

# MONSTER ISLAND COMPANION

MAPS, STATISTICS AND CHARTS FOR  
MONSTER ISLAND



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& Friends

# MONSTER ISLAND COMPANION

This PDF pack contains a number of Games Master resources to aid with using Monster Island at the gaming table. Some of the information is material we simply couldn't fit into the main book. Some of it is charts, gathered into one place to aid reference.

## INTERACTIVE MAP

The main resource is the layered map. Here's how to use it.

- In your PDF viewer, ensure you can View Layers. In Acrobat, you can click the Layers icon in the left-hand ribbon. In Foxit refer to the Layer panel on the left side of the work area.
- You can now choose which layers to view by selecting the appropriate combination. here is what each layer controls:
- KeyItems Image: this controls the key for tribal territories, places of interest and so on.
- Rivers Image: Turns on/off the river names.
- Main Titles Image: Turns on/off the Monster island title and the compass rose and scale bar
- Hex Image: Turns on and off the hex grid overlay.

- Colour Version Image: When turned off, renders the map into black and white.
- Background Image: Controls the map itself. You can isolate just the place names, rivers names and so on it you wish.
- The map is rendered at A2 scale. This means that you can scale into the map using the Zoom functions of your PDF application without losing any clarity or quality.

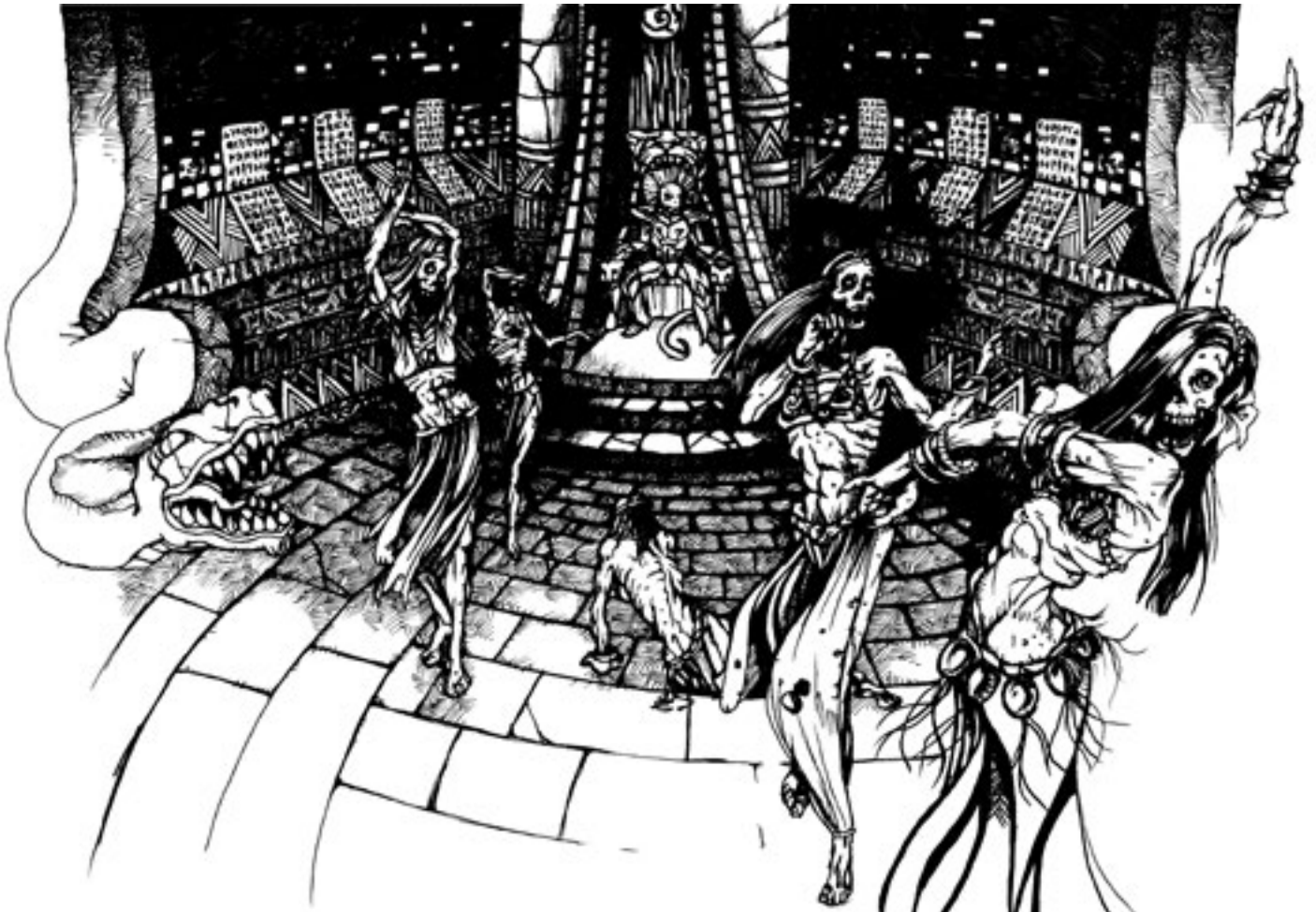
You also have permission to print different permutations of the map, including small selections of it, for personal use in your campaign.

## NPC STATISTICS

The NPC statistics are RUNEQUEST 6 statistics blocks for the named individuals described in the Settlements chapter. They can be used as encounters for the characters in your campaign, or as player characters if statistics are needed in a hurry.

## CHARTS

The Encounter charts have been gathered into one place for ease of reference.



# NPC STATISTICS

## ALAMIMO SWIFTSPEAR

Characteristics	Attributes	1d20	Location	AP/HP
STR: 17	Action Points: 3	1–3	Tail	3/7
CON: 15	Damage Modifier: +1d6	4–5	Right Leg	3/7
SIZ: 19	Magic Points: 12	6–7	Left Leg	3/7
DEX: 18	Movement: 6m walking and swimming	8–10	Abdomen	3/8
INT: 14	Strike Rank: +16	11–14	Chest	3/9
POW: 12	Armour: Thick Scales	15–16	Right Arm	3/6
CHA: 13	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer	17–18	Left Arm	3/6
	Magic: Animism (can use fetishes)	19–20	Head	3/7
	Status: 77			

Skills: Athletics: 85%, Binding: 55%, Boating: 57%, Brawn: 61%, Conceal: 65%, Craft (Bone Carving): 62%, Customs: 93%, Dance: 56%, Deceit: 37%, Endurance: 85%, Evade: 71%, First Aid: 42%, Influence: 61%, Insight: 61%, Locale: 53%, Native Tongue: 92%, Navigate: 56%, Perception: 66%, Ride: 70%, Sing: 55%, Stealth: 67%, Survival: 47%, Swim: 67%, Track: 74%, Trance: 57%, Unarmed: 100%, Willpower: 59%

Combat Style: Eiki Elite: 110%, Mua Infantry: 85%, Tua Skirmisher: 90%

## ARTHUR DOYAL

Characteristics	Attributes	1d20	Location	AP/HP
STR: 9	Action Points: 3	1–3	Right Leg	0/4
CON: 9	Damage Modifier: -1d2	4–6	Left Leg	0/4
SIZ: 9	Magic Points: 14	7–9	Abdomen	0/5
DEX: 11	Movement: 6m walking	10–12	Chest	0/6
INT: 15	Strike Rank: +13	13–15	Right Arm	0/3
POW: 14	Armour: None	16–18	Left Arm	0/3
CHA: 13	Abilities: None	19–20	Head	0/4
	Magic: None			
	Status: 17			

