

Encounter Charts (PnP V2)

Introduction

This is my attempt at redoing the Random Encounter Charts based on the version 2 creatures file.

I tried to come up with methods and modifiers for avoiding or attracting encounters. The old system was pretty much listed in alphabetical order for the most part. This was fine but just a clumping of things. So I came up with 3 categories - Mundane, Moderate and Difficult. The Mundane creatures would be the everyday things like dogs, eagles and horses as an example. The moderate would be the next tier of fierce encounters that do not mean hostile just one step above. These might be things like the hippogriff or goblins. The difficult group are those who folks tend to avoid. These might include Dragons or Hydra. The issue is how does one decide which group goes where? I can only estimate their value based on what I read about them while I generated the terrain charts (which monsters were in which terrain for basic setup). The Referee is free to reform any or all of the charts. A novice group will have trouble with everything but Mundanes. But a elite group who can stare at a dragon and kill it will find Difficult the easy ones.

Once the groups are decided one must allocate the numbers to each creature. In order to emphasize each group I have determined a basic 1-50% (Mundane), 51-75 (Moderate) and 76-100 for Difficults. This reflects that based on the modifiers one can avoid or attract encounters. The more difficult creatures would be the high numbers. This isn't statically even but I think this system works.

I have added two new terrains - Grasslands and Tundra. I imagine the south west continent is full of grasslands. While the north is full of tundra/ice fields. So I wanted to add these two areas. I had to again guess what might be there.

Basic Encounter Chance Modifiers

These modifiers are for the Basic Encounter chance. This does not even go into the monster charts yet. This set of modifiers can all, none or some of them used. It is up to the Referee. The GM will determine if party is Avoiding or Encouraging the encounter. If this is not known then avoiding will be the default. If you are avoiding you subtract the modifier to get to the more mundane creatures. If you are encouraging then you add the modifier to increase your chance of harder monsters.

Normal Movement

is that movement mode in which the party is trying to get from one point to another point via some mode of transportation (foot, boat, flying, or mounted). There is no modifier for encounters in this standard mode of movement.

Hunting

is the mode in which the party is hunting for food for survival. There is a 5% better chance of an encounter in this mode.

Searching

is the mode in which the party is actively trying to find or track something specific. There is a 10% better chance of an encounter in this mode (-10 to roll) due to the slowness of movement.

Camped

is the stationary mode in which the party is camped or resting in an area suitable for a camp. While camped because of the defensive way of camps there is a 5% chance less of an encounter (+5 to roll).

Forester

Ability to detect danger and avoid them. The Skill EL will determine the modifier. The higher the EL the less chance of an encounter UNLESS person chooses to ignore his skill for avoiding danger. Only applies to Forest encounters.

Survival

As with Forester but for the terrain they have skill in if in that terrain. The higher the EL the less chance of an encounter. May be combined with the Forester modifier.

Tracking

Highest Tracker EL will determine the Modifier. This allows those who wish to have an encounter (-EL/10) or avoid an encounter (+EL/10).

Hillsman

Mountainer

Plainsman

Seaman

Other Terrain related skills

Allows party with highest EL to avoid or increase chance of encounter in above terrains. With +EL/10 to avoid or -EL/10 to increase chance of encounter.

| Method of Transport | Modifier | Roll |
|---------------------|----------|----------|
| Normal | 0 | 0 |
| Hunting | +5% | -5 |
| Searching | +10% | -10 |
| Camped | -5% | +5 |
| Forester | EL/10% | EL/10 RU |

| | | |
|---------------------|---------|-----------|
| Survival | EL% | EL |
| Tracking | EL/10% | EL/10 RU |
| Hillsman | EL/10% | EL/10 RU |
| Mountainer | EL/10% | EL/10 RU |
| Plainsman | EL/10% | EL/10 RU |
| Seaman | EL/10% | EL/10 RU |
| Other Terrain Skill | EL/10% | EL/10 RU |
| Intelligent | Int/10% | Int/10 RU |

EXAMPLE - Sid is avoiding an encounter of pack of Kotothi creatures. He has EL43 in Forester, Forest Survival of EL8. so has a +4% and +8% for a total of +12% (+12 to encounter basic chance).

Monster Type Chart Encounter Modifiers

Once an encounter is determined optional rule is that Int can play a roll. To avoid less dangerous creatures you can use Int/10% (-Int/10). To increase chance of more difficult monsters then +Int/10% (+Int/10). But the GM The GM can even use the Basic Encounter mods as well if so desired.

Encounter Charts

A. Aerial Encounters

| Day | | | Night | | |
|-----------------------|-------------------------|--------|-------------------------|-----------------------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-14 | 15 | 16-100 | 01-09 | 10 | 11-100 |
| Aerial Day Encounters | | | Aerial Night Encounters | | |
| Roll | Result | | Roll | Result | |
| 01-12 | Animals, Eagle | | 01-25 | Animals, Hawk | |
| 13-24 | Animals, Falcon | | 26-50 | Tonah, Bird form only | |
| 25-37 | Animals, Hawk | | 51 | A'Equin | |
| 38-50 | Fire Snake | | 52-53 | Akhkharu, Vampire Bat | |
| 51-52 | Demons, Storm | | 54 | Asura | |
| 53-54 | Elementals, Air | | 55 | Baobhan Sith | |
| 55-58 | Faerry | | 56 | Bouba | |
| 59-60 | Flaming Steed | | 57-58 | Faerry | |
| 61-62 | Giants, Storm (in lair) | | 59-60 | Gargoyle | |
| 63-65 | Griffin | | 61-62 | Jinn Races, Peri | |
| 66-67 | Hippogriff | | 63-64 | Jinn Races, Ifret | |
| 68-69 | Jinn Races, Peri | | 65-66 | Jinn Races, Jinn | |
| 70-73 | Pegasus | | 67 | Lis | |
| 74-75 | Vily, Aerial | | 68 | Midge | |
| 76-77 | Ahuras, Ahura | | 69 | Mir | |
| 78-79 | A'Equin | | 70-71 | Poltergeist | |
| 80-81 | Chimearas, Chimana | | 72-73 | Shadow Hawk | |
| 82-83 | Cadue | | 74-75 | Sprite | |
| 84-85 | Dragons, Lun | | 76 | Ahuras, Ahura | |
| 86-87 | Dragons, Dragons | | 77 | Ahuras, Kerubim | |
| 88-89 | Lis | | 78 | Akhkharu, Vampire | |
| 90-91 | Merkabah | | 79 | Charontes | |
| 92-93 | Roc | | 80 | Chimearas, Chimeara | |
| 94-96 | Wyvern | | 81 | Daive | |
| 97-98 | Demons, Storm Dragons | | 82 | Demons, Imp | |
| 99-100 | Seker | | 83 | Demons, Storm | |
| | | | 84 | Demons, Storm Dragons | |
| | | | 85 | Demons, Terrestial | |
| | | | 86 | Demons, Iritxu | |
| | | | 87 | Demons, Decay | |
| | | | 88 | Demons, Disease | |
| | | | 89 | Demons, Harab Serapel | |
| | | | 90 | Dragons, Dragons | |
| | | | 91 | Dragons, Elder | |
| | | | 82 | Elementals, Air | |
| | | | 93 | Kejan'po | |
| | | | 94 | Herensuge | |
| | | | 95 | Merkabah | |
| | | | 96 | Rakshasha | |
| | | | 97 | Seker | |

| | |
|-----|-------------------------|
| 98 | Soul Daiva |
| 99 | Giants, Storm (in lair) |
| 100 | Wyvern |

B. Badlands Encounters

| Day | | | Night | | |
|-------------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-09 | 10-20 | 21-100 | 01-15 | 16-20 | 21-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

| Badlands Day Encounters | |
|-------------------------|------------------------------|
| Roll | Result |
| 01-02 | Animals, Antelope |
| 03-04 | Animals, Cliff Bear |
| 05-06 | Animals, Donkey/Burro |
| 07-08 | Animals, Draft Horse |
| 09-11 | Animals, Eagle |
| 12-14 | Animals, Falcon |
| 15-17 | Animals, Goat |
| 18-20 | Animals, Hawk |
| 21-22 | Animals, Leopard |
| 23-24 | Animals, Lion |
| 25-26 | Animals, Mule |
| 27-28 | Animals, Ox |
| 29-31 | Animals, Sheep |
| 32-33 | Animals, Tiger |
| 34-35 | Animals, Waste Lion |
| 36-38 | Animals, Wolf |
| 39-40 | Camel [Domestic, Draft] |
| 41-42 | Camel [Domestic, War] |
| 43-44 | Camel [Wild] |
| 45-46 | Fire Snake |
| 47-48 | Riding Horse I (Steppe Pony) |
| 49-50 | Riding Horse II (Mustang) |
| 51-52 | Fire Lions |
| 53-54 | Giants, Earth |
| 55-56 | Giants, Fire |
| 57-58 | Giants, Hill |
| 59-60 | Giants, Storm |
| 61-62 | Great Ape |
| 63-64 | Great Serpen |
| 65-66 | Griffin |
| 67-68 | Hippogriff |
| 69-70 | Orchi |
| 71-72 | Scorpion Beast |
| 73-74 | Te'sla |
| 75 | Tower Lord X |
| 76 | Anakim (Immortal) |
| 77 | Basilisk |
| 78-79 | Chimearas, Chimana |
| 80-82 | Demons, Storm Dragons |
| 83 | Dragons, Dragons |
| 84 | Dragons, Lun |
| 85 | Dragons, Wym |
| 86-87 | Earth Eater |
| 88-89 | Edali |
| 90-91 | Firbolg |
| 92-93 | Lis |
| 94 | Roc |
| 95-96 | Searbhani |
| 97 | Shiroona |
| 98 | Vrykalakas |
| 99-100 | Wyvern |

| Badlands Night Encounters Chart A | |
|-----------------------------------|-----------------------|
| Roll | Result |
| 01-07 | Animals, Antelope |
| 08-14 | Animals, Asp |
| 15-21 | Animals, Cliff Bear |
| 22-28 | Animals, Desert Lion |
| 29-35 | Animals, Hyena |
| 36-42 | Animals, Leopard |
| 43-50 | Animals, Mustang |
| 51 | Akhkharu, Vampire Bat |
| 52 | Aatxe |
| 53 | Barquest |
| 54 | Border Redcap |
| 55 | Cu Sidhe |
| 56 | Dalhan |
| 57 | Daoine Sidhe |
| 58 | Demons, Disease |
| 59 | Demons, Firehound |
| 60 | Demons, Herab Serapel |
| 61 | Demons, Imp |
| 62 | Demons, Storm |
| 63 | Dirasa |
| 64 | Dwarf |
| 65-66 | Fire Lions |
| 67-68 | Fire Snake |
| 69 | Gargoyle |
| 70 | Great Ape |
| 71-72 | Great Serpent |
| 73 | Lis |
| 74 | Orchi |
| 75 | Tonah |
| 76-78 | Anakim (Immortal) |
| 79-80 | Basilisk |
| 81-82 | Charontes |
| 83-84 | Chimearas, Chimeara |
| 85-86 | Daive |
| 87-89 | Demons, Storm Dragons |
| 90-92 | Demons, Terrestial |
| 93-95 | Dragons, Wym |
| 96-98 | Giants, Earth |
| 99-100 | Giants, Fire |

| Badlands Night Encounters Chart B | |
|-----------------------------------|----------------------|
| Roll | Result |
| 01-08 | Animals, Steppe Pony |
| 09-16 | Animals, Tiger |
| 17-25 | Animals, Waste Lion |
| 26-33 | Animals, Wild Cat |
| 34-41 | Animals, Wild Dog |
| 42-50 | Animals, Wolf |
| 51 | Devils |
| 52 | Div |
| 53 | Fata Sheen |
| 54 | Fusin |
| 55 | Gartula |
| 56 | Gwyligi |
| 57 | Hags |
| 58 | Haunier |
| 59 | Nar'morel |
| 60 | Nebora |
| 61 | Osnada |
| 62 | Qutrub |
| 63-64 | Scorpion Beast |
| 65 | Searbhani |
| 66 | Sememu |
| 67 | Spriggans |
| 68-69 | Te'sla |
| 70-71 | Trolls, Rock Troll |
| 72-73 | Trolls, Troll |
| 74 | Herensuge |
| 75 | Zombie |
| 76-78 | Giants, Hill |
| 79-81 | Giants, Storm |
| 82-83 | Kejan'po |
| 84-85 | Poltergeist |
| 86-88 | Shadow Hawk |
| 89-91 | Shadow Warrior |
| 92-93 | The Kiana'shan |
| 94-95 | Tower Lord X |
| 96-97 | Vrykalakas |
| 98- | Wyvern |
| 100 | |

