

# Chapter 4: Dungeons, Towns And Wildernesses

## Dungeons

Not all OSRIC adventures involve dungeons—but many will. Dungeon design is an art rather than a science, and can be surprisingly satisfying. The purpose of the following sections is partly to help a harassed GM, or one short of time, to create areas of a dungeon randomly, and partly to give some indication of what kinds of challenge are suitable for which parts of the dungeon.

A dungeon or other adventure setting is more than merely monsters and treasures. The clever GM will draw the players into the world by serving as their eyes and ears. Compare and contrast the following statements:

**Example #1:** “Your party travels down the 60-ft corridor without incident and arrives at a locked door.”

**Example #2:** “With the thief scouting for traps in front of the party, you proceed slowly down the corridor. The guttering torchlight throws eerie, flickering shadows upon the walls, revealing darker stone and cruder workmanship than that of the previous level. Unfortunately the torchlight doesn't shed enough light to see to the end, all you can see by the yellow flame is the corridor continuing on into the darkness 40-ft away. A faint current of icy cold air blows into your faces, carrying with it a dank and mouldy smell as the thief pauses for a moment, looking at something on the damp stone floor before continuing. As you pass by you note the badly dented helmet he was examining. It appears damaged beyond all use. From somewhere behind comes the faint sound of slithering—perhaps the sound of one of the many pests inhabiting the lower levels of the dungeon, or is it something more? After travelling about 60-ft, you arrive at a solid looking door, its heavy wood beams solidly bound with rusting iron. The slithering noise has ceased, for now.”

Both passages describe the same 60-ft trek down an empty corridor to a door. Compare the dry and somewhat terse language of the first with the complete involvement of the player's senses contained in the second: the GM describes what the characters see, smell, and hear. They have arrived at the door and are very likely wondering what may be prowling the corridor behind them, just outside of the range of their puny torches. It's a harmless pest, but the players don't know that; the GM is simply telling them what the characters hear. Now contrast the two door descriptions. The players go from a rather bland statement about the door being locked, information to which they should not yet have access, to almost seeing the patches of rust on the sturdy iron bindings and wondering if they will easily get through the door.

It is about this method of filling out the dungeon with sensory input for the players that this section of the OSRIC rules speaks. It is called dungeon dressing and, as we saw above, dungeon dressing can elevate a mundane trip down 60-ft of corridor from an interlude into an experience. Tables are provided for random generation or, as always, the GM may pick and choose specific items for maximum effect. Note the tables are best served in areas otherwise lacking features of note. That is to say, the nuances of your carefully crafted sights, sounds, and smells may be lost upon the party battling for their lives against a horde of skeleton warriors. Although random tables are included, results should still be edited for a degree of consistency.

## Air Currents Table

d%	Result	d%	Result
01-05	slight breeze	70-75	still, cold air
06-10	damp, slight breeze	76-85	still, warm air
11-12	gusting breeze	86-87	slight updraft
13-18	cold current of air	88-89	strong updraft
19-20	slight downdraft	90-93	strong wind
21-22	strong downdraft	94-95	strong, gusting wind
23-69	still	96-00	strong, moaning wind

## Odours Table

d%	Result	d%	Result
01-03	acid	66-70	putrid
04-05	chlorine	71-75	rotting vegetation
06-39	dank and mouldy	76-77	salty wet
40-49	earthy	78-82	smoky
50-57	manure	83-89	stale, foetid
58-61	metallic	90-95	sulphur
62-65	ozone	96-00	urine

## General Table

d%	Result	d%	Result
01	ashes	61	leather boot
02-04	badly dented helmet	62-64	lantern
05-06	bent iron bar	65-68	mould
07	bits of hair or fur	69	pick handle
08	blunted javelin head	70	pole or rope (broken)
09	bones	71	pottery shards
10-19	broken arrow	72-73	rags
20	broken bottle	74	rats
21-22	ceiling damp	75-76	rubble
23-24	corroded chain	77	sack
25-26	cobwebs	78	scattered teeth or fangs
27	copper coin, bent	79	scratches on wall
28-29	cracks in ceiling	80	slime on ceiling
30-33	cracks in floor	81	slime on floor
34-40	cracks in wall	82-83	slime on wall
41	cracked flask	84	spike
42-44	cracked hammer head	85	sticks
45-49	dagger hilt	86	strap (shield or armour)
50	dripping water	87	straw
51	dried blood	88	stones
52	dry leaves and twigs	89	sword hilt
53-55	dung	90-91	torch stub

56	dust	92-93	wall damp
57	floor damp	94-95	water (puddle or trickle)
58	food item	96	wax drippings
59	fungi	97	wax blob or candle stub
60	guano	98-00	wood

## Noises

d%	Result	d%	Result
01-05	bang or slam	50-53	knocking
06	bellow or bellowing	54-55	laughter
07	bong	56-57	moaning
08	buzzing	58-60	murmuring
09-10	chanting	61	music
11	chiming	62	rattling
12	chirping	63	ringing
13	clanking	64	roar or roaring
14	clashing	65-68	rustling
15	clicking	69-72	scratching or scrabbling
16	coughing	73-74	scream or screaming
17-18	creaking	75-77	scuttling
19	drumming	78	shuffling
20-23	footsteps ahead	79-80	slithering
24-26	footsteps approaching	81	snapping
27-29	footsteps behind	82	sneezing
30-31	footsteps receding	83	sobbing
32-33	footsteps to the side	84	splashing
34-35	faint giggling	85	splintering
36	gong	86-87	squeaking
37-39	grating	88	squeal or squealing
40-41	groaning	89-90	tapping
42	grunting	91-92	thud
43-44	hissing	93-94	thumping
45	hooting	95	tinkling
46	trumpet sounding	96	twanging
47	howling	97	whining
48	humming	98	whispering
49	jingling	99-00	whistling

## Furnishings

d%	Result	d%	Result
01	altar	50	kettle
02	armchair	51	loom
03	armoire	52	mat
04	arras	53	mattress
05	bag	54	mural

06	barrel	55	oven
07-08	bed	56	pail
09	bench	57	painting
10	blanket	58-60	pallet
11	box	61	pans
12	brazier	62-64	pedestal
13	bucket	65	pegs
14	buffet	66	pillow
15	bunks	67	pots
16	barrel	68-70	quilt
17	cabinet	71	rug
18	candelabrum	72	rushes
19	carpet	73	sack
20	cask	74	sconce
21	cauldron	75	screen
22	chandelier	76-77	sheet
23	charcoal	78	shelf
24-25	chair	79	shrine
26	chest	80	sideboard
27	chest of drawers	81	sofa
28	coal	82	spinning wheel
29	couch	83	staff
30	crate	84	stand
31	cresset	85	statue
32-33	cupboard	86	stool
34	cushion	87-88	table
35	dais	89	tapestry
36	desk	90	throne
37	fireplace with wood	91	trestle
38	fireplace and mantle	92	trunk
39	firkin	93	tub
40-42	fountain	94	tun
43	fresco	95	utensil (cooking etc.)
44	grindstone	96	urn
45	hammock	97	wall basin and font
46	hamper	98	wardrobe
47	hogshead	99	wood billets
48-49	idol	00	workbench

## Religious

d%	Result	d%	Result
01-05	altar	56-58	offertory container
06-08	bell	59	paintings or frescoes
09-11	brazier	60-61	pews
12	candelabrum	62	pipes
13-14	candles	63	prayer rug

15	candlesticks	64	pulpit
16	cassocks	65	rail
17	chime	66-67	robes
18-19	altar cloth	68-69	sanctuary
20-23	columns or pillars	70-71	screen
24	curtain or tapestry	72-76	shrine
25	drum	77	side chair
26-27	font	78-79	stand
28-29	gong	80-82	statue
30-35	holy symbol	83	throne
36-37	holy writings	84-85	thurible
38-43	idol	86-88	tripod
44-48	incense burner	89-90	vestry
49	kneeling bench	91-97	vestments
50-53	lamp	98-99	votive light
54-55	lectern	00	whistle

## Torture Chamber

d%	Result	d%	Result
01-02	bastinadoes	49-50	pillory
03	bell, huge	51-54	pincers
04-06	bench	55-56	pliers
07-10	iron boots	57-58	huge pot
11-15	branding irons	59-66	rack
16-20	brazier	67-68	ropes
21-22	cage	69	stocks
23-26	chains	70-71	stool
27	chair with straps	72-75	strappado
28	clamps	76-78	straw
29-31	cressets	79-80	table
32	fetters	81	thongs
33-35	fire pit	82-85	thumb screws
36	grill	86-88	torches
37-38	hooks	89-90	"U" Rack
39-43	iron maiden	91	vice
44	knives	92-93	well
45	manacles	94-96	wheel
46	oubliette	97-99	whips
47-48	oil	00	whip, cat-o-nine tails

## Alchemy Lab

d%	Result	d%	Result
01-03	alembic	54	magic circle
04-05	balance and weights	55	mortar and pestle
06-09	beaker	56	pan

10	bellows	57-58	parchment
11	bladder	59	pentacle
12-13	bottle	60	pentagram
14-16	book	61	phial
17	bowl	62	pipette
18	box	63	pot
19-22	brazier	64	prism
23	cage	65	quill
24-25	cauldron	66-68	retort
26	candle	69	stirring/mixing rod
27	candlestick	70-71	scroll
28	carafe	72	scroll tube
29-30	chalk	73	sheet
31	crucible	74	skin
32	cruet	75	skull
33	crystal ball	76	spatula
34	decanter	77	measuring spoon
35	desk	78	stand
36	dish	79	stool
37-38	flask	80	stuffed animal
39	funnel	81	tank container
40	furnace	82	tongs
41-44	herbs	83	tripod
45	horn	84	tube, container
46	hourglass	85-86	tube, piping
47-48	jar	87	tweezers
49	jug	88-90	vial
50	kettle	91	water clock
51	ladle	92	wire
52-53	lamp	93-00	workbench

## Container Contents

d%	Result	d%	Result
01-03	ashes	49-56	liquid
04-06	bark	57-58	lump
07-09	bone	59-61	oily
10-14	chunks	62-65	paste
15-17	cinders	66-68	pellets
18-22	crystals	69-81	powder
23-26	dust	82-83	Semi-liquid
27-28	fibres	84-85	skin or hide
29-31	gelatin	86-87	splinters
32-33	globes	88-89	stalks
34-37	grains	90-92	strands
38-40	greasy	93-95	strips
41-43	husks	96-00	viscous

44-48	leaves	
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## Personal and Miscellaneous

d%	Result	d%	Result
01	awl	51	fuel oil
02	bandages	52	scented oil
03	basin	53	pan
04-05	basket	54	parchment
06	beater	55	pitcher
07	book	56	musical pipes
08-09	bottle	57	smoking pipe
10	bowl	58	plate
11	small box	59	platter
12-13	brush	60	pot
14	candle	61	pouch
15	candle snuffer	62	puff
16	candlestick	63	quill
17	walking cane	64	razor
18	case	65	rope
19	small casket	66	salve
20	chopper	67	saucer
21	coffer	68	scraper
22	cologne	69	scroll
23	comb	70	shaker
24	cup	71	sifter
25	decanter	72	soap
26	dipper	73	spigot
27	dish	74	spoon
28	earspoon	75	stopper
29	ewer	76	statuette or figurine
30	flagon	77	strainer
31	flask	78	tankard
32	food	79	thongs
33	fork	80	thread
34	grater	81-84	tinderbox
35	grinder	85-86	towel
36	hourglass	87	tray
37	jack (container)	88	trivet
38	jar	89	tureen
39	jug	90-91	twine
40	kettle	92	unguent
41	knife	93	vase
42	knucklebones	94	vial
43	ladle	95	wallet
44-45	lamp or lantern	96	washcloth
46	masher	97	whetstone

47	mirror	98	wig
48	mug	99	wool
49-50	needle and thread	00	yarn

## Clothing and Footwear

D%	Result	d%	Result
01-02	apron	47-48	kirtle
03-04	belt	49-50	leggings
05	blouse	51-54	linen drawers
06-08	boots	55-58	linen undershirt
09	buskins	59	mantle
10-12	cap	60	pantaloons
13-16	cloak	61-63	petticoat
17-18	coat	64-70	pouch or purse
19	coif	71-74	sandals
20	doublet	75-76	scarf
21-22	dress	77	shawl
23-24	frock or pinafore	78-79	shift
25-26	gauntlets	80-83	slippers
27-28	girdle	84-86	smock
29	gloves	87-89	stockings
30-31	gown	90	surcoat
32-34	hat	91	toga
35	habit	92-94	trousers
36-39	hood	95-96	tunic
40-41	hose	97	veil
42-44	jerkin	98-99	vest
45-46	kerchief	00	wrapper

## Food and Drink

D%	Result	d%	Result
01-02	ale	39-42	mead
03	apricots	43-46	grain meal
04-05	apples	47-56	meat
06	beans	57	milk
07-10	beer	58	muffins
11	berries	59	mushrooms
12	biscuits	60-62	nuts
13	brandy	63-64	onions
14-18	bread	65	pastries
19	broth	66	peaches
20	butter	67	pears
21	cakes	68	peas
22-24	cheese	69	pickles
25	cookies	70	pie



26	eggs	71	plums
27	fish	72-74	porridge
28	shellfish	75	prunes
29-30	fowl	76	pudding
31	grapes	77	raisins
32	greens	78-80	soup
33	gruel	81-82	stew
34	honey	83	sweetmeats
35	jam	84-87	tea
36	jelly	88-89	tubers, roots
37	leeks	90-95	water
38	lentils	96-00	wine

## Seasonings

D%	Result	d%	Result
01-15	garlic	56-58	pepper
16-50	herbs	59-85	salt
51-55	mustard	86-00	vinegar

## List of Formal Room Names

Antechamber	Entry-	Secret-
Armoury	Gallery	Seraglio
Audience-	Game Room	Shrine
Aviary	Great Hall	Sitting Room
Banquet-	Guardroom	Smithy
Barracks	Hall	Solar
Bath	Hallway	Stable
Bedroom	Harem	Storage
Bestiary	Kennel	Strongroom
Boudoir	Kitchen	Study
Cell	Laboratory	Temple
Chantry	Library	Throne Room
Chapel	Lounge	Toilet
Cistern	Meditation	Torture Chamber
Class-	Observatory	Training
Closet	Office	Trophy Room
Conjuring-	Pantry	Vault
Corridor	Pen	Vestibule
Court	Prison	Waiting Room
Crypt	Privy	Water Closet
Dining-	Reception	Well
Divination-	Refectory	Workroom
Dormitory	Robing-	Workshop
Dressing Room	Salon	

## Trap Generation and Placement

The trap generation chart below is not an exhaustive list. In fact, a quick perusal of this chart should readily produce several variations on the themes presented herein. It should also be noted that some traps can be combined to great effect. For instance, a spiked pit trap might trigger a swinging log to “help” the players in. Use your imagination.

There are various possible trap levels appropriate for different situations, as follows:

**Nuisance:** A hidden trap door with a 10-ft drop.

**Hazardous:** A hidden trap door with a 10-ft drop onto spikes.

**Dangerous:** A hidden trap door with a 10-ft drop onto poisoned spikes (for extra nastiness, have the pit lock shut after the victim falls in).

**Fatal:** All the above plus a 10 ton stone block the exact shape of the pit that drops down from the ceiling into the pit.

### Trap Placement

Generally traps should be suited to the dungeon level on which they are situated and the potential treasure they guard. Thus a trap on the first dungeon level that leads to an area infested with ferocious but poverty-stricken monsters should be nuisance, while a trap on the sixteenth dungeon level that protects a pair of dragons' treasure hoard while the dragons are out hunting should be fatal.

Intelligent creatures that live near a trap will always have some means of avoiding or disarming it—whether this be an alternative route they habitually take or some mechanical or magical means of bypassing it. If they use the trap to protect their lair, treasure or young, they will maintain the trap to the best of their ability (perhaps cleaning away bloodstains or other evidence of its existence, for example). And if the player characters learn to bypass the trap, intelligent monsters may try to find a way of making it effective again—perhaps by moving it or adding additional features, according to their ability and resources.

When placing traps, think about their purpose in the game and the effect they will have on playing style. Traps are there to increase “the risk of dungeoneering and to encourage skilled play; good dungeons have a judicious mixture of monsters, traps and roleplaying encounters.

Let's consider two OSRIC GMs. One likes to use many traps, some of which cause instant death with no save, while another prefers to use much fewer traps and always permits a saving throw.

The first GM's players will adapt. They will move slowly and carefully through the dungeon, and may have summoned creatures or created zombies to move ahead of them; triggering any traps they might encounter. They will tend to capture prisoners and question them under *charm* or some similar magic about the dungeon environment, and evil aligned characters may use captives like mining canaries. The pace of play will be slow owing to the characters' caution.