Skills: Art (Literature): 87%, Athletics: 35%, Boating: 33%, Brawn: 48%, Bureaucracy: 78%, Conceal: 35%, Culture (Savages): 65%, Customs: 80%, Dance: 39%, Deceit: 58%, Drive: 35%, Endurance: 48%, Evade: 57%, First Aid: 86%, Influence: 66%, Insight: 79%, Literacy: 95%, Locale: 80%, Lore (Local Folk Tales): 80%, Lore (Narcotics): 65%, Native Tongue: 98%, Oratory: 77%, Perception: 59%, Ride: 50%, Sing: 52%, Stealth: 61%, Streetwise: 67%, Swim: 43%, Unarmed: 55%, Willpower: 63%

Combat Style: None

## DUGHAR MAKLUR

Characteristics	Attributes	1d20	Location	AP/HP
STR: 17	Action Points: 2	1–3	Right Leg	0/7
CON: 15	Damage Modifier: +1d4	4–6	Left Leg	0/7
SIZ: 16	Magic Points: 4	7–9	Abdomen	0/8
DEX: 9	Movement: 6m walking	10–12	Chest	0/9
INT: 13	Strike Rank: +11	13–15	Right Arm	0/6
POW: 4	Armour: None	16–18	Left Arm	0/6
CHA: 12	Abilities: None	19–20	Head	0/7
	Magic: None			
	Status: 79			

Skills: Athletics: 61%, Boating: 52%, Brawn: 73%, Commerce: 45%, Conceal: 63%, Craft (Woodworking): 72%, Craft (Smithing): 57%, Customs: 86%, Dance: 31%, Deceit: 65%, Drive: 63%, Endurance: 95%, Engineering: 51%, Evade: 58%, First Aid: 62%, Influence: 64%, Insight: 52%, Literacy: 46%, Locale: 66%, Native Tongue: 85%, Navigation: 72%, Perception: 57%, Ride: 38%, Seduction: 45%, Sing: 41%, Stealth: 57%, Survival: 89%, Swim: 57%, Unarmed: 96%, Willpower: 68%

Combat Style: Jack of all Trades (Spear, Club, Great Club, Javelin, Crossbow – Impromptu Weapons trait, treat any object as a club) 86%



## ERNST SHAKTON

Characteristics	Attributes	1d20	Location	AP/HP
STR: 11	Action Points: 2	1–3	Right Leg	0/6
CON: 10	Damage Modifier: +1d2	4–6	Left Leg	0/6
SIZ: 16	Magic Points: 18	7–9	Abdomen	0/7
DEX: 8	Movement: 6m walking	10–12	Chest	0/8
INT: 15	Strike Rank: +12	13–15	Right Arm	0/5
POW: 18	Armour: None	16–18	Left Arm	0/5
CHA: 14	Abilities: None	19–20	Head	0/6
	Magic: None			
	Status: 56			

Skills: Athletics: 74%, Boating: 81%, Brawn: 52%, Bureaucracy: 70%, Commerce: 59%, Conceal: 41%, Courtesy: 64%, Customs: 90%, Dance: 37%, Deceit: 39%, Drive: 36%, Endurance: 75%, Evade: 36%, First Aid: 43%, Influence: 83%, Insight: 68%, Locale: 80%, Lore (Meteorology): 70%, Native Tongue: 89%, Navigation: 98%, Oratory: 72%, Perception: 58%, Ride: 51%, Seamanship: 85%, Sing: 57%, Stealth: 43%, Swim: 71%, Unarmed: 59%, Willpower: 96%

Combat Style: Jack of all Trades (Spear, Club, Great Club, Javelin, Crossbow – Impromptu Weapons trait, treat any object as a club) 86%

## ETZLAK

Characteristics	Attributes	1d20	Location	AP/HP
STR: 17	Action Points: 3	1–3	Tail	1/5
CON: 15	Damage Modifier: +1d4	4–5	Right Leg	1/6
SIZ: 14	Magic Points: 4	6–7	Left Leg	1/6
DEX: 18	Movement: 6m walking	8–10	Abdomen	1/7
INT: 15	Strike Rank: +17 (+12 when wearing armour)	11–14	Chest	1/8
POW: 4	Armour: Soft Scales (wears 5AP chitin half plate in the arena)	15–16	Right Arm	1/5
CHA: 17	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/5
	Magic: None	19–20	Head	1/6
	Status: 62			

Skills: Acrobatics: 70%, Athletics: 70%, Boating: 37%, Brawn: 66%, Conceal: 32%, Customs: 75%, Dance: 60%, Deceit: 57%, Endurance: 91%, Evade: 96%, First Aid: 68%, Influence: 84%, Insight: 49%, Language (Low Tongue): 67%, Literacy (High Tongue): 45%, Locale: 65%, Lore (Zoology): 70%, Native Tongue: 77%, Oratory: 66%, Perception: 109%, Ride: 32%, Sing: 31%, Stealth: 68%, Survival: 74%, Swim: 52%, Unarmed: 105%, Willpower: 68%

Combat Styles: Learned under the auspices of the Brotherhood of the Deadly Divertissements: Rain of Blood Style (Bagh Nakh, 2-H-Maquahuitl, Parashu, Tamking – Throw Weapons trait): 115%, Crushing Vengeance Style (Cuauiholli, Chimalli, Gada – Intimidating Scream trait): 110%, Serpent Coils Style (Trishula, Kratosi, Bidentis, Daichui – Mancatcher trait): 105%, Brotherhood of the Silken Death (Katar, Ixchelru, Sling – Assassination trait): 110%

## EWELANI HEADBASHER

Characteristics	Attributes	1d20	Location	AP/HP
STR: 16	Action Points: 3	1–3	Tail	3/8
CON: 15	Damage Modifier: +1d6	4–5	Right Leg	3/8
SIZ: 21	Magic Points: 9	6–7	Left Leg	3/8
DEX: 10	Movement: 6m walking and swimming	8–10	Abdomen	3/9
INT: 15	Strike Rank: +13	11–14	Chest	3/10
POW: 9	Armour: Thick Scales	15–16	Right Arm	3/7
CHA: 17	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer	17–18	Left Arm	3/7
	Magic: Animism (can use fetishes)	19–20	Head	3/8
	Status: 86			

Skills: Athletics: 56%, Binding: 66%, Boating: 56%, Brawn: 62%, Conceal: 39%, Craft (Skinning): 55%, Customs: 80%, Dance: 67%, Deceit: 37%, Drive: 19%, Endurance: 64%, Evade: 35%, First Aid: 55%, Influence: 84%, Insight: 74%, Language (Human): 62%, Locale: 70%, Native Tongue: 87%, Perception: 69%, Ride: 39%, Sing: 61%, Stealth: 65%, Survival: 76%, Swim: 66%, Track: 57%, Trance: 54%, Unarmed: 71%, Willpower: 63%

