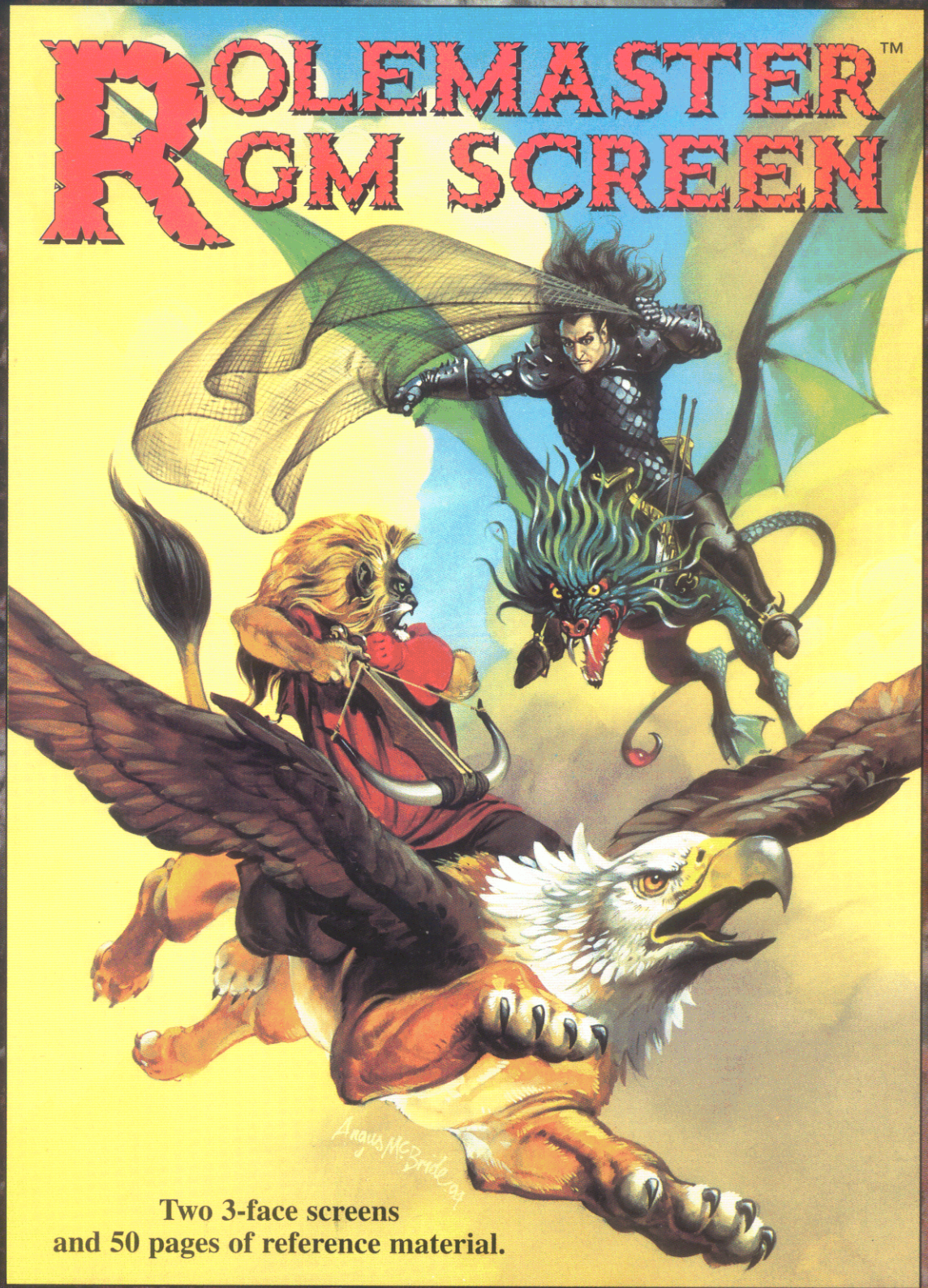
#5502

ROLEMASTER™
THE STANDARD SYSTEM

Game Aid

I.C.E.®

ROLEMASTER™ GM SCREEN



Two 3-face screens
and 50 pages of reference material.

ARMS LAW

COMMON ACTIONS TABLE

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (see Sec. 18.2.4)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (see Sec. 25.0)	varies
Making a static maneuver (see Sec. 24.0) †	varies
Full melee attack (see Sec. 23.4) *	60-100%
Press & melee attack (see Sec. 23.4) *	80-100%
React & melee attack (see Sec. 23.4) *	80-100%
Making a missile attack (see Sec. 23.5)*	30-60%
Parrying a missile attack (see Sec. 23.5)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Sec. 21.2)	10%
Controlling mount (see Sec. 18.2.8)	10-100%

* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Section 23.3.7).

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-1), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character may only cast one spell each round.

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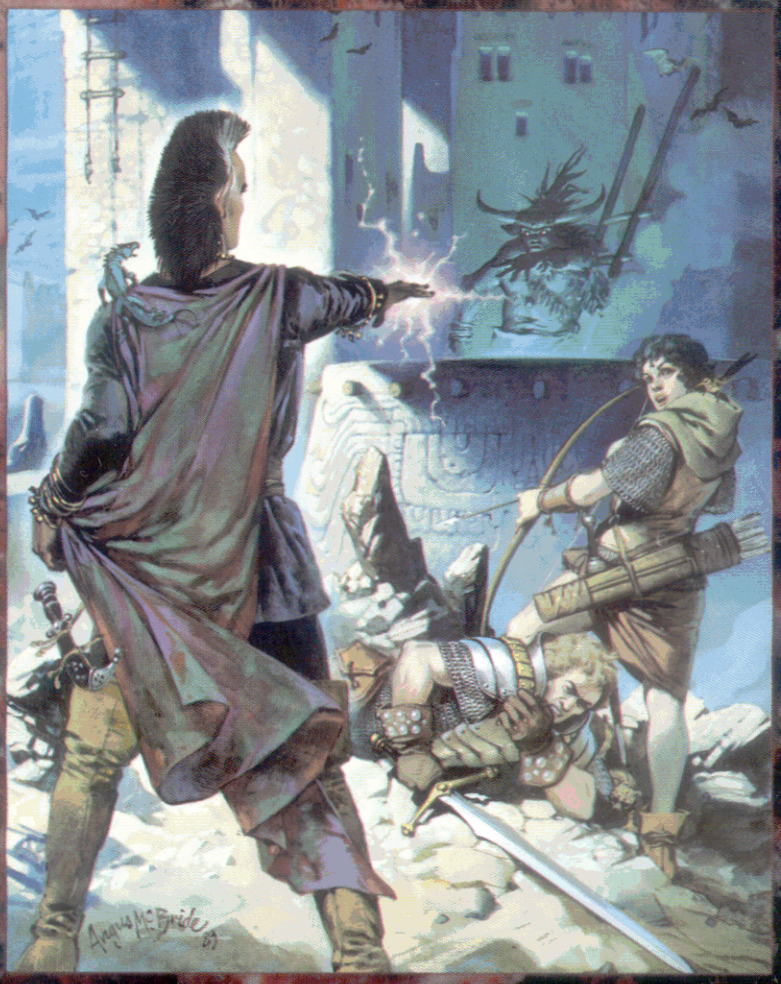


SPELL CASTING MODIFICATIONS TABLE T-4.6

MODIFICATIONS DUE TO LEVELS AND PREPARATION ROUNDS

Caster's Lvl – Spell Lvl	Instantaneous Spell	Non-instantaneous Spell — # of Preparation Rounds Taken 0	1	2	3-4	5-6	7-8	9+
9+	+15	+5	+10	+15	+20	+25	+30	+35
6–8	+10	0	+5	+10	+15	+20	+25	+30
5	+5	-10	0	+5	+10	+15	+20	+25
4	+5	-20	0	+5	+10	+15	+20	+25
3	+5	-30	0	+5	+10	+15	+20	+25
2	+0	-35	-10	0	+5	+10	+15	+20
1	+0	-45	-20	0	+5	+10	+15	+20
0	+0	-55	-30	0	+5	+10	+15	+20
-1	-30	-85	-60	-30	-25	-20	-15	-10
-2	-35	-90	-65	-35	-30	-25	-20	-15
-3	-40	-95	-70	-40	-35	-30	-25	-20
-4	-45	-100	-75	-45	-40	-35	-30	-25
-5	-50	-105	-80	-50	-45	-40	-35	-30
(-6) – (-7)	-70	-125	-100	-70	-65	-60	-55	-50
(-8) – (-10)	-95	-150	-125	-95	-90	-85	-80	-75
(-11) – (-15)	-120	-175	-150	-120	-115	-110	-105	-100
(-16) – (-20)	-170	-225	-200	-170	-165	-160	-155	-150
≤ -21	-220	-275	-250	-220	-215	-210	-205	-200

OTHER MODIFICATIONS

CONDITION		Channeling	Essence	Mentalism
Skill for Spell's List:		+ (skill bonus)	+ (skill bonus)	+ (skill bonus)
Non-instantaneous Spell Cast as a Snap Action:		-20	-20	-20
Overall Power Points Used:	26% to 50%	-10	-10	-10
	51% to 75%	-20	-20	-20
	76% to 100%	-30	-30	-30
Spell List Type:	Own Base, Own Realm	+10	+10	+10
	Open, Own Realm	+5	+5	+5
	Closed, Own Realm	+0	+0	+0
	Arcane Lists	-5	-5	-5
	Other Base, Own Realm	-10	-10	-10
	Open List, Other Realm	-10	-10	-10
	Closed List, Other Realm	-20	-20	-20
	Base List, Other Realm	-30	-30	-30
Free Hands (*):	None	-20	-30	+0
	One	+0	+0	+0
	Two	+5	+10	+0
Use of Voice (*):	None	-10	-5	+0
	Whisper	+0	+0	+0
	Normal	+5	+0	+0
	Shout	+10	+5	+0
Helmet (*):	None	+0	+0	+0
	Leather	+0	-20	-30
	Leather & Metal	-10	-30	-40
	Metal	-20	-40	-60
Equipment (*†):	Organic Material, living	+0	-1 per 5 lb over 50 lb	+0
	Organic Material, non-living	+0	-1 per 1 lb over 10 lb	+0
	Inorganic Material	-1 per 1 lb over 10 lb	-2 per 1 lb over 5 lb	+0
Armor Status (*‡):	Normal ATs 1, 2, 3, 4	+0	+0	+0
	Normal ATs 5, 6	+0	-10	+0
	Normal ATs 7, 8	+0	-20	+0
	Normal ATs 9, 10	+0	-25	+0
	Normal AT 11	+0	-40	+0
	Normal AT 12	+0	-50	+0
	Normal ATs 13, 14	-30	-40	+0
	Normal ATs 15, 16	-60	-70	+0
	Normal ATs 17, 18	-35	-45	+0
	Normal AT 19	-60	-75	+0
	Normal AT 20	-75	-90	+0

* — With each condition, use the worst (to the caster) mod. applicable during any preparation round or casting round.

† — Equipment other than helmet, armor, normal light clothing, and boots. Round up to the nearest pound.

‡ — These modifications may be modified by the caster's Transcend Armor skill bonus (see Appendix A-1.21).

STAT LOSS TABLE T-5.6

Rounds After Death	Race Type 1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5-1	1d10
7 – 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

HEALING RECOVERY TABLE T-5.4

Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 – 15	3	15	36
16 – 65	2	10	24
66 or more	1	5	12

Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 – 15	5	20	50
16 – 35	3	12	30
36 – 65	2	8	20
66 or more	1	4	10

Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 – 15	3	15	24
16 – 35	2	10	16
36 or more	1	5	8

Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 – 15	10	60	100
16 – 35	7	42	70
36 – 65	5	30	50
66 – 90	3	18	30
91 – 105	2	12	20
106 or more	1	6	10

Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 – 15	9	45	90
16 – 35	6	30	60
36 – 65	4	20	40
66 – 90	3	15	30
91 – 105	2	10	20
106 or more	1	5	10

Muscle/ Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 – 15	7	28	56
16 – 35	4	16	32
36 – 65	3	12	24
66 – 90	2	8	16
91 or more	1	4	8

Note: To use this table, roll d100 (open-ended and add 3x the character's Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing "recovery multiplier"— just multiply this factor by the normal number of healing days to get the actual number of healing days required.

RACE HEALING FACTORS TABLE T-5.5

Race	# Rnds. To Soul Departure	Race Type for Stat Loss	Recovery Multiplier
Common Men	12	2	x1.0
Mixed Men	11	2	x0.9
High Men	10	2	x0.75
Wood Elves	3	3	x1.5
Grey Elves	2	4	x2.0
High Elves	1	5	x3.0
Half-elves	6	3	x1.5
Dwarves	21	1	x0.5
Halflings	18	1	x0.5
Common Orcs	1	2	x0.5
Greater Orcs	1	2	x0.5
Half-orcs	6	2	x0.75

WHERE WAS THAT ENCOUNTER TABLE?

Alpine/Mountainous 35
Battlefields/Shipwrecks 20
Breaks/Wadis 25
Burial Areas 23
Cavern Complexes 19
Caves/Overhands/Lairs 22
Coniferous Forest/Taiga 39
Desert 34
Dimensional Cross Over Points . 16
Enchant/Magical Places 15
Freshwater Coasts and Banks 26
Glacier/Snowfield 27
Heath/Scrub/Moor 41
Jungle/Rain Forest 42
Lake/River 29
Marsh/Swamp 30
Mixed Forest 40
Near Villages/Towns/Cities 17
Ocean 31
Oasis/Isolated Water Sources 32
Plains/Grassland 43
Power 45
Rough/Rugged/Rocky Hills 36
Ruins 24
Rural/Cultivated Areas 21
Saltwater Shores/Shallows 33
Social/Culture 47
Tropical Islet/Reef/Atoll 28
Tundra 44
Underground 37
Universal Animals 46
Universal Monsters 46
Volcanic Areas 18
Wastes/Barren 38

ENCOUNTER TABLE T-5.1 †

Encounter Result	POPULATION DENSITY Dense	Moderate	Light	Sparse	Waste
< 01	–/–	–/–	–/–	–/–	–/–
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter Result = Activity Roll – Avoidance Roll

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Result" is the difference between the GM's Activity Roll and the traveling group's Avoidance Roll (see Section 30.2).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t ..... trap or ambush or surprise attack
a ..... attacking group
h ..... hostile group
e ..... basic encounter
s ..... sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Result (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain Moving In:

+30 ..... Road
+20 ..... Open
+10 ..... Sand
+0 ..... Snow
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-35 ..... Swamp
-40 ..... Mountainous

Activity of Inhabitants:

+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 30.2)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:

-50 ..... Traveling at night *
variable ..... spells used to detect groups

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group Size: **

+50 ..... one
+20 ..... two
-0 ..... 3 to 4
-10 ..... 5 to 7
-20 ..... 8 to 10
-50 ..... 11 to 20
-75 ..... 21 to 50
-100 ..... 51+

Travel Mode:

+50 ..... Sneaking
+20 ..... Careful walk
-0 ..... Normal walk
-10 ..... Jog/walk
-20 ..... Slow ride
-40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:

+30 ..... if actively searching for something
variable ..... spell used by the group
-20 ..... if in camp and traveled 12 hours
-40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

** – Rangers, Animists, Elves, and Halflings count half.

† – GMs should either use this table or the Social/Culture Encounter Table when generating an encounter.

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	*C&M* Page
Abraxas	4D	70	FSpt/10	MD/FA	L/—	120F	3(30)*	60We/50MPi/50MGr(2x)/90LCr√	1-2	n	E	Hostile(LO)	70
Absorber	6A	60	Spt/5	MD/MF	M/I	60A	1(20)	80MGr[Heat or Acid]	5-50	—	C	Hostile(IN)	159
Acarva (III)	8C	110	FSpt/30	FA/VF	M/II	150D	4(40)	80MCl/70LBi/Special«	1	—	F	Cruel(MD)	143
Acid Demon (II)	5C	50	Spt/10	MD/FA	M/I	125D	3(20)	80MBa[Heat](2x)	1	—	C	Hostile(AV)	143
Air Drake, Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60HBi/110HCl/60HBa/70HHo*	1	yj	I	Varies(AA)	57
Air Drake, Old	25G	240	Dash/10	VF/FA	H/SL	300G	12(40)	80HBi/120HCl/70HBa/80HHo*	1	yt	J	Varies(SU)	57
Air Drake, Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50LBi/90HCl/50LBa/70LHo*	1	t	G	Varies(AV)	57
Air Elemental, Strong	20H	120	Spt/10	VF/VF	L/SL#	120H	1(50)	40LBa(3x)/70LGr [DImpact]«*	1	—	F	Berserk(NO)	119
Air Elemental, Weak	10H	140	Spt/10	VF/VF	M/LA#	80H	1(60)	30LBa(3x)/50LGr [BImpact]«*	1	—	E	Berserk(NO)	118
Al-mi'raj	5E	110	Dash/20	FA/VF	M/—	80F	3(40)	70MHo/Spells	1-2	k	E	Altur.(HI)	70
Allibat	4B	70	FSpt/5	MD/MF	M/—	110D	7(10)	80LBi/60MBa	1-4	—	B	Agress	39
Alligators, Large, in water	3C	50	Run/10	MD/MD	L/—	120E	7(10)	80LBi100/80MGr√/Special*	1-10	—	B	Aggress.	23
Alligators, Large, on land	3C	30	Run/0	MD/MD	L/—	120E	7(10)	40MBi30/60MBa70/80LBi√	1-10	—	A	Aggress.	23
Alligators, Small, in water	1A	40	Run/20	MD/MD	M/—	85D	7(20)	50MBi100/30SGr√/Special*	1-10	—	—	Aggress.	22
Alligators, Small, on land	1A	20	Run/0	VS/MD	M/—	85D	7(20)	30SBi50/30SBa50/50MBi√	1-10	—	—	Aggress.	23
Androsphinx	10G	120	Dash/20	FA/FA	L/LA	200G	4(30)	90LCl(2x)/Spells	1	r	F	Aloof(HI)	96
Anteater	1B	50	Spt/20	SL/SL	S/—	40D	3(30)	30MCl100/10TGr*	1-2	—	—	Timid	13
Antelope-like Animals, Large	2C	130*	Dash/30	VF/FA	M/—	75F	3(30)	20MHo90/30MTs10	2-200	—	—	Timid	13
Antelope-like Animals, Small	1B	110*	Dash/40	VF/FA	M/—	55E	3(40)	20SHo80/10STs20	5-500	—	—	Jumpy	13
Ants*	0A	1	Spt/10	IN/VF	T/—	1	11(30)	0TPi(100)/0SSt(30)/Special*	20-2000	—	—	Normal	20
Apparition (III)	6D	45	Run/20	SL/MD	M/II#	80F	1(50)*	50MBa[Elect]/Spells	1	q	E	Cruel(SU)	174
Arachat	8E	85	Spt/25	FA/FA	M/I	180F	4(40)	80LBi/Special	1	b	E	Hungry(LO)	70
Armadillo	1A	40	Spt/10	SL/SL	S/—	35D	12(30)*	20MCl100	1-2	—	—	Normal	13
Avinarcs	3C	70	FSpt/20	MF/FA	M/—	60D	1(35s)	40Melee/40Missile/60LPi/Spells	*	*	C	Aloof(AV)	268
Awakened Tree	5E	—	—/—	—/MD	L/LA@	200F	11(0)	60LBa(3x)/50LGr«/60LCr√/Special	1-50	m	C	Bellig.(MD)	228
Baleen Whale	10G	100	Spt/10	MF/MF	H/SL	700H	8(50)	80HGr50/75HBa50	2-10	—	F	Passive	18
Banshee	3C	70	FSpt/0	MD/MD	M/—	60D	3(20)	40SCl/50We/Special	1-2	c	D	Cruel(AA)	96
Basilisk	6F	80	FSpt/10	MF/MD	L/II	110F	12(30)	60LPi/50LCl/Spells/Special	1	y	H	Cruel(AV)	60
Basilisk, Greater	20G	90	FSpt/20	FA/FA	L/LA	300G	12(50)	100LPi/Poison«/80LCl/Poison«/ Special/Spells	1	y	L	Cruel(AA)	60
Bats, Large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20SBi100/30MBi(3)	1-50	—	—	Normal	31
Bats, Small	0A	50	FSpt/40	VF/VF	T/—	5A	1(60)	10TBi100/20SBi(6)	1-100	—	—	Passive	31
Battle Boar	4D	90	Dash/20	MF/MF	L/I	190G	4(30)	80LHo/60LB«/70LTs«	2-20	—	D	Aggress	39
Battlepede	10D	50	Run/20	MD/MD	L/LA	190D	20(15)	60MPi/Poison«/70SBolt(2x)	1	—	C	Hostile(LO)	71
Battleweed	1A	—	—/—	—/—	S/—	10A	1(0)	Special	4-40	—	—	Hungry(NO)	229
Beaked Whale	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85HPi75/60LBa25	6-10	—	E	Timid	18
Bears, Large	10G	90	Spt/10	MF/MF	L/I	230F	8(30)	90MBa40/85LGr60/65LCl«/70MBi√	1-5	—	C	Aggress.	26
Bears, Small	5E	80	Spt/20	MF/MF	L/—	150F	8(20)	70MBa40/60LGr60/50LCl«/50MBi√	1-5	—	A	Aggress.	26
Beast Constructs, Dragon	20H	220	FSpt/10	FA/FA	H/SL@	400A	20(50)	90HBI/95HCl/90HBa/70HHo/50FBr	1	—	I	Mission(MD)	116
Beast Constructs, Falcon	3H	200	Dash/30	VF/BF	S/—@	50A	20(40)	50MCl/30MPi/50lcb	1	—	B	Mission(NO)	116
Beast Constructs, Horse	8H	100	Dash/10	FA/MF	M/I@	100A	20(20)	60MBa/50MTs[Slash]	1	—	D	Mission(LO)	116
Beast Constructs, Minotaur	10H	80	FSpt/0	MF/FA	M/II@	140A	20(30)	100We/90MBa/80MHo/Special	1	—	E	Mission(AV)	116
Beast Constructs, Pegasus	12H	250	Dash/40	FA/FA	L/II@	160A	20(40)	80MBa/60SBi	1	—	F	Mission(AA)	116
Beast Constructs, Snake	5H	40	Spt/10	MD/VF	S/I@	80A	20(25)	70MBi/Poison«/60lcb	1	—	C	Mission(NO)	116
Beast Constructs, Spider	7H	70	Dash/15	FA/VF	M/II@	100A	20(15)	70MBi/Poison«/60lcb	1	—	D	Mission(NO)	116
Beast Constructs, Wasp (maj.)	15H	200	Spt/10	FA/VF	H/SL@	450A	20(50)	100HBi/90HBa/110HGr/Special	1	—	I	Mission(LO)	116
Beast Constructs, Wasp (min.)	4H	120	FSpt/10	FA/VF	M/I@	85A	20(40)	60MBi/40MGr/Special	1	—	B	Mission(LO)	116
Beast Constructs, Wolf	9H	90	Dash/15	FA/VF	M/II@	150A	20(15)	90LBi/60MCl/Special	1-12	—	D	Mission(*)	116
Beast Golems, Iron Bull	12H	50	Spt/0	MD/MF	L/SL@	210H	20(30)*	150LHo/110LBa/170HTs	1	—	h	Varies(NO)	125
Beast Golems, Mith. Unicorn	22H	125	Dash/15	MF/FA	L/SL@	420H	20(50)*	200LHo/120LBa«/210HTs	1	—	j	Varies(NO)	125
Beast Golems, Steel Sphinx	18H	100	Spt/10	FA/FA	L/SL@	270H	20(40)*	160LCl/130HBa/Both	1	—	I	Varies(NO)	125
Beast Golems, Stone Horse	8H	100	FSpt/10	MF/MF	M/LA@	150G	16(20)*	80MBa/50MTs	1	—	G	Varies(NO)	125
Beast Golems, Stone Wyvern	10H	240	Spt/20	FA/FA	L/LA@	190G	16(30)*	60LCl(2x)/90LSt	1	—	G	Varies(NO)	125
Beaver	2A	40§	Run/20	MD/MD	S/—	40C	3(35)	40SBi100	1-5	—	—	Timid	—
Bee/Wasp	0A	30	Dash/30	MD/VF	T/—	1	1(40)	0TSt80/0TPi20/20TSt(10)	1-300	—	—	Normal	32
Beetles*	0A	1	Spt/10	IN/VF	T/—	1	12(30)	0TPi(50)/Special*	1-100	—	—	Normal	20
Behemoth	40G	140	Spt/0	FA/FA	H/SL#	900G	20(50)	200HBi/220HCl/200HBa/130HHo/ 150FBr	1	z	L	Carefre(AV)	60
Binlore	10F	60	FSpt/0	SL/MD	L/II	180F	10(20)	85LBa/80LCl/90We/40ro	11-20	t	F	Hostile(LI)	—
Birds, Large	1A	100	Dash/30	FA/FA	S/—	10A	1(50)	0SPi50/0SCl50/20MCl(3)	1-100	—	—	Timid	31
Birds, Small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	0TPi50/0TCl50/0SCl(6)	1-200	—	—	Timid	31
Blacar	7D	85	Dash/30	FA/VF	S/I@	75E	1(45)	90MBa(Cold)/Special	1-8	—	D	Belig(MD)	159
Black Baboon	8F	50	Spt/30	MD/FA	L/II	170F	3(30)	110LHo/140HBa/150We(2D)	10-60	c	F	Protect(IN)	71
Black Paladin (VI)	10F	45	FSpt/20	SI/FA	M/LA#	150E	Var(70)	90We/Spells/Special	1	t	F	Bellig(HI)	174
Black Reaver, Greater (VI)	85G	60	FSpt/40	MD/BF	M/SL#	999G	20(100)	375We(4D)(2x)/300HBa(3D)	1	z	L	Mission(SU)	175
Black Reaver, Lesser (VI)	50G	60	FSpt/40	MD/BF	M/SL#	600G	20(60)	250We(3D)(2x)/200HBa(2D)	1	z	L	Mission(AA)	175
Black Stalker (IV)	15G	80	Dash/30	BF/BF	M/II	150H	20(50)	180bs (Slaying) / Special	1	—	F	Special(HI)	144
Blacksnake	15G	180	FSpt/20	VF/BF	L/LA	200G	4(70)*	110MBi/Spells	1	em	G	Cruel(HI)	98
Bloodbeast, Greater (IV)	10E	60	Spt/0	MD/MF	M/II#	160G	1(40)*	Spells/95We/Special	1	s	G	Belig(HI)	175
Bloodbeast, Lesser (III)	6C	50	Spt/0	MD/MD	M/I#	100F	1(20)	Spells/50We/Special	1	n	F	Hungry(AA)	175
Bloodblum	8E	—	—/—	—/BF	M/II@	75F	1(25)	100lcb(2-8x)	1-6	m	E	Hungry(VL)	229
Boa/Python	3C	30	Run/0	VS/MD	L/I	85F	3(0)	70MBi30/60MGr70/90LGr√	1-2	—	C	Aggress.	23

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	C&M Page
Boar	3B	80	FA/MF	Dash/20	M/—	110E	4(30)	50MHo100/50MBa«/40STs«	2-20	—	C	Aggress.	36
Bone Golem (III)	8H	50	Spt/0	MD/MD	M/II#	120F	12(30)*	90MBa/60MGr/100MCr√	1	—	F	Varies(NO)	176
Bone Worm	1A	20	Jog/0	VS/MD	S/—	10B	1(10)	40MBi	1-8	—	—	Belig	40
Bounder	6D	120	Dash/10	VF/VF	M/I	160E	5(30)	70LBi/80MCl/85LBa	1-2+	—	C	Hungry(LO)	72
Buffalo/Bull	4C	90	Dash/10	MF/MF	L/—	150G	4(10)	50MHo50/60LBa50/70LTs«	1-50	—	A	Aggres.	13
Camels, Bactrian	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40MBi100*	varies	—	—	Normal	36
Camels, Dromedary (draft)	3C	60	Spt/10	MD/MD	L/—	110D	3(10)	40MBi100*	varies	—	—	Normal	36
Camels, Dromedary (racer)	4D	90	FSpt/20	MF/MF	L/—	130D	3(30)	30MBi100*	varies	—	—	Normal	36
Capricon	10G	100*	FSpt/30	FA/FA	M/I	120E	4(50)*	100MHo/80MBa/60MTs*/90We*/ Spells	1	y	F	Playful(HI)	90
Carnivorous Flying Monkeys	4C	80	FSpt/40	VF/FA	S/—	65D	3(40)	70MBa/60MGr/60SBi«	1-100	—	A	Normal(IN)	98
Carnivorous Flying Squirrels	0A	30	Dash/40	FA/FA	S/—	20A	1(40)	20TBa/10SBi√/30SBi«	5-500	—	—	Bellig	40
Cats, Large	5D	100	Dash/30	FA/MF	M/—	100E	3(40)	40MCl40/50MBa60/60MBi√	1-2	—	—	Aggress.	27
Cats, Small	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30MCl30/20SBi30/Both40	1-2	—	—	Aggress.	27
Caustic Slime	3C	30	Run/0	VS/VS	L/LA#	240G	4(20)	touch: 6-15 hits & 'A' Heat Crit	1	c	E	Passive(NO)	73
Cave Drake, Mature	13F	140	FSpt/20	FA/FA	H/SL	250G	19(40)	90HBi/50HCl/50HBa/80HHo*	1	t	H	Varies(MD)	58
Cave Drake, Old	20G	120	FSpt/10	MF/FA	H/SL	300G	20(30)	100HBi/60HCl/50HBa/90HHo*	1	y	I	Varies(AV)	58
Cave Drake, Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80LBi/50LCl/50LBa/70LHo*	1	o	G	Varies(IN)	58
Cave Worm	10G	50	Spt/0	SL/MD	H/LA	160H	12(20)	90HGr/110HHo/120LBi√[Heat]	1	s	H	Hungry(VL)	62
Centaurs, Bull	4C	50	FSpt/10	MD/MF	M/—	90F	3(10)	70Melee/30Missile/40MBa	*	*	D	Aggres(AV)	264
Centaurs, Deer	2C	100	Dash/20	FA/MD	M/—	50D	3(50s)	10Melee/40Missile	*	*	C	Varies(AV)	264
Centaurs, Horse	3C	110	Dash/10	FA/MD	M/—	50D	3(25s)	50Melee/60Missile	*	*	C	Varies(AV)	264
Centaurs, Lion	4C	90	Dash/10	MF/MF	M/—	80E	3(30s)	75Melee/40Missile/50MCl	*	*	D	Varies(AV)	265
Centaurs, Lizard	3C	60	FSpt/0	MD/MF	M/—	75D	10(25s)	50Melee/30Missile	*	*	C	Varies(AV)	266
Centaurs, Scorpion	4C	60	Spt/5	MD/FA	M/—	70D	12(10)	50Melee/40Missile/60LSt/40LPi	*	*	D	Belig(AV)	266
Centaurs, Spider	3C	65	FSpt/10	MD/MF	M/—	60D	3(30s)	40Melee/40Missile	*	*	C	Greedy(AV)	266
Cerebus	6F	140	Dash/20	VF/FA	L/II	140G	4(50)	80LBi(3x)/60MSt(6x)/poison«	1	f	F	Protect(HI)	73
Chameleon	0A	10	Spt/10	FA/VF	T/—	10A	3(50)*	0TGr100/10TBi√/20TGr√	1-10	—	—	Normal	26
Chameleon Amoeba	8F	60	Spt/0	MD/MD	M/LA@	170E	1(20)	60MGr/80LGr«/100HGr√/Special√	1	d	F	Hungry(LO)	74
Champion, Centaur	15E	130	Dash/20	VF/VF	L/LA#	190G	17(70s)	170We(2D)/150LBa/150LTs/Spells	1	y	F	Good(HI)	160
Champion, High	40G	230	Dash/30	BF/BF	L/SL@	350H	17(100)	300HMst(4D)/270HMsw(4D)/ 200HHo/Spells/200We(4D)/Special	1	uxyz	L	Good(EX)	160
Champion, Noble	30G	220	Dash/30	VF/BF	L/LA#	260H	17(90s)	250We(3D)/230LBa/Spells/Special	1	uyy	J	Good(EX)	160
Champion, Winged	20F	200	Dash/20	VF/VF	M/LA	220H	14(80s)	200We(2D)/Spells/Special	1	uy	H	Good(VH)	160
Changeling	3C	60	Dash/10	MD/MD	M/@	60D	3(30)*	60We/40We	1	h	B	Greedy(SU)	217
Chaos Commander	20H	120	Dash/30	VF/VF	M/II#	400H	19(75)	175We/160We/150MSt/150MSw	1	yz	H	Cruel(SU)	176
Chaos Demons, Type I	3B	90	Dash/10	FA/VF	M/I	65D	3(20)*	45MCl/40MBi/Special	1-10	—	B	Berserk(MD)	170
Chaos Demons, Type II	5D	100	Dash/15	VF/VF	M/II	90E	3(35)*	60MCl/55MBi/30We/Special	1-4	—	D	Berserk(MD)	170
Chaos Demons, Type III	8F	110	Dash/20	VF/VF	M/LA	120F	3(40)*	80MCl(2x)/75MBi/65We/Special	1	—	F	Berserk(HI)	170
Chaos Demons, Type IV	13G	110	Dash/20	VF/BF	M/LA	175G	4(50)*	100MCl(2x)/100MBi/120We(2D)/ Special	1	—	H	Cruel(HI)	170
Chaos Demons, Type V	18G	120	Dash/25	VF/BF	M/SL	200G	4(60)*	150LBa/140We(3D)/Special	1	—	I	Cruel(HI)	171
Chaos Demons, Type VI	25G	120	Dash/30	BF/BF	M/SL	250G	4(70)*	160We(3D)(2x)/Spells/Special	1	—	J	Cruel(HI)	171
Chaos Warrior	7H	90	Dash/30	VF/FA	M/I#	135F	18(50)	130We/120We	1-300	tt	F	Cruel(AV)	176
Cheetah	3C	180	Dash/30	BF/VF	M/—	70G	3(50)	50MBa100/70MBi√/60MCl«	1-2	—	B	Aggress.	29
Cherubim	5D	100	Dash/25	FA/FA	M/—	70B	1(45s)	40Melee/50Missile/Spells	*	*	D	Varies(AV)	268
Chillvine	5C	—	—/—	—/MF	M/I@	60D	11(15)	50MGr[cold]	1-4	g	C	Hungry(NO)	230
Chimera	10G	100	Dash/30	FA/FA	L/I	180E	8(40)	100LCl/90LBi & 90MHo & 60FBolt	1-2	o	H	Berserk(IN)	74
Clostoph	12H	—	—/10	—/VF	L/SL	155E	4(30)	110LBi[Heat or Acid]/100MGr/ 120MHo(1-6x)«/poison«	1	—	F	Hungry(HI)	161
Coakatrice	5E	90	Dash/20	VF/MF	M/—	70D	3(60)	50MPi80/special«/50SCl20	1	r	G	Greedy(AA)	63
Cobra	2B	40	Spt/20	SL/VF	S/—	20B	1(40)	30SSt100/Poison«/Special*	1-2	B	Agress.	23	
Cold Drake, Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/ 60CBr/80IBr*	1	yyz	K	Varies(SU)	52
Cold Drake, Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/ 75CBr/100IBr*	1	yysz	L	Varies(HI)	52
Cold Drake, Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/ 50CBr/60IBr*	1	yz	I	Varies(AA)	52
Cold Elemental, Strong	20H	70	Spt/10	MF/MF	L/SL#	120H	1(40)	40LBa(2x)/80MGr [DCold]«*	1	—	F	Berserk(NO)	119
Cold Elemental, Weak	10H	90	Spt/10	MF/MF	M/LA#	80H	1(50)	30LBa(2x)/60MGr [BCold]«*	1	—	E	Berserk(NO)	118
Condor	4C	100	Spt/10	FA/MF	M/—	90E	1(30)	50LCl100/45MPi√	1-2	—	—	Passive	31
Conger Eel	4C	70	FSpt/30	FA/FA	L/—	65E	3(30)	70LBi100	1-2	—	C	Aggress.	17
Constructs, Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180We(2x)/100xl/Special	1	—	F	Mission(MD)	115
Constructs, Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120We(2x)/75xl/Special	1	—	E	Mission(NO)	115
Constructs, Minor	3H	40	Run/0	VS/MD	M/I#	150A	20(0)	60We(2x)/50xl/Special	1	—	D	Mission(NO)	115
Corpse Candle (III)	7H	—	—/—	—/—	M/I#	100A	1(30)	Spell/Special	1	f	C	Cruel(LO)	177
Corpse Lantern (IV)	10H	—	—/—	—/—	M/II#	135A	1(40)	Spell/Special	1	k	D	Cruel(LO)	177
Corvox (I)	3B	60	Spt/20	FA/FA	M/I	60C	1(20)	60MGr(2x)/Spells	1	—	B	Cruel(AV)	145
Crabs/Lobsters*	0A	10	Run/10	VS/SL	T/—	10A	12(30)	0TPi/20SPi(6)	1-10	—	—	Aggress.	20
Crecadinum	8F	50	Run/10	MD/MF	H/LA	250H	20(10)	80HGr [puncture]/100HBi«/90LB	1	—	F	Hungry(LO)	75
Crison	2B	40	Run/0	SL/MD	M/—	80C	4(0)	50LHo	4-40	—	—	Normal	41

