RANDOM ENCOUNTERS REMASTERED
WORLD'S EDGE AND BEYOND
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How to Use this Book

Random Encounters Remastered: World's Edge and Beyond (*RER: WEaB*)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, *RER: WEaB* also presents rules, guidelines and advice for quickly creating interesting roleplaying and combat situations.

Each volume of the *Random Encounters Remastered* series describes a number of adventure areas. These encompass common sites such as abyssal rifts, beshadowed backwoods, elemental oases, historic battlefields, misty morasses, or summer otherworlds. 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 the tools for the GM to quickly make and fine-tune an encounter appropriate for a party's level and capabilities. Wherever a party finds itself, the tables and rules in this book can help a GM construct a quick, memorable encounter.

Although called *Random Encounters Remastered*, the encounters formulated with this book don't have 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?

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

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

Using an expanded encounter table: The encounter tables included in this book are designed to be limited by the average CR of a specific area. For example, although the Eerie Woods table includes encounters of every CR from 1/2 to 23, any given woodland region the party may pass through should probably not confront the party with such varied hazards. Instead, before rolling on the table, decide what the average CR should be for encounters in the region the party is passing through. To make it unlikely the party will be disastrously overmatched or utterly bored by an encounter, it is best to use an average CR very close to the average party level. Then, take this chosen number, multiply it by 20, and add it to the d% roll to determine what is randomly encountered in the area. For example, if a thickly wooded and haunted valley had an average CR of 12 and used the Eerie Woods encounter table, an encounter would be picked by rolling d% and adding +240 to the result.

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

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

Dispositions are elements that 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 copses or meadows) are often made up of an arrangement of smaller types of terrain features (such as trees and underbrush). This table accompanies a brief list of "building blocks", which are the terrain features which should dominate most maps in the area (such as copses and thickets in a forest). Parts of a map which are not occupied by more uncommon terrain features should generally be largely occupied by building block terrain features. For additional advice on terrain features,

see Chapter 13: Environment, in the *Pathfinder Core Rulebook*.

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

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

Ending an Encounter: Another valuable way to maintain verisimilitude and to save time in a random encounter is to have encounters of a violent nature end before one party is dead. Most creatures recognize when a violent encounter is likely to end soon in their own destruction, and only the most bloodthirsty, aggressive, despairing, or utterly lacking in self-preservation will choose to continue an engagement beyond this point. Most will attempt to flee or surrender when they have less than 20% of their resources (especially

hit points) remaining. If a foe manages to get away, award XP as standard for defeating it as normal and consider allowing the group to pick up at least a token amount of dropped or stashed treasure in its wake. Remember to record the key details of the encounter, as the party might wish to hunt down an escaped foe and you might wish to have the foe do likewise (in hopes of getting revenge).

After the Encounter: After a random encounter has concluded, you may wish to take note of anything that has the potential to come up again later. Treasure might hold clues for later adventures, friendly NPCs might grant a boon or show up again later at a time when they can offer a helping hand, and a defeated foe might lead to a revenge encounter later (escaped enemies are the easiest for players to see coming, but even a killed foe might have friends interested in revenge).

Sources: This book draws upon the *Pathfinder Roleplaying Game Core Rulebook* (CRB), *Game Mastery Guide* (GMG), *NPC Codex* (NPC), *Bestiary* (PB), *Bestiary 2* (PB2), *Bestiary 3* (PB3), *Advanced Player's Guide* (APG), and *Ultimate Combat* (UC).

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**.

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**.

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

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

Windblown: The encountered group is seeking shelter from the weather, and as such is ready for action but not necessarily attentive for new hazards. The en-

counter map is subject to severe weather as appropriate for its environment (see Weather on page 437 of the Core Rulebook). Combatants who rely on spellcasting or ranged weapons are at a disadvantage against those who do not. **CR +1**.

Terrain Features

The following terrain features provide additional structure to the encounter.

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

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

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 × 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 × 10 feet deep.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 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**.

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.

Minor Negative-Dominant Zone: Several planes are infused with negative energy in places, creating minor zones where the energy is dominant. A negative-dominant zone most commonly appears on the Shadow Plane, although it can also appear in places touched by the Negative Energy Plane, ley lines channeling the power of death and decay, or by exposure to vast numbers of deaths in a short period of time. The area has strangely muted colors, although it does not actually dampen the brightness of illumination. Living creatures in a minor negative-dominant zone take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash. Nonliving and solo living combatants have an advantage over living and numerous combatants in this zone. **CR +1**.

Mire: A round patch of deep bog 1d4 x 10 feet in diameter 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.

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.

Planar Vortex: A planar vortex is a rare connection to a specific other plane of existence, often dangerous and unstable. The area is infused with a single planar trait from the connected plane, such as the air-dominant or mildly evil-aligned traits. A vortex to an elemental plane generally appears in a place dominated

by a relatively pure example of that element, such as a volcano linked to the Plane of Fire, a vast expanse of pure, dry sand or rock linked to the Plane of Earth, a wide-open and wind-blown area linked to the Plane of Air, or a deep sea trench linked to the Plane of Water. A vortex to an aligned plane generally appears in a place with powerful symbolic ties to the plane, such as a prison in the depths of a dread tyrant's fortress marred by diabolical rituals linked to Hell. A vortex between the fey realm and the mortal realm generally appears at the juncture of two or more ley lines or other places of great natural magic. A planar vortex functions similarly to the portal created by the gate spell, but it is generally open at regular intervals rather than having a brief one-time duration. For descriptions of planar traits and specific planes, see Planar Adventures in the *Pathfinder RPG GameMastery Guide*.

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

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

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

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

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

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

River: A typical river is 1d12 x 10 feet wide and up to 1d6 x 5 feet deep, though the water might be lower or higher depending upon how much rainfall there has been lately. If that amount is unknown, a typical warm environment has a 5-in-10 chance of having excessive rain lately (raising the water level by 5 feet and doubling the swiftness of the water) if it is the rainy season and a 1-in-10 chance of having deficient rain lately (lowering the water level by 5 feet to a minimum of 1d2-1 feet). Reverse the probabilities if it is the dry season. Typically, the river bisects the encounter map, with the party on one side and the enemies on the other (or within the river, as appropriate). Combatants who can fly, swim with a Swim speed, or have freedom of movement have the advantage against the rest. **CR +/-1**.

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.

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.

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 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2. Flying combatants and those who can otherwise ignore the difficulties of a steep slope have an advantage over those who cannot. **CR +/-1**.

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

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.

Unearthly Battlefield: This flat battlefield is devoid of any trace of life, save for a few monstrous bones and fiendish bloodstains (treat the bones as light rubble).

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.

Hazards

A hazard like the traps below can be an encounter in its own right.

Fey Traps: 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)

Expanded Tables

ABYSSAL RIFT

An Abyssal rift is a region where the powers of the Abyss bleed into other realities, warping the land into a twisted mockery of its former state, its blighted plants and blasted stones seeming to weep with blood, bile, or steaming tears of sorrow at what has been destroyed. Such a rift can form anywhere that the land is scarred by terrible evil or chaos, although such a radical transformation rarely strikes without a singularly potent catalyst, such as the death of a lawful or good deity or the completion of a ritual spanning hundreds of miles and involving thousands of lives. This table can also be used to represent encounters within the Abyss itself.

If the rift has not completely eradicated all traces of what the region used to be, or in the fringes of a complete rift, roll for encounters for both the abyssal rift and for the region's normal state (although there should generally not be encounters for both simultaneously).

Minimum Average CR: 1 (d% + 20)
Maximum Average CR: 22 (d% + 440)
Typical Encounter Frequency: 10% (01-10)

Table 1-1: Abyssal Rift Encounters

d%	Encounter	Avg. CR	Source
21-30	1 dog with the entropic template	1/3	PB, PB2
31-40	1 rat, dire with the fiendish template	1/3	PB
41-50	1 cockroach, giant with the fiendish template	1/2	PB2, PB
51-60	1 maggot, giant with the entropic template	1/2	PB2
61-62	1 dog, riding with the fiendish template	1	PB
63-65	1 festrog	1	PB3
66-68	1 fly, giant with the entropic template	1	PB2
69-71	1 petitioner, Abyss	1	PB2
72-74	1 snake, venomous with the fiendish template	1	PB
75-77	1 spider, giant with the fiendish template	1	PB
78-80	1 spider swarm with the entropic template	1	PB, PB2
81-83	1 bat, dire with the fiendish template	2	PB
84-86	1 bat swarm with the entropic template	2	PB, PB2
87-88	1 daemon, cacodaemon	2	PB2
89-91	1 demon, dretch	2	PB
92-94	1 demon, quasit	2	PB
95-97	1 qlippoth, cythnigot	2	PB2
98-100	1 rat swarm with the fiendish template	2	PB
101-103	2d6 dogs with the entropic template	3	PB, PB2
104-105	2 festrogs	3	PB3
106-107	1 howler	3	PB2
108-109	1 parasite, giant rot grub with the entropic template	3	PB3, PB2
110-112	2 petitioners, Abyss	3	PB2
113-114	1 snake, venomous with the advanced, giant, and fiendish templates	3	PB
115-117	2 spider swarms with the entropic template	3	PB, PB2
118-120	1 yeth hound	3	PB
121-123	2 demons, dretches	4	PB
124-126	2 demons, quasits	4	PB
127-128	1 demon, schir	4	PB3
129-130	1 dragonfly, giant nymph with the entropic template	4	PB2
131-133	2d6 maggots, giant with the entropic template	4	PB2
134-135	1 mandragora	4	PB2
136-138	1d4 snake swarms with the entropic template	4	PB3, PB2
139-140	1 spider, black widow with the entropic template	4	PB2
141-142	2d10 cockroaches, giant with the entropic template	5	PB2
143-144	1 dragonfly, giant with the entropic template	5	PB2

