

RANDOM ENCOUNTERS REMASTERED

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How to Use this Book

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

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

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

Appropriate Use of Random Encounters

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

Serving the Plot

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

Table 1-1: Random Clues

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

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

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

Considerations

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

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

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

Fixes

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

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

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

Using an expanded encounter table:

The encounter tables included in this book are designed to be limited by the average CR of a specific area. For example,

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

in the area. For example, if a thickly wooded and haunted valley had an average CR of 12 and used the Eerie Woods encounter table, an encounter would be picked by rolling d% and adding +240 to the result.

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

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

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

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

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

one round.

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

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

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

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

Sources: This book draws upon the *Pathfinder Roleplaying Game Core Rulebook* (CRB), *Game Mastery Guide* (GMG), *Bestiary* (PB), *Bestiary 2* (PB2), and *Ultimate Combat* (UC).

DISPOSITIONS

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

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

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

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

Table 1-2: Watery Mayday Scenarios

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

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

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

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

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

Rivalry: The encountered group feels threatened by the party's reputation, whether directly or indirectly. A noble or other authority figure might consider the PCs a threat to his authority, especially if the party appears powerful or perhaps saved some of locals

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

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

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

TERRAIN FEATURES

The following terrain features provide additional structure to the encounter.

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

Berm: A common defensive structure, a berm

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

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

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

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

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

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 x 10 feet tall in hills or 2d6 x 10 feet tall in mountains, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall, 10-foot squares if it's 30 to 80 feet tall, and 20-foot squares if it's more than 80 feet tall. Cliffs generally cross the entire encounter map, either

in a straight line or with only a single turn. Cliffs may extend above or below the base level of the encounter map (generally where the PCs begin the encounter).

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

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

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

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

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

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

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

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

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

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

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

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

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

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large

rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Acrobatics checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings along the wall. In such a case, characters gain a +5 circumstance bonus on Acrobatics checks to move along the ledge. Anyone next to a railing gains a +2 circumstance bonus on his opposed Strength check to avoid being bull rushed off the edge.

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

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

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.

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

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

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

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

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

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

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

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

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

Swim speed, or have freedom of movement have the advantage against the rest. CR +/-1.

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

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

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

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

Ruined Building: A ruined building can be an abandoned home, warehouse, barn, shack, manor, or even apartment and shop combination. They are most commonly found in areas that have had a long history of permanent settlements. A typical ruined building is 1d6 masonry walls on a foundation that is 1d4 x 10 feet long and 1d10 x 10 feet wide. Scattered near the walls, and in some squares replacing the walls, are 3d4 squares of light rubble.

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

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.

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

washing, and other more innocuous liquids).

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

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

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

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

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

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

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

Steep Slopes: Steep slopes are most common near the middle of hillsides and mountainsides. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 x 5 feet later. Characters who fail by 5 or more fall prone in the square where they end

their movement. A steep slope increases the DC of Acrobatics checks by 2. Flying combatants and those who can otherwise ignore the difficulties of a steep slope have an advantage over those who cannot. CR +/-1.

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.

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

Table 1-3: Random Tunnel Direction

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

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

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

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

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

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

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

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

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

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

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).

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

NEW HAZARDS

WIDOWMAKER (CR 5)

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

WIDOWAKER TRAP CR 5

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset none

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

EXPANDED TABLES

EERIE WOODS

The eerie woods can be any cold or temperate forest, especially those touched by widespread magic and mysterious, tragic deaths.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 18 (d% + 360)

Typical Encounter Frequency: 12% (01-12)

Table 1-4: Eerie Woods Encounters

d%	Encounter	Avg. CR	Source
21-30	1d4 kobolds	½	PB
31-35	1d4 badgers	1	PB2
36-39	1 brownie	1	PB2
40-43	1 spider, giant	1	PB
44-46	1 tick, giant	1	PB2
47-50	1 goblin dog	1	PB
51-54	1 grig	1	PB2
55-58	1 gryph	1	PB2
59-62	1 krenshar	1	PB2
63-64	Pit trap	1	CRB
65-66	1 pseudodragon	1	PB
67-71	1 spider swarm	1	PB
72-76	1 wolf	1	PB
77-80	1d3 xtabays	1	PB2
81-83	1 bat, dire	2	PB
84-85	1 boar	2	PB
86	1 forlarren	2	PB2
87-88	1 ant, giant (soldier)	2	PB
89-90	1 toad, giant	2	PB2
91-92	1 leprechaun	2	PB2
93-95	1 slime mold	2	PB2
96-97	1 wolverine	2	PB
98-100	1 worg	2	PB
101-102	1 yellow musk creeper plus 1d6 yellow musk zombies	3	PB
103	1 assassin vine	3	PB
104	Camouflaged pit trap	3	CRB
105	1 centaur	3	PB

106-107	1 wolf, dire	3	PB
108-109	1 dryad	3	PB
110-111	1 mantis, giant	3	PB
112-114	1d6+3 goblins	3	PB
115-116	1 quickling	3	PB2
117	1 spriggan	3	PB
118	1 trapper	3	GMG
119-120	1 wasp swarm	3	PB
121	1 barghest	4	PB
122-123	1 beetle, giant slicer	4	PB2
124-125	1 decapus	4	PB2
126-127	1 boar, dire	4	PB
128-129	1 wolverine, dire	4	PB
130-131	1 bear, grizzly	4	PB
132	1 half-celestial unicorn	4	PB
133-134	1 owlbear	4	PB
135-136	1 peryton	4	PB2
137-138	1 pixie	4	PB
139-140	1 satyr	4	PB
141	Ear seekers	5	GMG
142-143	1d4 ettercaps	5	PB
144-145	1d4 centipedes, giant whiptail	5	PB2
146-147	1 megafauna, megatherium	5	PB2
148	1 monster hunter	5	GMG
149-151	1d4 twigjacks	5	PB2
152	Widowmaker	5	See <i>p.12</i>
153-154	1 worg, winter wolf	5	PB
155-156	1d6+2 wolves	5	PB
157-158	2 wights	5	PB
159-160	1 wraith	5	PB
161	Forest fire	6	CRB
162-163	1d4 korred	6	PB2
164-165	1d4 mandragora	6	PB2
166-167	1d4 megafauna, megaloceros	6	PB2
168	1 mothman	6	PB2
169-170	1 redcap	6	PB2
171-172	1 revenant	6	PB2
173-174	1 shambling mound	6	PB

