent groups, who will initiate combat if they feel that the party has wasted their time, but only after they attempt dialogue. **CR -1**.

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**.

Recruiting: Recruiting creatures are actively seeking allies to help achieve a specific goal (such as learning a secret hidden nearby, retrieving a nearby treasure, or defeating a nearby rival), generally opposed by a nearby creature more powerful by at least 1 point of CR. A recruiting creature may approach the party openly or in disguise to seek help against this foe. Generally, the recruiting creature offers advice, spells, and/or magic items from its hoard to assist against the foe but avoids engaging in combat directly.

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.

Secretive: Secretive creatures seek to avoid notice altogether; they might hide on the other side of a secret door, hide invisibly, or simply try to keep out of sight behind terrain features. The reason might be fear of another creature in the area, gathering strength after a fight or before an ambush, or simple caution. Secretive creatures avoid revealing any information about themselves that provide a foe with any tactical or strategic edge, often with Bluff or sometimes by evading the question.

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 in the *Pathfinder 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.

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.

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.

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.

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.

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).

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.

Dim Illumination: Dim illumination can cloak the thickest and oldest patches of a forest, but is rarer where wind and fire are prone to bring down the larger trees. Combatants who don't rely on light to see have the advantage against those who do. At night and during overcast weather, these areas become total darkness. **CR +/-1.**

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.

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). In fog, combatants who don't rely on vision at all have the advantage against those who do. **CR +/-1.**

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.

Glade: This 1d4 x 10-ft.-radius circular opening in the forest canopy has few or no trees growing beneath it and there is little to no heavy undergrowth. It is, however, covered in light undergrowth save for 1d3 areas of shorter grass that are 1d3 x 5 feet across and spread evenly throughout the glade.

Heath: This patch of open shrubland is at least 4d4 x 10 feet across and has a roughly even scattering of undergrowth. Generally, 1d3+3 x 10% of the land is light undergrowth and 1d3+1 x 10% of the land is heavy undergrowth.

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.

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.

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.

Mire: A round patch of deep bog 1d4 x 10 feet in dia-

meter is surrounded by a rough ring of shallow bog squares. Squares of shallow bog extend irregularly outward from the deep bog to an average distance of 1d4 x 10 feet, though in spots it stops further away from or nearer to the center.

Monument: A memorial, statue, or set of standing stones provides cover to creatures that are no more than twice its size and closer to it than any opponents are, provided that the defending creature can draw a line from any corner of its space to a corner of the opponent's space that passes through the monument. Some monuments function as altars to specific deities or powers and emanate a spell effect appropriate to that deity's or power's blessing, which can be randomly determined with the following table (see p.11).

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.

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

Table 1-3: Monument Blessings

d%	Monument Attribute	Appropriate Deities	Appropriate Elemental Lords	Effect
01-05	Battle, courage, or war	Gerana, Myketa	Ice Tyrant	<i>unhallow</i> (remove fear from all creatures of one appropriate nongood alignment)
06-15	Chaos	Mâl, Nemyth Vaar, Rajuk Amon-Gore, Ul'Ul, Vortain	Firelord Mal'eket	<i>widened magic circle against law</i>
16-20	Community or trade	Kamus, Lyvalia, Myketa, Toma Thule, Veiloaria	S'sluun	<i>hallow</i> (tongues for all creatures)
21-30	Death or evil	Fenris Kul, Mâl, Nemyth Vaar, Rajuk Amon-Gore	Ashamar Shining, Djinnlord Qarryn, Drothos, Enor Ashlord, Firelord Mal'eket, Kurofu the Shadow	<i>unhallow</i>
31-35	Fear, glory, or strength	Fenris Kul	Ice Tyrant, Lord Grunzol Firestorm, S'sluun	<i>unhallow</i> (bane or cause fear against all creatures not of one appropriate nongood alignment)
36-40	Freedom or travel	Nise, Rolterra, Tulis, Veiloaria	Poison Wave	<i>hallow</i> (freedom of movement for all)
41-45	Good or repose	Chiuta, Neria, Shankhil	Wind of Jewels	<i>hallow</i>
46-50	Knowledge or truth	Gerana, Yolana	Najim	<i>hallow</i> (discern lies, invisibility purge, or zone of truth)
51-55	Light	N/A	Lord Grunzol Firestorm	<i>unhallow</i> (daylight)
56-65	Law	Eshsalqua, Kamus, Toma Thule	Djinnlord Qarryn, Enor Ashlord, Lord Grunzol Firestorm	<i>widened magic circle against chaos</i>
66-72	Magic	Linium, Paletius, Rolterra	Drothos	<i>hallow</i> (detect magic for all of appropriate nonevil alignment)
73-82	Mystery or trickery	Eshsalqua, Lyvalia, Shade, Vortain	Kurofu the Shadow, Najim	<i>unhallow</i> (deeper darkness or silence)
83-90	Nature	Aleria, Chiuta, Ferrakus, Ithreia, Nise, Saren, Shankhil, Ul'Ul	Poison Wave	<i>hallow</i> (endure elements for all nature worshipers)
91-95	Protection	Tulis, Yolana	Ashamar Shining	<i>hallow</i> (protection from energy or resist energy for all creatures against most common energy used by nearby nongood creatures)
96-100	Slavery	N/A	Djinnlord Qarryn	<i>unhallow</i> (dimensional anchor or dispel magic against all creatures not of one appropriate nonevil alignment)

diameter; the momentum of a charging or running character carries him 1d2 × 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.

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.

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.**

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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.**

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.

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.

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.

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.

Scrub: Tall shrubs and small trees dominate this area. A patch of scrub is 4d4 x 10 feet across and it is roughly one-quarter typical trees and one-quarter heavy undergrowth. Half of the tree squares and half of the otherwise open squares also include light undergrowth.

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 and enemies are on opposite sides. Combatants who can fly, swim with a Swim speed, or have freedom of movement have the advantage against the rest. **CR +/-1/2.**

Thicket: This stand of trees is a roughly even spread of typical trees in three-quarters of the squares in a 4d4 x 10-ft.-wide area. In addition, add one massive tree to each 15-ft. square. Three-quarters of the squares with trees also include light undergrowth, as do half of the remaining squares. Heavy undergrowth occupies the remaining spaces of trees.

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 1-4: 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 to gentle slope, 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 11-12'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.

Previously on Random Encounter Remastered

This is the fifth volume in this series of supplements designed to help make your random encounters more memorable. The first three volumes were produced using the first two *Pathfinder Bestiaries* and the *Pathfinder Gamemastery Guide*, as no other bestiaries or codexes were released at that time. Each release included six environments.

Random Encounters Remastered: Eerie Woods, Jungle River, Planar Stronghold, Restless Volcano, Treacherous Mire, and Underworld Battlefield.

More Random Encounters Remastered: Frigid Peaks, Grand Marketplaces, Haunted Ruins, The Road, Storm-Wracked Coasts, and Undercity.

Even More Random Encounters Remastered: Bowels of the Earth, Endless Caverns, Highlands, Scorched Wastes, Teeming Veldt, and Windswept Plains.

The forth volume also includes the *3rd Bestiary* and the *NPC Codex*.

Random Encounters Remastered - World's Edge and Beyond: Abyssal Rift, Beshadowed Backwoods, Elemental Oasis, Historic Battlefield, Misty Morass, Summer Otherworld

HAZARDS

Hazards can take many different forms.

Fey Traps (CR 13-19)

Fey often ward the places they consider sacred or magically powerful with magical traps imbued into rings of toadstools, standing stones, or cowslip blossoms. These traps can all be bypassed by the presence of a fey within 30 feet who is not hostile toward anyone who risks triggering the trap. They all reset themselves automatically, most often at dawn and dusk.

Cursed Lunacy Trap (CR 13; XP 25,600)

Type magic; **Perception** DC 31; **Disable Device** DC 31

Effects

Trigger visual (*true seeing*); **Reset** at dawn and dusk;

Bypass fey

Effect spell effect (*major curse*^{APG}, permanent –6 penalty to Wisdom to a minimum of 1, W-DC 20 negates), spell effect (*heightened permanent moonstruck*^{APG}, enraged and confused permanently, gain bite and 2 claws and stunned during first round, W-DC 22 negates), multiple targets (all targets in a 40-foot radius burst)

Eternity of Bliss Trap (CR 18; XP 153,600)

Type magic; **Perception** DC 35; **Disable Device** DC 35

Effects

Trigger proximity (*alarm*); **Reset** at dawn and dusk;

Bypass fey

Effect spell effect (*heightened permanent euphoric tranquility*^{APG}, permanently rendered nonviolent, no initial save, W-DC 25 allows normal action for 1 round when attacked), spell effect (*heightened temporal stasis*, frozen in time, F-DC 25 negates), multiple targets (all targets in a 40-foot radius burst)

Lost Time Trap (CR 16; XP 76,800)

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

Effects

Trigger visual (*true seeing*); **Reset** at dawn and dusk;

Bypass fey

Effect spell effect (*heightened permanent sands of time*^{APG}, permanently advanced one age category, F-DC 23 negates), spell effect (*contingent time stop*, grants 1d4+1 extra rounds of time to random opponent the next time subject is attacked, no save)

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; XP 38,400)

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)

Widowmaker (CR 5)

A widowmaker is a broken treetop or very large branch hanging precariously from a massive but weakening tree. It may not appear to be broken except to a practiced eye (characters may make a Survival check in place of the Perception check to notice the trap). It is prone to fall at the most unexpected moment, from even the slightest touch or stray wind. Creatures caught beneath it are crushed. Treat a widowmaker as a trap as described below.

Widowmaker Trap (CR 5 ; XP 1,600)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger location; **Reset** none

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

GOD-BLASTED WASTES

God-blasted wastes are warm desert regions where divine beings or other forces of extraordinary power have scoured away much of the conventional life and possibly carved out rifts, craters, or flats. What few plants there are have been twisted or scorched by unnatural magic and choked by ash and dust. Most buildings are ruined and most of the scattered living creatures are desperate survivors or accursed monsters. This table can also be used to represent encounters in areas devastated by large-scale mortal magic or scorched-earth warfare.

On Porphyra: God-blasted wastes on Porphyra include regions of Creeper's Rift, Ghadab, Kesh, Simoon, and Siwath.

Minimum Average CR: 1 (d% + 20)

Maximum Average CR: 18 (d% + 360)

Typical Encounter Frequency: 4% (01-04)

Table 2-1: God-Blasted Wastes Encounters

d%	Encounter	Avg. CR	Source
21-22	1 donkey rat (familiar)	1/4	UM
23-24	1 khuzdan jackal	1/4	MoP
25-26	1 scorpion, greensting	1/4	B4
27-31	1 coyote (dog)	1/3	B1
32-35	1 goat (familiar)	1/3	UM
36-40	1d3 lizards (familiar)	1/3	B1
41-42	1 anpur	1/2	MoP
43-44	1 beetle, carnage	1/2	MoP
45-47	1 ectoplasmic human	1/2	B4
48-49	1d3+1 donkey rats	1/2	UM
50-51	1 ifrit	1/2	B2
52-54	2 khuzdan jackals	1/2	MoP
55-56	1 ratfolk riding 1 rat, dire with the giant template	1/2	B3, B1
57-58	2 scorpions, greensting	1/2	B4
59-60	1 suli	1/2	B3
61-62	1 gnoll	1	B1
63-64	1 camel (herd animal)	1	B2
65-66	1d3+1 coyotes (dog)	1	B1
67	1d3 marunites	1	MoP
68-69	Mirage (Hazard see p.16)	1	—
70-71	1d4+2 scorpions, greensting	1	B4



72-73	1d3 scorpions, ghost	1	B3
74-75	1 snake, venomous	1	B1
76-78	1 solifugid, giant	1	B2
79-80	1 tortoise, giant	1	B4
81-82	1d3+1 anpurs	2	MoP
83-84	1 death dog	2	B4
85-86	1d3+1 ifrits with mounts	2	B2
87-88	1 jackalwere	2	B3
89-90	1 locust swarm	2	B4
91-92	1 njuzu	2	MoP
93-94	1d3+1 oreads with mounts	2	B2
95-96	1 reaper falcon	2	MoP
97-98	1 scasm	2	MoP
99-100	1d3+1 sylphs with mounts	2	B2
101-102	Duststorm	3	CRB
103-104	1d8+4 donkey rats	3	UM
105-106	2d6 goats (familiar)	3	UM
107-108	2 gnolls	3	B1