145-146	1d3+2 festrogs	5	PB3
147-148	1d4+1 rat swarms with the fiendish template	5	PB
149-150	1 shadow mastiff	5	PB3
151-152	1 snake swarm, venomous with the fiendish template	5	PB3, PB
153-154	1d4+2 snakes, venomous with the fiendish template	5	PB
155-156	2d4 spiders, giant with the fiendish template	5	PB
157-158	1d4+2 spider swarms with the entropic template	5	PB, PB2
159-160	2 yeth hounds	5	PB
161-162	1d8+1 daemons, cacodaemons	6	PB2
163-164	1 demon, babau	6	PB
165-166	1d3+2 demons, dretches	6	PB
167-169	1 demon, incubus	6	PB3
170-171	2d6 dogs, riding with the fiendish template	6	PB
172-173	2d6 flies, giant with the entropic template	6	PB2
174-175	1d3+1 howlers	6	PB2
176-177	1d10+2 petitioners, Abyss	6	PB2
178	1 salamander	6	PB
179-180	1d4+1 snakes, venomous with the advanced, giant, and fiendish templates	6	PB
181-182	2d6 bats, dire with the fiendish template	7	PB
183-184	2d6 bat swarms with the entropic template	7	PB, PB2
185	1 caulborn	7	PB3
186-187	1d10+2 demons, quasits	7	PB
188-189	1 demon, shadow	7	PB
190-191	1 demon, succubus	7	PB
192	1d4+1 dragonflies, giant nymph with the entropic template	7	PB2
193-194	1d6+5 festrogs	7	PB3
195-196	1d6+1 parasites, giant rot grubs with the entropic template	7	PB3, PB2
197-198	2d6 qlippoth, cythnigot	7	PB2
199-200	1 qlippoth, shoggti	7	PB2
201-203	1 bodak	8	PB2
204-205	1d6+5 demons, dretches	8	PB
206-207	1 demon, nabasu	8	PB
208-209	2d4 demons, schirs	8	PB3
210-211	1 magma ooze, brimstone	8	PB2
212-213	1 parasite, rot grub swarm with the entropic template	8	PB3, PB2
214-215	1d6+5 rat swarms with the fiendish template	8	PB
216	2 salamanders	8	PB
217-218	1d3+1 snake swarms, venomous with the fiendish template	8	PB3, PB
219-220	2d4 spiders, giant black widows with the entropic template	8	PB2
221	1 daemon, leukodaemon	9	PB2
222-223	2 demons, succubi	9	PB
224-225	1 demon, vrock	9	PB
226-227	2d4 dragonflies, giant with the entropic template	9	PB2
228-229	2d6 mandragoras	9	PB2
230-231	1 night hag riding 1 nightmare	9	PB
232-233	1d20+12 petitioners, Abyss	9	PB2
234-235	2 qlippoth, shoggti	9	PB2
236-237	2d4 shadow mastiffs	9	PB3
238-239	1d6+5 yeth hounds	9	PB
240	1 drake, rift	9	PB3
241-243	1 bebelith	10	PB
244	1 daemon, piscodaemon	10	PB2
245-246	2d4 demons, babaus	10	PB
247-248	1d20+12 demons, dretches	10	PB
249-250	2d4 demons, incubi	10	PB3
251-252	1 demon, kalavakus	10	PB2
253-254	1 mobogo	10	PB3
255-256	1 qlippoth, nyogoth	10	PB2
257-258	1d3+2 salamanders	10	PB

259-260	1d3+4 snake swarms, venomous with the fiendish template	10	PB3, PB
261-264	1d3+1 bodaks	11	PB2
265-267	1 demon, hezrou	11	PB
268-270	1 demon, nabasu with 1d12 growth points	11	PB
271-273	2d4 demons, shadow	11	PB
274-276	2 demons, vrocks	11	PB
277-280	1 retriever	11	PB
281-282	1 baregara	12	PB3
283-284	2 bebeliths	12	PB
285	2d6 caulborn	12	PB3
286	1 daemon, dhergodaemon	12	PB3
287-289	1 demon, coloxus	12	PB3
290-291	2 demons, kalavakuses	12	PB2
292-293	1 demon, omox	12	PB2
294-295	1d10+2 demons, succubi	12	PB
296	1 night hag riding 1 nightmare, cauchemar	12	PB
297-298	1 qlippoth, chernobue	12	PB2
299-300	1d8+2 qlippoth, shoggti and slaves (1d6+5 petitioners, Abyss)	12	PB2
301-303	1 demodand, tarry	13	PB3
304-305	1d8+1 daemons, leukodaemons	13	PB2
306-308	1 demon, glabrezu	13	PB
309-311	1 demon, nabasu with 1d12 growth points and the advanced and giant templates	13	PB
312-314	1d4+2 demons, vrocks	13	PB
315-317	1d3+1 mobogos	13	PB3
318-320	3 night hags riding 3 nightmares	13	PB
321-323	1d4+2 bebeliths	14	PB
324-326	1d3+1 demons, hezrous	14	PB
327-328	1d3+3 demons, kalavakuses and slaves (1d10+10 petitioners, Abyss)	14	PB2
329-331	1 demon, nalfeshnee	14	PB
332-334	2 demons, omox	14	PB2
335-337	1 qlippoth, augnagar	14	PB2
338-340	2d4 qlippoth, nyagoths	14	PB2
341-343	1d4+1 daemons, derghodaemons	15	PB3
344-346	Demons: 1 glabrezu, 1 succubus, and 1d4+1 vrocks	15	PB
347-349	Demons: 1 hezrou, 1 nalfeshnee, and 1d4+1 vrocks	15	PB
350-352	1 demon, nabasu with 1d4+12 growth points	15	PB
353-356	1d4+6 demons, vrocks	15	PB
357-360	1 xacarba	15	PB2
361-365	1 demodand, slimy	16	PB3
366-370	2d4 demons, coloxus	16	PB3
371-375	1d4+2 demons, omox	16	PB2
376-380	1 demon, shemhazian	16	PB2
381-386	2d4 demodands, tarry	17	PB3
387-392	1 demon, marilith	17	PB
393-396	1 demon, nabasu with 1d3+16 growth points	17	PB
397-400	1 sorcerer, demon-blooded	17	NPC
401-402	1 daemon, purrodaemon	18	PB2
403-406	1 demodand, shaggy	18	PB3
407-411	Demons: 1 marilith, 1 glabrezu, and 1d12+2 babaus	18	PB
412-416	1 demon, nabasu with 1d8+12 growth points and the advanced and giant templates	18	PB
417-420	1 qlippoth, thulgant	18	PB2
421-424	Demodands: 1 shaggy and 1d4+1 tarry	19	PB3
425-428	Demodands: 2 slimy and 1d4+1 tarry	19	PB3
429-432	2 demons, mariliths	19	PB
433-436	1 demon, vrolikai	19	PB2
437-439	1 loremaster, demonologist	19	NPC
440	1 paladin, demon hunter	19	NPC

441-446	1 demon, balor	20	PB
447-450	2 demons, mariliths and 1 sorcerer, demon-blooded	20	PB, NPC
451-454	1 inevitable, lhaksharut	20	PB2
455-460	1 qlippoth, iathavos	20	PB2
461-464	1d4+1 daemons, purro-daemons	21	PB2
465-472	Demons: 1 balor and 1d4+1 glabrezu	21	PB
473-480	1d3+1 qlippoth, thul-gaunts	21	PB2
481-487	1d4+4 demons, shemha-zians and 1 loremaster, demonologist	22	PB2, NPC
488-500	1 titan, thanatotic	22	PB2
501-520	1d6+5 daemons, purro-daemons	23	PB2
521-530	1 titan, hekatonkheires	24	PB3
531-536	2 titans, thanatotic	24	PB2
537-539	3 titans, thanatotic	25	PB2
540	1d3+3 titans, thantotic	26	PB2

ABYSSAL RIFT ENCOUNTER ELEMENTS

Dispositions: The unearthly horrors of the Abyss see mortals as potential food, slaves, or playthings.

Table 1-2: Abyssal Rift Dispositions

d20	Encounter Elements
1	Disguise
2	Enchanted
3-4	Flight
5-6	Injured
7-11	Preparedness, prepared
12-15	Preparedness, unready
16-20	Scheming

Terrain Features: The Abyssal rift often has terrain features, even building blocks, derived from whatever the region was like before being twisted by the influence of pure chaotic evil. Include such elements before rolling for the rift's terrain features.

Building Blocks: Unearthly battlefield.

Table 1-3: Abyssal Rift Terrain Features

d20	Encounter Elements
1-3	Chasm
4-5	Cliff
6-8	Fog
9-10	Planar vortex to the Abyss. To determine planar trait, roll 1d4 (1=strongly chaos-aligned, 2=strongly evil-aligned, 3=enhanced magic, 4=impeded magic).
11-13	Ruined building
14-16	Slopes
17-20	Unearthly battlefield

BESHADOWED BACKWOODS

The beshadowed backwoods are a region of semi-cold, densely wooded hills that seem to attract strange beings from other worlds, especially aberrations and the beings of Shadow, with disturbing frequency. Some suspect the place is marked by alien powers as a safe haven for their kin, a conjecture supported by the alarming number of cultists devoted to unfathomable evils to be found in the remote villages that dot this rural expanse. The area attracts all manner of magical experimenters, but especially those interested in exploiting the thin barriers between worlds to be found here. The woods crawl with such conjured monstrosities and shadowy forces that the only residents who seem to remain sane for long are those able to put the dangers out of their minds and go on with their lives in blissful ignorance of the uncaring powers that surround them.

