

# 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 |  |
|-------|--------|--|

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 |
|-------|-------|---|

### 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 | # |
|----|---------------------|---|
|----|---------------------|---|

|       |                         |        |
|-------|-------------------------|--------|
| 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 |  |  |
|----|--|--|

(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 |
|----|-----------|-----------------------|
|----|-----------|-----------------------|

|       |           |  |
|-------|-----------|--|
| 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/<br>Demi-human | 38-47 | Human/<br>Demi-human | 30-49 | Human/<br>Demi-human | 42-48 | Human/<br>Demi-human | 18-22 | Human/<br>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<br>Carnivore   | 16    | Dragon               | 40-44 | Dragon               |
| 31-40 | Giant                | 28-29 | Giant                | 29    | Large<br>Herbivore   | 17-20 | Giant                | 45-52 | Giant                |

|       |                      |       |                      |       |                      |       |                      |       |                      |
|-------|----------------------|-------|----------------------|-------|----------------------|-------|----------------------|-------|----------------------|
| 41-60 | Human/<br>Demi-human | 30-37 | Human/<br>Demi-human | 30-35 | Human/<br>Demi-human | 21-30 | Human/<br>Demi-human | 53-62 | Human/<br>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<br>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              |
| d%    | Plains               | d%    | Rural                | d%    | Tundra               | d%    | Wetlands*            |       |                      |
| 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/<br>Demi-human | 23-58 | Human/<br>Demi-human | 34-43 | Human/<br>Demi-human | 21-22 | Human/<br>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

|      |               |                       |                |             |                 |           |
|------|---------------|-----------------------|----------------|-------------|-----------------|-----------|
| 1d20 | Airborne      | Animal                | Dragon         | Giant       | Human           | Humanoid  |
| 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              |
| 1d20 | Monster          | NPC        | Undead          | Invertebrates       | Water                 | Special                 |
| 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    | Coeurl           | 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                    | Ghost          | 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   | Coearl              | 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, Ekivu     |
| 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 |
|----|------|------------|--------|-------------|-------|------|

### 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<br>Poisonous  | Rakshasa         |
| 18 | Unicorn      | Wolves ISC | Wraith  | Spider, Phase | Toad, Giant<br>Poisonous  | Tiger, Smilodon  |
| 19 | Worg         | Wolves ISC | Zombie  | Wasp, Giant   | Toad, Giant<br>Poisonous  | Troll, Spectral  |
| 20 | Worg         | Wolves ISC | Zombie  | Wasp, Giant   | Turtle, Giant<br>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, Ekiyu          |
| 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              |
| 1d20 | Monster       | NPC        | Undead          | Vermin              | Water                | Special                 |
| 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

|     |                              |
|-----|------------------------------|
| 1d8 | Result                       |
| 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

|     |        |     |
|-----|--------|-----|
| 1d6 | Result | Era |
|-----|--------|-----|

|   |               |            |
|---|---------------|------------|
| 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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