Combat Style: Eiki Elite: 86%, Mua Infantry: 91%, Tua Skirmisher: 81%

GORGE IVRIST

Characteristics	Attributes	1d20	Location	AP/HP
STR: 15	Action Points: 2	1–3	Right Leg	0/5
CON: 12	Damage Modifier: +1d2	4–6	Left Leg	0/5
SIZ: 13	Magic Points: 16	7–9	Abdomen	0/6
DEX: 7	Movement: 6m walking	10–12	Chest	0/7
INT: 15	Strike Rank: +11	13–15	Right Arm	0/4
POW: 16	Armour: None	16–18	Left Arm	0/4
CHA: 8	Abilities: None	19–20	Head	0/5
	Magic: None			
	Status: 38			

Skills: Art (Sculpture): 59%, Athletics: 52%, Boating: 52%, Brawn: 58%, Bureaucracy: 60%, Conceal: 63%, Courtesy: 48%, Craft (Stonemasonry): 92%, Customs: 75%, Dance: 35%, Deceit: 28%, Drive: 58%, Endurance: 69%, Engineering: 85%, Evade: 39%, First Aid: 47%, Influence: 66%, Insight: 61%, Language (Low Tongue): 58%, Literacy: 68%, Locale: 70%, Lore (Surveying): 75%, Native Tongue: 83%, Navigation: 81%, Perception: 66%, Ride: 53%, Sing: 54%, Stealth: 47%, Swim: 42%, Unarmed: 62%, Willpower: 72%

Combat Style: Gentleman Huntsman (Bows, Crossbows – Marksman trait, shift a random Hit Location roll to an adjoining body location) 76%

HAAHEO HIGLEAPER

Characteristics	Attributes	1d20	Location	AP/HP
STR: 11	Action Points: 3	1–3	Tail	1/6
CON: 12	Damage Modifier: +1d4	4–5	Right Leg	1/7
SIZ: 20	Magic Points: 10	6–7	Left Leg	1/7
DEX: 13	Movement: 6m walking	8–10	Abdomen	1/8
INT: 17	Strike Rank: +15	11–14	Chest	1/9
POW: 10	Armour: Soft Scales	15–16	Right Arm	1/6
CHA: 16	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/6
	Magic: None	19–20	Head	1/7
	Status: 49			

Skills: Acting: 72%, Athletics: 44%, Boating: 33%, Brawn: 51%, Conceal: 38%, Courtesy: 63%, Culture (Savages): 74%, Customs (High Folk): 89%, Dance: 89%, Deceit: 82%, Endurance: 49%, Evade: 71%, First Aid: 55%, Influence: 57%, Insight: 72%, Language (Low Tongue): 83%, Literacy: 64%, Locale: 69%, Lore (Cryptography): 54%, Native Tongue: 98%, Perception: 72%, Ride: 48%, Sing: 46%, Sleight: 84%, Stealth: 75%, Streetwise: 56%, Swim: 33%, Unarmed: 94%, Willpower: 65%

Combat Style: Brotherhood of the Noiseless Whisper (Ixcheltu, Katar, Urumi – Assassination trait): 89%, Tua Skirmisher: 79%

HARRICK HOODIN

Characteristics	Attributes	1d20	Location	AP/HP
STR: 7	Action Points: 3	1–3	Right Leg	0/5
CON: 12	Damage Modifier: -1d2	4–6	Left Leg	0/5
SIZ: 9	Magic Points: 15	7–9	Abdomen	0/6
DEX: 15	Movement: 6m walking	10–12	Chest	0/7
INT: 14	Strike Rank: +15	13–15	Right Arm	0/4
POW: 15	Armour: None	16–18	Left Arm	0/4
CHA: 7	Abilities: None	19–20	Head	0/5
	Magic: None	19–20	Head	1/7
	Status: 61			

Skills: Acrobatics: 62%, Art (Draftsmanship): 47%, Athletics: 87%, Boating: 39%, Brawn: 36%, Commerce: 46%, Conceal: 45%, Customs: 78%, Dance: 52%, Deceit: 76%, Disguise: 61%, Drive: 30%, Endurance: 49%, Evade: 85%, First Aid: 59%, Influence: 49%, Insight: 79%, Languages (Various Ancient Ones): 61%, Language (High Tongue): 46%, Literacy 63%, Locale: 68%, Lockpicking: 75%, Lore (Traps): 63%, Mechanisms: 79%, Native Tongue: 81%, Perception: 84%, Ride: 50%, Sing: 37%, Sleight: 87%, Stealth: 64%, Swim: 49%, Unarmed: 32%, Willpower: 60%

Combat Style: Crafty Cutpurse (Dagger, Thrown Dagger, Sap – Knockout trait, when attacking with surprise treat any Stun Location as lasting minutes instead of turns) 67%

JOH JUNG (OLOHANA)

Characteristics		Attributes	1d20	Location	AP/HP
STR: 7	Action Points: 3		1–3	Right Leg	0/4
CON: 9	Damage Modifier: -1d2		4–6	Left Leg	0/4
SIZ: 9	Magic Points: 12		7–9	Abdomen	0/5
DEX: 17	Movement: 6m walking		10–12	Chest	0/6
INT: 16	Strike Rank: +17		13–15	Right Arm	0/3
POW: 12	Armour: None		16–18	Left Arm	0/3
CHA: 11	Abilities: None		19–20	Head	0/4
		Magic: None			
		Status: 13			

Skills: Athletics: 44%, Boating: 71%, Brawn: 36%, Commerce: 77%, Conceal: 44%, Craft (Rope Making): 63%, Culture (Savages): 82%, Customs (Human): 97%, Dance: 48%, Deceit: 47%, Drive: 29%, Endurance: 53%, Evade: 54%, First Aid: 48%, Influence: 57%, Insight: 58%, Language (Low Tongue): 77%, Locale: 57%, Lore (Marine Tactics): 67%, Musicianship (Pipes): 73%, Native Tongue: 82%, Navigate: 68%, Perception: 43%, Ride: 39%, Seamanship: 85%, Sing: 38%, Stealth: 53%, Swim: 66%, Unarmed: 44%, Willpower: 59%

Combat Style: Buccaneer (Sabre, Dagger, Thrown Dagger – Excellent Footwork trait): 69%

KAHEKILI THUNDERFOOT

STR: 11	Action Points: 3		1d20	Location	AP/HP
CON: 11	Damage Modifier: +1d2		1–3	Tail	3/6
SIZ: 16	Magic Points: 17		4–5	Right Leg	3/6
DEX: 13	Movement: 6m walking and swimming		6–7	Left Leg	3/6
INT: 16	Strike Rank: +15		8–10	Abdomen	3/7
POW: 17	Armour: Thick Scales		11–14	Chest	3/8
CHA: 17	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer		15–16	Right Arm	3/5
		Magic: Animism {Ancestor Spirits (Gamari Tribe), Death Spirits,	17–18	Left Arm	3/5
		Elemental Spirits (Slyphs), Guardian Spirits, Nature Spirits (Boost	19-20	Head	3/6
		Armour Points), Nature Spirits (Dominate Turtles), Nature Spirits			
		(Manifest Swimmer), Shape-shifting Spirits (Turtle), Sickness Spirits}			
		Status: 80			