Minimum Average CR: 1 (d% + 20)
Maximum Average CR: 21 (d% + 420)
Typical Encounter Frequency: 7% (01-07)

Table 2-1: Beshadowed Backwoods Encounters

d%	Encounter	Avg. CR	Source
21-30	1 village idiot	1/3	GMG
31-40	1 zombie	1/3	PB
41-46	1 crawling hand	1/2	PB2
47-53	1 dog, rabid	1/2	PB
54-60	1 sagari	1/2	PB3
61-63	1 adept, initiate	1	NPC
64-66	1 akata	1	PB2
67-69	1 doomsayer	1	GMG
71-72	1 expert, seasoned trapper	1	NPC
73-75	1 flumph	1	PB3
76-77	1 wolf	1	PB
78-80	1d4+1 zombies	1	PB
81-82	1 adept, doom prophet	2	NPC
83-84	1 cat, leopard	2	PB
85-87	1d4+1 crawling hands	2	PB2
88-89	1 garden ooze	2	PB3
90-92	1 kyton, augur	2	PB3
93-95	1 ogrekin	2	PB2
96-97	1 sasquatch	2	PB3
98-100	1 wolverine	2	PB

d%	Encounter	Avg. CR	Source
101-103	1 allip	3	PB3
104-105	1 cerebric fungus	3	PB3
106-107	1 devil, accuser	3	PB2
108-110	1 ettercap	3	PB
111	2 flumphs	3	PB3
112-113	1 ogre	3	PB
114-116	2d4 sagaris	3	PB3
117	1 sorcerer, tainted	3	NPC
118-120	1 wolf, dire	3	PB
121-123	1 bear, grizzly	4	PB
124-125	1 daemon, vulnadaemon	4	PB3
126-128	1 decapus	4	PB2
129	1 gloomwing	4	PB2
130-131	1 lycanthrope, werebear	4	PB2
132-133	1 mandragora	4	PB2
134-135	1 megafauna, megaloceros	4	PB2
136-137	1 wolverine, dire	4	PB
138-140	1 zuvembie	4	PB3
141-142	1d6+1 akatas	5	PB2
143-145	2 allips	5	PB3
146-147	1 cultist and 1d4+4 cannibals	5	GMG
148-150	1 doomsayer and 1 hedge wizard	5	GMG
151-153	2 ettercaps	5	PB
154-155	1d4+1 garden oozes	5	PB3
156-157	1d4+1 kytons, augurs	5	PB3
158-160	1 worg, winter wolf	5	PB
161-162	2 bears, grizzly	6	PB
163-164	2 decapuses	6	PB2
165-166	1 hermit	6	GMG
167-168	2 lycanthropes, werebears	6	PB2
169-170	1d3+1 ogres	6	PB
171-172	2d3 ogrekin	6	PB2
173-174	1d8+8 sagaris	6	PB3
175-176	1d6+1 sasquatch	6	PB3
177-178	2d6 wolves	6	PB
179-180	2 wolverines, dire	6	PB
181-182	1d4+2 allips	7	PB3
183-184	1 bear, dire	7	PB
185-186	1 conjurist and 1 hedge wizard	7	GMG

187	1 demon, shadow	7	PB
188	1d8+1 devils, accuser	7	PB2
189-190	4d4 flumphs	7	PB3
191-192	1d3+5 kytons, augurs	7	PB3
193-194	1d4+1 mandragoras	7	PB2
195-196	1d4+1 megafauna, mega-loceros	7	PB2
197-198	2d4 wolves, dire	7	PB
199-200	2 worgs, winter wolves	7	PB
201-202	1d12+7 akatas	8	PB2
203	1 denizen of Leng	8	PB2
204	1 eidolon, unfettered	8	PB3
205-206	1d4+2 ettercaps and 2d4 giant spiders	8	PB
207-208	1 guecubu	8	PB3
209-210	1d4+2 lycanthropes, were-bears	8	PB2
211-212	1d4 nagas, lunar	8	PB3
213-214	1 neh-thalggu	8	PB2
215-216	1 scorpion, deadfall	8	PB3
217-218	1 wolf-in-sheep's-clothing	8	PB3
219-220	1 yuki-onna	8	PB3
221	1 adept, cultist and 1 commoner, traitor	9	NPC
222-223	1 baykok	9	PB3
224-225	2 bears, dire	9	PB
226	1 cleric, mother of beasts	9	NPC
227	2d6 daemons, vulnadae-mons	9	PB3
228-229	1 golem, alchemical	9	PB2
230	1d4+2 lycanthropes, werebears and 1d4 bears, grizzly	9	PB2, PB
231-232	1 night hag and 1d2-1 nightmare	9	PB
233-234	1d12+4 ogres	9	PB
235-236	1 tick swarm	9	PB2
237-238	1 witchfire	9	PB2
239-240	1 yithian	9	PB3
241-242	Adepts: 1d4+4 enforcers and 1 cultist	10	NPC

243-244	1 bard, con artist, 1 cleric, vivisectionist, 1 fighter, spell hunter, 1 rogue, cave stalker, and 1 wizard, tribal seer	10	NPC
245-246	1 demon, nabasu with 1d8 growth points	10	PB
247	1d10+9 devils, accuser	10	PB2
248-249	1 dragon, young forest	10	PB3
250-251	1 dragon, young umbral	10	PB2
252-253	1d6+6 mandragoras	10	PB2
254-255	1d10+5 megafauna, mega-loceros	10	PB2
256-257	1 pale stranger	10	PB3
258	1 protean, imentesh	10	PB2
259-260	1d6+5 worgs, winter wolves	10	PB
261-262	1d4+1 allips, 1 cleric, death priest, and 1 monk, cautious hunter	11	PB3, NPC
263	2d4 demons, shadow	11	PB
264	1d4+1 denizens of Leng	11	PB2
265-267	1 devourer	11	PB
268-269	1 graveknight	11	PB3
270-271	1d8+9 ghouls, 1 wizard, undead creator, and 1 zuvembie	11	PB, NPC, PB3
272-273	1 moon-beast	11	PB3
274-275	1d4+1 scorpions, deadfall	11	PB3
276	1d6 tenebrous worms	11	PB2
277-278	1 thunderbird	11	PB2
279-280	2 yithians	11	PB3
281-283	1 athach	12	PB2
284-286	1d4+1 baykoks	12	PB3
287-289	1 cult leader and 1d8+9 cultists	12	GMG
290-291	1 dragon disciple, acid terror	12	NPC
292-293	1 giant, taiga	12	PB2
294-295	1d3+1 golems, alchemical	12	PB2
296	1 kyton, interlocutor	12	PB3
297	2 proteans, imenteshes	12	PB2
298	1 shining child	12	PB2

299-300	1d8 spiders, giant tarantulas	12	PB2
301-303	1 banshee	13	PB2
304-305	1 carnivorous blob	13	PB2
306	1 cleric, mother of beasts and 1d4 wolves-in-sheep's-clothing and 1d4 neh-thalggu	13	NPC, PB3, PB2
307-308	1d4 crawling hands, giant, 1 lich, and 1d4+2 wights with the advanced and giant templates	13	PB3, PB
309-310	1 demon, nabasu with 1d3+8 growth points	13	PB
311	1 moon-beast and 1d4+1 denizens of Leng	13	PB3, PB2
312-313	1 graveknight and 1d12+11 skeletal champions	13	PB3, PB
314-315	3 night hags riding 3 nightmares	13	PB
316-317	2d3 tick swarms	13	PB2
318-320	1 viper vine	13	PB2
321-323	4d4 adepts, heretics and 1 Pathfinder chronicler, mad prophet	14	NPC
324-325	1d10+5 denizens of Leng	14	PB2
326-327	1 dragon, adult forest	14	PB3
328-329	1 dragon, adult umbral	14	PB2
330-331	1d4+1 moon-beasts	14	PB3
333-335	1 nightshade, nightwing	14	PB2
336-338	1 worm that walks	14	PB2
339-340	3d3 yithians	14	PB3
341-343	1d3+1 athaches	15	PB2
344-346	1d6+6 baykoks	15	PB3
347-348	1 cleric, master of undeath and 1d8+12 shadows	15	NPC, PB
349-350	1 dybbuk	15	PB3
351-353	1 gorynych	15	PB3
354-355	1d4+1 kytons, interlocutors	15	PB3
356-357	1d8+2 proteans, imenteshes	15	PB2

358-359	1d4 devils, bone and 1 sorcerer, diabolical charmer	15	PB, NPC
360	1 sorcerer, natural arcanist	15	NPC
361-362	1 devil, belier	16	PB2
363-365	1 ecorche	16	PB3
366-367	1 fighter, elven recluse	16	NPC
368-370	1d6+1 giants, taiga	16	PB2
371-373	1 nightshade, nightwalker	16	PB2
374-375	1 plasma ooze	16	PB3
376-378	1 shadowdancer, black ice	16	NPC
379-380	1d8+1 shining children	16	PB2
381-382	1 arcane archer, undead bane and 1 ranger, undead slayer	17	NPC
383-385	2 assassins, death initiates and 1 mystic theurge, death master	17	NPC
386-388	3 cult leaders and 1 cleric, herald of armageddon	17	GMG, NPC
389-390	1 eldritch knight, spirit avenger and 2 rangers, fiendslayers	17	NPC
391-393	1 shinigami	17	PB3
392-394	1d8+1 shining children and 1 wizard, cruel conjurer	17	PB2, NC
395-397	1 winterwight	17	PB2
398-400	1d12+10 yithians	17	PB3
401-404	1d6+6 athaches	18	PB2
405-407	1 demon, nabasu with 1d6+11 growth points and 1 sorcerer, demon-blooded	18	PB, NPC
408-410	1d8+5 mohrgs with the advanced template and 1 wizard, grand necromancer	18	NPC, PB
411-412	1 nightshade, nightcrawler	18	PB2
413-416	2d3 nightshades, nightwings	18	PB2
417-418	1 ranger, mage hunter	18	NPC
419-420	1 rogue, death whisperer	18	NPC
421-422	1 devil, immolation	19	PB2
423-424	1 dragon, ancient forest	19	PB3