109-110	1 sandman	3	B2
111-112	1d3+3 scorpions, ghost	3	B3
113-114	1 scorpion, giant	3	B1
115-116	2 solifugids, giant	3	B2
117-118	1d4+2 sulis with mounts	3	B3
119-120	1d3+2 undines with mounts	3	B2
121-122	1d4+4 anpurs with mounts	4	MoP
123-124	1 dust digger	4	B2
125-126	1 elder beast, locust	4	MoP
127-128	Flash flood (Hazard see p.16)	4	—
129-130	1 initiate (adept), 1 mercenary magician (wizard), and 1d3+1 superstitious mercenaries (fighters) with mounts	4	NPC
131-132	1 janni (genie)	4	B1
133-134	1 ratfolk caravan guard and 1d3+1 ratfolk with mounts (giant dire rats)	4	MC, B3, B1
135-136	1d3+1 seps, juvenile	4	B4
137-138	1d3+1 snakes, venomous	4	B1
139-140	1d3+1 tortoises, giant	4	B4
141-142	1 basilisk	5	B1
143-144	1 beetle, carnage swarm	5	MoP
145-146	1d3+1 death dogs	5	B4
147-148	1 djinni (genie)	5	B1
149-150	1 ghul	5	B3
151-152	1d4+1 gnolls and 1d2 hyenas	5	B1
153-154	2 gnolls and 1 gnoll rage-born	5	B1, MC
155-156	1 sage whisperer	5	MoP
157-158	1d3+1 seps, juvenile	5	B4
159-160	2 shadows	5	B1
161-162	1d6+9 beetles, carnage	6	MoP
163-164	1 death worm	6	B2
165-166	2 dust diggers	6	B2
167-168	1 flind (gnoll), 1d4 gnolls, and 1d2 hyenas	6	MC, B1
169-170	1 hydra, pyrohydra	6	B1
171-172	1d6+3 initiates	6	GMG
173-174	2 jann (genies)	6	B1
175-176	1 salamander	6	B1

177-178	1d3+1 sandmen	6	B2
179-180	1 shebbah	6	MoP
181-182	2 basilisks	7	B1
183-184	1d4+4 death dogs	7	B4
185-186	2 djinn (genies)	7	B1
187-188	1 dragon, young brass (metallic)	7	B1
189-190	1 expert bodyguard (warrior), 1d4+2 guards (warriors), and 1 successful merchant (expert) with mounts	7	NPC
191-192	2 flinds (gnolls), 1 gnoll rage-born, and 1 gnoll sergeant	7	MC
193-194	1 ioun remnant	7	MoP
195-196	1 mirage menace	7	MoP
197-198	1d4+2 shadows	7	B1
199-200	1 shaitan (genie)	7	B1
201-202	1 behir	8	B1
203-204	1d8+9 burrow-mawts	8	MoP
205-206	1 drake, desert	8	B3
207-208	1 efreeti (genie)	8	B1
209-210	1 festering spirit	8	B4
211-212	1d3+1 ghuls	8	B3
213-214	1d4+2 jann (genies)	8	B1
215-216	2 shebbahs	8	MoP
217-218	1 sphinx	8	B1
219-220	1 troll, mimic	8	MoP
221-222	1 dragon, young blue (chromatic)	9	B1
223-224	1d4+2 djinn (genies)	9	B1
225-226	2 grizzled mercenaries (warriors) and 1 lernaean with mounts	9	NPC, MoP
227	1 marid (genie)	9	B1
228-229	1 revoker	9	MoP
230	1d3+1 salamanders	9	B1
231-232	1 scorpiondrake	9	MoP
233-234	2 shaitans (genies)	9	B1
235-236	1 shedu	9	B3
237-238	1 androsphinx (sphinx)	9	B3
239-240	1 yrthak	9	B2
241-242	2 behirs	10	B1
243-244	2 drakes, desert	10	B3

245-246	2 efreet (genies)	10	B1
247-248	1d6+6 jann (genies)	10	B1
249-250	1d4+4 ghuls	10	B3
251-252	Gnolls: 2 bruisers, 1 eye, and 1 packlord	10	MC
253-254	Ratfolk: 1d4+4 caravan guards, 1 expedition leader, and 1 sage with mounts (giant dire rats)	10	MC
255-256	1 rukh	10	B4
257-258	1 shadow, greater and 1d4+4 shadows	10	B1
259-260	2 sphinxes	10	B1
261-262	1d3+1 beetles, goliath stag with anpur drivers	11	B2, MoP
263-264	1 dragon, adult brass (metallic)	11	B1
265-266	1d6+4 djinn (genies)	11	B1
267-268	1d3+1 festering spirits	11	B4
269-270	1d3+1 gnoll lieutenants and 1 gnoll packlord	11	MC
271-272	2 marids (genies)	11	B1
273-274	Ratfolk: 1d3+1 caravan guards, 1 elder, and 2 expedition leaders with mounts (giant dire rats)	11	MC
275-276	1 scorpion, emperor	11	B4
277-278	1 seps	11	B4
279-280	1d4+2 shaitans (genies)	11	B1
281-282	1 dromopod	12	MoP
283-284	1d4+2 efreet (genies)	12	B1
285-286	1 golem, ruby (ruby)	12	MoP
287-288	1d4+2 lernaean	12	MoP
289	1 revoker and 1d3 zelekhts (inevitables)	12	MoP, B2
290-291	2 rukhs and 1d4-1 rukhs, juvenile	12	B4
292-294	1d3+1 scorpindrakes	12	MoP
295-297	1d4+2 sphinxes	12	B1
298-300	1d3+1 yrthaks	12	B2
301-303	1 corpse orgy	13	MoP
304-306	1 crimson worm (purple worm with the giant template)	13	B1



307-309	1 dragon, adult blue (chromatic)	13	B1
310-312	1 elder beast, purple worm	13	MoP
313-314	1d4+2 marids (genies)	13	B1
315-317	Ratfolk: 1 chemist, 2 elders, and 1d4+3 expedition leaders with mounts (giant dire rats)	13	MC
318-320	1d6+6 shaitans (genies)	13	B1
321-323	1 bard, courtesan, 2 scheming fencers (fighters), and 1 ranger, bounty hunter with mounts and servants	14	NPC
324	1 alticorn	14	MoP
325-326	1 flying polyp	14	B4
327-329	3d4 drakes, desert	14	B3
330	1 gelatinous flower (amalgam)	14	MoP
331-332	1d6+6 efreet (genies)	14	B1
333-335	1 gnoll bouda and 2 gnoll wardens	14	MC
336-338	1d3+1 seps	14	B4
339-340	1 xanthos	14	B4
341-343	1d3+1 golems, ruby (jewel)	15	MoP
344-347	1 gnoll chosen and 1d4+2 gnoll ravagers	15	MC

348-350	1 dybbuk	15	B3
351-353	1d6+6 marids (genies)	15	B1
354-356	1 phoenix	15	B1
357-360	1 scorpion, black	15	B2
361-362	1 beast lord of vultures and 1d4 vultures	16	MoP, B3
363-365	1 desert stalker (ranger), 1 fury of flame (druid), 1 sorcerer, azure bolt, and 1 tribal leader (bard) with mounts and servants	16	NPC
366-368	1 dragon, ancient brass (metallic)	16	B1
369-371	1 gallowdead	16	B4
372-374	Gnolls: 1 bouda, 1d4+2 packlords, and 1d4+2 wardens	16	MC
375-377	1 plasma ooze	16	B3
378-380	1 warsworn	16	B4
381	1d3+1 alticorns	17	MoP
382-386	1 bhole	17	B4
387-391	1 cruel conjurer (wizard), 1 desert stalker (ranger), and 1 taiga stalker (druid) with mounts and servants	17	NPC
392-396	1d3+1 flying polyps	17	B4
397-400	1d3+1 xanthoi	17	B4
401-406	1 dragon, ancient blue (chromatic)	18	B1
407-410	2 gallowdead	18	B4
411-414	2d4 gelatinous flowers (amalgams)	18	MoP
415-420	1 simurgh	18	B3
421-424	1 ageless master (monk)	19	NPC
425-428	1 colossus, stone	19	B4
429-433	1d3+1 furies of flame (druids), and 1 mage hunter (ranger) with mounts	19	NPC
434-437	1d6+4 flying polyps	19	B4
438-440	1 golem, adamantine	19	B2
441-443	1 akvan (div)	20	B3
444-448	1 fate-bound mage (sorcerer) and 1 infernal champion (fighter) with mounts	20	NPC
449-454	1d4+2 gallowdead	20	B4

455-457	1 lhaksharut (inevitable)	20	B2
458-459	2 golems, adamantine	21	B2
460	1d6+6 gallowdead	22	B4

God-blasted Wastes Encounter Elements

Dispositions: Denizens of the god-blasted wastes are tenacious beings with a reputation in other parts of the world for doing whatever it takes to survive in a climate better-suited to elemental beings than creatures of flesh and blood. Elemental beings are rarer here than they once were, but this remains one of their places of power. As a result of ancient conflicts with the forces of the divine, most locals react poorly to divine spellcasters and overt displays of deity worship.

Table 2-2: God-Blasted Wastes Dispositions

d20	Encounter Elements
1-3	Flight
4-6	Injured
7-12	Readiness, prepared
13-15	Readiness, unready
16	Recruiting
17-20	Windblown

Terrain Features: The god-blasted wastes are mostly open sand and bare rock, so only a few terrain features should be used in any one encounter map.

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

Table 2-3: God-Blasted Wastes Terrain Features

d20	Encounter Elements
1	Canyon
2	Chasm
3	Dry riverbed
4	Monument (elemental only)
5	Oasis or river
6	Quicksand
7-8	Rubble, dense
9-10	Rubble, light
11	Ruined building
12-14	Salt flats
15-18	Shifting dunes
19-20	Undergrowth, light

HAUNTED SEA

This encounter table can represent any temperate or cold ocean or coastal area, but it is primarily meant to represent the Haunted Sea, a cursed stretch of water that drifts across the oceans of Porphyra. Because the Haunted Sea can overlap with other geographical areas, encounters for the Haunted Sea and the surrounding water or coast should be rolled separately.

Most ghouls encountered in the Haunted Sea are lacedons (they have a swim speed of 30 feet).

On Porphyra: In addition to the Haunted Sea itself, this encounter table might represent coastal waters that it drifts near, such as those near the Clockwork Lands, Dunmark, the Empire of the Dead, the Eternal Ice, Hesteria, the Holdfast of the Celestial Parishes, the Jotun Forest, the Northlands, the Oncoming Wave of Mâl, and the Pinnacle Lands.

Minimum Average CR: 1 (d% + 20)

Maximum Average CR: 21 (d% + 420)

Typical Encounter Frequency: 11% (01-11)

Table 3-1: Haunted Sea Encounters

d%	Encounter	Avg. CR	Source
21-30	1 merfolk	1/3	B1
31-40	1 dolphin	1/2	B1
41-45	1 grindylow	1/2	B2
46-50	1 isitoq	1/2	B4
51-55	1 locathah	1/2	B2
56-60	1 orcarn	1/2	MoP
61-62	2 grindylows	1	B2
63-64	1d3+1 merfolk	1	B1
65-66	1 hippocampus	1	B2
67-70	1 lacedon (ghoul variant)	1	B1
71-72	Mirage (Hazard see p.16)	1	—
73-74	1 octopus	1	B1
75-76	1 ray, manta	1	B2
77-78	1 reefclaw	1	B2
79-80	1 squid	1	B1
81-83	1 draugr	2	B2
84-86	1 incutilis	2	B4
87-89	1d3+1 orcaras	2	MoP
90-91	1 sahuagin	2	B1
92-94	1 shark	2	B1



94-95	1 shark, bull	2	B4
96-98	1 shredsken	2	B4
99-100	1 triton	2	B2
101-102	1 bunyip	3	B2
103-105	1 draugr captain	3	B2
106-107	2 hippocampi	3	B2
108-109	1d8+1 locathahs	3	B2
110-112	1 necrocraft	3	B4
113-115	1 shark, hammerhead (variant)	3	B1
116-117	1 shark, tiger (variant)	3	B1
118-120	2 squids	3	B1
121-122	1 devilfish	4	B2
123-124	1d6+3 grindylows	4	B2
125-126	1 kelpie	4	B2
127-128	1d3+1 lacedons (ghoul variant)	4	B1
129-130	2 sahuagin	4	B1
131-132	1 sahratan	4	MoP
133-135	1 sea hag	4	B1
136-137	2 sharks	4	B1
138	1 shark, great white	4	B4
139-140	2 shredsken	4	B4
141-142	1 eel, giant moray	5	B1