C. City Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------------------------------|
| Creature | Human | None | Creature | Human | None |
| 01-03 | 04-30 | 31-100 | 01-05 | 06-25 | 26-100 (Normal) |
| 01-04 | 05-45 | 46-100 | 01-06 | 07-40 | 41-100 (If foreign or wealthy) |
| 01-04 | 05-60 | 61-100 | 01-06 | 07-50 | 51-100 (If foreign & wealthy) |

NOTE - Reduce human chance of encounter by 15 if a person is heavily armored or physically intimidating.

| City Day Encounters | | | City Night Encounters | | |
|---------------------|---------------------------------------|---|-----------------------|--------------------------------|--|
| Roll | Result | | Roll | Result | |
| 01-02 | Animals, Bull (Cattle) | X | 01- | Animals, Cat | |
| 03-04 | Animals, Cow | | 09 | | |
| 05-07 | Animals, Cat | | 10- | Animals, Dog | |
| 08-09 | Animals, Deer | | 19 | | |
| 10-12 | Animals, Dog I (Domestic Dog) | | 20- | Animals, Deer | |
| 13-14 | Animals, Dog II (Domestic Dog) | | 27 | | |
| 15-16 | Animals, Dog III (Domestic Dog) | | 28- | Animals, Pig | |
| 17-18 | Animals, Donkey/Burro | | 35 | | |
| 19-20 | Animals, Draft Horse | | 36- | Animals, Wild Cat | |
| 21-22 | Animals, Eagle | | 43 | | |
| 23-24 | Animals, Falcon | | 44- | Animals, Wild Dog | |
| 25-26 | Animals, Goat | | 50 | | |
| 27-28 | Animals, Hawk | | 51- | Akhkharu, Vampire Bat | |
| 29-30 | Animals, Mule | | 52 | | |
| 31-32 | Animals, Ox | | 53- | Anakim (Mortal) | |
| 33-34 | Animals, Riding Horse I (Steppe Pony) | | 54 | | |
| 35-36 | Animals, Riding Horse II (Mustang) | | 55- | Demon, Decay | |
| 37-38 | Animals, Riding Horse III | | 56 | | |
| 39-40 | Animals, Riding Horse IV | | 57- | Demons, Disease | |
| 41-42 | Animals, Sheep | | 58 | | |
| 43-44 | Animals, War Horses | | 59- | Demons, Hellhound | |
| 45-46 | Camel [Domestic, Draft] | | 60 | | |
| 47-48 | Camel [Domestic, War] | | 61- | Demons, Imp | |
| 49-50 | Camel [Wild] | | 63 | | |
| 51-56 | Demons, Disease} | | 64- | Demons, Terrestrial | |
| 57-62 | Anakim (Mortal) | X | 65 | | |
| 63-68 | Kumiho} | | 66- | Ghost | |
| 69-75 | Master} | | 68 | | |
| 76-77 | Akhkhara, Vampire* | | 69- | Jinn Racess, Jinn | |
| 78-80 | Akhkhara} | | 71 | | |
| 81-82 | Akhkhara, Lamia* | | 72- | Kumiho | |
| 83-84 | Pseudothei} | | 73 | | |
| 85-100 | Other Animals** | | 74- | Shadow Hawk | |
| | | | 75 | | |
| | | | 76- | Akhkharu, Lamia* | |
| | | | 77 | | |
| | | | 78- | Akhkharu, Succubus (Female) | |
| | | | 79 | | |
| | | | 80- | Akhkharu, Vampire* | |
| | | | 81 | | |
| | | | 82- | Akhkharu, Vampire Worm | |
| | | | 83 | | |
| | | | 84- | Barquest | |
| | | | 85 | | |
| | | | 86- | Devils | |
| | | | 87 | | |
| | | | 88- | Kejani Ki (Shadow Temple only) | |
| | | | 89 | | |
| | | | 90- | Lalassu | |
| | | | 91 | | |
| | | | 92- | Poltergeist | |
| | | | 93 | | |
| | | | 94- | Pseudothei | |
| | | | 95 | | |
| | | | 96- | Were-creatures | |
| | | | 97 | | |
| | | | 98- | Other Animals** | |
| | | | 100 | | |

- * The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master.
- ** Any other common animal found in a city.

D. City Margins Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-05 | 16-20 | 31-100 | 01-09 | 10-15 | 16-100 |

NOTE - *City Margins are FIVE miles, or the city population divided by 2000 miles (rounded up) of a city.*

City Margins Day Encounters

| Roll | Result |
|--------|---------------------------------------|
| 01-02 | Animals, Boar |
| 03-04 | Animals, Bull (Cattle) |
| 05-06 | Animals, Cat |
| 07-08 | Animals, Cow |
| 09-10 | Animals, Deer X |
| 11-12 | Animals, Dog I (Domestic Dog) |
| 13-15 | Animals, Dog II (Domestic Dog) |
| 16-17 | Animals, Dog III (Domestic Dog) |
| 18-19 | Animals, Donkey/Burro |
| 20-21 | Animals, Draft Horse |
| 22-23 | Animals, Eagle |
| 24-25 | Animals, Falcon |
| 26-27 | Animals, Goat |
| 28-29 | Animals, Hawk |
| 30-31 | Animals, Mule |
| 32-33 | Animals, Ox |
| 34-35 | Animals, Riding Horse I (Steppe Pony) |
| 36-37 | Animals, Riding Horse II (Mustang) |
| 38-39 | Animals, Riding Horse III |
| 40-41 | Animals, Riding Horse IV |
| 42-43 | Animals, Sheep |
| 44-45 | Animals, War Horses |
| 46-47 | Animals, Wolf |
| 48 | Camel [Domestic, Draft] |
| 49 | Camel [Domestic, War] |
| 50 | Camel [Wild] |
| 51-54 | Master |
| 55-58 | Shiroona |
| 59-62 | Demon, Disease |
| 63-66 | Anakim (Mortal) |
| 67-70 | The Brown Man |
| 71-75 | Anari |
| 76-78 | Druga X |
| 79-81 | Kumiho X |
| 82-84 | Lis X |
| 85-87 | Pseudothei X |
| 88-90 | Trazire X |
| 91-93 | Vrykalakas X |
| 94-96 | Other Animals*** |
| 97-100 | Closest Terrain*** |

City Margins Night Encounters

| Roll | Result |
|-------|---------------------------------|
| 01-05 | Animals, Cat |
| 06-10 | Animals, Dog I (Domestic Dog) |
| 11-15 | Animals, Dog II (Domestic Dog) |
| 16-20 | Animals, Dog III (Domestic Dog) |
| 21-25 | Animals, Deer |
| 26-30 | Animals, Hyena |
| 31-35 | Animals, Pig |
| 36-40 | Animals, Wild Cat |
| 41-45 | Animals, Wild Dog |
| 46-50 | Animals, Wolf |
| 51 | Akhkharu, Vampire Bat |
| 52 | Akhkharu, Vampire Worm |
| 53 | Anari |
| 54 | Demons, Disease |
| 55 | Demons, Imp |
| 56-57 | Dead |
| 58 | Dirasa |
| 59 | Herensuge |
| 60-61 | Ghost |
| 62-63 | Jinn Racss, Jinn |
| 64 | Lis |
| 65-66 | Poltergeist |
| 67-68 | Shadow Fox |
| 69-70 | Shadow Hawk |
| 71 | The Brown Man |
| 72-73 | Tonah |
| 74-75 | Were-creatures |
| 76 | Akhkharu, Lamia* |
| 77 | Akhkharu, Succubus (Female) |
| 78 | Akhkharu, Vampire* |
| 79 | Alu |
| 80 | Anakim (Mortal) |
| 81 | Asura |
| 82 | Daive |
| 83 | Demons, Iritxu |
| 84 | Demons, Decay |

| | |
|-----|---------------------|
| 85 | Demons, Terrestrial |
| 86 | Devils |
| 87 | Druga |
| 88 | Edimmu |
| 89 | Kumiho |
| 90 | Lalassu |
| 91 | Lich |
| 92 | Lunafey |
| 93 | Pseudothei |
| 94 | Qutrub |
| 95 | Rakshasha |
| 96 | Soul Daiva |
| 97 | Trazire |
| 98 | Vrykalakas |
| 99 | Closet Terrain** |
| 100 | Other Animals*** |

* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.

** Reroll on the closet terrain to the city margins.

*** Any other common animal found in a city.

E. Desert Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-06 | 07-15 | 16-100 | 01-16 | 17-25 | 26-100 |

Desert Day Encounters

| Roll | Result |
|--------|---------------------------------------|
| 01-04 | Animals, Antelope |
| 05-06 | Animals, Boar |
| 07-08 | Animals, Cliff Bear |
| 09-10 | Animals, Donkey/Burro |
| 11-12 | Animals, Draft Horse |
| 13-15 | Animals, Eagle |
| 16-18 | Animals, Falcon |
| 19-21 | Animals, Goat |
| 22-24 | Animals, Hawk |
| 25-26 | Animals, Leopard |
| 27-28 | Animals, Lion |
| 29-31 | Animals, Mule |
| 32-33 | Animals, Riding Horse I (Steppe Pony) |
| 34-35 | Animals, Riding Horse II (Mustang) |
| 36-38 | Animals, Sheep |
| 39-40 | Animals, Waste Lion |
| 41-42 | Animals, Wild Dog |
| 43-45 | Animals, Wolf |
| 46-47 | Camel [Domestic, Draft] |
| 48-49 | Camel [Domestic, War] |
| 50 | Camel [Wild] |
| 51-53 | Blancara |
| 54-56 | Griffin |
| 57-60 | Hippogriff |
| 61-63 | Jinn Races, Peri |
| 64-66 | Lis |
| 67-69 | Master |
| 70-72 | Shadow Hawk |
| 73-75 | Tower Lord |
| 76-78 | Basilisk |
| 79-82 | Demons, Disease |
| 83-85 | Dragons, Dragons |
| 86-88 | Dragons, Lun |
| 89-92 | Elefan |
| 93-96 | Roc |
| 97-100 | Wyvem |

Desert Night Encounters

| Roll | Result |
|-------|------------------------|
| 01-05 | Animals, Antelope |
| 06-10 | Animals, Asp |
| 11-15 | Animals, Bear |
| 16-20 | Animals, Deer |
| 21-25 | Animals, Desert Lion |
| 26-30 | Animals, Hyena |
| 31-35 | Animals, Leopard |
| 36-40 | Animals, Waste Lion |
| 41-45 | Animals, Wild Dog |
| 46-50 | Animals, Wolf |
| 51 | Akhkhara, Vampire Worm |
| 52 | Barquest |
| 53 | Border Redcap |
| 54 | Bouba |
| 55 | Dark's Serpent |
| 56 | Demons, Firehound |
| 57 | Demons, Imp |
| 58 | Fata Sheen |
| 59-60 | Gargoyle |
| 61 | Gartula |
| 62 | Gwyligi |
| 63 | Haunier |
| 64 | Jinn Racess, Jinn |
| 65 | Jinn Races, Peri |
| 66 | Lis |
| 67 | Nar'morel |
| 68 | Scorpion People |

| | |
|-----|-------------------------|
| 69 | Sernemu |
| 70 | Serpent Women |
| 71 | Shadow Hawk |
| 72 | Te'sla |
| 73 | Tonah |
| 74 | Basilisk |
| 75 | Charontes |
| 76 | Daive |
| 77 | Dalhan |
| 78 | Demons, Disease |
| 79 | Demons, Herab Serapel |
| 80 | Demons, Heliophobic |
| 81 | Demons, Terrestrial |
| 82 | Demons, Iritxu |
| 83 | Dragons, Dragons |
| 84 | Dragons, Surge (Devil)* |
| 85 | Dragons, Wyrn |
| 86 | Devils |
| 87 | Dirasa |
| 88 | Div |
| 89 | Fire Lions |
| 90 | Fusin |
| 91 | Giants, Fire |
| 92 | Herensuge |
| 93 | Lich |
| 94 | Lunafey |
| 95 | Osnada |
| 96 | Qutrub |
| 97 | Rakshasha |
| 98 | Scorpion Beast |
| 99 | Spriggans |
| 100 | Wyvem |

* Surge is special rare encounter that should be given in his main desert. So the Referee will have to reroll if outside that desert or come up with a reason for him to be in current desert.