425-426	1 dragon, ancient umbral	19	PB2
427-428	1d4+1 ecorches	19	PB3
429-431	1 humbaba	19	PB3
432-433	1d3+1 nightshades, night-walkers	19	PB2
434-435	1d10+10 shining children	19	PB2
436-438	1 tzitzimitl	19	PB3
439-450	2 winterwights	19	PB2
441-445	1 bard, doomsayer and 1d4+4 shadowdancers, midnight dancers	20	NPC
446-447	1 cleric, priest of oblivion and 1 tzitzimitl	20	NPC, PB3
448-452	1 kyton, eremite	20	PB3
453-457	2 nightshades, nightcrawlers	20	PB2
458-460	1 nightshade, nightwave	20	PB2
461-464	1 cleric, priest of oblivion and 1 kyton, eremite	21	NPC, PB3
465-468	1 demon, vrolikai and 1 loremaster, demonologist	21	PB2, NPC
469-472	2 devils, immolation	21	PB2
473-476	1d4+1 ecorches and 1 sorcerer, arisen	21	PB3, NPC
477-480	1d4+2 winterwights	21	PB2
481-486	1 arcane archer, chaos arrow, 1 arcane trickster, god stealer, and 1 dragon disciple, ice maiden	22	NPC
487-493	1d8+5 devils, ice, 1 devil, immolation, and 1 fighter, infernal champion	22	PB, PB2, NPC
494-500	2 kytons, eremites	22	PB3
501-510	1d4+2 devils, immolation	23	PB2
511-520	1d3+2 kytons, eremites	23	PB3

BESHADOWED BACKWOODS ENCOUNTER ELEMENTS

Dispositions: The creatures of the beshadowed backwoods vary widely in their dispositions, but their intentions are rarely good and they have learned that humans can be useful pawns or annoying nuisances. The humanoid residents, on the other hand, have learned that strangers are not to be trusted and mysteries are not to be investigated. Any non-evil encoun-

tered group is likely to assume that anyone else is serving the dangerous and insane forces that threaten the area unless provided with very good reason to think otherwise, making peaceful contact tricky.

Table 2-2: Beshadowed Backwoods Dispositions

d20	Encounter Elements
1-2	Disguise
3	Enchanted
4-5	Flight
6-11	Preparedness, prepared
12-16	Preparedness, unready
17-20	Scheming

Terrain Features: The beshadowed backwoods are dense with terrain features, as thick and creeping plant life grows readily upon its myriad slopes and valleys and forms a thick canopy over even most relatively open areas.

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

Table 2-3: Beshadowed Backwoods Terrain Features

d20	Encounter Elements
1	Cliff
2-3	Copse
4-5	Dim illumination
6	Fog
7	Footpath
8	Gentle hills
9	Glade
10	Planar vortex to the Shadow Plane. To determine planar trait, roll 1d3 (1=magically morphic, 2=enhanced magic, 3=impeded magic).
11	Plateau
12	Pond
13	River
14-15	Slopes
16	Stream
17-18	Thicket
19	Trench
20	Valley mouth

ELEMENTAL OASIS

An elemental oasis is a desert oasis where elemental spirits and mortals meet to do business for magical wares of all sorts. The place is hard to reach for mortals, perhaps moving from place to place or lying in a far corner of the desert, but the extreme elements make many elemental beings feel right at home. Other outsiders are attracted by such a concentrated number of potential mortal pawns in their timeless conflicts. An elemental oasis might also be located in an unusually hospitable pocket of the Plane of Fire, Plane of Air, or another plane of existence as well as in a place of primeval power in a plane within the mortal world.

Minimum Average CR: 2 (d% + 40)
Maximum Average CR: 18 (d% + 360)
Typical Encounter Frequency: 25% (01-25)

Table 3-1: Elemental Oasis Encounters

d%	Encounter	Avg. CR	Source
41-43	1 clockwork spy	1/2	PB3
44-46	1 ifrit	1/2	PB2
47-49	1 oread	1/2	PB2
50-51	1 aristocrat, princess	1/2	NPC
52-54	1 suli	1/2	PB3
55-57	1 sylph	1/2	PB2
58-60	1 undine	1/2	PB2
61-62	1 elemental, Small*	1	PB/ PB2
63-65	2 ifrits	1	PB2
66-68	2 oreads	1	PB2
69-71	1 sorcerer, gem	1	NPC
72-74	2 suli	1	PB3
75-77	2 sylphs	1	PB2
78-80	2 undines	1	PB2
81-83	1 azer	2	PB2
84-86	1 div, doru	2	PB3
87-88	1d3+2 ifrits	2	PB2
89-90	1 inevitable, arbiter	2	PB2
91-92	1 oni, spirit	2	PB3
93-94	1d3+2 oreads	2	PB2
95-96	1 rakshasa, raktavarna	2	PB3
97-98	1d3+2 sylphs	2	PB2
99-100	1d3+2 undines	2	PB2

d%	Encounter	Avg. CR	Source
101-102	1 drake, river	3	PB3
103-104	Duststorm	3	CRB
105	1 elemental, Medium*	3	PB/ PB2
106	1 magmin	3	PB3
107-109	1 mephit**	3	PB
110-112	1 sandman	3	PB2
113-114	1 sorcerer, gem and 1 wizard, battle mage with mounts	3	NPC
115-117	1 storyteller and 1 vagabond with mounts	3	GMG
118-120	1d4+2 suli	3	PB3
121-124	2 azers	4	PB2
125-128	1 div, agash	4	PB3
129-132	1 genie, janni	4	PB
133-135	1 oni, kuwa with mount	4	PB3
136-137	2 oni, spirit	4	PB3
138-140	2 rakshasa, raktavarna	4	PB3
141-142	1 ant lion, giant	5	PB3
143-144	1 cleric, carousing champion with mount	5	NPC
145-146	2 drakes, river	5	PB3
147-148	1 elemental, Large*	5	PB/ PB2
149	2d4 elementals, Small*	5	PB/ PB2
150-151	1 genie, djinni	5	PB
152-154	1 ghul	5	PB3
155-157	2 mephits**	5	PB
158-160	1 mercane with mount	5	PB2
161-163	1 ant lion, giant adult	6	PB3
164-166	1d4+2 azers	6	PB2
167-168	1 demon, incubus	6	PB3
169-171	1 elemental, lightning (Medium) and 1 sorcerer, storm	6	PB2, NPC
172-174	2 genies, jann	6	PB
175-177	1 salamander	6	PB
178-180	1d3+1 sandmen	6	PB2
181	1 aeon, theletos	7	PB2
182-183	1 div, pairaka	7	PB3

184	1 elemental, Huge*	7	PB/PB2
185	2d4 elementals, Medium*	7	PB/PB2
186-187	1 expert, successful merchant and 1 warrior, expert bodyguard in a carriage pulled by 2 horses driven by 1 warrior, guard accompanied by 2 warriors, guards with mounts	7	NPC, UC
188-189	2 genies, djinn	7	PB
190-191	1 genie, shaitan	7	PB
192	1 invisible stalker	7	PB
193	2d4 magmins	7	PB3
194-195	1d4+2 mephits**	7	PB
196	1d8+2 rakshasas, rakta-varna	7	PB3
197-198	1 sorcerer, trickster mage with mount	7	NPC
199-200	1 totenmaske	7	PB2
201-202	1d3+1 ant lions, giant	8	PB3
203-204	2 ant lions, giant adult	8	PB3
205-206	1 bard, gambler and 1 wizard, thunder with mounts	8	NPC
207-208	2 demons, incubi	8	PB3
209-210	1 drake, desert	8	PB3
211-212	1 eidolon, unfettered	8	PB3
213-214	1 genie, efreeti	8	PB
215-216	1d4+2 genies, jann	8	PB
217-218	3d4 oni, spirit	8	PB3
219-220	2 salamanders	8	PB
221	2 aeons, theletos	9	PB2
222-223	3d4 azers and 1d4 mercane	9	PB2
224	3d4 drakes, river	9	PB3
225	1 druid, water merchant	9	NPC
226-227	1 elemental, greater*	9	PB/PB2
228	2d4 elementals, Large*	9	PB/PB2
229-230	1d4+2 genies, djinn	9	PB

231-232	1 genie, marid	9	PB
233-234	2 genies, shaitans	9	PB
235-236	1 giant, desert	9	PB3
237-238	1d6+6 mephits**	9	PB
239	2 totenmaskes	9	PB2
240	1 wizard, prankster illusionist with mount	9	NPC
241-242	1 div, ghawwas	10	PB3
243-244	2 drakes, desert	10	PB3
245-246	1 dragon disciple, storm prophet and 1 eldritch knight, queen of staves with mounts	10	NPC
247-248	2 genies, efreet	10	PB
249-250	1 genie, efreeti and 2 sorcerers, bloodfire with mounts	10	PB, NPC
251-252	1d6+6 genies, jann	10	PB
253-254	1 merchant prince and 1 sellsword in a carriage pulled by 2 horses driven by 1 guard	10	GMG, UC
255-256	1 monk, poisonous performer	10	NPC
257-258	1 protean, imentesh	10	PB2
259-560	1d3+2 salamanders	10	PB
261-264	1 elemental, elder*	11	PB/PB2
265-266	2d4 elementals, Huge*	11	PB/PB2
267-270	1d6+6 genies, djinn	11	PB
271-274	2 genies, marids	11	PB
275-278	1d4+2 genies, shaitans	11	PB
279-280	1d4+2 paladins, desert protectors with mounts	11	NPC
281-282	3d4 aeons, theletos	12	PB2
283-284	1 angel, monadic deva	12	PB2
285-286	3d4 ant lions, giant adults	12	PB3
287-288	1 bounty hunter, 1 sellsword, 1 torturer, and 1d3 slavers with mounts and 1 light wagon pulled by 4 ponies	12	GMG, UC
289-290	1 demon, coloxus	12	PB3

