

Index:

Section Zero:

Index to the Mother of All Encounter Tables

Section One: Master Tables

Roll here first to determine whether an encounter occurs, and if so, on which subtable to roll.

- Table 1-1: Overland Encounters
- Table 1-2: Urban Encounters
- Table 1-3: Trade Route Encounters
- Table 1-4: Overseas Encounters
- Table 1-5: Underwater Encounters
- Table 1-6: Subterranean Encounters

Section Two: Creature Encounter Tables

Roll here to determine what creature is encountered; these tables are divided by climate, and subdivided by terrain and day or night. Choose the subtable appropriate to the climate, terrain, and time of day for your group.

- Table 2-1A: Arctic Day
- Table 2-1B: Arctic Night
- Table 2-2A: Subarctic Day
- Table 2-2B: Subarctic Night
- Table 2-3A: Temperate Day
- Table 2-3B: Temperate Night
- Table 2-4A: Subtropical Day
- Table 2-4B: Subtropical Night
- Table 2-5A: Tropical Day
- Table 2-5B: Tropical Night
- Table 2-6: Aquatic
- Table 2-7A: Subterranean Near-Surface
- Table 2-7B: Subterranean Deepearth

Section Three: Weather and Terrain Encounters

This section determines what special weather hazards or unusual terrain may be encountered in a particular climate.

- Table 3-1: Arctic and Subarctic Weather
- Table 3-2: Temperate Weather
- Table 3-3: Subtropical and Tropical Weather
- Table 3-4: Weather at Sea

Section Four: Unusual Encounters

This section covers a grab-bag of unusual encounters and strange situations. It is divided into three subtables (Table 4-1 to 4-3) for space considerations. Roll on the master table for the section to determine which subtable to roll on.

Section Five: Traveler Encounters

Roll here to determine what kind of travelers might be encountered. There are three tables in this section.

- Table 5-1: Road and Trade Route Encounters
- Table 5-2: Overseas Encounters
- Table 5-3: Subterranean Trade Route Encounters

Section 6: Miscellaneous Tables

This section holds a variety of subtables that do not fit under the previous categories.

- Table 6-1: NPC Adventurer Generator
- Table 6-2: Caravan Generator
- Table 6-3: Sentient Races
- Table 6-4: Unusual and Unique Creatures
- Table 6-5: Mineral Resources

Section I: Master Tables

Table I-1: Overland Encounters

Roll once every four hours on the table to determine if there is a random encounter.

Die Roll	Encounter Type
01-20	Creature Encounter (Table 2-1 to 2-7) Roll on the appropriate table for climate/terrain
21-25	Unusual Weather/Terrain (Table 3)
26-30	Notable Occurrence (Table 4)
31-35	Travelers (Table 5-1)
36-40	Roll twice more on this table using 2d20
41-00	NO ENCOUNTER

Table I-2: Urban Encounters

Roll once every two hours to determine if there is a random encounter

Die Roll	Encounter Type
01-05	Unusual Weather/Terrain (Table 3)
06-17	Notable Occurrence (Table 4)
18-26	Travelers (Table 5-1)
27-30	Roll twice more on this table using 1d20 plus 1d10
36-00	NO ENCOUNTER

Table I-3: Trade Route Encounters

Roll once every four hours to determine if there is a random encounter

Encounter Type	Major Road	Sec. Road	Trail
Travelers (Table 5-1)	01-20	01-15	01-05
Creature Encounter (Table 2-1 to 2-7)	21-25	16-25	06-25
Notable Occurrence (Table 4)	26-30	26-30	26-30
Unusual Weather/Terrain (Table 3)	31-35	31-35	31-35
Roll twice more on this table using 2d20	36-40	36-40	36-40
NO ENCOUNTER	41-00	41-00	41-00

Table I-4: Overseas Encounters

Roll once every four hours to determine if there is a random encounter

Die Roll	Encounter Type
01-10	Travelers (Table 5-2)
11-18	Creature encounter (Table 2-6)
19-20	Notable Occurrence (Table 4)
21-25	Unusual Weather/Terrain (Table 3-4)
26-30	Roll twice more on this table using 1d20 plus 1d10
31-00	NO ENCOUNTER