143-144	1 globster	5	B3
145-146	1d2 kapoacincths (gargoyle variant)	5	B1
147-159	2 necrocrafts	5	B4
150-151	1 sahratan with the giant creature template	5	MoP, B1
152-154	1 satyrine and 1d4+7 shipmates in a keelboat	5	MoP, GMG, UC
155	2 sharks, hammerhead (variant)	5	B1
156-157	2 sharks, tiger (variant)	5	B1
158	1d4+1 tritons	5	B2
159-160	1 wraith	5	B1
161-162	1 dolphin, orca and 1d4+2 orcams	6	B1, MoP
163-164	1 drake, sea	6	B2
165-166	2d4 draugrs in a keelboat	6	B2, UC
167-168	1 jellyfish swarm	6	B2
169-170	1 merrow, saltwater	6	B2
171	3d4-1 reefclaws	6	B2
172-173	1d3+1 sarrenels	6	MoP
174	1d4+2 sharks	6	B1
175	2 sharks, great white	6	B4
176-177	1d4+2 shredsins	6	B4
178-179	1 slaver (or traveling merchant) and 1d6+6 shipmates in a keelboat	6	GMG, UC
180	3d4 squids	6	B1
181-182	1 aboleth	7	B1
183-184	2 eels, giant moray	7	B1
185-186	1 iron crab	7	MoP
187-188	1 jellyfish, giant	7	B2
189	1d4+1 kelpies	7	B2
190-193	1d4+2 necrocrafts	7	B4
194-195	1d3+1 sahratans	7	MoP
196-197	1d4+4 sahuagin	7	B1
198	3 sea hags	7	B1
199-200	1d4+2 sharks, hammerhead (variant)	7	B1
201-202	1 carousing champion (cleric) and 1d4+7 veteran buccaneers (warriors) in a keelboat	8	NPC, UC
203	2 drakes, sea	8	B2

204	1 dragon, young sea (imperial)	8	B3
205-206	1 draugr captain and 1d4+7 draugrs in a keelboat	8	B2, UC
207-208	1d3+1 globsters	8	B3
209-210	1d4+2 kapoacincths (gargoyle variant)	8	B1
211-212	1 octopus, giant	8	B1
213	1 sea dragon	8	MoP
214-215	1d3+1 sahratans with the giant creature template	8	MoP, B1
216	1d4+4 sarrenels	8	MoP
217-218	1d4+2 sharks, great white	8	B4
219-220	1d3+1 wraiths	8	B1
221-222	1 dragon turtle	9	B1
223-224	1 dragon, young bronze (metallic)	9	B1
225-226	1d4+2 eels, giant moray	9	B2
227-228	1d3+1 merrows, saltwater	9	B2
229-231	1 sargassum fiend	9	B3
232-234	1 shark, dire	9	B1
235-236	1 sea captain (druid), 2 raiders, and 1d10+20 shipmates in a sailing ship	9	NPC, GMG, UC
237-238	1 squid, giant	9	B1
239-240	1 witchfire	9	B2
241-243	1d10+20 draugrs and 1d4+4 draugr captains in a sailing ship	10	B2, UC
244-245	1d4+4 globsters	10	B3
246-247	1d4+1 jellyfish, giant	10	B2
248-249	2d4 jellyfish swarms	10	B2
250-251	1 nereid	10	B2
252-253	1d8+8 sarrenels	10	MoP
254-255	1 siyokoy	10	B3
256-257	1 whale	10	B2
258-260	1d4+4 wraiths	10	B1
261-265	1 medusa with the cleric creature template, 2 medusas with the rogue creature template, and 1d10+20 slaves (shipmates) in a sailing ship	11	B1, MC, GMG, UC
266-267	3d4 drakes, sea	11	B2
268-270	1 jellyfish, sapphire	11	B3
271-273	1 harionago	11	B4

274-277	1 pirate queen (ranger), 1 cleric, shoreline, 1 sorcerer, bloodfire, 1d10+20 veteran buccaneers (warriors), and 1 first mate in a sailing ship	11	NPC, GMG, UC
278-280	1 transforming construct, long-ship	11	MoP
281-282	1 aquatic worm (purple worm variant)	12	B1
283-284	1 dragon, adult sea (imperial)	12	B3
285-286	1 basilosaurus (megafauna)	12	B3
287-288	4d4 merrows, saltwater	12	B2
289-291	1d3+1 sargassum fiends	12	B3

292-294	1 sea serpent	12	B1
295-298	1 ghoul, masked murderer, 1 ghoul huntsmaster, 1d4+2 ghoul stalkers, and 1d10+20 draugr in a sailing ship	12	MC, B2, UC
299-300	2 whales	12	B2
301-304	1 charybdis	13	B2
305-307	1 trickster priest (cleric), 2 raging swimmers (barbarians), 1 scheming fencer (fighter), and 1d10+20 veteran buccaneers (warriors) in a sailing ship	13	NPC, UC
308	1 crab, shipwrecker	13	B3



309	1 dragon, adult bronze (metallic)	13	B1
310-311	1 dragon turtle with the advanced creature, giant creature, and sorcerer creature templates	13	B1, MC
312-313	2 jellyfish, sapphire	13	B3
314-317	1d4+2 mohrgs, 1 pale stranger, and 1d10+20 draugr in a sailing ship	13	B1, B3, B2, UC
318	1 seaweed siren	13	B4
319-320	1d3+1 siyokoys	13	B3
321-324	1d4+4 baykoks and 1d20+10 draugr in a sailing ship	14	B3, B2, UC
325-328	1 captain, 1 first mate, 2d10+100 shipmates, 1 traveling merchant, and 1d4+4 sellswords in a galley	14	GMG, UC
329-332	1 ghoulish monarch, 1 masked murderer (ghoul), and 1d4+7 ghoulish creepers in a keelboat	14	MC, UC
333-336	1d4+4 sargassum fiends	14	B3
337-340	1 whale, great white	14	B2
341-343	1 captain, 1 first mate, 1d20+60 shipmates, 1 general, 1 knight, 1 priest, 2 battle mages, 3 watch captains, and 1d10+10 guards in a warship	15	GMG, UC
344-346	1 dybbuk	15	B3
347-349	1d4+2 jellyfish, sapphire	15	B3
350-352	1d3+1basilosaurus (megafauna)	15	B3
353-354	1d4+4 siyokoys	15	B3
355-357	1 sea bonze	15	B3
358-360	1 pirate king (fighter), 1 pyromaniac mage (wizard), 1 tribal leader (bard), 1 trickster priest (cleric), and 1d10+20 vikings in a sailing ship	15	GMG, NPC, UC
361-363	1d3+1 crabs, shipwrecker	16	B3
364-367	1 fighter, pirate king, 1 bard, tribal leader, 1 cleric, trickster priest, 1 wizard, pyromaniac mage, and 1d10+20 vikings in a sailing ship	16	NPC, GMG, UC
368-370	1d4+2 rusalkas	16	B3
371-374	1 scylla	16	B2
375-377	1 warsworn	16	B4

378-380	4d4 whales	16	B2
381-386	1 bakekujira	17	B4
387-390	1d4+4 basilosaurus (megafauna)	17	B3
391-394	1 dragon, ancient sea (imperial)	17	B3
395-397	1 lich, 1d4+7 pale strangers, 1 ghoulish monarch, and 1d20+10 ghoulish stalkers in a sailing ship	17	B1, B3, MC, UC
398-400	1d3+1 whales, great white	17	B2
401-405	1d4+4 crabs, shipwrecker	18	B3
406-410	1 dragon, ancient bronze (metallic)	18	B1
411-415	1 kraken	18	B1
416-420	1 mage sniper (wizard), 1 pirate king (fighter), 1 tribal leader (bard), 1 trickster priest (cleric), and 1d10+20 vikings in a sailing ship	18	NPC, GMG, UC
421-425	1 ecorche, 1 gallowdead, 3 sayonas, and 1d20+10 ghoulish stalkers in a sailing ship	19	B3, B4, MC, UC
426-430	1 sea serpent, deep	19	B3
431-435	1 tzitzimitl	19	B3
436-440	1d4+4 whales, great white	19	B2
441-446	1 refined reaver (barbarian), 1 elemental priest (cleric), 1d4+2 pirate kings (fighters), and 1d10+20 vikings in a sailing ship	20	NPC, GMG, UC
447-452	1 behemoth, thalassic	20	B3
453-460	1 nightshade, nightwave	20	B2
461-465	1 julunggali	21	B4
466-470	1d4+4 gallowdead and 1d10+20 ghoulish stalkers in a sailing ship	21	B4, MC, UC
471-475	1 battle skald (pathfinder chronicler), 2 elemental priests (clerics), 2 refined reavers (barbarians), and 1d10+20 vikings in a sailing ship	21	NPC, GMG, UC
476-480	1d8+8 whales, great white	21	B2
481-487	2 behemoths, thalassic	22	B3
488-494	1 behemoth, tempest	22	B3
495-500	1 winterwight with the advanced template, 1d4+4 gallowdead, and 1d10+20 ghoulish stalkers in a sailing ship	22	B2, B1, B4, MC, UC

501-505	1d8+8 gallowdead in a keelboat	23	B4, UC
506-510	1 battle skald (pathfinder chronicler), 1 elemental priest (cleric), 1 ice maiden (dragon disciple), and 1d6+8 pirate kings (fighters) in a keelboat	23	NPC, UC
511-515	1d4+7 winterwights in a keelboat	23	B2, UC
516-517	2 behemoths, tempest	24	B3
518-519	1 battle skald (pathfinder chronicler), 1 elemental priest (cleric), 1 fate-bound mage (sorcerer), and 1d4+7 refined reavers (barbarians) in a keelboat	24	NPC, UC
520	Mogaru (kaiju)	28	B4

Haunted Sea Encounter Elements

Disposition: Because the Haunted Sea routinely drifts through other waters, dispositions are exceptionally mixed among encounters here. Encountered groups who have wandered into the Sea (or whom the Sea has surrounded) are often confused or defensive, since the Haunted Sea is known in many parts of Porphyra for bringing dangerous pirates and even more dangerous undead.

Table 3-2: Haunted Sea Dispositions

d20	Encounter Elements
1	Disguise
2-4	Flight
5-8	Mayday, watery
9	Mistaken identity
10-12	Readiness, prepared
13-14	Readiness, unready
15-16	Recruiting
17-20	Windblown (severe storm or hurricane)

Terrain Features: Most of the encounters on the table are appropriate only in the water, so coasts should appear only at the periphery of an encounter map, if at all. Encounter maps should have at most one or two large terrain features and often none. Remember to roll on the weather effects table in the Environment chapter of the Pathfinder RPG Core Rulebook to determine the prevailing weather on the seas during an encounter in the Haunted Sea.

Some of the encounter elements rolled might appear in an unexpected spot. For example, shifting dunes obviously cannot settle on the surf, but they 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: Water over beach, cliff, reef, shifting dunes, and slopes.

Table 3-3: Haunted Sea Terrain Features

d20	Encounter Elements
1	Island
2	Reef
3	Rough water (see below)
4-5	Ruined building or shipwreck
14-15	Scree
16-17	Shifting dunes
18-20	Slopes

Rough Water: Generally caused by strong or stronger winds, rough water makes sailing and swimming more hazardous. The DC of any Swim check is increased by 5 in a region of rough water. Rough water affects an entire encounter map for tens or hundreds of miles around.



PRIMEVAL WOODLAND

The primeval woodland is hilly and temperate. The trees are ancient and widely-spaced, allowing room for all but the largest giants to move about. The rugged terrain is peopled by hardy orcs, giants, and fey who can be larger-than-life in their own ways. Plant monsters and megafauna are also common.

On Porphyra: This encounter table can be used for Giant's Retreat, the Jotun Forest, and parts of upland Blix, the Fenian Triarchy, and the Holdfast of the Celestial Parishes.