291-292	1d4+2 genies, efreet	12	PB
293-294	1d3+1 giants, desert	12	PB3
295-296	1 merchant prince in a carriage driven by 1 sellsword and pulled by 2 horses, accompanied by 1d4+2 sellswords with mounts	12	NPC, UC
297-298	1 monk, monastic sniper	12	NPC
299-300	2 proteans, imenteshes	12	PB2
301-302	1 barbarian, arcane experimenter with mount	13	NPC
303-304	1 cleric, trickster priest and 1 fighter, scheming fencer, and 1 warrior, gladiator champion with mounts	13	NPC
305-307	2 elementals, elder*	13	PB/ PB2
308-310	2d4 elementals, greater*	13	PB/ PB2
311-313	1d4+2 genies, marids	13	PB
314-316	1d6+6 genies, shaitans	13	PB
317-318	1 monk, little fist	13	NPC
319-320	1 ranger, desert stalker	13	NPC
321-323	2 angels, monadic devas	14	PB2
324-326	2 demons, coloxus	14	PB3
327-329	3d4 drakes, desert	14	PB3
330-333	1d6+6 genies, efreet	14	PB
334-336	1 golem, brass	14	PB3
337-340	1 peri	14	PB3
341-344	1 cleric, elemental priest with mount	15	NPC
345-347	1 fighter, arcane pretender and 1 sorcerer, diabolical charmer with mounts	15	NPC
348-352	1d6+6 genies, marids	15	PB
353-357	1d4+8 giants, desert	15	PB3
358-360	1d8+2 proteans, imenteshes	15	PB2
361-364	1 aeon, bythos	16	PB2
365-368	1d4+2 angels, monadic devas	16	PB2
369-372	1d4+4 elementals, elder*	16	PB/ PB2

373-376	2 peris	16	PB3
377-380	1d6+6 genies, efreet and 1 wizard, cruel conjurer	16	PB, NPC
381-385	1 cleric, elemental priest and 1d4+4 elementals, air (elder)	17	NPC, PB
386-388	1d4+4 demons, coloxus	17	PB3
389-392	1 fighter, dwarven arbalester and 1d4+2 rangers, bounty hunters with mounts and a medium wagon of slaves pulled by 4 ponies	17	NPC, UC
393-396	1d3+1 golems, brass	17	PB3
397-400	1 fighter, arcane pretender, 1 wizard, cruel conjurer, and 2 wizards, pyromaniac mages with mounts	17	NPC
401-405	2 aeons, bythos	18	PB2
406-410	1 cleric, elemental priest, 1 fighter, dwarven arbalester, 1 rogue, mage slayer, and 1 wizard, cruel conjurer with mounts	18	NPC
411-415	1 druid, fury of flame, 1d4+2 rangers, desert stalkers, and 1 sorcerer, natural arcanist with mounts and caravan	18	NPC
416-420	1 eldritch knight, spirit avenger with mount and 2 peris	18	NPC, PB3
421-424	3 aeons, bythos	19	PB2
425-428	1 bard, rival explorer and 1 monk, sword savant with mounts	19	NPC
429-432	1 bard, spellsword, 1 monk, improvised hurler, 1 Pathfinder chronicler, master storycrafter, and 1 rogue, masked lord with mounts	19	NPC
433-436	1 monk, ageless master	19	NPC
437-440	1 wizard, master universalist	19	NPC

441-446	1 bard, rival explorer and 1 wizard, master universalist with mounts	20	NPC
447-452	1 div, akvan	20	PB3
453-456	1 inevitable, lhaksharut	20	PB2
457-460	1 titan, elysian	21	PB2

* To determine elemental type, roll 1d8 (1=air[PB], earth[PB], fire[PB], ice[PB2], lightning[PB2], magma[PB2], mud[PB2], water[PB2]).

** To determine mephit type, roll 1d10 (1=air, 2=dust, 3=earth, 4=fire, 5=ice, 6=magma, 7=ooze, 8=salt, 9=steam, 10=water).

ELEMENTAL OASIS ENCOUNTER ELEMENTS

Dispositions: Visitors and residents of the elemental oasis vary widely in their dispositions, but it is a popular nexus in the interplanar slave trade, so there is always the risk that someone is a potential slaver. Elementals and genies of opposed interests sometimes break into fights in this neutral area, but in the interest of trade and diplomacy powerful visitors sometimes police the behavior of less disciplined visitors and keep the overall atmosphere from becoming openly hostile.

Table 3-2: Elemental Oasis Dispositions

d20	Encounter Elements
1-2	Disarmed
3-4	Disguise
5-6	Flight
7	Mistaken identity
8-10	Negotiating
11-13	Preparedness, prepared
14-15	Preparedness, unready
16-17	Rivalry
18-19	Scheming
20	Windblown

Terrain Features: An elemental oasis is always surrounded by elemental extremes of one variety or another, but which one it is varies from place to place.
Building Blocks: Oasis and shifting dunes.

Table 3-3: Elemental Oasis Terrain Features

d20	Encounter Elements
1-2	Copse
3-5	Oasis
6	Quicksand
7	Planar vortex to an Elemental Plane. To determine plane, roll 1d4 (1=Plane of Air, 2=Plane of Earth, 3=Plane of Fire, 4=Plane of Water).
8	River
9-10	Rubble, dense
11-12	Rubble, light
13-16	Shifting dunes
17-20	Undergrowth, heavy

HISTORIC BATTLEFIELD

The historic battlefield is a region where combatants clash in battles great or small with some frequency, generally during a far-reaching war. Combatants encountered may hail from a major army fighting on a grand scale (of which there can be many, especially when one side of a smaller conflict calls upon its allies for aid) or from small bands of warriors that seek out opportunities for profit or simply food to eat and place to stay in such dangerous and unpredictable times. In addition, refugees fleeing the conflict and profiteers looking to profit off the chaos abound. Due to the scale, location, or parties involved in the conflict, outsiders of several stripes might have their attention drawn to the conflict, often seeking to steer it toward their own ends by meddling with undesirable combatants or by blessing chosen champions. Regardless of which side manages to profit the most (or lose the least), the results will surely shape the future of the region and be remembered for many years to come. Much like a road, the battlefield could cross through a variety of natural environments. Roll separately for encounters due to being in the historic battlefield and for the surrounding environment.

Minimum Average CR: 1 (d% + 20)
Maximum Average CR: 20 (d% + 400)
Typical Encounter Frequency: 13% (01–13)

Table 4-1: Historic Battlefield Encounters

d%	Encounter	Avg. CR	Source
21-30	1 dog	1/3	PB
31-40	1 orc	1/3	PB
41-46	1 clockwork spy	1/2	PB3
47-53	1 ranger, novice scout	1/2	NPC
54-60	1 warrior, brigand	1/2	NPC
61-63	2 bandits	1	GMG
64-66	2 barbarians, savage mercenaries	1	NPC
67-68	1 dog, riding	1	PB
69-70	1 fighter, daring bravo	1	NPC
71-73	1d3+1 orcs	1	PB
74-75	Pit trap	1	CRB
76-77	1 rogue, skulking brute	1	NPC
78-80	1 vagabond	1	GMG
81-83	1 cleric, mercenary healer, 1 fighter, superstitious mercenary, and 1 sorcerer, mercenary magician	2	NPC
84-86	1 clockwork servant	2	PB3
87-88	1 kami, shikigami	2	PB3
89-90	2 rakshasa, raktavarna	2	PB3
91-93	Rogues: 1 cutpurse and 1 skulking brute	2	NPC
94-95	Spiked pit trap	2	CRB
96-97	1 vargouille	2	PB
98-100	1d3+1 warriors, brigands	2	NPC
101-102	1d4+2 barbarians, savage mercenaries	3	NPC
103-105	1 allip	3	PB3
106-107	Camouflaged pit trap	3	CRB
108-110	2d6 dogs	3	PB
111-112	1 doppelganger	3	PB
113-115	1d4+4 foot soldiers	3	GMG
116-117	1 paladin, skirmishing crusader	3	NPC
118-120	2 rangers, novice scouts, and 1 rogue, skilled sniper	3	NPC
121-123	1 cleric, war priest, 1 druid, initiate of flame, and 1 paladin, haughty avenger	4	NPC
124-126	1 demon, schir	4	PB3
127-130	2 fighters, daring bravos and 1 wizard, battle mage	4	NPC
131-134	1d6+3 foot soldiers and 1 guard	4	GMG
135-137	1 oni, kuwa	4	PB3
138-140	2 rakshasas, raktavarnas	4	PB3
141-143	2 allips	5	PB3
144-146	1 cavalry	5	GMG
147-149	1d3+1 clockwork servants	5	PB3
150-152	1d6+9 orcs	5	PB
153-154	1 raider	5	GMG
155-157	1 rakshasa, dandasuka	5	PB3
158-160	Warriors: 1d3+1 brigands and 1 grizzled mercenary	5	NPC