The second GM's players will tend not to be thieves. They will move more rapidly through the dungeon to try to achieve surprise against any foes they might encounter, and the game will have a more heroic feel to it.

Decide which style of game suits you and your group and design traps in your dungeons accordingly.

## Random Trap Generation

d%	Result	d%	Result
1-2	acid spray	51-52	oil-filled pit with dropping lit torch
3-4	bolt, crossbow	53-54	pit trap triggered by false door
5-6	bridge, collapsing	55-56	pit with dropping ceiling block
7-8	bridge, illusory	57-58	pit with locking trap door
9-10	caltrops drop from ceiling	59-60	pit, 10-ft
11-12	ceiling block drops behind players	61-62	poisoned bolt, crossbow
13-14	ceiling blocks drop in front of and behind players	63-64	poisoned caltrops
15-16	ceiling block drops in front of players	65-66	poisoned spear, ballista
17-18	ceiling block drops on players	67-68	poisoned spike pit
19-20	ceiling block seals players in room or area	69-70	portcullis drops behind players
21-22	elevator room	71-72	portcullises drop in front of and behind players
23-24	elevator room, deactivates for 24 hours	73-74	portcullis drops in front of players
25-26	elevator room, one way	75-76	rolling stone ball, height and width of corridor
27-28	falling door	77-78	scything blade, ankle-high
29-30	flame jets	79-80	scything blade, neck-high
31-32	flooding room	81-82	sliding room changes facing or location
33-34	gas, blinding	83-84	spear, ballista
35-36	gas, <i>fear</i>	85-86	spiked log trap
37-38	gas, flammable	87-88	spiked pit
39-40	gas, <i>sleep</i>	89-90	spring-loaded pile-driver disguised as a door
41-42	gas, <i>slowing</i>	91-92	stairs fold flat into a sliding chute
43-44	greased chute	93-94	stairs collapse
45-46	lightning bolt	95-96	teleporter
47-48	log trap, swinging	97-98	trip wire
49-50	obscuring fog	99-00	wire, neck high

## Tricks

Tricks make something harmless appear dangerous, or make something dangerous appear harmless. Create an expectation but fulfil it in an entirely extraordinary manner: an expensive diamond ring resting in a sturdy lead coffer, or is it? The ring is a well made but worthless trinket, the box is solid gold painted to appear as lead. This is the essence of the trick. Use the two tables below to generate random tricks. The first table will generate a mundane object commonly found in most dungeons, and the second will provide an unexpected attribute.

### Tricks—features

d%	Feature	d%	Feature
1-3	altar	51-53	monster
4-6	arch	54-56	mosaic

7-10	ceiling	57-60	painting
11-13	container*	61-63	passage
14-16	dome	64-66	pedestal
17-20	door**	67-70	pillar/Column
21-23	fire	71-73	pit
24-26	fireplace	74-76	pool
27-30	force field	77-80	room
31-33	fountain	81-83	stairway
34-36	furnishing	83-86	statue
37-40	idol	87-90	tapestry
41-43	illusion	91-93	vegetation
44-46	machine	94-96	wall
47-50	mirror	97-00	well

\*Any: jar, box, coffer, chest, barrel, vase, casket, etc.

\*\*Any door: secret, concealed, valve, arch, etc.

### Tricks—attributes

D%	Feature	d%	Feature
1	ages	51	increases Dexterity
2	animated	52	increases Intelligence
3	anti-Magic	53	increases Strength
4	appearing	54	increases Wisdom
5	asks	55	intelligent
6	attacks	56	invisible
7	changes class	57	laughs
8	changes minds from one body to another	58	magnetic
9	changes sex	59	makes younger
10	collapsing	60	moves
11	combination	61	null gravity
12	dances	62	one-way
13	decreases Charisma	63	opposite alignment
14	decreases Constitution	64	pivots
15	decreases Dexterity	65	plays games
16	decreases Intelligence	66	points
17	decreases Strength	67	poison
18	decreases Wisdom	68	polymorphing
19	directs	69	random alignment
20	disappearing	70	randomly acts
21	disintegrates	71	reduces
22	dispenses coins	72	repellent/repulses
23	dispenses counterfeit coins	73	resists magic
24	dispenses counterfeit gems	74	reverse gravity
25	dispenses counterfeit jewellery	75	reverse <i>wish</i> fulfilment
26	dispenses counterfeit magic item	76	riddles

27	dispenses counterfeit map	77	rising
28	dispenses gems	78	rolls
29	dispenses jewellery	79	shifting
30	dispenses magic item	80	shoots
31	dispenses map	81	sings
32	distorted depth	82	sinking
33	distorted height	83	sliding
34	distorted length	84	sloping
35	distorted width	85	spinning
36	electric shock	86	steals
37	enlarges	87	suggests
38	enrages	88	suspends animation
39	false	89	symbiotic
40	<i>flesh to stone</i>	90	takes
41	foretells	91	talks
42	fruit	92	talks in poetry and rhymes
43	gaseous	93	talks nonsense
44	<i>geas</i>	94	talks very intelligently
45	gravity decreased	95	talks, spell casting
46	gravity increased	96	teleports
47	greed inducing	97	unusual colour/texture/ material
48	hovers	98	variable gravity
49	increases Charisma	99	<i>wish</i> fulfilment
50	increases Constitution	00	yells and screams

**Example of use:** Gina the GM needs a trick to round out a dungeon map. Taking her trusty d% in hand, she rolls a 37 on the feature table and a 55 on the attribute table. This yields a result of idol, intelligent. She decides the room will contain a carved idol which holds the mind and soul of a long departed adventurer. The idol knows something of the surrounding dungeon rooms but not much else. Depending on how the party approaches and treats with the idol, it may relate some of its knowledge to them.

Gina decides to roll a second trick for a different room and rolls a 25 then 31, which yields a result of fireplace, dispenses map. She places an unlit fireplace in the room in question that has a rolled up map of the next level down hidden among the logs stacked neatly within.

## Random Dungeon Generation

This GM aid is designed for on-the-fly dungeon generation when a gaming session takes an unexpected turn. It can also serve to spur the imagination when one's artistic abilities fail and can even be used for solo play. The following tables should be appropriate for everything from one level side-quests to generating add-on levels for the GM's own mega-dungeon. The GM is advised to freely "fudge" the die roll if an impossible result is generated. If the tables dictate a room which will not fit in the available space, for instance, then either resize the room or re-roll. Remember at all times the random dungeon generator is an aid rather than a hard and fast set of rules. For the purposes of this table OSRIC defines a room as having exits which are closed by a door or other portal, whereas a chamber has open exits such as archways.

## How to create a random dungeon:

- Roll or pick a starting area on Table 1. If the pre-generated starting areas are used, skip to step #6. If an empty starting area is desired, then skip to step #7.
- Roll room shape and size on Table 2(a) or Table 2(b).
- Roll number of exits on Table 5.
- Roll for location of room exits on Table 6.
- Roll direction for chamber exit passages on Table 7, or what lies beyond the door for rooms on Table 20.
- Roll contents for room on Table 8, consult sub-tables for content as indicated.
- If no particular table is indicated, the corridor continues for 30-ft. Then check Table 18: General.

After the room is completely resolved, begin rolling up the various corridors and rooms generated in step #4 using the steps above as a guideline.

**Table 1: Starting locations.** Use this table if you are starting from scratch. If you already have a starting location go to Table 7: Exit Direction, Passage or Table 19: Behind the Door; as appropriate. If you wish to begin your dungeon with a more standard starting room result proceed to Table 2: Rooms & Chambers.

**Table 1: Starting Area Shape**

D6	Starting Area	D6	Starting Area
1	Use area 1	4	Use area 4
2	Use area 2	5	Use area 5
3	Use area 3	6	Use area 6

**Table 2: Rooms & Chamber**

**Table 2(a): Room**

D6	Room Size	D6	Room Size
1	10-ft×10-ft	12-13	20-ft×30-ft
2-4	20-ft×20-ft	14-15	20-ft×40-ft
5-7	30-ft×30-ft	16-18	30-ft×40-ft
8-10	40-ft×40-ft	19-20	Special*
11	10-ft×20-ft		

\*refer to Table 3: Special Rooms or Chambers.

Proceed to Table 5: Number of Exits

**Table 2(b): Chambers**

D20	Chamber	D20	Chamber
1	10-ft×20-ft	11-13	20-ft×40-ft
2-4	20-ft×20-ft	14-15	40-ft×50-ft
5-6	30-ft×30-ft	16-17	40-ft×60-ft
7-8	40-ft×40-ft	18-20	Special*
9-10	20-ft×30-ft		

\*refer to Table 3: Special Rooms or Chambers.

Proceed to Table 5: Number of Exits

**Table 3: Special Rooms or Chambers**

D20	Shape	D20	Shape
1	Cave	11-12	Oval
2-6	Circular*	13-14	Special**
7-8	Hexagonal	15-17	Trapezoidal
9-10	Octagonal	18-20	Triangular

\*Roll 1d20: 1-6 room has a pool (see Table 15: Pools), 7 room has a well, 8-11 room has a shaft, 12-20 proceed to Table 4.

\*\*GM's discretion. Freehand draw an unusual shape, or pick a standard room as needed for mapping needs, or re-roll.

Proceed to Table 4: Approximate Size Table for Unusual Rooms

**Table 4: Approximate Size Table for Unusual Rooms**

D20	Size (square-ft)	D20	Size (square-ft)
1-3	500	11-12	3,250
4-6	1,000	13-15	4,000
7-8	1,500	16-20	re-roll*
9-10	2,500		

\*Roll again and add result to 1,000 square-ft. If 15-20 is rolled a second time, increase base square footage to 2,000 and re-roll. Each subsequent roll of 16-20 adds an additional 1,000 square-ft until a result of 1-15 is obtained.

Proceed to Table 5: Number of Exits

**Table 5: Number of Exits**

D20	Room Area (square-ft)	# Exits	Room Area (square-ft)	# Exits
1-4	< 500	1	> 500	2
5-7	< 500	2	> 500	3
8-9	< 500	3	> 500	4
10-12	< 1,000	0*	> 1,000	1
13-15	< 1,500	0*	> 1,500	1
16-19	Any	1d4	Any	1d4
20	Any	1**	Any	1**

\*Check for secret doors: any section of wall close to another mapped room or passage has a 25% chance of a secret door, otherwise this room/chamber is a dead end.

\*\*This result switches things up a bit. If rolling for a room exit, this result calls for a passage. If rolling for a chamber exit this result indicates a door.

Proceed to Table 6: Exit Location

**Table 6: Exit Location\***

D20	Location	D20	Location
1-4	Left wall	13-16	Right wall
5-12	Opposite wall	17-20	Same wall

\*If a passage or door placement per the above table would open into a previously mapped space, roll 1d20. The door will be moved to the opposite wall on a 1-10, the door remains where it is but is a secret door on an 11-15, the door remains where it is but is a one-way door on a roll of 16-20.

If Passage, Proceed to Table 7: Exit Direction, Chamber Passage. If Door, Proceed to Table 20: Behind the Door

**Table 7: Exit Direction, Chamber Passage**

This table is for use with passages (which exit a chamber). For doors, consult Table 20: Behind the Door.

D20	Direction
1-16	Straight
17-18	Left 45 degrees*
19-20	Right 45 degrees*

\* If passage cannot bend in the direction indicated, bend the passage the other way. For example, a left 45 degree bend would become a right 45 degree bend.

Proceed to Table 22: Passage Width

**Table 8: Chamber or Room Contents**

D20	Result
1-7	Empty
8-11	Monster (determine randomly)
12-17	Monster and Treasure (refer to GM monster tables and see Table 9: Treasure)
18	Stairs (see Table 13: Stairs)
19	Trick or Trap (see above)
20	Treasure (see Chapter 5: Treasure and Table 9)

Proceed to Table 9: Treasure Container

**Table 9: Treasure Container**

D20	Container	D20	Container
1-2	Bags	11-12	Pottery Jars
3-4	Sacks	13-14	Metal Urns
5-6	Coffers	15-16	Stone Containers
7-8	Chests	17-18	Iron Trunks
9-10	Large Chests	19-20	None, loose



**Optional, or 50% chance:** Consult Tables 10 and 11. Treasure amounts are determined on Table 12.

**Table 10: Treasure Guards & Wards**

D20	Treasure
1-2	Blade scything across inside
3-4	Contact poison on container
5-6	Contact poison on treasure
7	Gas released by opening container
8	Explosive runes
9-10	Poisoned needles in lock
11	Poisoned needles in handles
12	Poisonous insect or reptile living inside container
13	Spears released from walls when container opened
14	Spring darts firing from front of container
15	Spring darts firing from top of container
16	Spring darts firing up from inside bottom of container
17	Stone block dropping in front of container
18	Symbol
19	Trapdoor opening in front of container
20	Trapdoor opening 6-ft in front of container

**Table 11: Treasure Hidden By or In**

D20	Hidden by or in
1-2	Behind a loose wall stone
3-4	Illusion to change appearance or hide item
5-7	Invisibility
8-11	In a nearby secret room
12	In an ordinary container in plain view
13	Inside or under trash or dung heap
14	Non-magically disguised
15	Secret space under container
16-17	Secret compartment in container
18-20	Under a loose flooring stone

**Table 12: Treasure Amount**

If the treasure is guarded by a monster, roll twice and add 1 to each roll. Otherwise roll once at no bonus.

D20	Result
1-5	2d10×100cp
6-10	2d10×100 sp
11-13	2d8×100 ep
14-15	1d4×100 gp
16-17	2d10×10pp

18	Gems/Jewellery—roll 1d8, 1-5 = 1d3 gems, 6-8 = 1 jewellery
19	Roll 1d8, 1-5 = no treasure, 6-8 = 1 magic item
20	1 magic item

Results from this table should be multiplied by the level of the dungeon concerned. So if the party is on the third dungeon level and the d20 shows “13”, they will receive 3d4×100 gp rather than 1d4. If the party is on the fifth dungeon level and a magic item is rolled, the party actually receives 5 magic items. The GM should adjust any extreme results to keep them proportional.

**Table 13: Stairs**

D20	Result	D20	Result
1-5	Down 1 level	12	Chimney up 1 level, passage continues
6	Down 2 levels	13	Chimney up 2 levels, passage continues
7	Down 3 levels	14	Chimney down 2 levels, passage continues
8-9	Up 1 level	15-16	Trap door down 1 level, passage continues
10	Up to a dead end	17	Trap door down 2 levels, passage continues
11	Down to a dead end	18-20	Down 1 level into chamber

**Table 14: Caves**

**Note:** The lowest levels of dungeons are often composed of caves and caverns. Use this table for caves and roll for exits on Table 5.

D20	Cave
1-5	Cave 40-ft×60-ft
6-7	Cave 50-ft×75-ft
8-9	Double Cave: 30-ft×30-ft, 60-ft×60-ft
10-11	Double Cave: 30-ft×50-ft, 80-ft×100-ft*
12-14	Cavern 100-ft×125-ft*
15-16	Cavern 125-ft×150-ft
17-18	Cavern 150-ft×200-ft*
19-20	Cavern 300-ft×400-ft**

\*Roll on Table 15: Pools.

\*\*Roll on Table 16: Lakes.

**Table 15: Pools**

D20	Result
1-12	No pool
13-14	Pool
15-16	Pool, monster
17-19	Pool, monster, and treasure
20	Magic pool, go to Table 17: Magic Pools

**Table 16: Lakes**

GMs should note the opportunity to use aquatic or amphibious monster encounters.

D20	Result
1-12	No lake
13-15	Lake
16-17	Lake, monster
18-19	Lake, monster and treasure
20	Enchanted Lake*

\*Lake serves as a portal to special area such as a temple on the Elemental Plane of Water or other remote and exotic location. If no map is prepared the GM should treat this as a result of: lake, monster, treasure.

**Table 17: Magic Pools**

In order to learn the secret of a magic pool, adventurers must actually enter the water.

D20	Result
1-8	Roll 1d20. Pool turns gold pieces into platinum pieces (1-12) or lead (13-20); after doing this once, pool is non-magical.
9-15	Characters in pool will either lose (01-50 on d%) or gain (51-00) 1 point from a randomly-determined attribute. Roll 1d6: 1=strength, 2=dexterity, 3=constitution, 4=intelligence, 5=wisdom, 6=charisma. One time only effect, each character checked separately for loss or gain and affected characteristic.
16-17	Talking pool, will grant 1 wish to any characters of like alignment and damage all others (1d20 points). Wish must be used within 24 hours. Roll 1d20 for pool's alignment: 1-6 LG; 7-9 LE; 10-12 CG; 13-17 CE; 18-20 TN.
18-20	Transporter pool. Roll 1d20: 1-7 back to surface; 8-12 elsewhere on level; 13-16 1 level down; 17-20 many miles away for wilderness or outdoor adventure. This one can be especially fiendish if not all characters in the party are standing in the pool.