Skills: Acting: 72%, Athletics: 44%, Boating: 33%, Brawn: 51%, Conceal: 38%, Courtesy: 63%, Culture (Savages): 74%, Customs (High Folk): 89%, Dance: 89%, Deceit: 82%, Endurance: 49%, Evade: 71%, First Aid: 55%, Influence: 57%, Insight: 72%, Language (Low Tongue): 83%, Literacy: 64%, Locale: 69%, Lore (Cryptography): 54%, Native Tongue: 98%, Perception: 72%, Ride: 48%, Sing: 46%, Sleight: 84%, Stealth: 75%, Streetwise: 56%, Swim: 33%, Unarmed: 94%, Willpower: 65%

Combat Style: Brotherhood of the Noiseless Whisper (Ixcheltu, Katar, Urumi – Assassination trait): 89%, Tua Skirmisher: 79%

KALAL

Characteristics		Attributes	1d20	Location	AP/HP
STR: 11	Action Points: 3		1–3	Tail	3/5
CON: 9	Damage Modifier: None		4–5	Right Leg	3/5
SIZ: 14	Magic Points: 14		6–7	Left Leg	3/5
DEX: 13	Movement: 6m walking and swimming		8–10	Abdomen	3/6
INT: 15	Strike Rank: +14		11–14	Chest	3/7
POW: 14	Armour: Thick Scales		15–16	Right Arm	3/4
CHA: 15	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer		17–18	Left Arm	3/4
		Magic: Animism (can use fetishes)	19–20	Head	3/5
		Status: 17			

Skills: Athletics: 54%, Binding: 39%, Boating: 50%, Brawn: 50%, Bureaucracy: 60%, Conceal: 57%, Courtesy: 75%, Craft (Pottery): 53%, Craft (Weaving): 68%, Culture (High Folk): 65%, Customs: 85%, Dance: 63%, Deceit: 80%, Endurance: 48%, Evade: 51%, First Aid: 38%, Influence: 65%, Insight: 74%, Language (High Tongue): 55%, Locale: 65%, Native Tongue: 80%, Oratory: 64%, Perception: 64%, Ride: 57%, Sing: 59%, Stealth: 53%, Streetwise: 55%, Swim: 45%, Trance: 43%, Unarmed: 44%, Willpower: 58%

Combat Style: None

## KNEV MASSKLYN

Characteristics	Attributes	1d20	Location	AP/HP
STR: 9	Action Points: 3	1–3	Right Leg	0/3
CON: 5	Damage Modifier: -1d2	4–6	Left Leg	0/3
SIZ: 10	Magic Points: 6	7–9	Abdomen	0/4
DEX: 9	Movement: 6m walking	10–12	Chest	0/5
INT: 17	Strike Rank: +13	13–15	Right Arm	0/2
POW: 6	Armour: None	16–18	Left Arm	0/2
CHA: 11	Abilities: None	19–20	Head	0/3
	Magic: None			
	Status: 34			

Skills: Athletics: 33%, Boating: 39%, Brawn: 29%, Commerce: 53%, Conceal: 60%, Craft (Map Making): 91%, Customs: 69%, Dance: 40%, Deceit: 43%, Drive: 60%, Endurance: 30%, Engineering: 64%, Evade: 48%, First Aid: 46%, Influence: 57%, Insight: 78%, Language (Low Tongue): 53%, Literacy: 89%, Locale: 74%, Lore (Astronomy): 79%, Lore (Cartography): 109%, Lore (Mathematics): 64%, Native Tongue: 98%, Navigation: 93%, Perception: 73%, Ride: 35%, Sing: 52%, Stealth: 51%, Swim: 29%, Unarmed: 33%, Willpower: 57%

Combat Style: None

## LOKAPELE MOONVOICE

Characteristics	Attributes	1d20	Location	AP/HP
STR: 12	Action Points: 3	1–3	Tail	3/6
CON: 13	Damage Modifier: +1d2	4–5	Right Leg	3/6
SIZ: 17	Magic Points: 10	6–7	Left Leg	3/6
DEX: 17	Movement: 6m walking and swimming	8–10	Abdomen	3/7
INT: 14	Strike Rank: +16	11–14	Chest	3/8
POW: 10	Armour: Thick Scales	15–16	Right Arm	3/5
CHA: 15	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer	17–18	Left Arm	3/5
	Magic: Animism (can use fetishes)	19–20	Head	3/6
	Status: 63			

Skills: Art (Body Painting): 65%, Art (Tattooing): 60%, Athletics: 49%, Binding: 50%, Boating: 45%, Brawn: 44%, Conceal: 57%, Craft (Pottery): 61%, Culture (Colonists): 43%, Customs: 83%, Dance: 82%, Deceit: 54%, Endurance: 51%, Evade: 49%, First Aid: 51%, Influence: 75%, Insight: 74%, Healing: 69%, Language (High Tongue): 64%, Language (Human): 59%, Locale: 53%, Lore (Myths): 63%, Native Tongue: 94%, Perception: 79%, Ride: 27%, Sing: 80%, Stealth: 56%, Swim: 35%, Trance: 53%, Unarmed: 49%, Willpower: 50%

Combat Style: None

## LORD GREYSTONE

Characteristics	Attributes	1d20	Location	AP/HP
STR: 8	Action Points: 3	1–3	Right Leg	0/5
CON: 8	Damage Modifier: None	4–6	Left Leg	0/5
SIZ: 13	Magic Points: 16	7–9	Abdomen	0/6
DEX: 12	Movement: 6m walking	10–12	Chest	0/7
INT: 14	Strike Rank: +13	13–15	Right Arm	0/4
POW: 16	Armour: None (Owns mail hauberk and half plate helm/greaves)	16–18	Left Arm	0/4
CHA: 15	Abilities: None	19–20	Head	0/5
	Magic: None			
	Status: 113			

Skills: Athletics: 65%, Boating: 36%, Brawn: 51%, Bureaucracy: 60%, Conceal: 63%, Courtesy: 84%, Customs: 93%, Dance: 67%, Deceit: 59%, Drive: 68%, Endurance: 61%, Evade: 49%, First Aid: 31%, Influence: 95%, Insight: 80%, Literacy: 74%, Locale: 43%, Lore (Politics): 78%, Lore (Strategy & Tactics): 73%, Native Tongue: 99%, Navigation: 65%, Oratory: 81%, Perception: 65%, Ride: 93%, Seamanship: 62%, Sing: 46%, Stealth: 36%, Swim: 36%, Unarmed: 80%, Willpower: 72%

Combat Style: Heavy Infantry (Scimitar, Spear, Hoplite Shield, Longspear – Formation Fighting trait) 90%

## MANAWALEA SWEETHEARTED

Characteristics	Attributes	1d20	Location	AP/HP
STR: 9	Action Points: 3	1–3	Tail	3/5
CON: 12	Damage Modifier: None	4–5	Right Leg	3/5
SIZ: 13	Magic Points: 14	6–7	Left Leg	3/5
DEX: 10	Movement: 6m walking and swimming	8–10	Abdomen	3/6
INT: 16	Strike Rank: +13	11–14	Chest	3/7
POW: 14	Armour: Thick Scales	15–16	Right Arm	3/4
CHA: 6	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer	17–18	Left Arm	3/4
	Magic: Animism (can use fetishes)	19–20	Head	3/5