175-176	1 tendriculos	6	PB2
177-178	1d6 unicorns	6	PB
179-180	1 giant, wood	6	PB2
181	1d4+2 assassin vines	7	PB
182-183	1d6 araneas	7	PB2
184	1d4+2 centaurs	7	PB
185-186	1 bear, dire	7	PB
187	1 dullahan	7	PB2
188-189	1d6 beetles, giant stag	7	PB
190-191	1d4+2 wasps, giant	7	PB
192-193	1d6+6 goblin dogs	7	PB
194	1 barghest, greater	7	PB
195-196	1 hangman tree	7	PB2
197-198	1 nymph	7	PB
199-200	1 spectre	7	PB
201	1d6+2 wolves, dire	8	PB
202-203	1d4+2 drakes, forest	8	PB2
204-205	1 spider, giant tarantula	8	PB2
206-208	1d4+9 goblins on goblin dog mounts	8	PB
209-210	1 dragon, green (young)	8	PB
211-213	1 moonflower	8	PB2
214	1 neh-thalggu	8	PB2
215-217	1 quickwood	8	PB2
218-220	1 treant	8	PB
221-223	1 aurumvorax	9	PB2
224-225	2 bears, dire	9	PB
226-228	1 elephant, mastodon	9	PB2
229-230	1d6+3 perytons	9	PB2
231-232	1d4+2 wraiths	9	PB
233-235	1 witchfire	9	PB2
236-238	1d6+6 wasp swarms	9	PB
239-240	1d3+1 giants, wood	9	PB2
241-242	2 moonflowers	10	PB2
243-244	1d6+5 pixies	10	PB
245-246	1d6+6 satyrs	10	PB

247-248	1d4+2 tendriculoses	10	PB2
249-251	1 treant with the advanced and giant templates	10	PB
252-255	1 dragon, umbral (young)	10	PB2
256-258	1d4+5 worgs, winter wolves	10	PB
259-260	1 witchfire, 1 green hag, and 1 sea hag	10	PB2, PB
261-263	2 aurumvoraxes	11	PB2
264-266	1d6+13 giant wasps	11	PB
267-269	1d8+9 megaphauna, megaloceroses	11	PB2
270-272	1d10+2 redcaps	11	PB2
273-275	1d4+2 spectres	11	PB
276-277	1d4+4 wood giants and 1d4 dire wolves	11	PB2
278-280	2 witchfires and 1 green hag	11	PB2, PB
281-285	1 dragon, green (adult)	12	PB
286-290	1d6+2 moonflowers	12	PB2
291-295	1 giant, taiga	12	PB2
296-300	1d6+1 treants	12	PB
301-307	1 banshee	13	PB2
308-313	1d6+6 spectres	13	PB
314-320	1 viper vine	13	PB2
321-324	1 banshee with the advanced template	14	PB2
325-332	1 dragon, umbral (adult)	14	PB2
333-340	1 viper vine with the giant template	14	PB2
341-354	1d8+5 elephants, mastodons	15	PB2
355-360	1 viper vine with the advanced and giant templates	15	PB2
361-365	1 nightshade, nightwalker	16	PB2
366-376	1d6+1 giants, taiga	16	PB2

377-380	1 thrasfyr with the young template	16	PB2
381-386	1 dragon, green (ancient)	17	PB
387-390	1 thrasfyr	17	PB2
391-396	1 wendigo	17	PB2
397-400	1 winterwight	17	PB2
401-407	1 sard with the young template	18	PB2
408-413	1 thrasfyr with the giant template	18	PB2
414-420	1 wendigo with the advanced template	18	PB2
421-426	1 dragon, umbral (ancient)	19	PB2
427-430	1d3+1 nightshades, nightwalkers	19	PB2
431-436	1 sard	19	PB2
437-440	2 winterwights	19	PB2
441-447	1 lesser jabberwock	20	PB2
448-453	1 sard with the advanced template	20	PB2
454-458	1d4+2 winterwights	21	PB2
459-460	1 jabberwock	23	PB2

EERIE WOODS ENCOUNTER ELEMENTS

Disposition: Due to the oppressive dangers and painful memories that pervade the eerie woods, intelligent creatures that dwell here are wary and expect most travelers to represent danger.

Table 1-5: Eerie Woods Dispositions

d20	Encounter Elements
1-10	Readiness, prepared
11-20	Readiness, unready
16-20	Scheming

Terrain Features: The eerie woods tend to be densely packed with terrain features, having relatively few open squares.

Building Blocks: copse, dim illumination, thicket, trees, undergrowth.

Table 1-6: Eerie Woods Terrain Features

d20	Encounter Elements
1-5	Copse
6	Dim illumination
7	Fog
8-9	Footpath
10-11	Glade
12	Pond
13	River
14-15	Stream
16-20	Thicket

JUNGLE RIVER

The jungle river encounter table incorporates elements of the warm forest, warm marshes, and warm freshwater environments, including scattered rivers and ponds, dense tree cover in most places, and waterlogged, boggy ground. Bamboo grows wherever trees have not already taken its place, and poisonous creatures crawl and fly everywhere one looks.

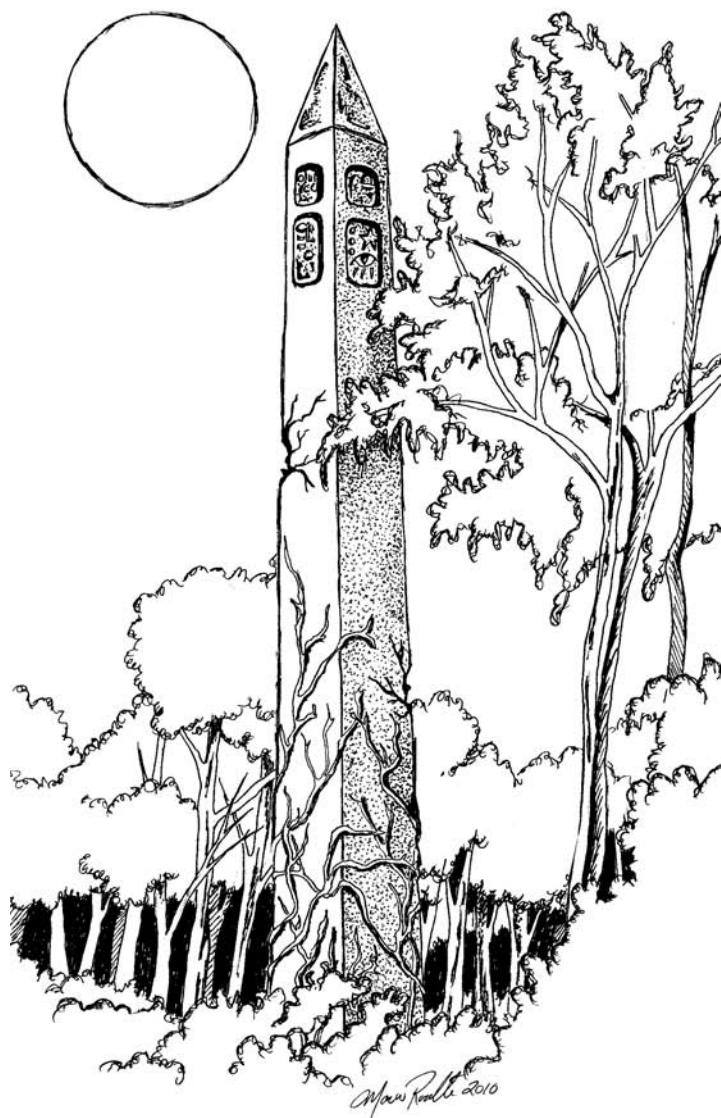
Minimum Average CR: 1 (d% +20)