Minimum Average CR: 1 (d% + 20)

Maximum Average CR: 19 (d% + 380)

Typical Encounter Frequency: 8% (01-08)

Table 4-1: Primeval Woodland Encounters

d%	Encounter	Avg. CR	Source
21-23	1 skunk	1/4	B3
24-28	1 dog	1/3	B1
29-34	1 orc	1/3	B1
35-40	1 sprite	1/3	B3
41-43	1 alpluachra	1/2	B4
44-46	1 beetle, carnage	1/2	MoP
47	1 dog, rabid	1/2	B1
48-50	1 gathlain	1/2	B4
51-53	1 knük	1/2	MoP
54-56	2 orcs	1/2	B1
57-58	1 sagari	1/2	B3
59-60	1 shaman (adept)	1/2	NPC
61-62	1 carbuncle	1	B3
63-64	1 faun	1	B3
65-66	1 glaistig	1	MoP
67-68	1 hyme	1	MoP
69-70	2 knük	1	MoP
71-72	1 oakstump	1	MoP
73-74	1 seasoned trapper (expert)	1	NPC
75-76	1d3+1 sprites	1	B3
77-78	1 wolf	1	B1
79-80	1 zoog	1	B3
81-82	1 boar	2	B1
83-84	1 garden ooze	2	B3
85-86	1 leprechaun	2	B2

87-88	1 mountain lion (cat, leopard)	2	B1
89-90	1 ogrekin	2	B2
91	1d3+1 sagaris	2	B3
92-93	1 sasquatch	2	B3
94-95	1 shaman (adept) and 1 skulking brute (rogue)	2	NPC
96	1 tatzlwyr	2	B3
97-98	1 wereboar (lycanthrope)	2	B2
99-100	1 woodsong	2	MoP
101-102	1 bear, black (grizzly with the young template)	3	B1
103	1 ettercap	3	B1
104-105	1 dryad	3	B1
106-107	1 greenfeeder	3	MoP
108-109	2 oakstumps	3	MoP
110	1 ogre	3	B1
111-112	1d3+1 orcs and 1 orc mystic	3	B1, MC
113	1 savage plant sage (druid)	3	NPC
114-115	1 snallygaster	3	B4
116	1 sprig	3	B2
117	2d3+3 sprites	3	B3
118	1 troll, moss	3	B3
119	1 unicorn	3	B1
120	1 wolf, dire	3	B1
121	1 decapus	4	B2
122	1 drake, forest	4	B2
123-124	1d3+1 glaistigs	4	MoP
125-126	1d3+1 hymeles	4	MoP
127-128	1 korred	4	B2
129-130	1 megaloceros (megafauna)	4	B2
131	1 mawgriff	4	MoP
132	1 painshrieker	4	MoP
133	1 phantom armor, giant	4	B4
134-135	1 quickgrass	4	MoP
136	1 satyr	4	B1
137	1 troggle (ogre)	4	MC
138-139	1 tumble ox	4	MoP
140	1 werebear (lycanthrope)	4	B2
141	2 bears, black (grizzly with the young template)	5	B1
142	2d4 carbuncles	5	B3
143	2 dryads	5	B1

144-145	2 ettercaps	5	B1
146	2d4 fauns	5	B3
147-148	1d4+1 garden oozes	5	B3
149-150	2 greenfeeders	5	MoP
151-152	1d3+1 leprechauns	5	B2
153-154	1d4+2 oakstumps	5	MoP
155-156	2 snallygasters	5	B4
157	2 unicorns	5	B1
158-159	1d3+1 wereboars (lycanthropes)	5	B2
160	1 wereotyugh (lycanthrope, monstrous)	5	MoP
161	1 asnae	6	MoP
162	2 decapuses	6	B2
163	2 drakes, forest	6	B2
164-165	1 giant, wood	6	B2
166	2 korreds	6	B2
167-168	1d3+1 ogres	6	B1
169-170	2d3 ogrekin	6	B2
171	2 phantom armors, giant	6	B4
172	2d3 sasquatches	6	B3
173	2 werebears (lycanthropes)	6	B2
174	1d3+1 spriggans	6	B2
175	1d3+1 tatzlwyrms	6	B3
176-177	1d3+1 trolls, moss	6	B3
178-179	2 tumble oxen	6	MoP
180	2d6 wolves	6	B1
181-182	1d4 boars and 1d4+3 wereboars (lycanthropes)	7	B1, B2
183	1d4+2 dryads	7	B1
184	1d4+2 greenfeeders	7	MoP
185	1 kahrn	7	MoP
186	1d6+4 leprechauns	7	B2
187	1d3+1 mawgriffs	7	MoP
188-189	1d4+1 megaloceros (megafauna)	7	B2
190-191	1d6+6 oakstumps	7	MoP
192	1d3+1 painshriekers	7	MoP
193	1d3+1 quickgrass	7	MoP
195	1d3+1 satyrs	7	B1
196	1d3+1 troggles (ogre)	7	MC
197	1d4+2 unicorns	7	B1
198	2 wereotyughs (lycanthropes, monstrous)	7	MoP
199-200	2d4 wolves, dire	7	B1



201	2 asnae	8	MoP
202-203	1 buggane	8	MoP
204-205	1 dragon, young green (chromatic)	8	B1
206-207	1d4+2 ettercaps and 2d4 spiders, giant	8	B1
208	1 giant tarantula (spider)	8	B2
209	1d4+2 korreds	8	B2
210	1 the savage hunt (spirit creature)	8	MoP
211-212	1 tiger, dire	8	B1
211	1 treant	8	B1
212-213	1 troll, mimic	8	MoP
214-215	1d4+4 trolls, moss	8	B3
216-217	1d4+2 tumble oxen	8	MoP
218	1d4+2 werebears (lycanthropes)	8	B2
219-220	1 wolf-in-sheep's-clothing	8	B3
221	1 baykok	9	B3
222-223	3d4 drakes, forest	9	B2
224-225	1d3+1 giants, wood	9	B2
226-227	1 ijiraq	9	B4
228	1 mastodon (elephant)	9	B1

229-230	1d4+4 mawgriffs	9	MoP
231-232	1 nependis	9	B4
233-234	1d4+2 ogres, 1 ogre priest, 1 ogre stalker, and 1 troggles	9	B1, MC
235-236	1d4+4 quickgrass	9	MoP
237	1d8+4 spriggans	9	B2
238	1d4+2 werebears (lycanthropes) and 1d4 bears, grizzly	9	B2, B1
239-240	1d4+2 wereotyughs (lycanthropes, monstrous)	9	MoP
241-242	1d4+4 border guards (rangers), 1 tribal seer (wizard), and 1 wrath priest (cleric)	10	NPC
243-244	1 dragon, young forest (imperial)	10	B3
245-246	1d10+5 megaloceros (megafauna)	10	B2
247-248	1d3+1 orc gorthek riders and 1 orc warlord with mounts (gortheks)	10	MC
249-251	1 osilath geminion	10	MoP
252-253	2d4+3 satyrs	10	B1
254-256	2 tigers, dire	10	B1
257-258	1d6+6 tumble oxen	10	MoP
261-262	1d3+1 giants, stone	11	B1
263-264	1d4+4 giants, wood and 1d4 wolves, dire	11	B2, B1
265-266	1d3+1 giant tarantulas (spiders)	11	B2
267-268	1 mezadevs	11	MoP
269-270	2 nependises	11	B4
271-272	2 ogre hunters with companions	11	MC
273	1 prankster illusionist (wizard) and 1 ranger, giant-killer	11	NPC
274	1 svathurim (frost giant)	11	MC
275-276	1 thunderbird	11	B2
277-278	1d3+1 treants	11	B1
279-280	1d6+6 wereotyughs (lycanthropes, monstrous)	11	MoP
281-283	1 athach	12	B2
284-286	1d4+1 baykoks	12	B3
287-288	1 dragon, adult green (chromatic)	12	B1
289-290	1 druid, fey friend and 1 treant (liveoak)	12	NPC, B1, CRB

291-292	1 giant, taiga	12	B2
293-294	1 ogre boss, 1d4+2 ogre brutes, and 1d3+1 troggles raiders	12	MC
295-297	Orcs: 1 chieftain, 1d4+2 gorthek riders, and 1 witch doctor	12	MC
298	1 rusalka	12	B3
299-300	1 vouivre	12	B4
301-302	1 alraune	13	B3
303-304	1 banshee	13	B2
305-306	Cursed lunacy trap (fey trap) (Hazard see p.15)	13	—
307-308	2 giants, frost and 1 svathurim (frost giant)	13	B1, MC
309-310	1d4+4 giants, stone	13	B1
311	1 giant, storm	13	B1
312	1d4+4 giant tarantulas (spiders)	13	B2
313-315	1d4+2 nependises	13	B4
316-317	2 spiders, goliath	13	B4
318-320	1 viper vine	13	B2
321-322	1 bodythief	14	B4
323-324	1d3+1 double axe furies (barbarians) and 1 toothy transmuter (wizard)	14	NPC
325-326	1 dragon, adult forest (imperial)	14	B3
327-329	1 faery regal	14	MoP
330-331	1 frost giant houndmaster with companion and 1d4+6 winter wolves (worgs)	14	MC, B1
332-333	1d3+1 giants, fire, each riding a steam hog (fire giant)	14	B1, MC
334-335	1d4+4 mastodons (elephants)	14	B1
336-337	Ogres: 1 king, 1 mancatcher, and 1d3+1 bosses	14	MC
338	1 paladin, giant hunter	14	NPC
339-340	1d3+1 svathurim (frost giant)	14	MC
341-342	1d3+1 athaches	15	B2
343-344	1d6+6 baykoks	15	B3
345-347	1 forest fiend	15	MoP
348-349	1 frost giant houndmaster with companion and 1 frost giant ice mage	15	MC
350-351	1d3+1 giants, taiga	15	B2
352-353	1 gorynych	15	B3
354-355	1 hamadryad and 1d4+1 dryads	15	B4

356	1 jubjub bird	15	B3
357-358	1 manitou	15	B4
359-360	1d4+2 spiders, goliath	15	B4
361-363	1 elven recluse (fighter)	16	NPC
364-366	1d4+4 giants, frost and 1d3+1 svathurim (frost giant)	16	B1, MC
367-369	1 hamadryad, 2d3 dryads, 2d6 centaurs, 1d4 satyrs, and 1d6+1 treants	16	B4, B1
370-373	Lost time trap (fey trap) (Hazard see p.15)	16	—
374-376	Ogres: 1 king, 2 destroyers with companions, and 1d3+1 gluttons	16	MC
377-380	1 zomok	16	B4
381-384	1 dragon, ancient green (chromatic)	17	B1
385-388	1d3+1 fire giant strongarms and 1d4+2 giants, fire	17	MC, B1
389-392	1d4+4 giants, taiga	17	B2
393-396	2 jubjub birds	17	B3
397-400	1 wendigo	17	B2
401-403	1d6+6 athaches	18	B2
404-406	1 druid, rage flame, and 1d4+2 shambling mounds with the advanced template (shambler)	18	NPC, B1, CRB
408-410	1 erlking	18	B4
411-413	Eternity of bliss trap (fey trap) (Hazard see p.15)	18	—
414-417	1d4+2 fire giant glaives and 1 fire giant lieutenant with companion	18	MC
418-420	Ogres: 2 kings and 1d6+6 gluttons	18	MC
421-425	1 dragon, ancient forest (imperial)	19	B3
426-430	1d4+2 faery regals	19	MoP
431-435	Frost giants: 1 battle priest, 1 jarl, and 1d4+2 raiders	19	MC
436-440	1 humbaba	19	B3
441-445	1 dragon chieftain (dragon disciple), 1 failed disciple (fighter), 1 rival explorer (bard), and 1 spirit avenger (eldritch knight)	20	NPC
446-450	1 erlking, 1 hamadryad, and 1d3+1 faery regals	20	B4, MoP



451-455	1 fire giant doombringer and 1d4+4 fire giant strongarms	20	MC
456-460	Frost giants: 2 battle priests, 1 jarl, and 1d4+2 elite scouts	20	MC
461-465	2 death dealers (barbarian), 1 druid, rage flame, and 1d4+2 shambling mounds with the advanced template (shambler)	21	NPC, B1, CRB
466-470	1d6+6 faery regals	21	MoP
471-476	1d3+1 fire giant magmablades and 1 fire giant doombringer	21	MC
477-478	1 fire giant king and 1d4+2 fire giant lieutenants with mounts	22	MC
479	Fire giants: 1 king, 1d3+1 magmablades, and 1d4+2 lieutenants with mounts	23	MC
480	1 jabberwock	23	B2

Primeval Woodland Encounter Elements

Dispositions: The creatures of the primeval woodland respect strength above all else, but many are willing to talk. Even when a show of force is called for, it rarely ends in death, but rather a cowed forest denizen retreats or defers to the stronger party. Fey creatures are largely something of an exception; many are open to trades or bargaining, if perhaps at a steep price in favors or magic items.

Table 4-2: Primeval Woodland Dispositions

d20	Encounter Elements
1	Disguise
2	Enchanted
3-4	Flight
5-6	Injured
7-12	Preparedness, prepared
13-15	Preparedness, unready
16	Recruiting
17-18	Scheming
19-20	Secretive

Terrain Features: Hardy plant life grows readily upon the grand slopes and valleys of the primeval woodland. The tall trees are relatively widely spaced because gigantic creatures routinely knock down medium-sized trees as they move about the forest. Most areas are dim illumination, however, since the remaining trees are massive and wide-reaching. As a result, the undergrowth is spotty. Most areas also include some slopes.

Building Blocks: Copse, dim illumination, gentle hills, plateau, slopes, and valley mouth.

Table 4-3: Primeval Woodland Terrain Features

d20	Encounter Elements
1	Cliff
2-4	Copse
5-6	Dim illumination
7	Fog
8	Footpath
9	Gentle hills
10	Glade
11	Monument
12	Plateau
13	Pond
14	River
15-16	Slopes
17	Stream
18	Thicket
19	Trench
20	Valley mouth

SPIRIT-WATCHED COUNTRY

The spirit-watched country is a region where civilization has attracted the attention of spirits such as celestials, fey, and undead. Due to the dangers of roving undead and capricious fey, even small settlements and farms tend to be warded to some degree against supernatural threats. This table can represent more magical, cursed, or blessed areas of temperate plains or hills.