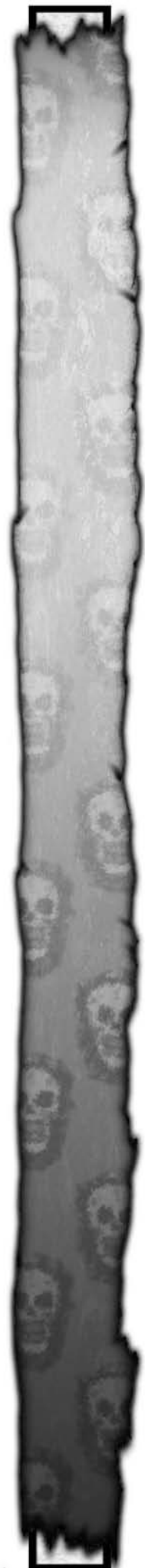


TABLE 2-4B: SUBTROPICAL CREATURE ENCOUNTERS - NIGHTTIME

Table 2-4B: Subtropical Creature Encounters-Nighttime

Creature	Note	CR	#App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaerai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003	-	-	003-004
Allip		3	1	MM	003	003	004	003	003	005
Amalthean Ram <i>or DM's choice</i>		6	2-4	CC1	-	-	-	-	004	-
Amphisbaena		4	1-4	ToH	004	004	005	004	005	006
Ankheg		3	1-4	MM	-	005-007	006-007	-	-	-
Ant Lion		5	1-4	ToH	005-007	008-010	008	005-006	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	011-013	009-010	007-008	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	014-016	011-012	009-010	-	-
Apparition		7	1-4	ToH	014	017	013	011	006	007
Aranea		4	1-6	MM	-	-	014-015	-	-	-
Assassin Vine		3	1-4	MM	-	-	016-017	-	-	008-009
Athach		7	1-12	MM	-	-	-	012	007	-
Atomie		1	2-4	ToH	-	-	018	-	-	-
Axe Beak		2	1-6	ToH	015-017	018-020	019-020	013-014	008	010
Barghest		4	1-6	MM	018	021	021	015	009	011
Basilisk, Common		5	1-6	MM	019-021	022-024	022-023	016-017	010-012	012-013
Basilisk, Greater		7	1-2	ToH	022	025	024	018	013	014
Bat Swarm		1/10	30-50	MM	023-037	026-036	025-034	019-029	-	-
Bat, Doombat		4	1-8	ToH	038-040	037-039	035-036	030-031	014-016	015
Bat, Mobat		3	1-8	ToH	041-043	040-042	037-038	032-033	-	-
Bear, Black		2	1-2	MM	-	-	039-068	034-067	017-048	-
Bear, Brown		2	1-2	MM	-	-	069-078	068-078	049-058	-
Bee, Giant		1/2	1-20	MM	044	043	079	079	059	016
Beetle, Giant: Bombardier		2	2-12	MM	045-059	044-054	080-089	080-090	060-069	017-028
Beetle, Giant: Boring		3	2-12	ToH	060-074	055-065	090-099	091-101	070-079	029-040
Beetle, Giant: Deathwatch		6	1	ToH	-	-	100	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	075-089	066-076	101-110	102-112	080-089	041-052
Beetle, Giant: Rhinoceros		6	2-12	ToH	-	-	111	-	-	-
Beetle, Giant: Slicer		4	2-12	ToH	-	-	112-113	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	077	114-115	113	-	-
Behir		8	1-2	MM	090-092	078-080	116-117	114-115	090-092	053-054
Eye Tyrant		13	1-6	MM	093	081	118	116	093	055
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	119	-	-	-
Blink Dog		2	1-16	MM	-	082	-	-	-	-