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	*C&M* Page
Crystyl	15E	1	Walk/0	IN/MF	L/LA@	300G	20(10)	150LBa/120sp	1	e(gems)	H	Aloof(EX)	161
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90We*(3D)/70LGr*/110LCr√	1*	t	F	Hostile(AV)	238
Dark Apparition (II)	5C	80	Dash/10	FA/FA	M/I#	80C	1(30)*	60MCl/45MBi/Special	1	c	E	Cruel(AA)	178
Dark Drake, Mature	32G	190	Dash/20	VF/FA	H/SL	400G	16(50)	100HBi/120HCl/90HBa/60HHo/ 80DBr	1	yyz	K	Varies(HI)	53
Dark Drake, Old	60G	180	FSpt/10	FA/FA	H/SL	500G	20(60)	120HBi/130HCl/100HBa/80HHo/ 120DBr	1	yyyz	L	Varies(VH)	53
Dark Drake, Young	10G	210	Dash/30	VF/VF	H/LA	300G	12(60)	70HBi/100HCl/75HBa/60HHo/ 80DBr	1	yz	I	Varies(SU)	53
Darkhunter	7E	110	Dash/20	FA/FA	M/—	150E	3(30)	125LPi	1-10	—	D	Agress(AV)	75
Deathwoode (IV)	12F	40	Run/0	SL/MD	L/LA#	190H	3(50)*	100LBa/90LBi/Special	1-12	m	F	Protect(AA)	178
Deer	2B	130	Dash/30	VF/FA	M/—	70F	3(40)	20MHo90/20MTs10	2-20	—	—	Timid	14
Demon Dog (II)	4H	120	Dash/60	FA/FA	M/I	70G	3(30)	50MBi/50MBa/90LBi√/30FBr	2-20	—	D	Hungry(VL)	146
Demon Drake (V)	34G	220	FSpt/20	VF/VF	L/SL	400H	20(50)	140HCl/120HBi/120HBa/90HHo/ 130FBr/Spells	1	yysz	K	Cruel(HI)	146
Demon Horse (III)	7F	150	Dash/40	VF/FA	L/LA	160H	4(40)	100MCr/90LTs√/90MBi[Heat]	1	—	F	Special(AV)	146
Demon/Might, Moloch (VI+)	35G	100	Dash/30	FA/FA	H/SL	450H	20(80)	240WE(2x)[Heat]/Spells/Special	1	u	L	Domin.(EX)	141
Demon/Might, N. Gogonaur (V)	17H	70	FSpt/0	MD/MF	L/SL	250G	15(60)*	160We(3D)[Heat]/Spells/Special	1	—	I	Cruel(SU)	141
Demon/Might, Raukamar (VI)	30G	80	FSpt/10	MF/MF	L/SL	350H	20(70)	200We(3D)[Heat]/Spells/Special	1	p	K	Domin.(VH)	141
Demon Protoplasm (III)	10F	40	Run/0	SL/MD	L/LA	200G	12(10)	90LGr (4x)/Special	1	—	H	Cruel (HI)	148
Demon Scourge (VI)	30G	100	FSpt/20	VF/BF	L/LA#	250G	20(90s)	200We(3D)/Special«/130We(3D)/ Both/Spells	1	uy	K	Cruel(HI)	146
Demon Whale	9F	120	FSpt/20	FA/FA	H/SL	500H	8(40)	150HBa/150HBi/100HGr«*	1-2	—	H	Bellig.(NO)	90
Demon, Ag-Ak	8C	60	Run/0	MD/MF	M/II	200D	20(10)	120We(2x)/75xl/Special (varies)	1-10	—	D	Protect(LO)	134
Demon, Algalon	5B	10	Walk/5	SL/BF	M/II	100D	3(10)	100LGr«/Special	1-2	—	C	Aggres.(NO)	133
Demon, Althoi	30G	60	20	MD/FA	L/LA	200H	11 (40)	6 MGr/40SSt/Spells	1	—	H	Aloof (VH)	136
Demon, Beyond the Pale	50G	120	Dash/20	VF/FA	L/SL	400H	20(60)	200HBa/250HCr√/240We/ 180We/Both	1	—	J	Varies(EX)	135
Demon, Glaar	10D	30	20	FA/VF	L	120F	11(30)	LBolt/LBa/LGr/Special	1	—	F	Hungry (AV)	137
Demon, Karax	10F	100	FSpt/30	VF/VF	H/LA	250G	12(40)	100HBi/70LCl/Special	1	—	F	Normal(LO)	135
Demon, Mind-eaters	5E	80	60	FA/VF	S/—	70C	3(30)	50SCl/Special	1-10	—	D	Hostile (LI)	139
Demon, Moglath	25G	120*	30	FA/FA	L/LA	250H	11 (60)	100LCl (2x)/Spells	1	—	I	Cruel (HI)	137
Demon, Morl	0A	5	Walk/0	SL/SL	S/—	5A	1(0)	Special	1-5	—	—	Passive(NO)	133
Demon, Murg	2A	20	FSpt/20	Vf/VF	M/I	100D	12(30)	100SBolt [Heat]/50LPi	1-4	—	A	Normal(NO)	135
Demon, Noh-Kef	12D	20	100	SL/FA	L/LA	300G	20(10)	100LBa/110LGr/Spells	1-10	—	F	Passive (HI)	138
Demon, Ophul	1A	20	Run/0	MD/MD	M/—	50B	1(0)	10Martial Arts Rank 1	1-20	—	—	Passive(LI)	134
Demon, Orgal	8C	80	Spt/20	MF/FA	M/I	160G	4(40)	70LPi/75LSt/poison/Special	1-10	—	E	Normal(LO)	132
Demon, Pale I	1A	90	Dash/10	MF/FA	M/I	35F	1(20)	40MCl(2x)/30MBa/60MCr√/50cl(2D)	1	—	C	Berserk (LI)	131
Demon, Pale II	4H	110*	Spt/10	FA/FA	M/II	60F	3(30)	50MCl(2x)/40LBa/80LCr√/70bs(2D)	1	—	E	Berserk (IN)	133
Demon, Pale III	8H	130*	FSpt/20	VF/FA	L/II	120F	4(50)	60MCl(2x)/70LBa/105LCr§/90th	1	—	F	Cruel(MD)	133
Demon, Pale IV	13H	160	Dash/40	BF/FA	L/LA	200G	4(60)	60wp(2D)/70LBa/130LCr√/Spells/ 90We	1	—	H	Cruel(SU)	134
Demon, Pale V	18H	100	FSpt/20	VF/FA	L/LA#	300G	8(50)	150HBa/200HCr√/Spells/140We(2D)	1	—	J	Domin.(HI)	134
Demon, Pale VI	27F	150*	Dash/50	VF/FA	M/LA#	250G	12(60)	180LCl(2x)/130LBa/100MBi/ 150LCr√	1	—	H	Cruel(AV)	134
Demon, Shaan	3A	60	Run/20	MD/FA	M/—	45D	1(40)	80wp100/60MSt«/Poison«	1-2	—	B	Normal(NO)	132
Demon, Tresh	20G	50	30	MD/VF	L/LA	300H	12 (50)	120LGr/80HPi/Spells	1	—	H	Aloof (HI)	136
Demon, Urki	1A	30	Run/20	MD/FA	S/—	5A	1(30)	30TBi«/10SCl	1-20	—	—	Normal(NO)	133
Demon, Uthuro	30G	20	0	MD/FA	SL/LA	350H	3 (100)	150HGr/LTs/Spells	1	—	J	Hostile (IN)	137
Demon, Vooj	4B	30	Run/10	SL/FA	M/—	120C	3(0)	70MBi30/100LGr70/140HGr«	1-2	—	C	Aggres.(NO)	133
Demon, Xuun	2A	50	Spt/40	MD/FA	S/—	35A	3(40)	30SBi50/40SGr50	2-20	—	A	Normal(IN)	134
Demon, Xyr	20H	40	/50	MD/MD	L/	200G	11(20)	120 LGr[Elect]/40LBolt	1	—	G	Normal (AV)	138
Demon, Yathlu	8D	10	10	FA/VF	M/LA#	80F	1(10)	60wp(1-4x)/Special	1	—	F	Bellig. (AA)	138
Desert Spirit (III)	7D	60	Spt/0	MD/MF	M/II#	110F	1(45)*	85MBa/Special	1	m	E	Belig(AV)	179
Dictic	5A	1	Spt/10	IN/VF	T/—	60a	20(40)	60SPi/50ro(200')	1-50	—	A	Hungry(NO)	162
Didex	3B	70	FSpt/10	MD/MF	L/I	90D	1(20)	60LPi(2x)/50MCl	1-4	—	—	Agress	41
Dinosaurs, Anklosaur	5E	50	Spt/10	VS/MD	H/LA	300H	20(30)*	100HBa100	3-30	—	E	Passive(NO)	223
Dinosaurs, Brontosaur	4D	60	Run/0	SL/SL	H/SL	550H	8(20)	60HBa30/60LBa20/Both50	10-100	—	E	Passive(NO)	223
Dinosaurs, Stegosaur	4D	40	Run/0	VS/VS	H/SL	400G	19(40)	80LBa100/100HHo«	2-20	—	E	Passive(NO)	224
Dinosaurs, Triceratops	5E	90	FSpt/20	MF/MF	H/LA	350G	20(20)*	100HHo100/80LBa«/70LHo«	3-30	—	E	Passive(NO)	223
Dinosaurs, Tyrannosaur	8F	70	Dash/30	MD/FA	H/SL	500E	11(30)	200HBi100	1	—	G	Bellig.(NO)	224
Dirge, Greater (IV)	16G	100	FSpt/10	FA/FA	M/LA#	120G	1(60)*	Spells/80We/Special	1	n	F	Cruel(VH)	179
Dirge, Lesser (III)	8E	80	Spt/10	MF/MF	M/II#	110F	1(50)*	Spells/60We/Special	1	m	E	Belig(HI)	179
Dirge, Major (V)	22G	100	Dash/10	FA/FA	M/LA#	200H	1(60)*	Spells/100We/Special	1	s	G	Domin(EX)	179
Dirge, Minor (II)	4C	60	Spt/0	MD/MD	M/I#	50C	1(40)*	Spells/40We/Special	1	l	D	Hostile(AA)	179
Discord	9D	60	Dash/10	MF/FA	M/LA@	100D	1(25)	60IBolt/Special	1	—	D	Normal(AV)	162
Disembodied Head (III)	8E	90	Dash/20	VF/VF	S/I#	80F	1(35)	85MBi/Special	1-6	—	R	Berserk(AV)	180
Djinn, Ifrit	15G	130	FSpt/20	VF/VF	M/I	150G	4(60)	130Msw & Mst(Rank4)/Spells/ Special	1	special	G	Cruel(HI)	163
Djinn, Jann	2B	170	Dash/50	BF/BF	M/I	50E	4(70)	70Msw(Rank2)/Special	1	special	D	Playful(AA)	162
Djinn, Jinn	5E	150	Dash/40	VF/VF	M/I	80F	4(60)	90Msw(Rank3)/Special	1	special	E	Playful(SU)	163
Djinn, Marid	20G	110	FSpt/10	FA/FA	M/LA	200H	4(50)	150Msw & Mst(Rank4)/Spells/ Special	1	Special	H	Domin(VH)	163
Djinn, Shaitan	10G	120	Dash/30	FA/FA	M/II	100G	4(50)	110Msw(Rank4)/Special	1	special	F	Special(SU)	163
Dogs, Large	4C	120	Dash/20	VF/FA	M/—	65G	3(40)	45MBi100	2-20	—	—	Aggress.	28

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Dogs, Small	2B	100	Dash/30	FA/FA	S/—	45F	3(50)	50SBi100	1-10	—	—	Normal	28
Dolphin	8F	80	FSpt/40	VF/FA	L/—	80E	1(40)	50MBa80/40MBi20	20-100	—	B	Normal	15
Donkey	3C	60	FSpt/40	MD/MF	M/—	90E	3(40)	40SCr60/40SBi40*	varies	—	—	Normal	38
Doppleganger	6F	80	Dash/20	MF/VF	M/@	80D	4(40)*	100We/70We	1	m	D	Domin.(HI)	218
Dracasus	8F	140	Dash/30	VF/FA	L/I	180G	12(35)	80MBi/65MCl/50MBa/60MTs«	1	—	E	Normal(AV)	98
Dragon Salamander	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCl/50HBa/50FBall*	1	j	G	Protect(VL)	63
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70HPi/110wp(4D)/70FBr/ 80WBr[Heat]*	1	w	J	Inquis.(IN)	63
Dragonette	5D	100	Dash/40	VF/VF/	S/—	80C	12(60)	50SBi/40SCL/30FBr	1	s	E	Greedy (AA)	64
Dragonians	5D	70	Dash/10	MF/MF	M/—	95F	12(30s)	70Melee/60Missile/40MBi/ 40SCl/30FBolt	*	*	E	Belig(AV)	269
Drake, Undead (VI)	30G	130	Dash/25	VF/VF	H/SL#	400H	1(80)*	120HBi/130HCl/150HBa/90HHo/ 75CBr/Spells/Special	1	yyz	K	Cruel(VH)	180
Dreadwing	7C	180	Dash/20	FA/FA	L/LA	120D	4(20)	80MCl/85MBi	1-6	—	C	Bellig(LO)	165
Dream Horror (V)	15H	80	FSpt/20	MF/MF	M/LA#	165E	1(75)	120Sc(4x)	1	—	G	Cruel(AV)	181
Dwarves	3C	50	Spt/0	SL/MD	M/—	50E	16(35s)	60Melee/30Missile	*	*	C	Varies(AV)	259
Dwelfs	2B	60	Dash/20	MD/MD	M/—	40D	1(20)	20Melee/30Missile	*	*	C	Timid(AV)	253
Eagle	3C	130	Dash/20	FA/FA	M/—	30E	1(30)	50MCl100/35SPi√	1-2	—	—	Aggress.	30
Earth Elemental, Strong	20H	45	Run/0	SL/MD	L/LA#	120H	8(10)	120LBa/60HGr [DImpact]«*	1	—	F	Berserk(NO)	119
Earth Elemental, Weak	10H	45	Run/0	SL/MD	M/II#	80H	8(20)	90LBa/40LGr [BImpact]«*	1	—	E	Berserk(NO)	118
Echidna(Lamiae)	12G	120	Spt/20	FA/VF	L/I	140F	3(30)	120We & 80LGr/130LCr√/Spells	1	q	G	Protect(HI)	76
Electric Eel	2B	60	Spt/20	MF/FA	L/—	60E	3(20)	80SBolt60/40MBi20/Both20*	1-2	—	D	Aggress.	17
Electric Ray	3B	40	Run/10	SL/MD	L/—	50D	1(30)	60SBolt60/50MBa20/Both20*	1-2	—	C	Normal	18
Electric Wasp	1A	30	Dash/30	MD/VF	T/—	1	1(40)	20TSt[A Elec]	1-10	—	—	Protect	41
Elemental Savants, Air	30G	150	Spt/20	VF/VF	M/SL@	200H	1(80)	Spells/Special/90LBa[Impact]	1	—	J	Domin(EX)	120
Elemental Savants, Earth	30G	50	Run/10	MD/MF	M/SL@	200H	1(20)	Spells/Special/120LBa[Impact]	1	—	J	Domin(EX)	121
Elemental Savants, Fire	30G	120	Spt/20	VF/VF	M/SL@	200H	1(60)	Spells/Special/90LBa[Heat]	1	—	J	Domin(EX)	121
Elemental Savants, Ice	30G	90	Spt/20	FA/FA	M/SL@	200H	12(40)	Spells/Special/100LBa[Cold]	1	—	J	Domin(EX)	120
Elemental Savants, Light	30G	200	FSpt/30	BF/BF	M/SL@	200H	1(80)	Spells/Special/90LBa[Elec]	1	—	J	Domin(EX)	121
Elemental Savants, Water	30G	70	Spt/20	MF/FA	M/SL@	200H	1(30)	Spells/Special/95LBa[Impact]	1	—	J	Domin(EX)	121
Elephants, Female	7E	120	FA/FA	Spt/10	H/LA	350H	12(20)	75HHo50/75HBa50/75Ts√	2-10	—	E	Normal	37
Elephants, Male	7F	130	FA/FA	Spt/10	H/LA	400H	12(20)	90HHo70/80HBa30/75HTs√	1-2	—	F	Normal	37
Elf Demon, Celebdel (V)	20G	80	Dash/30	MF/FA	M/LA@	200F	1(70)*	175We/Spells/Special	1	—	I	Cruel(VH)	140
Elf Demon, Culrang (II)	4H	60	Dash/30	MD/FA	M/I	65F	1(40)	70We/Spells	1	—	D	Cruel(VH)	139
Elf Demon, Daedhel (I)	2H	55	Dash/20	MD/MF	M/I	45D	1(30)	50We/Spells	1	—	C	Cruel(HI)	139
Elf Demon, Hothedhe l(III)	7H	60	Dash/20	MD/MF	M/LA	90E	4(50)	130We/120We	1	—	E	Cruel(AV)	139
Elf Demon, Thauredhel (IV)	12H	60	Dash/20	MD/MF	M/LA	150E	4(60)*	140We/Spells	1	—	F	Cruel(VH)	140
Elk	4C	110	Dash/10	FA/MF	L/—	190G	3(35)	65LHo50/50LBa50/60LTs«	4-40	—	—	Normal	—
Elothere (Giant Boar)	5E	100	Dash/20	FA/FA	L/I	180G	4(20)	80LHo100/70LBa«/60MTs«	1-10	—	D	Aggres.(NO)	226
Elves, Fair	6F	80	Dash/15	MD/MD	M/—	50D	18(60s)	100Melee/100Missile/Spells	*	*	E	Varies(AV)	251
Elves, High	5E	75	Dash/15	MD/MD	M/—	50D	14(50s)	80Melee/100Missile/Spells	*	*	D	Varies(AV)	252
Elves, Wood	4D	70	Dash/20	MD/MD	M/—	50D	9(40s)*	50Melee/60Missile	*	*	C	Varies(AV)	252
Emitter Plants	3C	—	—/—	—/—	M/—	50E	1(10)	poison: varies see descriptions	varies	—	—	Passive(NO)	228
Empusa	8F	50	Dash/0	SL/MD	M/@	70D	3(50)*	80We/70We	1	m	E	Domin.(VH)	218
Eraditor (IV)	23F	70	Spt/20	MD/FA	L/LA	340G	11(35)	150HBi(3x) /60FBr/60IBr/60WBr	1	—	H	Berserk (LO)	148
Euryale	6E	100	Dash/10	FA/MF	L/LA@	280G	20(10)	80LHo/90LBa«/150LTs√/Special	1-2	i	G	Bellig.(AV)	76
Eye Entity, greater	10E	120	Dash/20	MF/FA	L/LA#	200B	1(20)	Spells/Special	1	—	A	Mission(LO)	122
Eye Entity, lesser	6C	120	Dash/20	MF/FA	M/I#	100D	1(40)	Spells/Special	1	—	A	Mission(LO)	122
Eye Entity, major	15G	120	Dash/20	MF/FA	H/SL#	400B	1(10)	Spells/Special	1	—	A	Mission(LO)	122
Eye Entity, minor	2A	120	Dash/20	MF/FA	S/—#	60B	1(60)	Spells/Special	1	—	A	Mission(LO)	121
Faerie Dragon	8F	180	Dash/50	BF/BF	S/I	40D	4(80)	90SCl/100MST/Poison	1-8	u	F	Good(SU)	64
Falcon/Peregrine	2B	200	Dash/40	VF/BF	S/—	20E	1(60)	45SCl100/20SPi√	1-2	—	—	Aggress.	30
Feliss	7C	70	Spt/20	MF/VF	L/I	110F	4(40)	90LBi/80LGr/110LBi«	1-2	b	E	Hostile(MD)	76
Fell Beast	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80HCl/60LBa/90LBi	1-10	n	F	Bellig.(LI)	64
Ferret	2B	60	Run/40	MF/VF	S/—	30C	3(50)	40SBi100/40TCl«	1-2	—	—	Playful	—
Fire Drake, Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/ 100FBr*	1	yyz	K	Varies(VH)	53
Fire Drake, Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/ 120FBr*	1	yyyz	L	Varies(EX)	53
Fire Drake, Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/ 80FBr*	1	yz	I	Varies(HI)	53
Fire Elemental, Strong	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50LBa(2x)/90MGr [DHeat]«*	1	—	F	Berserk(NO)	119
Fire Elemental, Weak	10H	110	Spt/10	FA/FA	M/LA#	80H	1(40)	40MBa(2x)/70MGr [BHeat]«*	1	—	E	Berserk(NO)	118
Fire Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50FBreath	1-10	q	E	Bellig.(NO)	87
Fireflower	6D	—	—/—	—/MF	M/I@	50D	11(10)	40Bolt	1-8	g	D	Hungry(VL)	233
Firephantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)*	50FBall(its body)/Special	1	c	C	Special(AV)	181
Fish, Large	3C	90	Spt/20	FA/FA	L/—	35D	4(20)	50MPi100	1-5	—	—	Normal	17
Fish, Medium	1B	70	Spt/30	FA/FA	M/—	20B	3(30)	30SPi100/40MPi(3)	1-20	—	—	Normal	—
Fish, Small	0A	50	Spt/40	FA/FA	S/—	10A	1(50)	0TPi100/10SPi(6)	1-100	—	—	Passive	17
Fishing Cat, in water	2B	30	Run/20	MD/MF	S/—	50D	3(30)	20SBit50/30MCl40/Both10	1-5	—	—	Aggress.	—
Fishing Cat, on land	2B	90	Dash/40	VF/VF	S/—	50D	3(30)	40MCl40/30SBi30/Both30	1-5	—	—	Aggress.	—

* : Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Flame Beast	6E	90	Dash/10	MF/FA	L/II	115E	1(25)	105MCl[Heat]/110MBi[Heat]/Special	1	—	C	Hungry(NO)	165
Fleas	0A	5	Special*	CR/VS	T/—	1	11(30)	0SSt(12)/Special*	1-100	—	—	Passive	21
Flying Frog	0A	10	Jog/0	VS/SL	T/—	5A	1(20)	0TBa100/0SBa(10)	1-5	—	—	Timid	32
Flying Lizard	0A	20	Jog/0	SL/SL	T/—	10A	1(30)	0TBa100/10TPi«/10SBa(6)	1-5	—	—	Passive	31
Flyingfish	0A	25	Run/10	MD/MD	T/—	1A	1(40)	10TBa100/0TBi«/20SBa(30)	5-50	—	—	Normal	32
Fosse-Grim	5E	80	Dash/10	MF/MD	M/—	80D	1(20)	50Melee/50Missile/Spells	*	*	D	Altru.(AA)	257
Freshwater Eel	1A	40	Spt/20	MF/MF	S/—	20B	3(50)	20SBi100	1-2	—	—	Normal	17
Frog	0A	10*	Run/20	SL/FA	T/—	10A	3(30)	0TBa20/0TGr80/20TGr√	1-10	—	—	Timid	25
Frzzzm, Giant (III)	9D	120	Dash/10	FA/VF	L/LA	200E	10(20)	100MBi/Special«/Spells/90We	1	—	E	Cruel(AA)	148
Frzzzm, Large (II)	5C	80	Dash/20	MF/VF	S/—	80C	4(30)	60SBi/Special«/Spells	1-10	—	C	Cruel(AA)	148
Frzzzm, Normal (I)	1A	25	Dash/30	MD/VF	S/—	1A	1(50)	0TBi/Spells	1-1000	—	—	Hostile(AV)	148
Furred Snake, Giant	4C	60	Spt/10	MD/FA	M/—	85E	8(20)	50MBi	1-2	—	B	Hungry	42
Furtheiss	6D	60	Spt/5	MD/MF	M/I	150E	12(10)	95MBi/Poison«/75LPi/60We	1-6	g	D	Belig(MD)	77
Gabbit	0A	40	FSpt/20	SL/MD	S/—	8B	1(10)	0TBi	1-10	—	—	Jumpy	42
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60LCl/40MBi«/50We	1-10	n	D	Greedy(IN)	99
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20)	40Melee/20Missile/50SGr(tail)	*	*	C	Hungry(LI)	269
Gas Drake, Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	ysz	J	Varies(VH)	54
Gas Drake, Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	yysz	K	Varies(EX)	54
Gas Drake, Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	yz	I	Varies(HI)	54
Gem Entity	13G	80	Dash/10	MF/MF	M/—	135C	1(30)	125We/Spells	1	—	G	Inquis(HI)	165
Gemsting	4D	80	Run/10	MF/VF	M/I	85F	12(40)	60LPi(2x)/80LSt/poison	1-2	a	E	Hungry	42
Geryon	4C	60	Spt/20	MD/FA	M/—	70D	3(20)*	60We/80MGr/100LCr√	1-5	l	C	Aggres.(AV)	99
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100LBi50/75MCl50/Special	1-5	g	E	Berserk(NO)	182
Ghosts, Greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110We/90LBa/Special	1	s	F	Bellig.(AV)	182
Ghosts, Lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60MBa/50We/Special	1	m	D	Bellig.(AV)	182
Ghosts, Minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)*	40MCl/Special	1	h	B	Bellig.(AV)	182
Ghoulking (IV)	16G	60	Spt/0	MD/FA	M/II#	150H	4(60)*	110LBa/90MCl«/100We/Special	1	t	G	Domin(HI)	184
Ghouls, greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa/50SCl«/45We/Special	1-5	g	C	Protect(NO)	183
Ghouls, lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25SBa/30SCl«/10SBi«	1-10	e	B	Protect(NO)	183
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70MBa/60MBi/70LGr«/Special√	1	—	E	Hungry(NO)	91
Giant Skeletons, Greater (IV)	12F	110	FSpt/10	MF/FA	L/LA#	300H	1(40)*	120HBa/110We(3D)/Special	1-2	n	G	Belig(AA)	184
Giant Skeletons, Lesser (III)	7D	80	Spt/0	MD/MD	L/LA#	200H	1(20)	100LBa/90We(3D)/Special	1-6	d	F	Berserk(MD)	184
Giant Skull (IV)	15G	100	Dash/10	FA/VF	M/LA#	180H	12(50)*	130HBi/Special	1	n	F	Berserk(AV)	185
Giant Sundew	3B	—	—/—	—/MD	M/II@	30D	11(0)	Special/20SGR	2-20	g	—	Hungry(NO)	236
Giants (Greater), Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140We(4D)/90ro/Spells	*	x	J	Varies(SU)	239
Giants (Greater), Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100We(3D)/70ro/Spells	*	t	H	Greedy(AA)	240
Giants (Greater), Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)/Spells	*	r	G	Aloof(AV)	241
Giants (Greater), Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100We(3D)/60ro/Spells	*	t	H	Greedy(AV)	242
Giants (Greater), Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60We(2D)/70ro/Spells	*	m	F	Normal(MD)	242
Giants (Greater), Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro/Spells	*	w	I	Hostile(AA)	243
Giants (Greater), Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro/Spells	*	o	F	Normal(MD)	244
Giants (Greater), Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro/Spells	*	y	J	Varies(HI)	244
Giants (Greater), Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro/Spells	*	s	G	Greedy(AV)	245
Giants (Lesser), Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/150HCr√/70ro	1	r	H	Bellig.(VL)	239
Giants (Lesser), Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LCr√/50ro	1	g	E	Bellig.(VL)	238
Giants (Lesser), Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/100HCr^/70ro	1	m	F	Bellig.(VL)	238
Gila Monster	1A	15	Run/0	SL/MD	S/—	25C	3(30)	30SCl30/10SBi70/Poison	1-2	—	—	Normal	26
Giraffe	2C	110	Dash/20	FA/MF	L/—	85F	3(30)	30LTs	2-10	—	—	Timid	14
Gliding Mammal	0A	30	Run/20	MD/MD	S/—	15A	1(30)	10TBa100/0SBi«/20SBi√	1-10	—	—	Normal	—
Gloombird (I)	1A	80	Dash/10	MF/VF	S/I#	20B	1(15)	20SPi/10SCl/Special	1-20	—	A	Agress(NO)	185
Gnolls	3C	60	Dash/20	MD/MD	M/—	40D	3(30)*	20Melee/10Missile/Spells	*	*	C	Varies(AA)	259
Gnomes	5E	40	Dash/30	SL/MD	M/—	50D	1(20)*	15Melee/10Missile/Spells	*	y	D	Varies(HI)	260
Goblins	2B	45	FSpt/0	SL/MD	M/—	40D	8(30s)	40Melee/20Missile			C	Hostile(MD)	260
Golems, Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)*	150MBa/50MGr/150LCr«*	1	—	F	Varies(NO)	123
Golems, Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)*	90MBa/60MGr/100MCr√*	1	—	E	Varies(NO)	123
Golems, Colosus	35H	80	Spt/0	MD/MD	H/SL@	600H	20(30)*	250HBa/180HGr/270HCr«	1	—	K	Varies(NO)	123
Golems, Crystal	15H	50	Spt/0	MD/MD	M/SL@	230H	20(40)*	130LBa/90LGr/190LCr÷	1	—	I	Varies(NO)	123
Golems, Diamond	30H	50	Spt/0	MD/MD	M/SL@	500H	20(60)*	260HBa/90LGr/260HCr÷	1	—	K	Varies(NO)	123
Golems, Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)*	250HBa/60LGr/250HCr√*	1	—	K	Varies(NO)	123
Golems, Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)*	80SBa/50MGr/80MCr√/100We*	1	—	D	Varies(NO)	123
Golems, Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)*	120LBa/70LGr/170LCr«*	1	—	H	Varies(NO)	123
Golems, Mithril	25H	75	FPst/0	MD/MD	M/SL#	400H	20(50)*	200HBa/90LGr/200HCr√*	1	—	J	Varies(NO)	123
Golems, Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)*	150LBa/70LGr/170LCr√*	1	—	I	Varies(NO)	123
Golems, Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)*	100LBa/60LGr/150LCr«*	1	—	G	Varies(NO)	123
Golems, Tar	8H	30	Run/0	SL/SL	M/LA#	130G	3(20)*	70MBa/70MGr/150LCr«*	1	—	E	Varies(NO)	124
Golems, Water	10A	100	Spt/10	FA/MF	M/#	100H	2(20)*	90WaterBr	1-10	—	F	Varies(NO)	124
Golems, Wood	2A	40	Spt/0	MD/MD	M/II@	80C	3(20)*	60SBa/40MGr/70MCr√	1	—	B	Varies(NO)	124
Gorcrow	1A	110	Dash/30	FA/MF	S/—	20A	1(55)	10SPi/10SCl/30MCl(3)	5-50	b	—	Inquis.(VL)	100
Gorgon (Medusa)	7F	50	Dash/10	MD/FA	M/—	90D	1(30)*	75We/40SSt(3x)/poison«/Special	1	w	H	Domin.(SU)	77
Gorilla	5D	70	MD/FA	Spt/20	L/—	100G	3(20)	50MBi20/60LGr80/70MBi√*	1-10	—	C	Normal	33
Gratar, Black	8E	70	FSpt/5	MF/MF	M/—	100F	14(35s)	100Melee/100Missile/60MBi/60MCl	*	*	E	Cruel(AV)	268

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	C&M Page
Gratar, Green	2A	50	Spt/0	SL/MD	M/—	40C	1(15s)	30Melee/20Missile/20MBi	*	*	B	Belig(MD)	267
Gratar, Grey	12F	75	Dash/15	MF/fa	M/—	150G	17(35s)	130Melee/130Missile/50MBi/Spells	*	*	G	Cruel(AA)	268
Gratar, Red	15G	60	FSpt/10	MD/MF	M/—	200H	18(25s)	155Melee/155Missile/70MBi/Spells	*	*	H	Cruel(AA)	268
Gratar, Yellow	4C	60	FSpt/0	MD/MD	M/—	70D	9(25s)	60Melee/50Missile/30MBi	*	*	C	Belig(AV)	267
Great Boar	7F	90	Dash/20	MF/FA	L/II	200G	4(40)	150HHo/70LBa«/100LTs	5-30	—	E	Aggress.	43
Great Eagle, Greater	25G	190	Dash/20	BF/VF	H/SL	350H	4(60)	180HCl/120HBa«/150HPi√	1-2	a	K	Good(VH)	100
Great Eagle, Lesser	15G	170	Dash/20	BF/VF	L/LA	280G	4(50)	120HCl/80LBa«/95LPi√	1-5	a	H	Good(HI)	100
Great Eagle, Minor	8F	150	Dash/20	VF/VF	M/I	150F	3(60)	80LCl/60MBa«/60MPi√	1-10	a	F	Good(SU)	100
Great Falcon	10G	200	Dash/30	BF/BF	L/I	120F	3(80)	70LCl/90MPi√	1-2	f	F	Aggres.(LO)	101
Great Porcupine	3C	70	FSpt/10	MD/MD	M/—	70E	3(40)*	60lcb(1-10x)/30SCl & 40SBi	1-5	a	B	Bellig.	43
Great Spiders, Greater	8F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison/Special	1-10	t	D	Hungry(LI)	78
Great Spiders, Lesser	3C	60	FSpt/30	MF/FA	S/—	30D	3(30)	20SPi/40SSt/poison«/Special	2-20	m	B	Hungry(NO)	78
Great Spiders, Major	20G	100	Dash/10	FA/VF	L/LA@	350G	12(60)	120HPi/90LHo/poison/Spells/Special	1	yy	J	Cruel(HI)	78
Great Wasp	2B	130	FSpt/20	VF/FA	M/@	50F	3(45)	60LPi/80MSt/poison«	1	f	E	Hostile(NO)	101
Gremlins	3C	40	Dash/40	MD/MF	S/—@	30D	3(25)	30Melee/40Missile/50SCl(2x)	*	*	A	Cruel(AV)	253
Grey Noble	8H	90	FSpt/10	MF,VF	M/II#	135G	1(60)	95 We/Spells/Special	1-3	i	F	Hostile (IN)	185
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCl/60LBa/100MPi«/Both	1-2	q	F	Bellig.(LI)	102
Grumoz (I)	2A	80	FSpt/10	MF/FA	L/I	110D	3(10)	90LBa/40We	2-7	—	B	Cruel(LO)	149
Guardians	15G	—	—/—	—/MF	L/LA#	120H	3(60)	Spell/Special	1	—	F	Protect(AA)	126
Gulo	2B	90	Dash/20	MF/FA	M/—	80F	4(30)	60LCl/70MBa/80MBi√	1-5	f	A	Hungry	43
Guyascutus	3H	110*	Spt/40	FA/MD	L/I	110E	3(30)	50LBa/90LTs«/70LGr/120LCr√	1-2	a	D	Passive	44
Halflings	2B	60	Dash/40	MD/MF	M/—	60F	1(40)	15Melee/40sl	*	*	C	Carefre(AV)	261
Harpy	4C	90	FSpt/20	MF/MD	M/—	50F	3(40)	30MCl(2x)/50We	1-10	n	C	Cruel(AA)	102
Hawk	2B	150	Dash/30	VF/BF	S/—	25B	1(50)	40MCl100/25SPi√	1-2	—	—	Aggress.	30
Headless Ghost (III)	6H	40	Run/0	VS/SL	M/LA#	90G	1(30)*	60We/50MBa/Special	1	g	D	Bellig.(MD)	182
Hippocampus	6F	90	Dash/20	FA/MF	L/I	140G	4(30)	50MBa/40MCl(2x)	1-5	—	D	Carefre(MD)	91
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G	8(20)	90LCl/75LPi/Both	1-2	g	E	Carefre(MD)	103
Hippopotomus, in water	5E	40	MD/MD	Run/10	L/II	170F	4(20)	60LBa40/60LBi60/100LHo√	1-10	—	D	Normal	36
Hippopotomus, on land	5E	60	MD/MD	Spt/10	L/II	170F	4(10)	60LBi50/60LBa50/100LTs√	1-10	—	D	Normal	36
Hira'razhir	3	90	Dash/25	MF/MD	M/—	40D	1(30s)	20Melee/50Missile/Spells	*	*	C	Aloof(AV)	269
Hoard	10C	55	Jog/10	SL/MD	L/LA	300B	4(10)	100MBa/90LGr«/Special/Spells	1	—	F	Hungry(AV)	166
Hobgoblins	2C	50	Spt/0	SL/MD	M/—	60E	16(25s)	50Melee/30Missile	*	*	C	Hostile(MD)	261
Homonculous	2B	70	FSpt/50	MD/FA	S/@	40D	4(50)	30SCl/50SSt/poison«	1	—	B	Varies(IN)	103
Horasos	6E	50	Jog/10	SL/MD	M/II@	110G	11(0)	75LBa/60MGr/80LCr«/Special	1-3	—	D	Hungry(LI)	234
Horned Snake	5E	80*	Spt/40	MF/VF	L/I	80F	4(50)	80MHo*/poison«*	1-2	a	D	Hungry	44
Horribar	5C	100	Run/10	VF/VF	S/—	60B	3(45)	80MGr[Punct]/95LBi√	2-8	—	c	Hungry(LO)	104
Horse Viper	6F	60	Spt/20	MD/VF	L/I	100E	4(40)	50LGr/90LCr√/80MBi/poison«*	1-5	a	E	Hungry	44
Horse, Mustang	4D	100	Dash/40	FA/FA	L/—	120F	3(40)	40MCr80/30MTs√/40SBi20*	varies	—	—	Normal	38
Horse, Plow	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10MCr30/30LTs√/10MBi70*	varies	—	—	Normal	38
Horse, Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30SCr40/20MTs√/20SBi60*	varies	—	—	Normal	38
Horse, Quarterhorse	3C	110	Dash/30	FA/FA	L/—	110E	3(30)	30MCr70/40MTs√/30MBi30*	varies	—	—	Normal	38
Horse, Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20MCr60/30MTs√/20MBi40*	varies	—	—	Normal	38
Horse, Greater Warhorse	6F	80	Dash/40	MF/MF	L/I	150G	3(40)	70MCr50/60LTs√/60MBi50*	varies	—	—	Normal	38
Horse, Lesser Warhorse	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50MCr50/50MTs√/40MBi50*	varies	—	—	Normal	38
House Spirits	2B	30	Dash/30	MD/MD	T/—	25D	1(40)	5Melee/20Missile/Spells	*	*	B	Carefre(AV)	255
Housecat	1A	0	FSpt/40	FA/FA	S/—	10A	1(40)	10TCl50/0TBi20/Both30	1-2	—	—	Normal	—
Huntaar (IV)	15F	100	Dash/30	VF/VF	M/LA	250F	4(70)	150We/100MCl/90LBi/Spells	1	p	G	Cruel(HI)	149
Hydra	20G	100	Run/10	MD/VF	H/SL*	380G	19(40)*	150HBa/90LBi(3-9x)/60FBr(3-9x)	1	yo	K	Hostile(IN)	65
Ice Demon (III)	7D	80	Spt/0	FA/FA	M/II	135E	1(50)*	90MBa[Cold]/Spells	1	l	F	Cruel(AV)	150
Ice Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50IBreath/30CBreath	1-10	r	E	Bellig.(NO)	88
Ice Spider	7D	80	Spt/30	FA/FA	M/—	140E	4(35)	80MBi/Poison«	1	c	E	Hungry(LI)	78
Idiyva	3C	70	Dash/2	MD/MD	M/—	50D	3(30s)	50Melee/40Missile/60MCl(2x)	*	*	C	Aggres(AV)	270
Ihl Wolf	4B	90	Dash/15	FA/FA	M/—	80D	3(30)	70MBi	1-20	—	—	Agress	44
Jackalope	1A	150	Dash/20	VF/FA	M/—	60D	3(40)	40MHo/50SBa/60MHo√	1-10	a	A	Timid	45
Jadeback	2B	50	Spt/10	SL/MF	M/II	65F	20(10)	70MPi/poison	1-5	a	D	Hungry	45
Jellyfish	0A	5	Walk/0	IN/IN	T/—	5A	1(30)	Touch gives 1-10 hits	1-100	—	—	Passive	18
Kangaroos/Wallabies, Large	3C	110	FA/MF	Dash/20	M/—	75D	3(30)	60MCl100/50MBa«	1-10	—	—	Normal	34
Kangaroos/Wallabies, Small	2B	100	FA/MF	Dash/30	S/—	45D	3(40)	40SCl100/40SBa«	2-20	—	—	Normal	34
Ki-Lin	6F	140	Dash/40	VF/VF	L/I	120H	3(50)	120LHo/80MBa/140MTs√/Spells	1	u	I	Cruel(VH)	79
Ki-Rin	8F	100	Dash/30	FA/FA	M/II	90G	4(40)	110MHo/90MBa/130LTs«	1-2	m	F	Aloof(AV)	104
Killer Rabbit	10H	200	Dash/30	BF/BF	S/SL	190G	3(30)	150HBi[Crush,Slash]	1	t	J	Hostile(AV)	79
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100LBa30/110HBi70/150HGr√	1-5	—	F	Bellig.	15
Klugala	8F	80	Spt/25	MF/VF	L/II	135E	4(30)	85LBa/70LGr/Special	1	m	F	Agress(AA)	80
Koala	1B	30	Spt/30	SL/MD	S/—	35B	3(30)	20TCl100	1-5	—	—	Jumpy	14
Kobolds	1B	60	Dash/20	MD/MD	M/—	30D	9(35s)	20Melee/40Missile	*	*	B	Hostile(AV)	262
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60LBi50/60MBa50/90LCl√	1-2	—	D	Aggress.	26
Kraeguth	9F	80	Spt/15	MF/MF	L/I	200F	9(20)	70LGr/60LCl/a70LBi√/80MB	1-4	—	C	Agress	45
Lake Worm	10F	70	Spt/10	MD/FA	L/LA	160F	12(20)	100HBi	1	x	G	Agress(LO)	66
Lamassu	10G	120	FSpt/20	FA/VF	L/LA	150F	4(30)	140LCl(2x)/160MBi/Spells	1-5	j	G	Altru.(VH)	104
Lambtree	1A	80*	Dash/10	MF/MD	M/—	30A	1(30)	10SBa(1 attack/lamb)	1-10	—	—	Passive(NO)	234