Status: 67

Skills: Art (Compose Insult): 70%, Athletics: 34%, Binding: 65%, Boating: 61%, Brawn: 22%, Conceal: 64%, Craft (Weaving): 86%, Craft (Cooking): 66%, Customs: 82%, Dance: 46%, Deceit: 77%, Endurance: 43%, Evade: 40%, First Aid: 71%, Healing: 70%, Influence: 92%, Insight: 70%, Locale: 72%, Lore (Gossip): 67%, Native Tongue: 97%, Navigation: 50%, Perception: 55%, Ride: 24%, Sing: 75%, Sleight: 36%, Stealth: 51%, Swim: 46%, Trance: 61%, Unarmed: 44%, Willpower: 78%

Combat Style: None

## MARI KINSLAY

Characteristics	Attributes	1d20	Location	AP/HP
STR: 13	Action Points: 3	1–3	Right Leg	0/5
CON: 10	Damage Modifier: None	4–6	Left Leg	0/5
SIZ: 12	Magic Points: 9	7–9	Abdomen	0/6
DEX: 13	Movement: 6m walking	10–12	Chest	0/7
INT: 15	Strike Rank: +14	13–15	Right Arm	0/4
POW: 9	Armour: None	16–18	Left Arm	0/4
CHA: 16	Abilities: None	19–20	Head	0/5

Magic: None

Status: 47

Skills: Athletics: 71%, Boating: 68%, Brawn: 45%, Conceal: 67%, Culture (Savages): 70%, Customs: 95%, Dance: 54%, Deceit: 36%, Drive: 37%, Endurance: 65%, Evade: 66%, First Aid: 68%, Influence: 77%, Insight: 64%, Language (Low Tongue): 71%, Literacy: 60%, Locale: 75%, Lore (Anthropology): 80%, Native Tongue: 91%, Oratory: 55%, Perception: 49%, Ride: 72%, Sing: 45%, Stealth: 53%, Survival: 69%, Swim: 58%, Track: 75%, Unarmed: 71%, Willpower: 78%

Combat Style: Hard Bitten Explorer (Whip, Thrown Knives, Crossbow – Marksman trait, shift a random Hit Location roll to an adjoining body location)  
96%

## NIHOPALAOA IVORYTOOTH

Characteristics	Attributes	1d20	Location	AP/HP
STR: 16	Action Points: 3	1–3	Tail	3/7
CON: 17	Damage Modifier: +1d4	4–5	Right Leg	3/7
SIZ: 16	Magic Points: 14	6–7	Left Leg	3/7
DEX: 15	Movement: 6m walking and swimming	8–10	Abdomen	3/8
INT: 10	Strike Rank: +13	11–14	Chest	3/9
POW: 14	Armour: Thick Scales	15–16	Right Arm	3/6
CHA: 7	Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer	17–18	Left Arm	3/6
	Magic: Animism (can use fetishes)	19–20	Head	3/7

Status: 55

Skills: Athletics: 71%, Binding: 46%, Boating: 73%, Brawn: 61%, Conceal: 94%, Craft (Hunting Traps): 90%, Customs: 80%, Dance: 52%, Deceit: 57%, Endurance: 74%, Evade: 80%, First Aid: 45%, Influence: 49%, Insight: 39%, Locale: 85%, Native Tongue: 72%, Navigate: 49%, Perception: 79%, Ride: 49%, Sing: 51%, Stealth: 95%, Survival: 91%, Swim: 63%, Track: 87%, Trance: 56%, Unarmed: 61%, Willpower: 53%

Combat Style: Tua Skirmisher: 89%



PERSVAL FAWSET

Characteristics	Attributes	1d20	Location	AP/HP
STR: 10	Action Points: 2	1–3	Right Leg	0/5
CON: 7	Damage Modifier: None	4–6	Left Leg	0/5
SIZ: 14	Magic Points: 10	7–9	Abdomen	0/6
DEX: 9	Movement: 6m walking	10–12	Chest	0/7
INT: 11	Strike Rank: +10	13–15	Right Arm	0/4
POW: 10	Armour: None	16–18	Left Arm	0/4
CHA: 15	Abilities: None	19–20	Head	0/5
	Magic: None			
	Status: 44			

Skills: Athletics: 59%, Boating: 62%, Brawn: 39%, Commerce: 91%, Conceal: 44%, Courtesy: 71%, Customs: 87%, Dance: 54%, Deceit: 76%, Drive: 24%, Endurance: 49%, Evade: 53%, First Aid: 40%, Influence: 90%, Insight: 51%, Language (Low Tongue): 41%, Locale: 57%, Lore (History): 62%, Lore (Native Artworks): 77%, Native Tongue: 91%, Oratory: 70%, Perception: 61%, Ride: 74%, Sing: 55%, Stealth: 50%, Survival: 37%, Swim: 62%, Unarmed: 44%, Willpower: 55%

Combat Style: None

PHSOSEN

Characteristics	Attributes	1d20	Location	AP/HP
STR: 9	Action Points: 3	1–3	Tail	1/4
CON: 9	Damage Modifier: None	4–5	Right Leg	1/5
SIZ: 15	Magic Points: 12	6–7	Left Leg	1/5
DEX: 15	Movement: 6m walking	8–10	Abdomen	1/6
INT: 15	Strike Rank: +15	11–14	Chest	1/7
POW: 12	Armour: Soft Scales	15–16	Right Arm	1/4
CHA: 11	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/4
	Magic: None	19–20	Head	1/5
	Status: 57			

Skills: Athletics: 49%, Boating: 18%, Brawn: 34%, Conceal: 57%, Craft (Vivisection): 90%, Culture (Colonists): 60%, Customs: 105%, Dance: 56%, Deceit: 56%, Endurance: 38%, Evade: 55%, First Aid: 55%, Influence: 52%, Insight: 67%, Language (Low Tongue): 56%, Language (Human): 61%, Locale: 75%, Lore (Anthropology): 80%, Lore (Biology): 85%, Lore (Psychology): 80%, Native Tongue: 86%, Oratory: 78%, Perception: 47%, Ride: 27%, Sing: 33%, Stealth: 65%, Swim: 53%, Unarmed: 49%, Willpower: 64%

Combat Style: None

QAQANAL

Characteristics	Attributes	1d20	Location	AP/HP
STR: 14	Action Points: 3	1–3	Tail	1/4
CON: 16	Damage Modifier: +1d4	4–5	Right Leg	1/5
SIZ: 17	Magic Points: 14	6–7	Left Leg	1/5
DEX: 16	Movement: 6m walking	8–10	Abdomen	1/6
INT: 11	Strike Rank: +14 (+6 when wearing armour)	11–14	Chest	1/7
POW: 14	Armour:Soft Scales (wears 4AP bone lamellar armour when on duty, made from the bodies of tomb robbers)	15–16	Right Arm	1/4
CHA: 8	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/4
	Magic: None	19–20	Head	1/5
	Status: 24			