THE MOTHER OF ALL ENCOUNTER TABLES

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	083	120	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	121	-	094	-
Bloody Bones		4	1-5	ToH	094	084	122	117	095	056
Boalisk		4	1	ToH	-	-	123-124	-	-	057-058
Boar		2	1	MM	-	-	125-155	-	-	-
Bodak		8	1-4	MM	095	085	156	118	096	059
Bog Beast		5	1-5	ToH	-	-	-	-	-	060-061
Bog Mummy		6	1-10	ToH	-	-	-	-	-	062
Boggart		7	1-5	ToH	-	-	-	-	-	063-064
Bonesnapper		3	1-4	ToH	-	-	157	-	-	065
Brownie		1	2-12	ToH	-	-	158-159	-	-	-
Buckawn		2	2-20	ToH	-	-	160	-	-	-
Bulette		7	1-2	MM	096	086	161	119	097	066
Bunyip		3	1	ToH	-	-	-	-	-	067-068
Camel		1	1	MM	097-111	-	-	120-121	098-100	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	162-163	-	-	-
Caterwaul		3	1	ToH	-	-	164	-	101	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	-	087	165-166	122	102	-
Cave Cricket		1	1-5	ToH	112-114	088-090	167-168	123-124	103-105	069-070
Centaur		3	1-8	MM	-	-	169	-	-	-
Centaur (troop)	28	var	1-8	MM	-	-	170	-	-	-
Cheetah		2	1-5	MM	-	091	-	-	-	-
Chimera		7	1-13	MM	115-117	092-094	171-172	125-126	106-108	071-072
Chuul		7	1-5	MM	-	-	173	-	-	073
Cobra Flower		4	1-4	ToH	-	-	174	-	109	-
Cockatrice		3	1-13	MM	118-120	095-097	175-176	127-128	110-112	074-075
Coffer Corpse		3	1	ToH	121	098	177	129	113	076
Cooshee		2	1-9	ToH	122-124	099-101	178-179	130-131	114-116	077-078
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	125	102	180	132	117	079
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	080-081
Dananshee <i>or DM's choice</i>	16	var	1	CC2	126	103	181	133	118	082
Dark Creeper		2	2-4	ToH	-	-	182-183	134	119-121	-
Dark Stalker		4	1	ToH	-	-	184	135	122	-
Darnoc		6	1-4	ToH	127	104	185	136	123	083
Death Dog		2	5-10	ToH	128	-	-	-	-	-
Death Worm		6	1	ToH	129-131	-	-	-	-	-
Demiurge		6	1	ToH	132	105	186	137	124	084
Dire Badger		2	1-5	MM	-	106-116	187-196	138-148	-	-
Dire Bat		2	1-8	MM	133-147	117-127	197-206	149-159	125-134	-



TABLE 2-4B: SUBTROPICAL CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Bear		7	1-2	MM	-	128-130	207-208	160-161	135-137	-
Dire Boar		4	1-8	MM	-	-	209-218	-	-	-
Dire Goat		2	1-12	ToH	148	131	219	162-163	138-147	085
Dire Hippopotamus		4	1-5	ToH	-	132	-	-	-	086-087
Dire Lion		5	1-10	MM	-	133-143	220-229	164-174	148-157	-
Dire Porcupine		3	1-5	ToH	-	144-146	230-239	175-185	-	-
Dire Ram		3	1	ToH	-	147	-	186	158	-
Dire Rat		1/3	1-20	MM	149-179	148-182	240-269	187-220	159-190	088-128
Dire Sloth		6	1-2	ToH	-	-	270	-	-	-
Dire Tiger		8	1-2	MM	-	183-185	271-272	221-222	191-193	-
Dire Weasel		2	1-2	MM	-	-	273	223	-	-
Dire Wolf		3	1-8	MM	180-182	186-188	274-275	224-225	194-196	129-130
Dire Wolverine		4	1-2	MM	-	189-191	276-277	226-227	-	-
Displacer Cat		4	1-10	MM	-	-	278-279	228	197	-
Dog (wild)		1/3	1-12	MM	183-213	192-226	280-309	229-262	198-229	131-170
Dog, War (wild-riding)		1	1-12	MM	214-244	227-261	310-339	263-296	230-261	171-210
Doppelganger		3	1-6	MM	245	262	340	297	262	211
Dracolisk, Black		7	1-6	ToH	246	263	341	298	263	212
Dracolisk, Blue		7	1-6	ToH	247	264	342	299	264	213
Dracolisk, Green		7	1-6	ToH	248	265	343	300	265	214
Dracolisk, Red		7	1-6	ToH	249	266	344	301	266	215
Dracolisk, White		7	1-6	ToH	250	267	345	302	267	216
Dragon, Black	8	var	1	MM	-	-	-	-	-	217-228
Dragon, Blue	8	var	1	MM	251-253	-	-	-	-	-
Dragon, Brass	8	var	1	MM	254-268	268-278	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	268	-
Dragon, Copper	8	var	1	MM	269-271	-	-	303-304	269-271	-
Dragon, Faerie	2	2	1-6	ToH	-	-	346	-	-	-
Dragon, Gold	8	var	1	MM	272	279	347	305	272	229
Dragon, Green	8	var	1	MM	-	-	348-349	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	350	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	306-307	273-275	-
Dragon, Silver	8	var	1	MM	-	-	-	-	276	-
Dragonfly, Giant	4	4	1-5	ToH	273	280	351	308	277	230-231
Dragonne	7	7	1-10	MM	274	-	-	309	-	-
Drake, Fire	4	4	1-8	ToH	-	-	-	310	278	-
Drake, Salt	9	9	1-5	ToH	275	-	-	-	-	-
Dryad	1	1	1-7	MM	-	-	352	-	-	-
Dune Delver or DM's choice	5	5	1	CC1	276	-	-	-	-	-