**Table 18: General**

D20	Result
1-3	Chamber. Roll on Table 2(b): Chambers. Check again on this table 30-ft after leaving chamber
4	Continue straight, check this table again in 50-ft
5	Dead End, check for secret doors as per Table 6: Exit Location
6-10	Door. Consult Table 19: Door Location, if result is not a straight ahead door result check this table again in 30-ft
11-14	Side passage. See Table 21: Side Passages, check this table again in 30-ft
15	Stairs. Go to Table 13: Stairs
16-19	Turn. Consult Table 24: Turns and check this table again in 30-ft
20	Wandering Monster, re-roll on this table to determine monster location and approach

**Table 19: Door Location**

If door indicated is a left or right door, roll 1d20 again. On a result of 1-3 there is also a door on the opposite side.

D20	Result
1-6	Left
7-12	Right

13-20	Ahead
-------	-------

**Table 20: Behind the Door**

This table is for use with doors that exit a room. For passages, consult Table 7: Exit Direction, Chamber Passage. Always check width of corridors on Table 22: Passage Width.

D20	Result
1-3	Side door: parallel passage. Door straight ahead: 10-ft×10-ft room
4-8	Straight passage
9	Passage 45 degrees left
10	Passage 45 degrees right
11-18	See Table 2(a): Rooms
19-20	See Table 2(b): Chambers

**Table 21: Side Passages**

D20	Result
1-4	left 90 degrees
5-8	right 90 degrees
9	left 45 degrees (d6, 1-3 ahead, 4-6 behind)
10	right 45 degrees (d6, 1-3 ahead, 4-6 behind)
11-13	passage T's
14-15	passage Y's
16-19	four-way intersection
20	five-way intersection*

\* Usually two passages along the x-axis, two along the y-axis, and one diagonal.

**Table 22: Passage Width**

Die	Width
1	5-ft
2-13	10-ft
14-17	20-ft
18	30-ft
19-20	See Table 23: Special Passages

Proceed to Table 18: General

**Table 23: Special Passages**

D20	Result	D20	Result
1-7	40-ft wide*	16-19	river***
8-12	50-ft wide*	20	chasm****
13-15	stream**		

\* There is a 50% chance that the passage contains a single or double row of columns. If a double row, there is a 10% chance the columns support a balcony or gallery above.

\*\* Determine passage width via an additional roll. The stream bisects the passage. It will be bridged 75% of the time.

\*\*\* Determine passage width via an additional roll. The river bisects the passage. It will be bridged 50% of the time or have a boat 25% of the time (50% chance the boat is on the player's side).

\*\*\*\* Determine passage width via an additional roll. The chasm bisects the passage and is a long sheer drop (nominally 100-ft). It will be bridged 50% of the time or have a narrower spot suitable for jumping across 25% of the time.

**Table 24: Turns**

D20	Result
1-9	left 90 degrees
10	left 45 degrees (d6, 1-3 ahead, 4-6 behind)
11-19	right 90 degrees
20	right 45 degrees (d6, 1-3 ahead, 4-6 behind)

## Using the Random Dungeon Generator for Solo Play

OSRIC is not really designed for solo play, but it is possible to use this random dungeon generator for such a purpose.

**Start with Table 1:** Starting locations in the middle of a sheet of graph paper. Use the charts from the OSRIC random encounters section to resolve the various monster encounters and generate treasure. You can appeal to your friends at your local gaming club or on-line for sealed information to use with special encounters and areas.

To resolve listening at doors, roll 1d12 and treat a result of 1-5 as a monster encounter. Use Table 8: Chamber or Room Contents but treat any result as including a monster encounter. Otherwise, any monster encounters rolled should be ignored unless the creatures would be silent (undead, bugbears, etc.).

ESP, scrying, and other means of magical detection can be resolved in the following manner. A roll of 1 on 1d6 indicates a monster in the area being checked. Roll the encounter using the relevant GM table and ignoring any monster of the two methods, with designed areas surrounded by randomly-generated areas.

**Stocking the Dungeon:** You may wish to use the “Random Encounters” section that follows to stock your dungeon, or you may wish to design specific areas without reference to random tables. Many GMs use a mixture of the two methods, with designed areas surrounded by randomly-generated areas.

The degree to which dungeon “ecology” matters is up to the individual GM. Some GMs give thought to food sources, water sources and latrine facilities; others do not bother. The authors recommend the following golden rule: Dungeons don't have to make sense, but they do need to be full of variety. Having said this, a little thought on the placement of creatures doesn't go amiss—if there's some logic behind the dungeon, then it's easier for skilled players to work out what's going on and use it to their advantage, and rewarding player skill is an important aspect of the OSRIC system.

# Random Encounters

## Random Dungeon Encounters

**Directions:** When a random monster encounter is called for, roll a d12. Cross-reference the result with the dungeon level where the encounter occurs on the Monster Sub-table Matrix. Once the sub-table is found, roll a d% to determine the actual monster(s) encountered.

The # column lists the numbers encountered on the dungeon level equivalent to the monster's level. If encountered on a lower or higher level, adjust the numbers encountered as follows:

Lesser monsters encountered on a lower dungeon level should have their numbers increased by the same amount for each dungeon level lower than their monster level. For example, the sub-table # column lists 2d10 for goblins (first level) encountered on the first level of the dungeon. If encountered on the third level of the dungeon, they would be three times as numerous (6d10). The same procedure applies equally to higher level monsters, with the following exceptions:

NPC parties or individuals encountered have their class-level increased rather than their numbers.

Ninth and tenth level monsters usually are encountered with attendants or minions at lower levels in lieu of greater numbers.

Greater monsters encountered on a higher dungeon level will have their numbers decreased by 1 for each dungeon level higher than their monster level (minimum of 1). For example, the sub-table # column calls for 1d8 Shadows on the fourth level of the dungeon. If encountered on the third level, the range would be reduced to 1d8-1. Greater monsters that may normally have minions will have fewer minions or none at all if encountered on a higher dungeon level.

### Monster Sub-Table Matrix

Level Beneath the Surface	Monster Level										
1	2	3	4	5	6	7	8	9	10		
1-2	1-8	9-11	12	—	—	—	—	—	—	—	
3	1-5	6-8	9-10	11	12	—	—	—	—	—	
4	1-4	5-7	8-9	10	11	12	—	—	—	—	
5	1-3	4-5	6-7	8-9	10	11	12	—	—	—	
6	1-2	3-4	5-6	7-8	9	10	11	12	—	—	
7	1	2-3	4-5	6-7	8	9	10	11	12	—	
8	1	2	3-4	5-6	7	8	9	10	11	12	
9	1	2	3	4-5	6-7	8	9	10	11	12	
10-11	1	2	3	4	5-6	7-8	9	10	11	12	
12-13	1	2	3	4	5	6-7	8-9	10	11	12	
14-15	1	2	3	4	5	6	7-8	9-10	11	12	
16+	1	2	3	4	5	6	7	8-9	10-11	12	

## Creating Unique Encounter Tables

**Instructions:** If the GM wants to include new monsters on their encounter tables, the GM should

make cross-reference monsters by level and frequency when filling each frequency slot with an appropriate monster using the template provided.

### Unique Encounter Tables—level template

D%	Monster Encountered	#
01-02	Very Rare	2
03-04	Very Rare	2
05-07	Very Rare or Rare	3
08-11	Rare	4
12-15	Rare	4
16-20	Uncommon	5
21-25	Uncommon	5
26-30	Uncommon or Common	5
31-40	Common	10
41-50	Common	10
51-60	Common	10
61-70	Common	10
71-75	Uncommon or Common	5
76-80	Uncommon	5
81-85	Uncommon	5
86-89	Rare	4
90-93	Rare	4
94-96	Very Rare or Rare	3
97-98	Very Rare	2
99-00	Very Rare	2

### Monster Level One

d%	Monster Encountered	#
01-02	Devil, Asaggim	1d10
03-04	Halfling	3d6
05-07	NPC Party	varies
08-11	Demon, Soul Worm	1
12-15	Rat, Giant	1d10×5
16-20	Vulchling	1d4
21-25	Bat	5d10
26-30	Goblin	2d10
31-40	Men, Bandit	2d4
41-50	Orc	3d10
51-60	Frog, Giant	1d8
61-70	Beetle, Giant Fire	1d4
71-75	Kobold	4d10
76-80	Dog, Wild	1d4
81-85	Bat, Giant	1d6
86-89	Skeleton	1d10
90-93	Rot Grub	5d4

94-96	Vilstrak	1d6
97-98	Gnome	4d6
99-00	Men, Berserker	1d6

## Monster Level Two

D%	Monster Encountered	#
01-02	NPC Party	varies
03-04	Giant Ant, Worker	2d10
05-07	Poltergeist	1
08-11	Flind	1d12
12-15	Toad, Giant	1d4
16-20	Grimlock	2d10
21-25	Hobgoblin	2d10
26-30	Dakon	1d10
31-40	Piercer	3d6
41-50	Troglodyte	1d10
51-60	Badger, Giant	1d2
61-70	Spider, Large	1d8
71-75	Bugbear	1d6
76-80	Gnoll	2d10
81-85	Stirge	1d10+5
86-89	Zombie	1d8
90-93	Coffer Corpse	1
94-96	Troll, Ice	1d6
97-98	Centipede, Huge	1d12
99-00	Dwarf	4d4

## Monster Level Three

d%	Monster Encountered	#
01-02	Ape, Carnivorous	1d3
03-04	Centipede, Giant	1d2
05-07	Rust Monster	1d2
08-11	Wolf, Dire	1d4
12-15	Harpy	1d6
16-20	Ghoul	1d6
21-25	Lycanthrope, Wererat	1d8
26-30	Frog, Giant	1d8
31-35	Devil, Lemure	5d6
36-40	NPC Party—see Sub-table	varies
41-50	Lizard, Giant	1d6
51-60	Ogre	1d10
61-70	Carrion Creeper	1d6
71-75	Beetle, Giant Boring	1d6
76-80	Bugbear	2d8
81-85	Wight	1d4



86-89	Fungi, Violet	1d4
90-93	Dark Creeper	1
94-96	Dragon—see Sub-table	1
97-98	Zombie, Monster	1d3
99-00	Spider, Huge	1d6

### Monster Level Three—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-30	Black	Very Young	1
31-60	Brass	Very Young	1
61-00	White	Very Young	1

### Monster Level Four

d%	Monster Encountered	#
01-02	Amber Creeping Vine	1
03-04	Spider, Giant	1d2
05-07	Blink Dog	1d4
08-11	Ghast	1d3
12-15	Amber Creeping Vine Zombie	1d2
16-20	Piercer	3d6
21-25	Cockatrice	1d3
26-30	Snake, Giant Boa	1
31-35	Demon, Dretch	2d4
36-40	NPC Party—see Sub-table	varies
41-50	Beetle, Giant Stag	1d6
51-60	Lycanthrope, Werewolf	1d6
61-70	Devil, Spiked	2d4
71-75	Snake, Giant Cobra	1
76-80	Gargoyle	1d8
81-85	Dragon—see Sub-table	5
86-89	Shadow	1d8
90-93	Lycanthrope, Wereboar	1d4
94-96	Grey Ooze	1d3
97-98	Hell Hound	2d6
99-00	Crypt Thing	1

### Monster Level Four—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Young/Sub-adult	2/3
11-20	Blue	Very Young/Young	1/2
21-30	Brass	Young/Sub-adult	2/3
31-35	Bronze	Very Young/Young	1/2
36-50	Copper	Very Young/Young	1/2
51-55	Gold	Very Young/Young	1/2
56-70	Green	Very Young/Young	1/2

71-80	Red	Very Young/Young	1/2
81-85	Silver	Very Young/Young	1/2
86-00	White	Young/Sub-adult	2/3

## Monster Level Five

d%	Monster Encountered	#
01-02	Genie	1
03-04	Caryatid Column	1d4
05-07	Medusa	1d2
08-11	Mobat	1d4
12-15	Tiger, Smilodon	1
16-20	Minotaur	1d8
21-25	Scorpion, Giant	1d2
26-30	Snake, Giant Boa	1
31-40	Demon, Shub	1d4
41-50	Bear, Greater Cave	1d2
51-60	NPC Party—see Sub-table	varies
61-70	Devil, Manalishi; Red	1d4
71-75	Dragon—see Sub-table	1
76-80	Spider, Phase	1
81-85	Hydra, 5 or 6 heads	1
86-89	Ogre Mage	1d3
90-93	Lycanthrope, Werebear	1d4
94-96	Caterwaul	1
97-98	Hell Hound	2d6
99-00	Snake, Giant Amphisbaena	1

## Monster Level Five—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-08	Black	Young Adult/Adult	4/5
09-18	Blue	Sub-Adult/Young Adult	3/4
19-30	Brass	Young Adult/Adult	4/5
31-35	Bronze	Sub-Adult/Young Adult	3/4
36-50	Copper	Sub-Adult/Young Adult	3/4
51-55	Gold	Sub-Adult/Young Adult	3/4
56-70	Green	Sub-Adult/Young Adult	3/4
71-80	Red	Sub-Adult/Young Adult	3/4
81-87	Silver	Sub-Adult/Young Adult	3/4
88-00	White	Young Adult/Adult	4/5

## Monster Level Six

d%	Monster Encountered	#
01-02	Wraith	1d6
03-04	Demon, Quasit	1
05-07	Coecurl	1d4

08-11	Mummy	1d4
12-15	Dragon - see Sub-table	1
16-20	Devil, Erinyes	1d3
21-25	Troll	1d12
26-30	Otyugh, Lesser	1d2
31-35		

(3-4) Blue; (5-6) Green, (7-8) White | 1d3 |

36-40	NPC Party—see Sub-table	varies
41-50	Giant, Hill	1d10
51-60	Wight	1d8
61-70	Sphinx; (1-3) Gyno-, (4-6) Hieraco-	1
71-75	Wyvern	1d3
76-80	Hydra, 7 or 8 heads	5
81-85	Manticore	1d2
86-89	Troll, Giant	1d12
90-93	Lizard, Giant Monitor	1d4
94-96	Hell Hound	2d6
97-98	Banshee	1
99-00	Spectral Troll	1d2

### Monster Level Six—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Old	6
11-20	Blue	Adult	5
21-30	Brass	Old	6
31-35	Bronze	Adult	5
36-50	Copper	Adult	5
51-55	Gold	Adult	5
56-70	Green	Adult	5
71-80	Red	Adult	5
81-85	Silver	Adult	5
86-00	White	Old	6

### Monster Level Seven

d%	Monster Encountered	#
01-02	Golem; (1-3) Clay, (4-6) Flesh	1
03-04	Giant, Ettin	1d2
05-07	Chimæra	1d4
08-11	Spectre	1d4
12-15	Basilisk	1d2
16-20	Giant; (1-3) Fire, (4-6) Stone	1d8
21-25	Demon, Babau	1d3
26-30	Sphinx; (1-3) Andro-, (4-6) Crio-	1
31-35	Lamia	1

36-40	NPC Party—see Sub-table	varies
41-50	Lizard, Giant; (1-3) Fire, (4-6) Cave	1d2
51-55	Skeleton Warrior	1
56-60	Shedu	1d2
61-70	Will-o-the-wisp	1
71-75	Naga, Spirit	1d3
76-80	Devil; (1-3) Bearded, (4-6) Bone	1d2
81-85	Hydra, 9 or 10 heads	1
86-89	Dragon—see Sub-table	1
90-93	Cyclops	1
94-96	Barghest	1
97-98	Troll, Giant Two-headed	1d3
99-00	Afreet	1

### Monster Level Seven—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Very Old	7
11-20	Blue	Old	6
21-30	Brass	Very Old	7
31-35	Bronze	Old	6
36-50	Copper	Old	6
51-55	Gold	Old	6
56-70	Green	Old	6
71-80	Red	Old	6
81-85	Silver	Old	6
86-00	White	Very Old	7

### Monster Level Eight

D%	Monster Encountered	#
01-03	Naga, Guardian	1d2
04-07	Golem, Stone	1
08-11	Giant, Cloud	1
12-15	Vampire	1d2
16-20	Devil, Ice	1
21-25	Devil, Barbed	1d2
26-30	Otyugh, Lesser	1d2
31-40	Demon, Class A	1d3
41-50	NPC Party—see Sub-table	varies
51-60	Demon, Ekivu	5d4
61-70	Hydra, 11 or 12 heads	1
71-80		