Maximum Average CR: 14 (d% + 280)

Typical Encounter Frequency: 12% (01-12)

Table 1-7: Jungle River Encounters

d%	Encounter	Avg. CR	Source
21-25	1d4 lizards	1/3	PB
26-29	1 gripli	½	PB2
30-32	1 locathah	½	PB2
33-35	1 maggot, giant	½	PB2
36-39	1 stirge	½	PB
40-42	1d6 beetle, fire	1	PB
43-46	1d3 centipedes, giant	1	PB
47-50	2 dinosaurs, compsognathuses	1	PB2
51-53	1 fly, giant	1	PB
54-56	1 frog, giant	1	PB
57-59	1d3 frogs, poison	1	PB
60-62	1 orangutan (ape with the young template)	1	PB
63-65	1d3 primates, baboons	1	PB2
66-70	1d4 turtles, snapping	1	PB
71-75	1 snake, venomous	1	PB
76-80	1d3 xtabays	1	PB2
81-82	1 ape	2	PB
83-84	1 bat swarm	2	PB
85-86	1 boar	2	PB
87-88	1 snake, constrictor	2	PB
89-90	1 crocodile	2	PB
91-92	1 electric eel	2	PB



93-95	1 leopard	2	PB
96-97	1d6+3 monkeys	2	PB
98-99	1 shocker lizard	2	PB
100	Spiked pit trap	2	CRB
101-103	1 ape, dire	3	PB
104-106	1 centipede, giant whiptail	3	PB2
107-108	1d4+2 griplis	3	PB2
109-111	1 mosquito swarm	3	PB2
112-113	1d3+3 primates, baboons	3	PB2
114-115	2 shipmates and 1 vagabond in a rowboat	3	GMG, UC
116-117	1 trapper	3	GMG
118-120	1 yellow musk creeper plus 1d6 yellow musk zombies	3	PB
121-122	1 centipede swarm	4	PB
123-124	1d4+1 chimpanzees (ape with the young template)	4	PB
125-126	1 crystal ooze (gray ooze variant)	4	PB
127-128	1 dinosaur, parasaurolophus	4	PB2
129-130	1d10+1 locathahs	4	PB2
131-133	1 serpentfolk	4	PB2
134-135	1d4+4 stirges	4	PB
136-137	1 tentamort	4	PB2
138-140	1 tiger	4	PB
141-143	1 army ant swarm	5	PB
144-146	1d3+3 cannibals	5	GMG
147-148	1 cyclops	5	PB
149-150	Ear seekers	5	GMG
151-153	1d6+5 griplis	5	PB2
154-155	1 leucrotta	5	PB2
156-158	1 megafauna, megatherium	5	PB2
159-160	1 shaman	5	GMG
161-162	1 beast master	6	GMG
163-164	1d4 drakes, forest	6	PB

165-167	1 girallon	6	PB
168-170	1d8 lizards, monitor	6	PB
171-172	2 serpentfolk	6	PB2
173-174	1 slaver and 1d6+6 shipmates in a keelboat	6	GMG, UC
175-176	1d4+4 snakes, venomous	6	PB
177-178	1 tendriculos	6	PB2
179-180	1 will-o'-wisp	6	PB
181-182	1 dinosaur, allosaurus	7	PB2
183-185	1d4+2 dinosaur, deinonychus	7	PB
186-188	1 dragon, black (young)	7	PB
189-191	1d4 lizards, giant frilled	7	PB
192-193	2 monster hunters	7	GMG
194-195	1d4+1 dinosaurs, parasaurolophuses	7	PB2
196-198	1d6+2 shocker lizards	7	PB
199-200	1 traveling merchant and 1d6+6 shipmates in a keelboat	7	GMG, UC
201-202	Camouflaged spiked pit trap	8	CRB
203-205	1 tiger, dire	8	PB
206-208	1d8 boars, dire	8	PB
209-211	1 lamia matriarch	8	PB2
212-214	1d6 manticores	8	PB
215-216	1 moonflower	8	PB2
217-220	1d8+4 dinosaurs, velociraptors (deinonychus with the young template)	8	PB
221-223	1d4+2 army ant swarms	9	PB2
224-225	1d4+2 cyclops	9	PB
226-227	2 dinosaurs, allosauruses	9	PB

228-229	1 dinosaur, tyrannosaurus	9	PB2
230-231	1 centipede, titan	9	PB2
232-234	3d4 serpentfolk	9	PB2
235-237	1d8 snakes, emperor cobras	9	PB
238-240	1 witchfire	9	PB2
241-243	1d8+2 dinosaurs, ankylosauruses	10	PB
244-245	1 dinosaur, brachiosaurus	10	PB
246-248	1d10+2 leucrottas	10	PB2
249-251	1d4+2 tendriculoses	10	PB2
252-254	1d3 treants	10	PB
255-257	1 rakshasa	10	PB
258-260	1 snake, giant anaconda	10	PB2
261-262	1d8+8 cannibals and 1 chieftain	11	GMG
263-264	2 centipedes, titan	11	PB2
265-266	1d4+2 dinosaurs, allosauruses	11	PB2
267-269	2 dinosaurs, tyrannosauruses	11	PB
270-271	1 dragon, black (adult)	11	PB
272-273	1d4+4 girallons	11	PB
274-275	1 first mate, 1 watch captain, 6 guards, 10 shipmates, and 36 foot soldiers in a keelboat	11	GMG, UC
276-278	2d6 mosquitoes, giant	11	PB2
279-280	3 will-o'-wisps and 1 witchfire	11	PB, PB2
281-282	1d10+6 army ant swarms	12	PB
283-284	1d12+6 cyclops	12	PB
285-287	1d6 crocodiles, dire	12	PB
288-289	1d4+2 lamia matriarchs	12	PB2

290-291	2d4 moonflowers	12	PB2
292-294	1 pirate captain, 1 first mate, and 1d6+5 slavers in a keelboat	12	GMG, UC
295-296	Poisoned pit trap	12	CRB
297-298	2 snakes, giant anacondas	12	PB2
299-300	1d8 spiders, giant tarantulas	12	PB2
301-304	1 banshee	13	PB2
305-307	1d4+2 centipedes, titan	13	PB2
308-310	1d6 couatls	13	PB
311-313	1 giant, storm	13	PB
314-316	1d4+2 dinosaurs, tyrannosauruses	13	PB
317-320	1 viper vine	13	PB2
321-325	1 banshee with the advanced template	14	PB2
326-330	1 captain, 1 first mate, 20d10 shipmates, 1 traveling merchant, and 1d4+4 sellswords in a galley	14	GMG, UC
331-335	2d3 rakshasas	14	PB
336-340	1 viper vine with the giant template	14	PB2
341-347	2d6 dinosaurs, brachiosauruses	15	PB2
348-354	1 bandit lord, 1 pirate captain, 1d4+2 first mates, 20d10 shipmates, and 1d6+6 slavers in a galley	15	GMG, UC
355-360	1 viper vine with the advanced and giant templates	15	PB2
361-366	1 dragon, black (ancient)	16	PB
367-372	1d4+1 giants, storm	16	PB

373-378	1d6+6 rakshasas	16	PB
379-380	1 sard	19	PB2

JUNGLE RIVER ENCOUNTER ELEMENTS

Dispositions: The inhabitants of this particular jungle distrust unfamiliar creatures since the jungle is so filled with danger and slavers often make forays into the dense growth. Visitors, on the other hand, tend to react favorably toward other visitors, since they know the dangers of being caught alone in such a wild environment.