161-162	1 adept, doom prophet, 1d3+1 adept, initiates, and 2 barbarians, axe warriors	6	NPC
163-164	1 berbalang	6	PB3
165-166	1 cavalry and 1d6+3 foot soldiers	6	GMG
167-168	1 clockwork soldier	6	PB3
169-170	2d6 dogs, riding	6	PB
171-172	1d3+1 experts, sappers	6	NPC
173	1d3+1 fighters, traitorous brigands and 2 rogues, skulking brutes	6	NPC
174-175	2d4 kami, shikigami	6	PB3
176	1 mothman	6	PB2
177-178	1 oni, kuwa and 1d8+2 warriors, brigands	6	PB3, NPC
179-180	1d4+2 vargouilles	6	PB
181-182	1d4+2 allips	7	PB3
183-184	Aristocrats: 1 knight and 1 squire	7	NPC
185-186	1 cavalry and 1d4+2 caravan guards	7	GMG
187-188	1d6+4 clockwork servants	7	PB3
189-190	1 expert, successful merchant, 1 expert, journeyman carpenter, and 1d4+2 warriors, guards	7	NPC
191-192	1 guide	7	GMG
193-194	2 rakshasas, dandasukas	7	PB3
195-196	1d8+2 rakshasas, raktavarnas	7	PB3
197-198	1 ranger, orc slayer	7	NPC
199-200	1 warrior, cavalry soldier	7	NPC
201-202	1d6+9 bandits and 1 highwayman	8	GMG
203-204	Camouflaged spiked pit trap	8	CRB
205-206	1 cavalry, 1d6+3 foot soldiers, and 1 sorcerer, bloodfire	8	GMG, NPC
207-208	2d4 demons, schir	8	PB3
209-210	1d4+2 experts, sappers and 1 rogue, trapsmith	8	NPC
211-212	1d6+9 foot soldiers and 1 guide	8	GMG

213-214	1 minstrel and 1 viking	8	GMG
215-216	1 rakshasa, marai	8	PB3
217-218	1d4+4 rangers, border guards	8	NPC
219-220	1d6+6 vargouilles	8	PB
221-223	1d4+2 barbarians, axe warriors, 1 cleric, wrath priest, and 1 monk, axe dancer	9	NPC
224-226	1d4+2 battle mages	9	GMG
227-229	1d4+2 cavalry	9	GMG
230-232	2 cavalry, 1 highwayman, and 1 minstrel	9	GMG
233-235	2 fighters, fastidious sharpshooters	9	NPC
236-238	1 highwayman and 1d4+4 wanderers	9	GMG
239-240	2 raiders and 1 viking	9	GMG
241-243	2d4 berbalangs	10	PB3
244-246	1d4+2 cavalry and 1 guide	10	GMG
247-249	1d4+2 cavalry and 1 knight	10	GMG
250-252	2d4 clockwork soldiers	10	PB3
253-255	1 rakshasa	10	PB
256-257	1d8+2 rakshasas, dandasukas	10	PB3
258-260	2 rakshasas, marai	10	PB3
261-265	1d4+4 barbarians, wild lancers, 1 druid, mud shaman, and 1 duelist, tribal champion	11	NPC
266-270	1d4+2 cavalry, 1 guide, and 1 knight and squire	11	GMG
271-275	1 graveknight	11	PB3
276-280	1 paladin, saintly knight and 1d4+2 warriors, cavalry soldiers	11	NPC
281-282	1 aristocrat, diplomat, 1 fighter, griffon rider, and 1d4+2 warriors, cavalry soldiers	12	NPC
283-284	1 bandit lord, 1d4+8 bandits, 1 battle mage, and 1 sellsword	12	GMG

285-286	1d6+2 cavalry, 1 general, and 1 knight	12	GMG
287-288	1 chieftain and 1d6+6 raiders	12	GMG
289-290	2 clerics, death priests, 1 monk, cautious hunter, and 1 rogue, deadly spy	12	NPC
291-292	1 clockwork leviathan	12	PB3
293-294	1d4+8 clockwork soldiers and 1d4 clockwork servants	12	PB3
295-296	Fighters: 2 halfling slingers and 1 scheming fencer	12	NPC
297-298	Poisoned pit trap	12	CRB
299-300	2 rakshasas	12	PB
301-303	1 bandit lord and 1d4+2 sellswords	13	GMG
304-306	1d6+6 barbarians, axe warriors, 1 barbarian, double axe fury, and 1 wizard, toothy transmuter	13	NPC
307-308	1 chieftain and 1d4+2 vikings	13	GMG
309-311	1d4+4 fighters, adventuring blacksmiths, 1 fighter, shieldbreaker, and 2 sorcerers, bloodfire	13	NPC
312-314	1 graveknight and 1d12+11 skeletal champions	13	PB3, PB
315-317	1d10+2 rakshasas, marai	13	PB3
318-320	1 wizard, mage sniper	13	NPC
321-325	1 bandit lord and 1d8+6 highwaymen	14	GMG
326-330	2 barbarians, double axe fury and 1 fighter, brutal warlord	14	NPC
331-335	1 cleric, profane general and 1d4+4 warriors, cavalry soldiers (all mounted)	14	NPC
336-340	1 cleric, fire, 1d3+1 warriors, cavalry soldiers, and 1 wizard, pyromaniac mage with mounts	14	NPC
341-345	1d3+1 clockwork leviathan	15	PB3

346-350	1 golem, cannon	15	PB3
351-355	1 kami, toshigami	15	PB3
356-360	1d10+2 rakshasas	15	PB
361-364	2 barbarians, savage riders, 1 bard, tribal leader, and 1 dragon disciple, acid terror	16	NPC
365-368	1 cleric, profane general and 1d8+8 warriors, gladiator champions	16	NPC
369-372	1 druid, hateful scourge, 1d4+2 shambling mounds, and 1 treant	16	NPC, PB
373-376	Monks: 1 horse monk and 1d4 swift brawlers	16	NPC
377-380	1 wizard, mage spy	16	NPC
381-385	1 cleric, profane general, 1d4+4 fighters, shieldbreakers, and 1 wizard, mage sniper	17	NPC
386-390	1 fighter, failed disciple	17	NPC
391-395	2 golems, cannon	17	PB3
396-400	1 paladin, mounted paragon and 1d8+12 warriors, cavalry soldiers	17	NPC
401-405	1 barbarian, death dealer	18	NPC
406-410	1 behemoth, thunder	18	PB3
411-415	2 rogues, unseen archers and 1 wizard, mage spy	18	NPC
416-420	2 barbarian, savage riders, 1 bard, spellsword, 1 Pathfinder chronicler, master storycrafter	18	NPC
421-424	3 assassins, death initiates, 1 cleric, herald of armageddon, and 1 mystic theurge, death master	19	NPC
425-428	1 barbarian, scarred wanderer	19	NPC
429-432	1d4+2 barbarians, undead hunters and 1 dragon disciple, dragon chieftain	19	NPC
433-436	1 clockwork goliath	19	PB3
437-440	1 fighter, failed disciple and 1 monk, sword savant	19	NPC
441-444	2 behemoths, thunder	20	PB3

445-448	2 fighters, dwarven arbalesters, 1 mystic theurge, holy battle mage, and 1 paladin, axe lord	20	NPC
449-451	1 kami, jinushigami	20	PB3
452-454	1 oni, void yai	20	PB3
455-457	Paladins: 1 mithral master and 1d4+2 mounted paragons	20	NPC
458-460	1 rakshasa maharaja	20	PB3
461-465	2 clockwork goliaths	21	PB3
466-470	2 barbarians, death dealers and 1 sorcerer, fate-bound mage	21	NPC
471-475	1 eldritch knight, mithral wizard and 1d4+2 fighters, dwarven arbalesters	21	NPC
476-480	Fighters: 1d6+9 brutal warlords and 1 infernal champion	21	NPC
481-487	2 barbarians, refined reavers, 1 barbarian, scarred wanderer, and 1 Pathfinder chronicler, battle skald	22	NPC
488-494	1 behemoth, tempest	22	PB3
495-498	1d4+2 clockwork goliaths	23	PB3
499-500	2 behemoths, tempest	24	PB3

HISTORIC BATTLEFIELD ENCOUNTER ELEMENTS

Dispositions: These uncertain times mean that any unexpected encounter is viewed as a potential attack. Some soldiers might attack first and ask questions later, but others are willing to wait and see if they need to risk their necks with violence. Although warriors seeking glory or defending ideals are commonplace, some people found on or near the battlefield are simply caught in the crossfire, seeking safe passage elsewhere, or providing support or reconnaissance for a larger force elsewhere. Discerning the truth may be difficult, as many have motive to lie to strangers on the matter.

Table 4-2: Historic Battlefield Dispositions

d20	Encounter Elements
1	Disguise
2-4	Flight
5-7	Guardian
8-10	Injured
11	Mistaken identity
12-14	Preparedness, prepared
15-17	Preparedness, unready
18-20	Scheming

Terrain Features: The historic battlefield is usually defined much more by the underlying environment than by its status as a battlefield, with only a few historic battlefield terrain features and a few other terrain features, but sometimes ambitious generals will destroy or reshape underlying terrain to suit their tactical and strategic needs, leveling forests, destroying structures, or building fortifications or transportation infrastructure. Include underlying terrain features before rolling for historic battlefield terrain features.

Building Blocks: Road, ruined building, and underlying environment.

Table 4-3: Historic Battlefield Terrain Features

d20	Encounter Elements
1-4	Berm
5-8	Footpath
9-10	Heath, plateau, or rubble (from flattening underlying environment)
11-13	Road
14-16	Ruined building
17-20	Trench

MISTY MORASS

The misty morass is a hilly region of highland peat bogs and marshes fed by glaciers or rain carried on howling winds. It is haunted mostly by vermin, fey, giants, and plant monsters with otherworldly origins. This table can represent the realm of desolate and cold nature spirits of winter and death, a pristine temperate wilderness in autumn or winter, or a cursed, glacial marshland where the boundaries between worlds run thin.