F. Forest Encounters

| Day | | Night | | | |
|-------------|-------|-------|----------|-------|--------------|
| Creature | Human | None | Creature | Human | None |
| 0 | 1-10 | 11-25 | 26-100 | 01-20 | 21-25 26-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

Forest Day Encounters

| Roll | Result |
|-------|---------------------------------------|
| 01 | Animals, Antelope |
| 02 | Animals, Auroch |
| 03-05 | Animals, Bear |
| 06-08 | Animals, Boar |
| 09 | Animals, Bull (Cattle) |
| 10 | Animals, Cow |
| 11-13 | Animals, Deer |
| 14 | Animals, Dog I (Domestic Dog) |
| 15 | Animals, Dog II (Domestic Dog) |
| 16 | Animals, Dog III (Domestic Dog) |
| 17 | Animals, Donkey/Burro |
| 18 | Animals, Draft Horse |
| 19-21 | Animals, Eagle |
| 22-25 | Animals, Falcon |
| 26 | Animals, Goat |
| 27-29 | Animals, Hawk |
| 30 | Animals, Lion |
| 31 | Animals, Mule |
| 32 | Animals, Riding Horse I (Steppe Pony) |
| 33 | Animals, Riding Horse II (Mustang) |

Forest Night Encounters Chart A

| Roll | Result |
|-------|-------------------|
| 01-06 | Animals, Antelope |
| 07-13 | Animals, Bear |
| 14-19 | Animals, Boar |
| 20-26 | Animals, Cat |
| 27-33 | Animals, Deer |
| 34-40 | Animals, Hyena |
| 41-45 | Animals, Leopard |
| 46 | Athach |
| 47 | Boabhan |
| 48 | Baobhan Sith |
| 49 | Besamar |
| 50 | Blood Wolf |
| 51 | Bugbear |
| 52 | Bush Warrior |
| 53 | Cait Sith |
| 54 | Centaur |
| 55 | Cuca Queen |
| 56 | Cu Sidhe |
| 57 | Daeta A'Miri |
| 58 | Dae'ta Koti |

Forest Night Encounters Chart B

| Roll | Result |
|------|-------------------|
| 01- | Animals, Tiger |
| 07 | |
| 08- | Animals, Wild Cat |
| 14 | |
| 15- | Animals, Wild Dog |
| 21 | |
| 22- | Animals, Wolf |
| 28 | |
| 29- | Animals, Zehani |
| 35 | Wolf |
| 36- | Akhkharu, |
| 42 | Vampire Bat |
| 43- | Akhkharu, |
| 49 | Vampire Worm |
| 50 | Goblin |
| 51 | Great Ape |
| 52 | Great Serpent |
| 53 | Great Spider |
| 54 | Green Lady |
| 55 | Hob |

| | | | | | |
|--------|---------------------------|-----|-----------------------|-----|--------------------|
| 34 | Animals, Riding Horse III | 59 | Daoine Sidhe | 56 | Hobgoblin |
| 35 | Animals, Riding Horse IV | 60 | Demons, Disease | 57 | Lis |
| 36 | Animals, Sheep | 61 | Demons, Imp | 58 | Ogre |
| 37 | Animals, Tiger | 62 | Dirasa | 59 | Orchi |
| 38 | Animals, War Horses | 63 | Dryad | 60 | Minotaur |
| 39-41 | Animals, Wild Cat | 64 | Dzaliri | 61 | Mir |
| 42-44 | Animals, Wild Dog | 65 | Elf | 62 | Pegasus |
| 45-46 | Animals, Wolf | 66 | Ents | 63 | Poltergeist |
| 47 | Animals, Zehani Wolf | 67 | Faerry | 64 | Satyr |
| 48 | Argol | 68 | Fata Sheen | 65 | Searbhani |
| 49 | Blancara | 69 | Fauns | 66 | Serpent Women |
| 50 | Bush Warrior | 70 | Fay Horses | 67 | Shadow Fox |
| 51 | Cadue | 71 | Fire Lions | 68 | Shadow Hawk |
| 52 | Centaur | 72 | Forestals | 69 | Sidh Boar |
| 53 | Cu Sith | 73 | Fusin | 70 | Sprite |
| 54 | Dae'ta Koti | 74 | Gartula | 71 | Tonah |
| 55 | Demons, Disease | 75 | Anakim (Mortal) | 72 | Trold Folk |
| 56 | Dryad | 76 | Anakim (Immortal) | 73 | Trolls, Wood Troll |
| 57 | Edali | 77 | Anari | 74 | Tower Lord |
| 58 | Elefan | 78 | Barquest | 75 | Unicorn |
| 59 | Fay Horses | 79 | Daive | 76 | Whispers |
| 60 | Fire Lions | 80 | Demons, Iritxu | 77 | Zombie |
| 61 | Fire Snake | 81 | Demons, Storm | 78 | Lunafey |
| 62 | Forestals | 82 | Demons, Storm Dragons | 79 | Manticore |
| 63 | Great Ape | 83 | Demons, Terrestrial | 80 | Midge |
| 64 | Great Serpent | 84 | Devils | 81 | Molani |
| 65 | Great Spider | 85 | Div | 82 | Naga |
| 66 | Green Lady | 86 | Dragons, Wym | 83 | Nar'morel |
| 67 | Lis | 87 | Druga | 84 | Nebora |
| 68 | Master | 88 | Giants, Forest | 85 | Pseudothei |
| 69 | Minotaur | 89 | Giants, Storm | 86 | Omari |
| 70 | Nakinal | 90 | Gwydi | 87 | Qutrub |
| 71 | Orchi | 91 | Gwyligi | 88 | Romati |
| 72 | Pegasus | 92 | Hags | 89 | Scorpion Beast |
| 72 | Satyr | 93 | Haumier | 90 | Seirim |
| 73 | Serpent Women | 94 | High Vily | 91 | Shadow Beast |
| 74 | Shiroona | 95 | Kejan'po | 92 | Soul Son |
| 75 | Sidh Boar | 96 | Kumiho | 93 | The Brown Man |
| 76 | Tower Lord | 97 | Labbrila | 94 | The Kiana'shan |
| 77 | Vily, Forest | 98 | Larshee | 95 | Trazire |
| 78 | Ahuras, Vereghina | 99 | Leon | 96 | Tree of Souls |
| 79 | Anakim (Mortal) | 100 | Lich | 97 | Vily, Forest |
| 80 | Anakim (Immortal) | | | 98 | Vrykalakas |
| 81 | Anari | | | 99 | Wood Nymph |
| 82 | Demons, Storm Dragons | | | 100 | Zshar-ptitsa |
| 83 | Dragons, Dragons | | | | |
| 84 | Druga | | | | |
| 85 | Ents | | | | |
| 86 | Firbolg | | | | |
| 87 | High Vily | | | | |
| 88 | Kumiho | | | | |
| 89 | Leon | | | | |
| 89 | Naga | | | | |
| 90 | Omari | | | | |
| 91 | Pseudothei | | | | |
| 92 | Seirim | | | | |
| 93 | Soul Son | | | | |
| 94 | The Brown Man | | | | |
| 95 | Trazire | | | | |
| 96 | Tree of Souls | | | | |
| 97 | Vrykalakas | | | | |
| 98-100 | Wood Nymph | | | | |

G. Grasslands Encounters

| Day | | Night | |
|----------|------------|----------|------------|
| Creature | Human None | Creature | Human None |

Roll 1D2

1 - Chart A

2 - Chart B

Grasslands Day Encounters

| Roll | Result |
|--------|---------------------------------------|
| 01-02 | Animals, Antelope |
| 03 | Animals, Auroch |
| 04-05 | Animals, Bear |
| 06-07 | Animals, Boar |
| 08-09 | Animals, Bull (Cattle) |
| 10-11 | Animals, Cow |
| 12-13 | Animals, Deer |
| 14-15 | Animals, Donkey/Burro |
| 16-17 | Animals, Draft Horse |
| 18-19 | Animals, Eagle |
| 20-21 | Animals, Falcon |
| 22-23 | Animals, Goat |
| 24-25 | Animals, Hawk |
| 26-27 | Animals, Leopard |
| 28-29 | Animals, Lion |
| 30-31 | Animals, Pig |
| 32-33 | Animals, Riding Horse I (Steppe Pony) |
| 34-35 | Animals, Riding Horse II (Mustang) |
| 36-37 | Animals, Riding Horse III |
| 38-39 | Animals, Riding Horse IV |
| 40-41 | Animals, Sheep |
| 42-43 | Animals, Tiger |
| 44 | Animals, War Horses |
| 45-46 | Animals, Wild Cat |
| 47-48 | Animals, Wild Dog |
| 49-50 | Animals, Wolf |
| 51-52 | Argol |
| 53-54 | Blancara |
| 55-56 | Centaur |
| 57-58 | Cu Sith |
| 59-60 | Elefan |
| 61-62 | Firbolg |
| 63-64 | Fire Lions |
| 65-66 | Fire Snake |
| 67-68 | Great Ape |
| 69-70 | Hippogriff |
| 71 | Master |
| 72-73 | Pegasus |
| 74-75 | Tonah |
| 76-79 | Demons, Storm |
| 80-83 | Demons, Terrestrial |
| 84-88 | Giants, Forest |
| 89-92 | Giants, Storm |
| 93-96 | Hydra |
| 97-100 | Shiroona |

Grasslands Night Encounters Chart A

| Roll | Result |
|-------|-----------------------|
| 01-06 | Animals, Antelope |
| 07-12 | Animals, Bear |
| 13-18 | Animals, Boar |
| 19-24 | Animals, Cat |
| 25-30 | Animals, Deer |
| 31-35 | Animals, Hippopotamus |
| 36-40 | Animals, Hyena |
| 41-45 | Animals, Leopard |
| 46-50 | Animals, Lion |
| 51 | Athach |
| 52 | Besamar |
| 53 | Blood Wolf |
| 54-55 | Bouba |
| 56 | The Brown Man |
| 57-58 | Bush Warrior |
| 59-61 | Cait Sith |
| 62-64 | Centaur |
| 65 | Cuca Queen |
| 66 | Cu Sidhe |
| 67-68 | Daeta A'Miri |
| 69-70 | Dae'ta Koti |
| 71-72 | Demons, Disease |
| 73-74 | Faerry |
| 75 | Fata Sheen |
| 76-77 | Demons, Iritxu |
| 78-79 | Demons, Storm |
| 80-81 | Demons, Terrestrial |
| 82-83 | Devils |
| 84 | Dirasa |
| 85 | Div |
| 86 | Dragons, Wym |
| 87-88 | Druga |
| 89-90 | Dzaliri |
| 91-92 | Fusin |
| 93-94 | Gartula |
| 95-96 | Giants, Forest |
| 97-98 | Giants, Storm |
| 99 | Gwydi |
| 100 | Hauhier |

Grasslands Night Encounters Chart B

| Roll | Result |
|-------|----------------------|
| 26-28 | Animals, Mule |
| 29-31 | Animals, Ox |
| 32-34 | Animals, Tiger |
| 35-37 | Animals, War Horses |
| 38-40 | Animals, Wild Cat |
| 41-43 | Animals, Wild Dog |
| 44-46 | Animals, Wolf |
| 47-50 | Animals, Zehani Wolf |
| 51-52 | Fauns |
| 53 | Fay Horses |
| 54-55 | Fire Lions |
| 56-57 | Fire Snake |
| 58-59 | Goblin |
| 60-61 | Great Ape |
| 62-63 | Great Serpent |
| 64-65 | Hobgoblin |
| 66 | Lis |

| | |
|-------|--------------|
| 67-68 | Minotaur |
| 69 | Orchi |
| 70 | Pegasus |
| 71-73 | Tonah |
| 74-75 | Zombie |
| 76 | Herensuge |
| 77 | Hydra |
| 78 | Kumiho |
| 79 | Labbrila |
| 80 | Larshee |
| 81 | Leon |
| 82 | Lunafey |
| 83 | Manticore |
| 84 | Matapone |
| 85 | Midge |
| 86 | Mir |
| 87 | Nar'morel |
| 98 | Nebora |
| 89 | Omari |
| 90 | Pseudothei |
| 93 | Qutrub |
| 92 | Searbhani |
| 93 | Shachihoko |
| 94 | Shadow Hawk |
| 95 | Soul Son |
| 96-98 | Sprite |
| 99 | Vrykalakas |
| 100 | Zshar-ptitsa |

H. Guardian Encounters

There are no base encounter chance for this table. It may be used by the Referee to assign a random guardian to a treasure that he has created, or to select a guardian of his choice. (If the Referee chooses to select a guardian, he may also use the Treasure Relevant Creature list in Book Four).