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Lamprey	1A	30	Run/0	SL/SL	S/—	15D	3(30)	50SGr100/Special√*	1-5	—	—	Aggress.	19
Land Drake, Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo*	1	ym	I	Varies(SU)	57
Land Drake, Old	30G	140	FSpt/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/120HBa/90HHo*	1	yyj	J	Varies(HI)	57
Land Drake, Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80LBi/90LCl/90HBa/60LHo*	1	tj	G	Varies(AA)	57
Leocorn	10F	110	Dash/35	VF/FA	M/LA	180G	3(50)*	120HBi/115LHo/100MCl/Spells/ Special	1	s	H	Protect(HI)	80
Leorgon	9E	100	Dash/20	FA/FA	M/II	190F	3(25)	110LBi or 90MCL/60SBi(1-6x)/ Poison«/Both/Special	1	t	I	Cruel(AV)	80
Leprechaun	3C	40	Dash/20	MD/MD	S/—	40D	1(25)	10Melee/30Missile/Spells	*	*	C	Varies(AV)	255
Leviathan	80G	200	Spt/0	MD/FA	H/SL#	1300H	20(60)	280HBi/300HCl/250HBa/200FBr	1	z	L	Carefre(AV)	66
Lich, Classic(VI)	35G	40	FSpt/20	SL/VF	M/SL#	450H	18(75)	180We/200HBa/Special/Spells	1	yyzzz	L	Cruel(EX)	186
Lich, Standard(VI)	20G	40	FSpt/20	SL/VF	M/LA#	150D	18(75)	70We[Cold]/Spells/Special	1	v	I	Domin.(EX)	186
Light Drake, Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/ 120LBr*	1	yyz	K	Varies(HI)	55
Light Drake, Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/ 140LBr*	1	yyyz	L	Varies(VH)	55
Light Drake, Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/ 100LBr*	1	yz	I	Varies(SU)	55
Light Elemental, Strong	20H	150	FSpt/20	BF/VF	L/LA#	120H	1(60)	30LBa(4x)/80MGr [DElect]«*	1	—	F	Berserk(NO)	119
Light Elemental, Weak	10H	180	FSpt/20	BF/VF	M/II#	80H	1(70)	20SBa(4x)/60MGr [BElect]«*	1	—	E	Berserk(NO)	118
Lion	5D	100	Dash/30	FA/MF	L/—	150F	4(20)	85LCl100/85LBi«/120LCl√	2-10	—	C	Aggress.	28
Lithaba	4B	50	Dash/0	MD/VF	S/—	80B	1(20)	60MGr[electricity]	1-6	—	B	Agress(LO)	167
Living Ghoul	5C	50	Spt/0	MD/MD	M/—	70D	1(10)	50MCl/40SBi/Spells	1-30	b	C	Hungry(MD)	187
Lizards, Large	1B	20	FSpt/0	MD/MD	S/—	20C	3(50)	10SBi50/20SCl30/Both20	1-10	—	—	Normal	25
Lizards, Small	0A	10	Dash/10	VF/FA	T/—	10A	3(60)	0TBi60/0TCl40/20SBi(6)	1-10	—	—	Normal	25
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20SBi100*	varies	—	—	Normal	36
Maazhat, Lieutenants	3C	50	FSpt/0	SL/MD	M/I	50D	12(35s)	50Melee/40Missile/30MGr/50MPi«	*	*	C	Varies(AV)	270
Maazhat, Queen	10G	50	Spt/0	SL/MD	M/I	100D	12(45s)	80Melee/50Missile/Spells	*	*	G	Varies(HI)	271
Maazhat, Warriors	3C	60	FSpt/10	MD/MD	M/I@	80F	12(55s)*	70Melee/50Missile/50MGr/100LPi«	*	*	E	Protect(LI)	270
Maazhat, Workers/Drones	1A	40	Spt/0	SL/SL	M/—	40D	12(10)	10Melee/20MGr/50MPi«	*	*	A	Timid(LI)	270
Maleskari (VI+)	50	150	Dash/30	BF/BF	L/SL@	350	20(90)*	300We(3D)(2x)[Impact and Cold]/ Special/Spells	1	yyz	L	Cruel(EX)	157
Man Demon, Daerauk (II)	4H	60	Dash/20	MD/VF	M/I	60E	11(25)	60We/Spells	1	—	D	Cruel(HI)	140
Man Demon, Gogonaur (III)	6H	70	FSpt/10	MF/FA	L/II	135F	4(45)*	100We[Heat]/60LBa/Spells	1	—	F	Cruel(AA)	140
Man Demon, Hothrog (I)	2B	50	Dash/10	SL/MD	M/I	60F	11(15)*	50MCL(2x)/50MBa/100MBi√	2-20	—	C	Cruel(AV)	140
Man Demon, Narauk (IV)	11H	50	Dash/10	SL/MD	L/LA	175G	12(50)	110LCl(2x)[Heat]/30FBolt/Special	1	—	G	Cruel(HI)	141
Manta Ray	3C	50	Run/20	MD/MD	M/—	40D	1(40)	40SBa100	1-10	—	—	Normal	18
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	80hcb(2x)/poison«/100LCl	1-5	s	F	Cruel(MD)	81
Mara (II)	2B	100	Dash/20	FA/FA	M/LA#	70B	1(30)*	Special/Special	1	a	C	Timid(AA)	187
Megalodon (Giant Shark)	8F	110	FSpt/10	VF/FA	H/LA	450H	7(30)	140HBa20/120HBi80/160HBr√	1-2	—	F	Hungry(NO)	227
Mercat	4B	80	Spt/10	FA/MF	M/—	100D	4(20)	75LBi/50MCl	1-4	—	D	Normal(AV)	91
Mergryph	8F	100	Dash/20	FA/FA	L/LA	180F	4(30)	90LCl/70LBa/100MPi«	1-2	c	F	Agress(LO)	92
Mermen	3C	60	Dash/10	MD/MD	M/—	50D	1(35s)	60Melee/30Missile	*	*	C	Varies(AV)	271
Minotaur	8F	100	Dash/30	FA/VF	L/II	160F	4(35)*	150We/90MHo/80LBa«/70SBi«/ Spells	1-2	n	E	Domin(AA)	81
Minoths	5D	1	Dash/10	IN/MF	T/—	1A	1(40)	Spells/40We(1 pt damage)	*	*	B	Aloof(AA)	271
Mist Monster	9E	60	Run/10	MD/FA	L/LA	200G	1(40)	80MGr[Cold]/75We(1-6x)/Both	1	—	G	Hungry(AA)	82
Mistraven	3B	110	Dash/25	FA/FA	S/—	15A	1(50)	15SPi/20SCl	1-20	—	A	Normal(AV)	105
Modified Golems, Demon**	x2	**	**	**	**	**	**	**/Spells	1	—	+2 steps	Cruel(HI)	126
Modified Golems, Mite**	1/2	**	**	**	S/II@	1/2	**	1/2	1	—	1/2	Varies(NO)	126
Mole	0A	10*	Spt/0	VS/SL	T/—	20A	1(30)	10SCl100	1-2	—	—	Jumpy	14
Monastic Lich (VI)	30G	100	Dash/40	BF/BF	M/LA#	200H	1(100)*	130HMst[Slash][C Cold]/ 120HMsw[Slash][C Cold]/Spells/Special	1	yz	K	Cruel(EX)	190
Mongoose	2B	70	FSpt/30	FA/VF	S/—	40C	3(70)	50SBi100/40SCl«	1-2	—	—	Normal	29
Moose	3C	120	Dash/10	FA/MF	L/—	180G	4(20)	55LBa100/60LTs«	1-2	—	A	Normal	14
Moray Eel	3C	80	FSpt/40	FA/VF	M/—	50D	3(40)	60MBi100	1-2	—	B	Bellig.	17
Mortal Demons	12H	160	FSpt/20	BF/FA	M/I	150E	4(60)	170We(2D)/150We(2D)/150LBa	4-48	y	H	Cruel(AV)	150
Mrem	6B	100	Dash/20	FA/FA	M/—	95A	1(40)	Special	1	—	C	Hungry(AA)	167
Mule	4C	90	Dash/20	MF/FA	M/—	110F	3(30)	40MCr60/40MTs√/30MBi40*	varies	—	—	Normal	38
Multi-spider	10F	80	Spt/20	MF/FA	M/I	160F	4(40	70LPi/75LSt/poison«/Special	1	t	F	Hungry(LI)	82
Mummy, Greater (IV)	10H	55	FSpt/0	SL/MF	M/LA#	150G	8(40)	110LBa/150LGr√/Spells	1	o	F	Protect(AV)	190
Mummy, Lesser (III)	6C	40	FSpt/0	VS/MD	M/II#	100F	8(30)	70LBa100/120LGr√	1-2	n	E	Protect(IN)	190
Mustelids/Civits, Large	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	40MBi60/40SCl20/Both20	1-2	—	—	Inquis.	29
Mustelids/Civits, Small	1B	70	Run/40	FA/VF	S/—	35C	1(50)	50SBi100/40TCl«	1-2	—	—	Inquis.	29
Naga, human form	5E	70	Dash/20	MD/VF	M/II	100F	4(40)	100We/60SSt(3x)/poison«	1-5	h	D	Domin.(SU)	219
Naga, human/snake form	5E	90	Spt/30	MF/VF	L/LA	100F	11(30)*	100We/60LGr/120LCr√	1-5	h	D	Domin.(SU)	219
Naga, snake form	5E	90	Spt/30	MF/BF	L/LA	100F	11(30)	80LSt/poison«/70LGr/150LCr√	1-10	h	D	Domin.(SU)	219
Narwhal	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80HHo60/60LBi20/50LBa20	2-10	—	E	Normal	18
Nasti	2A	90	Dash/10	FA/FA	S/—	30B	1(30)	40SCl/50MBi	1-20	—	—	Cruel(MD)	105
Nator	4D	80	FSpt/30	MF/MF	L/—	120G	4(40)	60LHo/50SCl(2x)/40MBa	1-2	—	C	Normal(LO)	93
Neanderthals	2B	50	FSpt/0	SL/MD	M/—	60F	7(25s)	55Melee/35Missile	*	*	C	Varies(MD)	272
Necros (I)	2B	50	Run/0	MD/FA	S/I#	40B	1(20)	30MBi/Poison«	1-10	a	B	Berserk(NO)	191
Neng (IV)	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special/40FBolt	1	—	F	Cruel(HI)	150

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Night Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/GBreath	1-10	l	D	Bellig.(NO)	88
Nightgaunt (III)	9E	100	Dash/20	FA/FA	M/I#	120G	4(35)	80MBa/70MCl«/90MBi√/Special	1-20	m	D	Belig(LI)	191
Nightwing	5C	170	Dash/10	FA/VF	M/—	65B	1(30)	85MCl/Special«	1-100	—	C	Cruel(AV)	167
Nile Monitor	3C	60*	Spt/20	MD/VF	M/—	70E	7(20)	40SBi60/30MBa40/70MCl√	1-5	—	—	Aggress.	26
Nixies	3C	40	Dash/30	MD/MD	S/—	30D	1(30)	10Melee/30Missile/Spells	*	*	C	Varies(AV)	254
Nucklelavee	5E	70	FSpt/10	MF/FA	L/—	150F	3(30)	40MBa/70LTs<</30MGr/90MCr√	l	—	C	Hungry(NO)	93
Nycamerith	2B	40	Run/0	SL/MD	M/—	40C	1(0)	10Melee/20Missile/Spells	*	*	A	Varies(AV)	272
Nycorac	11F	250	Dash/0	BF/BF	L/LA@	100E	1(60)	Spells/60LGr/Special«	l	—	F	Hungry(AA)	168
Nymphs	3C	80	Dash/20	MF/MD	M/—	50D	1(20)	10Melee/30Missile/Spells	*	*	C	Protect(AV)	257
Octopus/Squids, Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)	80LGr100/60MPi«	1-2	—	C	Normal	16
Octopus/Squids, Medium	3B	60*	Run/20	MF/MF	M/—	40D	1(30)	50MGr100/40SPi«	1-2	—	A	Normal	16
Octopus/Squids, Small	1A	40*	Run/30	MF/MF	S/—	20B	1(50)	40SGr100/30TPi«	1-2	—	—	Normal	16
Ogres, Large	8F	80	FSpt/10	MD/MF	L/II	160F	4(10)	70We/100LBa/80LCl«	*	n	D	Bellig.(IN)	248
Ogres, Small	4D	80	Dash/20	MD/MF	M/I	100F	3(20)	40We/75MBa/50MCl«	*	h	C	Greedy(LO)	248
Opossum	1A	20	Spt/10	SL/MD	T/—	10A	1(40)	0TBi100/10TCl«/10TGr*	1-2	—	—	Timid	14
Oran	8F	80	Dash/5	MD/FA	L/LA	200H	1(15)	180We(4D)/Special«/90ro(300')	1-10	h	D	Normal(AV)	168
Orcs, Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	*	D	Cruel(AV)	262
Orcs, Grey	8E	50	FSpt/0	SL/MD	M/—	90F	8(20s)	Spells/80Melee/50Missile	*	*	E	Cruel(AA)	262
Orcs, Lesser	2B	50	FSpt/0	SL/MD	M/—	50D	8(30s)	40Melee/40Missile	*	*	C	Cruel(MD)	262
Orcs, Scrug	4C	50	FSpt/0	SL/MF	L/LA	150G	17(20s)	100Melee/80Missile	*	*	D	Cruel(MD)	262
Orcs, Vard	4D	60	Spt/0	MD/MD	M/—	75F	17(40s)	80Melee(1-3x)/80Missile	*	*	D	Cruel(AV)	262
Oriental Dragon, Mature	30G	150	FSpt/40	VF/VF	H/SL	350G	16(60)	100HBi/80HCl/90HBa/125SBr/Spells	l	yyz	K	Aloof(VH)	67
Oriental Dragon, Old	50G	120	Spt/30	FA/FA	H/SL	450G	20(50)	120HBi/90HCl/100HBa/150SBr/ Spells	l	yyyz	L	Altru.(EX)	67
Oriental Dragon, Young	10G	180	Dash/50	BF/BF	H/LA	250G	12(70)	80LBi/60LCl/70HBa/100SBr/Spells	l	yz	I	Playful(HI)	67
Ostrich	4C	120*	Dash/20	FA/FA	M/—	40F	1(30)	60LCl70/50MBa30	2-10	—	—	Normal	32
Otter	2B	50	Run/30	MF/FA	S/—	50D	3(40)	40SBi	1-5	—	—	Normal	—
Owl	1A	100	FSpt/20	FA/FA	S/—	20A	1(50)	35SCl100/10SPi√	1-2	—	—	Normal	32
Oxen/Water Buffalos	3C	60	FSpt/20	MD/MD	L/—	120D	3(20)	50MHo100/50LTs*	varies	—	—	Normal	38
Panda (Giant)	4C	50	Spt/10	MD/MF	M/—	90E	8(10)	50MCl70/60MGr30/80MCl«	1-2	—	A	Normal	29
Pangolin	2B	40	Spt/0	SL/MD	S/—	45C	12(30)	20MCl100/10TGr*	1-2	—	—	Normal	14
Panthershark	8E	90	Dash/35	FA/FA	L/I	130G	4(30)	110LBi/90MCl	l	—	E	Hungry(LO)	83
Pech	3C	30	Dash/10	MD/MD	S/—	45D	1(20)	15Melee/25Missile/Spells	*	*	C	Timid(AV)	256
Pegasus, Common	6F	140	Dash/40	VF/FA	L/I	150G	3(40)	50MBa/60MTs«/40MBi	1-5	a	E	Timid(AV)	106
Pegasus, Royal	30G	170	Dash/40	BF/VF	L/II	280H	3(60)	120LBa/130LTs/100MBi/Spells	l	uu	I	Protect(VH)	106
Penguin	3B	80	Spt/30	MF/MF	S/—	35B	1(30)	30SPi100	1-50	—	—	Passive	32
Phantom (I)	2B	50	FSpt/10	SL/MD	M/I#	40D	1(20)*	30SBolt/Special	1-2	a	B	Inquis.(LI)	192
Phantom Steed (II)	6C	80	Dash/15	FA/FA	L/I#	120E	3(40)*	60MBa/70MTs«/Special	1-6	—	C	Hostile(LO)	192
Phoenix	14G	160	Dash/30	BF/VF	L/LA	250F	4(40)	100HCl(2x)/70MPi/Spells	l	r	I	Aggres.(AV)	107
Piranha	0A	70	FSpt/30	VF/VF	S/—	10B	1(40)	30TPi100/40SPi(60)/70MPi(20)	1-100	—	—	Aggress.	19
Pit Viper	2A	40	Spt/20	SL/BF	S/—	20B	1(40)	40SSt100/Poison«	1-2	—	A	Aggress.	23
Plague Demon (III)	8E	100	Spt/10	VF/FA	L/LA	200F	4(40)	100LBa/Special«	l	—	F	Cruel(LO)	151
Plasma Drake, Mature	34G	180	Dash/15	VF/FA	H/SL	350G	20(40)	80HBi/100HCl/70HBa/100HHo/ 110PBr	l	yyz	K	Varies(SU)	55
Plasma Drake, Old	62G	170	Dash/5	FA/FA	H/SL	450G	20(60)	90HBi/110HCl/80HBa110HHo/ 120PBr	l	yyyz	L	Varies(HI)	56
Plasma Drake, Young	10G	200	Dash/30	VF/VF	H/LA	250G	12(50)	60HBi/75HCl/60HBa/90HHo/100PBr	l	yz	I	Varies(AA)	55
Platypus	1B	40§	Run/10	MD/MD	S/—	30B	3(20)	20SPi40/30SCl60/Poison«	1-2	—	—	Timid	—
Plon	4D	150	Dash/50	BF/BF	L/SL	150G	1(80)*	body is 50FBall/Spells	l	r	F	Playful(SU)	220
Plynos	3C	70	Dash/10	MF/MF	M/—	60D	13(40s)	50Melee/50Missile/40MHo/Spells	*	*	C	Varies(AV)	272
Pooka	10G	130	Dash/30	VF/VF	S/LA	110E	4(50)	120OB (Varies with size and form)	l	f	E	Playful(AA)	221
Porcupine	1A	30	SL/SL	Spt/10	S/—	25B	3(20)*	10TCl40/10TBi40/Both20	1-5	—	—	Normal	34
Porpoise	7E	80	FSpt/35	VF/FA	L/—	85E	1(40)	60MBi100	2-20	—	A	Normal	15
Portugese Man-o-war	3B	20	Run/0	VS/SL	L/I	40C	1(10)	50LGr100/Poison«/Special*	1-5	—	A	Passive	19
Praying Mantis	0A	5*	Run/10	CR/BF	T/—	1	11(30)*	0TGr(6)/0TBi«/0TPi√	1-2	—	—	Aggress.	22
Primates, Large	4C	60	MD/FA	Spt/30	M/—	65D	3(30)	45SBi/30/50MGr70/70SBi√	2-20*	—	A	Normal	33
Primates, Small	2B	50	MD/FA	Spt/40	S/—	35C	3(40)	30SBi50/40SGr50/60SBi√	2-20*	—	—	Normal	33
Pterosaurs, Large	4D	50	Spt/40	SL/MD	L/—	90F	3(30)	80LPi70/60MCl30	1-10	—	D	Hungry(NO)	225
Pterosaurs, Small	3H	60	Spt/50	SL/MD	M/—	60E	3(50)	50MPi80/40MCl20	2-20	—	C	Hungry(NO)	225
Pysk	3C	40	Dash/35	MF/MD	T/—	25D	1(45)	5Melee/20Missile/Spells	*	*	B	Playful(AV)	254
Quetzelquatl	16G	200	Dash/25	BF/BF	L/LA	195H	4(70)*	120MBi/Poison«/Spells/Special	l	y	I	Good(HI)	107
Quishad	5E	70	Spt/20	FA/FA	M/I	100F	18(30s)	80Melee/80Missile/Spells	*	*	D	Varies(EX)	272
Rabbit/Hare	1A	100*	Dash/40	VF/FA	T/—	10D	1(50)	0TBi100/10SBa(6)	1-10	—	—	Jumpy	15
Raccoon	2B	60	Spt/30	MF/FA	S/—	40C	3(40)	40SBi50/30SCl30/Both20	1-2	—	—	Normal	29
Rancids	4E	20	Jog/10	VS/MD	M/—	80E	1(0)	Spells/60MBa(1-5x)	*	*	D	Aggres(HI)	273
Rashtar (II)	6C	110	Dash/5	VF/VF	M/I	160E	12(40)	90We(4x)/60MBa	l	—	D	Berserk(LO)	151
Rat	0A	20	MD/MF	FSpt/20	S/—	10B	1(30)	20TBi100/20SBi(6)	2-20	—	—	Normal	35
Rath	4D	50	Spt/10	SL/SL	L/II	130G	20(20)*	50LBa/60LBi	l	—	D	Hungry(NO)	93
Red Feeder	9F	120	FSpt/20	FA/FA	H/SL	500H	12(40)	150HBa/150HBi/100HGr«	1-6	—	H	Bellig(NO)	94
Red Jaw	3C	90	FSpt/30	FA/VF	M/—	80D	4(30)	70MBi/Special	1-5	—	C	Bellig.(NO)	94
Regal Stag	4B	110	Dash/10	FA/FA	L/—	110G	3(40)	50MBa/60LHo	l	—	C	Protect	46
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/—	130E	3(15)	40MHo50/40MBa50/40LTs√*	varies	—	—	Normal	39
Revenant (II)	3C	40	Spt/0	VS/MD	M/I#	55F	7(25)*	40We[Cold]/Spells/Special	l	g	D	Berserk(MD)	192

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	C&M Page
Rhinoceros	7F	80	MF/MD	Dash/10	L/II	220G	12(20)	120HHo100/100HBa«/120LTs√	1-2	—	E	Normal	35
Rhodintor (V)	25G	80	FSpt/10	FA/FA	M/II	190E	2(40)	20We/Spells	1(1-6)	uy	K	Domin(EX)	151
River Dolphin	6E	80	FSpt/30	FA/FA	L/—	70E	1(40)	50MBi100	2-6	—	A	Timid	16
Roaming Hand (II)	5C	30	Run/10	SL/MD	S/I#	60D	1(15)	60MGr[Cold]/Special	1-2	—	C	Berserk(MD)	193
Roc	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140HCl/90LBa«/120HPi√	1-2	x	J	Bellig.(VL)	107
Rodents, Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10SBi100/20TBi«	2-200	—	—	Timid	13
Rodents, Small	0A	20	FSpt/20	MD/MF	S/—	10A	1(30)	20TBi100/20SBi(6)	2-20	—	—	Timid	13
Rotting Corpse (II)	5C	40	Jog/0	SL/SL	M/I#	50C	1(10)	65MBz/70MCl√/Special	1-30	b	C	Berserk(NO)	193
Rumtifusel	3C	40	Spt/40	VS/BF	S/I	90C	4(30)	90MGr*	1-2	a	C	Hungry	46
Sabertooth Tiger	7F	120	FSpt/30	FA/VF	L/I	200G	4(40)	90LCl30/100MBa70/90MHo√/ 120LBi«	1-2	—	D	Aggres.(NO)	227
Salamander/Newt	0A	10	Run/10	SL/MD	T/—	5A	4(30)	10TBi100	1-5	—	—	Timid	25
Sasquatch/Yeti	6E	120	FSpt/30	FA/FA	L/—	180G	4(40)	80MCl/100MBa«/120MBi√/80We	1-2	c	E	Aggres.(LO)	83
Satyrs	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50Melee/50Missile/60SHo	*	*	C	Playful(AV)	258
Sawfish	4D	70	Spt/20	FA/MD	L/I	120F	1(30)	70LCl60/50MBa40	1-2	—	C	Normal	18
Scorpions	0A	2	Spt/10	IN/VF	T/—	1	12(30)	0TPi50/10SSt50/Poison«*	1-2	—	—	Aggress.	21
Scra Pren	5C	60	Spt/10	MD/FA	L/—	100F	3(20)	65MBi(3x)/Poison«	1	—	B	Hungry	46
Scrav	4D	60	Spt/5	MD/MD	M/—	70E	12(10)	70LSt/50MBi/25We/Spells	*	*	D	Cruel(AV)	273
Scylla	5E	80	Spt/20	MF/FA	L/—	160F	3(30)*	110We & 70MGr(2x)/120LCr√/ Spells	1-2	s	F	Greedy(SU)	83
Sea Anemone	0A	—	—/10	—/MF	T/—	5A	1(30)	30TGr100/Poison√/100TGr√	1-20	—	—	Passive	20
Sea Drake, Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/ 120WBr*	1	ysz	J	Varies(AA)	56
Sea Drake, Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/ 150WBr*	1	yysz	K	Varies(SU)	56
Sea Drake, Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/ 90WBr*	1	yz	I	Varies(AV)	56
Sea Serpent (swim)	15G	100	FSpt/20	MF/FA	H/SL	400G	16(30)	90HGr/150HCr«/80HBi/ 90WBr[Heat]	1	j	I	Aggres.(LO)	68
Sea Snake	1A	30	Run/10	SL/FA	S/—	10B	1(40)	30TSt100/Poison«	1-2	—	B	Normal	23
Sea-Krals	2B	50	Dash/10	SL/MD	M/—	55D	9(30s)	50Melee/50Missile	*	*	C	Bellig.(MD)	274
Seals/Sea Lions, in water	3C	80	MF/MD	FSpt/30	M/—	55D	3(30)	30MBi60/40SBa40	2-20	—	—	Normal	35
Seals/Sea Lions, on land	3C	20	VS/SL	Run/0	M/—	55D	3(10)	20MBi100	2-20*	—	—	Normal	35
Seftuau	3C	100	Dash/10	FA/FA	M/—	90E	3(40)	100MCl/40SBi	2-20	h	B	Normal(IN)	84
Serpentus	4D	90	Dash/40	MF/FA	L/I	160G	12(40)	60MCr/50MTs√/60MBi	5-50	—	B	Normal	46
Servants	5H	100	Dash/30	VF/BF	S/LA#	50F	1(60)	30Ball *	1	—	E	Varies(—)	127
Shade Demon (IV)	14E	150	Dash/20	VF/VF	M/LA	220F	1(80)	110MCl(2x)/Spells	1	—	F	Cruel(HI)	152
Shadow Assassin, Greater (V)	18G	110	Dash/25	VF/BF	M/LA#	200H	1(60)*	150We/Special/Spells	1	x	H	Mission(VH)	195
Shadow Assassin, Lesser (IV)	12F	100	Dash/15	VF/VF	M/II#	180G	1(50)*	110We/Special/Spells	1	r	G	Mission(HI)	195
Shadow Assassin, Major (VI)	24H	120	Dash/30	BF/BF	M/LA#	230H	1(70)*	190We/Special/Spells	1	y	J	Mission(EX)	195
Shadow Demon (VI)	30G	150	Dash/30	VF/BF	M/SL#	250H	20(50)	200We(3D)(2x)/150HBa/Spell	1	uuzz	K	Cruel(SU)	152
Shadows, Greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30)	Special/110MBi√/Special«	1	i	E	Hungry(LO)	194
Shadows, Lesser (II)	4H	80	FSpt/20	MF/MD	M/I#	60A	1(35)	Special/75MBi√/Special«	1	h	C	Hungry(VL)	194
Shards, Greater	25H	1000*	Dash/50	BF*/BF*	M/LA	225H	12(50)*	150xl(2x) (Slash)/poison√/100Bolt*	1	y	I	Cruel(VH)	127
Shards, Lesser	15H	1000*	Dash/50	BF*/BF*	M/II	175G	12(50)*	120xl(2x) (Slash)/poison√	1-5	y	G	Cruel(AV)	127
Sharks, Large	5E	100	FSpt/20	FA/FA	L/—	180F	4(20)	100LBi100	1-10	—	C	Bellig.	17
Sharks, Small	2B	80	FSpt/30	FA/VF	M/—	90E	4(40)	60MBi100	1-20	—	A	Aggress.	17
Sheep	2B	110	Dash/50	FA/FA	M/—	45E	3(40)	60MBa100/50MTs√	1-10	—	—	Normal	—
Shrew	1A	20	SL/FA	Spt/30	T/—	10A	11(70)*	45TBi100	1-5	—	—	Bellig.	36
Shuikmar	3D	70	Spt/10	MF/MF	M/—	70E	4(30s)	60Melee/40Missile/Spells	*	*	C	Cruel(AV)	274
Sibbicai	3D	80	FSpt/5	MF/MF	M/—	65D	3(30)	50Melee/50Missile/Spells	*	*	C	Varies(AV)	274
Silverscale, dragon form	20G	120	Dash/20	FA/FA	H/SL	450H	16(40)	110HBi&100HCl/180HBa/120IBr/ 60CBr	1	y	L	Domin.(EX)	221
Silverscale, human form	20G	80	Dash/20	MF/VF	M/LA	450H	4(60)*	180da/Spells	1	m	J	Timid(EX)	221
Siren	6E	80	Spt/20	MF/MD	M/—	70D	3(30)	20MCl(2x)/60We/Special	1-10	t	D	Playful(SU)	108
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80LCl/100LGr/150HBi«/120SBr/ Spells	1	y	J	Greedy(SU)	68
Sith (VI+)	75	180	Dash/30	BF/BF	L/SL@	400	1(110)*	Spells/Special	1	yyyzz	L	Cruel(EX)	158
Skeletal Tyrannosaur (IV)	14H	60	Spt/0	MD/FA	H/SL#	400G	1(40)*	200HBi/Special	1	—	H	Berserk(LO)	201
Skeletons, Greater (III)	5H	80	Spt/10	MF/FA	M/I#	100F	1(30)*	50We/60MBa/Special	1-5	h	C	Berserk(NO)	195
Skeletons, Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)*	45MBa100[Cold]/Special	1	h	C	Hostile(IN)	196
Skeletons, Iron Skeleton (III)	8E	40	Jog/0	SL/MD	M/LA#	130H	20(40)*	70MBa/50We/Special	1-20	h	D	Berserk(NO)	196
Skeletons, Lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)*	40We/50MBa/Special	1-10	c	B	Berserk(NO)	195
Skeletons, Lord (IV)	8H	90	FSpt/10	MF/VF	M/II#	135G	1(70)*	95We/70LBa[Cold]/Spells/Special	1	i	E	Domin.(AV)	196
Skeletons, Minor (I)	1A	40	Spt/0	VS/MD	M/I#	25F	1(0)*	25We/40MBa	2-20	a	A	Berserk(NO)	195
Skeletons, Red (VI)	20G	40	FSpt/50	SL/BF	M/SL#	999G	1(200)*	300Joke/350Pun/250Pie	1	—	—	Playful(EX)	—
Skeletons, Sovereign (IV)	10F	45	FSpt/20	SL/FA	M/LA#	150E	1(70)*	90We[Cold]/Spells/Special	1	t	F	Domin.(HI)	196
Skullbat, Greater (II)	4C	80	FSpt/0	FA/FA	M/II#	60D	1(30)	60MBi/Special	1-8	g	C	Berserk(NO)	197
Skullbat, Major (III)	7D	90	FSpt/10	FA/VF	L/II#	100E	1(60)	90LBi/Special	1-6	h	D	Belig(LO)	197
Skullbat, Minor (I)	1A	70	Spt/0	MF/MF	S/I#	35B	1(10)	30SBi/Special	1-12	a	B	Berserk(NO)	197
Skullbeast (IV)	15G	30	Run/0	SL/MD	L/LA#	200H	1(35)*	100LBa/75MBi(5-11x)/Special	1	o	F	Belig(MD)	197
Skullpack (III)	8D	80	Dash/5	FA/VF	M/I#	120F	1(40)*	75MBi(4-16x)/30IBolt	1	—	E	Berserk(AV)	198
Skunk	1B	50	Run/40	MD/FA	S/—	30B	1(40)*	30SBi100/20TCl«/Special*	1-2	—	—	Normal	29

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Treasure	Bon. XP	Outlook (IQ)	C&M Page
Sky Manta	6B	80	Run/10	MD/MD	L/—	90D	1(40)	80MBa/30SBolt	1-3	—	E	Normal(LI)	109
Sky Shark	7B	110	FSpt/25	FA/FA	L/I	190G	4(30)	100LBi/90MBa	1-10	—	E	Belig(LO)	108
Sky Whale	8C	210	Run/30	MF/MD	H/SL	450H	8(30)	90HBa	1	—	F	Timid(MD)	109
Sligguth	12D	20	Run/0	CR/MD	L/LA@	130E	4(10)	90LGr[Disrupt]/70We(1-6x)/both	1	—	G	Cruel(AA)	168
Sloth	2B	20*	Run/30	VS/MD	S/—	35C	3(20)	40MCl100	1-2	—	—	Timid	15
Slowroot	10G	60	Run/0	SL/MD	L/LA@	250G	11(40)	80LBa(2x)/70MGr«/80LCr√	1-10	a	F	Aloof(AV)	235
Slug, Giant Carnivorous	7F	30	Jog/10	VS/MD	L/LA	170G	4(0)	80LBi	1	—	C	Hostile	47
Slug, Giant Spined	6E	30	Jog/0	VS/MD	L/LA	160G	4(0)	60LHo(1-3x)	1	—	B	Agress	47
Slug, Giant, Suggram	5C	40	Run/10	SL/MD	L/LA	150F	4(0)	10MBa	1	—	—	Timid	47
Smoke Demon (II)	5D	100	Spt/0	FA/FA	M/I	110D	1(30)	80MBa/110MHo«/60We	1	—	C	Hostile(AV)	153
Snake, Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	20B	1(40)	20TBi100/0SBi(6)	1-5	—	—	Normal	23
Sohleugir	3C	50	FSpt/10	SL/MD	M/—	60F	11(25s)	65Melee/50Missile/60MBa(tail)	*	*	C	Aggres(AV)	274
Solaar	25H	80	Run/15	MF/VF	M/II@	200H	12(50)*	180LBa[E Heat]/Special	1	—	J	Domin(HI)	128
Spajlen-Tier (VI)	35G	180	Dash/35	BF/BF	H/SL#	400H	20(60)*	125HBi[Cold]/135HCl[Cold]/ 150HBa[Cold]/95HHo[Cold]/75IBr/Spells/Special	1	yyz	L	Cruel(EX)	198
Specter, Lesser (III)	10H	90	FSpt/30	FA/VF	M/LA#	200F	1(75)*	50LBolt	1	h	E	Cruel(AA)	199
Specter, Major (V)	15H	80	FSpt/20	MF/FA	M/LA#	250F	1(50)*	70MBa[Cold]/Spells/Special	1	m	G	Cruel(HI)	199
Specter, Minor (II)	5H	100	FSpt/40	FA/VF	M/II#	150F	1(100)*	40SBolt	1	c	C	Cruel(IN)	199
Spectral Tyrannosaur (V)	20H	90	Dash/10	VF/VF	H/SL#	500H	11(80)*	200HBi/Special	1	—	H	Belig(LI)	201
Sphinx	12F	80	FSpt/20	MF/VF	L/LA	250H	11(60)	140LCl/100HBa/Both	1	v	H	Playful(VH)	110
Spiderbat, Large	5C	120	FSpt/25	FA/FA	L/I	100E	4(20)	75MBi/Poison«/Spells	1-2	k	C	Cruel(HI)	110
Spiderbat, Small	2B	80	Dash/20	FA/FA	S/—	40B	1(40)	40SBi/Poison«	1-20	A		Agress(NO)	110
Spiders, Non-Poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0TPi(6)/20TPi(12)*	1-5	—	—	Normal	22
Spiders, Poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0TPi(50)/0SSt/Poison«*	1-2	—	—	Normal	22
Spiderskull (I)	2A	50	Spt/10	MD/MD	S/I#	45C	1(15)	40SBi/Poison«	1-6	—	A	Berserk(NO)	200
Spineshark	5E	100	FSpt/20	FA/VF	L/I	200E	11(40)	70LBa/120HCl(dorsal fin)«/70LBi	1-5	—	D	Hungry(NO)	95
Sstoi'isslythi	3C	60	Dash/10	MD/MD	M/—	40D	3(10)	20Melee&Missile/40SSt/poison«	*	*	C	Varies(AV)	275
Standard Created Undead (I)	1H	40	Run/0	VS/SL	M/I#	25	1(10)	25SBa/15We	1-30	a	A	Berserk(NO)	173
Standard Created Undead (II)	3H	50	Run/0	SL/MD	M/I#	50	1(20)	40MBa/45We	1-20	a	B	Berserk(NO)	173
Standard Created Undead (III)	6H	50	Spt/0	SL/MF	M/I#	100	1(30)	60MBa/50We	1-10	g	C	Berserk(NO)	173
Standard Created Undead (IV)	9H	60	Spt/0	MD/FA	M/II#	135	1(40)	70LBa/95We	1-5	g	D	Berserk(NO)	173
Standard Created Undead (V)	13H	80	Spt/0	MF/VF	M/LA#	165	1(40)	90LBa/110We	1-2	m	E	Berserk(NO)	173
Standard Created Undead (VI)	16H	100	FSpt/0	FA/BF	M/SL#	200	1(40)	90LBa/180We	1	s	F	Berserk(NO)	173
Starfish	1A	5	Run/0	IN/SL	T/—	10A	8(30)	40TGr100/30TPi√/Special*	1-20	—	—	Passive	20
Steardan	5E	120	Dash/20	FA/FA	L/I	200H	3(50)	70MBa/80LTs/50MBi	1-5	a	D	Normal(VL)	110
Stingray	3C	60	Run/20	MD/FA	M/—	45D	1(40)	80wp100/60MSt«/Poison«	1-2	—	C	Normal	18
Storm Demon (V)	25G	150	Dash/30	BF/VF	M/LA	275F	1(80)*	150We(X2)/Spells	1	u	J	Cruel(VH)	153
Storm Hound	3C	140	Dash/20	VF/FA	M/—	60G	4(30)	50MBi/60SBreath	1-10	g	D	Bellig.(NO)	88
Strider Bird	4B	100	Dash/20	FA/FA	L/—	90E	1(20)	50MPi/40SCl	1-4	—	—	Agress	48
Striges	5E	100	Dash/10	FA/FA	M/@	90F	3(40)	60LCl(2x)/70MPi/Spells	1-5	o	D	Cruel(HI)	222
Su	2B	120	FSpt/30	FA/VF	M/—	100F	3(20)	60MCl/50MBa/80MBi√	1-2	a	A	Aggres.(NO)	84
Succubus/Incubus (II)	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100We/Spells/Special	1	—	F	Special(VH)	154
Swamp Octopus	6D	60	Run/10	MD/MF	L/II	110F	3(10)	60MGr(1-8x)/80LPi√	1	—	C	Agress	48
Swamp Star (IV)	9H	120	Dash/40	VF/VF	S/LA#	30F	1(70)	Spell/Special	1	a	D	Inquis.(SU)	200
Sword Demon (V)	20G	200	Dash/40	BF/BF	M/LA#	300H	12(90)	210We(2D)(2x)/220MSw	1	uzz	J	Playful(VH)	154
Swordfish/Sailfish	4C	150	Dash/20	VF/FA	L/—	95F	1(30)	90LHo70/50MBa30	1-2	—	C	Normal	19
Sylphs (flys)	3C	60	Dash/45	FA/MD	T/—	20C	1(50)	5Melee/20Missile/Spells	*	*	B	Carefre(AV)	254
Tapir/Pig	2A	90	FSpt/20	MF/MF	M/—	70D	4(20)	30MBa100/40STs«/40MCl√	1-5	—	—	Jumpy	15
Tasmanian Devil	3C	50	FA/VF	Dash/30	S/—	40D	3(50)	50MBi30/40SCl30/Both40	1-2	—	A	Aggress.	36
Tatzelwurm	4D	60	Spt/10	MD/FA	M/I	150F	8(30)	50MBi/40MBa/60MCl(2x)«	1	a	D	Bellig.	48
Tentmorse	4B	70	Spt/10	MF/MF	M/—	80C	3(20)	50MGr(2x)/Poison«/40MB	1	—	A	Hungry	48
Terrorite (VI)	32F	200	Dash/20	BF/BF	L/SL#	250F	12(60)	200We(2D)/130We(2D)/Both/ 90LGr/Special«/100MBi«/Special«/Spells	1	u	L	Domin(EX)	154
Thonis (V)	25F	60	Spt/40	MF/FA	L/LA#	300G	4(60)*	180HBa/220HTs√/and Spells or 140We(2D)	1	y	K	Domin(EX)	155
Thorned Demon (II)	6C	90	FSpt/0	FA/FA	M/I	100C	4(20)	80LBa[1-4 A Puncture]/60xl(1-4x)	1	—	D	Berserk(LO)	155
Thraxx	8D	90	Dash/10	MF/VF	L/II	130F	8(30)	100LCl(2x)/80MBi	1	a	E	Hungry(AV)	84
Thyfur	10G	140	Dash/40	VF/FA	L/I—	200G	4(40)	100HCl/80LPi	1-2	a	F	Aggres.(AV)	111
Ticks	0A	1	Special	CR/VS	T/—	1	12(30)	0TPi(100)/0SSt(12)/Special*	1-100	—	—	Passive	22
Tiger	5E	100	FSpt/30	FA/VF	L/—	150F	4(30)	75LCl40/90MBa60/110LBi«	1-2	—	C	Normal	28
Tigertree	5E	100*	FSpt/30*	FA/VF	L/—	150F	4(30)	as Tiger (1 attack/tiger)	1-5	h	D	Aggres.(NO)	237
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/200HCr√/Spells	*	yy	K	Aloof(HI)	249
Tlaque (I)	3B	180	Dash/10	VF/FA	M/I	80C	4(30)	60MCl(2x)/55MBi/Special	1-20	—	C	Hostile(LO)	156
Toad	0A	10	Run/10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/10TGr√	1-10	—	—	Normal	25
Toothed Whale, large	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBi50/70HGr√	2-20	—	F	Normal	18
Toothed Whale, small	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75LBi75/60LBa25	2-10	—	D	Timid	18
Tortoises, Large	1B	10	Run/0	CR/VS	M/—	50D	12(20)*	20TPi100	1-2	—	—	Passive	25
Tortoises, Small	0A	5	Run/0	CR/VS	S/—	20B	12(30)*	10TPi100	1-2	—	—	Passive	25
Tove	1A	60*	Spt/30	MD/MF	S/—	40A	3(40)	30MCl & 30SBi	1-2	a	A	Hungry(NO)	84
Traag	7C	95	Dash/15	FA/FA	L/II	195D	3(25)	100HBi/Poison«/95LCl/Poison«/ Spells	1-2	—	D	Cruel(AV)	169
Tracha	12F	100	FSpt/15	MF/FA	L/I	170G	12(20)	110We/Spells/50MBi[Fire or Acid]/ Special	1	r	G	Aloof(HI)	111
Trapping Plants	2B	—	—/—	—/MD	M/II@	50D	11(10)	Special/20SGr(number varies)	2-20	g	—	Hungry(NO)	228
Tree Frog	0A	10*	Run/10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/10TGr√	1-10	—	—	Normal	25