Minimum Average CR: 1 (d% + 20)
Maximum Average CR: 18 (d% + 360)
Typical Encounter Frequency: 8% (01-08)

Table 5-1: Misty Morass Encounters

d%	Encounter	Avg. CR	Source
21-26	1 mite	1/4	PB
27-33	1 dog	1/3	PB
34-40	1 rat, dire	1/3	PB
41-44	1 leshy, leaf	1/2	PB3
45-48	1 maggot, giant	1/2	PB2
49-52	1d3+1 mites	1/2	PB
53-56	1 stirge	1/2	PB
57-60	1 xtabay	1/2	PB2
61-63	1 carbuncle	1	PB3
64-65	1 fly, giant	1	PB2
66-68	1 gremlin, fuath	1	PB3
69-70	1 gremlin, jinkin	1	PB2
71-72	1 gremlin, vexgit	1	PB2
73-74	1 leshy, gourd	1	PB3
75-77	1 spider swarm	1	PB
78-80	2 xtabays	1	PB2
81-83	1 bat swarm	2	PB
84-85	1 forlarren	2	PB2
86-88	1 garden ooze	2	PB3
89-91	1 gremlin, nuglub	2	PB2
92-94	1 leshy, fungus	2	PB3
95-97	1d4+4 mites	2	PB
98-100	1 toad, giant	2	PB2
101-102	1 fey giant toad	3	PB3
103-104	2 flies, giant	3	PB2
105	2 gremlins, vexgits	3	PB2
106-107	1d4 nixies	3	PB3
108-109	1 nixie, bog	3	PB3
110-111	1 ogre	3	PB
112	1 phantom fungus	3	PB3
113-114	2 spider swarms	3	PB
115-116	1 spriggan	3	PB2
117-118	1 trollhound	3	PB3
119-120	1d3+2 xtabays	3	PB2
121	1 dragonfly, giant	4	PB2
122	1 flail snail	4	PB3
123-124	1 gray ooze	4	PB
125-126	2 gremlins, nuglubs	4	PB2
127-128	1 griffon	4	PB
129	1 harpy	4	PB
130-131	1 hydra	4	PB
132-133	1 kelpie	4	PB2
134-135	2d6 maggots, giant	4	PB2
136	1d6 snakes, venomous	4	PB
137-138	1d4+4 stirges	4	PB
19-140	1 voonith	4	PB3
141	1d4+1 bat swarms	5	PB
142-143	2d4 carbuncles	5	PB3
144-145	1d4+1 garden oozes	5	PB3
146-147	1 green hag	5	PB
148-149	1 grodair	5	PB3
150-151	2d8 leshy, leaf	5	PB3
152	1d8 spiders, giant	5	PB
153-154	1 spider, ogre	5	PB3
155-156	1d4+2 spider swarms	5	PB
157-158	2 trollhounds	5	PB3
159	1 vodyanoi	5	PB3
160	1d6+5 xtabays	5	PB2
161-162	1 annis hag	6	PB3
163-164	2d6 gremlins, fuaths	6	PB3
165	2d6 gremlins, jinkins	6	PB2
166	2 griffons	6	PB
167-168	1 hodag	6	PB3
169-170	1 hydra, cryohydra	6	PB
171-172	1d3+1 nixies, bog	6	PB3
173-174	1d3+1 ogres	6	PB
175-176	1 redcap	6	PB2
177-178	1 shambling mound	6	PB
179-180	2 vooniths	6	PB3

181	1d8 dragonfly, giant nymphs	7	PB2
182	1d4+1 dragonflies, giant	7	PB2
183-184	1 drake, frost	7	PB2
185	1d8 dryads	7	PB
186	3d4 flies, giant	7	PB2
187-188	1 giant, hill	7	PB
189	3d4 gremlins, vexgits	7	PB2
190-191	1d4+1 kelpies	7	PB2
192-193	2d8 leshy, gourd	7	PB3
194	1d6+5 nixies	7	PB3
195-196	1d8 parasites, giant rot grubs	7	PB3
197	1d8 spiders, giant black widows	7	PB2
198-199	2 spiders, ogre	7	PB3
200	2d6 toads, giant	7	PB2
201-202	1 cold rider	8	PB3
203	1d6 cyclopes	8	PB
204-205	2 ettins	8	PB
206-207	2d6 fey giant toads	8	PB3
208	1 fortune teller and 1 sorcerer, trickster mage	8	GMG, NPC
209-210	1 gray render	8	PB2
211-212	3 green hags	8	PB
213	3d4 gremlins, nuglubs	8	PB2
214	2d8 leshy, fungus	8	PB3
215	1 slug, giant	8	PB
216	1 tiger, dire	8	PB
217-218	1d4+4 trollhounds	8	PB3
219-220	1d4+2 vooniths	8	PB3
221-222	3 annis hags	9	PB3
223	1d10+10 bat swarms	9	PB
224-225	2 drakes, frost	9	PB2
226-227	1d6 ettins and 1d3-1 bears, grizzly	9	PB
228-229	2d6 harpies	9	PB
230-231	1d8 lurkers in light	9	PB2
232-233	1d6+5 nixie, bog	9	PB3
234-236	1 nuckelavee	9	PB3
237-238	1d12+4 ogres	9	PB
239-240	1d6 toad, glacier	9	PB2
241-242	1 adlet	10	PB3

243-245	1 bogeyman	10	PB3
246-247	1d6 chimeras	10	PB
248	2d10 flail snails	10	PB3
249-250	1d4+1 giants, hill	10	PB
251-252	1d4 gorgons	10	PB
253-254	1d4+6 griffons	10	PB
255-256	1 flytrap, giant	10	PB
257	1 nereid	10	PB2
258	2 tigers, dire	10	PB
259-260	2d6 vodyanoi	10	PB3
261-264	1 animal lord, cat lord	11	PB3
265-266	*Cone of cold* trap (fey trap)	11	CRB
267-269	1d6 giants, marsh	11	PB2
270-272	2d6 redcaps	11	PB2
273-276	1 sorcerer, fey enchantress	11	NPC
277-280	1 thunderbird	11	PB2
281-283	1 athach	12	PB2
284-286	1d12+6 cyclopes	12	PB
287-289	1 cyclops, greater	12	PB3
290-292	2 flytraps, giant	12	PB
293-294	1 druid, fey friend	12	NPC
295-297	1 golem, fossil	12	PB3
298-300	1d6+6 toads, glacier	12	PB2
301-305	2d6 cold riders	13	PB3
306-307	Cursed lunacy trap (fey trap)	13	See page 10
308-310	1 druid, fey friend and 1 nereid	13	NPC, PB2
311-315	3d4 drakes, frost	13	PB2
316-320	1d4+8 giants, hill and 1d4 wolves, dire	13	PB
321-324	1 druid, creeping death	14	NPC
325-329	1d4+2 flytraps, giant	14	PB
330-333	1d8+4 gorgons	14	PB
334-335	*Harm* trap (fey trap)	14	CRB
336-340	1 linnorm, crag	14	PB
341-345	1d3+1 athaches	15	PB2
346-350	1d4+1 cyclopes, greater	15	PB3
351-355	1d4+1 golems, fossil	15	PB3
356-360	1 troll, jotund	15	PB3
361-364	3d4 adlets	16	PB3

365-369	1d6+6 cold riders, 1d3+1 nereids, and 1 sorcerer, fey enchantress	16	PB3, PB2, NPC
370-374	1 druid, creeping death and 2 golems, fossil	16	NPC, PB3
373-377	1 linnorm, fjord	16	PB3
379-380	Lost time trap (fey trap)	16	See page 10
381-382	*Lightning bolt* gallery trap (fey trap)	17	CRB
383-385	1 norn with the young template	17	PB3, PB
386-390	1d3+5 cyclopes, greater	17	PB3
391-395	1 linnorm, ice	17	PB
396-400	1 thrasfyr	17	PB2
401-404	1d6+6 athaches	18	PB2
405-408	1d4+8 cyclopes, greater	18	PB3
409-412	1 linnorm, cairn	18	PB3
413-416	1 norn	18	PB3
417-420	1 thrasfyr with the giant template	18	PB2, PB
421-425	1 arcane archer, chaos arrow	19	NPC
426-430	1 bard, spellsword and 1 norn	19	NPC, PB3
431-435	1 linnorm, tarn with the young template	19	PB3, PB
436-440	1 linnorm, cairn with the advanced template	19	PB2, PB
441-444	1 jabberwock, lesser with eye rays and resist fire changed to acid	20	PB2
445-449	1 linnorm, tarn	20	PB
450-454	1 norn and 1 thrasfyr	20	PB3, PB2
455-457	2 norns	20	PB3
458-460	3 norns	21	PB3

MISTY MORASS ENCOUNTER ELEMENTS

Dispositions: The denizens of the misty morass are wary for natural hazards as well as untrustworthy strangers, and they respect little more than violence and magical might.

Table 5-2: Misty Morass Dispositions

d20	Encounter Elements
1	Disguise
2	Enchanted
3-5	Flight
6-7	Injured
8	Mistaken identity
9-12	Preparedness, prepared
13-15	Preparedness, unready
16-20	Scheming

Terrain Features: The misty morass is often cluttered with multiple terrain features on top of each other, and treacherous in its own right.

Building Blocks: Bog, gentle hills, heath, mire, pond, and scrub.

Table 5-3: Misty Morass Terrain Features

d20	Encounter Elements
1	Cave entrance
2	Copse
3-4	Fog
5-6	Gentle hills
7-8	Heath
9	Hedgerows, wide
10	Minor negative-dominant zone
11-12	Mire
13	Planar vortex between the mortal world and the fey realms. The fey realms produce the highly morphic trait, whereas the mortal world negates this trait.
14	Pond
15-16	Quicksand
17-18	Scrub
19	Stream
20	Thicket

SUMMER OTHERWORLD

The summer otherworld is a vast temperate woodland run through with sunny, flower-strewn meadows populated by animals, fey, giants, and plant monsters with otherworldly origins. This encounter table can represent the realm of energetic and fecund nature spirits of summer and bounty, a pristine temperate wilderness in summertime, or an enchanted forest where the boundaries between worlds run thin.