Note that doppelgangers, lycanthropes, outsiders, and undead might well be disguised as more mundane types of characters of similar CR.

On Porphyra: Spirit-watched countryside can be found in Blix, the Empire of the Dead, Hesteria, the Holdfast of the Celestial Parishes, the Middle Kingdoms, and the Pinnacle Lands.

Minimum Average CR: 1/2 (d% + 0)

Maximum Average CR: 20 (d% + 400)

Typical Encounter Frequency: 8% (01-08)

Table 5-1: Spirit-Watched Country Encounters

d%	Encounter	Avg. CR	Source
01-07	1 cat (familiar)	1/4	B1
08-13	1 khuzdan jackal	1/4	MoP
12-20	1 tooth fairy	1/4	B4
21-23	1 beheaded	1/3	B4
24-28	1 dog	1/3	B1
29-33	1 goat (familiar)	1/3	UM
34-35	1 ogrillon	1/3	MoP
36-40	1 village idiot	1/3	GMG
41-43	1 aasimar	1/2	B1
44-46	1 beetle, carnage	1/2	MoP
47-48	1 dhampir	1/2	B2
49-50	1 eventual	1/2	MoP
51	1 isitoq	1/2	B4
52-53	1 pony (horse)	1/2	B1
54-56	2 khuzdan jackals	1/2	MoP
57	1 knük	1/2	MoP
58-60	1 polkan	1/2	MoP
61	1 almiraj	1	B4
62-63	2 bandits	1	GMG
64-65	1 brownie	1	B2
66-67	2 dhampirs	1	B2

68	1 elemental, Small*	1	B1/B2*
69	1 glaistig	1	MoP
70-71	1 jack-o'-lantern	1	B4
72	2 knüks	1	MoP
73-74	1 krenshar	1	B2
75-76	1 monaciello (gremlin)	1	B4
77-78	1 snake, venomous	1	B1
79-80	1 stag (herd animal)	1	B4
81	1 archon, harbinger	2	B3
82-83	1 axe beak	2	B3
84	1 cacodaemon (daemon)	2	B2
85	1 cassisian (angel)	2	B2
86	1 dretch (demon)	2	B1
87	1d3+1 eventuals	2	MoP
88-89	1 forlarren	2	B2
90	1 huecuva	2	B3
91-92	1d3+1 polkans	2	MoP
93	1 poltergeist	2	B2
94	1 pooka	2	B4
95	1 reaper falcon	2	MoP
96	1 voidworm (protean)	2	B2
97	1 werewolf (lycanthrope)	2	B1
98	1 worg	2	B1
99-100	1 woodsong	2	MoP
101-102	2d3 aasimars	3	B1
103	Accursed pool	3	GMG
104-105	1 arglolg	3	MoP
106	1 callous rake (paladin), 1 mercenary healer (cleric), 1 mercenary magician (sorcerer), and superstitious mercenary (warrior)	3	NPC
107	1 doppelganger	3	B1
108	1 elemental, Medium*	3	B1
109-110	2d3 farmers	3	GMG
111-112	2 krenshars	3	B2
113-114	2 monaciellos (gremlins)	3	B4
115	1 necrocraft	3	B4
116	1 shiko-me	3	MoP
117	1 spring-heeled jack	3	B4
118	1 striga	3	MoP
119-120	1 vampiric thrall, axe beak	3	MoP
121-122	2 axe beaks	4	B3



123	1 beetle, gothic	4	MoP
124	1d4+1 brownies	4	B2
125	2 foo dogs	4	B3
126-127	1d3+1 glaistigs	4	MoP
128-129	1 guard, 1 shopkeep, and 1 vagabond with mounts	4	GMG
130-131	2 huecuvas	4	B3
132-133	1d3+1 jack-o'-lanterns	4	B4
134	1 mawgriff	4	MoP
135	1 scarecrow	4	B2
136	1d4+1 snakes, venomous	4	B1
137	1d3+1 stags (herd animals)	4	B4
138	2 werewolves (lycanthropes)	4	B1
139-140	2 reaper falcons	4	MoP
141-142	2 arglols	5	MoP
143-144	1d3+1 careful initiates (monks) and 1 cruel devotee (monk)	5	NPC
145	2d4 elementals, Small*	5	B1
146	1 fachen	5	B4
147-148	1d4+4 krenshars	5	B2

149	1d3+1 locust swarms	5	B4
150-151	2 necrocrafts	5	B4
152-153	1d3+1 pookas	5	B4
154-155	1 shimmer dragon	5	MoP
156-158	1d3+1 werestirges (lycanthropes, monstrous)	5	MoP
159-160	1d3+1 worgs	5	B1
161-162	1d4+2 axe beaks	6	B3
163-164	1d6+9 beetles, carnage	6	MoP
165	1 dragon, young magi	6	MoP
166	2 foo lions	6	B3
167-170	1d3+1 guards, 2 shopkeepers, and 1 wanderer with carts and mounts	6	GMG
171-172	1d4+4 jack-o'-lanterns	6	B4
173-174	2 scarecrows	6	B2
175	1d3+1 striga	6	MoP
176-177	1 vampire seducer	6	MC
178-179	1d4+2 werewolves (lycanthropes)	6	B1
180	1 xill	6	B1
181-182	1d3+1 beetles, gothic	7	MoP
183-184	1 charlatan (rogue), 1 minstrel, and 1d3+1 street thugs with mounts	7	NPC, GMG
185-186	1 dullahan	7	B2
187	2d4 elementals, Medium*	7	B1
188	1 ghost	7	B1
189	3d3 huecuvas	7	B3
190	1d3+1 mawgriffs	7	MoP
192-191	3d4 monaciellos (gremlins)	7	B4
193	1d4+2 necrocrafts	7	B4
194-195	1 rognak burrower	7	MoP
196-197	1d6+2 dhampirs and 1 vampire seducer	7	B2, MC
198-199	1d8+3 worgs	7	B1
200	1 x'sval	7	MoP
201	1 animate dream	8	B2
202-203	1d4+4 arglologs	8	MoP
204	1 baku	8	B3
205-206	1d8+8 bandits and 1 highwayman	8	GMG
207-208	1 battle monk, 1 conjurist, and 1 medium	8	GMG

209	1 beetle, deathspire	8	MoP
210-211	3d4 blink dogs	8	B2
212-213	1 buggane	8	MoP
214-215	1d8+9 burrow-mawts	8	MoP
216	1 dragon, young jade	8	MoP
217	1 guecubu	8	B3
218	1d3+1 shimmer dragons	8	MoP
219-220	1d6+9 zombie rats	8	MoP
221-222	1d6+3 asherakes	9	MoP
223-224	1 aurumvorax	9	B2
225-226	1d4+4 beetles, gothic	9	MoP
227-228	2 drakes, spire	9	B4
229	1 geist	9	B4
230-231	1d4+4 mawgriffs	9	MoP
232	1 night hag	9	B1
233-234	1d4+6 pegasi	9	B1
235	1 revoker	9	MoP
236-238	5d4 stags (herd animals)	9	B4
239	1 vampire	9	B1
240	1d3+1 xill	9	B1
241	1 archon, shield	10	B3
242-244	2 beetles, deathspire	10	MoP
245-246	1 bogeyman	10	B3
247-248	1 dragon, adult magi	10	MoP
249	2 dragons, young jade	10	MoP
250-251	Energy drain trap (fey trap)	10	CRB
252-255	1d4+2 expert bodyguards (warriors), 1 sorcerer, sacred, and 1d3 successful merchants (experts) with carriages and mounts	10	NPC
256	1d4+2 grizzled mercenaries (warriors) and 1 lernaean with carriage and mounts	10	NPC, MoP
257	1d4+4 lurkers in light	10	B2
258	1 movanic deva (angel)	10	B2
259	1 spawn of Yog-Sothoth	10	B4
260	Tornado	10	CRB
261-263	2 aurumvoraxes	11	B2
264-265	1d8+8 beetles, gothic	11	MoP
266	1d3+1 bodaks	11	B2
267-268	1 bhuta	11	B3

269-270	1 celestial theurge (mystic theurge), 2 harrying brutes (monks), 1 knight (aristocrat), and 2 noble crusaders (clerics) with mounts	11	NPC
271	1 devourer	11	B1
272-274	2 freelance thieves (rogues) and 2 lernaeani with carriage and mounts	11	NPC, MoP
275-276	1d4+4 necrocrafts and 1 undead creator (wizard)	11	B4, NPC
277-278	1d4+2 rognak burrowers	11	MoP
279-280	1 vampire and 2d4 vampire spawn with mounts (vampiric thralls, axe beak)	11	B1, MoP
281-283	1 bounty hunter and 2 sellswords with mounts	12	GMG
284	1 cauchemar (nightmare) and 1 night hag	12	B1
285-286	1 dragon, adult jade	12	MoP
287-288	1 dromopod	12	MoP
289	1 monadic deva (angel)	12	B2
290	2 movanic devas (angels)	12	B2
291-294	5d6 megaloceros (megafauna)	12	B2
295	3 night hags	12	B1
296	1 revoker and 1d3 zelekhts (inevitables)	12	MoP, B2
297-298	1d3+1 scorpidrakes	12	MoP
299-300	1 vampire, enlightened	12	MC
301	1d3+1 archons, shield	13	B3
302-304	1 bandit lord, 2 battle mages, and 1d4+3 highwaymen with mounts	13	GMG
305-306	1 celebrity bard, 2 minstrels, 2 sellswords, and 1 scheming fencer (fighter) with carriage and mounts	13	GMG, NPC
307-309	1 general, 1d4+2 knights, and 1 priest with mounts	13	GMG
310-311	Cursed lunacy trap (fey trap) (Hazard see p.15)	13	—
312-313	1 death initiate (assassin) and 1 swift brawler (monk)	13	NPC
314-315	1 fellmane lion	13	MoP
316-317	1d4+2 geists	13	B4



318-319	1d4+4 maenads	13	B4
320	3 night hags on nightmares	13	B1
321	1 archon, trumpet	14	B1
322	1 astral deva (angel)	14	B1
323-325	1d3+1 bounty hunters (rangers) with mounts	14	NPC
326	1 devourer, 1 lich, and 1 vrock (demon)	14	B1
327-328	2 dragons, ancient jade	14	MoP
329-331	1 faery regal	14	MoP
332-334	1d8+4 gorgons	14	B1
335-337	1 high priest, 1d3+1 knights, and 2 priests with carriage and mounts	14	GMG
338	2 monadic devas (angels)	14	B2
339	1d4+2 movanic devas (angels)	14	B2
340	3d3 yithians	14	B3
341-342	3 cauchemars (nightmares) and 3 night hags	15	B1
343-345	1d3+1 dancing dervishes (rogues), 1 diabolical charmer (sorcerer), and 1 golem, porphyrite with mounts and carriage	15	NPC, MoP