Skills: Athletics: 65%, Boating: 45%, Brawn: 76%, Conceal: 80%, Craft (Tomb Traps): 62%, Customs: 77%, Dance: 49%, Deceit: 34%, Endurance: 82%, Evade: 67%, First Aid: 52%, Influence: 36%, Insight: 50%, Locale: 72%, Lore (Funereal Rites): 62%, Lore (Native Tongue): 89%, Oratory: 52%, Perception: 65%, Ride: 50%, Sing: 47%, Stealth: 67%, Swim: 55%, Track: 57%, Unarmed: 80%, Willpower: 63%

Combat Style: Brotherhood of the Silent Watch (Maquahuitl, Kratosi, Daichui, Kpinga – Blind Fighting Trait): 85%

TZELJA

Characteristics	Attributes	1d20	Location	AP/HP
STR: 14	Action Points: 3	1–3	Tail	1/5
CON: 16	Damage Modifier: None	4–5	Right Leg	1/6
SIZ: 11	Magic Points: 12	6–7	Left Leg	1/6
DEX: 16	Movement: 6m walking	8–10	Abdomen	1/7
INT: 14	Strike Rank: +15	11–14	Chest	1/8
POW: 12	Armour: Soft Scales	15–16	Right Arm	1/5
CHA: 17	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/5
	Magic: None	19–20	Head	1/6
Status: 85				

Skills: Art (Poetry): 64%, Athletics: 50%, Boating: 30%, Brawn: 40%, Conceal: 33%, Courtesy: 71%, Customs: 88%, Dance: 93%, Deceit: 66%, Endurance: 52%, Evade: 57%, First Aid: 55%, Gambling: 58%, Influence: 59%, Insight: 86%, Locale: 63%, Lore (Narcotics): 58%, Musicianship (Body Cymbals): 73%, Native Tongue: 96%, Perception: 51%, Ride: 28%, Seduction: 91%, Sing: 54%, Sleight: 53%, Stealth: 70%, Streetwise: 69%, Swim: 50%, Unarmed: 55%, Willpower: 79%

Combat Style: Brotherhood of the Serpentine Grace (Mubuchae, Cakera, Ixcheltu and Maduvu disguised as costume accoutrements – Hidden Weapons Trait): 65%

XANZOGA

Characteristics	Attributes	1d20	Location	AP/HP
STR: 8	Action Points: 3	1–3	Tail	1/4
CON: 14	Damage Modifier: -1d2	4–5	Right Leg	1/5
SIZ: 10	Magic Points: 18	6–7	Left Leg	1/5
DEX: 11	Movement: 6m walking	8–10	Abdomen	1/6
INT: 21	Strike Rank: +16	11–14	Chest	1/7
POW: 18	Armour: Soft Scales	15–16	Right Arm	1/4
CHA: 9	Abilities: Cold Blooded, Earth Sense, Venomous	17–18	Left Arm	1/4
	Status: 97	19–20	Head	1/5

Magic: Shaping 114%; Malformations of Maldweeb 112% {Impose Injury, Magnify (Might), Meliorate Maltreatment, Dedicate Might, Impress Configuration (Flesh, Vegetation), Progenitor Metamorphoses, Concoct Chimera, Transform}; Ebon Words of Zaruthra 107% {Inscribe Dominion, Conjure Possession, Tangential Perambulation}; Pnachotic Protections 102% {Obliterate Conjury, Quell Bewitchment, Forbear Violation, Defy Eidolon, Castigate Upstart}; The Vagnarr Elucidations 97% {Metaphysical Perspicacity (Smell)}; Sagacious Scrolls of Soleks 92% {Shrivel (Health), Enkindle Carrion, Purloin Personage}. Has learned but does not keep memorised other spells of a rank equal or less in each school known to him.

Skills: Athletics: 44%, Boating: 47%, Brawn: 38%, Conceal: 44%, Courtesy: 50%, Customs: 102%, Dance: 75%, Deceit: 75%, Endurance: 58%, Evade: 57%, First Aid: 57%, Healing 69%, Influence: 93%, Insight: 84%, Language (Low Tongue): 75%, Literacy (High Tongue): 117%, Locale: 82%, Lore (Botany): 107%, Lore (Dimensions): 67%, Lore (History): 82%, Lore (Sorcery): 77%, Lore (Undead): 47%, Native Tongue: 120%, Navigation: 59%, Perception: 104%, Ride: 29%, Sing: 87%, Sleight: 60%, Stealth: 57%, Swim: 37%, Willpower: 91%

Combat Style: Eight Jab Doom (Unarmed – Unarmed Prowess trait): 70%

YHTIL

Characteristics		Attributes	1d20	Location	AP/HP
STR: 7	Action Points: 3		1–3	Tail	1/4
CON: 5	Damage Modifier: None		4–5	Right Leg	1/5
SIZ: 17	Magic Points: 19		6–7	Left Leg	1/5
DEX: 8	Movement: 6m walking		8–10	Abdomen	1/6
INT: 17	Strike Rank: +13		11–14	Chest	1/7
POW: 19	Armour: Soft Scales		15–16	Right Arm	1/4
CHA: 13	Abilities: Cold Blooded, Earth Sense, Venomous		17–18	Left Arm	1/4
	Status: 66		19–20	Head	1/5

Magic: Shaping 91%; Manifest Creations of Yeiber 99% {Zoetic Motivation (Silver), Impress Configuration (Silver), Augment Incalescence, Dedicate Might}; Bronze Bindings of Khut-Nar 94% {Celeritous Progression, Paralytic Immobilisation, Actuate Mechanism, Withhold Ingress}; Pnachotic Protections 94% {Obliterate Conjury, Quell Bewitchment}; Dictates of Tzarkand 89% {Fetter Chattel (Reptiles), Inhibit Fiends (Reptiles), Tyrannise Thrall (Savages), Oppress Inferiors (Savages)}; Abjurements of Ybion 79% {Foreswear Process (Poisoning)}; The Vagnarr Elucidations 59% {Metaphysical Perspicacity (Touch)}; Prognostications of Nugsoth 54% {Descry Chronology}; Cryptical Weavings of Xeeth 44% {None}; Sagacious Scrolls of Soleks 39% {None}; Yimskar Malignancies 34% {None}; Has learned but does not keep memorised a dozen other spells of a rank equal or less in each school known to him. Dedicates 3MP to permanently animate an articulated silver serpent (SIZ 18) which usually accompanies him.

Skills: Art (Torture): 62%, Athletics: 45%, Boating: 42%, Brawn: 39%, Conceal: 71%, Culture (Colonists): 64%, Customs: 79%, Dance: 61%, Deceit: 59%, Drive: 67%, Endurance: 40%, Engineering: 84%, Evade: 51%, First Aid: 55%, Influence: 74%, Insight: 56%, Language (Human): 70%, Language (Low Tongue): 75%, Literacy (High Tongue): 99%, Literacy (Human): 54%, Locale: 64%, Lore (Sorcery): 67%, Mechanisms: 75%, Musicianship (Lyres): 66%, Native Tongue: 100%, Oratory: 87%, Perception: 81%, Ride: 47%, Sing: 82%, Stealth: 75%, Swim: 32%, Willpower: 78%