(5-6) Fire, (7-8) Water | 1 |

81-89	Dragon—see Sub-table	1
90-93	Lammasu	1d4

94-00	Ghost	1
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### Monster Level Eight—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-12	Black	Ancient	8
13-25	Blue	Very Old	7
26-30	Brass	Ancient	8
31-35	Bronze	Very Old	7
36-45	Copper	Very Old	7
46-50	Gold	Very Old	7
51-60	Green	Very Old	7
61-80	Red	Very Old	7
81-85	Silver	Very Old	7
86-00	White	Ancient	8

### Monster Level Nine

d%	Monster Encountered	#
01-07	Trapper	1
08-11	Devil, Pit Fiend	1
12-30	Otyugh, Greater	1
26-40	NPC Party—see Sub-table	varies
41-55	Class B Demon	1d3
56-70	Hydra, 12-heads	1
71-80	Dragon—see Sub-table	1 or 2
81-89	Purple Worm	1d2
90-93	Demonette	1
94-96	Roper	1d4
97-00	Golem, Iron	1

### Monster Level Nine—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-12	2× Black	Ancient+Old	8+6
13-25	Blue	Ancient	8
26-30	2× Brass	Ancient+Old	8+6
31-35	Bronze	Ancient	8
36-45	Copper	Ancient	8
46-50	Gold	Ancient	8
51-60	Green	Ancient	8
61-80	Red	Ancient	8
81-85	Silver	Ancient	8
86-00	2× White	Ancient+Very Old	8+7

### Monster Level Ten

D%	Monster Encountered	#
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01-07	Demon, Class E	1d3
08-11	Giant, Storm	1
12-15	Otyugh, Greater	1
16-20	NPC Party—see Sub-table	varies
21-30	Demon, Class C	1d3
31-40	Elemental, Earth	1
41-50	Elemental, Air	1
51-60	Elemental, Fire	1
61-70	Elemental, Water	1
71-80	Demon, Class D	1d3
81-89	Dragon—see Sub-table	2
90-95	Demon, Class F	1d3
96-00	Lich	1

### Monster Level Ten—Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-20	Blue	Ancient+Very Old	8+7
21-25	Bronze	Ancient+Very Old	8+7
26-35	Copper	Ancient+Very Old	8+7
36-40	Gold	Ancient+Old	8+6
41-60	Green	Ancient+Very Old	8+7
61-95	Red	Ancient+Old	8+6
96-00	Silver	Ancient+Old	8+6

### NPC Parties (all Dungeon Levels)

**Numbers & Classes:** There will always be 2-5 characters in a party, with additional henchmen or hirelings to round the entire party out to 9 persons. To determine the number of characters present, roll 1d4+1 and note the result. Next, roll d% on the sub-table below to determine the profession for each NPC. The GM should ignore or alter any results that exceed the maximum number for that profession or yield contradictory results (i.e. a paladin and an assassin). The remaining party slots should be filled with henchmen/hirelings (see below for instructions).

### NPC Classes-Sub-Table

d%	Character Class	Max. # per party
01-16	Cleric	3
17-20	Druid	2
21-50	Fighter	5
51-53	Paladin	2
54-57	Ranger	2
58-75	Magic user	3
76-80	Illusionist	1
81-98	Thief	4
99-00	Assassin	2

**NPC Levels:** The level of each NPC will be equal to the level of the dungeon on which they are

encountered through dungeon level 4. After that, they will be between 7th and 12th level (1d6+6). From dungeon level 13 and downwards, they will be between 11th and 16th level (1d6+10).

**Demi-humans and Multi-Class NPCs:** As a guideline, assume Demi-human NPCs and henchmen to be approximately 20% of the total number of characters in the party. If the randomly generated class is severely limited or impossible for the particular race, use that class or its closest equivalent as one of the 2 or 3 classes for that individual NPC. Approximately 50% of Demi-humans will have 2 professions, and another 25% will have three. To randomly determine race and chance of multi-class professions, refer to the following table:

d%	Race	% Multi-class
01-25	Dwarf	15%
26-50	Elf	80%
51-65	Gnome	25%
66-75	Half-elf	80%
76-85	Halfling	15%
86-00	Half-orc	50%

**Hirelings and Henchmen:** Hirelings and men-at-arms will only accompany their employers when encountered on the 1st-3rd dungeon levels. On deeper expeditions, the entourage will be made up only of henchmen. Determine the ability scores, class and level of hirelings and henchmen by rolling on the appropriate sub-tables in the "Hirelings and Henchmen" section. They will have one third the level of their master plus 1 level for every 3 of their master's levels. For example, a 9th-lvl magic user NPC may be accompanied by a 6th-lvl magic user henchman.

Equipment: NPC parties should be equipped with arms, armour and supplies typical to a party of dungeon delvers. Henchmen should be assumed to have equipment appropriate to their level. Hirelings will only possess lower quality arms and armour and few supplies.

**Spells:** The GM should assume NPC and henchmen spell-casters will have memorised a full assortment of spells appropriate to their party as a whole.

**Notes on Play:** When a player party encounters a party of NPCs and their henchmen, the GM should carefully consider the alignment and makeup of the NPC party before determining their course of action. A relatively weaker NPC party than the players' may use alternate means to resolve the situation. Trickery, parley, bluffing and fleeing are all important possibilities to consider before finally resorting to combat. Unless they are surprised, the GM should always treat them as alert and prepared for anything. Once actual contact has been made with an NPC party, the GM should check for reaction. Whatever the result of the negotiations, NPC parties will NEVER choose to join the PCs unless it is to their immediate advantage. This should also involve few if any rewards for the players' party. Unlike monster encounters, the GM should personally direct the actions of the NPCs as if they were player characters. Rather than checking morale as usual, the GM should favour the course of action that is likely to bring the NPCs the greatest benefit.

If the NPC party bests the players they need not kill them. Ransom, slavery, imprisonment or sacrifice are interesting alternatives to simple execution.

Finally, it is highly recommended that the GM prepare for encounters with random NPC groups before actual play begins. By generating a list of such parties in advance, the GM can quickly refer to them without stopping play. After the encounter the GM can either cross-off the NPC party from his or her list or make additional notations for future reference.

<b>NPC Level</b>	<b>Table 1</b>	<b>Table 2</b>	<b>Table 3</b>	<b>Table 4</b>
1st	1 (10%)	—	—	—
2nd	2 (20%)	—	—	—
3rd	2 (30%)	1 (10%)	—	—
4th	2 (40%)	1 (20%)	—	—
5th	2 (50%)	1 (30%)	—	—
6th	3 (60%)	2 (40%)	—	—
7th	3 (70%)	2 (50%)	1 (10%)	—
8th	3 (80%)	2 (60%)	1 (20%)	—
9th	3 (90%)	2 (70%)	1 (30%)	—
10th	3 (100%)	2 (80%)	1 (40%)	—
11th	3 (100%)	2 (90%)	1 (50%)	1 (10%)
12th	3 (100%)	2 (100%)	1 (60%)	1 (20%)
13th+	3 (100%)	2 (100%)	1 (100%)	1 (60%)

### Sub-Table 1

<b>d%</b>	<b>Magic Item</b>
01-05	Potion of Climbing, Potion of Flying
06-10	Potion of Extra-healing, Potion of Polymorph Self
11-15	Potion of Fire Resistance, Potion of Speed
16-20	Potion of Healing, Potion of Giant Strength
21-25	Potion of Heroism, Potion of Invulnerability
26-30	Potion of Human Control, Potion of Levitation
31-35	Potion of Super-heroism, Potion of Animal Control
36-40	Scroll: 1 spell (lvl 1d6)
41-45	Scroll: 2 spells (lvl 1d4)
46-50	Scroll: Protection from Magic
51-55	Ring of Invisibility (any)
56-60	Ring of Protection +1 (any)
61-65	Leather Armour +1
66-70	Shield +1
71-75	Sword +1
76-80	10× Arrows +1
81-85	4× Bolts +2
86-90	Dagger +1
91-95	Javelin +2
96-00	Mace +1

### Sub-Table 2

<b>d%</b>	<b>Magic Item</b>
01-05	Gauntlets of Ogre Power (ACDFPRT)
06-10	Scroll: 3 spells (lvl 1d6+1)
11-15	Scroll: 3 spells (lvl 1d8+1)
16-20	Ring of Fire Resistance (any), Ring of Invisibility (any)
21-25	Ring of Protection +3 (any)



26-30	Staff of Paralysis (DM)
31-35	Wand of Illusion (IM)
36-40	Wand of Negation (CDIM)
41-45	Bracers of Armour, AC 4 (any)
46-50	Brooch of Shielding (any)
51-55	Cloak of Elvenkind (any)
56-60	Dust of Appearance (any)
61-65	Figurine of Wondrous Power: Serpentine Owl (any)
66-70	3× Javelins of the Raptor (AFPR)
71-75	Chain Mail Armour +1, Shield +2
76-80	Splint Mail Armour +2
81-85	Sword +3
86-90	Crossbow of Speed (AFPRT), Hammer +2
91-95	Shortbow +2
96-00	3× Potion of Extra-healing, Potion of Invulnerability

**Sub-Table 3**

d%	Magic Item
01-05	Ring of Protection +3 (any)
06-10	Ring of Spell Storing (any)
11-15	Rod of Cancellation (any)
16-20	Roll d6 1-3: Staff of the Serpent (CD) 4-6: Staff of Compulsion (CM)
21-25	Bag of Tricks (any)
26-30	Boots of Speed (any)
31-35	Boots of Striding and Springing (any)
36-40	Cloak of Displacement, Minor (any)
41-45	Gauntlets of Ogre Power (ACDFPRT)
46-50	Pipes of the Sewers (any)
51-55	Robe of Blending (IM)
56-60	Rope of Climbing (any), Rope of Entanglement (AFPRT)
61-65	Plate Mail +3, Shield +2
66-70	Shield +5
71-75	Sword, Defender (AFPRT)
76-80	Mace +3
81-85	Spear +3
86-90	Mantle of Magic Resistance (any)
91-95	Drums of Panic (any)
96-00	Rod of Rulership (FPR)

**Sub-Table 4**

d%	Magic Item
01-05	Hammer of the Dwarfs (F)
06-10	Scarab of Protection (any)
11-15	Periapt of Wound Closure (any)
16-20	Circlet of Blasting, Minor (M)

21-25	Ring of Genie Summoning (any)
26-30	Ring of Spell Turning (any)
31-35	Rod of Striking (CDIM)
36-40	Wand of Fire (DM)
41-45	Cube of Force (any)
46-50	Eyes of Charming (IM)
51-55	Horn of Valhalla (special)
56-60	Robe of Scintillating Colours (IM)
61-65	Amulet of Natural Armour +4 (any)
66-70	Plate Mail +4, Shield +3
71-75	Sword, Keenblade (AFPRT)
76-80	Arrow of Slaying (AFPRT)
81-85	Ring of 3 Wishes (any)
86-90	Robe of the Archmagi (IM)
91-95	Dagger of Venom (AFT)
96-00	Cubic Gate (CDIM)

## Random Urban Encounters

Player characters are also likely to have random encounters when roaming the streets in a town or city. The GM should check for random encounters every three turns or as desired. The GM is encouraged to design his or her own encounter charts keyed to each district or ward. When a pre-designed table is unavailable, the Urban Encounters Table is useful for most circumstances. The GM should exercise discretion when generating random encounters and keep in mind the particular place where the encounter occurs. Improbable or inconvenient results can be ignored and treated as if no encounter occurred. The GM is also encouraged to disguise the true nature of urban encounters by describing NPCs in vague and/or similar terms.

### 0-level NPCs

Most of the NPCs encountered while adventuring in urban or civilised countryside areas are normal folk, with no adventuring profession such as fighting, spell-casting or thievery. These normal humans may vary slightly according to the particular milieu, but can be roughly grouped into 5 general types according to their level of activity.

### 0-Level NPC Groups

Type	Hp	Combat Ability	Examples
Infirm	1d3	-3 "to hit"/damage	Elders, Children, Beggars, Plague Victims
Sedentary	1d4	-2 "to hit"/damage	Clerks, Scribes, Shopkeepers, Minor Officials
Active	1d4+1	0-level	Craftsmen, Servants, Merchants, Boatmen
Fit	1d4+2	0-level	Farmers, Miners, Labourers, Sailors, Militiamen
Very Fit	1d6+1	0-level	Soldiers, Watchmen, Bodyguards, Men-at-Arms

### Urban Encounter Sub-tables

Several of the encounter entries refer to one or more of the following sub-tables to detail general encounter types.

**Race Sub-table**

d%	Race	d%	Race
01-10	Dwarf	29-34	Halfling
11-15	Elf	35-40	Half-Orc
16-20	Gnome	41-00	Human
21-28	Half-Elf		

**Red-light Profession Subtable**

d%	Profession	d%	Profession
01-02	Cheap harlot	46-48	Wealthy gigolo
03-10	Slovenly whore	49-63	Sleazy tout
11-18	Brazen streetwalker	64-65	Shifty procurer
19-20	Typical tart	66-73	Seductive dancer
21-22	Saucy wench	74-80	Finely-attired concubine
23-25	Expensive call-girl	81-82	Penniless hag
26-27	Haughty mistress	83-90	Amoral street hustler
28-29	Sly panderer	91-95	Foppish bawd
30-38	Rich pimp	96-97	Elegant doxy
39-45	Wanton lady-of-the-night	98-00	Sleepy-eyed trollop

**Urban Professions Sub-table**

d%	Encounter	# Encountered & Notes
01-03	Assassin*	1d3
04-05	Bandit	3d4 and Leader
06-08	Beggar	1d2
09-10	Brigand	3d4 and Leader
11	Guardsmen	2d8 and Leader
12	Official	

(10) Major Official and 2d4 Guardsmen|

13-21	Watchman	5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3) and a Cleric (lvl 1d4+1)
22	Cleric*	A 1d6+5-lvl Cleric with 1d6-1 1d4-lvl Assistant Clerics
23	Demon	GM's discretion. Only 1 encountered .
24	Devil	GM's discretion. Only 1 encountered .
25	Doppelgänger	1d4+2. See Urban Professions Sub-table for their disguise
26	Druid <sup>1</sup>	A 1d6+5-lvl Druid with (1-5) 1d4-1 1d4-lvl Lesser Druids or (6-10) 1d4 1d6-lvl Fighters
27-31	Drunk	See Urban Professions Sub-table for exact type
32-33	Fighter*	2d4+4-lvl Fighter with 1d4-1 1d4-lvl Henchmen
34-35	Gentleman	

(5-6) Gentlewoman (7-10) 1d4+6-lvl Nobleman Fighter and 1d4 similar friends|

## (4-10) Ghoul |2d4 4d4|

37	Ghost	1
38-42	Giant Rats	4d6
43	Townsperson	0-lvl Normal Human
44-50	Prostitute	See Red Light Professions Sub-table for exact type
51	Illusionist*	A d4+6-lvl Illusionist with (1-5) 1d4-1 d4-lvl Apprentice Illusionists or (6-10) 1d3 1d6-lvl Fighter Bodyguards
52		

(6-10) Peddler |3d4 rough workmen 0-lvl Normal Men 1d3 peddlers selling simple goods on the street|

## 53 Magic user\*

(1-4) 1d4 1d6-lvl Apprentice Magic users (5-7) 1d4 d4+3-lvl Fighter Bodyguards or (8-10) 1d2 Apprentices and 1d2 Bodyguards as above|

54-58	Mercenary	3d4 1d6-1-lvl Fighters
59-60	Merchant	1d3 Merchants and 2d4 0-lvl Mercenary Guards and 1 1d4-lvl Mercenary Leader
61	Troubadour	1d4 Travelling bards, musicians or actors
62	Night Hag	GM's discretion. Only 1 encountered .
63-64	Noble**	

## (8-10) Noblewoman|

65	Paladin*	A d4+5-lvl Paladin
66	Pilgrim	3d4 Pilgrims (normal Humans)
67	Press Gang	2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
68-71	Thugs	1d4+1 d6+4-lvl Fighters
72	Rakshasa	GM's discretion. 1d3 encountered .
73	Ranger*	A d4+6-lvl Ranger
74-80		

(9-10) Humanoid |d6+6 2nd-lvl Fighters armed with clubs Humanoids (Orcs, Kobolds, Goblins, etc. GM's discretion .)|

81	Shadow	GM's discretion. 2d4 encountered .
82	Spectre	GM's discretion. 1d3 encountered .
83-88	Thief*	A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves
89-90	Tradesman	2d4 Artisans, craftsmen or skilled workmen (normal Humans)
91-93	Wererat	2d4 encountered (1-5) in human form (6-10) in giant rat form
94	Weretiger	1d2 encountered (1-9) in human form (10) in tiger form
95-96	Werewolf	2d4 encountered (1-5) in human form (6-10) in wolf form
97	Wight	GM's discretion. 1d4+1 encountered .
98	Will-o-the-Wisp	GM's discretion. 1d2 encountered .
99	Wraith	GM's discretion. 1d4 encountered .
00		

(9-10) Lich |GM's discretion. 1 encountered in human (1-2), giant bat (3-6) or (7-10) gaseous form

GM's discretion. Only 1 encountered .|

\*For these encounters, check first to see if the NPC is a human or Demi-human on the Race Sub-table.

