

Encounter Charts (PnP V2)

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Powers and Perils

Introduction

This is my attempt at redoing the Random Encounter Charts based on the version 2 creatures file.

I tried to come up with methods and modifiers for avoiding or attracting encounters. The old system was pretty much listed in alphabetical order for the most part. This was fine but just a clumping of things. So I came up with 3 categories - Mundane, Moderate and Difficult. The Mundane creatures would be the everyday things like dogs, eagles and horses as an example. The moderate would be the next tier of fierce encounters that do not mean hostile just one step above. These might be things like the hippogriff or goblins. The difficult group are those who folks tend to avoid. These might include Dragons or Hydra. The issue is how does one decide which group goes where? I can only estimate their value based on what I read about them while I generated the terrain charts (which monsters were in which terrain for basic setup). The Referee is free to reform any or all of the charts. A novice group will have trouble with everything but Mundanes. But a elite group who can stare at a dragon and kill it will find Difficult the easy ones.

Once the groups are decided one must allocate the numbers to each creature. In order to emphasize each group I have determined a basic 1-50% (Mundane), 51-75 (Moderate) and 76-100 for Difficults. This reflects that based on the modifiers one can avoid or attract encounters. The more difficult creatures would be the high numbers. This isn't statically even but I think this system works.

I have added two new terrains - Grasslands and Tundra. I imagine the south west continent is full of grasslands. While the north is full of tundra/ice fields. So I wanted to add these two areas. I had to again guess what might be there.

Basic Encounter Chance Modifiers

These modifiers are for the Basic Encounter chance. This does not even go into the monster charts yet. This set of modifiers can all, none or some of them used. It is up to the Referee. The GM will determine if party is Avoiding or Encouraging the encounter. If this is not known then avoiding will be the default. If you are avoiding you subtract the modifier to get to the more mundane creatures. If you are encouraging then you add the modifier to increase your chance of harder monsters.

Normal Movement

is that movement mode in which the party is trying to get from one point to another point via some mode of transportation (foot, boat, flying, or mounted). There is no modifier for encounters in this standard mode of movement.

Hunting

is the mode in which the party is hunting for food for survival. There is a 5% better chance of an encounter in this mode.

Searching

is the mode in which the party is actively trying to find or track something specific. There is a 10% better chance of an encounter in this mode (-10 to roll) due to the slowness of movement.

Camped

is the stationary mode in which the party is camped or resting in an area suitable for a camp. While camped because of the defensive way of camps there is a 5% chance less of an encounter (+5 to roll).

Forester

Ability to detect danger and avoid them. The Skill EL will determine the modifier. The higher the EL the less chance of an encounter UNLESS person chooses to ignore his skill for avoiding danger. Only applies to Forest encounters.

Survival

As with Forester but for the terrain they have skill in if in that terrain. The higher the EL the less chance of an encounter. May be combined with the Forester modifier.

Tracking

Highest Tracker EL will determine the Modifier. This allows those who wish to have an encounter (-EL/10) or avoid an encounter (+EL/10).

Hillsman

Mountainer

Plainsman

Seaman

Other Terrain related skills

Allows party with highest EL to avoid or increase chance of encounter in above terrains. With +EL/10 to avoid or -EL/10 to increase chance of encounter.

Method of Transport	Modifier	Roll
Normal	0	0
Hunting	+5%	-5
Searching	+10%	-10
Camped	-5%	+5

Forester	EL/10%	EL/10 RU
Survival	EL%	EL
Tracking	EL/10%	EL/10 RU
Hillsman	EL/10%	EL/10 RU
Mountainer	EL/10%	EL/10 RU
Plainsman	EL/10%	EL/10 RU
Seaman	EL/10%	EL/10 RU
Other Terrain Skill	EL/10%	EL/10 RU
Intelligent	Int/10%	Int/10 RU

EXAMPLE - Sid is avoiding an encounter of pack of Kotothi creatures. He has EL43 in Forester, Forest Survival of EL8. so has a +4% and +8% for a total of +12% (+12 to encounter basic chance).

Monster Type Chart Encounter Modifiers

Once an encounter is determined optional rule is that Int can play a roll. To avoid less dangerous creatures you can use Int/10% (-Int/10). To increase chance of more difficult monsters then +Int/10% (+Int/10). But the GM The GM can even use the Basic Encounter mods as well if so desired.

Encounter Charts

A. Aerial Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-14	15	16-100	01-09	10	11-100

Aerial Day Encounters

Roll	Result
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01-12	Animals, Eagle	
13-24	Animals, Falcon	
25-37	Animals, Hawk	
38-50	Fire Snake	
51-52	Demons, Storm	
53-54	Elementals, Air	
55-58	Faerry	
59-60	Flaming Steed	
61-62	Giants, Storm (in lair)	
63-65	Griffin	
66-67	Hippogriff	
68-69	Jinn Races, Peri	
70-73	Pegasus	
74-75	Vily, Aerial	
76-77	Ahuras, Ahura	
78-79	A'Equin	
80-81	Chimearas, Chimana	
82-83	Cadue	
84-85	Dragons, Lun	
86-87	Dragons, Dragons	
88-89	Lis	X
90-91	Merkabah	
92-93	Roc	
94-96	Wyvern	
97-98	Demons, Storm Dragons	
99-100	Seker	X

Aerial Night Encounters

Roll	Result
01-25	Animals, Hawk
26-50	Tonah, Bird form only
51	A'Equin
52-53	Akhkharu, Vampire Bat
54	Asura
55	Baobhan Sith
56	Bouba
57-58	Faerry
59-60	Gargoyle
61-62	Jinn Races, Peri
63-64	Jinn Races, Ifret
65-66	Jinn Races, Jinn
67	Lis
68	Midge
69	Mir
70-71	Poltergeist
72-73	Shadow Hawk
74-75	Sprite
76	Ahuras, Ahura
77	Ahuras, Kerubim
78	Akhkharu, Vampire
79	Charontes
80	Chimearas, Chimeara
81	Daive
82	Demons, Imp
83	Demons, Storm

84	Demons, Storm Dragons
85	Demons, Terrestrial
86	Demons, Iritxu
87	Demons, Decay
88	Demons, Disease
89	Demons, Harab Serapel
90	Dragons, Dragons
91	Dragons, Elder
82	Elementals, Air
93	Kejan'po
94	Herensuge
95	Merkabah
96	Rakshasha
97	Seker
98	Soul Daiva
99	Giants, Storm (in lair)
100	Wyvern

B. Badlands Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-09	10-20	21-100	01-15	16-20	21-100
			Roll 1D2		
			1 - Chart A		
			2 - Chart B		