| Guardian Possible Encounters | | | |
|------------------------------|-----------------------------|-----|---------------------------|
| Roll | Result | SS | Common Settings* |
| 01 | A'Equin | N/A | Sacred Area, Temple |
| 02 | A'mora | InT | Common Area |
| 03 | Ahuras, Ahura | N/A | Sacred Area, Temple |
| 04 | Ahuras, Kerubin | N/A | Sacred Area, Temple |
| 05 | Akhkharu, Immortal | Nig | Underground Shrine |
| 06 | Akhkharu, Lamia | Nig | Enclosed Area, Temple |
| 07 | Akhkharu, Succubus (Female) | Nig | Enclosed Area, Temple |
| 08 | Alal | N/A | Temple, Open Shrine |
| 09-10 | Animals, Zehani Wolf | Nig | Cave |
| 11 | Argol | Day | Open Area |
| 12 | Asura | N/A | Sacred Area, Temple |
| 13 | Athach | N/A | Enclosed Area, Cave |
| 14 | Barquest | Nig | Any settings |
| 15 | Beasts, Corruption | N/A | Enclosed Area, Temple |
| 16 | Beasts, Disorder | N/A | Enclosed Area |
| 17 | Beasts, Fiery Hate | N/A | Enclosed Area |
| 18 | Beasts, Terror | N/A | Enclosed Area, Altar |
| 19 | Beasts, Kekoni (Darkness) | N/A | Altar |
| 20 | Beithir | Int | Lake, River |
| 21 | Bouba | Nig | Cave, Corridor |
| 22 | Charontes | N/A | Temple, Cave, Altar |
| 23 | Chimearas, Chimana | Day | Open Area, Temple |
| 24 | Chimearas, Chimeara | Nig | Open Area |
| 25 | Cuca Queen | Nig | Lake, Rivers |
| 26 | Cu Sidhe | Nig | Daoine Sidhe castle |
| 27 | Cu Sith | Day | Forest, Elf/Faerry palace |
| 28 | Daive | N/A | Cave, Enclosed Area |
| 29 | Daoine Sidhe | Nig | Sacred & Enclosed Areas |
| 30-31 | The Dead | N/A | Cemetary, Ruin |

| | | | |
|-----|-----------------------|-----|--------------------------|
| 32 | Dark's Serpent | Nig | Desert Cave, Ruin |
| 33- | Demons, Decay | N/A | Crypt, Masoleum |
| 34 | | | |
| 35- | Demons, Disease | Nig | Any setting |
| 36 | | | |
| 37- | Demons, Fiery Spirit | N/A | Any setting |
| 38 | | | |
| 39- | Demons, Firehound | Nig | Any lightless area |
| 40 | | | |
| 41- | Demons, Herab Serapel | N/A | Any setting |
| 41 | | | |
| 42- | Demons, Heliophobic | N/A | Any lightless area |
| 43 | | | |
| 44- | Demons, Hellhound | N/A | Underground, Roadway |
| 45 | | | |
| 46- | Demons, Iritxu | Nig | Any setting |
| 47 | | | |
| 48- | Demons, Nergali | N/A | Underground, Temple |
| 49 | | | |
| 50- | Demons, Storm | N/A | Open Area |
| 51 | | | |
| 52- | Demons, Storm Dragons | Int | Open Area |
| 53 | | | |
| 54- | Demons, Terrestrial | N/A | Any setting |
| 55 | | | |
| 56 | Devils | Nig | Any setting |
| 57 | Div | Nig | Sacred Area, Temple |
| 58 | Dragons, Dragons | Day | Cave, Ruin |
| 59 | Dragons, Elder | Nig | Cave, Ruin |
| 60 | Dragons, Lun | Day | Cave, Ruin |
| 61 | Dragons, Wyrn | Int | Any settings |
| 62- | Dwarf | Nig | Dwarf city, Underground |
| 63 | | | |
| 64 | Edimmu | N/A | Barrow, Crypt, Mausoleum |
| 65- | Elf | Nig | Forest, Grove |
| 66 | | | |
| 67 | Elementals** | N/A | Any setting |
| 68- | Faerry | Nig | Forest, Grove |
| 69 | | | |
| 70 | Fata Sheen | Nig | Forest, Grove |
| 71 | Firbolg | Nig | Any wooded area |
| 72 | Fire Lions | N/A | Any setting |
| 73- | Griffin | Day | Cave, Temple |
| 74 | | | |
| 75 | Gwydi | Int | Sacred Area, Temple |
| 76 | Gwyligi | Nig | Any lightless area |
| 77 | Hydra | N/A | Cave, Temple, Swamp |
| 78 | Kejani Ki | N/A | Any lightlsss area |
| 79 | Kejan'po | N/A | Any lightless area |
| 80 | Kiana'nir | N/A | Any lightless area |
| 81 | Kumiho | N/A | Any lightless area |
| 82 | Lammashsta | N/A | Altar |
| 83 | Larshee | Nig | Enclosed Area, Ruin |
| 84 | Leon | Int | Any setting |
| 85 | Lich | Nig | Enclosed Area, Altar |
| 86 | Manticore | Nig | Any setting |
| 87 | Master | Day | Sacred Area, Temple |
| 88 | Mer People, Merman | Int | Underground, Water |
| 89 | Mer People, Mermaid | Nig | Underground, water |
| 90 | Molani | Nig | Any setting |
| 91 | Mushrussu | Day | Temple |
| 92 | Naga | Int | Any setting |
| 93- | Poltergeist | N/A | Any lightless setting |
| 64 | | | |
| 95 | Sentinel Beast | N/A | Altar, Temple |
| 96 | Tatzlwum | Int | Any setting |
| 97 | Tower Lord | N/A | Tower, Castle |

| | | | |
|-----|------------|-----|----------------|
| 98 | Vrykalakas | Int | Cemetery, Ruin |
| 99- | Zombie | Nig | Cemetery, Ruin |

100

* Areas where the creature specified is most likely to be serving as a guardian, if any setting is listed there are no restrictions.

** Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elemental section.

I. Hill Encounters

| Day | | | Night | | |
|-------------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-10 | 11-25 | 26-100 | 01-20 | 21-30 | 31-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

| Hill Day Encounters | |
|---------------------|---------------------------------------|
| Roll | Result |
| 01 | Animals, Auroch |
| 02-04 | Animals, Bear |
| 05-07 | Animals, Boar |
| 08 | Animals, Bull (Cattle) |
| 09 | Animals, Cliff Bear |
| 10 | Animals, Cow |
| 11-13 | Animals, Deer |
| 14-16 | Animals, Dog I (Domestic Dog) |
| 17-18 | Animals, Dog II (Domestic Dog) |
| 19-20 | Animals, Dog III (Domestic Dog) |
| 20 | Animals, Donkey/Burro |
| 21 | Animals, Draft Horse |
| 22-24 | Animals, Eagle |
| 25-27 | Animals, Falcon |
| 28-30 | Animals, Goat |
| 31-33 | Animals, Hawk |
| 34 | Animals, Leopard |
| 35 | Animals, Lion |
| 36 | Animals, Mule |
| 37 | Animals, Ox |
| 38 | Animals, Riding Horse I (Steppe Pony) |
| 39 | Animals, Riding Horse II (Mustang) |
| 40 | Animals, Riding Horse III |
| 41 | Animals, Riding Horse IV |
| 42-44 | Animals, Sheep |
| 45 | Animals, War Horses |
| 46 | Animals, Waste Lion |
| 47-50 | Animals, Wolf |
| 51 | Abnari |

| Hill Night Encounters Chart A | |
|-------------------------------|-----------------------|
| Roll | Result |
| 01-07 | Animals, Antelope |
| 08-15 | Animals, Boar |
| 16-22 | Animals, Cat |
| 23-29 | Animals, Deer |
| 30-36 | Animals, Hyena |
| 37-43 | Animals, Leopard |
| 44-50 | Animals, Lion |
| 51 | Akhkharu, Vampire Bat |
| 52 | Aatxe |
| 53 | Athach |
| 54 | Boabhan |
| 55 | Besamar |
| 56-57 | Border Redcap |
| 58-59 | Bugbear |
| 60-61 | Cait Sith |
| 62-63 | Cu Sidhe |
| 64 | Demons, Disease |
| 65 | Dirasa |
| 66-67 | Dwarf |
| 68-69 | Elf |
| 70 | Fata Sheen |
| 71 | Fay Horses |
| 72 | Fire Lions |
| 73 | Fusin |
| 74 | Gargoyle |
| 75 | Gartula |
| 76 | Anakim (Mortal) |
| 77 | Anari |
| 78 | Daive |

| Hill Night Encounters Chart B | |
|-------------------------------|---------------------|
| Roll | Result |
| 01- | Animals, Pig |
| 07 | |
| 08- | Animals, Tiger |
| 14 | |
| 15- | Animals, Waste Lion |
| 21 | |
| 22- | Animals, Wild Cat |
| 28 | |
| 29- | Animals, Wild Dog |
| 35 | |
| 36- | Animals, Wolf |
| 43 | |
| 44- | Animals, Zehani |
| 50 | Wolf |
| 51 | Goblin |
| 52- | Great Ape |
| 53 | |
| 54- | Great Serpent |
| 55 | |
| 56 | Gwydi |
| 57 | Gwyligi |
| 58 | Hags |
| 59 | Hob |
| 60- | Hobgoblin |
| 61 | |
| 62 | Tonah |
| 63 | Jinn Races, Ifreet |
| 64 | Lis |
| 65 | Leon |

| | | | | | | |
|--------|---------------------|---|-------|---------------------|-----|--------------------|
| 52 | Afanc | | 79-80 | Demons, Terrestrial | 66- | Ogre |
| 53 | Argol | | 81 | Devils | 67 | |
| 54 | Athach | | 82 | Druga | 68 | Orchi |
| 55 | Blancara | | 83 | Dragons, Wym | 69- | Trolls, Rock Troll |
| 56 | Demons, Disease | | 84 | Dragons, Dragons | 70 | |
| 57 | Edali | | 85 | Dzaliri | 71- | Trolls, Troll |
| 58 | Elefan | | 86-87 | Giants, Earth | 72 | |
| 59 | Firbolg | | 88-89 | Giants, Fire | 73 | True Sidhe |
| 60 | Fire Lions | | 90-91 | Giants, Hill | 74- | Zombie |
| 61 | Giants, Hill | | 92-93 | Giants, Storm | 75 | |
| 62-63 | Great Ape | | 94 | Haunier | 76 | Lunafey |
| 64 | Great Serpent | | 95 | Herensuge | 77- | Manticore |
| 65-66 | Griffin | | 96 | Kejan'po | 78 | |
| 67-68 | Hippogriff | | 97 | Kumiho | 79 | Midge |
| 69 | Lis | | 98 | Labbrila | 80 | Mir |
| 70 | Leon | | 99 | Larshee | 81 | Pseudothei |
| 71 | Master | | 100 | Lich | 82- | Poltergeist |
| 72 | Nakinal | | | | 83 | |
| 73 | Orchi | | | | 84 | Omari |
| 74 | Shiroona | | | | 85 | Qutrub |
| 75 | Vily, Hill | X | | | 86 | Rakshasha |
| 76 | Anari | | | | 87 | Romati |
| 77 | Ahuras, Vereghina | | | | 88 | Searbhani |
| 78 | Anakim (Mortal) | | | | 89- | Shadow Hawk |
| 79-80 | Chimearas, Chimana | | | | 90 | |
| 81 | Chimearas, Chimeara | | | | 91 | Spriggans |
| 82 | Dragons, Dragons | | | | 92 | Tatzlwurm |
| 83-84 | Dragons, Lun | | | | 93 | Soul Son |
| 85 | Dragons, Wym | | | | 94 | Trazire |
| 86 | Druga | | | | 95 | The Brown Man |
| 87-88 | Giants, Earth | | | | 96- | Whispers |
| 89-90 | Giants, Storm | | | | 97 | |
| 91-92 | Omari | | | | 98- | Vily, Hill |
| 92 | Roc | | | | 99 | |
| 93-94 | Soul Son | | | | 100 | Vrykalakas |
| 95-96 | Tatzlwurm | | | | | |
| 97 | Trazire | | | | | |
| 98 | The Brown Man | | | | | |
| 99-100 | Wyvern | | | | | |