\*\*See the Noble Sub-table for Noble NPC professions.

### Noble Professions Sub-table

d%	Class	Level
01-50	Normal Human	0
51-85	Fighter	d8+4
86-00	Cleric	d8+4

### Nighttime Encounters Sub-table

D%	Encounter	# Encountered & Notes
01-03	Assassin*	1d3
04-05	Bandit	3d4 and Leader
06-08	Beggar	1d2
09-10	Brigand	3d4 and Leader
11	Guardsmen	2d8 and Leader
12	Official	(1-9) Minor Official (10) Major Official and 2d4 Guardsmen
13-21	Watchman	

a Cleric (lvl d4+1)|

22	Cleric*	A d6+5-lvl Cleric with 1d6-1 d4-lvl Assistant Clerics
23	Demon	GM's discretion. Only 1 encountered.
24	Devil	GM's discretion. Only 1 encountered.
25	Doppelgänger	d4+2. See Urban Professions Sub-table for their disguise
26	Druid1	

(6-10) 1d4 d6-lvl Fighters|

27-31	Drunk	See Urban Professions Sub-table for exact type
32-33	Fighter*	2d4+4-lvl Fighter with 1d4-1 d4-lvl Henchmen
34-35	Gentleman	

d4 similar friends|

36

(4-10) Ghoul |2d4, 4d4|

37	Ghost	1
38-42	Giant Rats	4d6
43	Townsperson	0-lvl Normal Human
44-50	Prostitute	See Red Light Professions Sub-table for exact type
51	Illusionist*	A d4+6-lvl Illusionist with (1-5) d4-1 d4-lvl Apprentice Illusionists or (6-10) 1d3 d6-lvl Fighter Bodyguards

52		
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(6-10) Peddler |3d4 rough workmen 0-lvl Normal Men 1d3 peddlers selling simple goods on the street|

53 Magic user\*

Magic users (5-7) d4 d4+3-lvl Fighter Bodyguards or (8-10) d2 Apprentices and d2 Bodyguards as above|

54-58	Mercenary	3d4 d6-1-lvl Fighters
59-60	Merchant	1d3 Merchants and 2d4 0-lvl Mercenary Guards and 1 d4-lvl Mercenary Leader
61	Troubadour	1d4 Travelling bards, musicians or actors
62	Night Hag	GM's discretion. Only 1 encountered.
63-64	Noble**	

(8-10) Noblewoman|

65	Paladin*	A d4+5-lvl Paladin
66	Pilgrim	3d4 Pilgrims (Normal Humans)
67	Press Gang	2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
68-71	Thugs	1d4+1 d6+4-lvl Fighters
72	Rakshasa	GM's discretion. 1d3 encountered.
73	Ranger*	A d4+6-lvl Ranger
74-80		

(9-10) Humanoid |d6+6 2nd-lvl Fighters armed with clubs Humanoids (Orcs, Kobolds, Goblins, etc. GM's discretion.)|

81	Shadow	GM's discretion. 2d4 encountered.
82	Spectre	GM's discretion. 1d3 encountered.
83-88	Thief*	A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves
89-90	Tradesman	2d4 Artisans, craftsmen or skilled workmen (Normal Humans)
91-93	Wererat	2d4 encountered (1-5) in human form (6-10) in giant rat form
94	Weretiger	1d2 encountered (1-9) in human form (10) in tiger form
95-96	Werewolf	2d4 encountered (1-5) in human form (6-10) in wolf form
97	Wight	GM's discretion. 1d4+1 encountered.
98	Will-o-the-Wisp	GM's discretion. 1d2 encountered.
99	Wraith	GM's discretion. 1d4 encountered.
00		

(9-10) Lich |GM's discretion. 1 encountered in human (1-2), giant bat (3-6) or gaseous form (7-10), GM's discretion. Only 1 encountered.|

\*For these encounters, check first to see if the NPC is a human or demi-human on the Race Sub-table.

\*\*See the Noble Sub-table for Noble NPC professions.

### Daytime Encounters Sub-table

d%	Encounter	# Encountered & Notes
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01	Assassin*	1d3
02	Bandit	3d4 and Leader
03-12	Beggar	1d2
13	Brigand	3d4 and Leader
14-18	Guardsmen	2d8 and Leader
19-21	Official	(1-9) Minor Official (10) Major Official and 2d4 Guardsmen
22-23	Watchman	

a Cleric (lvl d4+1)|

24-25	Cleric*	A d6+5-lvl Cleric with 1d6-1 d4-lvl Assistant Clerics
26	Druid*	

(6-10) 1d4 d6-lvl Fighters|

27	Drunk	See Urban Professions Sub-table for exact type
28-29	Fighter*	2d4+4-lvl Fighter with 1d4-1 d4-lvl Henchmen
30-33	Gentleman	(1-4) Foppish Dandy and d4 Sycophants (5-6) Gentlewoman (7-10) d4+6-lvl Nobleman Fighter and d4 similar friends
34	Giant Rats	2d4
35-39	Townsperson	0-lvl normal Human
40-41	Harlot	See Red Light Professions Sub-table for exact type
42	Illusionist*	A d4+6-lvl Illusionist with (1-5) d4-1 d4-lvl Apprentice Illusionists or (6-10) 1d3 d6-lvl Fighter Bodyguards
43-50		

(6-10) Peddler |3d4 rough workmen 0-lvl Normal Men 1d3 peddlers selling simple goods on the street|

51	Magic user*	A d6+6-lvl Magic User with (1-4) d4 d6-lvl Apprentice Magic users (5-7) d4 d4+3-lvl Fighter Bodyguards or (8-10) d2 Apprentices and d2 Bodyguards as above
52-55	Mercenary	3d4 d6-1-lvl Fighters
56-62	Merchant	1d3 Merchants (0-lvl normal Humans)
63	Troubadour	1d4 Travelling bards, musicians or actors
64-65	Night Hag	GM's discretion. Only 1 encountered .
66	Noble**	(1-7) Nobleman and 1d4 d4-lvl Fighter Bodyguards (8-10) Noblewoman
67-69	Paladin*	A d4+5-lvl Paladin
70	Pilgrim	3d4 Pilgrims (normal Humans)
71-72	Press Gang	2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
73	Thugs	1d4+1 d6+4-lvl Fighters
74-78	Rakshasa	GM's discretion. 1d3 encountered .
79-82	Thief*	A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves
83-97	Tradesman	2d4 Artisans, craftsmen or skilled workmen (normal Humans)
98	Wererat	2d4 encountered (1-9) in human form (10) in giant rat form
99	Weretiger	1d2 encountered in human form
00	Werewolf	2d4 encountered in human form

\*For these encounters, check first to see if the NPC is a human or Demi-human on the Race Sub-table.

\*\*See the Noble Sub-table for Noble NPC professions.

## Random Wilderness Encounters

For the purposes of Wilderness Encounter Tables it is recommended the most prevalent terrain within the party's current hex be used. This means a party in the foothills of a mountain range, a hex with mostly hills and a few mountains, would use the "Hills" encounter table. With a little imagination, these tables should allow the GM to generate interesting and challenging encounters. The user should bear in mind that many terrain types encompass many different lands and dice may dictate an encounter the GM feels inappropriate to the situation. If this should happen feel free to re-roll, choose arbitrarily from the list, or find a way to make an unusual encounter work. The "Special" encounter column included with each terrain type is aimed specifically at introducing these chaotic types of encounters into your milieu.

Unlike dungeon encounters, wilderness encounters are not keyed to party level or strength. As a rule of thumb, the GM should use the "No. Encountered" entry in the rulebook to generate specific numbers. Players, for their part, should learn and develop the fine art of running away. Wandering about the wilderness of most campaign milieus is a hazardous pastime.

The Human (and Demi-human) Encounter Table lists various settlements and strongholds. These may be used to insert adventure hooks into the campaign, or give the party a relatively safe place to rest and re-equip. They may, of course, be ignored if they do not fit with your plans. We have limited the encounters to hamlets, villages, and small keeps in order to not interfere with the GM's carefully designed maps.

The NPCTables, explained more fully below, maybe used to generate lone NPCs or complete adventuring NPC parties. Tables are provided for generating NPCs and NPC parties in the Dungeon Encounter Tables section of these rules.

### Regarding the Lost World Encounter Tables:

Lost World settings are chaotic places. OSRIC adds a little chaos into the tables but feel free to expand upon this idea. You may wish to add encounters with UFO aliens, Tarzan™, present day humans from non-magical and high science worlds, even a giant ape which fancies itself a King.

The Past, Present, and Future time travellers are labels relative to the player character's "normal" time.

Dinosaurids are man-sized evolved dinosaurs roughly equivalent to humans in terms of stats, particularly intelligence.

Cavemen are roughly equivalent to Neanderthal proto-humans. The advanced cavemen referred to by the tables are akin to Cro-Magnon proto-humans.

The Time-Lost Village encounter refers to a settlement of humans or Demi-humans that is "unstuck in time" and randomly relocates to various eras, perhaps even changing physical location when time-shifting. One may look to various sources for inspiration, including the musical "Brigadoon", the UK television series "Dr. Who", and the US television series "The Time Tunnel."



## Explanation of NPC Types

**Decoys:** serve either to distract the party from something else, or put the party at ease and lure them into a dangerous situation. For example: a group of charmed humans who seek to lure the PC party into the den of a rakshasa.

**Escapees:** these NPCs have escaped from imprisonment by some nearby entity. The NPCs may have little or no equipment or weapons and are either under pursuit from their captors or will be shortly.

**Joiners:** seek to join the PCs. The GM is free to manufacture motivation appropriate to his or her needs, either malevolent or benevolent.

**Runners:** The NPCs are fleeing or avoiding an encounter. Whatever they are fleeing is probably chasing them, whatever they are avoiding may or may not be aware of their presence. Unlike escapees, these NPCs will be appropriately armed, armoured, and equipped.

**Searchers:** are looking for something, usually an item or person. The possibilities are myriad, a few examples are: seeking a powerful artifact, weapon, stolen item; or, seeking a friend, arch-enemy, or kidnapped daughter of the local woodcutter.

**Survivors:** 1 or 2 demoralized survivors of an otherwise wiped out adventuring party. They may have limited equipment and be in need of healing.

**Wolves (in sheep's clothing):** an encounter with something that appears human but is not. This category includes were-creatures, doppelgängers, polymorphed creatures, and the like. The disguised creature may not necessarily mean the party harm, the avatar of a benevolent deity who doesn't wish to reveal his or her divinity to the party is one example that comes to mind.

d%	Aquatic	d%	Arctic	d%	Desert	d%	Forest	d%	Graveyard
01-10	Airborne	01-05	Airborne	01-04	Airborne	01-10	Airborne	01-03	Airborne
11-15	Animal	06-17	Animal	05-19	Animal	11-30	Animal	04-13	Animal
16-17	Dragon	18-22	Dragon	20-24	Dragon	31-36	Dragon	14-16	Dragon
18-21	Giant	23-37	Giant	25-29	Giant	37-41	Giant	17	Giant
22-31	Human/ Demi-human	38-47	Human/ Demi-human	30-49	Human/ Demi-human	42-48	Human/ Demi-human	18-22	Human/ Demi-human
32-46	Humanoid	48-57	Humanoid	50-61	Humanoid	49-56	Humanoid	23-37	Humanoid
47-56	Monster	58-82	Monster	62-76	Monster	57-76	Monster	38-57	Monster
57-58	NPC	83	NPC	77-83	NPC	77-78	NPC	58-62	NPC
59	Undead	84	Undead	84	Undead	79	Undead	63-87	Undead
60-69	Invertebrates	85-89	Invertebrates	85-96	Invertebrates	80-88	Invertebrates	88-97	Invertebrates
70-99	Water	90-99	Water	97-98	Water	89-98	Water	98	Water
00	Special	00	Special	99-00	Special	99-00	Special	99-00	Special
d%	Hills	d%	Jungle	d%	Lost World	d%	Marine	d%	Mountains
01-15	Airborne	01-15	Airborne	01-15	Airborne	01-10	Airborne	01-19	Airborne
16-25	Animal	16-25	Animal	16-27	Animal	11-15	Animal	20-39	Animal
26-30	Dragon	26-27	Dragon	28	Large Carnivore	16	Dragon	40-44	Dragon
31-40	Giant	28-29	Giant	29	Large Herbivore	17-20	Giant	45-52	Giant

41-60	Human/ Demi-human	30-37	Human/ Demi-human	30-35	Human/ Demi-human	21-30	Human/ Demi-human	53-62	Human/ Demi-human
61-75	Humanoid	38-49	Humanoid	36-50	Humanoid	31-45	Humanoid	63-77	Humanoid
76-90	Monster	50-67	Monster	51-70	Other Dinosaurs	46-60	Monster	78-82	Monster
91-92	NPC	68-69	NPC	71-73	NPC	61-65	NPC	83-84	NPC
93	Undead	70-74	Undead	74	Undead	66	Undead	85	Undead
94-98	Invertebrates	75-89	Invertebrates	75-89	Invertebrates	67-69	Invertebrates	86-92	Invertebrates
99	Water	90-99	Water	90-99	Water	70-99	Water	93-95	Water
00	Special	00	Special	00	Special	00	Special	96-00	Special
<b>d%</b>	<b>Plains</b>	<b>d%</b>	<b>Rural</b>	<b>d%</b>	<b>Tundra</b>	<b>d%</b>	<b>Wetlands*</b>		
01-19	Airborne	01-10	Airborne	01-08	Airborne	01-05	Airborne		
20-29	Animal	11-20	Animal	09-23	Animal	06-15	Animal		
30-31	Dragon	21	Dragon	24-27	Dragon	16-18	Dragon		
32	Giant	22	Giant	28-33	Giant	19-20	Giant		
33-52	Human/ Demi- human	23-58	Human/ Demi- human	34-43	Human/ Demi- human	21-22	Human/ Demi- human		
53-60	Humanoid	59-66	Humanoid	44-58	Humanoid	23-37	Humanoid		
61-75	Monster	67-76	Monster	59-78	Monster	38-57	Monster		
76-78	NPC	77-80	NPC	79-80	NPC	58	NPC		
79	Undead	81	Undead	81	Undead	58-60	Undead		
80-89	Invertebrates	82-91	Invertebrates	82-91	Invertebrates	61-80	Invertebrates		
90-97	Water	92-99	Water	92-99	Water	81-95	Water		
98-00	Special	00	Special	00	Special	95-00	Special		

\*Specific encounters from the wetlands table should be rolled on either the aquatic or the marine subtable (GM's option, or 50% chance of each).