Badlands Day Encounters

Roll	Result
01-02	Animals, Antelope
03-04	Animals, Cliff Bear
05-06	Animals, Donkey/Burro
07-08	Animals, Draft Horse
09-11	Animals, Eagle
12-14	Animals, Falcon
15-17	Animals, Goat
18-20	Animals, Hawk
21-22	Animals, Leopard
23-24	Animals, Lion
25-26	Animals, Mule
27-28	Animals, Ox
29-31	Animals, Sheep
32-33	Animals, Tiger
34-35	Animals, Waste Lion
36-38	Animals, Wolf
39-40	Camel [Domestic, Draft]
41-42	Camel [Domestic, War]
43-44	Camel [Wild]
45-46	Fire Snake
47-48	Riding Horse I (Steppe Pony)
49-50	Riding Horse II (Mustang)
51-52	Fire Lions
53-54	Giants, Earth
55-56	Giants, Fire
57-58	Giants, Hill

59-60	Giants, Storm	
61-62	Great Ape	
63-64	Great Serpen	
65-66	Griffin	
67-68	Hippogriff	
69-70	Orchi	
71-72	Scorpion Beast	
73-74	Te'sla	
75	Tower Lord	X
76	Anakim (Immortal)	
77	Basilisk	
78-79	Chimearas, Chimana	
80-82	Demons, Storm Dragons	
83	Dragons, Dragons	
84	Dragons, Lun	
85	Dragons, Wyrn	
86-87	Earth Eater	
88-89	Edali	
90-91	Firbolg	
92-93	Lis	
94	Roc	
95-96	Searbhani	
97	Shiroona	
98	Vrykalakas	
99-100	Wyvern	

Badlands Night Encounters Chart A

Roll	Result
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01-07	Animals, Antelope
08-14	Animals, Asp
15-21	Animals, Cliff Bear
22-28	Animals, Desert Lion
29-35	Animals, Hyena
36-42	Animals, Leopard
43-50	Animals, Mustang
51	Akhkharu, Vampire Bat
52	Aatxe
53	Barquest
54	Border Redcap
55	Cu Sidhe
56	Dalhan
57	Daoine Sidhe
58	Demons, Disease
59	Demons, Firehound
60	Demons, Herab Serapel
61	Demons, Imp
62	Demons, Storm
63	Dirasa
64	Dwarf
65-66	Fire Lions
67-68	Fire Snake
69	Gargoyle
70	Great Ape
71-72	Great Serpent
73	Lis
74	Orchi

75	Tonah
76-78	Anakim (Immortal)
79-80	Basilisk
81-82	Charontes
83-84	Chimearas, Chimeara
85-86	Daive
87-89	Demons, Storm Dragons
90-92	Demons, Terrestrial
93-95	Dragons, Wyrms
96-98	Giants, Earth
99-100	Giants, Fire

Badlands Night Encounters Chart B

Roll	Result
01-08	Animals, Steppe Pony
09-16	Animals, Tiger
17-25	Animals, Waste Lion
26-33	Animals, Wild Cat
34-41	Animals, Wild Dog
42-50	Animals, Wolf
51	Devils
52	Div
53	Fata Sheen
54	Fusin
55	Gartula
56	Gwyligi
57	Hags
58	Haunier

59	Nar'morel	
60	Nebora	
61	Osnada	
62	Qutrub	
63-64	Scorpion Beast	
65	Searbhani	
66	Sernemu	
67	Spriggans	
68-69	Te'sla	
70-71	Trolls, Rock Troll	
72-73	Trolls, Troll	
74	Herensuge	
75	Zombie	
76-78	Giants, Hill	
79-81	Giants, Storm	
82-83	Kejan'po	
84-85	Poltergeist	
86-88	Shadow Hawk	
89-91	Shadow Warrior	
92-93	The Kiana'shan	
94-95	Tower Lord	X
96-97	Vrykalakas	
98-100	Wyvern	

C. City Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-03	04-30	31-100	01-05	06-25	26-100 (Normal)

01-04	05-45	46-100	01-06	07-40	41-100	(If foreign or wealthy)
01-04	05-60	61-100	01-06	07-50	51-100	(If foreign & wealthy)

NOTE - Reduce human chance of encounter by 15 if a person is heavily armored or physically intimidating.

City Day Encounters

Roll	Result
01-02	Animals, Bull (Cattle) X
03-04	Animals, Cow
05-07	Animals, Cat
08-09	Animals, Deer
10-12	Animals, Dog I (Domestic Dog)
13-14	Animals, Dog II (Domestic Dog)
15-16	Animals, Dog III (Domestic Dog)
17-18	Animals, Donkey/Burro
19-20	Animals, Draft Horse
21-22	Animals, Eagle
23-24	Animals, Falcon
25-26	Animals, Goat
27-28	Animals, Hawk
29-30	Animals, Mule
31-32	Animals, Ox
33-34	Animals, Riding Horse I (Steppe Pony)
35-36	Animals, Riding Horse II (Mustang)
37-38	Animals, Riding Horse III
39-40	Animals, Riding Horse IV
41-42	Animals, Sheep

43-44	Animals, War Horses	
45-46	Camel [Domestic, Draft]	
47-48	Camel [Domestic, War]	
49-50	Camel [Wild]	
51-56	Demons, Disease}	
57-62	Anakim (Mortal)	X
63-68	Kumiho}	
69-75	Master}	
76-77	Akhkhara, Vampire*	
78-80	Akhkhara}	
81-82	Akhkhara, Lamia*	
83-84	Pseudothei}	
85-100	Other Animals**	

City Night Encounters

Roll	Result
01-09	Animals, Cat
10-19	Animals, Dog
20-27	Animals, Deer
28-35	Animals, Pig
36-43	Animals, Wild Cat
44-50	Animals, Wild Dog
51-52	Akhkharu, Vampire Bat
53-54	Anakim (Mortal)

55- 56	Demon, Decay
57- 58	Demons, Disease
59- 60	Demons, Hellhound
61- 63	Demons, Imp
64- 65	Demons, Terrestrial
66- 68	Ghost
69- 71	Jinn Racss, Jinn
72- 73	Kumiho
74- 75	Shadow Hawk
76- 77	Akhkharu, Lamia*
78- 79	Akhkharu, Succubus (Female)
80- 81	Akhkharu, Vampire*
82- 83	Akhkharu, Vampire Worm
84- 85	Barquest
86- 87	Devils
88- 89	Kejani Ki (Shadow Temple only)
90- 91	Lalassu
92- 93	Poltergeist

94- Pseudothei
95

96- Were-creatures
97

98- Other Animals**
100

* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master.

** Any other common animal found in a city.

D. City Margins Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-05	16-20	31-100	01-09	10-15	16-100

NOTE - City Margins are FIVE miles, or the city population divided by 2000 miles (rounded up) of a city.