J. Jungle Encounters

| Day | | | Night | | |
|------------------------------|------------------------|--------|--------------------------------|------------------------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-10 | 11-20 | 21-100 | 01-15 | 16-20 | 21-100 |
| Jungle Day Encounters | | | Jungle Night Encounters | | |
| Roll | Result | | Roll | Result | |
| 01-07 | Animals, Antelope | | 01- | Animals, Anaconda | |
| 08-14 | Animals, Asp | | 06 | | |
| 15-22 | Animals, Boar (x2)* | | 07- | Animals, Asp | |
| 23-30 | Animals, Crocodile | | 13 | | |
| 31-37 | Animals, Eagle | | 14- | Animals, Boar (x2)* | |
| 38-45 | Animals, Lion | | 20 | | |
| 46-50 | Animals, Swamp Buffalo | | 21- | Animals, Crocodile | |
| 51-52 | Daeta A'Miri | | 26 | | |
| 53-54 | Demons, Disease | | 27- | Animals, Hippopotamus | |
| 55-56 | Elefan | | 32 | | |
| 57-58 | Fire Snake | | 33- | Animals, Hyena | |
| 59-61 | Great Ape | | 38 | | |
| 62-63 | Great Spider | | 39- | Animals, Leopard | |
| 64-65 | Leon | | 44 | | |
| 66-67 | Lis | | 45- | Animals, Tiger | |
| 68-69 | Molani | | 50 | | |
| 70-71 | Naga | | 51 | Aatxe | |
| 72-73 | Nakinal | | 52 | Akhkharu, Vampire Worm | |
| 74-75 | Serpent Women | | 53- | Bouba | |
| | | | 54 | | |

| | | | |
|--------|------------------|-----|---------------------|
| 76-79 | Bouba | 55- | Bush Warrior |
| 80-83 | Dae'ta Koti | 56 | |
| 84-87 | Dirailla-ta | 57- | Daeta A'Miri |
| 88-90 | Dragons, Dragons | 58 | |
| 91-93 | Dragons, Wym | 59 | Demons, Disease |
| 94-97 | Seker | 60 | Dirailla-ta |
| 98-100 | Tree of Souls | 61 | Dirasa |
| | | 62- | Fire Snake |
| | | 63 | |
| | | 64 | Fusin |
| | | 65- | Great Ape |
| | | 66 | |
| | | 67 | Great Serpent |
| | | 68- | Great Spider |
| | | 69 | |
| | | 70- | Leon |
| | | 71 | |
| | | 72 | Lis |
| | | 73 | Serpent Women |
| | | 74- | Tonah |
| | | 75 | |
| | | 76- | Dae'ta Koti |
| | | 77 | |
| | | 78- | Demons, Terrestrial |
| | | 79 | |
| | | 80- | Dragons, Dragons |
| | | 81 | |
| | | 82- | Dragons, Wym |
| | | 83 | |
| | | 84- | Gartula |
| | | 85 | |
| | | 86 | Kejan'po |
| | | 87- | Labbrila |
| | | 88 | |
| | | 89- | Molani |
| | | 90 | |
| | | 91- | Naga |
| | | 92 | |
| | | 93- | Nebora |
| | | 94 | |
| | | 95 | Seker |
| | | 96 | Shachihoko |
| | | 97 | Soul Son |
| | | 98 | The Kiana'shan |
| | | 99- | Tree of Souls |
| | | 100 | |

* The Jungle Boar is twice the size of the normal creature. Modify the listed AHP, CV and S by 2. All other factors will remain the same unless the Referee wants to reduce the speed, A or D or wants to increase its DTV.

K. Lower World Encounters

The Lower World is a twilight world of great peril. The Tables that follow are divided up into the The Elder Lands, The Pale of Kototh, and the Elemental Kingdoms. The Elder Lands are ruled by the Sidh & other Elder Races. The Pale of Kototh is governed by Kototh, his children and the races that they have spawned. Elemental Kingdoms are areas composed of pure elements, and is populated by Elementals and creatures that are tied to the dominant element of the area. For further details see Book Three section 1.3. The last Region is Other Regions. This is the area between realms or areas where creatures have been taken into this area by other forces.

| Creature | Human | None |
|----------|-------|--------|
| 01-24 | 25 | 26-100 |

Lower World Encounters

The Elder Lands

| Roll | Result |
|------|--------|
|------|--------|

| | |
|-------|----------|
| 01-02 | Alfar |
| 03-04 | Afanc |
| 05-06 | Anwora |
| 07-08 | Asrai |
| 09-10 | Barquest |

Lower World Encounters

The Pale of Kototh

| Roll | Result |
|------|--------|
|------|--------|

| | |
|-------|---------------|
| 01-02 | Bouba |
| 03-04 | Baobhan Sith |
| 05-07 | Border Redcap |
| 08-10 | Bugbear |
| 11-13 | Cu Sidhe |

Lower World Encounters

Elemental Kingdoms

| Roll | Result |
|------|--------|
|------|--------|

| | |
|-------|-----------------------|
| Roll | Result |
| 01-24 | Elementals, Earth |
| 25-48 | Elementals, Fire |
| 49-73 | Elementals, Water |
| 74-77 | Elementals, Air ***** |

| | | 78-100 Elemental Creature *** | |
|--------|--------------------|-------------------------------|----------------------|
| 11-14 | Besamar | 14-15 | Cuca |
| 15-18 | Cait Sith | 16-17 | Cuca Queen |
| 19-22 | Centaur* | 18-20 | Dae'ta Koti |
| 23-26 | Cu Sith | 21-23 | Daoine Sidhe* |
| 27-30 | Dwarf* | 24-25 | Dragons, Elder * |
| 31-32 | Dryad** | 26-28 | Earth Eater |
| 33-34 | Dzalini | 29-30 | Fauns |
| 35-38 | Elf* | 31-32 | Firbolg |
| 39-42 | Faerry* | 33-34 | Gartula |
| 43-46 | Fay Horses* | 35-37 | Giants, Earth * |
| 47-48 | Fata Sheen | 38-40 | Giants, Fire * |
| 49-50 | Gwydi | 41-43 | Giants, Forest |
| 51-52 | Hags | 44-46 | Giants, Frost |
| 53-54 | Haunier | 47-49 | Giants, Hill |
| 55-56 | High Vily | 50-52 | Giants, Mountain * |
| 57-60 | Hob | 53-54 | Giants, Sea |
| 61-62 | Jinn Races, Ifreet | 55-57 | Giants, Storm |
| 63-64 | Jinn Racss, Jinn | 58-60 | Goblin |
| 65-66 | Jinn Races, Peri | 61-63 | Great Serpent |
| 67-68 | Larshee | 64-66 | Great Spider |
| 69-70 | Naga | 67-68 | Grundwergen |
| 71-74 | Peist | 69-70 | Herensuge |
| - | 75-76 Satyr | 71-73 | Hobgoblin |
| 77-78 | Searbhani | 74-75 | Midge |
| 79-82 | Sidh Boar | 76-78 | Minotaur |
| 83-84 | Simurgh | 79-80 | Nebora |
| 85-88 | Tonah* | 81-83 | Sprite * |
| 89-92 | Unicom | 84-86 | Trolls, Eld Troll |
| 93-96 | Vily | 87-89 | Trolls, Rock Troll * |
| 97-98 | Whispers | 90-92 | Trolls, Troll * |
| 99-100 | Wood Nymph | 93-95 | Trolls, Wood Troll |
| | | 96-98 | Trold Folk * |
| | | 99-100 | Wyvem |

Lower World Encounters

Other Regions

| Roll | Result |
|--------|-----------------|
| 01-02 | Abnari |
| 03-04 | Anakim (Mortal) |
| 05-06 | Boabhan |
| 07-08 | Elefan |
| 09-10 | Ents |
| 11-13 | Forestals |
| 14-15 | Green Lady |
| 16-18 | Leon |
| 19-21 | Lis |
| 22-23 | Lunafey |
| 24-25 | Matapone |
| 26-27 | Nakinal |
| 28-29 | Nar'morel |
| 30-31 | Romati |
| 32-33 | Seirim |
| 34-35 | Shiroona |
| 36-38 | True Sidhe |
| 39-41 | Argol |
| 42-44 | Cadue |
| 45-47 | Edali |
| 48-49 | Labbrila |
| 50-52 | Master |
| 53-55 | White Otter |
| 56-59 | Asura |
| 60-63 | Fire Lions |
| 64-66 | Omari X |
| 67-68 | Daive |
| 69-70 | Dark's Serpent |
| 71-73 | Dead |
| 74-75 | Druga |
| 76-78 | Gargoyle |
| 79-80 | Gwyligi |
| 81-82 | Kumiho |
| 83-84 | Lich |
| 85-87 | Manticore |
| 88-90 | Poltergeist |
| 91-92 | Qutrub |
| 93-94 | Soul Son |
| 95-96 | Tree of Souls |
| 97-100 | Zombie |

* Races so marked can control realms as organized kingdoms which include secondary creatures as allies and servants.

** These are the Hamadryads, double the values listed for the Dryad, including magical values. Hamadryads are supernatural tree spirits. They are not humanoid though they have Humanoid form. They are tied to a specific tree, if it dies they die. Until it dies, they cannot die. All can use MEL10/EL8 Insubstantiability to enter in, and exist in, their tree. All Hamadryads are female.

*** A creature that is innately capable of using the element in the area that the encounter occurs in. In all cases the creature's EL is increased by 2 when he is in an area that is composed of his element. For more details see Book 3 table for an example if needed.

**** No Air Elemental inhabit the Lower World unless the Referee makes special provisions for them in his game.

L. Mountain Encounters

| Day | | | Night | | |
|-------------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-10 | 11-25 | 26-100 | 01-20 | 21-30 | 31-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

Mountain Day Encounters

| Roll | Result |
|-------|---------------------------------------|
| 01 | Animals, Auroch |
| 02-04 | Animals, Bear |
| 05-07 | Animals, Boar |
| 08 | Animals, Bull (Cattle) |
| 09 | Animals, Camel [Domestic, Draft] |
| 10 | Animals, Camel [Domestic, War] |
| 11 | Animals, Camel [Wild] |
| 12-14 | Animals, Cliff Bear |
| 15-17 | Animals, Deer |
| 18-20 | Animals, Dog I (Domestic Dog) |
| 21 | Animals, Dog II (Domestic Dog) |
| 22 | Animals, Dog III (Domestic Dog) |
| 23 | Animals, Donkey/Burro |
| 24 | Animals, Draft Horse |
| 25-27 | Animals, Eagle |
| 28-30 | Animals, Falcon |
| 31-33 | Animals, Goat |
| 34-36 | Animals, Hawk |
| 37 | Animals, Lion |
| 38 | Animals, Mule |
| 39 | Animals, Ox |
| 40 | Animals, Riding Horse I (Steppe Pony) |
| 41 | Animals, Riding Horse II (Mustang) |
| 42 | Animals, Riding Horse III |
| 43 | Animals, Riding Horse IV |
| 44-45 | Animals, Sheep |
| 46 | Animals, War Horses |
| 47-49 | Animals, Wolf |
| 50 | Animals, Zehani Wolf |
| 51 | Abnari |
| 52 | Anari |
| 53 | Argol |
| 54 | Athach |
| 55 | Cadue |
| 56 | Demons, Disease |
| 57 | Druga |
| 58 | Edali |
| 59 | Elefan |
| 60 | Firbolg |
| 61 | Fire Snake |
| 62-63 | Great Ape |
| 64-65 | Great Serpent |
| 66-67 | Griffin |
| 68-69 | Hippogriff |
| 70 | Leon |
| 71 | Lis |
| 72 | Nakinal |
| 73 | Orchi |
| 74 | Tatzlwurm |
| 75 | Tower Lord |
| 76 | Ahuras, Vereghina |
| 77 | Anakim (Mortal) |
| 78 | Anakim (Immortal) |
| 79-80 | Chimearas, Chimana |
| 81-82 | Chimearas, Chimeara |
| 83-84 | Demons, Storm |
| 85 | Demons, Storm Dragons |
| 86 | Dragons, Dragons |
| 87 | Dragons, Elder |
| 88 | Dragons, Lun |
| 89-90 | Giants, Earth |
| 91-92 | Giants, Fire |
| 93-94 | Giants, Mountain |

Mountain Night Encounters Chart A

| Roll | Result |
|--------|------------------------|
| 01-07 | Animals, Antelope |
| 08-14 | Animals, Boar |
| 15-21 | Animals, Cat |
| 22-28 | Animals, Deer |
| 29-35 | Animals, Hyena |
| 36-42 | Animals, Leopard |
| 43-50 | Animals, Lion |
| 51 | Akhkharu, Vampire Bat |
| 52 | Akhkharu, Vampire Worm |
| 53 | Anari |
| 54 | Athach |
| 55 | Boabhan |
| 56 | Besamar |
| 57 | Blood Wolf |
| 58 | Border Redcap |
| 59 | Bugbear |
| 60 | Bouba |
| 61 | Demons, Disease |
| 62 | Druga |
| 63-65 | Dwarf |
| 66 | Dzaliri |
| 67 | Fata Sheen |
| 68 | Fire Snake |
| 69-70 | Gargoyle |
| 71 | Gartula |
| 72-73 | Goblin |
| 74-75 | Great Ape |
| 76-77 | Aatxe |
| 78 | Anakim (Mortal) |
| 79 | Anakim (Immortal) |
| 80-81 | Chimearas, Chimeara |
| 82-84 | Daoine Sidhe |
| 85-86 | Demons, Fiery Spirit |
| 87-88 | Demons, Iritxu |
| 89-90 | Demons, Storm |
| 91-92 | Demons, Storm Dragons |
| 93-94 | Demons, Terrestrial |
| 95 | Devils |
| 96 | Dragons, Dragons |
| 97 | {Dragons, Elder |
| 98 | Dragons, Wym} |
| 99-100 | Giants, Earth |