THE MOTHER OF ALL ENCOUNTER TABLES

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dust Digger		4	1-20	ToH	277-291	-	-	-	-	-
Eblis		3	4-16	ToH	-	-	-	-	-	232
Eel, Electric		2	1-2	ToH	-	-	-	-	-	233-234
Elemental, Air	29	var	1-4	MM	292	281	353	311	279	235
Elemental, Earth	29	var	1-4	MM	293	282	354	312	280	236
Elemental, Fire	29	var	1-4	MM	294	-	-	313	281	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	237
Elephant		8	1-30	MM	-	283-293	355-364	-	-	-
Emperor Stag or DM's choice		6	1	CC1	-	-	365	-	-	-
Ettercap	30	var	1-2	MM	-	-	366-375	-	-	-
False Spider, Pedipalp		1	1-5	ToH	295	294	376	314	282	-
False Spider, Solifugid		3	1-5	ToH	296	295	377	315	283	-
Fatling or DM's choice		5	1	CC1	297	296	378	316	284	238
Fen Witch		5	1	ToH	-	-	-	-	-	239
Feral or DM's choice	12	var	1-15	CC1	298	297	379	317	285	240
Fire Lizard		8	1-2	ToH	299	298	-	318	-	241
Fire Nymph		7	1	ToH	300	299	380	319	286	242
Fire Snake		1	1-5	ToH	301	300	381	320	287	243
Flail Snail		3	1	ToH	302	301	382	321	288	244
Flesh Strippers or DM's choice		1/4	5-50	CC2	303	302-304	383	322-323	289	245
Fly, Giant		2	1-12	ToH	304	305	384	324	290	246
Forester's Bane		5	1-2	ToH	-	306	385	325	291	-
Froghemoth		13	1	ToH	-	-	-	-	-	247
Gargoyle		4	1-16	MM	305-307	307-309	386-387	326-327	292-301	248-249
Gargoyle, Green Guardian		4	1-16	ToH	308	310	388	328	302	250
Gargoyle, Margoyle		5	1-2	ToH	309	311	389	329	303	251
Gargoyle, Margoyle (wing)	37	var	1-2	ToH	310	312	390	330	304	252
Genie, Djinni		5	1-15	MM	311	313	391	331	305	253
Genie, Efreeti		8	1-15	MM	312	314	392	332	306	254
Genie, Janni		4	1-15	MM	313	315	393	333	307	255
Ghast		3	1-4	MM	314-328	316-326	394-403	334-344	308-317	256-267
Ghast (pack)	31	var	2-4	MM	329-331	327-329	404-405	345-346	318-320	268-269
Ghoul		1	1-12	MM	332-346	330-340	406-415	347-357	321-330	270-281
Ghoul-Strige		2	1-8	ToH	-	-	416	-	-	-
Giant Owl		3	1-5	MM	-	341-343	417-418	358-359	331-333	-
Giant, Cloud		11	1-4	MM	-	-	419	360	334-336	-
Giant, Fire		10	1-5	MM	-	-	-	361	337-346	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	344	420	362-363	347-356	-
Giant, Hill		7	1-5	MM	-	-	-	364-396	357-388	-



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