City Margins Day Encounters

Roll	Result
01-02	Animals, Boar
03-04	Animals, Bull (Cattle)
05-06	Animals, Cat
07-08	Animals, Cow
09-10	Animals, Deer X
11-12	Animals, Dog I (Domestic Dog)
13-15	Animals, Dog II (Domestic Dog)
16-17	Animals, Dog III (Domestic Dog)
18-19	Animals, Donkey/Burro
20-21	Animals, Draft Horse
22-23	Animals, Eagle
24-25	Animals, Falcon

26-27	Animals, Goat	
28-29	Animals, Hawk	
30-31	Animals, Mule	
32-33	Animals, Ox	
34-35	Animals, Riding Horse I (Steppe Pony)	
36-37	Animals, Riding Horse II (Mustang)	
38-39	Animals, Riding Horse III	
40-41	Animals, Riding Horse IV	
42-43	Animals, Sheep	
44-45	Animals, War Horses	
46-47	Animals, Wolf	
48	Camel [Domestic, Draft]	
49	Camel [Domestic, War]	
50	Camel [Wild]	
51-54	Master	
55-58	Shiroona	
59-62	Demon, Diease	
63-66	Anakim (Mortal)	
67-70	The Brown Man	
71-75	Anari	
76-78	Druga	X
79-81	Kumiho	X
82-84	Lis	X
85-87	Pseudothei	X
88-90	Trazire	X
91-93	Vrykalakas	X

94-96 Other Animals***

97-100 Closest Terrain***

City Margins Night Encounters

Roll	Result
01-05	Animals, Cat
06-10	Animals, Dog I (Domestic Dog)
11-15	Animals, Dog II (Domestic Dog)
16-20	Animals, Dog III (Domestic Dog)
21-25	Animals, Deer
26-30	Animals, Hyena
31-35	Animals, Pig
36-40	Animals, Wild Cat
41-45	Animals, Wild Dog
46-50	Animals, Wolf
51	Akhkharu, Vampire Bat
52	Akhkharu, Vampire Worm
53	Anari
54	Demons, Disease
55	Demons, Imp
56-57	Dead
58	Dirasa
59	Herensuge

60- 61	Ghost
62- 63	Jinn Racss, Jinn
64	Lis
65- 66	Poltergeist
67- 68	Shadow Fox
69- 70	Shadow Hawk
71	The Brown Man
72- 73	Tonah
74- 75	Were-creatures
76	Akhkharu, Lamia*
77	Akhkharu, Succubus (Female)
78	Akhkharu, Vampire*
79	Alu
80	Anakim (Mortal)
81	Asura
82	Daive
83	Demons, Iritxu
84	Demons, Decay
85	Demons, Terrestrial
86	Devils
87	Druga
88	Edimmu
89	Kumiho
90	Lalassu

91	Lich
92	Lunafey
93	Pseudothei
94	Qutrub
95	Rakshasha
96	Soul Daiva
97	Trazire
98	Vrykalakas
99	Closet Terrain**
100	Other Animals***

* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.

** Reroll on the closet terrain to the city margins.

*** Any other common animal found in a city.

E. Desert Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-06	07-15	16-100	01-16	17-25	26-100

Desert Day Encounters

Roll	Result
01-04	Animals, Antelope
05-06	Animals, Boar
07-08	Animals, Cliff Bear
09-10	Animals, Donkey/Burro
11-12	Animals, Draft Horse
13-15	Animals, Eagle

16-18	Animals, Falcon
19-21	Animals, Goat
22-24	Animals, Hawk
25-26	Animals, Leopard
27-28	Animals, Lion
29-31	Animals, Mule
32-33	Animals, Riding Horse I (Steppe Pony)
34-35	Animals, Riding Horse II (Mustang)
36-38	Animals, Sheep
39-40	Animals, Waste Lion
41-42	Animals, Wild Dog
43-45	Animals, Wolf
46-47	Camel [Domestic, Draft]
48-49	Camel [Domestic, War]
50	Camel [Wild]
51-53	Blancara
54-56	Griffin
57-60	Hippogriff
61-63	Jinn Races, Peri
64-66	Lis
67-69	Master
70-72	Shadow Hawk
73-75	Tower Lord
76-78	Basilisk
79-82	Demons, Disease
83-85	Dragons, Dragons
86-88	Dragons, Lun

89-92 Elefan

93-96 Roc

97-100 Wyvern

Desert Night Encounters

Roll	Result
01-05	Animals, Antelope
06-10	Animals, Asp
11-15	Animals, Bear
16-20	Animals, Deer
21-25	Animals, Desert Lion
26-30	Animals, Hyena
31-35	Animals, Leopard
36-40	Animals, Waste Lion
41-45	Animals, Wild Dog
46-50	Animals, Wolf
51	Akhkhara, Vampire Worm
52	Barquest
53	Border Redcap
54	Bouba
55	Dark's Serpent
56	Demons, Firehound
57	Demons, Imp

58	Fata Sheen
59- 60	Gargoyle
61	Gartula
62	Gwyligi
63	Haunier
64	Jinn Racss, Jinn
65	Jinn Races, Peri
66	Lis
67	Nar'morel
68	Scorpion People
69	Sernemu
70	Serpent Women
71	Shadow Hawk
72	Te'sla
73	Tonah
74	Basilisk
75	Charontes
76	Daive
77	Dalhan
78	Demons, Disease
79	Demons, Herab Serapel
80	Demons, Heliophobic
81	Demons, Terrestrial
82	Demons, Iritxu
83	Dragons, Dragons
84	Dragons, Surge (Devil)*
85	Dragons, Wyrn

86	Devils
87	Dirasa
88	Div
89	Fire Lions
90	Fusin
91	Giants, Fire
92	Herensuge
93	Lich
94	Lunafey
95	Osnada
96	Qutrub
97	Rakshasha
98	Scorpion Beast
99	Spriggans
100	Wyvern

* Surge is special rare encounter that should be given in his main desert. So the Referee will have to reroll if outside that desert or come up with a reason for him to be in current desert.