Combat Style: Eight Jab Doom (Unarmed – Unarmed Prowess trait): 70%



# ENCOUNTER CHARTS

## ENCOUNTERS

Jungle	Cloud Forest	Puna Plateau	High Mountains	Encounter
01-02	X	X	X	Beast Stampede
03-04	01-03	X	X	Bubbling Mudpit
05-24	04-21	01-10	X	Dangerous Plant
25-26	22-24	11-15	01-08	Dead Bodies
27-28	25-27	16-20	09-16	Desperate Exile
29-30	28-30	X	X	Dreaming God
31-32	31-33	21-25	17-24	Escorted Sorcerer
33-34	34-36	26-30	X	Forgotten Necropolis
35-36	37-39	X	25-32	Haunted Tiki
37-38	X	X	X	Helpless Child
39-40	X	X	X	Hired Thugs
41-42	40-42	31-35	X	Hunting Party
43-44	X	X	X	Insane Madman
45-46	43-45	36-40	X	Labouring Natives
47-48	46-48	X	X	Lethal Trap
49-50	49-51	X	33-40	Lost Explorers
51-70	52-70	41-55	41-68	Malicious Monster
71-72	71-73	56-60	X	More Ruins
73-74	74-76	61-65	69-76	Mysterious Stele
75-76	77-79	X	X	Native Settlement
77-78	80-82	66-70	77-84	Natural Resource
79-80	X	X	X	Nefarious Cultists
81-82	X	71-75	X	Ominous Sinkhole
83-84	X	X	X	Peaceful Drummer
85-86	83-85	76-80	X	Pursued Slave
87-88	86-88	X	85-92	Questing Kahuna
89-90	X	X	X	Quicksand Pool
91-92	89-91	81-85	X	Sacrificial Site
93-94	92-94	86-90	93-100	Spirit Source
95-96	95-97	91-95	X	Tomb Robbers
97-98	X	X	X	Travelling Merchant
99-100	98-100	96-100	X	War Party



## SPECIAL EVENTS

1d100	Event	Description
01-36	Nothing Happens	Nothing special happens in this time.
37-40	Ash Clouds	Either of the island's volcanoes releases a huge belch of ash which blocks out the sun for 1d3+1 days and makes breathing laborious due to the fine ash particles (everyone suffers a mandatory level of Fatigue)
41-44	Dead Arise	The doors to the spirit world open, allowing the dead to return for a single day and night. Unless blessed or entombed within a sealed container, all dead bodies and dismembered body parts across the island rise as Undeath Spirit-infested zombies with an Intensity of 1d3.
45-48	Earthquake	An earth tremor shakes the entire island. Roll 1d10 and refer to the Earthquake table (see RUNEQUEST page 269). The still standing cities and tombs of the High Folk are constructed well enough that they suffer no structural damage from such events.
49-52	Flood	Low level jungle regions flood for 1d3 days, making travel impossible unless moving along the ruined causeways or paddling by boat. Those caught away from high ground will eventually drown unless they can swim to safety.
53-56	Insect Plague	Some ecological imbalance causes the over-breeding of a species of insect which runs wild for 1d3+4 days until the indigenous species consume the glut. Unless taking cover within hermetically sealed chambers deep underground, or using some form of magic, everyone on the island suffers 1d3 damage per day to each Hit Location from accumulated bites, stings or toxins – potentially life threatening for sick or injured people – and driving creatures with thin skins mad with irritation.
57-60	Lahar	Mudflows caused by excessive rainfall or the melting of snow and ice by volcanic heat. Unlike eruptive activity, lahars can occur anywhere on the island, the collapse of a steep slope or ridge forming a thick, viscous mud which sweeps down with the strength and speed to flatten or bury everything in their path. Characters should be permitted a Perception roll to hear the approaching disaster and flee to high ground away from the mudflow's path. Failure indicates they are caught in the flow and drowned unless they make a Brawn or Swim roll. Even if they survive they lose everything not physically attached to their person.
61-64	Lava Flow	Mount Ruaumoko erupts, sending lava flows across its flanks down to the sea, sending huge clouds of obscuring steam across the southern tip of the island, if occurring in Wet Season. Anyone on the volcano may also be subject to volcanic bombs, roll a successful Evade or be struck for 2d6 impact damage plus an additional 1d6 burn damage on an upper body location (1d10+10). Being so slow, the lava itself is not dangerous unless it cuts off retreat.
65-68	Lightning Storm	Lightning rains down across the island in a tempestuous display, the bolts striking near anywhere a geomantic node is located (see page 131), such as Smoking Mirror portals, temple ruins, hidden tombs, and so on. Anyone caught near one of these magically attracted lightning bolts suffers the equivalent of the Sunspear Miracle at an Intensity of 1d6.
69-72	Magical Conjunction	The stars are right! An astronomical conjunction affects the strength of one type of magic across the island, boosting the Intensity of spirits by 1d3 or spells and miracles by 1d6. The conjunction lasts 1d3 days.
73-76	Migration	An unknown instinct causes the creatures of the island to migrate towards one of the remaining High Folk citadels, either increasing or reducing the chance of an encounter and the number involved, depending on location. The urge lasts for only 1d8+6 days but may cause inhabitants of abandoned areas a temporary shortage of food, whereas the inhabitants near the target region will become cut off by dangerously concentrated numbers of beasts.
77-80	Pyroclastic Flow	Mount Kamohoali (Fuming Mountain) erupts, sending a deadly cloud of hot volcanic debris, ash, and gases that travel at speeds in excess of at least 100 km/h. The direction and distance of the flow should be rolled randomly: 1d8 for direction (1 North, 2 Northeast, and so on) and 1d6x5 for the distance in kilometres covered. Anything in this path is generally incinerated, buried or both; unless in the lee of a mountain or above the level of the valley-hugging flow. Characters that succeed in a Hard Perception roll may notice the warning earth tremors and attempt to find cover (Survival) or flee the area (Formidable Athletics).
81-84	Sinkhole Opens	Due to underground water erosion or the weakening of the roof of a lava tube, a sinkhole dramatically opens – potentially appearing under a village, road or camp site. Anyone in close proximity to the collapse has mere moments to flee, before being engulfed. A successful Athletics or Evade is needed to escape in time, or they will suffer a catastrophic fall. The final dimensions of the sinkhole are 1d6x5 metres across and 1d100 metres deep.
85-88	Time Flashback	The island is transformed by a dreamlike illusion, portraying the land as it was before the great cataclysm. Although most of the creatures remain undeterred from their normal instincts, sapient species have trouble negotiating the oddly transformed landscape – Navigation rolls required. A side benefit of the flashback permits explorers the chance to locate hitherto undiscovered ruins.
89-92	Tropical Disease	Either a mundane contagious disease is encountered (see page 172) or swarms of Sickness Spirits (all of the same type) sweep the island, attacking everyone in Spirit Combat. Those that end up possessed by the spirit suffer its associated disease.
93-96	Tsunami	Offshore earthquakes cause a tsunami with waves reaching 1d10+10 metres in height. Whilst this has little effect on the towering cliffs of the island, anyone at sea or located in the lower quarter of Grimsand will be killed unless a Boating, Seamanship or Swim roll is made as applicable.
97-100	Typhoon	A tropical storm of severe potency hits the island. For physical effects roll 1d10 and half the number rolled, the result indicating its Hurricane Category (treat as an Earthquake of Intensity 5+Category). The typhoon lasts 1d3 days, during which time anyone caught outside without suitable shelter will suffer the associated damage per hour. All rivers run in spate for a period of 1d6+1 days after the storm ends, making them deadly, if not impossible to cross.