*: Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Treeherd	20G	60	Run/0	SL/MD	H/SL@	350H	12(50)	120HBa(4x)/100LGr«/100HCr√(2D)	1	a	H	Protect(HI)	237
Trivren	1A	100	Dash/50	VF/VF	S/—	20A	1(50)	0TPi/10TCl	1-10	—	—	Normal	49
Troglodyte	2B	60	FSpt/10	MD/MD	M/—	55F	3(30)	50Melee/10Missile	*	*	B	Bellig.(MD)	263
Trolls, Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	o	G	Hostile(IN)	245
Trolls, Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70LCl/60LBi/40We/50ro	*	i	E	Hostile(LI)	246
Trolls, Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95LBa/85LCl/50We/60ro	*	n	F	Hostile(LI)	246
Trolls, Mountain	10F	75	Spt/10	MD/MD	L/LA@	240G	16(40s)	110We/100LBa/100ro	*	t	H	Hostile(MD)	247
Trolls, Sea	9E	70	Spt/0	MD/MD	L/II	200G	11(20)	100LCl/75LBi/50We	*	*	F	Hostile(LI)	247
Trolls, Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105HCl/80HBa/70We/80ro	*	o	G	Hostile(MD)	247
Trolls, Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80LBa/65LCl/40We/60ro	*	h	E	Hostile(LO)	248
Trolls, War	8F	70	Spt/10	MD/MD	L/LA@	250H	16(50s)	120We/80LBa/70ro	*	t	H	Hostile(AV)	248
Turmass	7A	120	Dash/35	VF/FA	M/—	70D	6(30)	Special	1	—	B	Playful(HI)	—
Turtles, Large, in water	2B	40	Run/10	MD/MD	M/—	90E	12(10)*	50MPi70/60SBa30	1-2	—	—	Passive	25
Turtles, Large, on land	2B	10	Run/0	CR/SL	M/—	90E	12(10)*	20MBi100	1-2	—	—	Passive	25
Turtles, Small, in water	0A	30	Run/10	SL/SL	S/—	30B	12(20)*	20SPi90/30TBa10	1-2	—	—	Passive	25
Turtles, Small, on land	0A	5	Run/0	CR/SL	S/—	30B	12(20)*	0SBi100	1-2	—	—	Passive	25
Tylweth	4D	50	Dash/20	MD/MD	S/—	45D	9(50s)	40Melee/50Missile/Spells	*	*	D	Varies(AA)	255
Undead Mass (V)	20G	60	FSpt/0	MD/MF	L/LA#	260H	1(40)*	Spells/100MCl(1-3x)[Cold]/Both	1	t	G	Belig(AV)	200
Undines	3C	70	Dash/20	MF/MD	M/—	60D	1(25)	15Melee/20Missile/Spells	*	*	C	Playful(AV)	258
Unicorn, Black	10G	150	Dash/40	BF/VF	L/I	130H	4(50)	160LHo/90LBa«/140LTs	1-6	t	H	Cruel(AA)	85
Unicorn, White	10G	160	Dash/40	BF/VF	L/I	130H	4(50)	140LHo/70MBa«/110MTs«/Spells	1	u	H	Good(SU)	85
Urloc	7G	65	Spt/10	MF/MF	M/II	130G	3(20)	50Melee/40Missile/Spell	*	*	F	Cruel(EX)	276
Vampire, Bunny (III)	5E	170	Dash/50	BF/BF	S/LA#	70E	4(80)*	80TBa/80SBi«/Special√	1	k	F	Cruel(SU)	—
Vampire, Greater (VI)	20G	100	Dash/10	FA/VF	M/SL#	140G	1(80)*	150We[Cold]/120MBi/Special√/Spells	1	w	J	Domin.(EX)	201
Vampire, Lesser (V)	15H	100	Dash/20	FA/VF	M/LA#	120F	1(90)*	110We[Cold]/90MBi/Special√/Spells	1	r	H	Domin.(VH)	201
Vampire, Minor (IV)	10H	120	Dash/30	VF/BF	M/II#	110E	1(100)*	90We[Cold]/70MBi/Special√/Spells	1	l	G	Domin.(HI)	201
Vampiric, Centaur (V)	15G	100	Dash/10	VF/VF	M/LA#	140F	1(85)*	120We[Cold](2D)/90MBi/Special/Spells	1	r	H	Domin(HI)	202
Vampiric, Drake (VI)	28G	110	Dash/20	VF/BF	H/SL#	350H	20(80)*	100HBi[Cold]/140HCl[Cold]/110HBa[Cold]/110HHo[Cold]/60CBr/Special/Spells	1	y	K	Domin(EX)	203
Vampiric, Gorgon (VI)	25G	90	Dash/10	FA/VF	M/LA#	160G	1(80)*	140We[Cold]/60SBi(1-6x)/Poison«/90MBi/Special/Spells	1	x	J	Cruel(VH)	203
Vampiric, Troll (IV)	10G	100	Dash/10	VF/VF	L/LA#	130E	11(80)*	90We[Cold](2D)/100LCl/75MBi/Special/Spells	1	l	G	Domin(AA)	204
Vampiric, Unicorn (V)	16G	110	Dash/20	VF/BF	L/II#	120E	1(90)*	110HHo[Cold]/90MBi/90LBa/100LTs«/Special/Spells	1	r	H	Cruel(VH)	205
Vampiric, Werewolf (VI)	22G	100	Dash/20	VF/VF	L/LA#	230G	3(90)*	130We[Cold]/170LCl/135LBi/Special	1	w	I	Belig(HI)	205
Vapor Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/GBreath	1-10	m	E	Bellig.(NO)	89
Vargamor	8F	50	Dash/20	SL/MD	M/@	110D	3(30)*	70We/Spells	1	l	E	Varies(VH)	222
Vestice	7F	110	Dash/30	FA/FA	M/@*	130D	4(30)*	90OB (Varies with size and form)	1-2	h	F	Varies(MD)	222
Veyrr (VI)	50G	110	Dash/20	VF/VF	L/SL#	500H	1(100)*	200HGr[Cold][Elect]/180HBa[Cold][Elect]/Special/Spells	1	z	L	Cruel(EX)	206
Vile	10D	120	Dash/25	BF/BF	M/LA@	200H	4(150)	200HCl/180LBi	1-10	—	F	Berserk(LO)	129
Viper	1B	40	Spt/10	SL/VF	S/—	15B	1(30)	20SSt100/Poison«	1-2	—	A	Normal	23
Viperfish	1A	40	FSpt/20	FA/FA	S/—	10B	1(40)	40SHo100	1-10	—	—	Aggress.	20
Viperhawk	3B	90	Dash/25	MD/VF	S/—	25B	1(40)	60SBi/Poison«	1-6	c	A	Belig(LI)	112
Vorasis	6C	90	Dash/25	FA/FA	M/II	170E	3(30)	50SBi(1-4x)/Poison«/60MCl/Both	1	h	E	Belig(LO)	87
Vulfen	3C	70	Dash/10	MD/MD	M/—	55D	3(35s)	60Melee/40Missile/50MCl(2x)	*	*	C	Aggres(AV)	276
Vultrim	9F	75	FSpt/5	FA/MF	M/—	95B	9(15)	130We/50LBolt/Spells	1-10	u	E	Agress(HI)	169
Vulture	2B	90	Spt/20	FA/MF	M/—	45B	1(30)	30MCl100/30MPi√	1-20	—	—	Normal	32
Walrus, in water	4D	40	MD/MD	Spt/20	L/I	100F	3(20)	50MBa50/60LHo50	2-20	—	B	Normal	35
Walrus, on land	4D	10	VS/SL	Run/0	L/I	100F	3(0)	30MBa50/40LHo50	2-20*	—	A	Normal	35
War Snail	3C	30	Jog/10	VS/SL	L/LA	100E	12(0)	5MBa	*	—	B	Normal	49
Warcat, Greater	25G	190	Dash/40	BF/VF	L/LA	350H	4(60)	150HBi/180HCl(2x)/120HBa(2x)«	1-3	—	K	Aloof(AV)	87
Warcat, Lesser	15G	170	Dash/40	BF/VF	L/LA	280G	4(50)	95LBi/120HCl(2x)/100LBa(2x)«	1-12	—	H	Aloof(LO)	87
Warders, Greater	15H	90	FSpt/30	MF/VF	L/LA*	250G	11(30)	100LBi(4-5x)/Special	1	—	F	Protect(MD)	129
Warders, Lesser	8H	120	FSpt/30	FA/VF	L/II*	80F	4(40)	80LBi(2-3x)/Special	1	—	E	Protect(LI)	129
Warrior Demons, Clubber (II)	5H	50	Dash/10	SL/MD	M/I#	150E	4(40)	110cl/90cl	1-20	—	E	Berserk(IN)	156
Warrior Demons, Sentinel (IV)	15G	60	Dash/20	MD/FA	M/LA#	175G	19(60)	150We/130MSt or MSw/150LBa	5-50	—	G	Mission(AA)	156
Warrior Demons, Sp. Dem. (III)	10G	130	Dash/40	VF/FA	L/LA#	135F	4(50)	130sp/120sp	1-20	—	F	Cruel(MD)	156
Water Drake, Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	yo	H	Varies(AV)	59
Water Drake, Old	25G	100	FSpt/20	FA/MF	H/SL	350G	16(40)	120HBi/50HCl/110HBa/60HHo*	1	yy	I	Varies(AA)	59
Water Drake, Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100LBi/50LCl/90HBa/50LHo*	1	t	G	Varies(IN)	59
Water Elemental, Strong	20H	50	Spt/0	SL/FA	L/LA#	120H	3(20)	100HBa/75HGr [CImpact]«*	1	—	F	Berserk(NO)	120
Water Elemental, Weak	10H	60	Spt/0	SL/FA	M/II#	80H	3(30)	60LBa/60LGr [BImpact]«*	1	—	E	Berserk(NO)	118
Water Hound	4D	140	Dash/20	VF/FA	M/—	70G	4(30)	50MBi/60WBreath	1-10	h	D	Bellig.(NO)	89
Weedling	5C	70	Walk/0	CR/VS	S/@	85C	3(10)	50SGr/Poison	1-3	—	C	Aggres(NO)	—
Werebear, Greater	30H	130	FSpt/30	VF/VF	L/SL@	475H	8(70)	150LCl(2x)/220HBa«/150LGr/200HCr«	1	yy	K	Good(SU)	213
Werebear, Lesser	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110MBa/90LGr/75LCl«/80MBi√	1	m	F	Aloof(AV)	213
Wereboar	6E	90	Dash/30	MF/FA	M/—	120E	4(40)	70MHo/70MBa«/60STs«	1-2	g	E	Bellig.(AV)	214
Werejackal	5E	120	Dash/40	FA/FA	M/—	80G	3(50)	60MBi	1-5	g	D	Greedy(AV)	214

* : Special (see *C&M*)

MASTER CREATURE CHART

Creature	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size Crit	Hits	AT (DB)	Attack	# Enc.	Trea-sure	Bon. XP	Outlook (IQ)	*C&M* Page
Werelion, Greater	35G	140	Dash/30	VF/BF	L/LA@	425H	4(80)	160LCl(2x)/200HBa«/150LBi	1	yyz	J	Domin(AA)	214
Werelion, Lesser	8G	110	Dash/10	VF/VF	L/I	140F	4(40)	95LCl/110MBa/130LBi	1	m	F	Domin(AV)	214
Wererat	3C	60	Dash/20	MD/FA	M/—	50E	4(30)	40MBi/30SCl(2x)/Both	1-10	g	C	Greedy(AV)	215
Wereshark, Greater	25G	150	FSpt/20	VF/VF	L/LA@	360G	4(60)	180HBi/220HGr«	1	yyz	J	Bellig(SU)	215
Wereshark, Lesser	10G	130	Spt/10	VF/VF	L/I	150F	4(30)	130LBi/170LGr«	1	m	F	Belig(AV)	215
Weretiger, Greater	30H	140	Dash/30	VF/BF	L/LA@	450H	4(70)	170HCl(2x)/200HBa«/160HBi	1-2	yy	J	Aloof(SU)	216
Weretiger, Lesser	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95LCl/110MBa/130LBi√	1	m	F	Protect(AV)	216
Werewolf, Greater	20G	160	Dash/30	BF/VF	L/LA@	350H	4(70)	140LBi/140LCl/160HBa«	1-4	y	I	Belig(IN)	216
Werewolf, Lesser	7F	130	Dash/30	VF/VF	M/—	130E	4(50)	70MBi/60SCl/Both	1-5	m	E	Aggres.(AV)	216
Whitesnake	6E	80	FSpt/30	MF/VF	S/—	30C	4(50)	100MBi/Poison«	1-20	k	F	Loyal(AA)	112
Wight, Barrow (V)	15D	50	Spt/10	SL/VF	M/LA#	145E	1(90)	110We[Cold]/90LBa(Cold)/Spells	1	s	G	Protect(AV)	207
Wight, lesser (V)	15H	60	Dash/10	MD/MD	M/LA#	120G	16(30)	110We[Cold]/80LBa/Special/Spells	1	s	G	Cruel(AA)	207
Wight, major (VI)	20G	80	Dash/10	MD/MD	M/SL#	170H	19(30)	150We[Cold]/80LBa/Special/Spells	1	x	H	Cruel(SU)	207
Wight, minor (IV)	10H	50	Dash/10	SL/MD	M/II#	90E	11(30)	90We[Cold]/80LBa/Special/Spells	1	n	F	Cruel(AV)	207
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I#	50A	1(40)	40MBi/Special	*	—	A	Hostile(NO)	210
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100)	Body acts as a 50CBall	1	n	F	Cruel(MD)	87
Winged Eel, Electric	3C	100	Dash/20	FA/VF	S/—	30B	4(30)	40SBi/30SBolt	1-80	—	D	Agress(MD)	113
Winged Panther, Greater	8F	160	Spt/30	FA/VF	L/LA	240G	4(40)	95LCl/95MBa/80LHo√/90LBi«	1-6	—	E	Aggress	49
Winged Panther, Lesser	4D	150	Dash/30	VF/VF	L/—	120F	4(40)	70MCl/75MBa/90MBi«	1-6	—	C	Aggress	49
Winged Wolf	4C	130	Dash/20	FA/FA	M/—	110E	3(40)	65MBi/80MCl/60LGr	2-12	—	—	Protect(AA)	113
Wingered Eel, Moray	4D	80	Spt/10	MD/BF	M/—	60D	4(25)	75MBi	1-50	—	D	Hungry(LI)	113
Wolf	3C	110	Dash/20	FA/FA	M/—	110E	3(30)	65MBi100	2-20	—	A	Aggress.	29
Wolverine	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	50MBi40/45MCl10/Both50	1-2	—	A	Bellig.	29
Wombat	2B	60*	FSpt/30	MD/MF	M/—	60C	3(30)	40MCl100	1-5	—	—	Timid	15
Woodpecker	1A	60	Dash/30	FA/FA	S/—	10A	1(50)	20SHo70/0SPi20/10TCl10	1-2	—	—	Timid	32
Wraith, greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)*	100We[Cold]/90LBa/Special/Spells	1	w	G	Cruel(HI)	208
Wraith, lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)*	80We[Cold]/70LBa/Special/Spells	1	r	F	Cruel(SU)	207
Wrath, Greater (V)	15G	100	Dash/15	VF/VF	M/LA#	150G	1(50)*	110MCl/Spells/Special	1	—	F	Cruel(VH)	209
Wrath, Major (VI)	20G	110	Dash/20	VF/BF	M/LA#	200H	1(50)*	120MCl/120We/Spells/Special	1	—	H	Cruel(EX)	209
Wrath, Minor (IV)	10F	90	Dash/10	FA/VF	M/LA#	110F	1(40)*	90MCl/Spells/Special	1	—	F	Cruel(HI)	209
Wyvern, Land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70LCl/110HSt/poison«/80LBi/poison«	1	s	G	Hungry(LO)	69
Wyvern, Water	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90LBa/60LCl/100HHo/poison«	1	r	G	Hungry(LI)	69
Wyvern, Winged	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50LCl(2x)/90HSt/poison«	1	o	G	Hungry(LI)	69
Xaastyl	15G	65	Run/0	MD/FA	L/LA	200F	8(30)	110HGr(1-8x)/130HPi√/Spells	1-4	—	G	Protect(EX)	170
Yaai	3C	80	Dash/25	MF/MD	M/—	50D	3(20)	40Melee/40Missile/Spells	*	*	C	Jumpy(AV)	258
Yrrigav (VI+)	45	210	Dash/20	BF/BF	L/SL#	300	12(90)	250We(3D)[heat]/100 MBi(1-6x)/Poison«/110LSt[electricity]/Spells/Special	1	yyz	L	Cruel(EX)	158
Zebra	3C	110	Dash/30	FA/FA	L/—	120G	3(30)	40MCr50/30MBa50/30MTs√	2-20	—	—	Normal	15
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30MBa1/Special	2-20	a	B	Berserk(NO)	210
Zrax	4D	90	Dash/10	MF/MF	M/—	65D	1(20)	60Melee/60Missile	*	*	D	Aggres(AV)	277

Level: The number given here is the level of an average creature of the given type. See *C&M* page 7 for a chart to determine a variable level (using the letter code after the given level).

Base Move: The distance that a creature normally moves each round (at a walking pace). See *C&M* page 8 for a chart showing other movement information.

Max Pace: The maximum allowed pace for the creature. See *C&M* page 8 for a chart showing other movement information.

MM Bonus: This is the bonus the creature uses when making manuevers. See *C&M* page 8 for the formula for calculating distance moved based upon this bonus.

MS/AQ: Movement Speed and Attack Quickness. These codes are used for special DB modifications and for determining a creature's initiative modifier. See *C&M* page 8 for a chart showing specific information.

Crits: The type of criticals used when attacking this type of creature. See *C&M* page 8 for a chart showing specific information.

Hits: The number of concussion hits for the creature. See *C&M* page 9 for a chart showing information on how to vary the amount of hits each creature has.

AT(DB): The Armor Type and Defensive Bonus for the creature. See *C&M* page 9 for a chart showing descriptions of each AT.

Attacks: These codes indicate the types of attack the creature has. The first portion of the code (a number) indicates the Offensive Bonus of the creature. The second portion of the code (a letter combination) indicates the type of attack. See *C&M* page 9 and 10 for specific information on the codes used here.

#Enc: The is the size range of a typical pack of the creatures encountered in or near their lair. See *C&M* page 10 for more information.

Treasure: These codes indicate the type and how much treasure each group of these creatures will normally have. See *C&M* page 11 for a chart showing specific information.

Bonus XP: This code indicates bonus experience points that should be awarded for defeating a creature of this type. See *C&M* page 11 for a chart showing specific information.

Outlook: This code is meant to be a general measure of the creature's outlook, attitude, demeanor, and/or reaction/behavior pattern. See *C&M* page 11 for a chart describing each of the possible entries.

IQ: This is a measure of the creature's reasoning and memory ability. See *C&M* page 11 for more information.

***C&M* Page:** This is the page number for the main entry (in *C&M*) for the creature. Note that some creatures have no main entry (and are given a page number of "—").

*: Special (see *C&M*)

LOCATION AND ENVIRONMENT

The system presented in this section allows a GM to key an encounter to a group's location and the environment. This system uses Tables 20.4.1 through 20.8.4 (pages 281-313).

To begin with, the GM should roll first on the Civilization/Habitation Encounter Table. The result will either be an encounter with the local populace, or the GM will be directed to another encounter table (this is indicated by a result in all upper-case letters). Use the table below when rolling on the Civilization/Habitation Encounter Table 20.8.4 (page 313) or any other table in Sections 20.4-20.8.

KEY TO THE REMAINING ENCOUNTER TABLES
Roll: Rolls on the encounter tables are open-ended. If the original result is 96 to 100, roll again and add the second roll to the first. If the second roll is 96 to 100, roll again and add the third result to the sum of the first two rolls. Continue this process as long as the roll is between 96 and 100.
Civilized Areas: Generally populated areas where the PCs are not considered enemies. This section is further broken down into rural, town (including villages), or city.
Hostile Areas: Generally populated areas where the PCs are considered enemies. This section is further broken down into rural, town (including villages), or city.
Border Areas: Areas that are not heavily populated and often border "unfriendly" territory. These areas are further broken down into rural and town.
Wilderness: These are areas that are not at all populated (except by the most reclusive hermits). These areas are further broken down into normal areas and enchanted areas.
UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (20.8.2, page 312).
UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (20.8.3, page 312).
VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (20.7.1-20.7.6, pages 305-310).
TERRAIN: Re-roll on the the most appropriate Terrain encounter table (20.6.1-20.6.4, pages 301-304).
WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (20.5.1-20.5.10, pages 291-300).
SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (20.4.1-20.4.10, pages 281-290).
SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Civilization/Habitation Encounter Table (20.8.4, pages 313).
Special or Re-roll: The GM may create or choose a "special" encounter (keyed to the current adventure), or he may re-roll.

When directed to another encounter table, the GM must know the climate and environment of the current locale. The group's locale determines on which table the encounter is generated, and the climate determines which column on that table is used. The locales are grouped into four categories: Special Features, Water Sources, Terrain, and Vegetation. The GM should select the type of locale that is most appropriate for the current situation. At the top of each column, is a climate code (see below). Usually, a die roll is needed to determine which of two or four columns is used. If this is the case, the GM should roll a d100 (not open-ended); the number ranges (combined with the climate codes) at the top of the column indicate which column to use.

The climates are indicated by a code; use the list below to determine the code for a locale's climate.

h .... hot/humid	s .... warm/dry
n .... hot/average	k .... cool/average
a .... hot/dry	t ..... cool/dry
w ... warm/humid	c .... cold/dry
m ... warm/average	f ..... frigid

To handle areas that are more dangerous or powerful than normal, a GM may wish to make certain modifications to the encounter rolls. However, a GM must be very careful when using such modifications; they may generate extremely hazardous encounters. The GM can base such modifications upon an "activity" roll (d100 to see how active the local area is), or special local activity (e.g., a war is taking place, a local evil cleric has been stirring up the undead, the local drakes are on the warpath, etc.).

Note: *These tables can also be used to generate creatures for a large-scale adventure based upon the adventure's locale. If this is the case, the GM should select the Special Features column most appropriate to the locale of the adventure.*

SPECIFIC SITUATION

When creating his world for a campaign game, a GM may want to develop an encounter generation system keyed to the unique situations inherent in his own world. Of course, we can not provide such a system, but the GM can create it by modifying the systems provided in Sections 20.1 and 20.2.

First, he should determine and eliminate any locations or environment features that are inappropriate for his world and game. For example, he might not want to have "cross-over points between dimensions," or his world might be a desert world with no open water, leaving only "oasis/isolated water source" and "desert" as the only Water Sources.

Next, the GM should add any new location and environment features by creating encounter columns for them and adding them to the appropriate tables. For example, he might add an "anarchy" feature to the Civilization/Habitation Encounter Table and an "enchanted ruins" column to the Special Features Encounter tables.

Finally, the GM should eliminate inappropriate encounters (usually monsters) and add encounters unique to his world and his game. For example, he might eliminate golems and constructs from his world but add the concepts of robots, cyborgs, and androids.

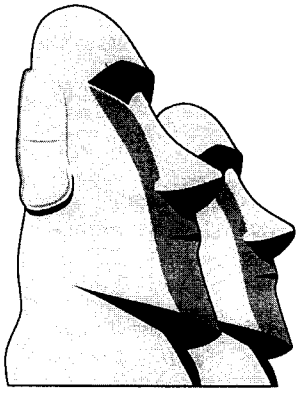
20.4.1 ENCHANTED/MAGICAL PLACES ENCOUNTER TABLE (SPECIAL FEATURES)

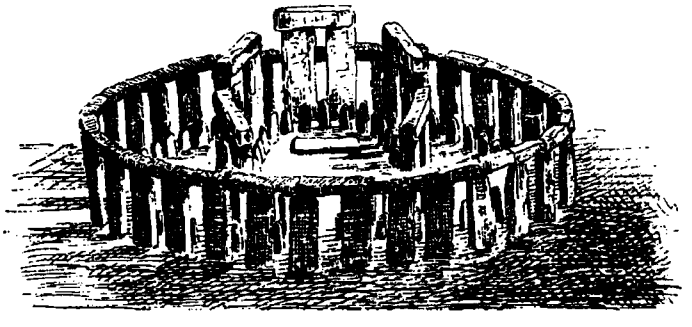
All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS
6-10	UNIV. MONSTER	5-9	UNIV. MONSTERS	7-13	UNIV. MONSTERS	7-12	UNIV. MONSTERS
11-15	CIVILIZATION	10-14	SOCIAL/CULTURE	14-19	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE
16-20	TERRAIN	15-19	TERRAIN	20-25	TERRAIN	19-25	TERRAIN
21-25	WATER SOURCE	20-24	WATER SOURCE	26-31	WATER SOURCE	26-32	WATER SOURCE
26-30	VEGETATION	25-29	VEGETATION	32-37	VEGETATION	33-38	VEGETATION
31-36	Special or Re-roll	30-35	Special or Re-roll	38-43	Special or Re-roll	39-45	Special or Re-roll
37-44	Created Undead I	36-43	Created Undead V	44-51	Ghoul, Les.	46-53	Skeleton, Les.
45-52	Created Undead II	44-51	Created Undead VI	52-59	Phantom	54-61	Skeleton, Mnr.
53-60	Created Undead III	52-59	Gargoyle	60-67	Skeleton, Gtr.	62-69	Werewolf, Les.
61-68	Created Undead IV	60-67	Ghoul, Gtr.	68-71	Spiderbat, Small	70-73	Zphr. Hound, Ice
69-72	Ghost Wolf	68-71	Mummy, Gtr.	72-75	Wererat	74-77	Zombie
73-76	Ghost, Headless	72-75	Mummy, Les.	76-79	Wight, Barrow	78-79	Wight, Les.
77-80	Manticore	76-79	Necros	80-81	Great Wasp	80-81	Wight, Maj.
81-82	Apparition	80-81	Frzzzm, Normal	82-83	Skeleton, Iron	82-83	Wight, Mnr.
83-84	Blacksnake	82-83	Furtheis	84-85	Skullpack	84-85	Zphr. Hound, Fire
85-86	Caustic Slime	84-85	Ghost, Gtr.	86-87	Swamp Star	86-87	Zphr. Hound, Storm
87-88	Cerebus	86-87	Ghost, Les.	88-89	Werejackal	88-89	Zphr. Hound, Water
89-90	Chameleon Amoeba	88-89	Ghost, Mnr.	90	Quetzelquatl	90	Wereboar
91	Banshee	90-91	Werebear, Les.	91	Shadow, Gtr.	91	Winged Panther, Gtr.
92	Demons o/t 1st Pale	92	Djinn, Jinn	92	Shadow, Les.	92	Zphr. Hound, Vapor
93	Demons o/t 2nd Pale	93	Faerie Dragon	93	Skeleton, Lord	93	Zphr. Hound, Night
94	Disembodied Head	94	Ghoulking	94	Skeleton, Sovereign	94	Homonculous
95	Djinn, Jann	95	Great Spider, Gtr.	95	Skullbeast	95	Phantom Steed
96-105	Androsphinx	96-105	Dirge, Les.	96-105	Mist Monster	96-105	Dirge, Maj.
106-115	Arcarva	106-115	Thorned Demon	106-115	Neng	106-115	Dirge, Mnr.
116-125	Black Paladin	116-125	Tlaque	116-125	Nightwing	116-125	Djinn, Ifrit
126-135	Champion, Centaur	126-135	Traag	126-135	Nycorac	126-135	Djinn, Shaitan
136-145	Corvox	136-145	Undead Mass	136-145	Quishad	136-145	Doppleganger
146-155	Culraug	146-155	Vampire, Gtr.	146-155	Rashtar	146-155	Dreadwing
156-165	Daerauk	156-165	Vampire, Les.	156-165	Revenant	156-165	Frzzzm, Large
166-175	Deadhel	166-175	Vampire, Mnr.	166-175	Smoke Demon	166-175	Geryon
176-185	Demon Dog	176-185	Warcat, Les.	176-185	Spectre, Les.	176-185	Gorgon
186-195	Demons o/t 3rd Pale	186-195	Warrior Demons	186-195	Spectre, Maj.	186-195	Grumoz
196-205	Demons o/t 4th Pale	196-205	Werelion, Les.	196-205	Spectre, Mnr.	196-205	Hothrog
206-215	Dirge, Gtr.	206-215	Weretiger, Les.	206-215	Spiderbat, Large	206-215	Lammasu
216-220	Absorber	216-225	Wild Hunt Hound	216-225	Succubus/Incubus	216-225	Leorgon
221-225	Acid Demon	226-230	Shade Demon	226-230	Hodhedhel	226-230	Demons o/t 5th Pale
226-230	Black Stalker	231-235	Shadow Demon	231-235	Huntarr	231-235	Demons o/t 6th Pale
231-235	Bone Golem	236-240	Storm Demon	236-240	Ice Demon	236-240	Dictic
236-240	Carn. Flying Mnkys	241-245	Sword Demon	241-245	Ki-Rin	241-245	Djinn, Marid
241-245	Celebdel	246-250	Thauredhel	246-250	Lithaba	246-250	Drake, Undead
246-250	Champion, Winged	251-255	Urloc	251-255	Mind-Eaters	251-255	Eraditor
251-255	Cold Drake	256-260	Vultrim	256-260	Naruak	256-260	Frzzzm, Giant
256-260	Crystyl	261-265	Wraith, Gtr.	261-265	Noh-Kef	261-265	Gas Drake
261-265	Demon Horse	266-270	Wraith, Les.	266-270	Oran	266-270	Glaar
266-270	Demonic Protoplasm	271-275	Xyr	271-275	Plague Demon	271-275	Gogonaur
271-290	Althoi	276-280	Yathlu	276-280	Plasma Drake	276-280	Great Spider, Maj.
291-310	Champion, High	281-300	Lich, Classic	281-300	Ordainder Raukamar	281-285	Hoard
311-330	Champion, Noble	301-320	Lich, Standard	301-320	Ordainer Moloch	286-305	Uthuro
331-350	Clostoph	321-340	Light Drake	321-340	Rhodintor	306-325	Vampiric Gorgon
351-370	Demon Drake	341-360	Maleskari	341-360	Sith	326-345	Vampiric Unicorn
371-390	Demon Scourge	361-380	Moglath	361-380	Spajlen-Tier	346-365	Warcat, Gtr.
391-410	Demon Beyond Pale	381-400	Monastic Lich	381-400	Terrorite	366-385	Wrath, Gtr.
411-430	Discord	401-420	Multi-Spider	401-420	Thonis	386-405	Wrath, Maj.
431+	Elemental Savant	421+	Noble Gogonaur	421+	Tresh	406-425	Wrath, Mnr.
						426+	Yrrigav

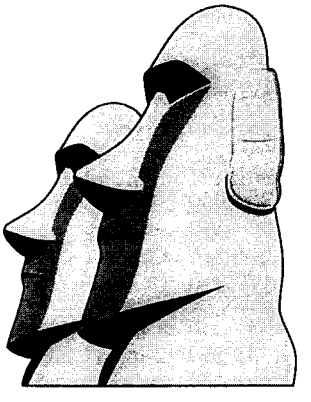
Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.2 CROSS OVER POINTS BETWEEN DIMENSIONS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-11	UNIV. ANIMALS	1-11	UNIV. ANIMALS	1-11	UNIV. ANIMALS	1-11	UNIV. ANIMALS
12-22	UNIV. MONSTERS	12-22	UNIV. MONSTERS	12-22	UNIV. MONSTERS	12-22	UNIV. MONSTERS
23-33	CIVILIZATION	23-33	CIVILIZATION	23-33	CIVILIZATION	23-33	CIVILIZATION
34-44	TERRAIN	34-44	TERRAIN	34-44	TERRAIN	34-44	TERRAIN
45-55	WATER SOURCE	45-55	WATER SOURCE	45-55	WATER SOURCE	45-55	WATER SOURCE
56-66	VEGETATION	56-66	VEGETATION	56-66	VEGETATION	56-66	VEGETATION
67-87	Special or Re-roll	67-87	Special or Re-roll	67-88	Special or Re-roll	67-88	Special or Re-roll
88-91	Spiderbat, Small	88-91	Zphr. Hound, Ice	89-90	Blacksnake	89-90	Sky Manta
92-93	Zphr. Hound, Storm	92-93	Zphr. Hound, Water	91-92	Frzzzm, Normal	91-92	Zphr. Hound, Fire
94	Faerie Dragon	94	Quetzelquatl	93	Demons o/t 1st Pale	93	Djinn, Jann
95	Great Spider, Gtr.	95	Winged Panther, Gtr.	94	Demons o/t 2nd Pale	94	Djinn, Jinn
96-105	Arcarva	96-105	Demons o/t 4th Pale	95	Zphr. Hound, Vapor	95	Zphr. Hound, Night
106-115	Champion, Centaur	106-115	Djinn, Ifrit	96-105	Mrem	96-105	Succubus/Incubus
116-125	Corvox	116-125	Djinn, Shaitan	106-115	Neng	106-115	Thorned Demon
126-135	Culraug	126-135	Dreadwing	116-125	Nightwing	116-125	Tlaque
136-145	Daerauk	136-145	Frzzzm, Large	126-135	Nycorac	126-135	Traag
146-155	Deadhel	146-155	Grumoz	136-145	Quishad	136-145	Warcat, Les.
156-165	Demon Dog	156-165	Horse Viper	146-155	Rashtar	146-155	Warrior Demons
166-175	Demons o/t 3rd Pale	166-175	Hothrog	156-165	Smoke Demon	156-165	Wild Hunt Hound
176-185	Spiderbat, Large	176-180	Demons o/t 6th Pale	166-170	Hodhedhel	166-170	Shade Demon
186-190	Absorber	181-185	Dictic	171-175	Huntarr	171-175	Shadow Demon
191-195	Acid Demon	186-190	Djinn, Marid	176-180	Ice Demon	176-180	Sligguth
196-200	Black Stalker	191-195	Eraditor	181-185	Lithaba	181-185	Storm Demon
201-205	Celebdel	196-200	Flame Beast	186-190	Mind-Eaters	186-190	Sword Demon
206-210	Champion, Winged	201-205	Frzzzm, Giant	191-195	Naruak	191-195	Thauredhel
211-215	Crystyl	206-210	Glaar	196-200	Noh-Kef	196-200	Urloc
216-220	Demon Horse	211-215	Gogonaur	201-205	Oran	201-205	Vultrim
221-225	Demonic Protoplasm	216-220	Great Spider, Maj.	206-210	Plague Demon	206-210	Xyr
226-230	Demons o/t 5th Pale	221-225	Hoard	211-215	Plasma Drake	211-215	Yathlu
231-250	Althoi	226-245	Elemental Savant	216-235	Ordainder Raukamar	216-235	Uthuro
251-270	Champion, High	246-265	Gem Entity	236-255	Ordainer Moloch	236-255	Veyrr
271-290	Champion, Noble	266-285	Lich, Classic	256-275	Rhodintor	256-275	Warcat, Gtr.
291-310	Clostoph	286-305	Light Drake	276-295	Sith	276-295	Wrath, Gtr.
311-330	Demon Drake	306-325	Maleskari	296-315	Terrorite	296-315	Wrath, Maj.
331-350	Demon Scourge	326-345	Moglath	316-335	Thonis	316-335	Wrath, Mnr.
351-370	Demons Beyond Pale	346-365	Multi-Spider	336-355	Tracha	336+	Yrrigav
371+	Discord	366+	Noble Gogonaur	356+	Tresh		







Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.3 NEAR VILLAGES/TOWNS/CITIES/CASTLES ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hwsknm (1-50)		Climates: hwsknm (51-100)		Climates: atcf (1-50)		Climates: atcf (51-100)	
1-9	UNIV. ANIMALS	1-10	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-10	UNIV. ANIMALS
10-14	UNIV. MONSTERS	11-15	UNIV. MONSTERS	10-15	UNIV. MONSTERS	11-16	UNIV. MONSTERS
15-24	SOCIAL/CULTURE	16-26	SOCIAL/CULTURE	16-25	SOCIAL/CULTURE	17-28	SOCIAL/CULTURE
25-30	TERRAIN	27-32	TERRAIN	26-31	TERRAIN	29-35	TERRAIN
31-36	WATER SOURCE	33-38	WATER SOURCE	32-37	WATER SOURCE	36-41	WATER SOURCE
37-42	VEGETATION	39-44	VEGETATION	38-43	VEGETATION	42-47	VEGETATION
43-47	Special or Re-roll	45-49	Special or Re-roll	44-48	Special or Re-roll	48-52	Special or Re-roll
48-59	Dog, Common	50-57	Gratar, Green	49-60	Dog, Common	53-60	Gratar, Green
60-67	Gargoyle	58-65	Werewolf, Les.	61-68	Gargoyle	61-68	Werewolf, Les.
68-71	Gratar, Yellow	66-69	Roaming Hand	69-72	Gratar, Yellow	69-72	Roaming Hand
72-75	Nasti	70-73	Spiderskull	73-76	Nasti	73-76	Spiderskull
76-79	Pooka	74-77	Wererat	77-80	Pooka	77-80	Wererat
80-81	Apparition	78-79	Ghost, Les.	81-82	Apparition	81-82	Ghost, Mnr.
82-83	Cerebus	80-81	Ghost, Mnr.	83-84	Frzzzm, Normal	83-84	Gratar, Black
84-85	Frzzzm, Normal	82-83	Gratar, Black	85-86	Furtheis	85-86	Sky Manta
86-87	Furtheis	84-85	Sky Manta	87-88	Ghost, Gtr.	87-88	Werebear, Les.
88-89	Ghost, Gtr.	86-87	Werebear, Les.	89-90	Ghost, Les.	89-90	Werejackal
90	Darkhunter	88-89	Werejackal	91	Darkhunter	91	Gratar, Grey
91	Djinn, Jann	90	Homonculous	92	Djinn, Jann	92	Homonculous
92	Djinn, Jinn	91	Sky Shark	93	Djinn, Jinn	93	Sphinx
93	Faerie Dragon	92	Sphinx	94	Faerie Dragon	94	Wereboar
94	Gloombird	93	Tove	95	Gloombird	95	Winged Panther, Gtr.
95	Gratar, Grey	94	Wereboar	96-105	Avinarc	96-105	Spectre, Les.
96-105	Ansilius	95	Winged Panther, Gtr.	106-115	Black Paladin	106-115	Spectre, Maj.
106-115	Avinarc	96-105	Quishad	116-125	Djinn, Ifrit	116-125	Spectre, Mnr.
116-125	Black Paladin	106-115	Revenant	126-135	Doppleganger	126-135	Vampire, Gtr.
126-135	Clivimis	116-125	Spectre, Les.	136-145	Gratar, Red	136-145	Vampire, Les.
136-145	Djinn, Ifrit	126-135	Spectre, Maj.	146-155	Grey Noble	146-155	Vampire, Mnr.
146-155	Doppleganger	136-145	Spectre, Mnr.	156-165	Living Ghoul	156-165	Warcat, Les.
156-165	Gratar, Red	146-155	Vampire, Gtr.	166-175	Plon	166-175	Werelion, Les.
166-175	Grey Noble	156-165	Vampire, Les.	176-185	Quishad	176-185	Weretiger, Les.
176-185	Living Ghoul	166-175	Vampire, Mnr.	186-195	Revenant	186-190	Shadow Assassin, Ma.
186-195	Mist Monster	176-185	Warcat, Les.	196-200	Carn. Flying Monkeys	191-195	Silverscale, Dragon
196-205	Plon	186-195	Werelion, Les.	201-205	Changling	196-200	Urloc
206-210	Carn. Flying Monkeys	196-205	Weretiger, Les.	206-210	Djinn, Marid	201-205	Wraith, Gtr.
211-215	Changling	206-210	Shadow Assassin, Ma.	211-215	Shadow Assassin, Gtr.	206-210	Wraith, Les.
216-220	Djinn, Marid	211-215	Silverscale, Dragon	216-220	Shadow Assassin, Les.	211-230	Vampiric Gorgon
221-225	Shadow Assassin, Gtr.	216-220	Urloc	221-240	Lich, Standard	231-250	Vampiric Werewolf
226-230	Shadow Assassin, Les.	221-225	Wraith, Gtr.	241-260	Monastic Lich	251+	Warcat, Gtr.
231-250	Lich, Standard	226-230	Wraith, Les.	261+	Multi-Spider		
251-270	Monastic Lich	231-250	Vampiric Gorgon				
271+	Multi-Spider	251-270	Vampiric Werewolf				
		271+	Warcat, Gtr.				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.4 VOLCANIC AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnmas (1-50)		Climates: hnmas (51-100)		Climates: wktcf (1-50)		Climates: wktcf (51-100)	
1-5	UNIV. ANIMALS	1-7	UNIV. ANIMALS	1-7	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-14	UNIV. MONSTERS	8-16	UNIV. MONSTERS	8-16	UNIV. MONSTERS	6-15	UNIV. MONSTERS
15-20	SOCIAL/CULTURE	17-23	SOCIAL/CULTURE	17-22	SOCIAL/CULTURE	16-20	SOCIAL/CULTURE
21-30	TERRAIN	24-33	TERRAIN	23-33	TERRAIN	21-32	TERRAIN
31-36	WATER SOURCE	34-40	WATER SOURCE	34-39	WATER SOURCE	33-41	WATER SOURCE
37-42	VEGETATION	41-47	VEGETATION	40-45	VEGETATION	42-50	VEGETATION
43-48	Special or Re-roll	48-54	Special or Re-roll	46-53	Special or Re-roll	51-58	Special or Re-roll
49-60	Brontosaur/Apatasaur	55-62	Stegosaur	54-65	Brontosaur/Apatasaur	59-66	Stegosaur
61-68	Gratar, Green	63-66	Pathershark	66-73	Gratar, Green	67-70	Pathershark
69-72	Gratar, Yellow	67-70	Spiderbat, Small	74-77	Gratar, Yellow	71-74	Spiderbat, Small
73-76	Gyascutus	71-74	Triceratops	78-81	Gyascutus	75-78	Triceratops
77-80	Manticore	75-78	Tyrannosaur	82-85	Manticore	79-82	Tyrannosaur
81-82	Abraxas	79-80	Spider, Poisonous	86-87	Blacksnake	83-84	Spider, Poisonous
83-84	Blacksnake	81-82	Winged Eel, Electric	88-89	Gratar, Black	85-86	Winged Eel, Electric
85-86	Gratar, Black	83-84	Zphr. Hound, Fire	90	Anklosaur	87-88	Zphr. Hound, Water
87-88	Scorpion	85-86	Zphr. Hound, Water	91	Euryale	89	Griffin
89	Anklosaur	87-88	Siren	92	Faerie Dragon	90	Minotaur
90	Euryale	89	Minotaur	93	Giant Skeleton, Gtr.	91	Quetzelquatl
91	Faerie Dragon	90	Quetzelquatl	94	Giant Skeleton, Les.	92	Skeletal Tyrannosaur
92	Gemsting	91	Skeletal Tyrannosaur	95	Great Spider, Gtr.	93	Spectral Tyrannosaur
93	Giant Skeleton, Gtr.	92	Spectral Tyrannosaur	96-105	Cave Drake	94	Winged Panther, Gtr.
94	Giant Skeleton, Les.	93	Winged Panther, Gtr.	106-115	Djinn, Ifrit	95	Zphr. Hound, Vapor
95	Great Spider, Gtr.	94	Zphr. Hound, Vapor	116-125	Djinn, Shaitan	96-105	Mist Monster
96-105	Cave Drake	95	Griffin	126-135	Dragonian	106-115	Spiderbat, Large
106-115	Centaur, Scorpion	96-105	Lammasu	136-140	Carn. Flying Monkeys	116-125	Warcat, Les.
116-125	Djinn, Ifrit	106-115	Mist Monster	141-145	Cold Drake	126-135	Wild Hunt Hound
126-135	Djinn, Shaitan	116-125	Spiderbat, Large	146-150	Flame Beast	136-140	Gas Drake
136-145	Dragonian	126-135	Warcat, Les.	151-170	Light Drake	141-145	Great Spider, Maj.
146-155	Fire Giant	136-145	Wild Hunt Hound	171+	Tracha	146-150	Plasma Drake
156-160	Carn. Flying Monkeys	146-150	Great Spider, Maj.			151+	Warcat, Gtr.
161-165	Flame Beast	151-155	Plasma Drake				
166-170	Gas Drake	156-175	Tracha				
171+	Light Drake	176+	Warcat, Gtr.				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.5 CAVERN COMPLEXES ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnskw (1-50)		Climates: hnmas (51-100)		Climates: wktcf (1-50)		Climates: wktcf (51-100)	
1-7	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-7	UNIV. ANIMALS
8-15	UNIV. MONSTERS	7-12	UNIV. MONSTERS	7-12	UNIV. MONSTERS	8-14	UNIV. MONSTERS
16-21	SOCIAL/CULTURE	13-17	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	15-20	SOCIAL/CULTURE
22-29	TERRAIN	18-24	TERRAIN	19-24	TERRAIN	21-27	TERRAIN
30-35	WATER SOURCE	25-30	WATER SOURCE	25-30	WATER SOURCE	28-33	WATER SOURCE
36-41	VEGETATION	31-35	VEGETATION	31-36	VEGETATION	34-39	VEGETATION
42-49	Special or Re-roll	36-40	Special or Re-roll	37-42	Special or Re-roll	40-46	Special or Re-roll
50-57	Bat, Common	41-48	Gargoyle	43-50	Bat, Common	47-54	Gratar, Green
58-61	Bone Worm	49-56	Gratar, Green	51-58	Gargoyle	55-58	Naga
62-65	Empusa	57-60	Spiderbat, Small	59-62	Bone Worm	59-62	Spiderbat, Small
66-69	Gratar, Yellow	61-64	Stone Troll	63-66	Empusa	63-66	Stone Troll
70-73	Manticore	65-68	Wererat	67-70	Gratar, Yellow	67-70	Wererat
74-77	Naga	69-72	Winged Eel, Moray	71-74	Ice Spider	71-74	Winged Eel, Moray
78-79	Blacksnake	73-76	Zephyr Hound, Ice	75-78	Manticore	75-78	Zephyr Hound, Ice
80-81	Caustic Slime	77-78	Sky Manta	79-80	Blacksnake	79-80	Sky Manta
82-83	Chameleon Amoeba	79-80	Tatzelwurm	81-82	Caustic Slime	81-82	Tatzelwurm
84-85	Furtheis	81-82	Winged Eel, Electric	83-84	Chameleon Amoeba	83-84	Winged Eel, Electric
86-87	Gratar, Black	83-84	Zephyr Hound, Fire	85-86	Furtheis	85-86	Zephyr Hound, Fire
88-89	Red Jaw	85-86	Zephyr Hound, Storm	87-88	Gratar, Black	87-88	Zephyr Hound, Storm
90-90	Cave Troll	87-88	Zephyr Hound, Water	89-90	Red Jaw	89-90	Zephyr Hound, Water
91	Darkhunter	89	Gratar, Grey	91	Cave Troll	91	Giant Skeleton, Lesser
92	Euryale	90	Great Spider, Gtr.	92	Darkhunter	92	Gratar, Grey
93	Faerie Dragon	91	Minotaur	93	Euryale	93	Great Spider, Gtr.
94	Giant Skeleton, Gtr.	92	Quetzelquatl	94	Faerie Dragon	94	Winged Panther, Gtr.
95	Giant Skeleton, Lesser	93	Winged Panther, Gtr.	95	Giant Skeleton, Gtr.	95	Zephyr Hound, Night
96-105	Cave Worm	94	Zehphyr Hound, Vapor	96-105	Cave Worm	96-105	Leorgon
106-115	Djinn, Ifrit	95	Zephyr Hound, Night	106-115	Djinn, Ifrit	106-115	Mist Monster
116-125	Doppleganger	96-105	Mist Monster	116-125	Doppleganger	116-125	Neng
126-135	Dragonian	106-115	Neng	126-135	Dragonian	126-135	Quishad
136-145	Geryon	116-125	Quishad	136-145	Gorgon	136-145	Snow Troll
146-155	Gorgon	126-135	Rancid	146-155	Gratar, Red	146-155	Spiderbat, Large
156-165	Gratar, Red	136-145	Snow Troll	156-165	Klugala	156-165	Succubus/Incubus
166-175	Klugala	146-155	Spiderbat, Large	166-175	Lammasu	166-175	Vampiric Troll
176-185	Lammasu	156-165	Succubus/Incubus	176-180	Bone Golem	176-185	Warcat, Lesser
186-195	Leorgon	166-175	Vampiric Troll	181-185	Carn. Flying Monkeys	186-190	Great Spider, Major
196-200	Bone Golem	176-185	Warcat, Lesser	186-190	Cold Drake	191-195	Plasma Drake
201-205	Carn. Flying Monkeys	186-190	Great Spider, Major	191-195	Gas Drake	196-200	Urloc
206-210	Cold Drake	191-195	Plasma Drake	196-215	Lich, Classic	201-205	Vile
211-215	Gas Drake	196-200	Urloc	216-235	Lich, Standard	206-225	Multi-Spider
216-235	Lich, Classic	201-205	Vile	236+	Light Drake	226-245	Tracha
236-255	Lich, Standard	206-225	Multi-Spider			246+	Warcat, Gtr.
256+	Light Drake	226-245	Tracha				
		246+	Warcat, Gtr.				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.6 BATTLEFIELDS/SHIPWRECKS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS
5-8	UNIV. MONSTERS	5-8	UNIV. MONSTERS	5-9	UNIV. MONSTERS	5-8	UNIV. MONSTERS
9-12	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE
13-16	TERRAIN	13-16	TERRAIN	14-18	TERRAIN	13-16	TERRAIN
17-20	WATER SOURCE	17-20	WATER SOURCE	19-22	WATER SOURCE	17-20	WATER SOURCE
21-24	VEGETATION	21-24	VEGETATION	23-26	VEGETATION	21-24	VEGETATION
25-28	Special or Re-roll	25-30	Special or Re-roll	27-31	Special or Re-roll	25-28	Special or Re-roll
29-36	Created Undead I	31-38	Created Undead VI	32-39	Created Undead I	29-36	Created Undead V
37-44	Created Undead II	39-46	Ghoul, Greater	40-47	Created Undead II	37-44	Created Undead VI
45-52	Created Undead III	47-54	Ghoul, Lesser	48-55	Created Undead III	45-52	Ghoul, Greater
53-60	Created Undead IV	55-62	Phantom	56-63	Created Undead IV	53-60	Ghoul, Lesser
61-68	Created Undead V	63-66	Roaming Hand	64-67	Bone Worm	61-68	Phantom
69-72	Bone Worm	67-70	Spiderbat, Small	68-71	Corpse Light, Candle	69-72	Spiderbat, Small
73-76	Corpse Light, Candle	71-74	Winged Eel, Moray	72-75	Ghost, Headless	73-76	Winged Eel, Moray
77-80	Ghost, Headless	75-78	Zombie	76-79	Roaming Hand	77-80	Zombie
81-82	Apparition	79-80	Rotting Corpse	80-81	Apparition	81-82	Sky Manta
83-84	Blacksnake	81-82	Sky Manta	82-83	Blacksnake	83-84	Swamp Star
85-86	Ghost, Greater	83-84	Swamp Star	84-85	Ghost, Greater	85-86	Wight, Lesser
87-88	Ghost, Lesser	85-86	Wight, Lesser	86-87	Ghost, Lesser	87-88	Wight, Major
89-90	Ghost, Minor	87-88	Wight, Major	88-89	Ghost, Minor	89-90	Wight, Minor
91-92	Nightguant	89-90	Wight, Minor	90-91	Nightguant	91-92	Winged Eel, Electric
93	Corpse Light, Lantern	91-92	Winged Eel, Electric	92-93	Rotting Corpse	93	Ghoulking
94	Disembodied Head	93	Gloombird	94	Corpse Light, Lantern	94	Gloombird
95	Ghoulking	94	Phantom Steed	95	Disembodied Head	95	Phantom Steed
96-105	Black Paladin	95	Quetzelquatl	96-105	Black Paladin	96-105	Grey Noble
106-115	Bloodbeast, Greater	96-105	Neng	106-115	Bloodbeast, Greater	106-115	Neng
116-125	Bloodbeast, Lesser	106-115	Skeleton, Ice	116-125	Bloodbeast, Lesser	116-125	Skeleton, Ice
126-135	Demon Dog	116-125	Spiderbat, Large	126-135	Demon Dog	126-135	Spiderbat, Large
136-145	Djinn, Ifrit	126-135	Succubus/Incubus	136-145	Djinn, Ifrit	136-145	Succubus/Incubus
146-155	Djinn, Shaitan	136-145	Wild Hunt Hound	146-155	Djinn, Shaitan	146-155	Wild Hunt Hound
156-160	Carn. Flying Monkeys	146-155	Grey Noble	156-160	Carn. Flying Monkeys	156-160	Djinn, Marid
161-165	Demon Horse	156-160	Djinn, Marid	161-165	Demon Horse	161-165	Wraith, Greater
166-170	Demonic Protoplasm	161-165	Wraith, Greater	166-170	Demonic Protoplasm	166-170	Wraith, Lesser
171+	Demon Drake	166-170	Wraith, Lesser	171+	Demon Drake	171+	Demon Scourge
		171+	Demon Scourge				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.7 RURAL INHABITED/CULTIVATED AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

Climates: hatcf (1-50)		Climates: hatcf (51-100)		Climates: nwmsk (1-50)		Climates:nwmsk (51-100)	
1-8	UNIV. ANIMALS	1-8	UNIV. ANIMALS	1-7	UNIV. ANIMALS	1-8	UNIV. ANIMALS
9-13	UNIV. MONSTERS	9-13	UNIV. MONSTERS	8-12	UNIV. MONSTERS	9-13	UNIV. MONSTERS
14-22	SOCIAL/CULTURE	14-22	SOCIAL/CULTURE	13-21	SOCIAL/CULTURE	14-22	SOCIAL/CULTURE
23-28	TERRAIN	23-27	TERRAIN	22-26	TERRAIN	23-28	TERRAIN
29-34	WATER SOURCE	28-32	WATER SOURCE	27-31	WATER SOURCE	29-34	WATER SOURCE
35-40	VEGETATION	33-37	VEGETATION	32-36	VEGETATION	35-40	VEGETATION
41-45	Special or Re-roll	38-42	Special or Re-roll	37-41	Special or Re-roll	41-45	Special or Re-roll
46-53	Dog, Common	43-50	Gratar, Green	42-49	Dog, Common	46-53	Gratar, Green
54-61	Gorcrow	51-58	Werewolf, Lesser	50-57	Gorcrow	54-61	Werewolf, Lesser
62-65	Ghost Wolf	59-62	Pooka	58-61	Ghost Wolf	62-65	Pooka
66-69	Gratar, Yellow	63-66	Spiderbat, Small	62-65	Gratar, Yellow	66-69	Spiderbat, Small
70-73	Nasti	67-70	Wererat	66-69	Jackalope	70-73	Wererat
74-77	Pathershark	71-74	Winged Eel, Moray	70-73	Nasti	74-77	Winged Eel, Moray
78-79	Blacksnake	75-76	Gratar, Black	74-77	Pathershark	78-79	Gratar, Black
80-81	Furtheis	77-78	Lambtree	78-79	Blacksnake	80-81	Sky Manta
82-83	Ghost, Greater	79-80	Sky Manta	80-81	Furtheis	82-83	Werebear, Lesser
84-85	Ghost, Lesser	81-82	Werebear, Lesser	82-83	Ghost, Greater	84-85	Werejackal
86-87	Ghost, Minor	83-84	Werejackal	84-85	Ghost, Lesser	86-87	Winged Eel, Electric
88	Banshee	85-86	Winged Eel, Electric	86-87	Ghost, Minor	88	Rumtifusel
89	Djinn, Jann	87	Rumtifusel	88	Banshee	89	Shadow, Greater
90	Djinn, Jinn	88	Shadow, Greater	89	Djinn, Jann	90	Shadow, Lesser
91	Faerie Dragon	89	Shadow, Lesser	90	Djinn, Jinn	91	Skeleton, Lord
92	Homonculous	90	Skeleton, Lord	91	Faerie Dragon	92	Skeleton, Sovereign
93	Killer Rabbit	91	Skeleton, Sovereign	92	Homonculous	93	Viperhawk
94	Mistraven	92	Tove	93	Killer Rabbit	94	Wereboar
95	Quetzelquatl	93	Viperhawk	94	Mistraven	95	Winged Panther, Gtr.
96-105	Avinarc	94	Wereboar	95	Quetzelquatl	96-105	Plon
106-115	Djinn, Ifrit	95	Winged Panther, Gtr.	96-105	Ansilius	106-115	Spiderbat, Large
116-125	Djinn, Shaitan	96-105	Horse Viper	106-115	Avinarc	116-125	Succubus/Incubus
126-135	Doppleganger	106-115	Plon	116-125	Bloodbloom	126-135	Warcat, Lesser
136-145	Horse Viper	116-125	Spiderbat, Large	126-135	Clivimis	136-145	Werelion, Lesser
146-150	Carn. Flying Monkeys	126-135	Succubus/Incubus	136-145	Djinn, Ifrit	146-155	Weretiger, Lesser
151-155	Changling	136-145	Warcat, Lesser	146-155	Djinn, Shaitan	156-160	Djinn, Marid
156+	Warcat, Greater	146-155	Werelion, Lesser	156-165	Doppleganger	161-165	Mara
		156-165	Weretiger, Lesser	166-170	Carn. Flying Monkeys	166+	Silverscale, Dragon
		166-170	Mara	171-175	Changling		
		171+	Silverscale, Dragon	176-180	Djinn, Marid		
				181+	Warcat, Greater		

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.8 CAVE ENTRANCES/OVERHANGS/LAIRS ENCOUNTER AREAS (SPECIAL FEATURES)

Climates: ntwms (1-50)		Climates: hnmas (51-60)		Climates: hatcf (1-50)		Climates:wktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS
6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	7-12	UNIV. MONSTERS
11-15	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	11-17	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE
16-20	TERRAIN	16-20	TERRAIN	18-22	TERRAIN	19-24	TERRAIN
21-25	WATER SOURCE	21-25	WATER SOURCE	23-27	WATER SOURCE	25-30	WATER SOURCE
26-30	VEGETATION	26-30	VEGETATION	28-32	VEGETATION	31-36	VEGETATION
31-35	Special or Re-roll	31-35	Special or Re-roll	33-37	Special or Re-roll	37-41	Special or Re-roll
36-43	Bat, Common	36-43	Gargoyle	38-45	Bat, Common	42-49	Gratar, Green
44-47	Arachat	44-51	Gratar, Green	46-53	Gargoyle	50-53	Pathershark
48-51	Elothere	52-55	Manticore	54-57	Arachat	54-57	Spiderbat, Small
52-55	Ghost Wolf	56-59	Pathershark	58-61	Elothere	58-61	Stone Troll
56-59	Gratar, Yellow	60-63	Spiderbat, Small	62-65	Ghost Wolf	62-65	Winged Eel, Moray
60-63	Gyascutus	64-67	Stone Troll	66-69	Gratar, Yellow	66-69	Zephyr Hound, Ice
64-67	Jackalope	68-71	Winged Eel, Moray	70-73	Manticore	70-71	Nightguant
68-69	Blacksnake	72-75	Zephyr Hound, Ice	74-75	Blacksnake	72-73	Ogre
70-71	Bounder	76-77	Ogre	76-77	Bounder	74-75	Red Jaw
72-73	Caustic Slime	78-79	Red Jaw	78-79	Caustic Slime	76-77	Smilodon
74-75	Cerebus	80-81	Smilodon	80-81	Cerebus	78-79	Tatzelwurm
76-77	Chameleon Amoeba	82-83	Tatzelwurm	82-83	Chameleon Amoeba	80-81	Winged Eel, Electric
78-79	Furtheis	84-85	Winged Eel, Electric	84-85	Furtheis	82-83	Zephyr Hound, Fire
80-81	Gratar, Black	86-87	Zephyr Hound, Fire	86-87	Gratar, Black	84-85	Zephyr Hound, Storm
82-83	Great Wasp	88-89	Zephyr Hound, Storm	88-89	Great Wasp	86-87	Zephyr Hound, Water
84-85	Nightguant	90-91	Zephyr Hound, Water	90	Cave Troll	88	Great Spider, Greater
86	Cave Troll	92	Great Spider, Greater	91	Djinn, Jinn	89	Griffin
87	Djinn, Jinn	93	Griffin	92	Euryale	90	Quetzelquatl
88	Euryale	94	Quetzelquatl	93	Faerie Dragon	91	Sphinx
89	Faerie Dragon	95	Sphinx	94	Feliss	92	Winged Panther, Gtr.
90	Feliss	96-105	Neng	95	Giant Skeleton, Gtr.	93	Zehphyr Hound, Vapor
91	Giant Skeleton, Gtr.	106-115	Snow Troll	96-105	Cyclops	94	Zephyr Hound, Night
92	Giant Skeleton, Lesser	116-125	Spiderbat, Large	106-115	Geryon	95	Giant Skeleton, Lesser
93	Winged Panther, Gtr.	126-135	Succubus/Incubus	116-125	Gorgon	96-105	Neng
94	Zehphyr Hound, Vapor	136-145	Vampiric Troll	126-135	Klugala	106-115	Snow Troll
95	Zephyr Hound, Night	146-155	Warcat, Lesser	136-145	Lammasu	116-125	Spiderbat, Large
96-105	Cyclops	156-160	Cold Drake	146-155	Leorgon	126-135	Succubus/Incubus
106-115	Geryon	161-165	Gas Drake	156-160	Carn. Flying Monkeys	136-145	Vampiric Troll
116-125	Gorgon	166-185	Multi-Spider	161-165	Cold Drake	146-155	Warcat, Lesser
126-135	Klugala	186-205	Tracha	166-185	Lich, Classic	156-160	Gas Drake
136-145	Lammasu	206+	Warcat, Greater	186+	Light Drake	161-180	Multi-Spider
146-155	Leorgon					181-200	Tracha
156-160	Carn. Flying Monkeys					201+	Warcat, Greater
161-180	Lich, Classic						
181+	Light Drake						

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.4.9 BURIAL AREAS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-14	UNIV. MONSTERS	7-15	UNIV. MONSTERS	7-15	UNIV. MONSTERS	6-14	UNIV. MONSTERS
15-19	SOCIAL/CULTURE	16-20	SOCIAL/CULTURE	16-20	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE
20-24	TERRAIN	21-26	TERRAIN	21-26	TERRAIN	20-25	TERRAIN
25-29	WATER SOURCE	27-31	WATER SOURCE	27-31	WATER SOURCE	26-30	WATER SOURCE
30-34	VEGETATION	32-36	VEGETATION	32-36	VEGETATION	31-35	VEGETATION
35-43	Special or Re-roll	37-45	Special or Re-roll	37-45	Special or Re-roll	36-44	Special or Re-roll
44-51	Created Undead I	46-53	Created Undead IV	46-53	Ghoul, Greater	45-52	Skeleton, Greater
52-59	Created Undead II	54-61	Created Undead V	54-61	Ghoul, Lesser	53-60	Skeleton, Lesser
60-67	Created Undead III	62-69	Created Undead VI	62-69	Phantom	61-68	Skeleton, Minor
68-71	Bone Worm	70-73	Spiderskull	70-73	Necros	69-72	Manticore
72-75	Corpse Light, Candle	74-77	Wight, Barrow	74-77	Roaming Hand	73-76	Mummy, Greater
76-79	Ghost Wolf	78-81	Zombie	78-81	Spiderbat, Small	77-80	Mummy, Lesser
80-83	Ghost, Headless	82-83	Furtheis	82-83	Rotting Corpse	81-82	Skullpack
84-85	Apparition	84-85	Ghost, Greater	84-85	Skeleton, Iron	83-84	Swamp Star
86-87	Blacksnake	86-87	Ghost, Lesser	86-87	Skullbat, Greater	85-86	Wight, Lesser
88-89	Dark Apparition	88-89	Ghost, Minor	88-89	Skullbat, Major	87-88	Wight, Major
90-91	Frzzzm, Normal	90-91	Nightguant	90-91	Skullbat, Minor	89-90	Wight, Minor
92	Corpse Light, Lantern	92	Djinn, Jann	92	Gloombird	91	Shadow, Lesser
93	Demons o/t 1st Pale	93	Djinn, Jinn	93	Phantom Steed	92	Skeleton, Lord
94	Demons o/t 2nd Pale	94	Faerie Dragon	94	Quetzelquatl	93	Skeleton, Sovereign
95	Disembodied Head	95	Ghoulking	95	Shadow, Greater	94	Skullbeast
96-105	Arcarva	96-105	Dirge, Greater	96-105	Living Ghoul	95	Winged Panther, Gtr.
106-115	Black Paladin	106-115	Dirge, Lesser	106-115	Neng	96-105	Thorned Demon
116-125	Bloodbeast, Greater	116-125	Dirge, Major	116-125	Nightwing	106-115	Tlaque
126-135	Bloodbeast, Lesser	126-135	Dirge, Minor	126-135	Rashtar	116-125	Traag
136-145	Corvox	136-145	Djinn, Shaitan	136-145	Revenant	126-135	Undead Mass
146-155	Culraug	146-155	Dreadwing	146-155	Skeleton, Ice	136-145	Vampire, Greater
156-165	Daerauk	156-165	Frzzzm, Large	156-165	Smoke Demon	146-155	Vampire, Lesser
166-175	Deadhel	166-175	Giant Skull	166-175	Spectre, Lesser	156-165	Vampire, Minor
176-185	Demon Dog	176-185	Grey Noble	176-185	Spectre, Major	166-175	Warcat, Lesser
186-195	Demons o/t 3rd Pale	186-195	Grumoz	186-195	Spectre, Minor	176-185	Warrior Demons
196-205	Demons o/t 4th Pale	196-205	Hothrog	196-205	Spiderbat, Large	186-195	Wild Hunt Hound
206-210	Acid Demon	206-210	Demons o/t 6th Pale	206-210	Ice Demon	196-200	Storm Demon
211-215	Black Stalker	211-215	Eraditor	211-215	Mara	201-205	Sword Demon
216-220	Bone Golem	216-220	Frzzzm, Giant	216-220	Mind-Eaters	206-210	Thauredhel
221-225	Carn. Flying Monkeys	221-225	Gas Drake	221-225	Naruak	211-215	Vampiric Centaur
226-230	Celebdel	226-230	Glaar	226-230	Noh-Kef	216-220	Wraith, Greater
231-235	Demon Horse	231-235	Gogonaur	231-235	Plague Demon	221-225	Wraith, Lesser
236-240	Demonic Protoplasm	236-240	Hodhedhel	236-240	Shade Demon	226-230	Xyr
241-245	Demons o/t 5th Pale	241-245	Huntarr	241-245	Shadow Demon	231-235	Yathlu
246-265	Althoi	246-265	Maleskari	246-265	Sith	236-255	Warcat, Greater
266-285	Demon Drake	266-285	Moglath	266-285	Terrorite	256-275	Wrath, Greater
286-305	Demon Scourge	286-305	Noble Gogonaur	286-305	Tresh	276-295	Wrath, Major
306-325	Demons Beyond Pale	306-325	Ordainder Raukamar	306-325	Uthuro	296-315	Wrath, Minor
326+	Lich, Classic	326-345	Ordainer Moloch	326-345	Vampiric Gorgon	316+	Yrrigav
		346+	Rhodintor	346+	Veyrr		

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

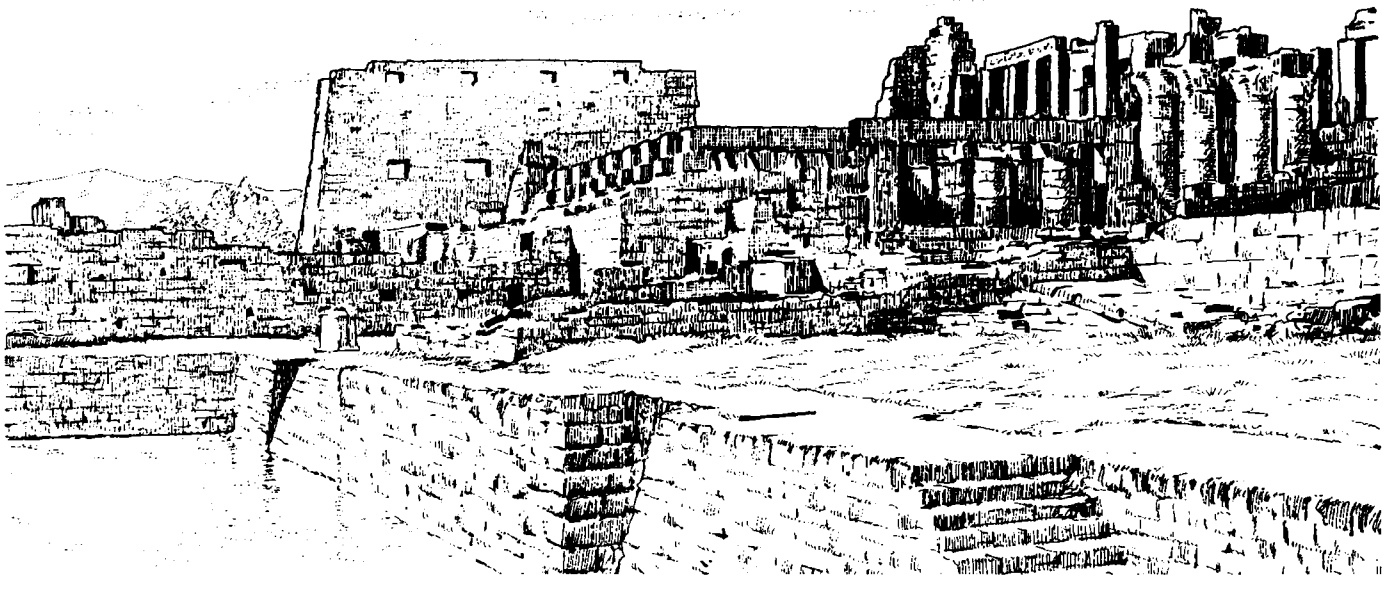
20.4.10 RUINS ENCOUNTER TABLE (SPECIAL FEATURES)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-16	TERRAIN	14-17	TERRAIN	14-17	TERRAIN	14-17	TERRAIN
17-19	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE
20-22	VEGETATION	22-25	VEGETATION	22-24	VEGETATION	22-24	VEGETATION
23-25	Special or Re-roll	26-29	Special or Re-roll	25-27	Special or Re-roll	25-27	Special or Re-roll
26-33	Created Undead I	30-37	Created Undead V	28-35	Ghoul, Greater	28-35	Skeleton, Greater
34-41	Created Undead II	38-45	Created Undead VI	36-43	Ghoul, Lesser	36-43	Skeleton, Lesser
42-49	Created Undead III	46-53	Gargoyle	44-51	Gratar, Green	44-51	Skeleton, Minor
50-57	Created Undead IV	54-57	Manticore	52-59	Phantom	52-59	Werewolf, Lesser
58-61	Arachat	58-61	Mummy, Greater	60-63	Roaming Hand	60-63	Wight, Barrow
62-65	Bone Worm	62-65	Mummy, Lesser	64-67	Spiderbat, Small	64-67	Winged Eel, Moray
66-69	Corpse Light, Candle	66-69	Necros	68-71	Spiderskull	68-71	Zephyr Hound, Ice
70-73	Ghost Wolf	70-73	Pathershark	72-75	Wererat	72-75	Zombie
74-77	Gratar, Yellow	74-75	Ghost, Lesser	76-77	Skullbat, Major	76-77	Wight, Lesser
78-79	Apparition	76-77	Ghost, Minor	78-79	Skullbat, Minor	78-79	Wight, Major
80-81	Blacksnake	78-79	Gratar, Black	80-81	Skullpack	80-81	Wight, Minor
82-83	Caustic Slime	80-81	Nightguant	82-83	Sky Manta	82-83	Winged Eel, Electric
84-85	Dark Apparition	82-83	Rotting Corpse	84-85	Swamp Star	84-85	Zephyr Hound, Fire
86-87	Frzzzm, Normal	84-85	Skeleton, Iron	86-87	Werebear, Lesser	86-87	Zephyr Hound, Storm
88-89	Furtheis	86-87	Skullbat, Greater	88-89	Werejackal	88-89	Zephyr Hound, Water
90-91	Ghost, Greater	88	Djinn, Jinn	90	Minotaur	90	Skeleton, Sovereign
92	Banshee	89	Faerie Dragon	91	Phantom Steed	91	Skullbeast
93	Corpse Light, Lantern	90	Feliss	92	Quetzelquatl	92	Wereboar
94	Darkhunter	91	Firephantom	93	Shadow, Greater	93	Winged Panther, Gtr.
95	Demons o/t 1st Pale	92	Ghoulking	94	Shadow, Lesser	94	Zehphyr Hound, Vapor
96-105	Androsphinx	93	Gloombird	95	Skeleton, Lord	95	Zephyr Hound, Night
106-115	Arcarva	94	Demons o/t 2nd Pale	96-105	Mist Monster	96-105	Thorned Demon
116-125	Black Paladin	95	Disembodied Head	106-115	Mrem	106-115	Tlaque
126-135	Bloodbeast, Greater	96-105	Dirge, Major	116-125	Neng	116-125	Traag
136-145	Bloodbeast, Lesser	106-115	Dirge, Minor	126-135	Nightwing	126-135	Undead Mass
146-155	Corvox	116-125	Djinn, Ifrit	136-145	Quishad	136-145	Vampire, Greater
156-165	Culraug	126-135	Djinn, Shaitan	146-155	Rashtar	146-155	Vampire, Lesser
166-175	Daerauk	136-145	Doppleganger	156-165	Revenant	156-165	Vampire, Minor
176-185	Deadhel	146-155	Dreadwing	166-175	Skeleton, Ice	166-175	Warcat, Lesser
186-195	Demon Dog	156-165	Frzzzm, Large	176-185	Smoke Demon	176-185	Warrior Demons
196-205	Demons o/t 3rd Pale	166-175	Geryon	186-195	Spectre, Lesser	186-195	Werelion, Lesser
206-215	Demons o/t 4th Pale	176-185	Giant Skull	196-205	Spectre, Major	196-205	Weretiger, Lesser
216-225	Dirge, Greater	186-195	Gorgon	206-215	Spectre, Minor	206-215	Wild Hunt Hound
226-235	Dirge, Lesser	196-205	Grey Noble	216-225	Spiderbat, Large	216-220	Sword Demon
236-245	Succubus/Incubus	206-215	Grumoz	226-230	Mind-Eaters	221-225	Thauredhel
246-250	Absorber	216-225	Hothrog	231-235	Naruak	226-230	Urloc
251-255	Acid Demon	226-235	Leorgon	236-240	Noh-Kef	231-235	Vampiric Centaur
256-260	Black Stalker	236-245	Living Ghoul	241-245	Plague Demon	236-240	Wraith, Greater
261-265	Bone Golem	246-250	Djinn, Marid	246-250	Plasma Drake	241-245	Wraith, Lesser
266-270	Carn. Flying Monkeys	251-255	Drake, Undead	251-255	Shade Demon	246-250	Xyr
271-275	Celebdel	256-260	Eraditor	256-260	Shadow Assassin, Gtr.	251-255	Yathlu
276-280	Cold Drake	261-265	Frzzzm, Giant	261-265	Shadow Assassin, Les.	256-275	Sith
281-285	Demonic Protoplasm	266-270	Gas Drake	266-270	Shadow Assassin, Mj.	276-295	Spajlen-Tier
286-290	Demons o/t 5th Pale	271-275	Glaar	271-275	Shadow Demon	296-315	Terrorite
291-295	Demons o/t 6th Pale	276-280	Gogonaur	276-280	Storm Demon	316-335	Tracha
296-300	Dictic	281-285	Hodhedhel	281-300	Maleskari	336-355	Tresh
301-320	Althoi	286-290	Huntarr	301-320	Moglath	356-375	Uthuro
321-340	Demon Drake	291-295	Ice Demon	321-340	Monastic Lich	376-395	Vampiric Gorgon
341-360	Demon Scourge	296-300	Mara	341-360	Noble Gogonaur	396-415	Wrath, Greater
361-380	Demons Beyond Pale	301-320	Vampiric Werewolf	361-380	Ordainder Raukamar	416-435	Wrath, Major
381-400	Lich, Classic	321-340	Veyrr	381-400	Ordainer Moloch	436-455	Wrath, Minor
401-420	Lich, Standard	341+	Warcat, Greater	401+	Rhodintor	456+	Yrrigav
421+	Light Drake						

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.1 BREAKS/WADIS ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-4	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-3	UNIV. ANIMALS
5-7	UNIV. MONSTERS	6-8	UNIV. MONSTERS	6-8	UNIV. MONSTERS	4-6	UNIV. MONSTERS
8-10	SOCIAL/CULTURE	9-11	SOCIAL/CULTURE	9-11	SOCIAL/CULTURE	7-9	SOCIAL/CULTURE
11-13	TERRAIN	12-14	TERRAIN	12-14	TERRAIN	10-12	TERRAIN
14-16	SPEC. FEATURES	15-17	SPEC. FEATURES	15-17	SPEC. FEATURES	13-15	SPEC. FEATURES
17-19	VEGETATION	18-20	VEGETATION	18-20	VEGETATION	16-18	VEGETATION
20-22	Special or Re-roll	21-23	Special or Re-roll	21-23	Special or Re-roll	19-21	Special or Re-roll
23-32	Antelope-like Animal	24-33	Deer	24-33	Rabbit/Hare	22-31	Gabbit
33-42	Ants	34-43	Mustelid/Civet	34-43	Rats	32-41	Rodent
43-52	Beetles	44-51	Cat, Common	44-51	Gratar, Green	42-51	Wasp
53-60	Bird, Common	52-59	Dog, Common	52-59	Serpentus	52-59	Spider, Non-Pois.
61-68	Buffalo	60-67	Giant Slug, Suggram	60-67	Snake, Non-Poisonous	60-67	Wolf, Common
69-72	Black Baboon	68-71	Giraffe	68-71	Pathershark	68-71	Trivren
73-76	Camel/Llama/Alpaca	72-75	Gratar, Yellow	72-75	Salamander/Newt	72-75	Vulture
77-80	Didex	76-79	Nycamerith	76-79	Snake, Cobra	76-79	Winged Eel, Moray
81-84	Giant Slug, Spined	80-83	Owl	80-83	Snake, Pit Viper	80-83	Woodpecker
85-86	Bounder	84-85	Gratar, Black	84-85	Ihl Wolf	84-85	Snake, Viper
87-88	Dragonette	86-87	Great Boar	86-87	Jadeback	86-87	Spider, Poisonous
89-90	Falcon	88-89	Great Spider, Lesser	88-89	Scorpion	88-89	Winged Eel, Electric
91-92	Carn. Giant Slug	90-91	Hawk	90-91	Shrew	90-91	Winged Wolf
93	Centaur, Spider	92	Fell Beast	92	Great Spider, Greater	92	Werewolf, Greater
94	Electric Wasp	93	Gemsting	93	Regal Stag	93	Winged Panther, Gtr.
95	Faerie Dragon	94	Gila Monster	94	Scrav	94	Wyvern, Winged
96-105	Arcarva	95	Gratar, Grey	95	War Snail	95	Zrax
106-115	Centaur, Scorpion	96-105	Gratar, Red	96-105	Strong Elemental, Cold	96-106	Weak Elemental, Earth
116-125	Dragonian	106-115	Land Drake	106-115	Strong Elemental, Earth	107-116	Weak Elemental, Fire
126-135	Fire Drake	116-125	Mist Monster	116-125	Strong Elemental, Fire	117-126	Weretiger, Greater
136-145	Flea	126-135	Mole	126-135	Warcat, Lesser	127-136	Whitesnake
146-150	Air Drake	136-145	Oriental Dragon	136-145	Weak Elemental, Cold	137-146	Winged Panther, Les.
151-155	Great Spider, Major	146-150	Cockatrice	146-150	Dragon Salamander	147-156	Wyvern, Land
156-160	Thraxx	151-155	Werebear, Greater	151-155	Werelion, Greater	157-176	Dark Drake
161+	Basilisk	156+	Basilisk, Greater	156+	Multi-Spider	177+	Warcat, Greater



Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.2 FRESHWATER COASTS AND BANKS ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-8	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-9	UNIV. ANIMALS	1-9	UNIV. ANIMALS
9-13	UNIV. MONSTERS	10-14	UNIV. MONSTERS	10-14	UNIV. MONSTERS	10-14	UNIV. MONSTERS
14-18	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE	15-19	SOCIAL/CULTURE
19-23	TERRAIN	20-24	TERRAIN	20-24	TERRAIN	20-24	TERRAIN
24-28	SPEC. FEATURES	25-29	SPEC. FEATURES	25-29	SPEC. FEATURES	25-29	SPEC. FEATURES
29-33	VEGETATION	30-36	VEGETATION	30-36	VEGETATION	30-35	VEGETATION
34-38	Special or Re-roll	37-41	Special or Re-roll	37-41	Special or Re-roll	36-40	Special or Re-roll
39-42	Arachat	42-45	Giant Slug, Spined	42-45	Owl	41-44	Snake, Cobra
43-46	Armadillo	46-49	Giraffe	46-49	Pathershark	45-48	Snake, Pit Viper
47-50	Black Baboon	50-53	Gratar, Yellow	50-53	Piranha	49-52	Tortoise/Turtle
51-54	Didex	54-57	Horse/Donkey/Mule	54-57	Primate (Ape, etc.)	53-56	Triceratops
55-58	Dolphin/Porpoise	58-61	Lizard	58-61	Pterosaur	57-60	Trivren
59-62	Eel	62-65	Moose	62-65	Raccoon	61-64	Tyrannosaur
63-66	Elothere	66-69	Nycamerith	66-69	Salamander/Newt	65-68	Vulture
67-70	Frog/Toad	70-73	Oppossum	70-73	Snake, Boa/Python	69-72	Winged Eel, Moray
71-74	Giant Hellbender	74-75	Great Boar	74-75	Shrew	73-76	Woodpecker
75-76	Bounder	76-77	Hawk	76-77	Smilodon	77-78	Water Giant
77-78	Cerebus	78-79	Jadeback	78-79	Snake, Viper	79-80	Winged Eel, Electric
79-80	Dragonette	80-81	Koala	80-81	Spider, Poisonous	81-82	Winged Wolf
81-82	Falcon	82-83	Mongoose	82-83	Sundew	83-84	Wolverine
83-84	Flyingfish	84-85	Praying Mantis	84-85	Tick	85-86	Zephyr Hound, Storm
85-86	Carn. Giant Slug	86-87	Scorpion	86-87	Tiger	87-88	Zephyr Hound, Water
87-88	Gratar, Black	88	Elephant	88	Horned Snake	89	War Snail
89	Anklosaur	89	Faerie Dragon	89	Regal Stag	90	Werewolf, Greater
90	Battle Boar	90	Fell Beast	90	Scra Pren	91	Winged Panter, Gtr.
91	Carn. Flying Squirrels	91	Gemsting	91	Scrav	92	Wombat
92	Centaur, Spider	92	Ghoulking	92	Skeletal Tyrannosaur	93	Wyvern, Winged
93	Dreamvines	93	Giant Skeleton, Gtr.	93	Spectral Tyrannosaur	94	Zphr. Hound, Vapor
94	Eagle	94	Giant Skeleton, Lesser	94	Su	95	Zrax
95	Electric Wasp	95	Gratar, Grey	95	Viperhawk	96-105	Water Drake
96-105	Anteater	96-105	Geryon	96-105	Sea Troll	106-115	Weak Elem., Cold
106-115	Arcarva	106-115	Gratar, Red	106-115	Sirrush	116-125	Weak Elem., Earth
116-125	Centaur, Scorpion	116-125	Horribar	116-125	Sloth	126-135	Weak Elem., Fire
126-135	Dragon Turtle	126-135	Land Drake	126-135	Snow Troll	136-145	Weretiger, Greater
136-145	Dragonian	136-145	Mist Monster	136-145	Strong Elem., Cold	146-155	Whitesnake
146-155	Echidna	146-155	Mole	146-155	Strong Elem., Earth	156-165	Winged Panther, Les.
156-165	Fire Drake	156-165	Oriental Dragon	156-165	Strong Elem., Fire	166-175	Wyvern, Land
166-175	Flea	166-175	Sea Serpent	166-175	Warcat, Lesser	176-180	Thraxx
176-180	Air Drake	176-180	Cockatrice	176-180	Werelion, Greater	181-185	Werebear, Greater
181-185	Carn. Flying Monkeys	181-185	Dragon Salamander	181-200	Dark Drake	186+	Warcat, Greater
186+	Basilisk	186+	Basilisk, Greater	201+	Hydra		