Minimum Average CR: 1 (d% + 20)
Maximum Average CR: 18 (d% + 360)
Typical Encounter Frequency: 11% (01-11)

Table 6-1: Summer Otherworld Encounters

d%	Encounter	Avg. CR	Source
21-30	1 dog	1/3	PB
31-40	1 sprite	1/3	PB3
41-43	2 dogs	1/2	PB
44-46	1 leshy, leaf	1/2	PB3
47-49	1d4 porcupines	1/2	PB3
50-52	1d4 skunks	1/2	PB3
53-57	2 sprites	1/2	PB3
58-60	1 xtabay	1/2	PB2
61-62	1 atomie	1	PB3
63-64	1 brownie	1	PB2
65-66	1 carbuncle	1	PB3
67-68	1 dog, riding	1	PB
69-70	1 faun	1	PB3
71-72	1 grig	1	PB2
73-74	1 herd animal, elk	1	PB3
75-76	1 leshy, gourd	1	PB3
77-78	1 wolf	1	PB
79-80	1 zoog	1	PB3
81-83	1d6 badgers	2	PB
84-85	1 forlarren	2	PB2
86-90	1 leprechaun	2	PB2
91-95	1d4+2 sprites	2	PB3
96-100	1d4+1 xtabays	2	PB2
101-103	2 atomies	3	PB3
104-105	1 dryad	3	PB
106-108	1 fey giant toad	3	PB3
109-111	2 herd animals, elk	3	PB3
112-113	1 quickling	3	PB2
114-115	1 twigjack	3	PB2
116-117	1 unicorn	3	PB
118-120	2 zoogs	3	PB3
121-123	1d4+1 brownies	4	PB2
124-125	1d4+1 grigs	4	PB2
126-129	1 korred	4	PB2
130-131	1 megafauna, megaloceros	4	PB2
132-133	1 pixie	4	PB
134-136	1 satyr	4	PB
137-138	1d8+6 sprites	4	PB3
139-140	1 tanuki	4	PB3
141-142	1d4+2 atomies	5	PB3
143-145	2d4 carbuncles	5	PB3
146-147	1d6+1 fauns	5	PB3
148-150	1d4+1 leprechauns	5	PB2
151-152	1d6+14 sprites	5	PB3
153-155	1d3 trolls, moss	5	PB3
156-157	2 unicorns	5	PB
158-160	1d6+5 xtabays	5	PB2
161	2d6 dogs, riding	6	PB
162-163	1 giant, wood	6	PB2
164-165	2 korreds	6	PB2
166-167	2 megafauna, megaloceros	6	PB2
168-169	1d4+1 quicklings	6	PB2
170-171	1 redcap	6	PB2
172	1 satyr and 1 fortune teller	6	PB, GMG
173-174	2 satyrs	6	PB
175-176	2 tanukis	6	PB3
177-178	1 tendriculos	6	PB2
179-180	2d6 wolves	6	PB
181-182	1d8+6 atomies	7	PB3
183-184	1d6+6 brownies	7	PB2
185-186	2d4 dryads	7	PB
187-188	1d6+5 grigs	7	PB2
189-190	2d8 leshy, gourd	7	PB3
191-192	1 nymph	7	PB
193-194	1d3+1 pixies	7	PB
195-196	1d6+1 twigjacks	7	PB2
197-198	1d4+2 unicorns	7	PB
199-200	3d4 zoogs	7	PB3

201-202	2d6 fey giant toads	8	PB3
203-204	3d6 herd animals, elk	8	PB3
205-206	1d4+2 korreds	8	PB2
207-208	1 moonflower	8	PB2
209-210	1 nymph and 1 satyr	8	PB
211-212	1d4+2 satyrs	8	PB
213-214	1 spider, giant tarantula	8	PB2
215-216	1 tiger, dire	8	PB
217-218	1 treant	8	PB
219-220	1d4+4 trolls, moss	8	PB3
221-222	1 centipede, titan	9	PB2
223-224	1 dragon horse	9	PB2
225-226	1 elephant, mastodon	9	PB
227-228	1d3+1 giants, wood	9	PB2
229-230	1d4+2 korreds and 1d4 satyrs	9	PB2, PB
231-232	1d8 lurkers in light	9	PB2
233-234	1 sorcerer, trickster mage and 1d6+1 twigjacks	9	NPC, PB2
235-236	1d4+4 tanukis	9	PB3
237-238	1 tick swarm	9	PB2
239-240	1d8+12 zoogs	9	PB3
241-243	1 dragon, young forest	10	PB3
244-247	1 nue	10	PB3
248-250	1d6+5 pixies	10	PB
251-253	1d6+6 satyrs	10	PB
254-257	2d3 tendriculoses	10	PB2
258-260	2 tigers, dire	10	PB
261-263	1 animal lord, cat lord	11	PB3
264-265	2 centipedes, titan	11	PB2
266-267	3d6 megafauna, megaloceros	11	PB2
268-269	1d3+1 moonflowers	11	PB2
270	1 paladin, elven honorblade and 1d4+4 pixies	11	NPC, PB
271-273	2d6 redcaps	11	PB2

274-276	1 sorcerer, fey enchantress	11	NPC
277-278	1d3+1 spiders, giant tarantulas	11	PB2
279-280	2 tick swarms	11	PB2
281-284	1 druid, fey friend	12	NPC
285-288	1d4+5 giants, wood and 1d4 wolves, dire	12	PB2, PB
289-292	1d6+14 pixies	12	PB
293-296	1d4+2 pixies, 1d4 satyrs, and 1 sorcerer, fey enchantress	12	PB, NPC
297-300	1d6+1 treants	12	PB
301-303	1d4+2 centipedes, titan	13	PB2
304-306	1 druid, fey friend, 1 tiger, dire, and 1 treant	13	NPC, PB
307-309	1d4+4 moonflowers	13	PB2
310-312	1d4+1 nymphs, 1 sorcerer, fey enchantress, and 1 treant	13	PB, NPC
313-314	1d4+4 spiders, giant tarantulas	13	PB2
315-317	1d4+2 tick swarms	13	PB2
318-320	1 viper vine	13	PB2
321-325	1 dragon, adult forest	14	PB3
326-330	1 druid, fey friend and 1d6+1 treants	14	NPC, PB
331-335	1d3+5 elephants, mastodons	14	PB
336-340	1 viper vine with the giant template	14	PB2, PB
341-342	1 bard, spellsword	15	NPC
343-347	1 gorynych	15	PB3
348-351	1 jubjub bird	15	PB3
352-355	1 kongamato	15	PB3
356-360	1 popobala	15	PB3
361-365	1d12+8 elephants, mastodons	16	PB
366-370	1 gorynych with the advanced template	16	PB3, PB
371-375	Lost time trap (fey trap)	16	See page 10
376-380	1 plasma ooze	16	PB3
381-385	1 bandersnatch	17	PB3

386-390	2 jubjub birds	17	PB3
391-395	2 kongamatos	17	PB3
396-397	*Lightning bolt* gallery trap (fey trap)	17	CRB
398-400	1 thrasfyr	17	PB2
401-408	1 bandersnatch, confounding	18	PB3
409-412	Eternity of bliss trap (fey trap)	18	See page 10
413-416	1 plasma ooze with the advanced and giant templates	18	PB3, PB
417-420	1 thrasfyr with the advanced template	18	PB2, PB
421-422	1 arcane archer, chaos arrow	19	NPC
423-426	1 bandersnatch, frumious	19	PB3
427-430	1 bandersnatch, primal	19	PB3
431-435	1 dragon, ancient forest	19	PB3
436-440	1 sard	19	PB2
441-445	1 arcane archer, chaos arrow and 1 thrasfyr	20	NPC, PB2
446-450	1 bandersnatch, magicbane	20	PB3
451-455	1 jabberwock, lesser	20	PB2
456-460	1 sard with the advanced template	20	PB2, PB

SUMMER OTHERWORLD ENCOUNTER ELEMENTS

Dispositions: The denizens of the summer otherworld are often carefree and intensely curious about new people and events, or else bored with their nigh-endless existences and listless. Many are derisive toward most or all mortals, questioning their ability to respect the splendor of their homes and comprehend the stakes and motives of their society and conflicts.

Table 6-2: Summer Otherworld Dispositions

d20	Encounter Elements
1-2	Disarmed
3	Disguise
4-5	Enchanted
6	Flight
7	Guardian
8-9	Mistaken identity
10-12	Negotiating
13-14	Preparedness, prepared
15-18	Preparedness, unready
19-20	Scheming

Terrain Features: The summer otherworld is often deceptively dangerous, looking splendidly inviting but hiding rough ground, erratic weather, and unpredictable inhabitants.

Building Blocks: Copse, river, meadow, scrub, thicket, and massive trees.

Table 6-3: Summer Otherworld Terrain Features

d20	Encounter Elements
1-3	Copse
4-5	Fog
6	Footpath
7-9	Glade
10-12	Meadow
13	Planar vortex between the mortal world and the fey realms. They fey realms may produce the minor positive-dominant trait or the highly morphic trait, whereas the mortal world may negate these traits.
14	Pond
15	River
16-17	Scrub
18	Stream
19-20	Thicket

Others in the Series

Each of the random encounters remastered series covers a wide range of locales including:

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.

Purple Duck Note: *The first three releases do not include options from the* Bestiary III *or the* NPC Codex *as they were not released when the books were originally written.*

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