346-347	1 dragon, adult magi	15	MoP	402-404	Eternity of bliss trap (fey trap) (Hazard see p.15)	18	—
348-350	1 dybbuk	15	B3	405-407	1d4+2 faery regals	18	MoP
351-352	1 manitou	15	B4	408-410	1d4+4 fellmane lions	18	MoP
353	1 master of undeath (cleric) and 1 sayona	15	NPC, B4	411	Grinning Death (apocalyptic)	18	MoP
354-355	1 taiga stalker (druid) and 1 treant (liveoak)	15	NPC, B1	412-414	1d3+1 high priests and 1d3+1 masters	18	GMG
356-357	1 vampire, 1d4+2 vampire warriors, and 1d3+1 bounty hunters with mounts (vampiric thralls, axe beak)	15	MC, GMG, MoP	415-416	2 mounted paragons (paladins) and 1 undead bane (arcane archer) with mounts	18	NPC
358-360	1 ypotryll	15	B4	417	2 planetars (angels)	18	B1
361	1 astradaemon (daemon)	16	B2	418-420	1 taniniver	18	B4
362	2 astral devas (angels)	16	B1	421-422	1 ageless master (monk)	19	NPC
363-365	2 bogeymen, 1d4+2 bugganes, and 1 faery regal	16	B3, MoP	423	1 archon, star	19	B3
366-369	1 celestial theurge (mystic theurge), 1 king (aristocrat), 1 mounted paragon (paladin), and 1d4+2 pious guards (paladins) with carriage and mounts	16	NPC	424-426	2 dragons, ancient jade	19	MoP
370-372	1 cruel conjurer (wizard), 1 glabrezu (demon), and 1d4+2 succubi (demons)	16	NPC, B1	427-428	1d3+1 ecorches	19	B3
373	1 devil, belier	16	B2	429-432	1d3+1 faery regals and 1 thrasfyr	19	MoP, B2
374-375	1 ecorche	16	B3	433-434	1 mage hunter (ranger) and 2 masters with mounts	19	NPC, GMG
376	1d4+2 monadic devas (angels)	16	B2	435-436	1 mithral wizard (eldritch knight)	19	NPC
377-379	Lost time trap (fey trap) (Hazard see p.15)	16	—	437-440	1d4+2 ypotrylls	19	B4
380	1 planetar (angel)	16	B1	441-444	1 death whisperer (rogue) and 1 supreme hunter (ranger) with mounts	20	NPC
381	1d3+1 archons, trumpet	17	B1	444-448	1 demon hunter (paladin), 1 mounted paragon (paladin), and 1 undead bane (arcane archer) with mounts	20	NPC
382-383	1 dragon, ancient jade	17	MoP	449-451	1d3+1 ecorches and 1 grand necromancer (wizard)	20	B3, NPC
384-387	1d4+2 generals, 1 high priest, 1 queen, 1 master, and 1 saint with carriages, mounts, and servants	17	GMG	452-455	1d6+6 faery regals with servants and mounts	20	MoP
388	1 irminsul	17	B4	456	1 lhaksharut (inevitable)	20	B2
389-392	1 thrasfyr	17	B2	457-460	1 priest of oblivion (cleric) and 1d3+1 vampire lords with carriages, servants, and mounts	20	NPC, MC
393-395	1d3+1 vampires, 1 vampire lord, 2 vampires, enlightened with carriages, mounts (vampiric thralls, axe beak), and servants	17	MC, MoP	461-466	1 ageless master (monk) and 1d4+4 masters	21	NPC, GMG
396-400	2 ypotrylls	17	B4	467-468	2 archons, star	21	B3
401	1d4+2 astral devas (angels)	18	B1	469-474	1d3+1 ecorches and 1 sorcerer, arisen with mounts	21	B3, NPC
				475-480	1d6+6 ypotrylls	21	B4

481-484	2 demon hunters (paladins) and 1 fate-bound mage (sorcerer) with mounts	22	NPC
485-488	1 duelist, master, 1 mithral wizard (eldritch knight), and 1 supreme hunter (ranger) with mounts	22	NPC
489-493	1 grand necromancer (wizard) and 1d4+2 winterwights	22	NPC, B2
494-495	Fenrir	22	MoP
496-497	1 solar (angel)	23	B1
498-499	1d12+12 ypotrylls	23	B4
500	2 solars (angels)	25	B1

*To determine elemental type, roll 1d8 (1=air^{B1}, earth^{B1}, fire^{B1}, ice^{B2}, lightning^{B2}, magma^{B2}, mud^{B2}, water^{B1}).

Building Blocks: Meadow.

Table 5-3: Spirit-Watched Country Terrain Features

d20	Encounter Elements
1	Berm
2-3	Footpath
4	Hedgerows, narrow
5-6	Hedgerows, wide
7	High road
8-12	Meadow
13-14	Monument (god only)
15-16	Pond
17	Stream
18-20	Trench

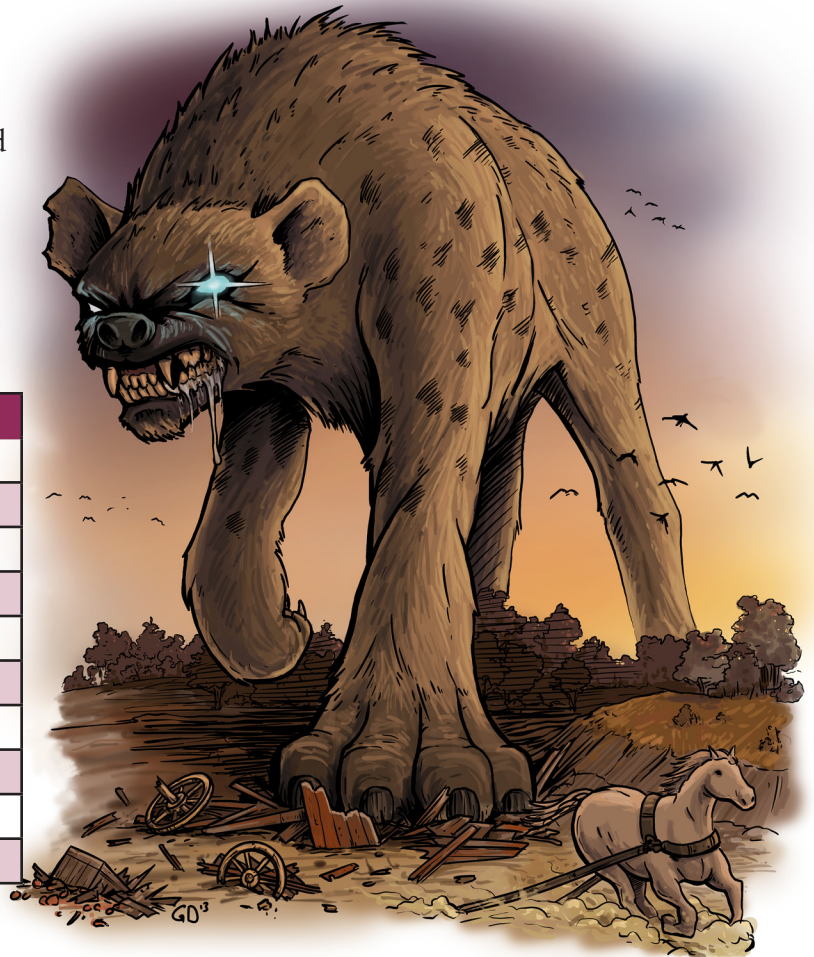
Spirit-Watched Country Encounter Elements

Dispositions: The spirit-watched countryside is a place of conflict between deathless evil and eternal good, and the fallout from these conflicts leave a populace acquainted with the best and worst that strangers can be. As a result, encountered groups might easily have an attitude anywhere from fearsome defensiveness to paranoid preemptive attacks to hopeful friendliness. Rather than fleeing, people threatened with grave danger may well hide or cry for help with some assurance that rescue is not far away.

Table 5-2: Spirit-Watched Countryside Dispositions

d20	Encounter Elements
1	Disguise
2	Enchanted
3-5	Flight
6-8	Guardian
9-12	Readiness, prepared
13-15	Readiness, unready
16	Recruiting
17	Rivalry
18	Secretive
19-20	Windblown

Terrain Features: The terrain of the spirit-watched countryside 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.



TAINTED ESTUARY

The tainted estuary encounter table incorporates elements of warm marshes, forest, and sea coast environments, including scattered beaches, dense tree cover in most places, and beaches and mangroves near shallow surf. Bamboo grows wherever mangrove trees have not already taken its place. This coast is the site of many ruins hiding ancient evils and polluted by the waste of forgotten wonders and construct guardians. Monsters include constructs, fiends, aberrations, dragons, and dinosaurs. The settlements near the estuary are often human or goblin.

On Porphyra: Tainted estuaries are found in areas of the Clockwork Lands, the Pygmy Nations, the Pynian Coast, and darker corners of Californ, Jengu-Na, Rainbow Isles, and the Seven Principalities.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 19 (d% + 380)

Typical Encounter Frequency: 12% (01-12)

Table 6-1: Tainted Estuary Encounters

d%	Encounter	Avg. CR	Source
21-22	1 archaeopteryx (familiar)	1/4	B4
23-24	1 monkey (familiar)	1/4	B1
25-26	1 spider, scarlet	1/4	B4
27-31	1 acolyte (adept)	1/3	NPC
32-36	1d4 lizards	1/3	B1
35-40	1d4 sloths (familiars)	1/3	B4
41-42	2 archaeopteryx (familiars)	1/2	B4
43	1 dhampir	1/2	B2
44	1 frog, poison	1/2	B1
45-46	1 gripli	1/2	B2
47-49	1 maggot, giant	1/2	B2
50-51	1 satyrine	1/2	MoP
52	1 spider, giant crab	1/2	B3
53	2 spiders, scarlet	1/2	B4
54-55	1 stirge	1/2	B1
56-57	1 tiefling	1/2	B1
58	1 wyrwood	1/2	B4
59-60	1 xtabay	1/2	B2
61-62	1 amoeba, giant	1	B2
63-64	1d3 centipedes, giant	1	B1

65-66	2 compsognathuses (dinosaurs)	1	B2
67-68	1 dimorphodon (dinosaur)	1	B4
69-70	1 fly, giant	1	B1
71	1 giant gecko (lizard)	1	B3
72-73	1 lizardfolk	1	B1
74	1 orangutan (ape with the young template)	1	B1
75-76	1 snake, venomous	1	B1
77-78	2 spiders, giant crab	1	B3
79-80	2 xtabays	1	B2
81-82	1 leopard (cat)	2	B1
83-84	1 crocodile	2	B1
85-86	1d6+3 monkeys	2	B1
87	1 njuzu	2	MoP
88	1 raktavarna (rakshasa)	2	B3
89-90	1 snake, constrictor	2	B1
91-92	1 tatzlwurm	2	B3
93-94	1 transforming construct, blade sphere	2	MoP
95-96	1 velociraptor (dinosaur)	2	B4
97-98	1 weedwhip	2	B4
99-100	1 werestirge (lycanthrope, monstrous)	2	MoP
101-102	1 centipede, giant whiptail	3	B2
103-104	2 giant geckos	3	B3
105-107	1d4+4 goblins	3	B1
108-109	1d4+2 griplis	3	B2
110-111	2 leaf rays	3	B4
112	1 mosquito swarm	3	B2
113	1 shadow	3	B1
114	1 shiko-me	3	MoP
115-116	2 shipmates and 1 vagabond in a rowboat	3	GMG, UC
117	1 striga	3	MoP
118	1 trapper	3	GMG
119-120	1 yellow musk creeper plus 1d6 yellow musk zombies	3	B1
121-122	1d3+1 amoeba swarms	4	B2
123-124	1d3+1 dimorphodons (dinosaurs)	4	B4
125-126	1 drake, forest	4	B2
127	1 golem, junk	4	B4
128-129	1 harpy	4	B1

130-131	1d3+1 lizardfolk	4	B1
132	2 raktavarnas (rakshasas)	4	B3
133-135	1d4+4 stirges	4	B1
136-137	1 tiger	4	B1
138-140	2 weedwhips	4	B4
141-142	2d4 amoebas, giant	5	B2
143-144	1d3+3 cannibals	5	GMG
145	1 cuestodaemon, lesser (daemon)	5	B2
146-147	1 dandasuka rakshasa	5	B3
148-149	Ear seekers	5	GMG
150-151	1d4+2 giant geckos (lizards)	5	B3
152	1d6+5 gripplis	5	B2
153-154	2 kechs	5	MoP
155	1 rokurokubi	5	MoP
156	1 sapper (expert) and 1 wizard, investigator	5	NPC
157	2 striga	5	MoP
158-159	1d3+1 tatzlwyrms	5	B3
160	1d3+1 werestirges (lycanthropes, monstrous)	5	MoP
161-162	1 beast master	6	GMG
163	5d4 compsognathuses (dinosaurs)	6	B2
164-165	1 dragonnel dinosaur	6	MoP
166-167	2 drakes, forest	6	B2
168	1 cuestodaemon (daemon)	6	B2
169-170	1 girallon	6	B1
171-172	1 slaver (or traveling merchant) and 1d6+6 shipmates in a keelboat	6	GMG, UC
173-174	1d4+4 snakes, venomous	6	B1
175-176	1 tendriculos	6	B2
177-178	1d4+2 weedwhips	6	B4
179-180	1 will-o'-wisp	6	B1
181	1 cuestodaemon, greater (daemon)	7	B2
182-183	1d4+2 deinonychuses (dinosaur)	7	B1
184-185	1 dragon, black (young)	7	B1
186-187	1 elasmosaurus (dinosaur)	7	B1
188-189	1 goblin frog-talkers and 1d4+2 goblin sneaks	7	MC
190	1d3+1 golems, junk	7	B4

191-192	1d3+1 harpies	7	B1
193	1d8+4 lizardfolk	7	B1
194	1d4 lizards, giant frilled	7	B1
195	2 monster hunters	7	GMG
196-197	1d3+1 ooze swallows	7	MoP
198-199	1 traveling merchant and 1d6+6 shipmates in a keelboat	7	GMG, UC
200	1d4+4 werestirges (lycanthropes, monstrous)	7	MoP
201-202	1 arboreal nemesis	8	MoP
203-204	1 carousing champion (cleric) and 1d4+7 veteran buccaneers (warriors) in a keelboat	8	NPC, UC
205-206	2 dragonnel dinosaurs	8	MoP
207-208	1 goblin stickylord and 3 goblin vulture pilots	8	MC
209	1 golem, sapphire (jewel)	8	MoP
210	1 hydrodaemon (daemon)	8	B2
211-212	1 ironwife	8	MoP
213	1 kapre	8	B4
214-215	1 marai rakshasa	8	B3
216-217	1 tiger, dire	8	B1