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.3 GLACIER/SNOWFIELD ENCOUNTER TABLE (WATER SOURCE)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-4	UNIV. ANIMALS	1-4	UNIV. ANIMALS
7-11	UNIV. MONSTERS	7-11	UNIV. MONSTERS	5-8	UNIV. MONSTERS	5-8	UNIV. MONSTERS
12-16	SOCIAL/CULTURE	12-16	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE
17-23	TERRAIN	17-23	TERRAIN	13-17	TERRAIN	13-16	TERRAIN
24-30	SPEC. FEATURES	24-29	SPEC. FEATURES	18-22	SPEC. FEATURES	17-21	SPEC. FEATURES
31-37	VEGETATION	30-36	VEGETATION	23-27	VEGETATION	22-25	VEGETATION
38-43	Special or Re-roll	37-42	Special or Re-roll	28-32	Special or Re-roll	26-29	Special or Re-roll
44-53	Antelope-like Animal	43-52	Mustelid/Civet	33-42	Antelope-like Animal	30-39	Brontosaur/Apatasaur
54-63	Beetles	53-62	Rats	43-52	Beetles	40-49	Mustelid/Civet
64-73	Brontosaur/Apatasaur	63-70	Dog, Common	53-60	Crison	50-59	Rats
74-81	Crison	71-78	Wolf, Common	61-68	Dog, Common	60-67	Wolf, Common
82-85	Nycamerith	79-82	Owl	69-72	Furred Snake, Giant	68-71	Owl
86-87	Bear, Large	83-86	Pathershark	73-76	Gulo	72-75	Pathershark
88-89	Falcon	87-88	Jadeback	77-80	Ice Spider	76-79	Thyfur
90-91	Hawk	89-90	Shrew	81-84	Nycamerith	80-83	Zephyr Hound, Ice
92-93	Ihl Wolf	91-92	Winged Wolf	85-86	Bear, Large	84-85	Jadeback
94	Fell Beast	93	Werewolf, Greater	87-88	Falcon	86-87	Sasquatch
95	War Snail	94	Winged Panter, Gtr.	89-90	Hawk	88-89	Shrew
96-105	Condor	95	Wyvern, Winged	91-92	Ihl Wolf	90-91	Winged Wolf
106-115	Dragonian	96-105	Oriental Dragon	93	Fell Beast	92-93	Wolverine
116-125	Horribar	106-115	Strong Elem., Cold	94	War Snail	94	Winged Panter, Greater
126-135	Land Drake	116-125	Weak Elem., Cold	95	Werewolf, Greater	95	Wyvern, Winged
136-145	Mist Monster	126-135	Weretiger, Greater	96-105	Condor	96-105	Snow Troll
146-150	Air Drake	136-145	Whitesnake	106-115	Dragonian	106-115	Strong Elemental, Cold
151-155	Cockatrice	146-155	Wyvern, Land	116-125	Horribar	116-125	Weak Elemental, Cold
156-160	Dragon Salamander	156-160	Werebear, Greater	126-135	Land Drake	126-135	Weretiger, Greater
161+	Basilisk	161-165	Werelion, Greater	136-145	Mist Monster	136-145	Whitesnake
		166+	Behemoth	146-155	Oriental Dragon	146-155	Wyvern, Land
				156-160	Air Drake	156-160	Dragon Salamander
				161-165	Cockatrice	161-165	Werebear, Greater
				166-170	Cold Drake	166-170	Werelion, Greater
				171+	Basilisk	171+	Behemoth

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.4 TROPICAL ISLET/REEF/ATOLL ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-6	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS
7-11	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	7-11	UNIV. MONSTERS
12-16	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	12-17	SOCIAL/CULTURE
17-22	TERRAIN	16-20	TERRAIN	16-20	TERRAIN	18-23	TERRAIN
23-28	SPEC. FEATURES	21-25	SPEC. FEATURES	21-25	SPEC. FEATURES	24-29	SPEC. FEATURES
29-34	VEGETATION	26-30	VEGETATION	26-30	VEGETATION	30-35	VEGETATION
35-39	Special or Re-roll	31-34	Special or Re-roll	31-34	Special or Re-roll	36-40	Special or Re-roll
40-51	Antelope-like Animal	35-46	Beetles	35-46	Rats	41-52	Wasp
52-63	Ants	47-58	Mustelid/Civet	47-58	Rodent	53-60	Gratar, Green
64-71	Bird, Common	59-66	Cat, Common	59-66	Flying Lizard	61-68	Komodo Dragon
72-75	Black Baboon	67-74	Dog, Common	67-74	Giant Slug, Suggram	69-72	Snake, Pit Viper
76-79	Didex	75-78	Gratar, Yellow	75-78	Pathershark	73-76	Trivren
80-83	Giant Slug, Spined	79-82	Lizard	79-82	Scylla	77-80	Vulture
84-85	Bounder	83-86	Nycamerith	83-86	Sea Kral	81-84	Winged Eel, Moray
86-87	Dragonette	87-88	Gratar, Black	87-88	Mercat	85-86	Water Giant
88-89	Flyingfish	89-90	Great Boar	89-90	Mermen	87-88	Winged Eel, Electric
90-91	Carn. Giant Slug	91-92	Jadeback	91-92	Shrew	89-90	Zephyr Hound, Water
92	Carn. Flying Squirrels	93	Fell Beast	93	Gratar, Grey	91	Sohleugir
93	Electric Wasp	94	Giant Skeleton, Greater	94	Mergryph	92	War Snail
94	Faerie Dragon	95	Giant Skeleton, Lesser	95	Scrav	93	Winged Panter, Greater
95	Wyvern, Winged	96-105	Gratar, Red	96-105	Strong Elemental, Cold	94	Zehphyr Hound, Vapor
96-105	Arcarva	106-115	Land Drake	106-115	Strong Elemental, Earth	95	Zrax
106-115	Dragonian	116-125	Mist Monster	116-125	Strong Elemental, Fire	96-105	Weak Elemental, Earth
116-125	Echidna	126-135	Oriental Dragon	126-135	Warcat, Lesser	106-115	Weak Elemental, Fire
126-135	Fire Drake	136-145	Rancid	136-145	Weak Elemental, Cold	116-125	Whitesnake
136-145	Flea	146-150	Dragon Salamander	146-150	Carn. Flying Monkeys	126-135	Winged Panther, Les.
146-150	Air Drake	151-155	Thraxx	151-155	Cockatrice	136-145	Wyvern, Land
151+	Basilisk	156+	Basilisk, Greater	156+	Dark Drake	146+	Warcat, Greater

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.5 LAKE/RIVER ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-4	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
5-8	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
9-12	SOCIAL/CULTURE	11-16	SOCIAL/CULTURE	10-15	SOCIAL/CULTURE	10-15	SOCIAL/CULTURE
13-15	TERRAIN	17-19	TERRAIN	16-18	TERRAIN	16-18	TERRAIN
16-18	SPEC. FEATURES	20-22	SPEC. FEATURES	19-21	SPEC. FEATURES	19-21	SPEC. FEATURES
19-21	VEGETATION	23-25	VEGETATION	22-24	VEGETATION	22-24	VEGETATION
22-24	Special or Re-roll	26-28	Special or Re-roll	25-27	Special or Re-roll	25-27	Special or Re-roll
25-30	Antelope-like Animal	29-36	Deer	28-37	Ox/Water Buffalo	28-35	Rats
31-36	Beetles	37-44	Mustelid/Civet	38-47	Rabbit/Hare	36-43	Rodent
37-42	Wasp	45-49	Dog, Common	48-48	Giant Slug, Suggram	44-45	Serpentus
43-46	Allibat	50-54	Flying Lizard	49-49	Gratar, Green	46-51	Skunk
47-50	Bird, Common	55-55	Ghoul, Greater	50-52	Hippopotamus	52-57	Snake, Non-Poisonous
51-54	Buffalo	56-56	Ghoul, Lesser	53-54	Nile Monitor	58-63	Wolf, Common
55-58	Cat, Common	57-60	Giraffe	55-58	Owl	64-67	Tortoise/Turtle
59-61	Armadillo	61-64	Gratar, Yellow	59-63	Piranha	68-69	Trivren
62-64	Black Baboon	65-68	Lizard	64-68	Raccoon	70-73	Vulture
65-67	Dolphin/Porpoise	69-72	Moose	69-72	Salamander/Newt	74-74	Winged Eel, Moray
68-70	Eel	73-76	Nycamerith	73-74	Snake, Boa/Python	75-78	Woodpecker
71-73	Giant Hellbender	77-80	Oppossum	75-76	Snake, Pit Viper	79-82	Zebra
74-76	Giant Slug, Spined	81-81	Carn. Giant Slug	77-77	Lake Worm	83-83	Water Giant
77-78	Bear, Large	82-82	Gratar, Black	78-79	Lion	84-84	Wereshark, Lesser
79-80	Bear, Small	83-84	Great Boar	80-81	Mongoose	85-85	Winged Eel, Electric
81-82	Blacksnake	85-86	Hawk	82-83	Red Feeder	86-86	Winged Wolf
83-83	Bounder	87	Ihl Wolf	84-85	Red Jaw	87-88	Wolverine
84-84	Cerebus	88	Jadeback	86-87	Spider, Poisonous	89	Zephyr Hound, Storm
85-85	Dragonette	89	Koala	88-89	Tiger	90	Zephyr Hound, Water
86-87	Falcon	90	Fell Beast	90	Gratar, Grey	91	War Snail
88	Carn. Flying Squirrels	91-92	Flying Squirrel	91	Quetzelquatl	92	Werewolf, Greater
89	Centaur, Spider	93	Ghoulking	92	Regal Stag	93	Winged Panter, Greater
90-91	Eagle	94	Giant Skeleton, Gtr.	93	Scrav	94	Wombat
92	Electric Wasp	95	Giant Skeleton, Les.	94-95	Snake, Sea	95	Wyvern, Winged
93	Faerie Dragon	96-105	Flea	96-105	Pangolin	96-105	Strong Elemental, Cold
94	Zphr. Hound, Vapor	106-115	Gratar, Red	106-115	Sea Serpent	106-115	Warcat, Lesser
95	Zrax	116-125	Horribar	116-125	Sea Troll	116-125	Water Drake
96-105	Anteater	126-135	Mist Monster	126-135	Sirrush	126-135	Weak Elemental, Cold
106-115	Arcarva	136-145	Mole	136-145	Sloth	136-145	Weretiger, Greater
116-125	Condor	146-155	Oriental Dragon	146-155	Snow Troll	146-155	Whitesnake
126-135	Dragon Turtle	156-165	Wyvern, Water	156-165	Winged Panther, Lesser	156-165	Fire Drake
136-145	Dragonian	166-170	Dragon Salamander	166-170	Sea Drake	166-170	Werebear, Greater
146-155	Echidna	171-175	Panda	171-175	Thraxx	171-175	Werelion, Greater
156-160	Air Drake	176+	Hydra	176+	Warcat, Greater	176+	Wereshark, Greater
161-165	Carn. Flying Monkeys						
166+	Dark Drake						

20.5.6 MARSH/SWAMP ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-15	UNIV. ANIMALS	1-15	UNIV. ANIMALS	1-17	UNIV. ANIMALS	1-16	UNIV. ANIMALS
16-19	UNIV. MONSTERS	16-19	UNIV. MONSTERS	18-21	UNIV. MONSTERS	17-20	UNIV. MONSTERS
20-23	SOCIAL/CULTURE	20-23	SOCIAL/CULTURE	22-25	SOCIAL/CULTURE	21-24	SOCIAL/CULTURE
24-26	TERRAIN	24-26	TERRAIN	26-28	TERRAIN	25-27	TERRAIN
27-29	SPEC. FEATURES	27-29	SPEC. FEATURES	29-31	SPEC. FEATURES	28-30	SPEC. FEATURES
30-32	VEGETATION	30-32	VEGETATION	32-34	VEGETATION	31-33	VEGETATION
33-35	Special or Re-roll	33-35	Special or Re-roll	35-37	Special or Re-roll	34-36	Special or Re-roll
36-40	Allibat	36-43	Dog, Common	38-39	Giant Slug, Suggram	37-44	Snake, Non-Poisonous
41-47	Bird, Common	44-49	Flying Lizard	40-41	Gratar, Green	45-52	Spider, Non-Poisonous
48-54	Buffalo	50-55	Ghoul, Greater	42-45	Nile Monitor	53	Will of the Wisp
55-61	Cat, Common	56-61	Ghoul, Lesser	46-51	Skunk	54-61	Wolf, Common
62-64	Arachat	62	Giant Slug, Spined	52-55	Owl	62-65	Tortoise/Turtle
65-67	Armadillo	63-65	Giraffe	56	Pathershark	66-67	Trivren
68-69	Black Baboon	66-68	Gratar, Yellow	57-60	Raccoon	68-71	Vulture
70-71	Corpse Light, Candle	69-71	Lizard	61-64	Salamander/Newt	72	Winged Eel, Moray
72-74	Eel	72-74	Moose	65-68	Snake, Boa/Python	73-76	Woodpecker
75	Ghost, Headless	75	Nycamerith	69-72	Snake, Pit Viper	77-80	Zebra
76	Giant Hellbender	76-78	Oppossum	73-74	Spiderbat, Small	81-82	Bear, Large
77-78	Bear, Small	79	Ghost, Minor	75-76	Praying Mantis	83	Water Giant
79-80	Blacksnake	80	Carn. Giant Slug	77	Red Feeder	84	Wereshark, Lesser
81	Bounder	81	Gratar, Black	78-79	Shrew	85	Winged Eel, Electric
82	Dragonette	82	Great Spider, Lesser	80-81	Spider, Poisonous	86	Winged Wolf
83-84	Falcon	83-84	Hawk	82	Swamp Star	87	Zephyr Hound, Storm
85-86	Flying Frog	85	Ihl Wolf	83-84	Tapir	88	Zephyr Hound, Water
87	Ghost, Greater	86	Jadeback	85-86	Tick	89	War Snail
88	Ghost, Lesser	87-88	Mongoose	87-88	Tiger	90	Werewolf, Greater
89	Carn. Flying Squirrels	89	Fireflower	89	Horasos	91	Winged Panter, Greater
90	Centaur, Spider	90	Flying Squirrel	90	Quetzelquatl	92	Wombat
91	Corpse Light, Lantern	91	Ghoulking	91	Regal Stag	93	Wyvern, Winged
92	Darkhunter	92	Giant Skeleton, Gtr	92	Scrav	94	Zehphyr Hound, Vapor
93	Electric Wasp	93	Giant Skeleton, Les.	93	Su	95	Zrax
94	Faerie Dragon	94	Gratar, Grey	94	Swamp Octopus	96-105	Weretiger, Greater
95	Fell Beast	95	Great Spider, Greater	95	Vorasis	106-115	Whitesnake
96-105	Anteater	96-105	Land Drake	96-105	Spiderbat, Large	116-125	Winged Panther, Les.
106-115	Arcarva	106-115	Mist Monster	106-115	Strong Elem., Cold	126-135	Wyvern, Land
116-125	Deathwoode	116-125	Mole	116-125	Strong Elem., Earth	136-145	Wyvern, Water
126-135	Dragonian	126-135	Oriental Dragon	126-135	Strong Elem., Fire	146-150	Thraxx
136-145	Echidna	136-145	Pangolin	136-145	Warcat, Lesser	151-155	Werebear, Greater
146-155	Fire Drake	146-155	Rancid	146-155	Weak Elem., Cold	156-160	Werelion, Greater
156-165	Flea	156-165	Sirrush	156-165	Weak Elem., Earth	161-165	Panda
166-175	Gratar, Red	166-175	Sloth	166-175	Weak Elem., Fire	166-170	Sligguth
176-180	Absorber	176-180	Dragon Salamander	176-195	Basilisk, Greater	171-190	Tracha
181-185	Air Drake	181-185	Gas Drake	196+	Behemoth	191+	Warcat, Greater
186-190	Cockatrice	186-190	Great Spider, Major				
191-210	Basilisk	191+	Dark Drake				
211+	Wereshark, Greater						

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.7 OCEAN ENCOUNTER TABLE (WATER SOURCE)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS
11-16	SOCIAL/CULTURE	11-16	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE	11-15	SOCIAL/CULTURE
17-21	TERRAIN	17-21	TERRAIN	16-20	TERRAIN	16-20	TERRAIN
22-26	SPEC. FEATURES	22-26	SPEC. FEATURES	21-25	SPEC. FEATURES	21-25	SPEC. FEATURES
27-31	VEGETATION	27-31	VEGETATION	26-30	VEGETATION	26-30	VEGETATION
32-40	Special or Re-roll	32-40	Special or Re-roll	31-35	Special or Re-roll	31-36	Special or Re-roll
41-52	Jellyfish	41-52	Sea Anemone	36-47	Jellyfish	37-48	Sea Anemone
53-60	Crabs/Lobsters	53-60	Megalodon	48-55	Crabs/Lobsters	49-56	Seal/Sea Lion/Walrus
61-64	Dolphin/Porpoise	61-64	Sea Kral	56-63	Megalodon	57-60	Dolphin/Porpoise
65-68	Killer Whale	65-68	Shark	64-67	Lamprey	61-64	Killer Whale
69-72	Lizard	69-72	Snake, Pit Viper	68-71	Lizard	65-68	Scylla
73-76	Nator	73-76	Starfish	72-75	Nator	69-72	Shark
77-80	Octopus, Common	77-80	Viperfish	76-79	Octopus, Common	73-76	Snake, Pit Viper
81-84	Scylla	81-82	Flyingfish	80-83	Penguin	77-80	Starfish
85-86	Mermen	83-84	Mercat	84-85	Flyingfish	81-84	Viperfish
87-88	Rath	85	Port. Man-o-War	86-87	Mercat	85-86	Ray
89-90	Ray	86	Snake, Sea	88-89	Mermen	87-88	Water Giant
91	Faerie Dragon	87	Spineshark	90-90	Demon Whale	89-90	Wereshark, Les.
92	Giant Skeleton, Gtr.	88	Whale	91	Faerie Dragon	91	Port. Man-o-War
93	Giant Skeleton, Les.	89	Winged Panter, Gtr.	92	Giant Skeleton, Gtr.	92	Snake, Sea
94	Hippocampus	90-91	Siren	93	Giant Skeleton, Les.	93	Spineshark
95	Mergryph	92-93	Water Giant	94	Hippocampus	94	Whale
96-105	Arcarva	94-95	Wereshark, Les.	95	Mergryph	95	Winged Panter, Gtr.
106-115	Capricorn	96-105	Sea Troll	96-105	Arcarva	96-105	Sea Troll
116-125	Dragon Turtle	106-115	Shuikmar	106-115	Capricorn	106-115	Shuikmar
126-135	Mist Monster	116-125	Strong Elemental, Cold	116-125	Dragon Turtle	116-125	Strong Elem., Cold
136-145	Nucklelavee	126-135	Swordfish/Sailfish	126-135	Mist Monster	126-135	Swordfish/Sailfish
146-155	Octopus, Giant	136-145	Water Drake	136-145	Nucklelavee	136-145	Water Drake
156-165	Sea Serpent	146-155	Weak Elemental, Cold	146-155	Octopus, Giant	146-155	Weak Elem., Cold
166-170	Sea Drake	156-165	Wyvern, Water	156-165	Sea Serpent	156-165	Wyvern, Water
171-175	Thraxx	166-170	Urloc	166-170	Sea Drake	166-170	Thraxx
176+	Wereshark, Gtr.	171+	Hydra	171+	Wereshark, Gtr.	171-175	Urloc
						176+	Hydra

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.8 OASIS/ISOLATED WATER SOURCES ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-16	TERRAIN	14-17	TERRAIN	14-17	TERRAIN	14-16	TERRAIN
17-19	SPEC. FEATURES	18-21	SPEC. FEATURES	18-21	SPEC. FEATURES	17-19	SPEC. FEATURES
20-22	VEGETATION	22-25	VEGETATION	22-24	VEGETATION	20-22	VEGETATION
23-25	Special or Re-roll	26-28	Special or Re-roll	25-27	Special or Re-roll	23-25	Special or Re-roll
26-31	Alligator/Crocodile	29-36	Ants	28-33	Deer	26-30	Rabbit/Hare
32-37	Antelope-like Animal	37-44	Beetles	34-39	Mustelid/Civet	31-35	Rats
38-43	Wasp	45-52	Brontosaur/Apatasaur	40-45	Ox/Water Buffalo	36-40	Rodent
44-47	Allibat	53-56	Dog, Common	46-47	Giant Slug, Suggram	41-44	Snake, Non-Pois.
48-51	Bird, Common	57-57	Flying Lizard	48-49	Gratar, Green	45-48	Spider, Non-Pois.
52-55	Buffalo	58	Ghoul, Gtr.	50-53	Nile Monitor	49-51	Will of the Wisp
56-59	Cat, Common	59	Ghoul, Les.	54-57	Skunk	52-55	Wolf, Common
60-61	Arachat	60-61	Giant Slug, Spined	58-61	Owl	56-58	Tortoise/Turtle
62-64	Armadillo	62-64	Giraffe	62-63	Pathershark	59-60	Trivren
65-66	Black Baboon	65-66	Gratar, Yellow	64-66	Raccoon	61-63	Vulture
67-67	Corpse Light, Candle	67-69	Lizard	67-69	Salamander/Newt	64	Winged Eel, Moray
68-69	Eel	70-72	Moose	70-72	Snake, Boa/Python	65-67	Woodpecker
70-70	Ghost, Headless	73	Nycamerith	73-75	Snake, Pit Viper	68-70	Zebra
71	Giant Hellbender	74-75	Oppossum	76	Spiderbat, Small	71-73	Mongoose
72-73	Bear, Large	76-76	Ghost, Les.	77-78	Tick	74-75	Praying Mantis
74-75	Bear, Small	77	Ghost, Minor	79-80	Tiger	76	Red Feeder
76-77	Blacksnake	78	Carn. Giant Slug	81	Water Giant	77-78	Shrew
78-79	Bounder	79	Gratar, Black	82	Wereshark, Les.	79-80	Spider, Poisonous
80	Dragonette	80-80	Great Spider, Les.	83	Winged Eel, Electric	81	Swamp Star
81-82	Falcon	81-82	Hawk	84	Winged Wolf	82-83	Tapir
83-84	Flying Frog	83	Ihl Wolf	85	Zephyr Hound, Storm	84-85	Tick
85	Ghost, Gtr.	84	Jadeback	86	Zephyr Hound, Water	86	Red Feeder
86-87	Spider, Poisonous	85-86	Mongoose	87-88	Tapir	87-88	Shrew
88	Swamp Star	87-88	Praying Mantis	89	Horasos	89	War Snail
89	Carn. Flying Squirrels	89	Fireflower	90	Quetzelquatl	90	Werewolf, Gtr.
90	Centaur, Spider	90	Flying Squirrel	91	Regal Stag	91	Winged Panter, Gtr.
91	Corpse Light, Lantern	91	Ghoulking	92	Scrav	92	Wombat
92	Darkhunter	92	Giant Skeleton, Gtr.	93	Su	93	Wyvern, Winged
93	Electric Wasp	93	Giant Skeleton, Les.	94	Swamp Octopus	94	Zehphyr Hound, Vapor
94	Faerie Dragon	94	Gratar, Grey	95	Vorasis	95	Zrax
95	Fell Beast	95	Great Spider, Gtr.	96-105	Sirrush	96-105	Weak Elemental, Cold
96-105	Anteater	96-105	Gratar, Red	106-115	Sloth	106-115	Weak Elemental, Earth
106-115	Arcarva	106-115	Land Drake	116-125	Spiderbat, Large	116-125	Weak Elemental, Fire
116-125	Deathwoode	116-125	Mist Monster	126-135	Strong Elem., Cold	126-135	Weretiger, Gtr.
126-135	Dragonian	126-135	Mole	136-145	Strong Elem., Earth	136-145	Whitesnake
136-145	Echidna	136-145	Oriental Dragon	146-155	Strong Elem., Fire	146-155	Winged Panther, Les.
146-155	Fire Drake	146-155	Pangolin	156-165	Warcat, Les.	156-165	Wyvern, Land
156-165	Flea	156-165	Rancid	166-170	Great Spider, Major	166-170	Thraxx
166-175	Wyvern, Water	166-170	Cockatrice	171-175	Panda	171-175	Werebear, Gtr.
176-180	Absorber	171-175	Dragon Salamander	176-180	Sligguth	176-180	Werelion, Gtr.
181-185	Air Drake	176-180	Gas Drake	181-200	Tracha	181+	Wereshark, Gtr.
186-205	Basilisk	181-200	Behemoth	201+	Warcat, Gtr.		
206+	Basilisk, Gtr.	201+	Dark Drake				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.5.9 SALTWATER SHORES/SHALLOWS ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-8	UNIV. MONSTERS	6-8	UNIV. MONSTERS	6-8	UNIV. MONSTERS	6-8	UNIV. MONSTERS
9-11	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE	9-12	SOCIAL/CULTURE
12-14	TERRAIN	13-15	TERRAIN	13-15	TERRAIN	13-15	TERRAIN
15-17	SPEC. FEATURE	16-18	SPEC. FEATURE	16-18	SPEC. FEATURE	16-18	SPEC. FEATURE
18-20	VEGETATION	19-21	VEGETATION	19-21	VEGETATION	19-21	VEGETATION
21-23	Special or Re-roll	22-24	Special or Re-roll	22-24	Special or Re-roll	22-24	Special or Re-roll
24-31	Bird, Common	25-32	Dog, Common	25-32	Giant Slug, Suggram	25-32	Serpentus
32-39	Buffalo	33-40	Ghoul, Gtr.	33-40	Gratar, Green	33-40	Skunk
40-47	Cat, Common	41-48	Ghoul, Les.	41-48	Seal/Sea Lion/Walrus	41-48	Snake, Non-Poisonous
48-55	Wolf, Common	49-52	Lamprey	49-52	Owl	49-52	Starfish
56-59	Black Baboon	53-56	Lizard	53-56	Penguin	53-56	Tortoise/Turtle
60-63	Dolphin/Porpoise	57-60	Moose	57-60	Raccoon	57-60	Trivren
64-67	Eel	61-64	Nator	61-64	Scylla	61-64	Viperfish
68-71	Giant Slug, Spined	65-68	Nycamerith	65-68	Sea Kral	65-68	Vulture
72-75	Giraffe	69-72	Octopus, Common	69-72	Shark	69-72	Winged Eel, Moray
76-79	Gratar, Yellow	73-76	Oppossum	73-76	Snake, Pit Viper	73-76	Woodpecker
80-83	Killer Whale	77-78	Gratar, Black	77-78	Lake Worm	77-78	Ray
84-85	Bounder	79-80	Great Boar	79-80	Mercat	79-80	Shrew
86-87	Dragonette	81-82	Hawk	81-82	Mermen	81-82	Siren
88	Demon Whale	83-84	Ihl Wolf	83-84	Mongoose	83-84	Tiger
89	Eagle	85-86	Jadeback	85-86	Rath	85-86	Water Giant
90	Electric Wasp	87-88	Winged Eel, Electric	87-88	Winged Wolf	87-88	Zephyr Hound, Water
91	Faerie Dragon	89-90	Carn. Giant Slug	89-90	Flyingfish	89-90	Falcon
92	Fell Beast	91	Giant Skeleton, Gtr.	91	Mergryph	91	Snake, Sea
93	Ghoulking	92	Giant Skeleton, Les.	92	Port. Man-o-War	92	Sohleugir
94	Werewolf, Gtr.	93	Gratar, Grey	93	Regal Stag	93	Spineshark
95	Whale	94	Hippocampus	94	Scrav	94	War Snail
96-105	Arcarva	95	Wyvern, Winged	95	Zehphyr Hound, Vapor	95	Zrax
106-115	Capricorn	96-105	Horribar	96-105	Sea Serpent	96-105	Warcat, Les.
116-125	Dragon Turtle	106-115	Mist Monster	106-115	Sea Troll	106-115	Water Drake
126-135	Dragonian	116-125	Mole	116-125	Shuikmar	116-125	Weak Elemental, Cold
136-145	Echidna	126-135	Nucklelavee	126-135	Spiderbat, Large	126-135	Weak Elemental, Earth
146-155	Fire Drake	136-145	Octopus, Giant	136-145	Strong Elem., Cold	136-145	Weak Elemental, Fire
156-165	Flea	146-155	Oriental Dragon	146-155	Strong Elem., Earth	146-155	Weretiger, Gtr.
166-175	Gratar, Red	156-165	Quishad	156-165	Strong Elem., Fire	156-165	Whitesnake
176-185	Wyvern, Water	166-175	Rancid	166-175	Swordfish/Sailfish	166-175	Winged Panther, Les.
186-190	Air Drake	176-180	Dragon Salamander	176-180	Thraxx	176-180	Werebear, Gtr.
191+	Carn. Flying Mnkys	181-185	Sea Drake	181-185	Urloc	181-185	Werelion, Gtr.
		186+	Dark Drake	186+	Hydra	186+	Warcat, Gtr.

20.5.10 DESERT ENCOUNTER TABLE (WATER SOURCE)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-15	UNIV. ANIMALS	1-15	UNIV. ANIMALS	1-15	UNIV. ANIMALS	1-17	UNIV. ANIMALS
16-21	UNIV. MONSTERS	16-21	UNIV. MONSTERS	16-21	UNIV. MONSTERS	18-24	UNIV. MONSTERS
22-28	SOCIAL/CULTURE	22-28	SOCIAL/CULTURE	22-28	SOCIAL/CULTURE	25-32	SOCIAL/CULTURE
29-35	TERRAIN	29-35	TERRAIN	29-35	TERRAIN	33-40	TERRAIN
36-42	SPEC. FEATURE	36-42	SPEC. FEATURE	36-42	SPEC. FEATURE	41-48	SPEC. FEATURE
43-49	VEGETATION	43-49	VEGETATION	43-49	VEGETATION	49-56	VEGETATION
50-55	Special or Re-roll	50-55	Special or Re-roll	50-55	Special or Re-roll	57-63	Special or Re-roll
56-63	Dog, Common	56-63	Gratar, Green	56-63	Snake, Non-Poisonous	64-71	Wolf, Common
64-71	Giant Slug, Suggram	64-71	Serpentus	64-71	Spider, Non-Poisonous	72-75	Vulture
72-75	Black Baboon	72-75	Lizard	72-75	Porcupine	76-79	Winged Eel, Moray
76-79	Camel/Llama/Alpaca	76-79	Owl	76-79	Snake, Pit Viper	80-83	Zebra
80-83	Gratar, Yellow	80-83	Pathershark	80-83	Spiderbat, Small	84-85	Snake, Viper
84-85	Bounder	84-85	Great Boar	84-85	Jadeback	86-87	Spider, Poisonous
86-87	Centaur, Horse	86-87	Great Spider, Les.	86-87	Mongoose	88-89	Vestice
88-89	Dragonette	88-89	Hawk	88-89	Scorpion	90-91	Winged Wolf
90-91	Gratar, Black	90-91	Ihl Wolf	90-91	Shrew	92	Vorasis
92	Banshee	92	Euryale	92	Gila Monster	93	Werewolf, Gtr.
93	Centaur, Spider	93	Faerie Dragon	93	Gratar, Grey	94	Winged Panter, Gtr.
94	Darkhunter	94	Fell Beast	94	Great Spider, Gtr.	95	Wyvern, Winged
95	Desert Spirits	95	Gemsting	95	Sphinx	96-105	Warcat, Les.
96-105	Androsphinx	96-105	Flea	96-105	Oriental Dragon	106-115	Weak Elemental, Earth
106-115	Centaur, Scorpion	106-115	Gratar, Red	106-115	Sstoi'isslythi	116-125	Weak Elemental, Fire
116-125	Dragonian	116-125	Lammasu	116-125	Strong Elemental, Earth	126-135	Weretiger, Gtr.
126-135	Fire Drake	126-135	Land Drake	126-135	Strong Elemental, Fire	136-145	Winged Panther, Les.
136-145	Wyvern, Land	136-140	Dragon Salamander	136-140	Great Spider, Major	146-150	Werebear, Gtr.
146-150	Air Drake	141-145	Werelion, Gtr.	141+	Multi-Spider	151+	Warcat, Gtr.
151+	Behemoth	146+	Dark Drake				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.6.1 ALPINE/HIGH ALTITUDE/MOUNTAINOUS ENCOUNTER TABLE (TERRAIN)

Climates: hnawm		Climates: f		Climates: sktc (1-50)		Climates: sktc (51-100)	
1-3	UNIV. ANIMALS	1-8	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS
4-6	UNIV. MONSTERS	9-16	UNIV. MONSTERS	7-12	UNIV. MONSTERS	7-12	UNIV. MONSTERS
7-9	SOCIAL/CULTURE	17-24	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE
10-12	SPEC. FEATURES	25-32	SPEC. FEATURES	19-24	SPEC. FEATURES	19-24	SPEC. FEATURES
13-15	WATER SOURCE	33-41	WATER SOURCE	25-32	WATER SOURCE	25-32	WATER SOURCE
16-18	VEGETATION	42-50	VEGETATION	33-40	VEGETATION	33-39	VEGETATION
19-21	Special or Re-roll	51-58	Special or Re-roll	41-46	Special or Re-roll	40-45	Special or Re-roll
22-29	Bird, Common	59-66	Crison	47-54	Bird, Common	46-53	Crison
30-37	Crison	67-70	Furred Snake, Giant	55-58	Armadillo	54-57	Gulo
38-41	Armadillo	71-74	Gulo	59-62	Black Baboon	58-61	Gyascutus
42-45	Black Baboon	75-78	Ice Spider	63-66	Didex	62-65	Ice Spider
46-49	Didex	79-82	Thyfur	67-70	Furred Snake, Giant	66-69	Thyfur
50-53	Great Eagle	83-86	Zephyr Hound, Ice	71-74	Great Eagle	70-73	Trivren
54-57	Gyascutus	87-88	Hira'razhir	75-78	Great Falcon	74-77	Zephyr Hound, Ice
58-61	Trivren	89-90	Sasquatch	79-80	Centaur, Deer	78-79	Kraeguth
62-63	Centaur, Deer	91-92	Storm Giant	81-82	Centaur, Horse	80-81	Sasquatch
64-65	Centaur, Horse	93	Giant Skeleton, Gtr.	83-84	Falcon	82-83	Steardan
66-67	Falcon	94	Giant Skeleton, Les.	85-86	Hawk	84-85	Storm Giant
68-69	Hawk	95	Mountain Troll	87-88	Hippogriff	86-87	Tatzelwurm
70-71	Hippogriff	96-105	Frost Giant	89-90	Hira'razhir	88-89	Tick
72-73	Hira'razhir	106-115	Strong Elemental, Cold	91	Centaur, Lion	90	Mountain Giant
74-75	Kraeguth	116-125	Weak Elemental, Cold	92	Eagle	91	Mountain Troll
76-77	Steardan	126-150	Special or Re-roll	93	Giant Skeleton, Greater	92	Pegasus, Normal
78-79	Storm Giant	151-155	Cold Drake	94	Giant Skeleton, Lesser	93	Sphinx
80-81	Tatzelwurm	156-200	Special or Re-roll	95	Griffin	94	Stone Giant
82-83	Tick	201+	Light Drake	96-105	Anteater	95	Viperhawk
84	Centaur, Lion			106-115	Cherubim	96-105	Plynos
85	Eagle			116-125	Condor	106-115	Strong Elem., Cold
86	Giant Skeleton, Gtr.			126-135	Dracasus	116-125	Warcat, Lesser
87	Giant Skeleton, Les.			136-145	Frost Giant	126-135	Weak Elem., Cold
88	Griffin			146-155	Horribar	136-145	Winged Panther, Les.
89	Mountain Giant			156-160	Cockatrice	146-150	Special or Re-Roll
90	Mountain Troll			161-165	Cold Drake	151-155	Ki-Rin
91	Pegasus, Normal			166-200	Special or Re-roll	156-160	Silverscale, Human
92	Roc			201+	Basilisk	161-200	Special or Re-Roll
93	Sphinx					201-220	Light Drake
94	Stone Giant					221+	Warcat, Greater
95	Viperhawk						
96-105	Anteater						
106-115	Cherubim						
116-125	Condor						
126-135	Dracasus						
136-145	Horribar						
146-155	Plynos						
156-165	Strong Elem., Cold						
166-175	Warcat, Lesser						
176-185	Weak Elem., Cold						
186-195	Winged Panther, Les.						
196-200	Cockatrice						
201-205	Ki-Rin						
206-210	Silverscale, Human						
211-230	Basilisk						
231-250	Light Drake						
251+	Warcat, Greater						

20.6.2 ROUGH/RUGGED/ROCKY HILLS ENCOUNTER TABLE (TERRAIN)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-17	SPEC. FEATURES	14-17	SPEC. FEATURES	14-17	SPEC. FEATURES	14-17	SPEC. FEATURES
18-21	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE
22-25	VEGETATION	22-25	VEGETATION	22-25	VEGETATION	22-25	VEGETATION
26-30	Special or Re-roll	26-29	Special or Re-roll	26-30	Special or Re-roll	26-30	Special or Re-roll
31-40	Ants	30-38	Kangaroo/Wallaby	31-36	Stegosaur	31-36	Spider, Non-Poisonous
41-48	Bird, Common	39-46	Serpentus	37-40	Arachat	37-40	Armadillo
49-52	Black Baboon	47-54	Snake, Non-Poisonous	41-48	Boar	41-48	Giant Slug, Suggram
53-56	Didex	55-58	Hill Giant	49-56	Crison	49-56	Gorcrow
57-60	Elothere	59-62	Hill Troll	57-60	Primate (Ape, etc.)	57-60	Tasmanian Devil
61-64	Frog/Toad	63-66	Lizard	61-64	Pterosaur	61-64	Thyfur
65-68	Ghost Wolf	67-70	Manticore	65-68	Salamander/Newt	65-68	Trivren
69-72	Giant Slug, Spined	71-74	Nasti	69-72	Snake, Pit Viper	69-72	Winged Eel, Moray
73-76	Gyascutus	75-76	Carn. Giant Slug	73-76	Stone Troll	73-76	Zebra
77-78	Bounder	77-78	Great Boar	77-78	Kraeguth	77-78	Spider, Poisonous
79-80	Centaur, Bull	79-80	Great Spider, Lesser	79-80	Nightguant	79-80	Steardan
81-82	Centaur, Deer	81-82	Hawk	81-82	Scorpion	81-82	Storm Giant
83-84	Centaur, Horse	83-84	Hippogriff	83-84	Sky Manta	83-84	Strider Bird
85-86	Falcon	85-86	Ihl Wolf	85-86	Smilodon	85-86	Tatzelwurm
87-88	Furtheis	87-88	Zephyr Hound, Fire	87-88	Snake, Viper	87-88	Tick
89	Battle Boar	89	Euryale	89	Harpy	89	Roc
90	Cave Troll	90	Feliss	90	Horned Snake	90	Scra Pren
91	Centaur, Lion	91	Gemsting	91	Mistraven	91	Sky Shark
92	Centaur, Lizard	92	Giant Skeleton, Greater	92	Mountain Giant	92	Stone Giant
93	Centaur, Spider	93	Giant Skeleton, Lesser	93	Mountain Troll	93	Viperhawk
94	Darkhunter	94	Great Spider, Greater	94	Pegasus, Normal	94	Vorasis
95	Eagle	95	Griffin	95	Phantom Steed	95	Zephyr Hound, Night
96-105	Anteater	96-105	Cyclops	96-105	Klugala	96-105	Strong Elemental, Cold
106-115	Bloodbloom	106-115	Dracasus	106-115	Maazhat	106-115	Warcat, Lesser
116-125	Centaur, Scorpion	116-125	Frost Giant	116-125	Plynos	116-125	Weak Elemental, Cold
126-135	Condor	126-135	Horribar	126-135	Rancid	126-135	Winged Panther, Les.
136-150	Special or Re-roll	136-150	Special or Re-roll	136-150	Special or Re-roll	136-150	Special or Re-roll
151-155	Cockatrice	151-155	Cold Drake	151-155	Great Spider, Major	151-155	Panda
156-200	Special or Re-roll	156-200	Special or Re-roll	156-160	Ki-Rin	156-160	Silverscale, Human
201-220	Basilisk	201-220	Light Drake	161-200	Special or Re-roll	161-200	Special or Re-roll
221+	Behemoth	221+	Multi-Spider	201+	Tracha	201+	Warcat, Greater