Mountain Night Encounters Chart B

| Roll | Result |
|-------|----------------------|
| 01-08 | Animals, Pig |
| 09-16 | Animals, Tiger |
| 17-24 | Animals, Wild Cat |
| 25-32 | Animals, Wild Dog |
| 33-41 | Animals, Wolf |
| 42-50 | Animals, Zehani Wolf |
| 51-52 | Great Serpent |
| 53 | Gwydi |
| 54 | Gwyligi |
| 55 | Hags |
| 56 | Herensuge |
| 57 | Hob |
| 58-59 | Hobgoblin |
| 60 | Lunafey |
| 61 | Leon |
| 62 | Lis |
| 63 | Midge |
| 64 | Mir |
| 65 | Norggen |
| 66 | Ogre |
| 67 | Tonah |
| 68 | Tower Lord |
| 69-70 | Trolls, Rock Troll |
| 71-72 | Trolls, Troll |
| 73 | True Sidhe |
| 74-75 | Vily, Mountain |
| 76-77 | Giants, Fire |
| 78-79 | Giants, Mountain |
| 80-81 | Giants, Storm |
| 82 | Labbrila |
| 83 | Larshee |
| 84-85 | Poltergeist |
| 86 | Pseudothei |
| 87 | Romati |
| 88-89 | Searbhani |
| 90 | Seirim |
| 91-92 | Shadow Beast |
| 93- | Shadow |
| 94 | Hawk |
| 95- | Shadow |
| 96 | Warrior |
| 97- | Spriggans |
| 98 | |
| 99- | Tatzlwurm |
| 100 | |

| | |
|-------|----------------|
| 95 | Roc |
| 96 | Seirim |
| 97-98 | Vily, Mountain |
| 99 | Vily, Aerial |
| 100 | Wyvern |

M. Plains Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-07 | 08-20 | 21-100 | 01-12 | 13-20 | 21-100 |

Plains Day Encounters

| Roll | Result |
|--------|---------------------------------------|
| 01-03 | Animals, Antelope |
| 04-05 | Animals, Boar |
| 06-07 | Animals, Bull (Cattle) |
| 08-09 | Animals, Camel [Domestic, Draft] |
| 10-11 | Animals, Camel [Domestic, War] |
| 12-13 | Animals, Camel [Wild] |
| 14-15 | Animals, Deer |
| 16-17 | Animals, Donkey/Burro |
| 18-19 | Animals, Draft Horse |
| 20-21 | Animals, Eagle |
| 22-23 | Animals, Falcon |
| 24-25 | Animals, Goat |
| 25-28 | Animals, Hawk |
| 29-30 | Animals, Lion |
| 31-32 | Animals, Mule |
| 33-34 | Animals, Ox |
| 35-36 | Animals, Riding Horse I (Steppe Pony) |
| 37-38 | Animals, Riding Horse II (Mustang) |
| 39-40 | Animals, War Horses |
| 41-42 | Animals, Wild Cat |
| 43-44 | Animals, Wild Dog |
| 45-47 | Animals, Wolf |
| 48-50 | Domestic Herd * |
| 51 | Argol |
| 52 | Blancara |
| 53-54 | Dae'ta Koti |
| 55-56 | Demons, Disease |
| 57 | Elefan |
| 58 | Firbolg |
| 59-60 | Fire Lions |
| 61-63 | Griffin |
| 64-66 | Hippogriff |
| 67 | Master |
| 68-69 | Pegasus |
| 70-72 | Te'sla |
| 73-74 | Lis |
| 75 | Omari |
| 76-80 | Dragons, Wyrn |
| 81-85 | Dragons, Dragon ** |
| 86-90 | Earth Eater |
| 91-95 | Giants, Storm |
| 96-100 | Vily, Aerial |

Plains Night Encounters

| Roll | Result |
|------|-----------------------|
| 01- | Animals, Antelope |
| 04 | |
| 05- | Animals, Boar |
| 08 | |
| 09- | Animals, Deer |
| 12 | |
| 13- | Animals, Hyena |
| 16 | |
| 17- | Animals, Leopard |
| 20 | |
| 21- | Animals, Lion |
| 24 | |
| 25- | Animals, Tiger |
| 28 | |
| 29- | Animals, Waste Lion |
| 32 | |
| 33- | Animals, Wild Cat |
| 36 | |
| 37- | Animals, Wild Dog |
| 40 | |
| 41- | Animals, Wolf |
| 46 | |
| 47- | Domestic Herd * |
| 50 | |
| 51 | Border Redcap |
| 52 | Demons, Disease |
| 53 | Demons, Imp |
| 54 | Druga |
| 55 | Dzaliri |
| 56 | Faerry |
| 57 | Fata Sheen |
| 58- | Fire Lions |
| 59 | |
| 60 | Fusin |
| 61- | Hob |
| 62 | |
| 63 | Lis |
| 64 | Midge |
| 65 | Omari |
| 66 | Poltergeist |
| 67 | Ogre |
| 68 | Orchi |
| 69 | Shadow Beast |
| 70- | Shadow Fox |
| 71 | |
| 72 | Shadow Hawk |
| 73 | Te'sla |
| 74 | The Brown Man |
| 75 | Zombie |
| 76 | Dae'ta Koti |
| 77 | Dalhan |
| 78 | Demons, Iritxu |
| 79 | Demons, Storm |
| 80 | Demons, Storm Dragons |
| 81 | Demons, Terrestrial |

X

| | |
|-----|----------------|
| 82 | Dragons, Wyrms |
| 83 | Devils |
| 84 | Dirasa |
| 85 | Div |
| 86 | Giants, Earth |
| 87 | Giants, Storm |
| 88 | Haunier |
| 89 | Herensuge |
| 90 | Kumiho |
| 91 | Larshee |
| 92 | Lunafey |
| 93 | Manticore |
| 94 | Matapone |
| 95 | Nar'morel |
| 96 | Osnada |
| 97 | Pseudothei |
| 98 | Qutrub |
| 99 | Rakshasha |
| 100 | Vily, Aerial |

* A herd of domestic animals. The Referee will determine the type of creature and the number present in the herd.

** Dragons encountered this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

N. Roadway Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-06 | 07-30 | 31-100 | 01-12 | 13-20 | 21-100 |

NOTE - These encounters occur on the road itself.

| Roadway Day Encounters | | Roadway Night Encounters | |
|------------------------|---------------------------------------|--------------------------|---------------------------------------|
| Roll | Result | Roll | Result |
| 01-03 | Animals, Cat | 01- | Animals, Cat |
| 04-06 | Animals, Cow | 03 | |
| 07-09 | Animals, Deer | 04- | Animals, Deer |
| 09-11 | Animals, Dog I (Domestic Dog) | 07 | |
| 12-14 | Animals, Dog II (Domestic Dog) | 08- | Animals, Dog I (Domestic Dog) |
| 15-17 | Animals, Dog III (Domestic Dog) | 11 | |
| 18-19 | Animals, Donkey/Burro | 12- | Animals, Dog II (Domestic Dog) |
| 20-21 | Animals, Draft Horse | 15 | |
| 22-23 | Animals, Eagle | 16- | Animals, Dog III (Domestic Dog) |
| 24-25 | Animals, Falcon | 19 | |
| 26-27 | Animals, Hawk | 20- | Animals, Lion |
| 28-29 | Animals, Mule | 22 | |
| 30-31 | Animals, Ox | 23- | Animals, Riding Horse I (Steppe Pony) |
| 32-33 | Animals, Pig | 26 | |
| 34-36 | Animals, Riding Horse I (Steppe Pony) | 27- | Animals, Riding Horse II (Mustang) |
| 37-39 | Animals, Riding Horse II (Mustang) | 30 | |
| 40-42 | Animals, Riding Horse III | 31- | Animals, Riding Horse III |
| 43-44 | Animals, Riding Horse IV | 33 | |
| 45-46 | Animals, Sheep | 34- | Animals, Riding Horse IV |
| 47-48 | Animals, War Horses | 37 | |
| 49-50 | Animals, Wolf | 38- | Animals, Wild Cat |
| 51-58 | Alal | 41 | |
| 59-66 | Anakim (Mortal) | 42- | Animals, Wild Dog |
| 67-74 | Druga | 45 | |
| 75-81 | Master | 46- | Animals, Wolf |
| 82-88 | Trazire | 50 | |
| 89-96 | Other Animals * | 51- | Demons, Disease |
| 97-100 | Closest Terrain** | 53 | |
| | | 54- | Demons, Hellhound |
| | | 57 | |
| | | 58- | Demons, Imp |
| | | 61 | |
| | | 62- | Shadow Hawk |
| | | 64 | |

| | |
|-----|-----------------------|
| 65- | Tonah |
| 68 | |
| 69- | Trazire |
| 71 | |
| 72- | Zombie |
| 75 | |
| 76 | Akhkharu, Vampire |
| 77 | Alal |
| 78 | Alu |
| 79 | Anakim (Mortal) |
| 80- | Demons, Iritxu |
| 81 | |
| 82- | Demons, Storm Dragons |
| 84 | |
| 85- | Demons, Terrestrial |
| 87 | |
| 88 | Devils |
| 89- | Dirasa |
| 90 | |
| 91 | Druga |
| 92 | Kumiho |
| 93- | Lunafey |
| 94 | |
| 95 | Pseudothei |
| 96 | Qutrub |
| 97- | Closest Terrain** |
| 100 | |

* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.

** Reroll on the closet terrain to the roadway.

O. Ruins Encounters

Encounters that occur in ruined population centers that are no longer inhabited by large concentrations of people.

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-07 | 08-15 | 16-100 | 01-15 | 16-20 | 21-100 |

| Ruins Day Encounters | | Ruins Night Encounters | |
|----------------------|---------------------------------------|------------------------|---------------------------------------|
| Roll | Result | Roll | Result |
| 01-04 | Animals, Asp | 01- | Animals, Asp |
| 05-08 | Animals, Cat | 04 | |
| 09-12 | Animals, Dog I (Domestic Dog) | 05- | Animals, Cat |
| 13-16 | Animals, Dog II (Domestic Dog) | 08 | |
| 17-20 | Animals, Dog III (Domestic Dog) | 09- | Animals, Dog I (Domestic Dog) |
| 21-23 | Animals, Donkey/Burro | 13 | |
| 24-27 | Animals, Draft Horse | 14- | Animals, Dog II (Domestic Dog) |
| 28-31 | Animals, Goat | 17 | |
| 32-34 | Animals, Hyena | 18- | Animals, Dog III (Domestic Dog) |
| 35-38 | Animals, Riding Horse I (Steppe Pony) | 21 | |
| 39-42 | Animals, Riding Horse II (Mustang) | 22- | Animals, Goat |
| 43-46 | Animals, Riding Horse III | 25 | |
| 47-48 | Animals, Riding Horse IV | 26- | Animals, Hyena |
| 49-50 | Animals, Wolf | 29 | |
| 51-54 | Anari | 30- | Animals, Riding Horse I (Steppe Pony) |
| 55-58 | Daeta A'Miri | 33 | |
| 59-62 | Demons, Disease | 34- | Animals, Riding Horse II (Mustang) |
| 63-67 | Great Ape | 38 | |
| 68-71 | Great Serpent | 39- | Animals, Riding Horse III |
| 72-75 | Tower Lord | 42 | |
| 76-78 | Dragons, Dragons | 43- | Animals, Riding Horse IV |
| | | 46 | |

| | | | |
|--------|--------------------|-----|-----------------------|
| 79-81 | Dragons, Elder | 47- | Animals, Wolf |
| 82-84 | Dragons, Wyrn | 50 | |
| 85-87 | Firbolg | 51- | Border Redcap |
| 88-90 | Giants * | 52 | |
| 91-95 | Other Animals**** | 53- | Daeta A'Miri |
| 96-100 | Closest Terrain*** | 54 | |
| | | 55- | Dead |
| | | 57 | |
| | | 58- | Demons, Disease |
| | | 60 | |
| | | 61- | Demons, Firehound |
| | | 62 | |
| | | 63- | Demons, Hellhound |
| | | 64 | |
| | | 65- | Great Ape |
| | | 67 | |
| | | 68- | Great Serpent |
| | | 70 | |
| | | 71- | Tower Lord |
| | | 72 | |
| | | 72- | Zombie |
| | | 75 | |
| | | 76 | Akhkharu, Lamia |
| | | 77 | Akhkharu, Vampire |
| | | 78 | Anari |
| | | 79 | Charontes |
| | | 80 | Dae'ta Koti |
| | | 81 | Dalhan |
| | | 82 | Daive |
| | | 83 | Demons, Decay |
| | | 84 | Demons, Herab Serapel |
| | | 85 | Demons, Heliophobic |
| | | 86 | Demons, Storm Dragons |
| | | 87 | Demons, Terrestrial |
| | | 88 | Devils |
| | | 89 | Dragons, Dragons |
| | | 90 | Dragons, Elder |
| | | 91 | Dragons, Wyrn |
| | | 92 | Edimmu |
| | | 93 | Ghost |
| | | 94 | Gwyligi |
| | | 95 | Nebora |
| | | 96 | Osnada |
| | | 97 | Poltergeist |
| | | 98 | Qutrub |
| | | 99 | Soul Daiva |
| | | 100 | Closest Terrain*** |

* The giant that is native to the surrounding terrain is encountered.