Table 1-8: Jungle River Dispositions

d20	Encounter Elements
1-4	Flight
5-8	Mayday, watery
9-16	Readiness, prepared
17-20	Readiness, unready

Terrain Features: Jungle river terrain is very densely covered in plant life, shadowy open areas beneath the canopy, and water. However, the forest floor features less undergrowth than most forests due to the dense

canopy making it difficult for small plants to thrive.
Building Blocks: Copse, dim illumination, mire, river, thicket, and massive trees.

Table 1-9: Jungle River Terrain Features

d20	Encounter Elements
1-4	Copse
5-6	Dim illumination
7	Fog
8	Footpath
9-11	Mire
12	Quicksand
13	River
14	Scrub
15	Stream
16-19	Thicket
20	Great river (described below)

Great River: The great river can fill an encounter map, with a width of 8d6 x 10 feet and a depth of 3d8 x 10 feet being common. It usually flows slowly, at less than 10 feet per round, but speeds up to 40 feet per round after a heavy rain.



PLANAR STRONGHOLD

A planar stronghold can be a great conjurer's tower, the domain of a powerful trickster witch, a centrally-located planar waypoint, a rift that cuts through several neutral-aligned planes, or a major outpost or fortress in the Ethereal Plane.

Minimum Average CR: 4 (d% +80)

Maximum Average CR: 18 (d% + 360)

Typical Encounter Frequency: 8% (01-08)

Table 1-10: Planar Stronghold Encounters

d%	Encounter	Avg. CR	Source
81-83	1 petitioner	1	PB2
84-89	1 aeon, paracletus	2	PB2
90-95	1 inevitable, arbiter	2	PB2
96-100	1 protean, voidworm	2	PB2
101-110	1 d'ziriak	3	PB2
111-120	2 petitioners	3	PB2
121-125	2 aeons, paracletus	4	PB2
126-130	1 gloomwing	4	PB2
131-135	2 inevitables, arbiters	4	PB2
136-140	1 phase spider with the young template	4	PB
141-145	2 d'ziriaks	5	PB2
146-150	1d4+2 petitioners	5	PB2
151-155	1d3+1 proteans, voidworms	5	PB2
156-160	1 phase spider	5	PB
161-167	1d4+2 aeons, paracletus	6	PB2
168-173	1d4+2 inevitables, arbiters	6	PB2
174-180	1 xill	6	PB
181-183	1 aeon, theletos	7	PB2
184-186	1 chaos beast	7	PB2
187-189	1d4+2 d'ziriaks	7	PB2
190-191	1 hound of Tindalos	7	PB2
192-194	2 phase spiders	7	PB
195-197	1 protean, naunet	7	PB2
198-200	1d4+4 proteans, voidworms	7	PB2

201-202	1d6+6 aeons, paracletus	8	PB2
203-205	1 animate dream	8	PB2
206-208	1 axiomite	8	PB2
209	1 denizen of Leng	8	PB2
210-211	1d6+6 inevitables, arbiters	8	PB2
212-214	1d8+8 petitioners	8	PB2
215-216	1 tenebrous worm	8	PB2
217-220	2 xills	8	PB
221-223	2 aeons, theletos	9	PB2
224	1 dragon horse	9	PB2
225-227	1 inevitable, zelekhut	9	PB2
228-230	1 night hag	9	PB
231-234	1d4+2 phase spiders	9	PB
235-237	2 proteans, naunets	9	PB2
238-240	1d10+8 proteans, voidworms	9	PB2
241-244	2 axiomite	10	PB2
245-248	1d4+1 chaos beasts	10	PB2
249-252	2d6+6 d'ziriaks	10	PB2
253-256	1 protean, imentesh	10	PB2
257-260	1d4+2 xills	10	PB
261-266	1d4+1 denizens of Leng	11	PB2
267-273	1 devourer	11	PB
274-280	1 nightmare, cauchemar	11	PB2
281-283	1 aeon, akhana	12	PB2
284-286	3d4 aeons, theletos	12	PB2
287-288	2d6 hounds of Tindalos	12	PB2
289-291	1 inevitable, kolyarut	12	PB2
292-294	1 night hag and 1 nightmare, cauchemar	12	PB
295-297	2 proteans, imenteshes	12	PB2
298-300	3d4 proteans, naunets	12	PB2
301-307	3d4 axiomites	13	PB2

308-313	1 aeon, akhana with the advanced template	13	PB2
314-320	1 inevitable, kolyarut with the advanced template	13	PB2
321-324	2 aeons, akhanas	14	PB2
325-328	1d10+5 denizens of Leng	14	PB2
329-332	2 inevitables, kolyaruts	14	PB2
333-336	1 Leng spider	14	PB2
337-340	1 nightshade, nightwing	14	PB2
341-348	1 inevitable, marut	15	PB2
349-352	1 Leng spider with the giant template	15	PB2
353-360	1d8+2 proteans, imenteshes	15	PB2
361-363	1d4+2 aeons, akhanas	16	PB2
364-366	1 aeon, bythos	16	PB2
367-368	1 devil, belier	16	PB2
369-371	1d4+2 inevitables, kolyaruts	16	PB2
372-374	2 Leng spiders	16	PB2
375-377	1 nightshade, nightwalker	16	PB2
378-380	2 nightshades, nightwings	16	PB2
381-388	2 inevitables, maruts	17	PB2
389-392	2 Leng spiders with the giant template	17	PB2
393-400	1 protean, keketar	17	PB2
401-405	2 aeons, bythos	18	PB2
406-410	1d4+2 Leng spiders	18	PB2
411-415	1 nightshade, nightcrawler	18	PB2
416-420	1d4+2 nightshades, nightwings	18	PB2
421-428	1d3+2 inevitables, maruts	19	PB2

429-432	14+2 Leng spiders with the giant template	19	PB2
433-440	1d3+1 nightshades, nightwalkers	19	PB2
441-443	3 aeons, bythos	20	PB2
444-446	1 aeon, pleroma	20	PB2
447-449	1 inevitable, lhaksharut	20	PB2
450-452	2 nightshades, nightcrawlers	20	PB2
453-454	1 nightshade, nightwave	20	PB2
455-458	1d3+1 proteans, keketars	20	PB2
459-460	Aeons: 3 akhanas, 1 pleroma, and 1d4+1 theletos	21	PB2

PLANAR STRONGHOLD ENCOUNTER ELEMENTS

Dispositions: The plethora of creatures moving through a planar stronghold means no one disposition dominates except perhaps general suspicion. Weaker creatures are ignored, enslaved or killed while more powerful beings are either bargained with or avoided.