F. Forest Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
0	1-10	11-25	26-100	01-20	21-25 26-100
Roll 1D2					
1 - Chart A					
2 - Chart B					

Forest Day Encounters

Roll	Result
01	Animals, Antelope
02	Animals, Auroch
03-05	Animals, Bear
06-08	Animals, Boar
09	Animals, Bull (Cattle)
10	Animals, Cow
11-13	Animals, Deer
14	Animals, Dog I (Domestic Dog)
15	Animals, Dog II (Domestic Dog)
16	Animals, Dog III (Domestic Dog)
17	Animals, Donkey/Burro
18	Animals, Draft Horse
19-21	Animals, Eagle
22-25	Animals, Falcon
26	Animals, Goat
27-29	Animals, Hawk
30	Animals, Lion
31	Animals, Mule
32	Animals, Riding Horse I (Steppe Pony)
33	Animals, Riding Horse II (Mustang)
34	Animals, Riding Horse III
35	Animals, Riding Horse IV
36	Animals, Sheep
37	Animals, Tiger
38	Animals, War Horses
39-41	Animals, Wild Cat

42-44	Animals, Wild Dog
45-46	Animals, Wolf
47	Animals, Zehani Wolf
48	Argol
49	Blancara
50	Bush Warrior
51	Cadue
52	Centaur
53	Cu Sith
54	Dae'ta Koti
55	Demons, Disease
56	Dryad
57	Edali
58	Elefan
59	Fay Horses
60	Fire Lions
61	Fire Snake
62	Forestals
63	Great Ape
64	Great Serpent
65	Great Spider
66	Green Lady
67	Lis
68	Master
69	Minotaur
70	Nakinal
71	Orchi
72	Pegasus

72	Satyr
73	Serpent Women
74	Shiroona
75	Sidh Boar
76	Tower Lord
77	Vily, Forest
78	Ahuras, Vereghina
79	Anakim (Mortal)
80	Anakim (Immortal)
81	Anari
82	Demons, Storm Dragons
83	Dragons, Dragons
84	Druga
85	Ents
86	Firbolg
87	High Vily
88	Kumiho
89	Leon
89	Naga
90	Omari
91	Pseudothei
92	Seirim
93	Soul Son
94	The Brown Man
95	Trazire
96	Tree of Souls
97	Vrykalakas
98-100	Wood Nymph

Forest Night Encounters Chart A

Roll	Result
01-06	Animals, Antelope
07-13	Animals, Bear
14-19	Animals, Boar
20-26	Animals, Cat
27-33	Animals, Deer
34-40	Animals, Hyena
41-45	Animals, Leopard
46	Athach
47	Boabhan
48	Baobhan Sith
49	Besamar
50	Blood Wolf
51	Bugbear
52	Bush Warrior
53	Cait Sith
54	Centaur
55	Cuca Queen
56	Cu Sidhe
57	Daeta A'Miri
58	Dae'ta Koti
59	Daoine Sidhe
60	Demons, Disease
61	Demons, Imp
62	Dirasa
63	Dryad
64	Dzaliri

65	Elf
66	Ents
67	Faerry
68	Fata Sheen
69	Fauns
70	Fay Horses
71	Fire Lions
72	Forestals
73	Fusin
74	Gartula
75	Anakim (Mortal)
76	Anakim (Immortal)
77	Anari
78	Barquest
79	Daive
80	Demons, Iritxu
81	Demons, Storm
82	Demons, Storm Dragons
83	Demons, Terrestrial
84	Devils
85	Div
86	Dragons, Wyrn
87	Druga
88	Giants, Forest
89	Giants, Storm
90	Gwydi
91	Gwyligi

92	Hags
93	Haunier
94	High Vily
95	Kejan'po
96	Kumiho
97	Labbrila
98	Larshee
99	Leon
100	Lich

Forest Night Encounters Chart B

Roll	Result
01-07	Animals, Tiger
08-14	Animals, Wild Cat
15-21	Animals, Wild Dog
22-28	Animals, Wolf
29-35	Animals, Zehani Wolf
36-42	Akhkharu, Vampire Bat
43-49	Akhkharu, Vampire Worm
50	Goblin
51	Great Ape
52	Great Serpent
53	Great Spider
54	Green Lady
55	Hob
56	Hobgoblin
57	Lis
58	Ogre

59	Orchi
60	Minotaur
61	Mir
62	Pegasus
63	Poltergeist
64	Satyr
65	Searbhani
66	Serpent Women
67	Shadow Fox
68	Shadow Hawk
69	Sidh Boar
70	Sprite
71	Tonah
72	Trold Folk
73	Trolls, Wood Troll
74	Tower Lord
75	Unicorn
76	Whispers
77	Zombie
78	Lunafey
79	Manticore
80	Midge
81	Molani
82	Naga
83	Nar'morel
84	Nebora
85	Pseudothei
86	Omari

87	Qutrub
88	Romati
89	Scorpion Beast
90	Seirim
91	Shadow Beast
92	Soul Son
93	The Brown Man
94	The Kiana'shan
95	Trazire
96	Tree of Souls
97	Vily, Forest
98	Vrykalakas
99	Wood Nymph
100	Zshar-ptitsa

G. Grasslands Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-09	10-15	16-100	01-18	19-23	24-100
			Roll 1D2		
			1 - Chart A		
			2 - Chart B		

Grasslands Day Encounters

Roll	Result
01-02	Animals, Antelope
03	Animals, Auroch

04-05	Animals, Bear
06-07	Animals, Boar
08-09	Animals, Bull (Cattle)
10-11	Animals, Cow
12-13	Animals, Deer
14-15	Animals, Donkey/Burro
16-17	Animals, Draft Horse
18-19	Animals, Eagle
20-21	Animals, Falcon
22-23	Animals, Goat
24-25	Animals, Hawk
26-27	Animals, Leopard
28-29	Animals, Lion
30-31	Animals, Pig
32-33	Animals, Riding Horse I (Steppe Pony)
34-35	Animals, Riding Horse II (Mustang)
36-37	Animals, Riding Horse III
38-39	Animals, Riding Horse IV
40-41	Animals, Sheep
42-43	Animals, Tiger
44	Animals, War Horses
45-46	Animals, Wild Cat
47-48	Animals, Wild Dog
49-50	Animals, Wolf
51-52	Argol
53-54	Blancara
55-56	Centaur

57-58	Cu Sith
59-60	Elefan
61-62	Firbolg
63-64	Fire Lions
65-66	Fire Snake
67-68	Great Ape
69-70	Hippogriff
71	Master
72-73	Pegasus
74-75	Tonah
76-79	Demons, Storm
80-83	Demons, Terrestrial
84-88	Giants, Forest
89-92	Giants, Storm
93-96	Hydra
97-100	Shiroona

Grasslands Night Encounters Chart A

Roll	Result
01-06	Animals, Antelope
07-12	Animals, Bear
13-18	Animals, Boar
19-24	Animals, Cat
25-30	Animals, Deer
31-35	Animals, Hippopotamus
36-40	Animals, Hyena
41-45	Animals, Leopard
46-50	Animals, Lion

51	Athach
52	Besamar
53	Blood Wolf
54-55	Bouba
56	The Brown Man
57-58	Bush Warrior
59-61	Cait Sith
62-64	Centaur
65	Cuca Queen
66	Cu Sidhe
67-68	Daeta A'Miri
69-70	Dae'ta Koti
71-72	Demons, Disease
73-74	Faerry
75	Fata Sheen
76-77	Demons, Iritxu
78-79	Demons, Storm
80-81	Demons, Terrestrial
82-83	Devils
84	Dirasa
85	Div
86	Dragons, Wyrn
87-88	Druga
89-90	Dzaliri
91-92	Fusin
93-94	Gartula
95-96	Giants, Forest
97-98	Giants, Storm