### Random Wilderness Encounters - Aquatic

<b>1d20</b>	<b>Airborne</b>	<b>Animal</b>	<b>Dragon</b>	<b>Giant</b>	<b>Human</b>	<b>Humanoid</b>
1	Bat	Baboon	Dragon, Black	Hill Giant	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Black	Hill Giant	Dwarf	Flind
3	Bat	Boar, Warthog	Dragon, Black	Hill Giant	Elf	Gnoll
4	Bat	Cat, Wild	Dragon, Black	Hill Giant	Fishing Village	Gnoll
5	Bat, Giant	Cattle, Wild	Dragon, Black	Hill Giant	Gnome	Goblin
6	Bat, Giant	Cougar	Dragon, Black	Hill Giant	Halfling	Grimlock
7	Bird	Dog, Wild	Dragon, Black	Hill Giant	Hamlet	Hobgoblin
8	Bird	Elephant, African	Dragon, Black	Hill Giant	Men, Bandit	Hobgoblin
9	Bird	Horse, Pony	Dragon, Bronze	Hill Giant	Men, Bandit	Hobgoblin
10	Bird	Horse, Wild	Dragon, Bronze	Hill Giant	Men, Brigand	Kobold
11	Bird, Huge	Hyena	Dragon, Gold	Hill Giant	Men, Brigand	Orc
12	Bird, Giant	Jackal	Dragon, Green	Hill Giant	Men, Buccaneer	Orc
13	Chimæra	Lizard, Giant	Dragon, Green	Hill Giant	Men, Buccaneer	Orc
14	Cockatrice	Lizard, Giant Monitor	Dragon, Green	Hill Giant	Men, Merchant	Orc
15	Shedu	Rat	Dragon, Green	Hill Giant	Men, Merchant	Orc
16	Sphinx, Crio-	Rat, Giant	Dragon, Red	Storm Giant	Men, Merchant	Orc

17	Sphinx, Hieraco-	Rhinoceros	Dragon, Red	Storm Giant	Men, Nomad	Troglodyte
18	Stirge	Snake, Giant Adder	Dragon, Red	Storm Giant	Men, Pilgrim	Troll
19	Stirge	Snake, Giant Boa	Dragon, Red	Storm Giant	Men, Pirate	Troll
20	Stirge	Wolf	Dragon, Red	Storm Giant	Men, Pirate	Troll, Giant
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Invertebrates</b>	<b>Water</b>	<b>Special</b>
1	Basilisk	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Demon, Class A
2	Behir	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Demon, Class B
3	Blink Dog	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Demon, Ekiyu
4	Blink Dog	Escapees	Ghoul	Beetle, Giant Boring	Crocodile, Giant	Demon, Shub
5	Bulette	Escapees	Ghoul	Beetle, Giant Fire	Eel, Giant Electric	Devil, Bearded
6	Caterwaul	Joiners	Ghoul	Beetle, Giant Rhinoceros	Eel, Giant Weed	Devil, Manalishi, Red
7	Centaur	Joiners	Ghoul	Beetle, Giant Stag	Fish, Giant Gar	Devil, Spiked
8	Cyclops	Joiners	Ghoul	Centipede, Giant	Fish, Giant Pike	Devil, Spiked
9	Dracolisk	Joiners	Skeleton	Centipede, Huge	Frog, Giant	Elemental, Air
10	Hell Hound	Runners	Skeleton	Centipede, Large	Hippopotamus	Elemental, Air
11	Jackalwere	Runners	Skeleton	Centipede, Large	Locathah	Elemental, Water
12	Lammasu	Searchers	Skeleton	Centipede, Large	Merman	Elemental, Water
13	Lizard Man	Searchers	Skeleton	Fly, Giant Blowfly	Naga, Water	Elemental, Water
14	Lizard Man	Searchers	Skeleton	Fly, Giant Horsefly	Nixie	Elemental, Water
15	Lizard Man	Searchers	Will-o-the-Wisp	Scorpion, Giant	Sea Serpent	Homonculus
16	Lizard, Giant Fire	Searchers	Zombie	Spider, Giant	Spider, Giant Water	Invisible Stalker
17	Owlbear	Survivors	Zombie	Spider, Huge	Toad, Giant	Invisible Stalker
18	Owlbear	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Night Hag
19	Pseudo-Dragon	Wolves ISC	Zombie, Monster	Wasp, Giant	Triton	Pixie
20	Worg	Wolves ISC	Zombie, Monster	Wasp, Giant	Turtle, Giant Snapping	Rakshasha

### Random Wilderness Encounters - Arctic

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarf, Mountain	Bugbear
2	Bird, Huge	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarf, Mountain	Bugbear
3	Bird, Giant	Bear, Polar	Dragon, Black	Giant, Frost	Dwarf, Mountain	Flind
4	Chimæra	Bear, Polar	Dragon, Black	Giant, Frost	Men, Bandit	Flind

5	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Men, Bandit	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Men, Bandit	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Men, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Men, Berserker	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Men, Berserker	Hobgoblin
12	Roc	Wolf	Dragon, Red	Giant, Frost	Men, Brigand	Troll
13	Shedu	Wolf	Dragon, White	Giant, Frost	Men, Brigand	Troll
14	Sphinx, Hieraco-	Wolf	Dragon, White	Giant, Frost	Men, Brigand	Troll, Giant
15	Sphinx, Andro-	Wolf	Dragon, White	Giant, Frost	Men, Merchant	Troll, Giant 2-Headed
16	Sphinx, Crio-	Wolf	Dragon, White	Giant, Frost	Men, Merchant	Troll, Ice
17	Sphinx, Gyno-	Wolf	Dragon, White	Giant, Stone	Men, Merchant	Troll, Ice
18	Stirge	Wolverine	Dragon, White	Giant, Stone	Men, Pilgrim	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Invertebrates</b>	<b>Water</b>	<b>Special</b>
1	Basilisk	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Barghest
3	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Crab, Giant	Barghest
4	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Eel, Giant Moray	Bone Devil
5	Coerul	Escapees	Phantom	Ant, Giant Soldier	Fish, Levithian	Demon, Babau
6	Naga, Guardian	Joiners	Phantom	Beetle, Giant Stag	Kraken	Demon, Class A
7	Owlbear	Joiners	Phantom	Beetle, Giant Stag	Nixie	Demon, Shub
8	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Octopus, Giant	Demon, Shub
9	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Portuguese Man O' War	Demonette
10	Remorhaz	Runners	Vampire	Beetle, Giant Stag	Sea Serpent	Demoniac
11	Remorhaz	Runners	Vampire	Beetle, Giant Water	Shark	Devil, Ice
12	Remorhaz	Searchers	Vampire	Beetle, Giant Water	Shark	Devilcat
13	Worg	Searchers	Vampire	Beetle, Giant Water	Squid, Giant	Hobgoblin
14	Worg	Searchers	Wight	Beetle, Giant Water	Squid, Giant	Imp
15	Worg	Searchers	Wight	Spider, Phase	Walrus	Kullule
16	Worg	Searchers	Wight	Spider, Phase	Walrus	Lemure
17	Yeti	Survivors	Will-o-the-Wisp	Spider, Phase	Walrus	Devil, Manalishi, White
18	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Men, Dervish
19	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Quasit

### Random Wilderness Encounters - Desert

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind

2	Bird	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind
3	Bird, Huge	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind
4	Bird, Giant	Cat, Wild	Dragon, Blue	Ogre	Men, Brigand	Gnoll
5	Chimæra	Cat, Wild	Dragon, Brass	Ogre	Men, Brigand	Gnoll
6	Chimæra	Dog, Wild	Dragon, Brass	Ogre	Men, Brigand	Gnoll
7	Cockatrice	Horse, Wild	Dragon, Brass	Ogre	Men, Dervish	Goblin
8	Cockatrice	Jackal	Dragon, Brass	Ogre	Men, Dervish	Grimlock
9	Cockatrice	Jackal	Dragon, Bronze	Ogre	Men, Dervish	Grimlock
10	Manticore	Jackal	Dragon, Bronze	Ogre	Men, Dervish	Hobgoblin
11	Manticore	Jackal, Dire	Dragon, Copper	Ogre	Men, Dervish	Orc
12	Manticore	Jackal, Giant	Dragon, Copper	Ogre	Men, Nomad	Orc
13	Nightmare	Rat	Dragon, Gold	Ogre	Men, Nomad	Orc
14	Roc	Rat	Dragon, Gold	Ogre	Men, Nomad	Troll
15	Roc	Rat, Giant	Dragon, Green	Ogre Mage	Men, Nomad	Troll
16	Sphinx, Hieraco-	Rat, Giant	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll
17	Sphinx, Andro-	Snake, Giant Adder	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll, Giant
18	Sphinx, Crio-	Snake, Giant Boa	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Sphinx, Gyno-	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Wererat	Troll, Giant 2-Headed
20	Stirge	Snake, Giant, Amphisbaena	Dragon, Silver	Ogre Mage	Werewolf	Troll, Giant 2-Headed
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Invertebrates</b>	<b>Water</b>	<b>Special</b>
1	Ankheg	Decoys	Ghast	Ant, Giant Queen (Hive)	Beetle, Giant Water	Bear, Polar
2	Basilisk	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Elemental, Air
3	Behir	Decoys	Ghoul	Ant, Giant Soldier	Crayfish, Giant	Elemental, Earth
4	Blink Dog	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Elemental, Earth
5	Bulette	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Elemental, Fire
6	Dracolisk	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Fire
7	Hell Hound	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Water
8	Jackalwere	Joiners	Lich	Centipede, Huge	Eel, Giant Electric	Genie
9	Jackalwere	Joiners	Mummy	Centipede, Huge	Fish, Giant Gar	Genie
10	Lammasu	Runners	Mummy	Centipede, Large	Fish, Giant Pike	Invisible Stalker
11	Lammasu	Runners	Mummy	Centipede, Large	Hippopotamus	Mephit, Fire
12	Monster	Searchers	Mummy	Fly, Giant Blowfly	Hippopotamus	Mephit, Fire
13	Naga, Guardian	Searchers	Mummy	Fly, Giant Horsefly	Hippopotamus	Mephit, Lava
14	Naga, Guardian	Searchers	Skeleton Warrior	Fly, Giant Horsefly	Naga, Water	Mephit, Smoke

15	Pseudo-Dragon	Searchers	Vampire	Scorpion, Giant	Spider, Giant Water	Mephit, Steam
16	Pseudo-Dragon	Survivors	Vampire	Spider, Giant	Spider, Giant Water	Necrophidius
17	Purple Worm	Wolves ISC	Wight	Spider, Huge	Spider, Giant Water	Night Hag
18	Purple Worm	Wolves ISC	Zombie	Spider, Large	Toad, Giant	Rakshasha
19	Worg	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Troll, Spectral
20	Worg	Wolves ISC	Zombie, Juju	Wasp, Giant	Toad, Giant	Xorn

### Random Wilderness Encounters - Forest

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Bronze	Giant, Hill	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Bronze	Giant, Hill	Elf	Flind
3	Bat, Mobat	Bear, Brown	Dragon, Gold	Giant, Hill	Elf	Gnoll
4	Bat, Giant	Boar, Wild	Dragon, Gold	Giant, Hill	Elf	Gnoll
5	Bird	Cat, Wild	Dragon, Gold	Ogre	Elf	Grimlock
6	Bird	Dog, Wild	Dragon, Green	Ogre	Hamlet	Grimlock
7	Bird, Huge	Horse, Pony	Dragon, Green	Ogre	Men, Bandit	Grimlock
8	Bird, Giant	Horse, Wild	Dragon, Green	Ogre	Men, Bandit	Hobgoblin
9	Chimæra	Jackal	Dragon, Green	Ogre	Men, Brigand	Kobold
10	Cockatrice	Jackal, Dire	Dragon, Green	Ogre	Men, Brigand	Kobold
11	Nightmare	Rat	Dragon, Green	Ogre	Men, Merchant	Kobold
12	Pegasus	Rat, Giant	Dragon, Green	Ogre	Men, Merchant	Kobold
13	Pixie	Snake, Giant Adder	Dragon, Green	Ogre	Men, Merchant	Orc
14	Shedu	Snake, Giant Boa	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
15	Sphinx, Hieraco-	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
16	Sphinx, Andro-	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll
17	Sphinx, Crio-	Wolf	Dragon, Red	Ogre Mage	Werebear	Troll
18	Sphinx, Gyno-	Wolf, Dire	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Stirge	Wolverine	Dragon, Red	Ogre Mage	Wererat	Troll, Giant
20	Wyvern	Wolverine, Giant	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2-Headed
1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Centaur	Decoys	Banshee	Ant, Giant Queen (Hive)	Beetle, Giant Water	Demon, Succubus
2	Centaur	Decoys	Banshee	Ant, Giant Soldier	Beetle, Giant Water	Devil, Bearded
3	Dryad	Decoys	Banshee	Ant, Giant Worker	Crayfish, Giant	Devil, Manalishi, Green
4	Dryad	Escapees	Ghoul	Ant, Giant Worker	Crayfish, Giant	Devil, Pit Fiend

5	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Air
6	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Earth
7	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Crocodile	Elemental, Fire
8	Leprechaun	Joiners	Shadow	Beetle, Giant Fire	Crocodile, Giant	Elemental, Water
9	Minotaur	Joiners	Shadow	Beetle, Giant Stag	Eel, Giant Electric	Golem, Clay
10	Nymph	Runners	Shadow	Centipede, Giant	Eel, Giant Electric	Invisible Stalker
11	Nymph	Runners	Skeleton	Centipede, Huge	Fish, Giant Gar	Mephit, Fire
12	Owlbear	Runners	Skeleton	Centipede, Large	Fish, Giant Gar	Mephit, Lava
13	Owlbear	Searchers	Skeleton	Fly, Giant Blowfly	Fish, Giant Pike	Mephit, Smoke
14	Pseudo-Dragon	Searchers	Skeleton	Fly, Giant Horsefly	Fish, Giant Pike	Mephit, Steam
15	Slug, Giant	Searchers	Wraith	Scorpion, Giant	Frog, Giant	Necrophidius
16	Sylph	Searchers	Wraith	Spider, Giant	Nixie	Night Hag
17	Treant	Survivors	Zombie	Spider, Huge	Nixie	Nilbog
18	Treant	Survivors	Zombie	Spider, Large	Nixie	Quasit
19	Unicorn	Wolves ISC	Zombie, Vine	Spider, Phase	Toad, Giant	Sea Serpent
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Toad, Giant Poisonous	Xorn

### Random Wilderness Encounters - Graveyard

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Black	Ettin	Alchemist's Lab	Gnoll
2	Bat	Bear, Black	Dragon, Black	Ettin	Hamlet	Gnoll
3	Bat	Bear, Brown	Dragon, Black	Ettin	Men, Bandit	Gnoll
4	Bat, Mobat	Boar, Wild	Dragon, Black	Ettin	Men, Bandit	Goblin
5	Bat, Mobat	Dog, Wild	Dragon, Black	Ettin	Men, Bandit	Goblin
6	Bat, Giant	Hyena	Dragon, Green	Ettin	Men, Bandit	Goblin
7	Bat, Giant	Jackal	Dragon, Green	Ettin	Men, Brigand	Goblin
8	Bird	Rat	Dragon, Green	Ettin	Men, Brigand	Goblin
9	Bird	Rat	Dragon, Green	Giant, Hill	Men, Brigand	Goblin
10	Bird, Huge	Rat	Dragon, Green	Giant, Hill	Men, Brigand	Grimlock
11	Bird, Huge	Rat	Dragon, Green	Ogre	Men, Brigand	Grimlock
12	Bird, Giant	Rat, Giant	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
13	Bird, Giant	Rat, Giant	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
14	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
15	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Men, Pilgrim	Orc
16	Vulchling	Snake, Giant Boa	Dragon, Red	Ogre	Men, Pilgrim	Orc
17	Vulchling	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
18	Vulchling	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Wererat	Orc
19	Wyvern	Wolf	Dragon, Red	Ogre Mage	Wererat	Orc

20	Wyvern	Wolf, Dire		Dragon, Red	Ogre Mage	Wizard's Tower	Orc
1d20	Monster	NPC	Undead	Invertebrates	Water	Special	
1	Amber Creeping Vine	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Afreet	
2	Amber Creeping Vine	Decoys	Coffer Corpse	Ant, Giant Soldier	Crayfish, Giant	Barghest	
3	Amber Creeping Vine	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Caryatid Column	
4	Basilisk	Decoys	Ghost	Beetle, Giant Bombardier	Crocodile	Demon, Class F	
5	Basilisk	Decoys	Ghoul	Beetle, Giant Fire	Crocodile	Demonette	
6	Behir	Escapees	Lich	Beetle, Giant Stag	Crocodile	Demoniac	
7	Bulette	Escapees	Mummy	Centipede, Giant	Crocodile, Giant	Devil, Assaggim	
8	Carcass Creeper	Escapees	Phantom	Centipede, Huge	Eel, Giant Electric	Devil, Erinyes	
9	Carcass Creeper	Joiners	Shadow	Centipede, Large	Eel, Giant Electric	Devil, Shaitan	
10	Carcass Creeper	Joiners	Skeleton	Centipede, Large	Spider, Giant Water	Devil, Soul Worm	
11	Caterwaul	Runners	Skeleton Warrior	Fly, Giant Blowfly	Spider, Giant Water	Devilcat	
12	Crypt Thing	Runners	Spectre	Fly, Giant Blowfly	Toad, Giant	Doppelgänger	
13	Crypt Thing	Runners	Vampire	Fly, Giant Horsefly	Toad, Giant	Imp	
14	Hell Hound	Searchers	Wight	Scorpion, Giant	Toad, Giant	Lemure	
15	Jackalwere	Searchers	Will-o-the-Wisp	Spider, Giant	Toad, Giant	Mephit, Fire	
16	Lamia	Survivors	Wraith	Spider, Huge	Toad, Giant	Mephit, Lava	
17	Medusa	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Mephit, Smoke	
18	Naga, Spirit	Wolves ISC	Zombie, Juju	Spider, Large	Toad, Giant Poisonous	Mephit, Steam	
19	Rot Grub	Wolves ISC	Zombie, Monster	Spider, Phase	Toad, Giant Poisonous	Necrophidius	
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Night Hag	