Table 1-11: Planar Stronghold Dispositions

d20	Encounter Elements
1-5	Flight
6-10	Readiness, prepared
11-15	Readiness, unready
16-20	Scheming

Terrain Features: Planar strongholds can be any number of otherworldly sites. Some examples are a floating island in an a neutral-aligned plane, a fortress in a dark mire near the edge of the Plane of Shadow, or a spectral prairie shrouded by the mists of the Ethereal Plane.

Building Blocks: Unearthly battlefield.

Table 1-12: Planar Stronghold Terrain Features

d20	Encounter Elements
1-3	Berm
4-5	Chasm

6-8	Fog
9-11	Trench
12-18	Unearthly battlefield
19-20	Wild magic zone (described below)

Wild Magic Zone: A place where the power of Chaos holds sway or where planes come together might destabilize magic. Alternatively, the destruction of powerful magic items, artifacts, or potent spells can cause a cascade that affects future spellcasting in the area (generally covering an area 2d20 x 100 feet across). All these and more can produce a wild magic zone, impairing combatants who rely on spellcasting relative to those who do not. CR +1.

In a wild magic zone, spells and spell-like abilities function

in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult Table 1-13: Wild Magic Effects.



Table 1-13: Wild Magic Effects

d%	Effect
01-19	The spell rebounds on its caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make concentration checks (DC 15 + spell level) to cast spells.
28-31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.
32-35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). Similarly, an item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40-43	The spell does not function. Instead, a <i>deeper darkness</i> effect and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.

48-51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52-59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, an item loses charges, and the effect counts against an item's or spell-like ability's use limit.
60-71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

RESTLESS VOLCANO

The restless volcano has regions of warm and temperate volcanoes and nearby mountains, as well as creatures drawn to such regions. The volcano constantly erupts, but only very slowly and mostly along obvious paths that trail lava or scalding water. Due to the limited range of damage, many creatures that are not immune to fire still risk living nearby. This table could also be used to represent a volcanic region of the elemental plane of fire by ignoring results for creatures that are not immune to fire.

Minimum Average CR: 1 (d% +20)
Maximum Average CR: 13 (d% +260)
Typical Encounter Frequency: 7% (01-07)

Table 1-14: Restless Volcano Encounters

d%	Encounter	Avg. CR	Source
21-26	1 ifrit	1/2	PB2
27-33	1 eagle	1/2	PB
34-40	1 tengu	1/2	PB

41-45	2 eagles	1	PB
46-50	1 elemental, fire (Small)	1	PB
51-55	1d4 orcs	1	PB
56-60	1 herd animal, ram	1	PB2
61-65	2 ifrits	1	PB2
66-70	1 spider, giant	1	PB
71-75	1 spider swarm	1	PB
76-80	2 tengu	1	PB
81-84	1 bat, giant	2	PB
85-89	1 bat swarm	2	PB
91-94	1 bugbear	2	PB
95-96	Lava bomb (normal)	2	GMG
97-100	1 thoqqua	2	PB2
101-104	1 eagle, giant	3	PB
105-108	1 elemental, fire (Medium)	3	PB
109-112	1d3+2 ifrits	3	PB2
113-116	1 mephit, magma	3	PB
117-120	2 herd animals, rams	3	PB2
121-124	2 bat swarms	4	PB
125-128	2 bugbears	4	PB
129-132	1 peryton	4	PB2
133-136	3d4 tengu	4	PB
137-140	2 thoqqas	4	PB2
141-142	1 drake, flame	5	PB2
143-145	2 eagles, giant	5	PB
146-148	1 elemental, fire (Large)	5	PB
149-151	2d4 elementals, fire (Small)	5	PB
152-153	Lava bomb (large)	5	GMG
154-157	2 mephits, magma	5	PB
158-160	Poison gas (volcanic)	5	GMG
161-162	1d4+2 bat swarms	6	PB
163-164	1 belker	6	PB2
165-167	1d4+2 bugbears	6	PB
168-170	1d8+2 herd animals, rams	6	PB2
171	1 hermit	6	GMG
172-174	1 hydra, pyrohydra	6	PB
175-176	2 perytons	6	PB2

177-179	1 redcap	6	PB2
180	1 salamander	6	PB
181-182	Avalanche	7	CRB
183-185	2 drakes, flame	7	PB2
186-188	1 elemental, fire (Huge)	7	PB
189-191	2d4 elementals, fire (Medium)	7	PB
192-194	1 magma ooze	7	PB2
195-197	1d4+2 mephits, magma	7	PB
198-200	Orcs: 1d10+10 1st-level warriors, 2 3rd-level warriors and 1 5th-level warrior	7	PB
201-203	1 dragon, magma (young)	8	PB2
204-206	3d4 eagles, giant	8	PB
207-209	1 genie, efreeti	8	PB
210-213	1 guide and 2 trappers	8	GMG
214-218	2 redcaps	8	PB2
219-220	2 salamanders	8	PB
221-222	1d10+10 bat swarms	9	PB
223-225	1d3+1 belkers	9	PB2
226-227	1 dragon horse	9	PB2
228-229	1 elemental, fire (greater)	9	PB
230-231	2d4 elementals, fire (Large)	9	PB
232	1d20+10 herd animals, rams	9	PB2
233-234	1d6+6 mephits, magma	9	PB
235-236	3d3 perytons	9	PB
237-238	1 roc	9	PB2
239-240	1 yrthak	9	PB2
241-242	Bugbears: 1d6+6, 2 1st-level warriors, and 1 3rd-level warrior	10	PB
243-245	1 dragon, red (young)	10	PB

246-247	1 dragon, silver (young)	10	PB
248-250	3d4 drakes, flame	10	PB2
251-252	2 genies, efreet	10	PB
253-255	1 giant, fire	10	PB
256-257	Pyroclastic flow	10	GMG
258-260	1d3+2 salamanders	10	PB
261-262	1 elemental, fire (elder)	11	PB
263-265	2d4 elementals, fire (Large)	11	PB
266-268	1 giant, cloud	11	PB
269-271	3d4 redcaps	11	PB2
272-274	2 rocs	11	PB
275-277	1 thunderbird	11	PB2
276-280	2 yrthaks	11	PB2
281-287	1 dragon, magma (adult)	12	PB2
288-294	1d4+2 genies, efreet	12	PB
295-300	1 thunderbird with the advanced template	12	PB2
301-307	2d4 elementals, fire (greater)	13	PB
308-314	1d4+1 giants, fire	13	PB
315-320	1d4+2 yrthaks	13	PB2
321-325	1 dragon, red (adult)	14	PB
326-330	1 dragon, silver (adult)	14	PB
331-335	1d6+6 genies, efreet	14	PB
336-340	1d4+1 giants, cloud	14	PB
341-354	2d4 elementals, fire (elder)	15	PB
355-357	Lava jet	15	See below
358-360	1 dragon, magma (ancient)	17	PB2

RESTLESS VOLCANO HAZARDS

LAVA JET (CR 15)

During a volcanic eruption, especially a slow and gradual one, gas bubbles may float to the surface of a magma pool and explode in jets of hot lava. A lava jet can reach hundreds or thousands of feet away from its point of origin, though usually it shoots

spectacularly skyward only to fall back into the same lava pool. On landing, any creature or object in the square at the point of impact suffers 10d6 points of fire damage, plus an additional 5d6 points of damage each round for the next 1d3 rounds. Adjacent squares are hit by splash damage, dealing 5d6 points of initial damage and 2d6 points of secondary damage. A successful DC 20 Reflex save halves both the initial damage and the secondary damage.