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.6.3 UNDERGROUND ENCOUNTER TABLE (TERRAIN)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-10	UNIV. MONSTERS	6-10	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
11-14	SOCIAL/CULTURE	11-14	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
15-19	SPEC. FEATURES	15-19	SPEC. FEATURES	14-17	SPEC. FEATURES	14-17	SPEC. FEATURES
20-24	WATER SOURCE	20-24	WATER SOURCE	18-21	WATER SOURCE	18-21	WATER SOURCE
25-29	VEGETATION	25-28	VEGETATION	22-25	VEGETATION	22-25	VEGETATION
30-33	Special or Re-roll	29-33	Special or Re-roll	26-29	Special or Re-roll	26-29	Special or Re-roll
34-45	Ants	34-41	Giant Slug, Suggram	30-41	Ants	30-37	Giant Slug, Suggram
46-53	Bird, Common	42-49	Snake, Non-Pois.	42-49	Bird, Common	38-45	Snake, Non-Poisonous
54-57	Empusa	50-53	Arachat	50-53	Empusa	46-49	Arachat
58-61	Giant Slug, Spined	54-57	Naga	54-57	Giant Slug, Spined	50-53	Naga
62-65	Hill Giant	58-61	Salamander/Newt	58-61	Hill Giant	54-57	Salamander/Newt
66-69	Hill Troll	62-65	Snake, Pit Viper	62-65	Hill Troll	58-61	Snake, Pit Viper
70-73	Lizard	66-69	Stone Troll	66-69	Ice Spider	62-65	Stone Troll
74-77	Manticore	70-73	Winged Eel, Moray	70-73	Lizard	66-69	Winged Eel, Moray
78-79	Bounder	74-77	Zebra	74-77	Manticore	70-73	Zebra
80-81	Caustic Slime	78-79	Ogre	78-79	Bounder	74-77	Zephyr Hound, Ice
82-83	Chameleon Amoeba	80-81	Red Jaw	80-81	Caustic Slime	78-79	Ogre
84-85	Furtheis	82-83	Sky Manta	82-83	Chameleon Amoeba	80-81	Red Jaw
86-87	Carn. Giant Slug	84-85	Tatzelwurm	84-85	Furtheis	82-83	Sky Manta
88-89	Lake Worm	86-87	Zephyr Hound, Fire	86-87	Carn. Giant Slug	84-85	Tatzelwurm
90	Crecadinum	88	Cave Troll	88-89	Lake Worm	86-87	Zephyr Hound, Fire
91	Darkhunter	89	Centaur, Lizard	90	Crecadinum	88	Cave Troll
92	Euryale	90	Great Spider, Greater	91	Darkhunter	89	Centaur, Lizard
93	Feliss	91	Minotaur	92	Euryale	90	Great Spider, Greater
94	Giant Skeleton, Gtr.	92	Mountain Giant	93	Feliss	91	Minotaur
95	Giant Skeleton, Lesser	93	Mountain Troll	94	Giant Skeleton, Gtr.	92	Mountain Giant
96-106	Cave Drake	94	Stone Giant	95	Giant Skeleton, Lesser	93	Mountain Troll
107-116	Cave Worm	95	Zephyr Hound, Night	96-105	Cave Drake	94	Stone Giant
117-126	Cyclops	96-105	Maazhat	106-115	Cave Worm	95	Zephyr Hound, Night
127-136	Gorgon	106-115	Rancid	116-125	Gorgon	96-105	Snow Troll
137-146	Klugala	116-125	Strong Elemental, Cold	126-135	Klugala	106-115	Strong Elemental, Cold
147-156	Leorgon	126-135	Vampiric Troll	136-145	Leorgon	116-125	Vampiric Troll
157-161	Crystyl	136-145	Weak Elemental, Cold	146-155	Maazhat	126-135	Weak Elemental, Cold
162-166	Gas Drake	146-155	Winged Panther, Les.	156-160	Cold Drake	136-145	Winged Panther, Les.
167-171	Great Spider, Major	156-160	Plasma Drake	161-165	Crystyl	146-150	Special or Re-Roll
172-191	Basilisk, Greater	161-165	Sea Drake	166-170	Gas Drake	151-155	Plasma Drake
192+	Light Drake	166-170	Vile	171-175	Great Spider, Major	156-160	Sea Drake
		171-190	Multi-Spider	176-200	Special or Re-roll	161-165	Vile
		191+	Tracha	201-220	Basilisk, Greater	166-200	Special or Re-Roll
				221+	Light Drake	201-220	Multi-Spider
						221+	Tracha

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.6.4 WASTE/BARREN ENCOUNTER TABLE (TERRAIN)

Climates: hnawms (1-50)		Climates: hnawms (51-100)		Climates: ktcf (1-50)		Climates: ktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-6	UNIV. ANIMALS	1-6	UNIV. ANIMALS
6-11	UNIV. MONSTERS	6-11	UNIV. MONSTERS	7-12	UNIV. MONSTERS	7-13	UNIV. MONSTERS
12-16	SOCIAL/CULTURE	12-16	SOCIAL/CULTURE	13-18	SOCIAL/CULTURE	14-19	SOCIAL/CULTURE
17-21	SPEC. FEATURES	17-22	SPEC. FEATURES	19-24	SPEC. FEATURES	20-25	SPEC. FEATURES
22-26	WATER SOURCE	23-27	WATER SOURCE	25-30	WATER SOURCE	26-31	WATER SOURCE
27-31	VEGETATION	28-32	VEGETATION	31-36	VEGETATION	32-37	VEGETATION
32-36	Special or Re-roll	33-37	Special or Re-roll	37-42	Special or Re-roll	38-43	Special or Re-roll
37-48	Ants	38-45	Giant Slug, Suggram	43-54	Ants	44-51	Giant Slug, Suggram
49-56	Crison	46-53	Serpentus	55-62	Crison	52-59	Serpentus
57-60	Black Baboon	54-57	Arachat	63-66	Didex	60-63	Arachat
61-64	Didex	58-61	Nasti	67-70	Ghost Wolf	64-67	Snake, Pit Viper
65-68	Hill Troll	62-65	Snake, Pit Viper	71-74	Hill Troll	68-71	Stone Troll
69-72	Lizard	66-69	Stone Troll	75-78	Nasti	72-75	Winged Eel, Moray
73-76	Manticore	70-73	Winged Eel, Moray	79-80	Bounder	76-79	Zephyr Hound, Ice
77-78	Bounder	74-77	Zebra	81-82	Centaur, Bull	80-81	Hawk
79-80	Centaur, Bull	78-79	Hawk	83-84	Centaur, Deer	82-83	Kraeguth
81-82	Centaur, Deer	80-81	Kraeguth	85-86	Falcon	84-85	Nightguant
83-84	Falcon	82-83	Nightguant	87-88	Furtheis	86-87	Sky Manta
85-86	Furtheis	84-85	Sky Manta	89-90	Great Boar	88-89	Vestice
87-88	Great Boar	86-87	Strider Bird	91	Centaur, Lion	90	Banshee
89	Banshee	88-89	Vestice	92	Centaur, Lizard	91	Cave Troll
90	Cave Troll	90-91	Zephyr Hound, Fire	93	Darkhunter	92	Sky Shark
91	Centaur, Lion	92	Sky Shark	94	Euryale	93	Viperhawk
92	Centaur, Lizard	93	Viperhawk	95	Feliss	94	Vorasis
93	Darkhunter	94	Vorasis	96-105	Androsphinx	95	Zephyr Hound, Night
94	Euryale	95	Zephyr Hound, Night	106-115	Dragonian	96-105	Undead Mass
95	Feliss	96-105	Undead Mass	116-125	Horribar	106-115	Warcat, Lesser
96-105	Androsphinx	106-115	Warcat, Lesser	126-135	Horse Viper	116-125	Winged Panther, Les.
106-115	Dragonian	116-125	Winged Panther, Lesser	136-150	Special or Re-Roll	126-200	Special or Re-Roll
116-125	Horribar	126-145	Basilisk, Greater	151-155	Cold Drake	201-220	Light Drake
126-135	Horse Viper	146-165	Behemoth	156-200	Special or Re-Roll	221-240	Tracha
136-155	Tracha	166+	Light Drake	201-220	Basilisk, Greater	241+	Warcat, Greater
156+	Warcat, Greater			221+	Behemoth		

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.7.1 CONIFEROUS FOREST/TAIGA ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)	
1-5	UNIVL. ANIMALS
6-9	UNIVL. MONSTERS
10-13	SOCIAL/CULTURE
14-16	TERRAIN
17-19	WATER SOURCE
20-22	SPEC. FEATURES
23-25	Special or Re-roll
26-30	Boar
31-35	Buffalo
36-39	Cat, Common
40-42	Deadly Wh. Trumpet
43-44	Arachat
45-46	Black Baboon
47-48	Didex
49-50	Elothere
51-52	Giant Slug, Spined
53-54	Gratar, Yellow
55-57	Lizard
58-60	Owl
61-63	Porcupine
64-64	Awakened Tree
65-66	Bear, Large
67-68	Bear, Small
69-70	Blacksnake
71	Bounder
72	Centaur, Horse
73-74	Falcon
75	Furtheis
76	Giant Slug, Carnivorous
77	Gratar, Black
78	Great Boar
79-80	Hawk
81	Al-Mi'raj
82	Battle Boar
83	Carn. Flying Squirrels
84	Centaur, Lizard
85	Centaur, Spider
86	Darkhunter
87	Electric Wasp
88	Elephant
89	Faerie Dragon
90	Flying Squirrel
91	Forest Giant
92	Gemsting
93	Giant Skeleton, Greater
94	Giant Skeleton, Lesser
95	Gratar, Grey
96-105	Centaur, Scorpion
106-115	Deathwoode
116-125	Dragonian
126-135	Flea
136-145	Forest Troll
146-155	Geryon
156-165	Gratar, Red
166-175	Horribar
176-185	Ki-Lin
186-190	Carn. Flying Monkeys
191-195	Leocorn
196-200	Silverscale, Human
201-220	Tracha
221+	Treeherd

Climates: hnawm (51-100)	
1-5	UNIVL. ANIMALS
6-9	UNIVL. MONSTERS
10-13	SOCIAL/CULTURE
14-16	TERRAIN
17-19	WATER SOURCE
20-22	SPEC. FEATURES
23-25	Special or Re-roll
26-28	Mustelid/Civet
29-31	Rabbit/Hare
32-34	Giant Slug, Suggram
35-37	Gratar, Green
38-41	Skunk
42-45	Snake, Non-Poisonous
46-47	Primate (Ape, etc.)
48-49	Raccoon
50-51	Salamander/Newt
52-53	Snake, Boa/Python
54-55	Snake, Pit Viper
56	Solorisa
57	Spiderbat, Small
58-59	Tasmanian Devil
60	Winged Eel, Moray
61-62	Woodpecker
63	Kraeguth
64-65	Mongoose
66-67	Praying Mantis
68-69	Scorpion
70	Sky Manta
71	Smilodon
72-73	Snake, Viper
74-75	Spider, Poisonous
76	Tentmorse
77-78	Tick
79	Tiger
80	Winged Eel, Electric
81	Griffin
82	Horned Snake
83	Regal Stag
84	Roc
85	Rumtifusel
86	Scra Pren
87	Scrav
88	Sibbicai
89	Slowroot
90	Unicorn, Black
91	Vargamor
92	Viperhawk
93	Winged Panter, Greater
94	Wombat
95	Zrax
96-105	Klugala
106-115	Minoth
116-125	Mist Monster
126-135	Pangolin
136-145	Plynos
146-155	Spiderbat, Large
156-165	Warcat, Lesser
166-175	Winged Panther, Lesser
176-180	Unicorn, White
181-185	Vampiric Centaur
186-205	Vampiric Unicorn
206+	Warcat, Greater

Climates: sktcf (1-50)	
1-5	UNIVL. ANIMALS
6-9	UNIVL. MONSTERS
10-13	SOCIAL/CULTURE
14-16	TERRAIN
17-19	WATER SOURCE
20-22	SPEC. FEATURES
23-25	Special or Re-roll
26-29	Boar
30-33	Buffalo
34-37	Cat, Common
38-40	Deadly Wh. Trumpet
41-42	Arachat
43-44	Black Baboon
45-46	Didex
47-48	Elothere
49-50	Furred Snake, Giant
51-52	Ghost Wolf
53-54	Giant Slug, Spined
55-56	Gratar, Yellow
57-58	Great Falcon
59-60	Gulo
61-63	Lizard
64-64	Awakened Tree
65-66	Bear, Large
67-68	Bear, Small
69-70	Blacksnake
71	Bounder
72	Centaur, Horse
74	Falcon
75	Furtheis
76	Giant Slug, Carnivorous
77	Gratar, Black
78	Great Boar
79-80	Hawk
81	Kraeguth
82	Al-Mi'raj
83	Battle Boar
84	Carn. Flying Squirrels
85	Centaur, Lizard
86	Centaur, Spider
87	Darkhunter
88	Electric Wasp
89	Elephant
90	Faerie Dragon
91	Flying Squirrel
92	Forest Giant
93	Gemsting
94	Giant Skeleton, Greater
95	Giant Skeleton, Lesser
96-105	Centaur, Scorpion
106-115	Deathwoode
116-125	Dragonian
126-135	Flea
136-145	Forest Troll
146-155	Gratar, Red
156-165	Horribar
166-175	Klugala
176-185	Minoth
186-195	Mist Monster
196-200	Carn. Flying Monkeys
201-205	Leocorn
206-225	Tracha
226+	Treeherd

Climates sktcf (51-100)	
1-5	UNIVL. ANIMALS
6-9	UNIVL. MONSTERS
10-13	SOCIAL/CULTURE
14-16	TERRAIN
17-19	WATER SOURCE
20-22	SPECIAL FEATURES
23-25	Special or Re-roll
26-26	Delphinuris
27-28	Mustelid/Civet
29-30	Rabbit/Hare
31	Giant Slug, Suggram
32	Gratar, Green
33-34	Skunk
35-36	Snake, Non-Poisonous
37-38	Owl
39-40	Porcupine
41-42	Primate (Ape, etc.)
43-44	Raccoon
45-46	Salamander/Newt
47-49	Snake, Boa/Python
50-51	Snake, Pit Viper
52-53	Solorisa
54-55	Spiderbat, Small
56-57	Tasmanian Devil
58	Winged Eel, Moray
59-61	Woodpecker
62-63	Mongoose
64-65	Praying Mantis
66	Sasquatch
67-68	Scorpion
69	Sky Manta
70	Smilodon
71-72	Snake, Viper
73	Spider, Poisonous
74	Tentmorse
75-76	Tick
77	Tiger
78	Winged Eel, Electric
79-80	Wolverine
81	Gratar, Grey
82	Griffin
83	Horned Snake
84	Regal Stag
85	Rumtifusel
86	Scra Pren
87	Scrav
88	Sibbicai
89	Slowroot
90	Unicorn, Black
91	Vargamor
92	Viperhawk
93	Winged Panter, Greater
94	Wombat
95	Zrax
96-105	Pangolin
106-115	Plynos
116-125	Spiderbat, Large
126-135	Strige
136-145	Vulfen
146-155	Warcat, Lesser
156-165	Winged Panther, Lesser
166-170	Silverscale, Human
171-175	Unicorn, White
176+	Vampiric Centaur

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.7.2 DECIDUOUS/CONIFEROUS/MIXED FOREST ENCOUNTER TABLE (VEGETATION)

All Climates (1-25)		All Climates (26-50)		All Climates (51-75)		All Climates (76-100)	
1-6	UNIV. ANIMALS	1-3	UNIV. ANIMALS	1-3	UNIV. ANIMALS	1-3	UNIV. ANIMALS
7-9	UNIV. MONSTERS	4-4	UNIV. MONSTERS	4-4	UNIV. MONSTERS	4-4	UNIV. MONSTERS
10-12	SOCIAL/CULTURE	5-6	SOCIAL/CULTURE	5-6	SOCIAL/CULTURE	5-6	SOCIAL/CULTURE
13-15	TERRAIN	7-8	TERRAIN	7-8	TERRAIN	7-8	TERRAIN
16-18	WATER SOURCE	9-9	WATER SOURCE	9-9	WATER SOURCE	9-9	WATER SOURCE
19-21	SPEC. FEATURES	10-10	SPEC. FEATURES	10-10	SPEC. FEATURES	10-10	SPEC. FEATURES
22-24	Special or Re-roll	11-11	Special or Re-roll	11-11	Special or Re-roll	11-11	Special or Re-roll
25-32	Boar	12-19	Giant Slug, Suggram	12-19	Nile Monitor	12-19	Skunk
33-40	Buffalo	20-27	Gorcrow	20-27	Pitcher Plant, Giant	20-27	Snake, Non-Poisonous
41-48	Cat, Common	28-35	Gratar, Green	28-35	Rhinoceros	28-35	Spider, Non-Poisonous
49-56	Deadly White Trumpet	36-39	Flytrap, Giant	36-39	Oppossum	36-39	Snake, Cobra
57-60	Arachat	40-43	Frog/Toad	40-43	Owl	40-43	Snake, Pit Viper
61-64	Armadillo	44-47	Gark	44-47	Porcupine	44-47	Solorisa
65-68	Black Baboon	48-51	Giant Slug, Spined	48-51	Primate (Ape, etc.)	48-51	Spiderbat, Small
69-70	Awakened Tree	52-55	Gratar, Yellow	52-55	Raccoon	52-55	Spirium
71-72	Bear, Large	56-59	Great Porcupine	56-59	Salamander/Newt	56-59	Tasmanian Devil
73-74	Bear, Small	60-63	Lizard	60-63	Snake, Boa/Python	60-63	Tortoise/Turtle
75-76	Bounder	64-67	Tyrannosaur	64-67	Winged Eel, Moray	64-67	Woodpecker
77-78	Centaur, Horse	68-71	Exploding Mushrooms	68-71	Elothere	68-71	Didex
79-80	Falcon	72-73	Carn. Giant Slug	72-73	Koala	72-73	Smilodon
81-82	Furtheis	74-75	Gratar, Black	74-75	Kraeguth	74-75	Snake, Viper
83-84	Winged Eel, Electric	76-77	Great Boar	76-77	Lambtree	76-77	Spider, Poisonous
85	Al-Mi'raj	78-79	Great Spider, Lesser	78-79	Mongoose	78-79	Sundew
86	Battle Boar	80-81	Great Wasp	80-81	Praying Mantis	80-81	Tentmorse
87	Battleweed	82-83	Hawk	82-83	Scorpion	82-83	Tick
88	Carn. Flying Squirrels	84-85	Hippogriff	84-85	Sky Manta	84-85	Tiger
89	Centaur, Lizard	86	Elephant	86	Harpy	86	Sibbicai
90	Centaur, Spider	87	Faerie Dragon	87	Horned Snake	87	Skeletal Tyrannosaur
91	Chimera	88	Flying Squirrel	88	Minotaur	88	Slowroot
92	Darkhunter	89	Forest Giant	89	Mistraven	89	Spectral Tyrannosaur
93	Dreamvines	90	Gemsting	90	Regal Stag	90	Unicorn, Black
94	Electric Wasp	91	Giant Skeleton, Gtr.	91	Roc	91	Vargamor
95	Zrax	92	Giant Skeleton, Les.	92	Rumtifusel	92	Viperhawk
96-105	Ansilius	93	Gratar, Grey	93	Scra Pren	93	Vorasis
106-115	Anteater	94	Great Spider, Gtr.	94	Scrav	94	Winged Panter, Gtr.
116-125	Centaur, Scorpion	95	Griffin	95	Seftuau	95	Wombat
126-135	Clivimis	96-105	Echidna	96-105	Ki-Lin	96-105	Pangolin
136-145	Deathwoode	106-115	Flea	106-115	Klugala	106-115	Plynos
146-155	Dragonian	116-125	Forest Troll	116-125	Minoth	116-125	Sloth
156-160	Carn. Flying Mnkys	126-135	Geryon	126-135	Mist Monster	126-135	Spiderbat, Large
161-165	Chameleon	136-145	Gratar, Red	136-145	Mole	136-145	Warcat, Les.
166-170	Vampiric Centaur	146-155	Horribar	146-155	Neanderthal	146-155	Winged Panther, Les.
171-190	Multi-Spider	156-160	Great Spider, Major	156-160	Panda	156-160	Silverscale, Human
191+	Tracha	161-165	Leocorn	161-165	Phoenix	161-165	Unicorn, White
		166+	Treeherd	166+	Vampiric Unicorn	166+	Warcat, Greater

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.7.3 HEATH/SCRUB/MOOR ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-9	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
10-13	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
14-17	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
18-20	TERRAIN	14-16	TERRAIN	14-16	TERRAIN	14-16	TERRAIN
21-23	WATER SOURCE	17-19	WATER SOURCE	17-19	WATER SOURCE	17-19	WATER SOURCE
24-26	SPEC. FEATURES	20-22	SPEC. FEATURES	20-22	SPEC. FEATURES	20-22	SPEC. FEATURES
27-29	Special or Re-roll	23-25	Special or Re-roll	23-25	Special or Re-roll	23-25	Special or Re-roll
30-31	Brontosaur/Apatasaur	26-28	Hippopotamus	26-29	Boar	26-28	Hippopotamus
32-33	Allibat	29-31	Rhinoceros	30-33	Cat, Common	29-31	Rhinoceros
34-35	Boar	32-35	Skunk	34-36	Giant Slug, Suggram	32-34	Skunk
36-37	Cat, Common	36-38	Snake, Non-Poisonous	37-39	Gorcrow	35-37	Snake, Non-Poisonous
38-38	Giant Slug, Suggram	39-41	Stegosaur	40-41	Gratar, Green	38-39	Stegosaur
39-40	Gorcrow	42-44	Owl	42-43	Arachat	40-42	Owl
41-41	Gratar, Green	45-46	Pterosaur	44-45	Camel/Llama/Alpaca	43-44	Pterosaur
42-42	Arachat	47-48	Salamander/Newt	46-47	Didex	45-46	Salamander/Newt
43-44	Camel/Llama/Alpaca	49-51	Snake, Boa/Python	48-49	Elothere	47-48	Snake, Boa/Python
45-45	Didex	52-53	Snake, Pit Viper	50-51	Ghost Wolf	49-50	Snake, Pit Viper
46-46	Elothere	54-55	Spiderbat, Small	52-53	Giant Slug, Spined	51-52	Spiderbat, Small
47-47	Giant Slug, Spined	56-57	Tortoise/Turtle	54-55	Giraffe	53-55	Tortoise/Turtle
48-49	Giraffe	58	Triceratops	56-57	Gratar, Yellow	56	Triceratops
50-50	Gratar, Yellow	59	Tyrannosaur	58-59	Horse/Donkey/Mule	57	Tyrannosaur
51-53	Horse/Donkey/Mule	60	Winged Eel, Moray	60-61	Jackalope	58	Winged Eel, Moray
54-55	Jackalope	61-62	Zebra	62-63	Lizard	59-61	Zebra
56-58	Lizard	63-64	Blacksnake	64-65	Oppossum	62-63	Lion
59-61	Oppossum	65-66	Bounder	66-67	Blacksnake	64-65	Mongoose
62-63	Lion	67-68	Centaur, Bull	68	Bounder	66-67	Praying Mantis
64-65	Mongoose	69-70	Falcon	69	Centaur, Bull	68	Sasquatch
66-67	Praying Mantis	71	Furtheis	70	Chillvine	69-70	Scorpion
68-69	Scorpion	72	Carn. Giant Slug	71-72	Falcon	71	Sky Manta
70	Sky Manta	73	Gratar, Black	73	Furtheis	72	Smilodon
71	Smilodon	74-75	Great Boar	74	Carn., Giant Slug	73-74	Snake, Viper
73	Snake, Viper	76-77	Great Wasp	75	Gratar, Black	75-76	Spider, Poisonous
74-75	Spider, Poisonous	78-79	Hawk	76-77	Great Boar	77-78	Tick
76-77	Tick	80	Kraeguth	78	Great Wasp	79	Vestice
78	Vestice	81	Horned Snake	79-80	Hawk	80	Winged Eel, Electric
79-79	Winged Eel, Electric	82	Mistraven	81	Kraeguth	81	Gratar, Grey
80	Al-Mi'raj	83	Quetzelquatl	82	Al-Mi'raj	82	Horned Snake
81	Anklosaur	84	Regal Stag	83	Anklosaur	83	Mistraven
82	Banshee	85	Scra Pren	84	Banshee	84	Regal Stag
83	Battle Boar	86	Scrav	85	Battle Boar	85	Scra Pren
84	Carn. Flying Squirrels	87	Sibbicai	86	Carn. Flying Squirrels	86	Scrav
85	Centaur, Lizard	88	Skeletal Tyrannosaur	87	Centaur, Lizard	87	Sibbicai
86	Centaur, Spider	89	Spectral Tyrannosaur	88	Centaur, Spider	88	Skeletal Tyrannosaur
87	Chimera	90	Unicorn, Black	89	Darkhunter	89	Spectral Tyrannosaur
88	Darkhunter	91	Viperhawk	90	Electric Wasp	90	Unicorn, Black
89	Electric Wasp	92	Vorasis	91	Elephant	91	Viperhawk
90	Elephant	93	Winged Panter, Greater	92	Faerie Dragon	92	Vorasis
91	Faerie Dragon	94	Wombat	93	Firephantom	93	Winged Panter, Greater
92	Firephantom	95	Zrax	94	Gemsting	94	Wombat
93	Gemsting	96-105	Minoth	95	Gila Monster	95	Zrax
94	Gila Monster	106-115	Mist Monster	96-105	Centaur, Scorpion	96-105	Minoth
95	Gratar, Grey	116-125	Mole	106-115	Cheetah	106-115	Mist Monster
96-105	Centaur, Scorpion	126-135	Plynos	116-125	Deathwoode	116-125	Mole
106-115	Cheetah	136-145	Rancid	126-135	Flea	126-135	Plynos
116-125	Deathwoode	146-155	Spiderbat, Large	136-145	Gratar, Red	136-145	Spiderbat, Large
126-135	Flea	156-165	Warcat, Lesser	146-155	Horribar	146-155	Vulfen
136-145	Gratar, Red	166-175	Winged Panther, Lesser	156-165	Klugala	156-165	Warcat, Lesser
146-155	Horribar	176-180	Mara	166-175	Lammasu	166-175	Winged Panther, Les.
156-165	Klugala	181-185	Unicorn, White	176-180	Ki-Rin	176-180	Mara
166-175	Lammasu	186+	Warcat, Greater	181-185	Leocorn	181+	Unicorn, White
176-180	Ki-Rin			186+	Behemoth	186-205	Warcat, Greater
181-185	Leocorn					206+	Tracha
186+	Behemoth						

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

10.7.4 JUNGLE/RAIN FOREST ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-6	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-14	UNIV. ANIMALS	1-15	UNIV. ANIMALS
7-10	UNIV. MONSTERS	6-9	UNIV. MONSTERS	15-20	UNIV. MONSTERS	16-21	UNIV. MONSTERS
11-14	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	21-26	SOCIAL/CULTURE	22-27	SOCIAL/CULTURE
15-18	TERRAIN	14-17	TERRAIN	27-32	TERRAIN	28-33	TERRAIN
19-22	WATER SOURCE	18-21	WATER SOURCE	33-38	WATER SOURCE	34-39	WATER SOURCE
23-26	SPEC. FEATURES	22-25	SPEC. FEATURES	39-44	SPEC. FEATURES	40-45	SPEC. FEATURES
27-30	Special or Re-roll	26-29	Special or Re-roll	45-50	Special or Re-roll	46-52	Special or Re-roll
31-38	Allibat	30-37	Gratar, Green	51-58	Giant Slug, Suggram	53-60	Gratar, Green
39-46	Giant Slug, Suggram	38-45	Pitcher Plant, Giant	59-62	Black Baboon	61-64	Pathershark
47-50	Arachat	46-49	Giant Slug, Spined	63-66	Didex	65-68	Scylla
51-54	Black Baboon	50-53	Gratar, Yellow	67-70	Giant Slug, Spined	69-72	Trivren
55-58	Exploding Mushrooms	54-57	Snake, Pit Viper	71-74	Gratar, Yellow	73-76	Winged Eel, Moray
59-62	Flytrap, Giant	58-61	Spiderbat, Small	75-78	Nycamerith	77-78	Jadeback
63-66	Gark	62-65	Winged Eel, Moray	79-80	Bounder	79-80	Mercat
67-68	Abraxas	66-67	Kraeguth	81-82	Dragonette	81-82	Mermen
69-70	Blacksnake	68-69	Laevenus	83-84	Carn. Giant Slug	83-84	Water Giant
71-72	Bounder	70-71	Mongoose	85-86	Gratar, Black	85-86	Winged Eel, Electric
73-74	Flying Frog	72-73	Praying Mantis	87-88	Great Boar	87-88	Zephyr Hound, Water
75-76	Furtheis	74-75	Scorpion	89	Carn. Flying Squirrels	89-89	Mergryph
77-78	Carn. Giant Slug	76-77	Sky Manta	90	Electric Wasp	90-90	Scrav
79-80	Gratar, Black	78-79	Sundew	91	Faerie Dragon	91-91	Sohleugir
81-82	Great Spider, Lesser	80-81	Tapir	92	Fell Beast	92-92	War Snail
83	Battle Boar	82-83	Winged Eel, Electric	93	Giant Skeleton, Greater	93-93	Winged Panter, Gtr.
84	Battleweed	84-84	Giant Skeleton, Lesser	94	Giant Skeleton, Lesser	94-94	Wyvern, Winged
85	Carn. Flying Squirrels	85-85	Gratar, Grey	95	Gratar, Grey	95-95	Zrax
86	Centaur, Lizard	86-86	Great Spider, Greater	96-105	Arcarva	96-105	Strong Elem., Earth
87	Centaur, Spider	87-87	Harpy	106-115	Dragonian	106-115	Strong Elem., Fire
88	Chimera	88-88	Horasos	116-125	Fire Drake	116-125	Warcat, Lesser
89	Darkhunter	89-89	Quetzelquatl	126-135	Gratar, Red	126-135	Weak Elem., Cold
90	Electric Wasp	90-90	Scrav	136-145	Land Drake	136-145	Weak Elem., Earth
91	Faerie Dragon	91-91	Seftuau	146-155	Mist Monster	146-155	Weak Elem., Fire
92	Fireflower	92-92	Swamp Octopus	156-165	Oriental Dragon	156-165	Whitesnake
93	Forest Giant	93-93	Tigertree	166-175	Strong Elemental, Cold	166-175	Winged Panther, Les.
94	Gemsting	94-94	Vorasis	176-180	Air Drake	176-185	Wyvern, Land
95	Giant Skeleton, Gtr.	95-95	Zrax	181-185	Carn. Flying Monkeys	186-190	Dragon Salamander
96-105	Anteater	96-105	Klugala	186-190	Cockatrice	191-195	Thraxx
106-115	Centaur, Scorpion	106-115	Minoth	191-210	Basilisk	196-215	Dark Drake
116-125	Deathwoode	116-125	Mist Monster	211+	Basilisk, Greater	216+	Warcat, Greater
126-135	Echidna	126-135	Rancid				
136-145	Forest Troll	136-145	Spiderbat, Large				
146-155	Geryon	146-155	Sstoi'isslythi				
156-165	Gratar, Red	156-165	Warcat, Lesser				
166-175	Ki-Lin	166-175	Winged Panther, Les.				
176-180	Carn. Flying Monkeys	176-180	Great Spider, Major				
181-185	Chameleon	181-185	Thraxx				
186-205	Multi-Spider	186+	Warcat, Greater				
206+	Tracha						

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

10.7.5 PLAINS/GRASSLAND ENCOUNTER TABLE (VEGETATION)

Climates: hnawm (1-50)		Climates: hnawm (51-100)		Climates: sktcf (1-50)		Climates: sktcf (51-100)	
1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS	1-5	UNIV. ANIMALS
6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS	6-9	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE	10-13	SOCIAL/CULTURE
14-16	TERRAIN	14-16	TERRAIN	14-16	TERRAIN	14-16	TERRAIN
17-19	WATER SOURCE	17-19	WATER SOURCE	17-19	WATER SOURCE	17-19	WATER SOURCE
20-22	SPEC. FEATURES	20-22	SPEC. FEATURES	20-22	SPEC. FEATURES	20-22	SPEC. FEATURES
23-25	Special or Re-roll	23-25	Special or Re-roll	23-25	Special or Re-roll	23-25	Special or Re-roll
26-37	Antelope-like Animal	26-37	Kangaroo/Wallaby	26-37	Antelope-like Animal	26-37	Kangaroo/Wallaby
38-49	Ants	38-49	Mustelid/Civet	38-49	Ants	38-49	Mustelid/Civet
50-61	Brontosaur/Apatasaur	50-61	Ox/Water Buffalo	50-61	Brontosaur/Apatasaur	50-61	Rabbit/Hare
62-73	Deer	62-73	Rabbit/Hare	62-73	Deer	62-69	Hippopotamus
74-81	Boar	74-81	Hippopotamus	74-81	Boar	70-77	Nile Monitor
82-89	Buffalo	82-89	Komodo Dragon	82-89	Buffalo	78-85	Rhinoceros
90-97	Cat, Common	90-97	Nile Monitor	90-97	Cat, Common	86-93	Snake, Non-Pois.
98-105	Crison	98-105	Rhinoceros	98-105	Crison	94-101	Spider, Non-Pois.
106-113	Giant Slug, Suggram	106-113	Snake, Non-Pois.	106-113	Giant Slug, Suggram	102-109	Stegosaur
114-121	Gorcrow	114-121	Spider, Non-Pois.	114-121	Gorcrow	110-113	Owl
122-129	Gratar, Green	122-129	Stegosaur	122-129	Gratar, Green	114-117	Pterosaur
130-133	Armadillo	130-133	Owl	130-133	Armadillo	118-121	Salamander/Newt
134-137	Black Baboon	134-137	Pterosaur	134-137	Black Baboon	122-125	Snake, Cobra
138-141	Camel/Llama/Alpaca	138-141	Salamander/Newt	138-141	Camel/Llama/Alpaca	126-129	Snake, Pit Viper
142-145	Didex	142-145	Snake, Cobra	142-145	Didex	130-133	Spiderbat, Small
146-149	Elothere	146-149	Snake, Pit Viper	146-149	Elothere	134-137	Tortoise/Turtle
150-153	Giraffe	150-153	Spiderbat, Small	150-153	Ghost Wolf	138-141	Triceratops
154-157	Gratar, Yellow	154-157	Tortoise/Turtle	154-157	Giraffe	142-145	Tyrannosaur
158-161	Horse/Donkey/Mule	158-161	Triceratops	158-161	Gratar, Yellow	146-149	Winged Eel, Moray
162-165	Jackalope	162-165	Tyrannosaur	162-165	Horse/Donkey/Mule	150-153	Zebra
166-169	Lizard	166-169	Winged Eel, Moray	166-169	Jackalope	154-155	Lion
170-171	Bounder	170-173	Zebra	170-173	Lizard	156-157	Mongoose
172-173	Centaur, Bull	174-175	Mongoose	174-177	Moose	158-159	Praying Mantis
174-175	Centaur, Horse	176-177	Praying Mantis	178-179	Bounder	160-161	Scorpion
176-177	Falcon	178-179	Scorpion	180-181	Centaur, Bull	162-163	Sky Manta
178-179	Furtheis	180-181	Sky Manta	182-183	Centaur, Horse	164-165	Smilodon
180-181	Gratar, Black	182-183	Smilodon	184-185	Chillvine	166-167	Snake, Viper
182-183	Great Boar	184-185	Snake, Viper	186-187	Falcon	168-169	Spider, Poisonous
184-185	Great Spider, Lesser	186-187	Spider, Poisonous	188-189	Furtheis	170-171	Strider Bird
186-187	Hawk	188-189	Strider Bird	190-191	Gratar, Black	172-173	Tick
188-189	Lambtree	190-191	Tick	192-193	Great Boar	174-175	Winged Eel, Electric
190-191	Lion	192-193	Winged Eel, Electric	194-195	Great Spider, Lesser	176-176	Gratar, Grey
192-192	Al-Mi'raj	194-194	Great Spider, Greater	196-197	Hawk	177-177	Great Spider, Greater
193-193	Anklosaur	195-195	Killer Rabbit	198-199	Lambtree	178-178	Killer Rabbit
194-194	Banshee	196-196	Mistraven	200-200	Al-Mi'raj	179-179	Mistraven
195-195	Battle Boar	197-197	Scrav	201-201	Anklosaur	180-180	Scrav
196-196	Centaur, Lizard	198-198	Seftuau	202-202	Banshee	181-181	Sibbicai
197-197	Centaur, Spider	199-199	Sibbicai	203-203	Battle Boar	182-182	Skeletal Tyrannosaur
198-198	Chimera	200-200	Skeletal Tyrannosaur	204-204	Centaur, Lizard	183-183	Spectral Tyrannosaur
199-199	Darkhunter	201-201	Spectral Tyrannosaur	205-205	Centaur, Spider	184-184	Sphinx
200-200	Electric Wasp	202-202	Sphinx	206-206	Darkhunter	185-185	Unicorn, Black
201-201	Elephant	203-203	Tigertree	207-207	Electric Wasp	186-186	Viperhawk
202-202	Faerie Dragon	204-204	Unicorn, Black	208-208	Elephant	187-187	Winged Panter, Gtr.
203-203	Firephantom	205-205	Viperhawk	209-209	Faerie Dragon	188-188	Zrax
204-204	Gemsting	206-206	Winged Panter, Gtr.	210-210	Firephantom	189-198	Minoth
205-205	Gila Monster	207-207	Zrax	211-211	Gemsting	199-208	Mist Monster
206-206	Gratar, Grey	208-217	Lammasu	212-212	Gila Monster	209-218	Mole
207-216	Anteater	218-227	Minoth	213-222	Anteater	219-228	Neanderthal
217-226	Bloodbloom	228-237	Mist Monster	223-232	Bloodbloom	229-238	Ostrich
227-236	Centaur, Scorpion	238-247	Mole	233-242	Centaur, Scorpion	239-248	Pangolin
237-246	Cheetah	248-257	Neanderthal	243-252	Cheetah	249-258	Spiderbat, Large
247-256	Dragonian	258-267	Ostrich	253-262	Dragonian	259-268	Sstoi'isslythi
257-266	Flea	268-277	Pangolin	263-272	Flea	269-278	Warcat, Lesser
267-276	Gratar, Red	278-287	Spiderbat, Large	273-282	Gratar, Red	279-288	Winged Panther, Les.
277-286	Horribar	288-297	Sstoi'isslythi	283-292	Horribar	289-293	Leocorn
287-296	Horse Viper	298-307	Warcat, Lesser	293-302	Horse Viper	294-298	Mara
297-306	Klugala	308-317	Winged Panther, Les.	303-312	Klugala	299-303	Unicorn, White
307-311	Carn. Flying Monkeys	318-322	Mara	313-322	Lammasu	304-308	Vampiric Centaur
312-316	Great Spider, Major	323-327	Unicorn, White	323-327	Carn. Flying Monkeys	309-313	Great Spider, Major
317-321	Ki-Rin	328-332	Vampiric Centaur	328-347	Behemoth	314-318	Ki-Rin
322-326	Leocorn	333-352	Tracha	348+	Tracha	319+	Warcat, Greater
327+	Behemoth	353+	Warcat, Greater				

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.7.6 TUNDRA ENCOUNTER TABLE (VEGETATION)

Climates: hna		Climates: wms		Climates: ktcf (1-50)		Climates: ktcf (51-100)	
1-9	UNIV. ANIMALS	1-7	UNIV. ANIMALS	1-7	UNIV. ANIMALS	1-10	UNIV. ANIMALS
10-19	UNIV. MONSTERS	8-15	UNIV. MONSTERS	8-14	UNIV. MONSTERS	11-20	UNIV. MONSTERS
20-29	SOCIAL/CULTURE	16-22	SOCIAL/CULTURE	15-22	SOCIAL/CULTURE	21-30	SOCIAL/CULTURE
30-39	TERRAIN	23-30	TERRAIN	23-30	TERRAIN	31-40	TERRAIN
40-49	WATER SOURCE	31-38	WATER SOURCE	31-38	WATER SOURCE	41-51	WATER SOURCE
50-59	SPEC. FEATURES	39-46	SPEC. FEATURES	39-45	SPEC. FEATURES	52-61	SPEC. FEATURES
60-69	Special or Re-roll	47-54	Special or Re-roll	46-52	Special or Re-roll	62-71	Special or Re-roll
70-81	Rabbit/Hare	55-66	Rabbit/Hare	53-64	Rabbit/Hare	72-75	Ice Spider
82-85	Arachat	67-74	Crison	65-72	Crison	76-79	Moose
86-89	Owl	75-78	Arachat	73-76	Arachat	80-83	Owl
90-91	Falcon	79-82	Ghost Wolf	77-80	Furred Snake, Giant	84-87	Zephyr Hound, Ice
92-93	Hawk	83-86	Owl	81-84	Ghost Wolf	88-89	Hawk
94	Firephantom	87-88	Bear, Large	85-88	Gulo	90-91	Sasquatch
95	Viperhawk	89-90	Falcon	89-90	Bear, Large	92-93	Wolverine
96-150	Special or Re-roll	91-92	Hawk	91-92	Chillvine	94	Firephantom
151-155	Mara	93	Banshee	93-94	Falcon	95	Viperhawk
156-200	Special or Re-roll	94	Firephantom	95	Banshee	96-150	Special or Re-roll
201+	Warcat, Greater	95	Viperhawk	96-105	Horribar	151-155	Ki-Rin
		96-105	Horribar	106-150	Special or Re-roll	156-160	Mara
		106-150	Special or Re-roll	151-155	Cold Drake	161+	Special or Re-roll
		151-155	Ki-Rin	156-200	Special or Re-roll		
		156-160	Mara	201+	Warcat, Greater		
		161-200	Special or Re-roll				
		201+	Warcat, Greater				

KEY TO THE POWER ENCOUNTER TABLE

ANIMAL: This result indicates an encounter with an "Animal" (a creature without enchanted/special abilities and has no better than animal intelligence). The GM can choose an apprpriate animal or type of animal (e.g., if the encounter is on the ocean, the GM should choose fish or some other aquatic animal), or the GM can roll d100 (open-ended) and use the following list to determine the animal type (use a modification of -5 for "Weak" and +10 for "Strong").

01-05	Riding and Draft Animals (possibly wild)
06-20	Herbivores and Other Passive Animals
21-30	Insects, Arachnids, and Crustaceans
31-45	Fish and Other Water Creatures
46-60	Birds and Other Aerial Creatures
61-75	Reptiles and Amphibians
76-85	Other Potentially Dangerous Animals
86-99	Carnivorous Mammals
100+	Unearthly Animals

RACE: This result indicates an encounter with members of an intelligent "race." The giant races are included in the main table as individual encounters, but if the situation in his world calls for it, the GM may use this result to include them as well as the other races. This result can be anything from a hostile patrol to a wandering merchant; the GM should choose **or** use the Civilization/Habitation Encounter Table (in Section 20.8.4). The GM may choose an appropriate race for the area of world **or** roll d100 (open-ended) and consult the list below. This list presumes that men are the dominant race. Not all races presented in this book are represented below; the GM should feel free to modify the table based upon the races present in his world.