### Random Wilderness Encounters - Hills

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Cougar	Dragon, Black	Ettin	Elf	Bugbear
2	Bird	Cougar	Dragon, Bronze	Ettin	Farming Village	Bugbear
3	Bird	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
4	Bird, Huge	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
5	Bird, Huge	Horse, Wild	Dragon, Bronze	Giant, Hill	Gnome	Bugbear
6	Bird, Giant	Rat	Dragon, Gold	Giant, Hill	Halfling	Grimlock
7	Chimæra	Rat	Dragon, Green	Giant, Hill	Halfling	Grimlock



8	Cockatrice	Rat	Dragon, Green	Giant, Hill	Hamlet	Hobgoblin
9	Griffon	Rat, Giant	Dragon, Green	Giant, Hill	Men, Bandit	Hobgoblin
10	Harpy	Rat, Giant	Dragon, Red	Giant, Hill	Men, Bandit	Hobgoblin
11	Harpy	Snake, Giant Adder	Dragon, Red	Giant, Hill	Men, Bandit	Kobold
12	Harpy	Snake, Giant Adder	Dragon, Red	Ogre	Men, Brigand	Kobold
13	Nightmare	Snake, Giant Boa	Dragon, Red	Ogre	Men, Merchant	Orc
14	Pegasus	Snake, Giant Cobra	Dragon, Red	Ogre	Men, Merchant	Orc
15	Pixie	Snake, Giant, Amphisbaena	Dragon, Red	Ogre	Men, Merchant	Troll
16	Shedu	Wolf	Dragon, Red	Ogre	Men, Pilgrim	Troll
17	Stirge	Wolf	Dragon, Red	Ogre Mage	Stronghold	Troll
18	Stirge	Wolf	Dragon, Red	Ogre Mage	Wereboar	Troll
19	Vulchling	Wolf, Dire	Dragon, Red	Titan	Wererat	Troll, Giant
20	Wyvern	Wolverine	Dragon, Silver	Titan	Werewolf	Troll, Giant 2-Headed
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Invertebrates</b>	<b>Water</b>	<b>Special</b>
1	Basilisk	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
2	Behir	Decoys	Ghast	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
3	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Crayfish, Giant	Demon, Class B
4	Caterwaul	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Demon, Succubus
5	Coerl	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Devil, Manalishi, Back
6	Dracolisk	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Devil, Spiked
7	Leprechaun	Escapees	Lich	Beetle, Giant Bombardier	Crocodile, Giant	Devil, Spiked
8	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Eel, Giant Electric	Doppelgänger
9	Lizard, Giant Fire	Joiners	Shadow	Beetle, Giant Stag	Fish, Giant Gar	Elemental, Air
10	Lizard, Giant Fire	Joiners	Skeleton	Centipede, Giant	Fish, Giant Pike	Elemental, Earth
11	Medusa	Joiners	Skeleton	Centipede, Huge	Fish, Levithian	Elemental, Fire
12	Minotaur	Joiners	Skeleton	Centipede, Large	Frog, Giant	Elemental, Water
13	Naga, Guardian	Runners	Skeleton	Fly, Giant Blowfly	Frog, Giant	Genie
14	Owlbear	Runners	Spectre	Fly, Giant Horsefly	Nixie	Golem, Iron
15	Owlbear	Runners	Vampire	Scorpion, Giant	Nixie	Golem, Stone
16	Pseudo-Dragon	Searchers	Vampire	Spider, Giant	Spider, Giant Water	Homonculus
17	Rust Monster	Searchers	Wraith	Spider, Huge	Spider, Giant Water	Men, Berserker
18	Treant	Survivors	Zombie	Spider, Large	Toad, Giant	Nilbog
19	Unicorn	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Rakshasa
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Xorn

### Random Wilderness Encounters - Jungle

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Ape	Dragon, Black	Ettin	Men, Bandit	Flind
2	Bat	Ape	Dragon, Black	Ettin	Men, Bandit	Gnoll
3	Bat	Ape	Dragon, Bronze	Ettin	Men, Brigand	Gnoll
4	Bat, Mobat	Ape, Carnivorous	Dragon, Bronze	Ettin	Men, Brigand	Grimlock
5	Bat, Mobat	Ape, Carnivorous	Dragon, Green	Ettin	Men, Merchant	Grimlock
6	Bat, Mobat	Baboon	Dragon, Green	Ettin	Men, Merchant	Hobgoblin
7	Bat, Giant	Baboon	Dragon, Green	Ettin	Men, Merchant	Orc
8	Bat, Giant	Elephant, African	Dragon, Green	Ettin	Men, Merchant	Orc
9	Bat, Giant	Elephant, Asian	Dragon, Green	Giant, Cloud	Men, Merchant	Orc
10	Bat, Giant	Jackal	Dragon, Green	Giant, Cloud	Men, Pilgrim	Tribesman
11	Bird	Jackal	Dragon, Green	Giant, Fire	Men, Pilgrim	Tribesman
12	Bird, Huge	Jackal, Dire	Dragon, Green	Giant, Fire	Stronghold	Tribesman
13	Bird, Giant	Lion	Dragon, Green	Ogre	Village	Tribesman
14	Chimæra	Lizard, Giant Monitor	Dragon, Red	Ogre	Village	Tribesman
15	Cockatrice	Lizard, Giant Monitor	Dragon, Red	Ogre	Wereboar	Tribesman
16	Couatl	Rat	Dragon, Red	Ogre	Wereboar	Troll
17	Couatl	Rat	Dragon, Red	Ogre	Weretiger	Troll
18	Vulchling	Rat, Giant	Dragon, Red	Ogre	Weretiger	Troll, Giant
19	Wyvern	Tiger	Dragon, Red	Ogre Mage	Weretiger	Troll, Giant
20	Wyvern	Tiger	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2-Headed
1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Amber Creeping Vine	Decoys	Shadow	Ant, Giant Soldier	Crocodile	Afreet
2	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Bombardier	Crocodile	Barghest
3	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Barghest
4	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Demon, Dretch
5	Ankheg	Escapees	Skeleton	Beetle, Giant Fire	Crocodile	Demon, Ektiv
6	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Crocodile	Demon, Quasit
7	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Frog, Giant	Demon, Uduk
8	Blink Dog	Escapees	Zombie	Beetle, Giant Stag	Frog, Giant	Demonette
9	Blink Dog	Joiners	Zombie, Juju	Centipede, Giant	Frog, Giant	Demoniac
10	Coecur	Joiners	Zombie, Juju	Centipede, Huge	Hippopotamus	Devil, Bearded

11	Coeurl	Runners	Zombie, Juju	Centipede, Large	Hippopotamus	Devil, Manalishi, Bue
12	Dakon	Runners	Zombie, Monster	Fly, Giant Blowfly	Nixie	Devil, Pit Fiend
13	Dakon	Searchers	Zombie, Monster	Fly, Giant Blowfly	Spider, Giant Water	Devilcat
14	Dakon	Searchers	Zombie, Monster	Fly, Giant Horsefly	Spider, Giant Water	Doppelgänger
15	Dracolisk	Searchers	Zombie, Vine	Scorpion, Giant	Toad, Giant	Elemental, Air
16	Hell Hound	Searchers	Zombie, Vine	Spider, Giant	Toad, Giant	Elemental, Earth
17	Hell Hound	Survivors	Zombie, Vine	Spider, Huge	Toad, Giant Poisonous	Elemental, Fire
18	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Large	Toad, Giant Poisonous	Elemental, Water
19	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Phase	Turtle, Giant Snapping	Genie
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Mastodon

### Random Wilderness Encounters - Lost World

1d20	Airborne	Animal	Large Carnivore	Large Herbivore	Human	Humanoid
1	Archaeopteryx	Badger, Giant	Albertosaurus	Apatosaurus	Cavemen	Grimlock
2	Archaeopteryx	Bear, Cave	Albertosaurus	Apatosaurus	Cavemen	Grimlock
3	Bat, Giant	Bear, Cave	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
4	Bat, Giant	Boar, Giant	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
5	Bat, Giant	Hyena, Giant	Allosaurus	Brachiosaurus	Cavemen	Grimlock
6	Bat, Mobat	Jackal, Giant	Allosaurus	Camarasaurus	Cavemen	Grimlock
7	Bat, Mobat	Lion, Cave	Allosaurus	Camarasaurus	Cavemen	Troglodyte
8	Bird, Huge	Mammoth	Gorgosaurus	Centrosaurus	Cavemen	Troglodyte
9	Bird, Huge	Mammoth	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
10	Bird, Giant	Mastodon	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
11	Bird, Giant	Rat, Giant	Saurophaganax	Diceratops	Cavemen	Troglodyte
12	Pteranodon	Rhinoceros, Woolly	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
13	Pteranodon	Snake, Giant Adder	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
14	Pteranodon	Snake, Giant Boa	Tarbosaurus	Monoclonius	Cavemen, Advanced	Troglodyte
15	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
16	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
17	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosauroid	Troll
18	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosauroid	Troll
19	Rhamphorynchus	Wolf, Dire	Tyrannosaurus	Triceratops	Dinosauroid	Troll

20	Rhamphorynchus	Wolverine, Giant	Tyrannosaurus	Triceratops	Time-Lost Village	Troll
1d20	Other Dinos	NPC	Undead	Invertebrates	Water	Special
1	Anklyosaurus	Escapees	Skeleton	Beetle, Giant Bombardier	Archelon	Achaierai
2	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Boring	Crocodile, Giant	Achaierai
3	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Fire	Dunkleosteus	Barghest
4	Compsognathus	Escapees	Skeleton	Beetle, Giant Rhinoceros	Dunkleosteus	Demon, Class A
5	Deinonychus	Escapees	Skeleton	Beetle, Giant Stag	Elasmosaurus	Demon, Class B
6	Dilophosaurus	Escapees	Skeleton	Centipede, Giant	Kraken	Demon, Class F
7	Dimetrodon	Runners	Skeleton	Centipede, Giant	Mosasaurus	Demon, Dretch
8	Dimetrodon	Runners	Skeleton	Centipede, Huge	Nothosaurus	Demon, Ekvu
9	Euparkeria	Searchers	Wight	Centipede, Huge	Octopus, Giant	Demon, Quasit
10	Iguanadon	Searchers	Wight	Centipede, Large	Plesiosaurus	Demon, Uduk
11	Iguanadon	Survivors	Wight	Centipede, Large	Plesiosaurus	Devil, Assaggim
12	Iguanadon	Survivors	Wraith	Fly, Giant Blowfly	Sea Serpent	Devil, Horned
13	Ornitholestes	Survivors	Wraith	Fly, Giant Blowfly	Shark	Devil, Horned
14	Phorusrhacid	Survivors	Zombie	Fly, Giant Horsefly	Spider, Giant Water	Devil, Ice
15	Phorusrhacid	Survivors	Zombie	Scorpion, Giant	Squid, Giant	Devil, Ice
16	Plateosaurus	Survivors	Zombie	Spider, Giant	Toad, Giant	Devil, Imp
17	Plateosaurus	Survivors	Zombie	Spider, Huge	Toad, Giant Poisonous	Devil, Pit Fiend
18	Stegosaurus	Time Travellers, "Future"	Zombie	Spider, Large	Turtle, Giant Sea	Devil, Shaitan
19	Stegosaurus	Time Travellers, "Past"	Zombie	Wasp, Giant	Turtle, Giant Snapping	Devil, Soul Worm
20	Velociraptor	Time Travellers, "Present"	Zombie	Wasp, Giant	Whale	Kullule

### Random Wilderness Encounters - Marine

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Ape, Carnivorous	Dragon, Black	Giant, Cloud	Fishing Village	Flind
2	Bird	Boar, Giant	Dragon, Black	Giant, Cloud	Men, Bandit	Gnoll
3	Bird	Boar, Warthog	Dragon, Blue	Giant, Storm	Men, Bandit	Gnoll
4	Bird	Dog, Wild	Dragon, Brass	Giant, Storm	Men, Brigand	Gnoll (S5, WD2)

5	Bird, Huge	Horse, Wild	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Goblin
6	Bird, Huge	Jackal	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Goblin
7	Bird, Huge	Jackal	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Grimlock
8	Bird, Giant	Lizard, Giant	Dragon, Copper	Giant, Storm	Men, Merchant	Grimlock
9	Bird, Giant	Lizard, Giant Monitor	Dragon, Gold	Giant, Storm	Men, Merchant	Hobgoblin
10	Bird, Giant	Lizard, Giant Monitor	Dragon, Gold	Giant, Storm	Men, Merchant	Hobgoblin
11	Chimæra	Lizard, Giant Monitor	Dragon, Gold	Ogre	Men, Merchant	Hobgoblin
12	Chimæra	Lizard, Giant Monitor	Dragon, Gold	Ogre	Men, Pilgrim	Kobold
13	Chimæra	Rat	Dragon, Green	Ogre	Men, Pirate	Orc
14	Cockatrice	Rat	Dragon, Red	Ogre	Men, Pirate	Orc
15	Cockatrice	Rat	Dragon, Red	Ogre	Men, Pirate	Orc
16	Harpy	Rat, Giant	Dragon, Red	Ogre	Wereboar	Troll
17	Harpy	Rat, Giant	Dragon, Red	Ogre	Wererat	Troll
18	Manticore	Snake, Giant Adder	Dragon, Red	Ogre Mage	Wererat	Troll
19	Nightmare	Snake, Giant Adder	Dragon, Red	Ogre Mage	Weretiger	Troll, Giant
20	Wyvern	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werewolf	Troll, Giant 2-Headed
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Invertebrates</b>	<b>Water</b>	<b>Special</b>
1	Basilisk	Decoys	Banshee	Centipede, Giant	Barracuda	Dark Stalker
2	Behir	Decoys	Lich	Centipede, Giant	Crab, Giant	Demon, Quasit
3	Blink Dog	Escapees	Shadow	Centipede, Huge	Crab, Giant	Demon, Quasit
4	Caterwaul	Escapees	Shadow	Centipede, Huge	Crab, Giant	Demon, Succubus
5	Crabman	Escapees	Skeleton	Centipede, Large	Crab, Giant	Demon, Succubus
6	Crabman	Joiners	Skeleton	Centipede, Large	Eel, Giant Moray	Devil, Imp
7	Crabman	Joiners	Skeleton	Fly, Giant Blowfly	Eel, Giant Weed	Elemental, Water
8	Crabman	Joiners	Skeleton	Fly, Giant Blowfly	Kraken	Elemental, Water
9	Cyclops	Joiners	Skeleton	Fly, Giant Blowfly	Locathah	Elemental, Water
10	Cyclops	Joiners	Spectre	Fly, Giant Horsefly	Locathah	Homonculus
11	Cyclops	Joiners	Wight	Fly, Giant Horsefly	Merman	Invisible Stalker
12	Hell Hound	Joiners	Wight	Fly, Giant Horsefly	Merman	Iron Golem
13	Jackalwere	Runners	Wight	Scorpion, Giant	Sea Serpent	Mephit, Fire
14	Jackalwere	Runners	Will-o-the-Wisp	Scorpion, Giant	Sea Serpent	Mephit, Lava
15	Lizard Man	Runners	Will-o-the-Wisp	Scorpion, Giant	Shark	Mephit, Smoke
16	Lizard Man	Searchers	Wraith	Spider, Giant	Shark	Mephit, Steam
17	Lizard Man	Searchers	Zombie	Spider, Huge	Shark	Night Hag
18	Pseudo-Dragon	Survivors	Zombie	Spider, Large	Triton	Rakshasa
19	Unicorn	Wolves ISC	Zombie	Spider, Phase	Turtle, Giant Sea	Troll, Spectral

20	Worg	Wolves ISC	Zombie	Wasp, Giant	Whale	Xorn
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### Random Wilderness Encounters - Mountains