RESTLESS VOLCANO ENCOUNTER ELEMENTS

Dispositions: The intelligent beings that dwell on the flanks of the restless volcano tend toward extremes, displaying great hospitality in a trying environment or desperately fighting against all rivals for every survival advantage to be found.

Table 1-15: Restless Volcano Dispositions

d20	Encounter Elements
1-7	Flight
8-13	Readiness, prepared
12-18	Readiness, unready
19-20	Windblown

Terrain Features: A warm or temperate mountain encounter map is generally dominated by a pass, a steeply sloped mountainside, or a high valley meadow.

Building Blocks: Ledge, meadow, pass, and slope.

Table 1-16: Restless Volcano
Terrain Features

d20	Encounter Elements
1	Cave entrance
2	Chasm
3-4	Cliff
5-6	Crater
7	Footpath
8	Lava flow (described below)
9-10	Ledge
11-12	Meadow
13	Pass
14-15	Rock wall
16-17	Rubble, dense
18	Scree
19-20	Slope



Crater: A crater is like the chasm terrain feature, except the bottom is filled to a depth of 1d6 feet with lava. If the depth is 2 feet or less, treat it as the lava in a lava flow (described below). If the depth is 3 feet or greater, Small characters are totally submerged upon falling in (20d6 damage per round, plus 10d6 per round for 1d3 rounds after leaving). If the depth is 5 feet or greater, Medium characters are likewise submerged. Since submersion in lava can kill most characters very quickly should they be bull rushed in or otherwise fall, it is recommended lava of such depth not be included unless the party has significant protection against fire damage or is very high-level.

Lava Flow: A lava flow is a partially cooled area of lava often mistaken for solid ground. Lava flows conform to the terrain around them, sinking into depressions or following natural channels. Other lava flows might emanate in semi-circle from a vent point. Creatures touching the rocky shell of cooled lava suffer 1d6 points of fire damage per round; those who fly or jump 30 feet above the semisolid lava instead suffer 1d4-1 damage per round. Those who fail an Acrobatics check (DC 12 + 1 per 50 lb. the character weighs including gear) crack the surface and sink in exactly as if it were a shallow bog, taking 2d6 fire damage per round (reduced to 1d6 damage per round for 1d3 rounds after they exit the lava). A DC 20 Knowledge (nature) or Survival check allow a creature to recognize the lava flow. CR +2.

TREACHEROUS MIRE

The treacherous mire represents a site combining features of temperate and cold marshes, bogs, swamps, river deltas, bayous, and/or shallow ponds and lakes.

Minimum Average CR: 1 (d% +20)

Maximum Average CR: 15 (d% + 300)

Typical Encounter Frequency: 10% (01-10)

Table 1-17: Treacherous Mire Encounters

d%	Encounter	Avg. CR	Source
21-25	1 grippli	½	PB2
26-30	1 maggot, giant	½	PB2
31-35	1 shipmate in a rowboat	½	GMG, UC
36-40	1 stirge	½	PB

41-44	1d3 beetle, flash (fire beetle)	1	PB
45-48	1d4 turtles, snapping	1	PB2
49-52	1d3 xtabays	1	PB2
53-56	1 amoeba, giant	1	PB2
57-60	1 amoeba swarm	1	PB2
61-64	1 gar	1	PB2
65-67	1 goblin dog	1	PB
68-71	1 fly, giant	1	PB2
72-74	1 frog, giant	1	PB
75-77	1 lizardfolk	1	PB
78-80	1 snake, venomous	1	PB
81-82	1 boggard	2	PB
83-86	1 leech, giant	2	PB
87-89	1d3+1 maggots, giant	2	PB2
90-92	1 slurk	2	PB2
93-95	1d3+1 stirge	2	PB
96-100	1 toad, giant	2	PB2
101-103	Accursed pool	3	GMG
104-106	2 flies, giant	3	PB2
107-108	2 frogs, giant	3	PB
109-111	1d3+2 gripplis	3	PB2
112-113	2 lizardfolk	3	PB
114-115	1 merrow, freshwater	3	PB2
116-117	1 vampiric mist	3	PB2
118-120	1d3+3 xtabays	3	PB2
121-122	1d8+3 beetle, flash (fire beetle)	4	PB
123-124	1 dragonfly, giant	4	PB2
125-126	1 faceless stalker	4	PB2
127-128	1 gray ooze	4	PB
129-130	1 harpy	4	PB
131-133	1 hydra	4	PB
134-135	1 kelpie	4	PB2
136-137	1 leech swarm	4	PB
138-140	1 tentamort	4	PB2
141	Ear seekers	5	GMG
142-143	2d3 gars	5	PB2
144-145	1 green hag	5	PB
146-147	1d6+5 gripplis	5	PB2

148-151	1d8+4 maggots, giant	5	PB2
152-154	1 ochre jelly	5	PB
155-156	1 shaman	5	GMG
157-158	1 snake, emperor cobra	5	PB2
159-160	1d10+4 stirges	5	PB
161-162	1 gar, giant	6	PB2
163	1 id ooze (gray ooze variant)	6	PB
164	1 hermit	6	GMG
165	1 hydra, cryohydra	6	PB
166-167	3d4 lizardfolk	6	PB
168-169	1d3+1 merrows, freshwater	6	PB2
170-171	1 shambling mound	6	PB
172-173	1d4+2 slurks	6	PB2
174	1 tentamort with the advanced and giant templates	6	PB2
175-176	1d3+1 vampiric mists	6	PB2
177-178	1 will-o'-wisp	6	PB
181-182	3d4 boggards	7	PB
183-185	1 chuul	7	PB
186-188	1d4+1 dragonfly, giant	7	PB2
189-191	1 half-dragon, dracolisk	7	PB
192-193	1d4+1 kelpies	7	PB2
194-195	1d4+1 leech swarms	7	PB
196-197	1 medusa	7	PB
198	1d6+14 stirges	7	PB
199-200	3d4 toads, giant	7	PB2
201-202	1d8+1 faceless stalkers	8	PB2
203-205	3 green hags	8	PB
206-208	1 gray render	8	PB2
209-211	1 giant, marsh	8	PB2
212-214	1 guide and 1 monster hunter	8	GMG
215-216	1 slug, giant	8	PB
217-220	1 tiger, dire	8	PB