01-24	Men	49-50	Pechs	75-76	Neanderthals
25-26	Wood Elves	51-52	Nymphs	77-78	Sea-Krals
27-28	High Elves	53-54	Satyrs	79-80	Sohleugir
29-30	Fair Elves	55-56	Undines	81-82	Sstoi'isslythi
31-32	Gremlins	57-58	Yaai	83-84	Vulfen
33-34	Pysks	59-60	Tylweths	85-86	Dwarves
35-36	Slyphs	61-62	Fosse-Grims	87-88	Gnolls
37-38	Ellyllons	63-64	Centaurs	89-90	Goblins
39-40	Kobolds	65-66	Garks	91-92	Halflings
41-42	Troglodytes	67-68	Hira'razhir	93-94	Hobgoblins
43-44	Dwelfs	69-70	Idiyva	95-96	Lesser Orcs
45-46	Nixies	71-72	Maazhat	97-98	Gnomes
47-48	Leprechauns	73-74	Mermen	99-100	Greater Orcs

RE-ROLL ON "xxx": Re-roll using the next higher or next lower "power" rating as indicated.

SPECIAL: The GM should make up his own encounter or choose one from the table.

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.8.1 POWER ENCOUNTER TABLE

Roll	Weak	Average	Strong	Tough	Powerful	Mighty
1 - 10	RACE	RACE	RACE	RACE	RACE	RACE
11 - 20	ANIMAL	ANIMAL	RACE	RACE	RACE	RACE
21 - 22	ANIMAL	ANIMAL	RACE	Hill Giant	Euryale	Young Cold Drake
23 - 24	ANIMAL	ANIMAL	RACE	Plon	Young Air Drake	Young Light Drake
25 - 26	ANIMAL	RACE	ANIMAL	Manticore	Young Land Drake	Young Fire Drake
27 - 28	ANIMAL	RACE	ANIMAL	Feliss	Young Cave Drake	Young Gas Drake
29 - 30	ANIMAL	RACE	ANIMAL	Scylla	Young Water Drake	Young Sea Drake
31 - 32	RACE	RACE	Great Wasps	Stone Giant	Water Wyvern	Yng Oriental Dragon
33 - 34	RACE	Janni (Genii)	Caustic Slime	Cerebus	Tyrannosaur	Phoenix
35 - 36	RACE	Jadeback	Abraxas	Will of the Wisp	Land Wyvern	Mature Air Drake
37 - 38	Gorcrow	Guyascutus	Pale II Demon	Gogonaur (Demon)	Winged Wyvern	Sea Serpent
39 - 40	Lambtree	Storm Hound	Brontosaur	Demon Horse	Dragon Salamander	Noble Gogonaur
41 - 42	Tove	Revenant	Stegosaur	Vestice	Minor Vampire	Mature Land Drake
43 - 44	Jackalope	Minor Construct	Gemsting	Chameleon Amoeba	Stone Golem	Celebdel (Demon)
45 - 46	Created Undead I	Banshee	Giant Hellbender	Pale III Demon	Lamassu	Old Cave Drake
47 - 48	Minor Skeleton	Water Hound	Servant (Elemental)	Neng	Narauk (Demon)	Lich
49 - 50	Wild Hunt Hound	Daeruk (Demon)	Al-mi'raj	Megalodon	Echidna (Lamiae)	Steel Golem
51 - 52	Lesser Ghoul	Culrang (Demon)	Vapor Hound	Werebear	Cave Troll	Old Water Drake
53 - 54	Pale I Demon	Demon Dog	Jinni (Genii)	Minor Gr. Eagle	Snow Troll	Greater Shard
55 - 56	Trapping Plants	Tatzelwurm	Anklosaur	Griffin/Gryphon	Ifriti (Genii)	Black Reaver
57 - 58	Su	Rath	Triceratops	Ki-Rin	Barrow-wight	Sirrush
59 - 60	Gulo	Large Pterosaur	Minotaur	Hill Troll	Major Specter	Cloud Giant
61 - 62	Homonculous	Greater Skeleton	Sasquatch/Yeti	Shaitani (Genii)	Lesser Wight	Dragon Turtle
63 - 64	Zombie	Awakened Tree	Fire Hound	Greater Mummy	Greater Wraith	Storm Giant
65 - 66	Daedhel (Demon)	Nuckelavee	Ice Hound	Sovereign Skeleton	Lesser Shard	Pale V Demon
67 - 68	Hothrog (Demon)	Night Hound	Apparition	Minor Wight	fire Giant	Mature Gas Drake
69 - 70	Mara	Elothere	Lesser Mummy	Lesser Wraith	Frost Giant	Greater Vampire
71 - 72	Phantom	Tigertree	Horse Viper	Capricorn	Basilisk	Major Gr. Spider
73 - 74	Emitter Plants	Horned Snake	Wereboar	Slowroot	Gorgon (Medusa)	Mature Sea Drake
75 - 76	Great Porcupine	Spineshark	Pegasus	Weretiger	War Troll	Old Air Drake
77 - 78	Seftuau	Werejackal	Minor (Lesser) Giant	Mithril Unicorn	Demon Whale	Mithril Golem
79	Changeling	Naga	Forest Troll	Androsphinx	Mountain Troll	Old Land Drake
80	Lesser Gr. Spiders	Striges	Hothedhel (Demon)	Great Falcon	Chimera	Titan
81	Created Undead II	Flesh Golem	Werewolf	Thyfur	Unicorn	Hydra
82	Minor Ghost	Gargoyle	Stone Troll	Thauredhel (Demon)	Cave Worm	Greater Gr. Eagle
83	Lesser Skeleton	Steardan	Greater Shadow	Succubus/Incubus	Sphinx	Raukamar (Demon)
84	Rumtifusel	Created Undead III	Lord Skeleton	Fell Beast	Pale IV Demon	Mature Cold Drake
85	Small Pterosaur	Headless Ghosts	Empusa	Cyclops	Mature Dave Drake	Old Gas Drake
86	Greater Ghoul	Hippocampus	Vargamor	Normal (Lesser) Giant	Major (Lesser) Giant	Mat. Oriental Dragon
87	Ice Skeleton	Doppleganger	Lesser Construct	Greater Construct	Mature Water Drake	Eog Golem
88	Red Jaw	Siren	Clay Golem	Black Stalker	Lesser Vampire	Mature Light Drake
89	Wererat	Corpse Candle	Tar Golem	Greater Ghost	Iron Golem	Mature Fire Drake
90	3-Tailed Bavolorus	Sabertooth Tiger	Lesser Warder	Guardian (Elemental)	Lesser Gr. Eagle	Old Sea Drake
91	Lesser Shadow	Lesser Ghost	Hippogriff	Greater Warder	Maridi (Genii)	Silverscale
92	Nator	Large Ogre	Ghost Wolf	Created Undead VI	Major Wight	Moloch (Demon)
93	Geryon	Greater Gr. Spiders	Lesser Spectre	Strong Elemental*	Treeherd	Demon Beyond the Pale
94	Harpy	Created Undead IV	Pooka	Water Giant	Pale VI Demon	Old Cold Drake
95	Small Ogre	Swamp Star	Weak Elemental	Cockatrice	Ki-Lin	Old Oriental Dragon
96	Roaming Hand	Corpse Lantern	Created Undead V	Forest Giant	Mountain Giant	Old Light Drake
97	Firephantom	Re-roll on "Weak"	Re-roll on "Average"	Re-roll on "Strong	Roc	Old Fire Drake
98	Minor Spectre	Re-roll on "Strong"	Re-roll on "Tough"	Re-roll on "Powerful"	Re-roll on "Tough"	The Wild Hunt Hound
99	Re-roll on "Average"	SPECIAL	SPECIAL	SPECIAL	Re-roll on "Mighty"	Re-roll on "Powerful"
100	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

20.8.2 UNIVERSAL ANIMALS

1	UNIV. MONSTERS
2	TERRAIN
3	WATER SOURCE
4	VEGETATION
5	Special or Re-roll
6-10	Alligator/Crocodile
11-15	Antelope-like Animal
16-20	Ants
21-25	Beetles
26-30	Deer
31-35	Mustelid/Civet
36-40	Ox/Water Buffalo
41-45	Rabbit/Hare
46-50	Rats
51-55	Rodent
56-60	Wasp
61-63	Bat, Common
64-66	Bird, Common
67-69	Boar
70-72	Buffalo
73-75	Cat, Common
76-78	Dog, Common
79-81	Snake, Non-Pois.
82-84	Spider, Non-Pois.
85-87	Wolf, Common
88	Frog/Toad
89	Giraffe
90	Horse/Donkey/Mule
91	Owl
92	Primate (Ape, etc.)
93	Snake, Boa/Python
94	Snake, Pit Viper
95	Tortoise/Turtle
96-105	Bear, Large
106-115	Bear, Small
116-125	Cat, Large
126-135	Scorpion
136-145	Shrew
146-155	Snake, Viper
156-165	Spider, Poisonous
166-175	Tick
176+	Wolverine

20.8.3 UNIVERSAL MONSTERS

1-8	UNIV. ANIMALS
9-16	UNIV. MONSTERS
17-24	SOCIAL/CULTURE
25-32	TERRAIN
33-40	WATER SOURCE
41-48	VEGETATION
49-56	Special or Re-roll
57-60	Camel/Llama/Alpaca
61-64	Giraffe
65-68	Golem, Mite
69-72	Great Falcon
73-76	Lamprey
77-80	Spiderskull
81-82	Chillvine
83-84	Construct, Falcon
85-86	Construct, Snake
87	Chimera
88	Construct, Horse
89	Gloombird
90	Golem, Clay
91	Golem, Diamond
92	Golem, Iron
93	Golem, Stone
94	Killer Rabbit
95	Lesser Giant, Lesser
96-105	Avinarc
106-115	Condor
116-125	Construct, Lesser
126-135	Construct, Minor
136-145	Construct, Minotaur
146-155	Giant Skull
156-165	Golem, Brass
166-175	Golem, Flesh
176-185	Golem, Iron Bull
186-195	Golem, Stone Wyvern
196-205	Grumoz
206-215	Hothrog
216-225	Mole
226-235	Sea Troll
236-245	Strige
246-255	Strong Elemental, Fire
256-265	Vulfen
266-275	Warcat, Lesser
276-285	Water Drake
286-295	Weak Elemental, Fire
296-305	Wyvern, Water
306-310	Air Drake
311-315	Changling
316-320	Chaos Soldier, Com.
321-325	Cold Drake
326-330	Colem, Steel
331-335	Construct, Dragon
336-340	Construct, Greater
341-345	Construct, Mjr. Wasp
346-350	Drake, Undead
351-355	Gogonaur
356-360	Golem, Demon
361-365	Golem, Steel Sphinx
366-370	Panda
371-375	Sea Drake
376-380	Shadow Demon
381-385	Silverscale, Human
386-390	Storm Demon
391-395	Vultrim
396-400	Warder, Greater
401-420	Behemoth
421-440	Black Reaver, Greater
441-460	Champion, Noble
461-480	Chaos Demon I
481-500	Chaos Demon II
501-520	Chaos Demon III
521-540	Chaos Demon IV
541-560	Chaos Demon V
561-580	Elemental Savant
581-600	Gem Entity
601-620	Golem, Colossus
621-640	Golem, Crystal
641-660	Golem, Eog
661-680	Golem, Mithril
681-700	Hydra
701-720	Ordainer Moloch
721-740	Sith
741-760	Thonis
761-780	Uthuro
781+	Yrrigav

KEY TO THE REMAINING ENCOUNTER TABLES

Roll: Rolls on the encounter tables are open-ended. If the original result is 96 to 100, roll again and add the second roll to the first. If the second roll is 96 to 100, roll again and add the third result to the sum of the first two rolls. Continue this process as long as the roll is between 96 and 100.

Civilized Areas: Generally populated areas where the PCs are not considered enemies. This section is further broken down into rural, town (including villages), or city.

Hostile Areas: Generally populated areas where the PCs are considered enemies. This section is further broken down into rural, town (including villages), or city.

Border Areas: Areas that are not heavily populated and often border "unfriendly" territory. These areas are further broken down into rural and town.

Wilderness: These are areas that are not at all populated (except by the most reclusive hermits). These areas are further broken down into normal areas and enchanted areas.

UNIV. ANIMALS: Re-roll on the the Universal Animals encounter table (20.8.2, page 312).

UNIV. MONSTERS: Re-roll on the the Universal Monsters encounter table (20.8.3, page 312).

VEGETATION: Re-roll on the the most appropriate Vegetation encounter table (20.7.1-20.7.6, pages 305-310).

TERRAIN: Re-roll on the the most appropriate Terrain encounter table (20.6.1-20.6.4, pages 301-304).

WATER SOURCE: Re-roll on the the most appropriate Water Source encounter table (20.5.1-20.5.10, pages 291-300).

SPEC. FEATURES: Re-roll on the the most appropriate Special Feature encounter table (20.4.1-20.4.10, pages 281-290).

SOCIAL/CULTURE: Re-roll on the the most appropriate column of the Civilization/Habitation Encounter Table (20.8.4, pages 313).

Special or Re-roll: The GM may create or choose a "special" encounter (keyed to the current adventure), or he may re-roll.

20.8.4 SOCIAL/CULTURE/CIVILIZATION/HABITATION ENCOUNTER TABLE

Type	Civilized Areas			Hostile Areas			Border Areas		Wilderness	
	Rural	Town	City	Rural	Town	City	Rural	Town	Normal	Enchanted
UNIV. ANIMALS	1-11	1-2	1	1-12	1-6	1	1-15	1-5	1-20	1-10
UNIV. MONSTERS	12-13	3	-	13-16	7-8	-	16-21	6-7	21-30	11-25
VEGETATION	14-16	4-5	2	17-21	9-11	2	22-27	8-10	31-35	26-30
TERRAIN	17-19	6-7	3	22-26	12-14	3	28-33	11-13	36-40	31-35
WATER SOURCE	20-22	8-9	4	27-31	15-17	4	34-39	14-16	41-45	36-40
SPECIAL FEATURE	23-25	10-12	5-7	32-35	18-20	5-7	40-45	17-20	46-56	41-60
Local Residents										
Working	26-35	13-22	8-12	36-39	21-25	8-9	46-50	21-26	57-58	61
Plyaing/Relaxing	36-41	23-37	13-19	40-42	26-32	10-11	51	27-32	59-60	62
Travelling	42-47	38	20	43-45	33	12-13	52	33	61-62	63
Hauling Goods	48-53	39-43	21-22	46-47	34-35	14-15	53-54	34-35	63-64	64
Local Rowdies	54-56	44-47	23-26	48-49	36-39	16-17	55	36-38	-	-
Actors/Minstrels	57	48-49	27-30	50	40-41	18-21	56	39	65	65
Fishermen/Hunters	58-59	50	-	51-52	42-43	-	57-59	40-41	66-68	66-68
General Travellers	60-61	51-52	31-32	53-54	44-45	22-23	60-61	42-43	69	69
Merchants	62-63	53-55	33-36	55-56	46-48	24-27	62	44-45	70	70
Messengers	64-65	56-57	37-38	57-58	49-50	28-29	63	46	71	71
Nobles	66	58-59	39-42	59	51-52	30-33	64	47	72	72
Pilgrims	67	60	43	60	53	34	65	48	73	73
Priests	68-69	61-63	44-47	61	53-54	35-38	66	49-50	74	74
Refugees	70	64	48	62	55	39	67	51	75	75
Assayers/Tax Takers	71	65	49-50	63	56	40-41	68	52	-	-
Constables	72-76	66-70	51-56	64-68	57-61	42-47	69	53-56	-	-
Police Guards	77	71-72	57-60	69	63-64	48-52	70	57-58	-	-
Police Patrol	78	73-74	61-64	70	65-66	53-57	71	59	-	-
Militia Unit	79	75	65	71-72	67-68	58	72-73	60-62	76	76
Soldiers	80	76	66	73-75	69-71	59-61	74	63-65	77-78	77
Scouts/Watchers	81	77	67	76-77	72-73	62-63	75	66-67	79-80	78-79
Military Guards	82	78	68	78-79	74-75	64-65	76	68-69	-	-
Military Patrol	83	79	69	80-82	76-78	66-68	77	70-72	81-82	80
Military Unit	84	80	70	83-84	79-80	69-70	78	73	-	-
Assassins	85	81	71	85	81	71	79	74	83	81
Bandits	86-87	82	-	86-87	82	-	80-82	75-76	84	82
Beggers/Cripples	88	83-84	72-75	88	83-84	72-75	-	77-78	-	-
Burglars	-	85	76-78	-	85	76-78	-	79	-	-
Highwaymen	89-90	86	-	89-90	86	-	83-85	80-81	85	83
Muggers	-	-	79-80	-	-	79-80	-	-	-	-
Pickpockets	91	87-88	81-83	91	87-88	81-83	86	82-83	-	-
Cutpurses	-	89	84-85	-	89	84-85	-	84	-	-
Raiders	92	90	-	92	90	-	87-88	85	86	84
Spies	93	91	86	93	91	86	89	86-88	87	85
Thieves	94	92-93	87-90	94	92-93	87-90	90	89-90	88	86
Trackers/Searchers	95	94	91	95	94	91	91	91	89	87
Vigilantes/Fanatics	96	95	92-93	96	95	92-93	92	92	90	88
Adventures	97	96	94	97	96	94	93-94	93-94	91-93	89-91
Traps	98	97	95	98	97	95	95-96	95	94-96	92-94
Special or Re-roll	99-100	98-100	96-100	99-100	98-100	96-100	97-100	96-100	97-100	95-100

MASTER CHARACTER TABLE T-5.8

Profession	Level	AT (DB)	Hits	PPs	#1 OB	#2 OB	MMP	Locks/ Traps	Climb/ Swim	Alert.	Obser.	#ranks Spells	Ambush (ranks)	Stalk/ Hide	Attune./ Runes	#ranks Lang.	Lore/ Craft ‡
	1	8(30s)	56	0	50me	45ms	-15	-30	20	2	5	0	5(1)	10	-30	32	10(2)
	5	17(30s)	109	9	95me	93ms	-15	19	34	13	29	0	29(4)	44	-21	33	39(4)
Fighter	10	20(30s)	143	15	122me	122ms	-45	33	49	17	54	1	44(7)	68	14	34	64(6)
	15	20(30s)	162	15	135me	135ms	-45	43	64	20	65	1	62(11)	89	14	35	64(11)
	20	20(30s)	172	21	140me	140ms	-45	59	70	23	74	2	74(15)	98	19	36	64(16)
	1	6(15)	35	0	35ms	20me	0	25	30	12	20	0	30(2)	35	-30	32	15(2)
	5	9(24)	68	15	54ms	39me	-5	64	59	26	44	1	79(10)	74	14	33	54(4)
Thief	10	9(24)	94	21	79ms	54me	-5	89	80	30	72	2	109(20)	97	24	35	69(11)
	15	9(24)	114	27	94ms	64me	-5	109	95	35	84	3	124(30)	115	34	36	69(16)
	20	9(24)	130	39	109ms	79me	-5	119	107	40	99	5	129(40)	125	39	38	69(21)
	1	7(30s)	41	0	50me	45ms	-10	15	35	7	15	0	25(2)	25	-30	32	15(2)
	5	13(30s)	86	15	79me	64ms	-10	49	69	20	39	1	59(7)	64	14	34	49(4)
Rogue	10	13(30s)	114	21	104me	89ms	-10	60	84	25	54	2	89(15)	86	19	35	69(9)
	15	13(30s)	136	27	114me	104ms	-10	84	112	30	70	3	107(22)	106	24	37	69(14)
	20	13(30s)	148	33	119me	119ms	-10	101	124	35	79	4	119(30)	116	34	38	69(19)
	1	1(25a)	51	0	25ma	25ma	0	-30	15	11	15	0	10(1)	15	-30	32	10(2)
	5	1(74a)	104	9	70ma	70ma	0	14	34	22	29	0	29(3)	44	-21	34	34(4)
Warrior	10	1(104a)	140	15	98ma	98ma	0	24	39	25	39	1	49(7)	64	14	36	49(6)
Monk	15	1(119a)	158	15	122ma	122ma	0	34	49	27	44	1	64(10)	79	14	38	64(8)
	20	1(124a)	168	21	129ma	129ma	0	39	59	30	54	2	73(13)	94	19	40	64(13)
	1	5(0)	35	0	20me	15ms	0	5	20	6	10	0	-30(0)	5	-25	35	25(5)
	5	8(12)	71	18	42me	32ms	-15	27	42	20	32	0	17(1)	27	-13	38	76(11)
Layman	10	8(12)	97	24	52me	42ms	-15	37	52	21	42	1	27(3)	42	22	41	91(21)
	15	8(12)	117	30	67me	47ms	-15	52	67	23	52	1	37(5)	52	27	44	91(31)
	20	8(12)	130	36	73me	57ms	-15	62	73	25	65	2	47(7)	65	32	47	91(41)
	1	6(30s*)	30	16	20me	20me	0	-25	15	16	15	13	-25(0)	10	15	35	25(3)
Pure	5	10(30s*)	51	43	49me	39me	-10	19	29	26	34	74	19(1)	24	39	40	78(10)
Channeling	10	10(30s*)	63	73	64me	49me	-10	24	39	28	44	157	24(2)	34	59	45	78(15)
User	15	10(30s*)	81	98	79me	64me	-10	29	44	30	59	240	29(3)	44	75	50	78(20)
	20	10(30s*)	89	123	92me	70me	-10	34	54	31	69	323	34(4)	49	87	55	78(25)
	1	1(0*)	30	16	20ds	10me	0	-25	10	1	10	13	-30(0)	5	25	35	25(3)
Pure	5	1(12*)	51	43	72ds	27me	0	19	24	12	34	74	14(1)	19	54	40	78(10)
Essence	10	1(12*)	63	73	102ds	32me	0	24	34	13	49	157	19(2)	34	80	45	78(15)
User	15	1(12*)	81	98	117ds	37me	0	29	44	15	64	240	24(3)	44	98	50	78(20)
	20	1(12*)	89	123	122ds	42me	0	34	49	17	84	323	29(4)	54	110	55	78(25)
	1	5(30s*)	30	17	15me	5me	0	-30	10	12	15	13	-25(0)	10	15	35	20(3)
Pure	5	13(30s*)	51	48	44me	22me	-10	14	29	22	34	74	19(1)	29	44	40	73(10)
Mentalism	10	13(30s*)	63	83	59me	27me	-10	19	34	24	44	157	24(2)	34	69	45	73(15)
User	15	13(30s*)	81	113	74me	37me	-10	24	44	25	59	240	29(3)	44	84	50	73(20)
	20	13(30s*)	89	143	87me	42me	-10	29	54	27	69	323	34(4)	54	99	55	73(25)
	1	1(0*)	30	16	10me	5ds	0	-25	10	16	20	12	-20(0)	15	25	35	20(3)
	5	1(6*)	48	43	27me	37ds	0	19	24	27	39	70	24(1)	29	44	40	73(10)
Hybrid	10	1(6*)	60	73	32me	62ds	0	24	34	28	49	148	29(2)	39	59	45	73(15)
User	15	1(6*)	78	98	37me	77ds	0	29	44	30	64	227	34(3)	49	74	50	73(20)
	20	1(6*)	86	123	42me	92ds	0	34	49	32	74	305	39(4)	54	85	55	73(25)
	1	6(30s*)	45	11	20me	20me	0	-25	20	16	20	3	15(1)	15	-25	32	10(3)
Semi	5	10(30s*)	84	26	62me	49me	-10	19	44	27	39	19	34(3)	34	19	34	62(4)
Channeling	10	10(30s*)	104	38	88me	64me	-10	24	59	30	54	40	44(7)	49	24	36	72(14)
User	15	10(30s*)	124	56	102me	79me	-10	29	70	33	64	61	69(10)	64	29	38	72(19)
	20	10(30s*)	142	68	115me	92me	-10	34	82	35	74	82	88(13)	72	39	40	72(24)
	1	1(0*)	35	11	20me	10ma	0	10	25	12	15	3	-25(0)	10	-20	32	15(3)
Semi	5	1(12*)	74	26	57me	42ma	0	24	49	25	39	19	29(3)	34	24	34	70(10)
Essence	10	1(12*)	94	38	82me	67ma	0	34	64	29	54	40	44(6)	49	34	36	75(15)
User	15	1(12*)	114	56	100me	82ma	0	39	81	33	69	61	59(9)	64	44	38	75(20)
	20	1(12*)	132	68	109me	97ma	0	49	90	38	84	82	70(12)	73	49	40	75(25)
	1	5(30s*)	35	12	20me	20me	0	-25	15	7	15	3	19(1)	10	15	32	15(3)
Semi	5	13(30s*)	74	29	57me	49me	-10	24	39	19	39	19	34(4)	39	39	35	67(4)
Mentalism	10	13(30s*)	94	43	82me	64me	-10	29	65	22	49	40	54(8)	59	54	38	77(14)
User	15	13(30s*)	114	64	100me	79me	-10	39	80	25	69	61	70(12)	73	69	41	77(19)
	20	13(30s*)	132	78	109me	92me	-10	49	91	29	78	82	82(16)	85	81	44	77(24)

‡ — The first number is the skill bonus for each craft/lore skill, while the second number is the number of craft/lore skills.

Key: Unless otherwise noted, the values given are skill bonuses. *DB codes:* s = includes shield bonus; a = includes adrenal defense; * = this value is often increased by bonuses from spells. *OB codes:* me = melee attack (with a weapon); ms = missile attack; ma = martial arts attack; ds = directed spell attack.

Climate Codes—h: hot/humid, n: hot/average, a: hot/dry, w: warm/humid, m: warm/average, s: warm/dry, k: cool/average, t: cool/dry, c: cold/dry, f: frigid

MOVING MANEUVER TABLE T-4.1

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 Hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You ar out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) — (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms.+20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
(-150) — (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rnds, stunned 3 rnds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rnds. Shatter knee. You are at -80.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) — (-51)	30	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall.. +30 Hits. You are out 9 rnds. Shatter knee. You are at -80.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
(-50) — (-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.	Fall. +10 Hits. Knock yourself out. Out for 18 rnds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
(-25) — 0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30. +10 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.
01 — 20	80	60	50	10	5	Fails to act.	Fall down. +5 Hits. you are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25. Out 2 rounds.	Fall. +15 Hits. Break your arm. You are out for 6 rounds.
21 — 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. Out for 2 rnds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
41 — 55	100	80	70	30	20	10	5	Fall down. +5 Hits. Out for 3 rounds.	Fall. Sprain ankle. You are -30. +15 Hits.
56 — 65	100	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits. 3 hits/ rnd. Out for 2 rounds.
66 — 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 — 85	100	100	100	60	50	40	30	10	Fail to act.
86 — 95	100	100	100	70	60	50	40	20	5
96 — 105	110	100	100	80	70	60	50	25	10
106 — 115	110	110	100	90	80	70	60	30	20
116 — 125	120	110	110	100	90	80	70	40	30
126 — 135	120	120	110	100	100	90	80	50	40
136 — 145	130	120	120	110	100	100	90	60	50
146 — 155	130	130	120	120	110	100	100	70	60
156 — 165	140	130	120	120	120	110	100	80	70
166 — 185	140	140	130	Super move. You feel great. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 — 225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 2 rounds.	120	100	90
226 — 275	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
276+	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 4 rounds.	Move inspires your allies. +30 to friendly rolls for 6 rounds.	Move stuns foes within 30' for 1 rnd. You still have half a rnd.	Move stuns all foes within 50 feet for 1 round.

ATTACK TABLE 5.1
BASIC SPELL
SPELL LAW

	Essence Spell			Channeling Spell			Mentalism Spell			
	Target's Armor			Target's Armor			Target's Armor			
	Metal Armor	Leather Armor	Other	Metal Armor	Metal Shield	Other	Metal Helmet	Leather Helmet	Other	
UM 01-02	F	F	F	F	F	F	F	F	F	01-02 UM
03-04	F	F	F	F	F	F	F	F	F	03-04
05-08	F	F	+70	F	F	+70	F	F	+70	05-08
09-12	F	F	+65	F	F	+65	F	F	+65	09-12
13-16	F	+45	+60	F	F	+60	F	+45	+60	13-16
17-20	+45	+40	+50	F	+45	+50	F	+40	+50	17-20
21-24	+40	+35	+45	F	+40	+45	F	+35	+45	21-24
25-28	+35	+30	+35	+45	+35	+35	+45	+30	+35	25-28
29-32	+30	+25	+30	+40	+30	+30	+35	+25	+30	29-32
33-36	+25	+20	+20	+35	+25	+20	+30	+20	+20	33-36
37-40	+20	+15	+15	+30	+20	+15	+25	+15	+15	37-40
41-44	+15	+10	+5	+25	+15	+5	+20	+10	+5	41-44
45-48	+10	+5	0	+20	+10	0	+15	+5	0	45-48
49-52	+5	0	0	+15	+5	0	+10	0	0	49-52
53-56	0	0	-5	+10	0	-5	+5	0	-5	53-56
57-60	0	-5	-10	+5	0	-10	0	-5	-10	57-60
61-64	-5	-5	-15	0	-5	-15	0	-5	-15	61-64
65-68	-5	-10	-20	0	-5	-20	-5	-10	-20	65-68
69-72	-10	-15	-25	-5	-10	-25	-5	-15	-25	69-72
73-76	-25	-20	-30	-10	-15	-30	-10	-20	-30	73-76
77-80	-30	-25	-35	-15	-20	-35	-15	-25	-35	77-80
81-84	-35	-30	-40	-20	-25	-40	-20	-30	-40	81-84
85-88	-40	-35	-45	-25	-30	-45	-25	-35	-45	85-88
89-92	-45	-40	-50	-30	-35	-50	-30	-40	-50	89-92
93-95	-50	-45	-55	-35	-40	-55	-35	-45	-55	93-95
UM 96-97	-60	-65	-75	-55	-60	-75	-55	-65	-75	96-97 UM
UM 98-99	-85	-90	-100	-80	-85	-100	-80	-90	-100	98-99 UM
UM 100	-110	-115	-125	-105	-110	-125	-105	-115	-125	100 UM

Range	Mod
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' - up	-30

BASE ATTACK ROLL MODIFICATIONS

A/D	Category	Effect	Notes
A	Skill Rank with Spell List	+1 per rank	
A,D	Spells	+ (variable)	Depends on specific spell.
A,D	Items	+ 5 per bonus	+1 if a 3-18 system is used.
D	Race	+ (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static Target	+10	Applies only if no cover.

COMMON ACTIONS TABLE T-3.2

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Preparing a spell (see Sec. 18.2.4)	90%
Casting a non-instantaneous spell ‡	75%
Casting an instantaneous spell ‡	10%
Concentration (i.e., to maintain a spell, balance, etc.)	50%
Disengage from Melee (may move 10')	25%
Making a moving maneuver (see Sec. 25.0)	varies
Making a static maneuver (see Sec. 24.0) †	varies
Full melee attack (see Sec. 23.4) *	60-100%
Press & melee attack (see Sec. 23.4) *	80-100%
React & melee attack (see Sec. 23.4) *	80-100%
Making a missile attack (see Sec. 23.5)*	30-60%
Parrying a missile attack (see Sec. 23.5)	50%
Loading or Reloading a sling	50%
Loading or Reloading a short bow	50%
Loading or Reloading a composite bow	60%
Loading or Reloading a long bow	70%
Loading or Reloading a light crossbow	160%
Loading or Reloading a heavy crossbow	220%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Sec. 21.2)	10%
Controlling mount (see Sec. 18.2.8)	10-100%

* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see Section 23.3.7).

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-1), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

‡ — A character may only cast one spell each round.

Variable Percentage Activities

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

BATTLE ROUND SEQUENCE TABLE T-3.1

1) **Action Declaration Phase** — Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a missile parry is declared, parry proportions must also be declared (see Section 23.2.6).

2) **Initiative Determination Phase** — Each combatant must make an *initiative roll*:
(2d10 + Qu Bonus + modifications)

3) **Snap Action Phase** — Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.

4) **Normal Action Phase** — Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.

5) **Deliberate Action Phase** — Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

ARMOR TABLE T-3.3

Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 8.6).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 8.6).

‡ — The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (see Section 23.5.2).

§ — An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (see Section 5.4.4). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus (see Section 23.2.1).

PACE LIMITATIONS CHART

Weight Penalty	Maximum Pace	Maneuver Difficulty Based on Pace *					
		Walk	Jog	Run	Sprint	Fast Sprint	Dash
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

KILL EP CHART

Opponent's Level	Level of the Character Delivering the "Killing" Blow										
	1	2	3	4	5	6	7	8	9	10	10+
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered.

* — EPs awarded for levels above 9th are: 200 + (50 x (opponent's level - character's level) *with a minimum of 200.*

SPELL EP CHART

Spell Level	Level of the Character Casting the Spell										
	1	2	3	4	5	6	7	8	9	10	11+
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character casting the spell.

* — For characters and/or spells above 10th level the spell EP result is:
100 - (10 x (level of the caster - level of the spell cast) *with a maximum result of 200 and a minimum result of 0.*

CRITICAL EP CHART

Opponent's Level	Critical Delivered				
	A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

* – These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

MANEUVER EP CHART

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

ENCUMBRANCE CHART

Number of Weight Allowance Units		Encumbrance Penalty
More Than	*Less Than or Equal to*	
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x *truncated* [10 x dead weight + character's weight]

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

ENCUMBRANCE CHART

Number of Weight Allowance Units		Encumbrance Penalty
More Than	*Less Than or Equal to*	
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x	11x	-80
11x	12x	-88
12x	13x	-96
13x	14x	-104
14x and up		-104 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x *truncated* [10 x dead weight + character's weight]

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

DEFENSIVE CAPABILITIES TABLE T-3.6

FACTOR	DEFENSIVE BONUS MOD. VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Quickness x 3	full	full	none	full	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	none	Special restrictions.
Special Items	full	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	half	—
Shield:						
Wall Shield	30	40	*	30	0	May parry melee & missile attacks.
Full Shield	25	25	*	20	0	May parry melee & missile attacks.
Normal Shield	20	20	*	15	0	May parry melee & missile attacks.
Target Shield	20	10	*	5	0	May parry melee & missile attacks.
Weapon:						
Main Gauche	15§	0	0	0	0	May parry melee attacks.
1-Handed Weapons	5§	0	0	0	0	May parry melee attacks.
2-Handed Weapons	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against 1-Handed weapons.
Pole Arms	5§	0	0	0	0	May parry melee attacks; only up to 50% of OB can be used against non-pole arm weapons.
Helmet:						
No Helmet	0	0	**	-5	-5	—
Helmet	0	0	**	0	0	—
Full Helmet	0	0	**	5	5	—
Cover:						
Full "Soft" Cover ‡	na	na	20	na	40	—
Half "Soft" Cover ††	20	40	10	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Partial "Soft" Cover †	10	20	0	20	20	May parry melee & missile attacks (e.g., a light wooden wall could be used to parry a missile).
Full "Hard" Cover ‡	na	na	20	na	60	—
Half "Hard" Cover ††	30	60	10	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).
Partial "Hard" Cover †	15	30	0	30	30	May parry melee & missile attacks (e.g., a stone wall could be used to parry a missile).

na — Normally, an attack may not be made against such a target.

* — If the target of a basic Channeling spell is not wearing metal armor, a metal shield (i.e., most shields have a significant amount of metal) will determine the column used for a basic spell attack.

** — A target's leather or metal helmet will determine the column used against a basic Mentalism spell.

§ — Can only be used if the weapon is not used to attack or if 100% of OB is used to parry.

† — 50-75%of the target can be seen.

†† — 01-49% of the target can be seen.

‡ — The target is detected but not sighted (i.e., no line of sight) and the target does not use its tripled Quickness bonus for its DB (i.e., the target is hiding behind something). Normally melee and missile attacks may not be made.

OFFENSIVE CAPABILITIES TABLE T-3.5

FACTOR	ATTACK ROLL MODIFICATIONS VERSUS: Melee	Missile	Basic Spells	Directed Spells	Area Spells	Special
Skill Bonus	full	full	none	full	none	OB for the weapon or spell.
Skill Rank	none	none	full	none	full	Skill rank of spell's list.
Special Items	full	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	none	This is normally part of the OB.
Using Less Than Max. % Activity	varies	varies	none	none	none	-1 mod for each 1% less than max used.
Position:						
Flank Attack	+15	+0	+0	+0	+0	Cumulative with other position mods.
Rear Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Surprise Attack	+20	+0	+0	+0	+0	Cumulative with other position mods.
Target Status:						
Static Target	+0	+0	+10	+30	+30	Applies to prone and/or surprised targets with no cover. Target gets no Qu bonus to his DB.
Stunned Target	+20	+20	+0	+0	+0	Not cumulative with other target status mods.
Downed Target	+30	+30	+0	+0	+0	Not cumulative with other target status mods.
Prone Target	+50	+50	+0	+0	+0	Not cumulative with other target status mods.
Attacker Status:						
% of Hits Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-30	-30	-30	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:						
26-50%	-10	-10	-10	-10	-10	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-20	-20	-20	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-30	-30	-30	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-60	-60	-60	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-100	-100	-100	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	varies	Based on weapon or spell used.
Center Point:	none	none	none	none	+20	Only applies to area attack spells.
Armor Penalty:	none	varies	none	none	none	Based on armor worn (Armor Table T-3.4).

General Static Maneuver Table T–4.8.1

-26 down Spectacular Failure: -50% • 5.0✱• -30➡
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — -04 Absolute Failure: -20% • 3.0✱• -10➡
Your remarkable failure marks you for ridicule. Hope your parents weren't watching...

-05 — 75 Failure: 0% • 2.0✱• +0➡
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: —• —• —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 — 90 Partial Success: 20% • 1.5✱• +5➡
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80% • 1.25✱• +10➡
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125% • 1.0✱• +25➡
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100% • 1.0✱• +20➡
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120% • 0.75✱• +30➡
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure**.

General and GM-Assigned Modifers

Standard	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	not allowed
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Mod.
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Mod.
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

† — These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

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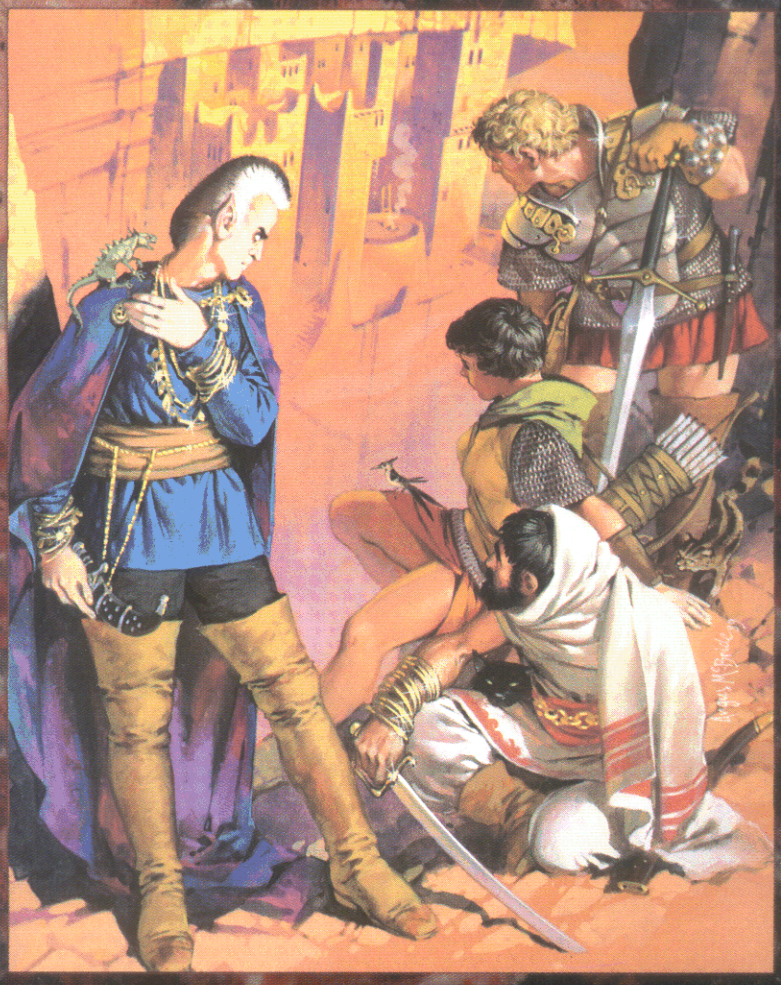
ROLEMASTER™

THE STANDARD SYSTEM



GAMEMASTER LAW™

VARIABLE PERCENTAGE ACTIVITIES

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid dismount from a riding animal	20%
Careful dismount from a riding animal	50%
Mounting a riding animal	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%

Action	% of Total Activity
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

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The *Rolemaster GM Screen* is a useful game aid for every *Rolemaster* GM and gamer. Each 25.5" x 11" stand-up screen includes most of the important tables for handling battles, maneuvering, and actions (except attack and critical tables). The insert booklet contains all of the encounter tables from *Creatures & Monsters*™ as well as a master listing of all of the combat statistics for all the *C&M* creatures. This impressive set of screens is a must for all fans of the *Rolemaster* system!

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- A master listing of all of the combat statistics for all creatures from *C&M*.
- The Standard Encounter Table (used to generate encounters).
- The Master Character Table.
- The Moving Manuever Table and Basic Spell Attack Table provided on a reference card insert.

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- *Spell Law*™: The complete *Rolemaster* magic system (over 2,000 spells)!
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