218-219	1 treant	8	B1
220	1d8+4 velociraptors (dinosaurs)	8	B4
221-222	1 centipede, titan	9	B2
223-224	1 clockwork mage	9	B4
225-226	2 clockwork steeds ridden by 1 enforcer (adept) and 1 grizzled mercenary (warrior)	9	B4, NPC
227-228	1 crocodile, dire	9	B1
229-230	2 elasmosauruses (dinosaur)	9	B1
231	1 dinosaur, tyrannosaurus	9	B2
232-233	1 drake, lava	9	B4
234-235	1 golem, alchemical	9	B2
236-237	1d4+4 harpies	9	B1
238-239	1 tikbalang	9	B4
240	1d4+10 werestirges (lycanthropes, monstrous)	9	MoP
241	1 alaihar	10	MoP
242-243	3d4 drakes, forest	10	B2
244	1 giant, jungle	10	B3
245-246	1 giant anaconda (snake)	10	B2
247-248	1 golem, porphyrite	10	MoP
249	1 nue	10	B3
250-251	1 piscodaemon (daemon)	10	B2
252-253	1 rakshasa	10	B1
254	1d3+1 soulbound mannequins	10	B4
255-256	1 stirge swarm, jungle	10	MoP
257-258	1d4+2 tendriculoses	10	B2
259-260	2 treants	10	B1
261-262	1d3+1 arboreal nemeses	11	MoP
263	2 centipedes, titan	11	B2
264-265	2 crocodiles, dire	11	B1
266	1d4+2 elasmosauruses (dinosaurs)	11	B1
267-268	2 dinosaurs, tyrannosauruses	11	B1
269-270	1 dragon, adult black (chromatic)	11	B1
271-272	1 first mate, 1 watch captain, 1d4+8 shipmates, 1d10+30 foot soldiers, and 1d6+6 grizzled mercenaries (warriors) in a keelboat	11	GMG, NPC, UC

273-274	1 goblin chief, 1 goblin frog-talker, and 1d3+1 grizzled riders (goblins) with mounts (lizards, giant geckos)	11	MC
275	1 kakodaimon	11	MoP
276	1 spider, goliath	11	B4
277-278	1 spinosaurus (dinosaur)	11	B3
279-280	1 transforming construct, longship	11	MoP
281-282	1 aloof scholar (pathfinder chronicler), 1 blackstrike (shadowdancer), and 2 pod-spawned guard captains	12	NPC, B4
283-284	1d3+1 drakes, lava	12	B4
285-286	2 giant anacondas (snake)	12	B2
287-288	1d3+1 golem, alchemical	12	B2
289-290	1 golem, clockwork	12	B2
291	1 hydrodaemon (daemon)	12	B2
292-293	3d4 mosquito, giant	12	B2
294-295	2 nues	12	B4
296	1 Pattern of Suffering (ironclad lich)	12	MoP
297-298	1 pirate queen (ranger), 1 first mate, and 1d6+4 raiders in a keelboat	12	NPC, GMG, UC
299-300	1d3+1 tikbalangs	12	B4
301-302	1 acid terror (dragon disciple) (or bard, tribal leader) and 1d4+4 raiders in a keelboat	13	NPC, GMG, UC
303	1d4+2 centipedes, titan	13	B2
304-305	1d4+2 crocodiles, dire	13	B1
306-307	1 froghemoth	13	B1
308	1 golem, iron	13	B1
309	1d3+1 golems, porphyrite	13	MoP
310	1d4+2 hydrodaemons (daemons) and 1 piscodaemon (daemon)	13	B2
311	1 mother of beasts (cleric) and 1d4+1 tikbalangs	13	NPC, B4
312	1d3+1 marai rakshasas, 1d3+1 dandasukas rakshasas, and 1 rakshasa	13	B1
313	2 spiders, goliath	13	B4
314-315	2 spinosauruses (dinosaurs)	13	B3
316-317	1d3+1 stirge swarms, jungle	13	MoP

318	1d4+2 tyrannosauruses (dinosaurs)	13	B1
319-320	1 viper vine	13	B2
321-323	1 bodythief	14	B4
324-326	1 captain, 1 first mate, 20d10 shipmates, 1 traveling merchant, and 1d4+4 sellswords in a galley	14	GMG, UC
327	1 faery regal	14	MoP
328-329	1d4+1 giants, jungle and 1d3 girallons	14	B3, B1
330-331	1 golem, brass	14	B3
332-333	1d4+2 hydrodaemons (daemons)	14	B2
334-335	1d3+1 kakodaimons	14	MoP
336-337	1d4+2 nues	14	B3
338-339	2 nosferatu (vampires) and 1 vampire, enlightened	14	B4, MC
340	1d4+4 souldbound mannequins and 1 soulbound shell	14	B4
341-343	1 bandit lord, 1d3+1 bounty hunters, 1d6+6 first mates, and 20d10 shipmates in a galley	15	GMG, UC
344-345	1d8+4 drakes, lava	15	B4
346-347	1 golem, cannon	15	B3
348-349	1d3+1 golems, clockwork	15	B2
350-352	1 kongamato	15	B3
353	1 manitou	15	B4
354-356	1 popobala	15	B3
357	1d4+2 spiders, goliath	15	B4
358	1d4+2 spinosauruses (dinosaurs)	15	B3
359-360	1 tataka rakhasa	15	B3
361-363	1 clockwork dragon	16	B4
364-366	1 bounty hunter (ranger), 1 chain mauler (rogue), and 1 diabolical charmer (sorcerer) with mounts (clockwork steeds) or keelboat and crew	16	NPC, B4/UC
367-369	1 dragon, ancient black (chromatic)	16	B1
370	1d3+6 giants, jungle and 1d3 girallons	16	B3, B1
371-373	1d3+1 golems, iron	16	B1
374-376	1 golem, mithral	16	B2



377-378	1d8+4 rakshasas	16	B1
379-380	1d6+6 stirge swarms, jungle	16	MoP
381-383	1d3+1 golems, brass	17	B3
384-386	2 golems, cannon	17	B3
387-390	2 kongamatos	17	B3
391-393	2 tataka rakshasas	17	B3
394-397	1 tunche	17	B4
398-400	1 vampire lord and 1d3+1 vampires, enlightened	17	MC
401-403	1d4+2 faery regals	18	MoP
404-406	1 faery regal and 1 tunche	18	MoP, B4
407-410	1 golem, mithral and 1 mage spy (wizard)	18	B2, NPC
411-414	1 metal bandersnatch (magical construct)	18	MoP
415-416	1 purrodaemon (daemon)	18	B2
417-420	1 taniniver	18	B4
421-423	1 colossus, stone	19	B4
424-426	1d3+1 golems, mithral	19	B2
427-431	1 humbaba	19	B3
432-436	1 sard	19	B2

437-440	1d4+2 tataka rakshasas	19	B3
441-445	1 demonologist (loremaster) and 1d4+2 glabrezu (demons)	20	NPC, B1
446-450	1d6+6 faery regals	20	MoP
451-455	1 rakshasa maharaja	20	B3
456-460	1 refined reaver (barbarian) and 1 supreme hunter (ranger)	20	NPC
461-464	1 colossus, iron	21	B4
465-469	1 doomsayer (bard), 1 priest of oblivion (cleric), and 1d3+1 shadowdancers, black ice with ship and crew or mounts and servants	21	NPC
470-472	1d3+1 purrodaemons (daemons)	21	B2
473-476	1 rakshasa maharaja with 1d4+2 tataka rakshasas	21	B3
477-478	1 jabberwock	23	B2
479-480	1d4+4 purrodaemons (daemons)	23	B2

Tainted Estuary Encounter Elements

Dispositions: The inhabitants and many visitors of this region are beset on all sides by evil spirits, dangerous constructs, and the hazards of a densely-populated jungle. As a result, they tend to be extremely cautious of any unplanned encounter. Some parley only once they have the upper hand tactically. Others know the relics of the past and new inventions present an opportunity to profit if they play their cards right and get on the good side of powerful strangers.

Table 6-2: Tainted Estuary Dispositions

d20	Encounter Elements
1	Disguised
2	Enchanted
3-5	Flight
6-8	Injured
9-10	Mayday, watery
11-16	Readiness, prepared
17	Readiness, unready
18-20	Scheming

Terrain Features: Tainted estuary terrain is very densely covered in plant life, ill-lit undergrowth, and water.

Because the tainted estuary is the edge of a forest, the broken canopy allows a great deal of undergrowth to thrive in many areas. In general, any stretch is either underwater, largely beshadowed, or largely overgrown with difficult terrain of some kind.

Building Blocks: Beach, copse, dim illumination, mire, shallows, thicket, and massive trees.

Table 6-3: Tainted Estuary Terrain Features

d20	Encounter Elements
1	Beach
2-4	Copse
5	Dim illumination
6-7	Deep water (see below)
8	Fog
9	Footpath
10-11	Mire
12	Quicksand
13	Scrub
14-17	Shallows (see below)
18	Stream
19-20	Thicket

Deep Water: Deep water is 1d4 x 10 feet deep, 2d4 x 10 feet across, and extends off the map to connect with the sea. Sunlight is reduced to normal illumination below 10 feet and reduced to dim illumination below 30 feet.

Shallows: This area of water slopes only gradually into the sea, rarely exceeding 5 feet in depth. It extends to the sea, at least eventually, and could connect to a river as well. It is at least 1d4 x 10 feet wide and extends at least 2d4 x 10 feet into the battle map from an edge. Trees can grow in shallows, but they are generally mangroves, seeming to stand on stilted roots above the waterline.

UNDERDEEP RUINS

Featuring aberrations, constructs, and especially undead, the Underdeep ruins encounter table can represent any ruins of Old Porphyra buried with the arrival of the new gods and their lands. Because many of the ruins were buried suddenly and on a massive scale, a large number remain unexplored even centuries later. This encounter table can also represent natural caverns, abandoned dungeons, vaults, or prisons.

On Porphyra: In addition to many areas of the Under deep, this table can be used to for encounters in areas on the surface world near openings to the Underdeep. Such places typically have a 25% of rolling on this encounter table instead of the usual one for that area. Appropriate openings can be found in Creeper's Rift, the Kingdom of Avandrool, Morah'Silvanath, Purple Mountain, and the Pygmy Nations.

Minimum Average CR: 1 (d% + 20)

Maximum Average CR: 13 (d% + 260)

Typical Encounter Frequency: 8% (01-08)



Table 7-1: Underdeep Ruins Encounters

d%	Encounter	Avg. CR	Source
21-24	1 mite	1/4	B1
25-32	1 duergar	1/3	B1
33-40	1 orc	1/3	B1
41-43	1 beetle, carnage	1/2	MoP
44-46	1 centipede, giant	1/2	B1
47-50	1 duergar sharpshooter	1/2	MC
51-54	2 mites	1/2	B1
55-56	1 scorpion, ghost	1/2	B3
57-60	1 vegpeygmy	1/2	B1
61-62	1 amoeba, giant	1	B2
63	Bad air (nonflammable)	1	GMG
64	1 dark dancer	1	B4
65-64	1d3+1 drow, common	1	B1
67-68	1d4+1 duergar	1	B1
69-70	1 goblin dog	1	B1
71	1 gremlin, vexgit	1	B2
72	1 gryph	1	B2
73-74	1d4+2 mites	1	B1
75	1 mongrelman	1	B2
76	1d3+1 orcs	1	B1

77-78	1 scorpion, cave	1	B2
79-80	1 troglodyte	1	B2
81-82	Brown mold, 1 patch	2	CRB
83-84	1 dark creeper	2	B2
85-86	1 dragon cuckoo	2	MoP
87-88	1d3+1 duergar slavers	2	MC
89-90	1 executioner's hood (lurking ray)	2	B4
91	1 eyebeast spawn	2	MoP
92-93	1 leshy, fungus	2	B3
94-95	1 scorpion, cave and 1d3 mites	2	B2, B1
96	1 morlock	2	B1
97	1 orc mystic	2	MC
98-99	1 troglodyte skulker	2	MC
100	1 troll, sewer	2	MC
101	Accursed pool	3	GMG
102	1 dark slayer	3	B2
103	1 dark spitter beetle (duergar)	3	MC
104-105	1 eye stealer	3	MoP
106-107	1 gelatinous cube	3	B1
108-109	2 gremlins, vexgits	3	B2