99	Gwydi
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100	Haunier
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Grasslands Night Encounters Chart B

Roll	Result
26-28	Animals, Mule

29-31	Animals, Ox
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32-34	Animals, Tiger
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35-37	Animals, War Horses
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38-40	Animals, Wild Cat
-------	-------------------

41-43	Animals, Wild Dog
-------	-------------------

44-46	Animals, Wolf
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47-50	Animals, Zehani Wolf
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51-52	Fauns
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53	Fay Horses
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54-55	Fire Lions
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56-57	Fire Snake
-------	------------

58-59	Goblin
-------	--------

60-61	Great Ape
-------	-----------

62-63	Great Serpent
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64-65	Hobgoblin
-------	-----------

66	Lis
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67-68	Minotaur
-------	----------

69	Orchi
----	-------

70	Pegasus
----	---------

71-73	Tonah
-------	-------

74-75	Zombie
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76	Herensuge
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77	Hydra
78	Kumiho
79	Labbrila
80	Larshee
81	Leon
82	Lunafey
83	Manticore
84	Matapone
85	Midge
86	Mir
87	Nar'morel
98	Nebora
89	Omari
90	Pseudothei
93	Qutrub
92	Searbhani
93	Shachihoko
94	Shadow Hawk
95	Soul Son
96-98	Sprite
99	Vrykalakas
100	Zshar-ptitsa

H. Guardian Encounters

There are no base encounter chance for this table. It may be used by the Referee to assign a random guardian to a treasure that he has created, or to select a guardian of his choice. (If the Referee chooses to select a guardian, he may also use the Treasure Relevant Creature list in Book Four).

Guardian Possible Encounters

Roll	Result	SS	Common Settings*
01	A'Equin	N/A	Sacred Area, Temple
02	A'mora	InT	Common Area
03	Ahuras, Ahura	N/A	Sacred Area, Temple
04	Ahuras, Kerubin	N/A	Sacred Area, Temple
05	Akhkharu, Immortal	Nig	Underground Shrine
06	Akhkharu, Lamia	Nig	Enclosed Area, Temple
07	Akhkharu, Succubus (Female)	Nig	Enclosed Area, Temple
08	Alal	N/A	Temple, Open Shrine
09-10	Animals, Zehani Wolf	Nig	Cave
11	Argol	Day	Open Area
12	Asura	N/A	Sacred Area, Temple
13	Athach	N/A	Enclosed Area, Cave
14	Barquest	Nig	Any settings
15	Beasts, Corruption	N/A	Enclosed Area, Temple
16	Beasts, Disorder	N/A	Enclosed Area
17	Beasts, Fiery Hate	N/A	Enclosed Area
18	Beasts, Terror	N/A	Enclosed Area, Altar
19	Beasts, Kekoni (Darkness)	N/A	Altar
20	Beithir	Int	Lake, River
21	Bouba	Nig	Cave, Corridor
22	Charontes	N/A	Temple, Cave, Altar
23	Chimearas, Chimana	Day	Open Area, Temple
24	Chimearas, Chimeara	Nig	Open Area
25	Cuca Queen	Nig	Lake, Rivers
26	Cu Sidhe	Nig	Daoine Sidhe castle
27	Cu Sith	Day	Forest, Elf/Faerry palace

28	Daive	N/A	Cave, Enclosed Area
29	Daoine Sidhe	Nig	Sacred & Enclosed Areas
30-31	The Dead	N/A	Cemetary, Ruin
32	Dark's Serpent	Nig	Desert Cave, Ruin
33-34	Demons, Decay	N/A	Crypt, Masoleum
35-36	Demons, Disease	Nig	Any setting
37-38	Demons, Fiery Spirit	N/A	Any setting
39-40	Demons, Firehound	Nig	Any lightless area
41-41	Demons, Herab Serapel	N/A	Any setting
42-43	Demons, Heliophobic	N/A	Any lightless area
44-45	Demons, Hellhound	N/A	Underground, Roadway
46-47	Demons, Iritxu	Nig	Any setting
48-49	Demons, Nergali	N/A	Underground, Temple
50-51	Demons, Storm	N/A	Open Area
52-53	Demons, Storm Dragons	Int	Open Area
54-55	Demons, Terrestrial	N/A	Any setting
56	Devils	Nig	Any setting
57	Div	Nig	Sacred Area, Temple
58	Dragons, Dragons	Day	Cave, Ruin
59	Dragons, Elder	Nig	Cave, Ruin
60	Dragons, Lun	Day	Cave, Ruin

61	Dragons, Wyrms	Int	Any settings
62-63	Dwarf	Nig	Dwarf city, Underground
64	Edimmu	N/A	Barrow, Crypt, Mausoleum
65-66	Elf	Nig	Forest, Grove
67	Elementals**	N/A	Any setting
68-69	Faerry	Nig	Forest, Grove
70	Fata Sheen	Nig	Forest, Grove
71	Firbolg	Nig	Any wooded area
72	Fire Lions	N/A	Any setting
73-74	Griffin	Day	Cave, Temple
75	Gwydi	Int	Sacred Area, Temple
76	Gwyligi	Nig	Any lightless area
77	Hydra	N/A	Cave, Temple, Swamp
78	Kejani Ki	N/A	Any lightless area
79	Kejan'po	N/A	Any lightless area
80	Kiana'nir	N/A	Any lightless area
81	Kumiho	N/A	Any lightless area
82	Lammashata	N/A	Altar
83	Larshee	Nig	Enclosed Area, Ruin
84	Leon	Int	Any setting
85	Lich	Nig	Enclosed Area, Altar
86	Manticore	Nig	Any setting
87	Master	Day	Sacred Area, Temple
88	Mer People, Merman	Int	Underground, Water
89	Mer People, Mermaid	Nig	Underground, water
90	Molani	Nig	Any setting

91	Mushrussu	Day	Temple
92	Naga	Int	Any setting
93-64	Poltergeist	N/A	Any lightless setting
95	Sentinel Beast	N/A	Altar, Temple
96	Tatzlwurm	Int	Any setting
97	Tower Lord	N/A	Tower, Castle
98	Vrykalakas	Int	Cemetary, Ruin
99-100	Zombie	Nig	Cemetary, Ruin

* Areas where the creature specified is most likely to be serving as a guardian, if any setting is listed there are no restrictions.

** Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elemental section.

I. Hill Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-10	11-25	26-100	01-20	21-30	31-100
Roll 1D2					
1 - Chart A					
2 - Chart B					

Hill Day Encounters

Roll	Result
01	Animals, Auroch
02-04	Animals, Bear
05-07	Animals, Boar
08	Animals, Bull (Cattle)

09	Animals, Cliff Bear
10	Animals, Cow
11-13	Animals, Deer
14-16	Animals, Dog I (Domestic Dog)
17-18	Animals, Dog II (Domestic Dog)
19-20	Animals, Dog III (Domestic Dog)
20	Animals, Donkey/Burro
21	Animals, Draft Horse
22-24	Animals, Eagle
25-27	Animals, Falcon
28-30	Animals, Goat
31-33	Animals, Hawk
34	Animals, Leopard
35	Animals, Lion
36	Animals, Mule
37	Animals, Ox
38	Animals, Riding Horse I (Steppe Pony)
39	Animals, Riding Horse II (Mustang)
40	Animals, Riding Horse III
41	Animals, Riding Horse IV
42-44	Animals, Sheep
45	Animals, War Horses
46	Animals, Waste Lion
47-50	Animals, Wolf
51	Abnari
52	Afanc
53	Argol

54	Athach	
55	Blancara	
56	Demons, Disease	
57	Edali	
58	Elefan	
59	Firbolg	
60	Fire Lions	
61	Giants, Hill	
62-63	Great Ape	
64	Great Serpent	
65-66	Griffin	
67-68	Hippogriff	
69	Lis	
70	Leon	
71	Master	
72	Nakinal	
73	Orchi	
74	Shiroona	
75	Vily, Hill	X
76	Anari	
77	Ahuras, Vereghina	
78	Anakim (Mortal)	
79-80	Chimearas, Chimana	
81	Chimearas, Chimeara	
82	Dragons, Dragons	
83-84	Dragons, Lun	
85	Dragons, Wyrn	
86	Druga	

87-88	Giants, Earth
89-90	Giants, Storm
91-92	Omari
92	Roc
93-94	Soul Son
95-96	Tatzlwurm
97	Trazire
98	The Brown Man
99-100	Wyvern

Hill Night Encounters Chart A

Roll	Result
01-07	Animals, Antelope
08-15	Animals, Boar
16-22	Animals, Cat
23-29	Animals, Deer
30-36	Animals, Hyena
37-43	Animals, Leopard
44-50	Animals, Lion
51	Akhkharu, Vampire Bat
52	Aatxe
53	Athach
54	Boabhan
55	Besamar
56-57	Border Redcap
58-59	Bugbear
60-61	Cait Sith
62-63	Cu Sidhe

64	Demons, Disease
65	Dirasa
66-67	Dwarf
68-69	Elf
70	Fata Sheen
71	Fay Horses
72	Fire Lions
73	Fusin
74	Gargoyle
75	Gartula
76	Anakim (Mortal)
77	Anari
78	Daive
79-80	Demons, Terrestrial
81	Devils
82	Druga
83	Dragons, Wyrms
84	Dragons, Dragons
85	Dzaliri
86-87	Giants, Earth
88-89	Giants, Fire
90-91	Giants, Hill
92-93	Giants, Storm
94	Haunier
95	Herensuge
96	Kejan'po
97	Kumiho
98	Labbrila

99	Larshee
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100	Lich
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Hill Night Encounters Chart B

Roll	Result
01-07	Animals, Pig

08-14	Animals, Tiger
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15-21	Animals, Waste Lion
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22-28	Animals, Wild Cat
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29-35	Animals, Wild Dog
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36-43	Animals, Wolf
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44-50	Animals, Zehani Wolf
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51	Goblin
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52-53	Great Ape
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54-55	Great Serpent
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56	Gwydi
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57	Gwyligi
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58	Hags
----	------

59	Hob
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60-61	Hobgoblin
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62	Tonah
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63	Jinn Races, Ifreet
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64	Lis
----	-----

65	Leon
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66-67	Ogre
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68	Orchi
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69-70	Trolls, Rock Troll
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71-72	Trolls, Troll
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73	True Sidhe
74-75	Zombie
76	Lunafey
77-78	Manticore
79	Midge
80	Mir
81	Pseudothei
82-83	Poltergeist
84	Omari
85	Qutrub
86	Rakshasha
87	Romati
88	Searbhani
89-90	Shadow Hawk
91	Spriggans
92	Tatzlwurm
93	Soul Son
94	Trazire
95	The Brown Man
96-97	Whispers
98-99	Vily, Hill
100	Vrykalakas

J. Jungle Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-10	11-20	21-100	01-15	16-20	21-100

Jungle Day Encounters

Roll	Result	
01-07	Animals, Antelope	
08-14	Animals, Asp	
15-22	Animals, Boar (x2)*	
23-30	Animals, Crocodile	
31-37	Animals, Eagle	
38-45	Animals, Lion	
46-50	Animals, Swamp Buffalo	
51-52	Daeta A'Miri	
53-54	Demons, Disease	
55-56	Elefan	
57-58	Fire Snake	
59-61	Great Ape	
62-63	Great Spider	
64-65	Leon	X
66-67	Lis	X
68-69	Molani	
70-71	Naga	X
72-73	Nakinal	
74-75	Serpent Women	
76-79	Bouba	
80-83	Dae'ta Koti	
84-87	Dirailla-ta	
88-90	Dragons, Dragons	
91-93	Dragons, Wyrms	
94-97	Seker	

Jungle Night Encounters

Roll	Result
01-06	Animals, Anaconda
07-13	Animals, Asp
14-20	Animals, Boar (x2)*
21-26	Animals, Crocodile
27-32	Animals, Hippopotamus
33-38	Animals, Hyena
39-44	Animals, Leopard
45-50	Animals, Tiger
51	Aatxe
52	Akhkharu, Vampire Worm
53-54	Bouba
55-56	Bush Warrior
57-58	Daeta A'Miri
59	Demons, Disease
60	Dirailla-ta
61	Dirasa
62-63	Fire Snake
64	Fusin

65- 66	Great Ape
67	Great Serpent
68- 69	Great Spider
70- 71	Leon
72	Lis
73	Serpent Women
74- 75	Tonah
76- 77	Dae'ta Koti
78- 79	Demons, Terrestrial
80- 81	Dragons, Dragons
82- 83	Dragons, Wyrms
84- 85	Gartula
86	Kejan'po
87- 88	Labbrila
89- 90	Molani
91- 92	Naga
93- 94	Nebora
95	Seker
96	Shachihoko
97	Soul Son
98	The Kiana'shan

99- Tree of Souls
100

* The Jungle Boar is twice the size of the normal creature. Modify the listed AHP, CV and S by 2. All other factors will remain the same unless the Referee wants to reduce the speed, A or D or wants to increase its DTV.

K. Lower World Encounters

The Lower World is a twilight world of great peril. The Tables that follow are divided up into the The Elder Lands, The Pale of Kototh, and the Elemental Kingdoms. The Elder Lands are ruled by the Sidh & other Elder Races. The Pale of Kototh is governed by Kototh, his children and the races that they have spawned. Elemental Kingdoms are areas composed of pure elements, and is populated by Elementals and creatures that are tied to the dominant element of the area. For further details see Book Three section 1.3. The last Region is Other Regions. This is the area between realms or areas where creatures have been taken into this area by other forces.