221-223	2 chuul	9	PB
224-225	2d6 harpies	9	PB
226-228	4d4 merrows, freshwater	9	PB2
229-230	1 naga, spirit	9	PB
231-232	2d4 snakes, emperor cobra	9	PB2
233-235	1 turtle, giant snapping	9	PB2
236-238	1d3+1 will-o'-wisps	9	PB
239-240	1 witchfire	9	PB2
241-244	1 flytrap, giant	10	PB
245-248	2d3 gars, giant	10	PB2
249-252	1d4+2 mosquitoes, giant	10	PB2
253-256	2 tigers, dire	10	PB
257-260	1 witchfire and 2 green hags	10	PB2, PB
261-264	1d4+2 chuul	11	PB
265-267	1 demon, hezrou	11	PB
268-272	2 nagas, spirit	11	PB
273-276	1d2 rakshasas	11	PB
277-280	1 vampire and 2d4 vampire spawn (night only)	11	PB
281-284	1 catoblepas	12	PB2
285-287	2 flytraps, giant	12	PB
288-290	1d4+2 giants, marsh	12	PB2
291-293	1d6+6 mosquitoes, giant	12	PB2
294-296	1d2+2 nagas, spirit	12	PB
297-300	1d4+1 turtles, giant snapping	12	PB2
301-306	1 carnivorous blob	13	PB2
307-308	1 catoblepas with the advanced template	13	PB2
309-314	1 froghemoth	13	PB
315-320	1 viper vine	13	PB2
321-325	2 catoblepas	14	PB2
326-328	1d3+1 demons, hezrous	14	PB
329-332	1d4+2 flytraps, giant	14	PB

333-336	1d4+2 rakshasas	14	PB
337-340	1 viper vine with the giant template	14	PB2
341-347	1 carnivorous blob with the advance and giant templates	15	PB2
348-354	1 froghemoth with the advanced and giant templates	15	PB
355-360	1 viper vine with the advanced and giant templates	15	PB2
361-370	1d4+2 catoblepas	16	PB2
371-380	1d6+6 rakshasas	16	PB
381-387	1 thrasfyr	17	PB2
388-394	1 wendigo	17	PB2
395-397	1 wendigo with the advanced template	18	PB2
398-399	1 tarn linnorm with the young template	19	PB
400	1 tarn linnorm	20	PB

TREACHEROUS MIRE ENCOUNTER ELEMENTS

Dispositions: Regions of treacherous mire are often inhabited by humanoids living in hunter-gatherer societies or fishing communities. The intelligent creatures encountered here tend to fiercely guard their territory and consider most other creatures a source of food or slave labor.

Table 1-18: Mire Dispositions

d20	Encounter Elements
1-6	Flight
7	Mayday, watery
8-15	Readiness, prepared
16-19	Readiness, unready
20	Scheming

Terrain Features: A treacherous mire encounter map almost always includes at least one area of mire, and there should be few empty squares.

Building Blocks: Bog, heath, mire, pond, scrub, and undergrowth.

Table 1-19: Treacherous Terrain Elements

d20	Encounter Elements
1	Copse
2-3	Fog
4	Footpath
5-7	Heath
8	Hedgerows, wide
9-13	Mire
14	Pond
15-16	Quicksand
17-19	Scrub
20	Stream



UNDERWORLD BATTLEFIELD

An underworld battlefield is most often the site of conflict on one of the evil-aligned planes. However, it can also be used for the lair of a diabolical witch with countless conjured minions or fiendish rivals, the site of a demonic invasion, or the stronghold of a mighty conjurer.

Minimum Average CR: 4 (d% +80)
Maximum Average CR: 22 (d% +440)
Typical Encounter Frequency: 8% (01-08)

Table 1-20: Underworld Battlefield Encounters

d%	Encounter	Avg. CR	Source
81-82	1 devil, lemure	1	PB
83-85	1 daemon, cacodaemon	2	PB2
86-88	1 demon, dretch	2	PB
89-91	1 demon, quasit	2	PB
92-94	1 devil, imp	2	PB
95-97	1 qliploth, cythnigot	2	PB2
98-100	1 vargouille	2	PB
101-105	1 devil, accuser	3	PB2
106-110	1 hell hound	3	PB
111-115	1 howler	3	PB2
116-120	1 yeth hound	3	PB
121-127	2 demons, dretches	4	PB
128-133	2 devils, imps	4	PB
134-140	1d3+1 devils, lemures	4	PB
141-143	1 achaierai	5	PB2
144-145	2 devils, accuser	5	PB2
146-148	1 devil, bearded	5	PB
149-152	2 hell hounds	5	PB
153-156	1 nightmare	5	PB
157-160	2 yeth hounds	5	PB
161-162	1d8+1 daemons, cacodaemons	6	PB2
163-164	1 daemon, cuestodaemon	6	PB2
165-167	1 demon, babau	6	PB
168-170	1d4+2 demons, dretches	6	PB
171	1 half-fiend minotaur	6	PB

172-174	1d3+1 howlers	6	PB2
175-177	1 kyton	6	PB
178-180	1d4+2 vargouilles	6	PB
181-182	2d6 demons, quasits	7	PB
183-185	1 demon, shadow	7	PB2
186-187	1 demon, succubus	7	PB
188-189	2 devils, bearded	7	PB
190-191	1d8+2 devils, imps	7	PB
192-193	1d10+4 devils, lemures	7	PB
194-195	1 hellcat	7	PB2
196-197	2d6 qliploth, cythnigot	7	PB2
198	1 qliploth, shoggti	7	PB2
199-200	1 soul eater	7	PB2
201-202	1 bodak	8	PB2
203-205	1 daemon, hydrodaemon	8	PB2
206-207	2 demons, babau	8	PB
208-209	1d6+6 demons, dretches	8	PB
210-211	1 devil, erinyes	8	PB
212-214	3d4 hell hounds	8	PB
215-217	2 kytons	8	PB
218-220	1d6+6 vargouilles	8	PB
221-222	1 daemon, leukodaemon	9	PB2
223	2 demons, shadow	9	PB2
224-225	2 demons, succubi	9	PB
226-227	1 demon, vrock	9	PB
228	3d6 devils, accuser	9	PB2
229-230	1 devil, bone	9	PB
231-232	1d6+14 devils, lemures	9	PB
233	1d3+1 half-fiend minotaurs	9	PB
234-235	1 hell hound, nessian	9	PB
236-237	1 night hag	9	PB
238	2 qliploth, shoggti	9	PB2
239-240	1d6+5 yeth hounds	9	PB
241-243	1d4+4 achaierais	10	PB2

244-245	1 daemon, piscodaemon	10	PB2
246-248	1d4+2 demons, babau	10	PB
249-251	1d12+12 demons, dretches	10	PB
252-253	1 demon, kalavakus	10	PB2
254	1 demon, nabasu, with 1d8 growth points	10	PB
255-256	1d8+2 devils, bearded	10	PB
257-258	1d4+2 kytons	10	PB
259-260	1 qliploth, nyogoth	10	PB2
261-262	1d3+1 bodaks	11	PB2
263	1d4+1 daemons, hydrodaemons	11	PB2
264	1 daemon, meladaemon	11	PB2
265	1 demon, hezrou	11	PB
266	1d4+2 demons, shadow	11	PB2
267-268	2 demons, vrock	11	PB
269	1 devil, barbed	11	PB
270-271	2 devils, bone	11	PB
272-273	3 devils, erinyes	11	PB
274-275	2d4 hellcats	11	PB2
276	2 hell hounds, nessian	11	PB
277-278	1 nightmare, cauchemar	11	PB
279-280	1 retriever	11	PB
281-282	1 daemon, derghodaemon	12	PB2
283-284	2 daemons, piscodaemons	12	PB2
285-286	2 demons, kalavakuses	12	PB2
287-288	1 demon, omox	12	PB2
289-290	3d4 demons, succubi	12	PB
291-293	3 night hags	12	PB