110-111	1 maggot hound	3	MoP
112	Mnemonic crystals	3	GMG
113	2 mongrelmen	3	B2
114	1 rust monster	3	B1
115	2 scorpions, cave	3	B2
116-117	2 troglodytes	3	B1
118-119	2d3 vegepygmies	3	B1
120	1 violet fungus	3	B1
121	Bad air (flammable)	4	GMG
122-123	1 barrow wight	4	MoP
124	2 dark creepers	4	B2
125	1d3+1 dark dancers	4	B4
126	1 dark stalker	4	B2
127-128	1d3+1 drow scouts	4	MC
129-130	1 gray ooze	4	B1
131-132	Green slime, 1 patch	4	CRB
133	1 mimic	4	B1
134	2 morlocks	4	B1
135-136	1 otyugh	4	B1
137-138	1 phycomid	4	B2
139-140	1 slithering tracker	4	B2
141	1 cloaker	5	B1
142-143	1 crystalline horror	5	MoP
144	1 dark caller	5	B4
145	2 dark spitter beetles (duergar)	5	MC
146-147	1d3+1 dragon cuckoos	5	MoP
148	1d4+3 drow, common and 1 drow, noble	5	B1
149	1 duergar lieutenant	5	MC
150	1 gibbering mouter	5	B1
151	1 lampad	5	B4
152	1 ochre jelly	5	B1
153	1 octospine	5	MoP
154	2 rust monsters	5	B1
155-156	1 sage whisperer	5	MoP
157	1d4+2 troglodytes	5	B1
158	1 troglodyte beast-speaker and 1 lizard, monitor with the giant template	5	MC, B1
159-160	2 violet fungi	5	B1
161	1d6+9 beetles, carnage	6	MoP
162	1d4+2 dark creepers	6	B2
163-164	3d4 gremlins, vexgits	6	B2

165	1d4+2 morlocks	6	B1
166-167	1 oozecrawler	6	MoP
168-169	Russet mold, 1 patch	6	CRB
170	1 seugathi	6	B2
171-173	1d3+1 shadows	6	B1
174	1 slaugrak (troglodyte)	6	MC
175-176	2 slithering trackers	6	B2
177-178	2 troglodyte skulkers and 1 troglodyte sorcerer	6	MC
179-180	Yellow mold, 1 patch	6	CRB
181-182	1d3+1 barrow wights	7	MoP
183	1 black pudding	7	B1
184	2 cloaklers	7	B1
185	1d3+2 dark creepers and 1 dark stalker	7	B2
186	1d4+2 dark spitter beetles (duergar)	7	MC
187	1 dragon, young underworld (imperial)	7	B3
188	1d3+2 eye stealers	7	MoP
189	1 gnarl	7	MoP
190-191	1 ioun remnant	7	MoP
192-193	1 lurker above (lurking ray)	7	B4
194	1 magma ooze	7	B2
195-196	1d4+1 ooze swallowers	7	MoP
197-198	1d3+1 otyughs	7	B1
199	1 spectre	7	B1
200	1 stillfiend	7	MoP
201-202	Cave-in	8	CRB
203	1 dark caller and 1d3+1 dark stalkers	8	B4, B2
204	1d6+4 dark creepers, 1 dark stalker, and 1 dark dancer	8	B2, B4
205	1d4+1 dark stalkers and 1 dark slayer	8	B2
206	1 destrachan	8	B2
207	1 festering spirit	8	B4
208	1 knollman	8	MoP
209-210	1d4+4 maggot hounds	8	MoP
211	1d3+1 octospines	8	MoP
212	2d4 phycomids	8	B2
213	1d8+2 rust monsters	8	B1
214-215	1 shadow, greater	8	B1
216-217	1 trapper (lurking ray)	8	B4

219	3d4 violet fungi	8	B1
220	1d8+9 zombie rats	8	MoP
221-223	1d4+4 barrow wights	9	MoP
224-225	1 centipede, titan	9	B2
226-227	1d4+2 cloaklers	9	B1
228-229	1d12+6 morlocks	9	B1
230-232	1d3+1 seugathi	9	B2
233	1d8+4 shadows	9	B1
234-235	1d3+1 shadows and 1 shadow, greater	9	B1
236-237	2 spectres	9	B1
238-240	1 troglodyte champion, 1 troglodyte chieftain, and 1 troglodyte priest with mounts (lizards, monitor with the giant template)	9	MC, B1
241-242	1 ancient gravedigger (ghoul)	10	MC
243	2 destrachans	10	B2
244-245	Drow: 1d4+4 house guards, 1 master scout, and 2 priests	10	MC
246-247	Duergar: 1 captain and 2 lieutenants riding darkspitter beetles	10	MC
248-250	2 festering spirits	10	B4
251	1d3+1 gnarls	10	MoP
252	1 golem, clay	10	B1
253-254	1 gug	10	B2
255	1 nosferatu (vampire)	10	B4
256	1d3+1 stillfiends	10	MoP
257-258	1d3+3 xorns	10	B1
259-260	1d3 xorns with the advanced and giant templates	10	B1
261-262	1 carnivorous crystal	11	B3
263-265	2 centipedes, titan	11	B2
266	1d6+6 cloaklers	11	B1
267-268	1 duergar captain, 2 duergar lieutenants, and 1 duergar taskmaster with mounts (dark spitter beetles), carts, and servants	11	MC
269-270	1 dragon, adult underworld (imperial)	11	B3
271	1 golem, stone	11	B1
272-273	1 graveknight	11	B3
274	1d3+1 mohrgs	11	B1
275	1d4+4 seugathi	11	B2



276-278	1d4+2 spectres	11	B1
279-280	1 troglodyte champion and 1d3+1 troglodyte scale-riders with mounts (lizards, monitor with the giant template)	11	MC, B1
281-282	1 drow poisoner, 2 drow house captains, and 1 giant tarantula (spider)	12	MC
283-286	1d4+2 festering spirits	12	B4
287-289	1 golem, ruby (jewel)	12	MoP
290-291	1 graveknight and 1d3+1 ghoul stalkers	12	B3, MC
292-294	1 purple worm	12	B1
295-297	1 roper	12	B1
298-300	1 troglodyte chieftain, 1 troglodyte tyrant, and 1d3+1 troglodyte scale-riders with mounts (lizards, monitor with the giant template)	12	MC, B1
301	1 abrakarn viper (drow)	13	MC
302	1 azruverda	13	B3
303	1 banshee	13	B2

304	1d4+2 centipedes, titan	13	B2
305-306	1 corpse orgy	13	MoP
307-308	1 elder beast, purple worm	13	MoP
309-310	1 graveknight and 1d3+1 mohr-gs	13	B3, B1
311-312	1 ghorazagh	13	B3
313-314	1d3+1 golems, clay	13	B1
315-316	1d3+1 gugs	13	B2
317	1 morrigna (psychopomp)	13	B4
318	1d6+6 spectres	13	B1
319-320	1 troglodyte tyrant and 1d3+1 troglodyte warren guards	13	MC
321-322	1 juggernaut beetle (duergar)	14	MC
323-324	1d3+1 carnivorous crystals	14	B3
325-326	1 demilich	14	B3
327-328	1 dread eyebeast	14	MoP
329-330	Duergar: 1 hammer and 1d4+2 taskmasters with mounts (dark spitter beetles)	14	MC
331	1 flying polyp	14	B4
332	1d3+1 golems, stone	14	B1
333-334	1 reaper	14	MoP
335-336	2 ropers	14	B1
337	Sinkhole (Hazard see p.16)	14	—
338	1 vemerak	14	B2
339-340	1 worm that walks	14	B2
341	2 abrakarn vipers (drow)	15	MC
342-343	1 spider, goliath, 1d4+1 drow demonic champions, and 2 drow poisoners	15	B4, MC
344-346	2 ghorazaghs	15	B3
347-349	1d3+1 golems, ruby (jewel)	15	MoP
350-351	1d6+4 gugs	15	B2
352-354	1 hyakume	15	B4
355-357	1 neothelid	15	B1
358-360	1d3+1 troglodyte tyrants and 1d4+2 troglodyte warren guards	15	MC
361-362	1d3+1 azruverdas	16	B3
363-364	2 juggernaut beetles (duergar)	16	MC
365	1d4+4 carnivorous crystals	16	B3
366-367	1 dragon, ancient underworld (imperial)	16	B3
368-370	1d4+2 drow demonic champions and 1 drow matron	16	MC

371-373	2 duergar hammers and 1 duergar high priest riding 1 juggernaut beetle with servants	16	MC
374-375	1 gallowdead	16	B4
376	1 hollow serpent	16	B3
377-378	1 ooze queen	16	MoP
379-380	1d4+2 ropers	16	B1
381-383	Drow: 1 abrakarn viper, 1d3+1 demonic champions, 1 matron, and 1 poisoner	17	MC
384	1d3+4 azruverdas	17	B3
385-387	1 bhole	17	B4
388	1d3+1 flying polyps	17	B4
389-391	2 hyakumes	17	B4
392-394	1 immortal ichor	17	B4
395-397	2 neothelids	17	B1
398-400	1 ooze queen, 1d3+1 troglodyte tyrants, and 2 troglodyte warren guards	17	MoP, MC
401-403	2 gallowdead	18	B4
404-405	3d3 ghorazaghs	18	B3
406-407	2 hollow serpents	18	B3
408-410	1d4+2 hyakumes	18	B4
411-414	1d4+2 duergar hammers and 1 immortal ichor	18	MC, B4
415-417	1 nightcrawler (nightshade)	18	B1
418-420	1 taniniver	18	B4
421-424	2 abrakarn vipers (drow), 1 drow matron, and 1 immortal ichor	19	MC, B4
425-426	1 colossus, stone	19	B4
427-428	1d4+4 flying polyps	19	B4
429-432	1 golem, adamantine	19	B2
433-436	1d3+2 neothelids	19	B1
437-440	1 shoggoth	19	B1
441-445	1d4+2 gallowdead	20	B4
446-450	1d4+2 hollow serpents	20	B3
451-455	1 mu spore with the young template	20	B2, B1
456-460	2 nightcrawlers (nightshades)	20	B1
461-466	1 mu spore	21	B2
467-472	2 shoggoths	21	B1
473-474	1d6+6 gallowdead	22	B4
475-476	1d3+1 golems, adamantine	22	B2

477-478	2 mu spores with the young template	22	B2, B1
479	2 mu spores	23	B2
480	1d4+2 shoggoths	23	B1

13	Rubble, heavy
14	Rubble, light
15	Slippery floor
16	Slope
17-19	Tunnel
20	Underground river

Underdeep Ruins Encounter Elements

Dispositions: Most intelligent creatures in the Underdeep ruins assume the worst of any other beings they meet and attack on sight. Many are undead or construct remnants of destroyed civilizations, still desperately trying to protect what little is left of the world they once knew. A few others instead seek to form alliances to make the most of the few resources and forgotten treasures buried by the arrival of the new gods and their lands, but they must be wary of traitorous neighbors.

Table 7-2: Underdeep Ruins Dispositions

d20	Encounter Elements
1-2	Flight
3-6	Guardian
7-11	Readiness, prepared
12-16	Readiness, unready
17-18	Scheming
19-20	Secretive

Terrain Features: Underdeep ruins are characterized by narrow tunnels punctuated by open caverns and the ruins of buildings buried by the arrival of landmasses brought by gods to Porphyra. Pitch blackness reigns in the caves and ruins except for the occasional patches of phosphorescent fungi casting light as candles.

Building Blocks: Cavern, footpath, high road, ruined building, tunnel, and underground river. Solid earth and stone fills all other squares.

Table 7-3: Underdeep Ruins Terrain Features

d20	Encounter Elements
1-4	Cavern
5-6	Chasm
7	Footpath
8	High road
9	Ledge
10	Monument (elemental only)
11-12	Ruined buildings

Monsters of Porphyra

All of the art contained in this product originally appeared in *Monsters of Porphyra* by Perry Fehr and Mark Gedak. This 196-page, full-colour monster book is one of the many supplements by Purple Duck Games created to support the Porphyra Campaign Setting. The setting will be released in late 2015 or early 2016. The images used in this document were commissioned from Gary Dupuis and are readily available as stock art from Purple Duck Games. The pieces used in this document are:

- Anpur (p.17)
- Buggane (p.27)
- Eye Stealer (p.41)
- Forest Fiend (p.29)
- Grinning Death (p.35)
- Lernaean (p.19)
- Mawgriff (p.31)
- Njuza (p.37)
- Orcam (p.21)
- Revoker (p.33)
- Sarrenels (p.25)
- Stirge Swarm (p.39)
- Transforming Construct (p.23)
- Zombie Rat (p.43)

Monsters of Porphyra II will be released in early 2016. It is currently being written with the assistance and input of my [patrons](#).

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