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Bear, Black	Dragon, Bronze	Ettin	Dwarf	Bugbear
2	Bat	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
3	Bird	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
4	Bird	Cougar	Dragon, Bronze	Giant, Fire	Dwarf, Mountain	Bugbear
5	Bird, Huge	Cougar	Dragon, Gold	Giant, Fire	Dwarf, Mountain	Goblin
6	Bird, Huge	Cougar	Dragon, Gold	Giant, Fire	Keep, Small	Goblin
7	Bird, Giant	Cougar	Dragon, Gold	Giant, Fire	Men, Bandit	Goblin
8	Griffon	Dog, Wild	Dragon, Gold	Giant, Hill	Men, Bandit	Goblin
9	Griffon	Dog, Wild	Dragon, Green	Giant, Stone	Men, Bandit	Goblin
10	Griffon	Dog, Wild	Dragon, Red	Giant, Stone	Men, Brigand	Goblin
11	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Men, Brigand	Grimlock
12	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Men, Merchant	Grimlock
13	Hippogriff	Rat	Dragon, Red	Giant, Storm	Men, Merchant	Hobgoblin
14	Hippogriff	Rat	Dragon, Red	Giant, Storm	Men, Pilgrim	Hobgoblin
15	Nightmare	Rat	Dragon, Red	Ogre	Men, Pilgrim	Troll
16	Pegasus	Rat, Giant	Dragon, Red	Ogre	Men, Pilgrim	Troll
17	Roc	Rat, Giant	Dragon, Silver	Ogre	Village, Mining	Troll, Giant
18	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
19	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
20	Stirge	Snake, Giant Adder	Dragon, Silver	Titan	Wereboar	Troll, Giant

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Cyclops	Decoys	Ghast	Centipede, Giant	Beetle, Giant Water	Demon, Class F
2	Cyclops	Decoys	Ghost	Centipede, Giant	Beetle, Giant Water	Demon, Quasit
3	Cyclops	Decoys	Ghost	Centipede, Huge	Beetle, Giant Water	Demon, Quasit
4	Cyclops	Escapees	Ghoul	Centipede, Huge	Beetle, Giant Water	Devil, Manalishi, Black
5	Hell Hound	Joiners	Ghoul	Centipede, Large	Beetle, Giant Water	Devil, Ice
6	Hell Hound	Joiners	Ghoul	Centipede, Large	Frog, Giant	Devil, Imp
7	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Devil, Imp
8	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Doppelgänger
9	Lizard, Giant Fire	Runners	Skeleton	Fly, Giant Horsefly	Naga, Water	Elemental, Air
10	Lizard, Giant Fire	Searchers	Skeleton	Scorpion, Giant	Nixie	Elemental, Earth
11	Medusa	Searchers	Skeleton Warrior	Scorpion, Giant	Nixie	Elemental, Earth
12	Medusa	Searchers	Skeleton Warrior	Spider, Giant	Nixie	Elemental, Earth
13	Medusa	Searchers	Vampire	Spider, Giant	Nixie	Elemental, Fire

14	Medusa	Survivors	Vampire	Spider, Huge	Toad, Giant	Elemental, Water
15	Rust Monster	Survivors	Vampire	Spider, Huge	Toad, Giant	Night Hag
16	Rust Monster	Survivors	Wraith	Spider, Large	Toad, Giant	Nilbog
17	Unicorn	Wolves ISC	Wraith	Spider, Large	Toad, Giant Poisonous	Rakshasa
18	Unicorn	Wolves ISC	Wraith	Spider, Phase	Toad, Giant Poisonous	Tiger, Smilodon
19	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Troll, Spectral
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Turtle, Giant Snapping	Xorn

### Random Wilderness Encounters - Plains

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Buffalo	Dragon, Black	Ettin	Halfling	Flind
2	Bat, Giant	Buffalo	Dragon, Blue	Ettin	Halfling	Gnoll
3	Bird	Bull	Dragon, Blue	Ettin	Halfling	Gnoll
4	Bird	Cattle, Wild	Dragon, Brass	Ettin	Halfling	Goblin
5	Bird	Horse, Draft	Dragon, Bronze	Ettin	Halfling	Goblin
6	Bird, Huge	Horse, Heavy	Dragon, Bronze	Giant, Hill	Men, Bandit	Goblin
7	Bird, Huge	Horse, Light	Dragon, Copper	Giant, Hill	Men, Bandit	Goblin
8	Bird, Huge	Horse, Medium	Dragon, Gold	Giant, Hill	Men, Brigand	Grimlock
9	Bird, Giant	Horse, Pony	Dragon, Gold	Giant, Hill	Men, Brigand	Grimlock
10	Bird, Giant	Horse, Wild	Dragon, Green	Giant, Hill	Men, Merchant	Hobgoblin
11	Shedu	Hyena	Dragon, Green	Giant, Hill	Men, Merchant	Kobold
12	Sphinx, Hieraco-	Hyena, Dire	Dragon, Green	Ogre	Men, Merchant	Kobold
13	Sphinx, Andro-	Lion	Dragon, Green	Ogre	Men, Merchant	Kobold
14	Sphinx, Crio-	Rhinoceros	Dragon, Red	Ogre	Men, Nomad	Orc
15	Sphinx, Gyno-	Rhinoceros, Woolly	Dragon, Red	Ogre	Men, Nomad	Orc
16	Stirge	Snake, Giant Adder	Dragon, Red	Ogre	Men, Nomad	Orc
17	Stirge	Snake, Giant Boa	Dragon, Red	Ogre	Men, Nomad	Troll
18	Wyvern	Snake, Giant Cobra	Dragon, Red	Ogre (S3)	Men, Pilgrim	Troll
19	Wyvern	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Tower, Wizard	Troll, Giant
20	Wyvern	Tiger	Dragon, Silver	Titan	Village, Farming	Troll, Giant 2-Headed
1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Ankheg	Decoys	Banshee	Beetle, Giant Bombardier	Beetle, Giant Water	Afreet
2	Ankheg	Decoys	Coffer Corpse	Beetle, Giant Fire	Beetle, Giant Water	Ape, Carnivorous
3	Ankheg	Escapees	Ghast	Centipede, Giant	Beetle, Giant Water	Barghest
4	Ankheg	Escapees	Ghost	Centipede, Giant	Crayfish, Giant	Demon, Ekivu
5	Basilisk	Joiners	Ghoul	Centipede, Huge	Crayfish, Giant	Demon, Uduk
6	Blink Dog	Joiners	Ghoul	Centipede, Large	Crocodile	Demonette

7	Blink Dog	Joiners	Lich	Fly, Giant Blowfly	Crocodile	Demoniac
8	Bulette	Joiners	Mummy	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Manalishi, Blue
9	Bulette	Joiners	Phantom	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Erinyes
10	Centaur	Runners	Shadow	Fly, Giant Horsefly	Fish, Giant Gar	Devil, Imp
11	Centaur	Runners	Skeleton	Scorpion, Giant	Fish, Giant Gar	Devil, Lemure
12	Centaur	Searchers	Skeleton	Scorpion, Giant	Fish, Giant Pike	Devil, Soul Worm
13	Jackalwere	Searchers	Skeleton Warrior	Scorpion, Giant	Frog, Giant	Devil, Spiked
14	Owlbear	Searchers	Spectre	Spider, Giant	Frog, Giant	Dragon, White
15	Pseudo-Dragon	Survivors	Vampire	Spider, Huge	Nixie	Elemental, Earth
16	Purple Worm	Survivors	Wight	Spider, Large	Spider, Giant Water	Golem, Flesh
17	Purple Worm	Survivors	Wraith	Spider, Phase	Spider, Giant Water	Kullule
18	Purple Worm	Survivors	Zombie	Wasp, Giant	Toad, Giant	Nilbog
19	Purple Worm	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant	Phorusrhacid
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Velociraptor

### Random Wilderness Encounters - Rural

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Blue	Ettin	Halfling	Gnoll
2	Bat	Bear, Brown	Dragon, Bronze	Ettin	Halfling	Gnoll
3	Bat	Bull	Dragon, Bronze	Ettin	Halfling	Gnoll
4	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Bandit	Goblin
5	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Bandit	Goblin
6	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Brigand	Goblin
7	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Men, Brigand	Hobgoblin
8	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Men, Merchant	Hobgoblin
9	Bird	Dog, War	Dragon, Green	Giant, Cloud	Men, Merchant	Hobgoblin
10	Bird	Dog, War	Dragon, Green	Giant, Fire	Men, Pilgrim	Kobold
11	Bird	Dog, Wild	Dragon, Red	Giant, Hill	Men, Pilgrim	Kobold
12	Bird	Horse, Draft	Dragon, Red	Giant, Storm	Men, Pilgrim	Kobold
13	Bird	Horse, Heavy	Dragon, Red	Ogre	Men, Pilgrim	Kobold
14	Bird	Horse, Light	Dragon, Silver	Ogre	Werebear	Orc
15	Bird, Huge	Horse, Medium	Dragon, Silver	Ogre	Wereboar	Orc
16	Bird, Huge	Horse, Pony	Dragon, Silver	Ogre	Wererat	Orc
17	Bird, Giant	Horse, Wild	Dragon, Gold	Ogre Mage	Wererat	Orc
18	Bird, Giant	Rat	Dragon, Gold	Ogre Mage	Wererat	Orc
19	Wyvern	Rat	Dragon, Gold	Ogre Mage	Wererat	Troll
20	Wyvern	Wolf	Dragon, Gold	Ogre Mage	Werewolf	Troll
1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Ankheg	Decoys	Ghast	Ant, Giant Soldier	Crayfish, Giant	Amber Creeping Vine
2	Ankheg	Decoys	Ghost	Beetle, Giant Stag	Crayfish, Giant	Barghest



3	Faun	Escapees	Ghoul	Centipede, Giant	Crayfish, Giant	Barghest
4	Faun	Escapees	Ghoul	Centipede, Huge	Crayfish, Giant	Crabman
5	Hell Hound	Joiners	Lich	Centipede, Large	Crayfish, Giant	Dakon
6	Hell Hound	Joiners	Mummy	Fly, Giant Blowfly	Crocodile	Demon, Class C
7	Lizard Man	Joiners	Phantom	Fly, Giant Blowfly	Crocodile	Demon, Quasit
8	Lizard Man	Joiners	Poltergeist	Fly, Giant Blowfly	Crocodile	Demon, Succubus
9	Naga, Guardian	Joiners	Shadow	Fly, Giant Blowfly	Eel, Giant Electric	Demonette
10	Naga, Guardian	Joiners	Shadow	Scorpion, Giant	Fish, Giant Gar	Demonette
11	Otyugh, Greater	Joiners	Shadow	Scorpion, Giant	Fish, Giant Pike	Demoniac
12	Otyugh, Greater	Runners	Skeleton	Spider, Giant	Frog, Giant	Demoniac
13	Otyugh, Lesser	Runners	Skeleton Warrior	Spider, Giant	Frog, Giant	Devil, Horned
14	Otyugh, Lesser	Runners	Spectre	Spider, Huge	Nixie	Devil, Imp
15	Owlbear	Searchers	Vampire	Spider, Huge	Sea Serpent	Devil, Manalishi, Red
16	Owlbear	Searchers	Wight	Spider, Large	Toad, Giant	Golem, Clay
17	Rot Grub	Survivors	Wraith	Spider, Large	Toad, Giant	Hydra
18	Rot Grub	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Will o'the Wisp
19	Shambling Mound	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Yeti
20	Shambling Mound	Wolves ISC	Zombie, Monster	Spider, Phase	Turtle, Giant Snapping	Zombie, Vine

### Random Wilderness Encounters - Tundra

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Bear, Brown	Dragon, Black	Giant, Cloud	Men, Bandit	Bugbear
2	Bird, Huge	Bear, Black	Dragon, Black	Giant, Cloud	Men, Bandit	Bugbear
3	Bird, Giant	Bear, Polar	Dragon, Black	Giant, Cloud	Men, Bandit	Flind
4	Chimæra	Bear, Polar	Dragon, Black	Giant, Frost	Men, Bandit	Flind
5	Cockatrice	Bear, Polar	Dragon, Bronze	Giant, Frost	Men, Berserker	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Men, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Men, Brigand	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Men, Brigand	Kobold
12	Roc	Wolf	Dragon, Red	Giant, Frost	Men, Brigand	Orc
13	Shedu	Wolf	Dragon, Red	Giant, Stone	Men, Merchant	Orc
14	Sphinx, Hieraco-	Wolf	Dragon, Red	Giant, Storm	Men, Merchant	Orc
15	Sphinx, Andro-	Wolf	Dragon, White	Giant, Storm	Men, Merchant	Troll
16	Sphinx, Crio-	Wolf	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Giant

17	Sphinx, Gyno-	Wolf	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Giant 2-Headed
18	Stirge	Wolverine	Dragon, White	Giant, Storm	Port, Smuggler	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Village, Fishing	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice
<b>1d20</b>	<b>Monster</b>	<b>NPC</b>	<b>Undead</b>	<b>Vermin</b>	<b>Water</b>	<b>Special</b>
1	Basilisk	Decoys	Ghast	Beetle, Giant Stag	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Barracuda	Ape, Carnivorous
3	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Crab, Giant	Barghest
4	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Eel, Giant Moray	Barghest
5	Coeurl	Escapees	Skeleton	Beetle, Giant Stag	Fish, Levithian	Demonette
6	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Kraken	Demoniac
7	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Nixie	Devil, Ice
8	Remorhaz	Joiners	Vampire	Beetle, Giant Water	Octopus, Giant	Devil, Ice
9	Remorhaz	Joiners	Wight	Beetle, Giant Water	Octopus, Giant	Devilcat
10	Remorhaz	Runners	Wight	Centipede, Giant	Octopus, Giant	Elemental, Fire
11	Worg	Runners	Wight	Centipede, Huge	Portuguese Man O'War	Elemental, Fire
12	Worg	Runners	Will-o-the-Wisp	Centipede, Large	Sea Serpent	Elf
13	Worg	Searchers	Will-o-the-Wisp	Fly, Giant Blowfly	Shark	Halfling
14	Worg	Searchers	Wraith	Fly, Giant Horsefly	Shark	Imp
15	Yeti	Survivors	Zombie	Spider, Giant	Squid, Giant	Kullule
16	Yeti	Survivors	Zombie	Spider, Huge	Squid, Giant	Lemure
17	Yeti	Wolves ISC	Zombie	Spider, Large	Turtle, Giant Sea	Devil, Manalishi, White
18	Yeti	Wolves ISC	Zombie	Spider, Phase	Turtle, Giant Sea	Pterodactyl
19	Yeti	Wolves ISC	Zombie	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Zombie, Monster	Spider, Phase	Walrus	Quasit

### Random Wilderness Encounters - Dinosaur Encounter Sub-table

<b>1d8</b>	<b>Result</b>
1	Tyrannosaurids & Allosaurids
2	Hadrosaurids
3	Sauropods
4	Ceratopsians
5	Other Dinosaurs I
6	Other Dinosaurs II
7	Marine Dinosaurs
8	Flying Dinosaurs

### Tyrannosaurids & Allosaurids

<b>1d6</b>	<b>Result</b>	<b>Era</b>
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1	Albertosaurus	Cretaceous
2	Allosaurus	Jurassic
3	Gorgosaurus	Cretaceous
4	Saurophaganax	Jurassic
5	Tarbosaurus	Cretaceous
6	Tyrannosaurus	Cretaceous

### Hadrosaurids

1d6	Result	Era
1	Charonosaurus	Cretaceous
2	Edmontosaurus	Cretaceous
3	Hyphacrosaurus	Cretaceous
4	Sauralophus	Cretaceous
5	Shantungosaurus	Cretaceous
6	Telmatosaurus	Cretaceous

### Sauropods

1d6	Result	Era
1	Apatosaurus	Jurassic
2	Argentinosaurus	Cretaceous
3	Brachiosaurus	Jurassic
4	Camarasaurus	Jurassic
5	Cetiosaurus	Jurassic
6	Diplodocus	Jurassic

### Ceratopsians

1d6	Result	Era
1	Centrosaurus	Cretaceous
2	Diceratops	Cretaceous
3	Monoclonius	Cretaceous
4	Pentaceratops	Cretaceous
5	Styracosaurus	Cretaceous
6	Triceratops	Cretaceous

### Other Dinosaurs I

1d6	Result	Era
1	Anklyosaurus	Cretaceous
2	Ceratosaurus	Jurassic
3	Iguanadon	Cretaceous
4	Plateosaurus	Triassic
5	Stegosaurus	Jurassic
6	Velociraptor	Cretaceous

### Other Dinosaurs II

1d6	Result	Era
1	Compsognathus	Jurassic
2	Deinonychus	Cretaceous
3	Dilophosaurus	Jurassic
4	Dimetrodon	Permian
5	Euparkeria	Triassic
6	Ornitholestes	Jurassic

### Marine Dinosaurs

1d6	Result	Era
1	Archelon	Cretaceous
2	Dunkleosteus	Devonian
3	Elasmosaurus	Cretaceous
4	Mosasaurus	Cretaceous
5	Nothosaurus	Triassic
6	Plesiosaurus	Jurassic

### Flying Dinosaurs

1d6	Result	Era
1	Archaeopteryx	Jurassic
2	Pteranodon	Cretaceous
4-5	Pterodactyl	Jurassic
5	Quetzalcoatlus	Cretaceous
6	Rhamphorynchus	Jurassic

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