Creature	Human	None
01-24	25	26-100

Lower World Encounters

The Elder Lands

Roll	Result
01-02	Alfar
03-04	Afanc
05-06	Anwora
07-08	Asrai
09-10	Barquest
11-14	Besamar
15-18	Cait Sith
19-22	Centaur*
23-26	Cu Sith
27-30	Dwarf*
31-32	Dryad**

33-34	Dzaliri	
35-38	Elf*	
39-42	Faerry*	
43-46	Fay Horses*	
47-48	Fata Sheen	
49-50	Gwydi	
51-52	Hags	
53-54	Haunier	
55-56	High Vily	
57-60	Hob	
61-62	Jinn Races, Ifreet	
63-64	Jinn Racss, Jinn	
65-66	Jinn Races, Peri	
67-68	Larshee	
69-70	Naga	
71-74	Peist	
-	75-76	Satyr
77-78	Searbhani	
79-82	Sidh Boar	
83-84	Simurgh	
85-88	Tonah*	
89-92	Unicorn	
93-96	Vily	
97-98	Whispers	
99-100	Wood Nymph	

Lower World Encounters

The Pale of Kototh

Roll	Result
01-02	Bouba
03-04	Baobhan Sith
05-07	Border Redcap
08-10	Bugbear
11-13	Cu Sidhe
14-15	Cuca
16-17	Cuca Queen
18-20	Dae'ta Koti
21-23	Daoine Sidhe*
24-25	Dragons, Elder *
26-28	Earth Eater
29-30	Fauns
31-32	Firbolg
33-34	Gartula
35-37	Giants, Earth *
38-40	Giants, Fire *
41-43	Giants, Forest
44-46	Giants, Frost
47-49	Giants, Hill
50-52	Giants, Mountain *
53-54	Giants, Sea
55-57	Giants, Storm
58-60	Goblin
61-63	Great Serpent
64-66	Great Spider
67-68	Grundwergen

69-70	Herensuge
71-73	Hobgoblin
74-75	Midge
76-78	Minotaur
79-80	Nebora
81-83	Sprite *
84-86	Trolls, Eld Troll
87-89	Trolls, Rock Troll *
90-92	Trolls, Troll *
93-95	Trolls, Wood Troll
96-98	Trold Folk *
99-100	Wyvern

Lower World Encounters

Elemental Kingdoms

Roll	Result
Roll	Result
01-24	Elementals, Earth
25-48	Elementals, Fire
49-73	Elementals, Water
74-77	Elementals, Air ****
78-100	Elemental Creature ***

Lower World Encounters

Other Regions

Roll	Result
01-02	Abnari

03-04	Anakim (Mortal)	
05-06	Boabhan	
07-08	Elefan	
09-10	Ents	
11-13	Forestals	
14-15	Green Lady	
16-18	Leon	
19-21	Lis	
22-23	Lunafey	
24-25	Matapone	
26-27	Nakinal	
28-29	Nar'morel	
30-31	Romati	
32-33	Seirim	
34-35	Shiroona	
36-38	True Sidhe	
39-41	Argol	
42-44	Cadue	
45-47	Edali	
48-49	Labbrila	
50-52	Master	
53-55	White Otter	
56-59	Asura	
60-63	Fire Lions	
64-66	Omari	X
67-68	Daive	
69-70	Dark's Serpent	

71-73	Dead
74-75	Druga
76-78	Gargoyle
79-80	Gwyligi
81-82	Kumiho
83-84	Lich
85-87	Manticore
88-90	Poltergeist
91-92	Qutrub
93-94	Soul Son
95-96	Tree of Souls
97-100	Zombie

* Races so marked can control realms as organized kingdoms which include secondary creatures as allies and servants.

** These are the Hamadryads, double the values listed for the Dryad, including magical values. Hamadryads are supernatural tree spirits. They are not humanoid though they have Humanoid form. They are tied to a specific tree, if it dies they die. Until it dies, they cannot die. All can use MEL10/EL8 Insubstantiability to enter in, and exist in, their tree. All Hamadryads are female.

*** A creature that is innately capable of using the element in the area that the encounter occurs in. In all cases the creature's EL is increased by 2 when he is in an area that is composed of his element. For more details see Book 3 table for an example if needed.

**** No Air Elemental inhabit the Lower World unless the Referee makes special provisions for them in his game.

L. Mountain Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-10	11-25	26-100	01-20	21-30	31-100
Roll 1D2					

1 - Chart
A

2 - Chart
B

Mountain Day Encounters

Roll	Result
01	Animals, Auroch
02-04	Animals, Bear
05-07	Animals, Boar
08	Animals, Bull (Cattle)
09	Animals, Camel [Domestic, Draft]
10	Animals, Camel [Domestic, War]
11	Animals, Camel [Wild]
12-14	Animals, Cliff Bear
15-17	Animals, Deer
18-20	Animals, Dog I (Domestic Dog)
21	Animals, Dog II (Domestic Dog)
22	Animals, Dog III (Domestic Dog)
23	Animals, Donkey/Burro
24	Animals, Draft Horse
25-27	Animals, Eagle
28-30	Animals, Falcon
31-33	Animals, Goat
34-36	Animals, Hawk
37	Animals, Lion
38	Animals, Mule
39	Animals, Ox
40	Animals, Riding Horse I (Steppe Pony)

41	Animals, Riding Horse II (Mustang)
42	Animals, Riding Horse III
43	Animals, Riding Horse IV
44-45	Animals, Sheep
46	Animals, War Horses
47-49	Animals, Wolf
50	Animals, Zehani Wolf
51	Abnari
52	Anari
53	Argol
54	Athach
55	Cadue
56	Demons, Disease
57	Druga
58	Edali
59	Elefan
60	Firbolg
61	Fire Snake
62-63	Great Ape
64-65	Great Serpent
66-67	Griffin
68-69	Hippogriff
70	Leon
71	Lis
72	Nakinal
73	Orchi
74	Tatzlwurm
75	Tower Lord

76	Ahuras, Vereghina
77	Anakim (Mortal)
78	Anakim (Immortal)
79-80	Chimearas, Chimana
81-82	Chimearas, Chimeara
83-84	Demons, Storm
85	Demons, Storm Dragons
86	Dragons, Dragons
87	Dragons, Elder
88	Dragons, Lun
89-90	Giants, Earth
91-92	Giants, Fire
93-94	Giants, Mountain
95	Roc
96	Seirim
97-98	Vily, Mountain
99	Vily, Aerial
100	Wyvern