** The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.

*** Reroll on the closest terrain to the ruins.

P. Sea Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-11 | 12-25 | 26-100 | 01-22 | 23-25 | 26-100 |

Use Chart A for normal trade routes in the ocean or coastline. Use Chart B when thrown off course or lost.

| Sea Day Encounters Chart A | | Sea Night Encounters Chart A | | Sea Day Encounters Chart B | |
|----------------------------|--------------------|------------------------------|--------------------|----------------------------|--------------------|
| Roll | Result | Roll | Result | Roll | Result |
| 01-02 | Animals, Crab | 01-04 | Animals, Crab | 01-02 | Animals, Crab |
| 03-04 | Animals, Eel | 05-08 | Animals, Eel | 03-04 | Animals, Eel |
| 05-07 | Animals, Jellyfish | 09-12 | Animals, Jellyfish | 05-06 | Animals, Jellyfish |
| 08-10 | Dolphins # | 13-16 | Dolphins # | 07-08 | Dolphins # |
| 11-17 | Fish # | 17-21 | Fish # | 09-11 | Fish # |

18-20 Medium Whales
 21-22 Large Whales
 23-25 Orca
 26-28 Ocean Turtle
 29-30 Penguin ***
 31-33 Sea Birds #
 34-35 Seals #
 36-38 Shark
 39-40 Squid/Octopus
 41-42 Stingray
 43-44 Walrus ***
 45-47 Water Snakes
 48-50 Water Serpent
 51-54 Dolaura
 55-58 Elementals, Water
 59-62 Giants, Sea
 63-66 Giants, Storm
 67-71 Mer People, Merman
 72-75 Naga
 76-77 Bloodsucker
 78-80 Demons, Storm
 81-82 Demons, Storm Dragons
 83-84 Dragons, Dragons
 85-86 Dragons, Sea Dragon
 87-88 Garshon
 89-90 Kraken
 91-93 Nymph
 94-95 Other Elemental*
 96-97 Slyph
 98-99 Sea Dragon
 100 Wym

22-25 Medium Whales
 26-29 Large Whales
 30-33 Orca
 34-37 Seals #
 38-42 Shark
 43-46 Squid/Octopus
 47-50 Stingray
 51-52 Cuca
 53-54 Dolaura
 55-56 Garshon
 57-58 Lis
 59-62 Mer People, Merman
 63-66 Mer People, Mermaid
 67-68 Naga
 69-71 Other Elemental*
 72-75 Red Shark
 76-77 Demons, Iritxu
 78-79 Demons, Storm
 80-81 Demons, Storm Dragons
 82-83 Dragons, Dragons
 84-85 Dragons, Sea Dragon
 86-87 Elementals, Water
 88-89 Bloodsucker
 90-91 Ghost Ship
 92-93 Giants, Sea
 94-95 Giants, Storm
 96-97 Kraken
 98-99 Shachihoko
 100 Wym

12-13 Large Whales
 14-16 Large Fish
 17-18 Large Whales
 19-21 Medium Fish
 22-23 Medium Whales
 24-25 Monster Squid
 26-27 Orca
 28-29 Ocean Turtle
 30-31 Penguin ***
 32-33 Sea Birds #
 34-35 Seals #
 36-38 Shark
 39-40 Squid/Octopus
 41-42 Stingray
 43-44 Tiny Fish
 45-46 Walrus ***
 47-48 Water Snakes
 49-50 Water Serpent
 51-52 Bloodsucker
 53-55 Dolaura
 56-57 Elementals, Water
 58-59 Giants, Sea
 60-61 Giants, Storm
 62-65 Ghost Fleet
 66-73 Mer People, Merman
 74-75 Naga
 76-77 Demons, Storm
 78-79 Demons, Storm Dragons
 80-81 Dragons, Dragons
 82-83 Dragons, Sea Dragon
 84-86 Garshon
 87-88 Kraken
 89-91 Nymph
 92-93 Other Elemental*
 94-95 Slyph
 96-97 Sea Dragon
 98-100 Wym

Sea Night Encounters Chart B

| Roll | Result |
|-------|-----------------------|
| 01-03 | Animals, Crab |
| 04-07 | Animals, Eel |
| 08-12 | Animals, Jellyfish |
| 13-16 | Dolphins # |
| 17-20 | Fish # |
| 21-24 | Medium Whales |
| 25-28 | Large Whales |
| 29-32 | Ocean Turtle |
| 33-36 | Orca |
| 37-39 | Seals # |
| 40-43 | Shark |
| 44-47 | Squid/Octopus |
| 48-50 | Stingray |
| 51-52 | Cuca |
| 53-55 | Dolaura |
| 56-58 | Garshon |
| 59-61 | Lis |
| 62-64 | Mer People, Merman |
| 65-67 | Mer People, Mermaid |
| 68-69 | Naga |
| 70-72 | Other Elemental* |
| 73-75 | Red Shark |
| 76 | Demons, Iritxu |
| 77-78 | Demons, Storm |
| 79 | Demons, Storm Dragons |
| 80 | Dragons, Dragons |

| | |
|--------|---------------------|
| 81 | Dragons, Sea Dragon |
| 82 | Elementals, Water |
| 83 | Bloodsucker |
| 84 | Elecran |
| 85-86 | Ghost Ship |
| 87-88 | Ghost Fleet |
| 89-90 | Giants, Sea |
| 91-92 | Giants, Storm |
| 93 | Kraken (x2)** |
| 94 | Shachihoko |
| 95 | Small Kraken |
| 96 | Wym |
| 97-98 | Water Snakes |
| 99-100 | Water Serpent |

- * Any Water or Air Elemental in P&P
 ** The Kraken is twice normal size. See Kraken.
 *** Cold Climates, coastal areas only if not re-roll
 # Can determine the size or roll randomly below
 (Roll 1d10) Roll Size Roll Size
 01-03 Tiny 07-08 Medium
 04-06 Small 09-10 Large

Q. Swamp Encounters

| Day | | | Night | | |
|-------------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-12 | 13-20 | 21-100 | 01-20 | 21-25 | 26-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

| Swamp Day Encounters | |
|----------------------|--------------------------------|
| Roll | Result |
| 00-05 | Animals, Boar |
| 06-09 | Animals, Crocodile |
| 10-14 | Animals, Deer |
| 15-18 | Animals, Eagle |
| 19-22 | Animals, Falcon |
| 23-26 | Animals, Hawk |
| 27-30 | Animals, Leopard |
| 31-34 | Animals, Mule |
| 35-38 | Animals, Swamp Buffalo |
| 39-42 | Animals, Wild Cat |
| 43-47 | Animals, Wild Dog X |
| 48-50 | Animals, Wolf |
| 51-53 | Akhkharu, Vampire Worm |
| 54-56 | Daeta A'Miri |
| 57-58 | Demons, Disease |
| 59-61 | Fire Snake |
| 62-63 | Great Serpent |
| 64-65 | Molani |
| 66-68 | Peist |
| 69-71 | Serpent Women |
| 72-75 | White Otter |
| 76-77 | Afanc |
| 78-79 | Asaghi |
| 80-81 | Asrai |
| 82-83 | Athach |
| 84-85 | Beithir |
| 86-87 | Dae'ta Koti |
| 88-89 | Dirailla-ta |
| 90-91 | Dragons, Dragons |
| 92-93 | Elementals, Water |
| 94-95 | Firbolg |
| 96-97 | Fire Lions |
| 98 | Hydra |

| Swamp Night Encounters Chart A | |
|--------------------------------|------------------------|
| Roll | Result |
| 00-10 | Animals, Crocodile |
| 11-20 | Animals, Deer |
| 21-30 | Animals, Hippopotamus |
| 31-40 | Animals, Leopard |
| 41-50 | Animals, Swamp Buffalo |
| 51-52 | Bugbear |
| 53-54 | Bush Warrior |
| 55-56 | Cait Sith |
| 57-58 | Cuca |
| 59 | Cuca Queen |
| 60-61 | Daeta A'Miri |
| 62-63 | Dirasa |
| 64-65 | Faerry |
| 66 | Fata Sheen |
| 67-68 | Fire Lions |
| 69-70 | Fire Snake |
| 71 | Fusin |
| 72-73 | Goblin |
| 74-75 | Great Serpent |
| 76-77 | Afanc |
| 78-79 | Asaghi |
| 80-81 | Asrai |
| 82-83 | Athach |
| 84-85 | Barguest |
| 86-87 | Boabhan |
| 88-89 | Baobhan Sith |
| 90-91 | Beithir |
| 92-93 | Cu Sidhe |
| 94-95 | Daoine Sidhe |
| 96-97 | Dae'ta Koti |
| 98-99 | Dirailla-ta |
| 100 | Dragons, Dragons |

| Swamp Night Encounters Chart B | |
|--------------------------------|---------------------|
| Roll | Result |
| Roll | Result |
| 26-10 | Animals, Tiger |
| 11-20 | Animals, Waste Lion |
| 21-30 | Animals, Wild Cat |
| 31-40 | Animals, Wild Dog |
| 41-50 | Animals, Wolf |
| 51-52 | Hob |
| 53-54 | Hobgoblin |
| 55-56 | Lis |
| 57-58 | Molani |
| 59-60 | Peist |
| 61-62 | Serpent Women |
| 63 | Shadow Fox |
| 64 | Shadow Hawk |
| 65-66 | Sprite |
| 67 | Tonah |
| 68-69 | Trold Folk |
| 70-71 | Trolls, Wood Troll |
| 72-73 | Water Panther |
| 74-75 | White Otter |
| 76-78 | Elementals, Water |
| 79-80 | Grundwergen |
| 81-82 | Harboul |
| 83-84 | Hydra |
| 85-86 | Kumiho |
| 87-88 | Manticore |
| 89-90 | Midge |
| 91-92 | Naga |
| 93-94 | Nebora |
| 95-96 | Shachihoko |
| 97-98 | Simurgh |
| 98-100 | Water Nymph |

R. Tundra Encounters

| Day | | | Night | | |
|----------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-10 | 11-20 | 21-100 | 01-20 | 21-25 | 26-100 |

Tundra Day Encounters

| Roll | Result |
|--------|---------------------|
| 01-06 | Animals, Crab |
| 07-12 | Animals, Auroch |
| 13-19 | Animals, Polar Bear |
| 20-26 | Animals, Wolf |
| 27-32 | Penquin |
| 33-39 | Sea Birds |
| 40-46 | Seals |
| 47-50 | Walrus |
| 51-55 | Beithir |
| 56-60 | Firbolg |
| 61-65 | Giants, Frost |
| 66-70 | Master |
| 71-75 | Tower Lord |
| 76-79 | Argol |
| 80-82 | Dragons, Dragons |
| 83-85 | Dragons, Lun |
| 86-88 | Dragons, Snow |
| 89-100 | Closest Terrain * |

Tundra Night Encounters

| Roll | Result |
|--------|-----------------------|
| 01-06 | Animals, Polar Bear |
| 07-11 | Animals, Waste Lion |
| 12-16 | Animals, Wild Dog |
| 17-22 | Animals, Wolf |
| 23-38 | Animals, Zehani Wolf |
| 29-34 | Penquin |
| 35-40 | Sea Birds |
| 41-45 | Seals |
| 46-50 | Walrus |
| 51-54 | Beithir |
| 55-56 | Blood Wolf |
| 57-58 | Charontes |
| 59-60 | Dalhan |
| 61-63 | Demons, Disease |
| 64-66 | Lis |
| 67-70 | Naga |
| 71-73 | Tower Lord |
| 74-75 | Trolls, Ice Troll |
| 76-77 | Demons, Herab Serapel |
| 78-79 | Demons, Iritxu |
| 80-81 | Devils |
| 82-83 | Dragons, Sea Dragon |
| 84-85 | Dragons, Snow |
| 86-87 | Giants, Frost |
| 88-89 | Kumiho |
| 90-91 | Osnada |
| 92-93 | Pseudothei |
| 94-95 | Tonah |
| 96-97 | Water Panther |
| 98-100 | Closest Terrain * |

* Reroll on the closet terrain to the tundra.