## FAUNA ENCOUNTERS

Encounter	Jungle	Cloud Forest	Puna Plateau	High Mountains
Ahuizotl	1-2	***	***	***
Alan	***	***	1-2	1-2
Alicanto	***	1-2	***	3-4
Allosaurus	3	***	***	***
Ankylosaurus	4-5	3	***	***
<i>Ant, Giant</i>	6	4-5	3-4	***
Antlion, Giant	7-8	6	5-6	***
Ape, Carnivorous	9	7-8	***	5-6
Arumco	10-11	9	***	***
<i>Asipatra</i>	***	***	7-8	7-8
Aswang	12	10-11	***	9-10
<i>Baboon, Giant</i>	***	***	9-10	***
<i>Bagini</i>	13-14	***	***	***
Bakunawa	15	***	***	***
<i>Basilisk</i>	***	***	11-12	11-12
<i>Bear</i>	***	12	***	13-14
<i>Beetle, Giant</i>	16-17	13-14	13-14	***
<i>Bonacon</i>	***	15	15-16	***
Bultungin	***	***	17-18	15-16
Bunyip	18	***	19-20	***
Byangoma	19-20	16-17	***	***
Centipede, Giant	21	18	***	***
<i>Chimera</i>	***	***	***	17-18
Cob Hobbler	22-23	19-20	21-22	19-20
Cockroach, Giant	24	21	23-24	***
<i>Crab, Giant</i>	25-26	***	***	***
<i>Crocodile</i>	27	***	***	***
Deinonychus	28-29	22-23	***	21-22
Dune Haunter	***	***	25-26	***
Dziwozoana	30	24	***	***
Eagle, Giant	***	***	27-28	23-24
Eel, Giant	31-32	***	***	***
Eel, Lightning	33	***	***	***
Febrilis	34-35	25-26	***	***
Flocks, Hordes, Packs and Shoals	***	***	***	***
Bats	36	27	29-30	***
Crabs	37-38	***	***	***
Leeches	39	28-29	***	***
Piranhas	40-41	30	***	***
Rats	***	***	31-32	25-26
Stampede	***	***	33-34	27-28
Flying Worms	***	***	***	29-30
<i>Ghoul</i>	***	***	35-36	***

Encounter	Jungle	Cloud Forest	Puna Plateau	High Mountains
Gibberer	42	31-32	***	31-32
Heterodontosaurus	43-44	33	37-38	33-34
Hitotsume-kozō	45	***	***	***
Hydra, Ophidian	46-47	***	39-40	35-36
<i>Insect Swarm</i>	48	34-35	41-42	37-38
<i>Iqari</i>	***	***	43-44	39-40
Isnashi	49-50	36	***	41-42
<i>Jaguar (Tiger)</i>	51	37-38	***	***
Jempulex	52-53	39	***	***
Kanaima	54	40-41	***	43-44
Kapre	55-56	42	***	***
Kitsune	57	43-44	***	***
Lakooma	58-59	***	45-46	***
Lammasu	60	45	47-48	45-46
<i>Lion</i>	***	***	49-50	***
Lizard, Blood	***	***	51-52	47-48
<i>Lizard, Giant</i>	***	46-47	***	49-50
Lizard, Thorny	***	48	53-54	51-52
Malcathorn	***	49-50	55-56	53-54
<i>Mammoth</i>	***	***	57-58	***
Manananggal	61-62	51	59-60	55-56
<i>Manticore</i>	***	***	***	57-58
<i>Mantis, Giant</i>	63	52-53	***	***
Megalonyx	64-65	54	61-62	59-60
Mokele-Mbembe	66	***	***	***
Morko	***	***	***	61-62
Moth, Lotus	67-68	55-56	***	***
<i>Mummy</i>	***	***	63-64	63-64
Naga	***	57	65-66	65-66
Nukekubi	69	58-59	67-68	67-68
Olgoi	***	***	69-70	***
Ophiodis	70-71	60	71-72	***
Oviraptor	72	61-62	73-74	69-70
Pachycephalosaurus	73-74	63	***	***
Panopticus	75	64-65	75-76	71-72
<i>Panthotaur</i>	***	66	***	***
Pihuichen	76-77	67-68	77-78	***
Polong	78	69	***	73-74
Quathil	79-80	70-71	***	75-76
Rokurokubi	81	72	***	***
Saltasaurus	82-83	73-74	***	***
Scarab, Giant	***	***	79-80	***
<i>Scorpion, Giant</i>	84	75	81-82	***
Sentinel	85-86	76-77	83-84	77-78

Encounter	Jungle	Cloud Forest	Puna Plateau	High Mountains
Serpent, Spellbreaker	87	78	85-86	***
<i>Skeleton</i>	***	79-80	87-88	79-80
<i>Slargr</i>	88-89	***	***	***
<i>Smilodon</i>	***	***	89-90	81-82
<i>Snake, Giant</i>	90	81	91-92	***
<i>Spider, Giant</i>	91-92	82-83	***	***
Tengu	***	***	***	83-84
Tetrapus	***	84	***	***
Therizinosaurus	93	85-86	***	***
Tikbalang	***	87	***	85-86
Triceratops	94-95	88-89	***	***
Vorompatra	96	90	***	87-88
Vorslurp	***	91-92	93-94	89-90
Vulture, Giant	***	93	***	91-92
Waheela	***	94-95	95-96	93-94
<i>Winged Ape</i>	97-98	96	***	95-96
<i>Wyrm</i>	***	97-98	97-98	***
<i>Wyvern</i>	***	***	***	97-98
Yeti	***	***	99-100	99-100
<i>Zombie</i>	99-100	99-100	***	***

## FLORA ENCOUNTERS

Unlike the Fauna tables, the different types of deadly plant life are not delineated by terrain, these being the most tenacious flora able to survive the atmosphere and climate of Monster Island. However, upon the Puna Plateau more lush plants will only be found bordering White Doom Lake.

Encounter	Roll
Deathdrip Flowers	01-08
Dudreyas	09-16
Ivory Impaler	17-25
Ivy, Succubus	26-33
Kulamyu Pod	34-41
Mantithorn Cactus	42-50
Moonflower	51-58
Plant, Possessed	59-66
Snapdragon	67-75
Spineapple Tree	76-83
Trifond	84-92
Vampire Palm	93-100

## SEA ENCOUNTERS

Encounter	Ocean	Shoreline
Adaro	01-06	01-08
Bakunawa	07-12	09-16
Bunyip	***	17-25
Clam, Giant	13-18	***
Conch, Assassin	19-25	***
<i>Crab, Giant</i>	26-31	26-33
<i>Crocodile</i>	***	34-41
Eel, Giant	32-37	42-50
Eel, Lightning	38-43	51-58
Flocks, Hordes, Packs and Shoals	***	***
	Jellyfish	44-50
Jellyfish, Giant	51-56	***
Kraken	57-62	***
Nanaue	63-68	59-66
Octopus, Giant	69-75	67-75
Panopticus	***	76-83
Plant, Possessed - Seaweed	76-81	84-92
<i>Sea Serpent</i>	82-87	***
<i>Shark</i>	88-93	***
Turtle, Tiger	94-100	93-100