294-295	1 night hag and 1 nightmare, cauchemar	12	PB
296-297	1 qliploth, chernobue	12	PB2
298-300	3d3 qliploth, shoggti	12	PB2
301-302	1d8+1 daemons, leukodaemons	13	PB2
303-304	1 daemon, thanadaemon	13	PB2
305-306	1 demon, glabrezu	13	PB
307-308	1 demon, nabasu, with 1d4+8 growth points	13	PB
309-310	1d4+2 demons, vrock	13	PB
311	1d4+2 devils, bone	13	PB
312-313	2 devils, barbed	13	PB
314-315	1d20+10 devils, bearded	13	PB
316-317	1 devil, ice	13	PB
318	1d4+2 hell hounds, nessian	13	PB
319-320	1d12+6 kytons	13	PB
321-322	1d6+5 daemons, hydrodaemons	14	PB2
323-324	1d4+1 daemons, meladaemons	14	PB2
325-326	1d3+1 daemons, piscodaemons	14	PB2
327-328	1d3+1 demons, hezrous	14	PB
329-330	1d4+2 demons, kalavakuses	14	PB2
331-332	1 demon, nalfeshnee	14	PB
333-334	1 devil, handmaiden	14	PB2
335-336	1 qliploth, augnagar	14	PB2
337-338	2 qliploth, chernobue	14	PB2
339-340	2d4 qliploth, nyogoths	14	PB2
341-342	2 daemons, thanadaemons	15	PB2

343-344	Demons: 1 glabrezu, 1 succubus, and 1d4+1 vrock	15	PB
345-346	1 demon, nabasu, with 1d4+12 growth points	15	PB
347-348	1d4+6 demons, vrock	15	PB
349-350	1d4+6 devils, bone	15	PB
351-352	1d3+2 devils, barbed	15	PB
353-355	Devils: 2d4 erinyes and 1 handmaiden	15	PB, PB2
356-357	3 night hags and 3 nightmares, cauchemars	15	PB
358-360	1 xacarpa	15	PB2
361-362	1 daemon, astradaemon	16	PB2
363-364	2d3 daemons, derghodaemons	16	PB2
365-366	2d3 demons, omoxes	16	PB2
367-369	1 demon, shemhazian	16	PB2
370-371	1 devil, belier	16	PB2
372-374	1 devil, horned	16	PB
375-377	1d3+1 devils, ice	16	PB
378-380	1d4+2 qliphoth, chernobue	16	PB2
381-383	1d6+5 daemons, meladaemons	17	PB2
384-386	1d4+2 daemons, thanadaemons	17	PB2
387-389	1 demon, nabasu, with 1d3+16 growth points	17	PB
390-393	1d6+5 devils, barbed	17	PB
394-396	Devils: 2d10 erinyes and 1d4 handmaiden	17	PB, PB2
397-400	1 demon, marilith	17	PB
401-404	2 daemons, astradaemons	18	PB2
405-408	1 daemon, purrodaemon	18	PB2

409-412	Demons: 3d4 babaus, 1d3 glabrezus, and 1 marilith	18	PB
413-416	2 devils, horned	18	PB
417-420	1 qliphoth, thulgant	18	PB2
421-424	1d4+6 daemons, thanadaemons	19	PB2
425-428	2 demons, mariliths	19	PB
429-432	1 demon, vrolikai	19	PB2
433-436	1d6+4 devils, ice	19	PB
437-440	1 devil, immolation	19	PB2
441-443	1d4+2 daemons, astradaemons	20	PB2
444-446	1 daemon, olethrodaemon	20	PB2
447-449	1 demon, balor	20	PB
450-452	1d4+2 devils, horned	20	PB
453-454	1 devil, pit fiend	20	PB
455-457	1 qliphoth, iathavos	20	PB2
458-460	2 qliphoth, thulgants	20	PB2
461-465	1d4+1 daemons, purrodaemons	21	PB2
466-470	Demons: 1 balor and 1d4+1 glabrezus	21	PB
471-475	Devils: 1d4 bone, 2d3 horned, and 1d3 ice	21	PB
476-480	2 devils, immolation	21	PB2
481-485	2 daemons, olethrodaemons	22	PB2
486-490	1d6+6 devils, horned	22	PB
491-495	1d4+2 qliphoth, thulgants	22	PB2
496-500	1 titan, thanatotic	22	PB2
501-510	1d4+2 devils, immolation	23	PB2
511-520	1d3+1 devils, pit fiends	23	PB
521-528	1d3+2 daemons, olethrodaemons	24	PB2
529-536	1d6+5 daemons, purrodaemons	24	PB2

537-539	1d3+1 titans, thanatotic	25	PB2
539-540	1d4+4 devils, pit fiends	25	PB

UNDERWORLD BATTLEFIELD ENCOUNTER ELEMENTS

Dispositions: The foul beings swarming through an underworld battlefield commonly attack first and break off only when they feel themselves outmatched or confident they can force a victim into slavery.

Table 1-21: Underworld Battlefield Dispositions

d20	Encounter Elements
1-6	Flight
7-14	Readiness, prepared
15-17	Readiness, unready
18-20	Scheming

Terrain Features: The underworld battlefield is a desolate, wasted place with few features.

Building Blocks: Unearthly battlefield.

Table 1-22: Underworld Battlefield Terrain Features

d20	Encounter Elements
1-3	Berm
4-5	Cliff
6-7	Fog
8	River of blood (described below)
9-10	Ruined building
11-12	Slopes
13-16	Trench
17-20	Unearthly battlefield

River of Blood: A tributary of the River Styx or another tainted waterway cuts through the tortured land and bisects the encounter map. At 30 feet wide and up to 30 feet deep, it provides a great hazard to any combatant that cannot swim or use freedom of movement to avoid it impeding his movements. The rushing waters require a DC 25 Swim check to successfully navigate. It also has a deleterious effect on all creatures that touch or swim in its waters, afflicting them with 1d6 Wisdom drain. A DC 20 Will save halves the ability drain. The save must be made

each round a creature remains in contact with the river. Evil outsiders are immune to this effect. If an evil outsider can swim, it has the advantage over any non-fiend without a way to both move through the water unhindered (a swim speed or freedom of movement, generally) and protect himself from the soul-tainting water's touch (mind blank is effective). CR +1.



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Bowels of the Earth	Deadly Undercity
Endless Caverns	Frigid Peaks
Grand Marketplaces	Haunted Ruins
Highlands	Scorched Wastes
Storm-wracked Coasts	Teeming Veldt
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