S. Underground Encounters

| Creature | Human | None |
|----------|-------|--------|
| 01-21 | 22-25 | 26-100 |

Roll 1D2

1 - Chart A

2 - Chart B

NOTE - There is no real Day or Night underground.

Underground Encounters Chart A

| Roll | Result |
|-------|---------------|
| 00-10 | Animals, Asp |
| 11-20 | Animals, Bear |

Underground Encounters Chart B

| Roll | Result |
|-------|----------------|
| 01-09 | Animals, Tiger |

| | | | |
|-------|-----------------------------|-----|-------------------------|
| 21-30 | Animals, Cliff Bear | 11- | Animals, Waste Lion |
| 31-40 | Animals, Crocodile | 18 | |
| 41-50 | Animals, Leopard | 19- | Animals, Wild Dog |
| 51 | Aatxe | 28 | |
| 52 | Akhkharu, Vampire Bat | 29- | Animals, Wolf |
| 53 | Akhkharu, Vampire Worm | 39 | |
| 54 | Anari | 40- | Animals, Zehani Wolf |
| 55 | Boabhan | 48 | |
| 56 | Baobhan Sith | 49 | Great Serpent |
| 57 | Bouba | 50 | Great Spider |
| 58 | Bugbear | 51 | Griffin |
| 59 | Cadue | 52 | Gwyligi |
| 60 | Cait Sith | 53 | Herensuge |
| 61 | Cuca | 54 | Hob |
| 62 | Cuca Queen | 55 | Hobgoblin |
| 62 | Cu Sidhe | 56 | Mer People, Merman |
| 63 | Daoine Sidhe | 57 | Mer People, Mermaid |
| 64 | Dead | 58 | Midge |
| 65 | Demons, Firehound | 59 | Minotaur |
| 66 | Demons, Hellhound | 60 | Ogre |
| 67 | Dirasa | 61 | Serpent Women |
| 68 | Dwarf | 62 | Shadow Worm |
| 69 | Edali | 63 | Tonah |
| 70 | Fata Sheen | 64 | Trolls, Eld Troll |
| 71 | Fire Lions | 65 | Trolls, Rock Troll |
| 72 | Fusin | 66 | Trolls, Troll |
| 73 | Gargoyle | 67 | True Sidhe |
| 74 | Goblin | 68 | Water Nymph |
| 75 | Great Ape | 69 | Water Panther |
| 76 | Ahuras, Vereghina | 70 | White Otter |
| 77 | Akhkharu, Immortal Akhkharu | 71 | Zehani |
| 78 | Akhkharu, Succubus | 72 | Zombie |
| 79 | Akhkharu, Vampire * | 73 | Ghost |
| 80 | Alu | 74 | Giants, Earth |
| 81 | Anakim (Immortal) | 75 | Giants, Mountain |
| 82 | Charontes | 76 | Giants, Fire |
| 83 | Dae'ta Koti | 77 | Gorgon |
| 84 | Dark's Serpent | 78 | Hydra (in lair) |
| 85 | Demons, Fiery Spirit | 79 | Kejan'po |
| 86 | Demons, Heliophobic | 80 | Kiana'nir |
| 87 | Demons, Iritxu | 81 | Lalassu |
| 88 | Demons, Subterranean | 82 | Lammashtha |
| 89 | Demons, Terrestrial | 83 | Larshee |
| 90 | Demons, Tuchulcha | 84 | Leon |
| 91 | Devils | 85 | Manticore |
| 92 | Dirailla-ta | 86 | Mushrussu |
| 93 | Dragons, Dragons | 87 | Naga |
| 94 | Dragons, Elder | 88 | Nebora |
| 95 | Dragons, Lun | 89 | Norggen |
| 96 | Dragons, Sea Dragon | 90 | Poltergeist |
| 97 | Dzaliri | 91 | Qutrub |
| 98 | Edimmu | 92 | Sentiel Beast (in lair) |
| 99 | Elementals, Earth | 93 | Shachihoko |
| 100 | Elementals, Fire | 94 | Shadow Warrior |
| | | 95 | The Kiana'shan |
| | | 96 | Vily, Forest |
| | | 97 | Vily, Hill |
| | | 98 | Vrykalakas |
| | | 99 | Were-creatures |
| | | 100 | Wyvem |

* If the encounter takes place during the day then the creature is in repose. He will be guarded by human thralls at this time.

T. Upper World Encounters

Day and Night do not really apply in the Upper World. When adventures in the Upper World occur, the Referee selects the encounter based on the metaphysical area the party is in, AND what, if anything, they have attracted through their actions In

all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered.

The table below lists the creatures that can be encountered in the Region that are detailed on the map in section 2 (Book Three).

| Creature | Human | None |
|-------------------------------|---|--------|
| 01-15 | None | 16-100 |
| Upper World Encounters | | |
| The Blessed Lands | Lawful Spirits, Ahura, Edali | |
| The Soothing Realm | Maskela | |
| Throne of Justice | Amaliel, Ahura | |
| Throne of Light | Kerubin, Ahura, Angels of Fury | |
| Realm of Lawful Fire | Hafaza, Mushrussu, Ahura, Dragons | |
| Realm of Judgement | Hafaza, Amaliel, Angels of Fury | |
| Tower of Retribution | Ahura, Kerubin, Vereghina | |
| Celestial Thrones | Ahura, Kerubin, Flaming Steed | |
| Realm of the Alfar | Alfar, Fay Horse, A'mora, Anwora, Dzaliri, Larshee, other Sidh creatures & races | |
| Elder Fires | Fire Elementals | |
| Peri Land | Peri, Ifret, Jinn | |
| Shadow Lands | Shadow Warriors, Kejani Ki, Kejan'po, Kiana'nir, Shadow Beast, Shadow Fox, Shadow Hawk, Shadow Worm, The Kiana'shan | |
| Balance Marches | Merkabah, Zehani, Asaghi, Dragon, A'Equinn, Zehani Wolf, Asura, Cailoa, Seker, Sentinel Beast | |
| The Abyss | Beasts of Chaos, Endukuggu, Nindukuggu | |
| Realm of Darkness | Kekoni, Heliophobic Demons, Dark's Serpent, Alu, Lalassu | |
| Lands of Death | Alal, Lammashia, Disease Demons, Harab Serapel, Charontes, Lammashita, Endukuggu/Nindukuggu | |
| Realm of the Dead | Dead, Nergali, Ghosts, Decay Demons | |
| Lands of Woe | Ghosts, Terrestrial Demons | |
| Court of Lilith | Immortal Akkhara, Incubi, Succubi | |
| Realm of Dark Destruction | Alal, Helliophobic Demons, Firehound Demon, Flayers Demon | |
| Empire of Fury | Storm Demons, Dragons, Storm Dragons, Elder Dragons, Dragon, Fentil Devil | |
| The Demon Plains | Decay Demons, Demon Steed, Harab Serapel, Imp Demons, Iritxu Demon, Tuchulcha Demon, Devils | |
| Land of Souls | Soul Daiva | |
| Land of the Evil Mind | Any Supernatural force of Chaos, Firbolg | |
| The Fiery Hells | Hellhound, Fiery Spirit | |
| Tower of Silence | Kekoni, Lalassu | |

U. Waterways Encounters

| Day | | | Night | | |
|-------------|-------|--------|----------|-------|--------|
| Creature | Human | None | Creature | Human | None |
| 01-09 | 10-25 | 26-100 | 01-18 | 19-25 | 26-100 |
| Roll 1D2 | | | | | |
| 1 - Chart A | | | | | |
| 2 - Chart B | | | | | |

Referee will roll a 1D10 after determining that there is an encounter. If the roll is 1-5 then roll on the surrounding terrain. On a 6-10 roll on the table below.

| Waterways Day Encounters | | Waterways Night Encounters Chart A | | Waterways Night Encounters Chart B | |
|--------------------------|----------------------|------------------------------------|-----------------------|------------------------------------|----------------------|
| Roll | Result | Roll | Result | Roll | Result |
| 01-05 | Animals, Auroch | 01-10 | Animals, Anaconda | 01-12 | Animals, Leopard |
| 06-11 | Animals, Crocodile | 11-20 | Animals, Crocodile | 13-25 | Animals, Wild Dog |
| 12-17 | Animals, Deer | 21-30 | Animals, Deer | 26-37 | Animals, Wolf |
| 18-23 | Animals, Eagle | 31-40 | Animals, Hippopotamus | 38-50 | Animals, Zehani Wolf |
| 24-28 | Animals, Falcon | 41-50 | Animals, Hyena | 51-52 | Goblin |
| 29-33 | Animals, Lion | 51-52 | Asrai | 53-54 | Hob |
| 34-38 | Animals, Wild Cat | 53 | Athach | 55 | Lis |
| 39-44 | Animals, Wolf | 54-55 | Boabhan | 56 | Mer People, Mermaid |
| 45-50 | Animals, Zehani Wolf | 56 | Beithir | 57 | Midge |
| 51-52 | Afanc | 57-58 | Besamar | 58-59 | Ogre |
| 53-54 | Bouba | 59-60 | Bugbear | 60-61 | Orchi |
| 55-56 | Athach | 61-62 | Cait Sith | 62-63 | Pegasus |
| 57-58 | Centaur | 63-64 | Cuca | 64-65 | Peist |
| 59-60 | Cu Sith | 65 | Cuca Queen | 66 | Red Shark |
| 61-62 | Demons, Disease | 66 | Cu Sidhe | | |

| | | | | | |
|--------|--------------------|-------|-----------------------|-------|---------------|
| 63-64 | Elefan | 67 | Cu Sith | 67 | Serpent Women |
| 65-66 | Master | 68 | Demons, Disease | 68-69 | Sprite |
| 67 | Mer People, Merman | 69-70 | Fauns | 70 | Tonah |
| 68-69 | Molani | 71-72 | Fay Horses | 71 | Trold Folk |
| 70-71 | Peist | 73 | Gartula | 72 | Trolls, Troll |
| 72-73 | Serpent Women | 74-75 | Great Spider | 73 | Unicom |
| 74-75 | White Otter | 76 | A'Equin | 74-75 | White Otter |
| 76 | Ahuras, Maskela | 77-78 | Afanc | 76 | Hydra |
| 77-78 | Asrai | 79 | Ahuras, Maskela | 77 | Kraken |
| 79 | Chimearas, Chimana | 80 | Asaghi | 78 | Kumiho |
| 80-81 | Dragons, Dragons | 81-82 | Baobhan Sith | 79 | Labbrila |
| 82 | Dragons, Wym | 83-84 | Chimearas, Chimeara | 80-81 | Leon |
| 83-84 | Elementals, Water | 85-86 | Demons, Storm | 82-83 | Lunafey |
| 85-86 | Fay Horses | 87-88 | Demons, Storm Dragons | 84-85 | Manticore |
| 87-88 | Firbolg | 89 | Demons, Terrestrial | 86 | Naga |
| 89 | Giants, Sea | 90 | Devils | 87-88 | Nebora |
| 90-91 | Giants, Storm | 91-92 | Dirasa | 89-90 | Omari |
| 92 | Hydra | 93 | Dragons, Dragons | 91 | Shachihoko |
| 93 | Mushrussu | 94 | Dragons, Wym | 92 | Simurgh |
| 94 | Roc | 95 | Dragons, Sea Dragon | 93 | Soul Son |
| 95-96 | Vily, Water | 96 | Dzaliri | 94-95 | Vily, Water |
| 97-98 | Water Nymph | 97-98 | Elementals, Water | 96-97 | Water Nymph |
| 99-100 | Zehani | 99 | Grundwergen | 98-99 | Water Panther |
| | | 100 | Harboul | 100 | Zehani |

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