Mountain Night Encounters Chart A

Roll	Result
01-07	Animals, Antelope
08-14	Animals, Boar
15-21	Animals, Cat
22-28	Animals, Deer
29-35	Animals, Hyena
36-42	Animals, Leopard
43-50	Animals, Lion

51	Akhkharu, Vampire Bat
52	Akhkharu, Vampire Worm
53	Anari
54	Athach
55	Boabhan
56	Besamar
57	Blood Wolf
58	Border Redcap
59	Bugbear
60	Bouba
61	Demons, Disease
62	Druga
63-65	Dwarf
66	Dzaliri
67	Fata Sheen
68	Fire Snake
69-70	Gargoyle
71	Gartula
72-73	Goblin
74-75	Great Ape
76-77	Aatxe
78	Anakim (Mortal)
79	Anakim (Immortal)
80-81	Chimearas, Chimeara
82-84	Daoine Sidhe
85-86	Demons, Fiery Spirit
87-88	Demons, Iritxu
89-90	Demons, Storm

91-92	Demons, Storm Dragons
93-94	Demons, Terrestrial
95	Devils
96	Dragons, Dragons
97	{Dragons, Elder
98	Dragons, Wyrms}
99-100	Giants, Earth

Mountain Night Encounters Chart B

Roll	Result
01-08	Animals, Pig
09-16	Animals, Tiger
17-24	Animals, Wild Cat
25-32	Animals, Wild Dog
33-41	Animals, Wolf
42-50	Animals, Zehani Wolf
51-52	Great Serpent
53	Gwydi
54	Gwyligi
55	Hags
56	Herensuge
57	Hob
58-59	Hobgoblin
60	Lunafey
61	Leon
62	Lis
63	Midge
64	Mir

65	Norggen
66	Ogre
67	Tonah
68	Tower Lord
69-70	Trolls, Rock Troll
71-72	Trolls, Troll
73	True Sidhe
74-75	Vily, Mountain
76-77	Giants, Fire
78-79	Giants, Mountain
80-81	Giants, Storm
82	Labbrila
83	Larshee
84-85	Poltergeist
86	Pseudothei
87	Romati
88-89	Searbhani
90	Seirim
91-92	Shadow Beast
93-94	Shadow Hawk
95-96	Shadow Warrior
97-98	Spriggans
99-100	Tatzlwurm

M. Plains Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-07	08-20	21-100	01-12	13-20	21-100

Plains Day Encounters

Roll	Result
01-03	Animals, Antelope
04-05	Animals, Boar
06-07	Animals, Bull (Cattle)
08-09	Animals, Camel [Domestic, Draft]
10-11	Animals, Camel [Domestic, War]
12-13	Animals, Camel [Wild]
14-15	Animals, Deer
16-17	Animals, Donkey/Burro
18-19	Animals, Draft Horse
20-21	Animals, Eagle
22-23	Animals, Falcon
24-25	Animals, Goat
25-28	Animals, Hawk
29-30	Animals, Lion
31-32	Animals, Mule
33-34	Animals, Ox
35-36	Animals, Riding Horse I (Steppe Pony)
37-38	Animals, Riding Horse II (Mustang)
39-40	Animals, War Horses
41-42	Animals, Wild Cat
43-44	Animals, Wild Dog
45-47	Animals, Wolf
48-50	Domestic Herd *
51	Argol
52	Blancara

53-54	Dae'ta Koti	
55-56	Demons, Disease	
57	Elefan	
58	Firbolg	
59-60	Fire Lions	
61-63	Griffin	
64-66	Hippogriff	
67	Master	
68-69	Pegasus	
70-72	Te'sla	
73-74	Lis	X
75	Omari	
76-80	Dragons, Wyrn	
81-85	Dragons, Dragon **	
86-90	Earth Eater	
91-95	Giants, Storm	
96-100	Vily, Aerial	

Plains Night Encounters

Roll	Result
01-04	Animals, Antelope
05-08	Animals, Boar
09-12	Animals, Deer
13-16	Animals, Hyena
17-20	Animals, Leopard

21- 24	Animals, Lion
25- 28	Animals, Tiger
29- 32	Animals, Waste Lion
33- 36	Animals, Wild Cat
37- 40	Animals, Wild Dog
41- 46	Animals, Wolf
47- 50	Domestic Herd *
51	Border Redcap
52	Demons, Disease
53	Demons, Imp
54	Druga
55	Dzaliri
56	Faerry
57	Fata Sheen
58- 59	Fire Lions
60	Fusin
61- 62	Hob
63	Lis
64	Midge
65	Omari
66	Poltergeist
67	Ogre
68	Orchi

69	Shadow Beast
70- 71	Shadow Fox
72	Shadow Hawk
73	Te'sla
74	The Brown Man
75	Zombie
76	Dae'ta Koti
77	Dalhan
78	Demons, Iritxu
79	Demons, Storm
80	Demons, Storm Dragons
81	Demons, Terrestrial
82	Dragons, Wyrn
83	Devils
84	Dirasa
85	Div
86	Giants, Earth
87	Giants, Storm
88	Haunier
89	Herensuge
90	Kumiho
91	Larshee
92	Lunafey
93	Manticore
94	Matapone
95	Nar'morel
96	Osnada

97	Pseudothei
98	Qutrub
99	Rakshasha
100	Vily, Aerial

* A herd of domestic animals. The Referee will determine the type of creature and the number present in the herd.

** Dragons encountered this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

N. Roadway Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-06	07-30	31-100	01-12	13-20	21-100

NOTE - These encounters occur on the road itself.

Roadway Day Encounters

Roll	Result
01-03	Animals, Cat
04-06	Animals, Cow
07-09	Animals, Deer
09-11	Animals, Dog I (Domestic Dog)
12-14	Animals, Dog II (Domestic Dog)
15-17	Animals, Dog III (Domestic Dog)
18-19	Animals, Donkey/Burro
20-21	Animals, Draft Horse
22-23	Animals, Eagle
24-25	Animals, Falcon
26-27	Animals, Hawk
28-29	Animals, Mule

30-31	Animals, Ox
32-33	Animals, Pig
34-36	Animals, Riding Horse I (Steppe Pony)
37-39	Animals, Riding Horse II (Mustang)
40-42	Animals, Riding Horse III
43-44	Animals, Riding Horse IV
45-46	Animals, Sheep
47-48	Animals, War Horses
49-50	Animals, Wolf
51-58	Alal
59-66	Anakim (Mortal)
67-74	Druga
75-81	Master
82-88	Trazire
89-96	Other Animals *
97-100	Closest Terrain**

Roadway Night Encounters

Roll	Result
01-03	Animals, Cat
04-07	Animals, Deer
08-11	Animals, Dog I (Domestic Dog)
12-15	Animals, Dog II (Domestic Dog)
16-19	Animals, Dog III (Domestic Dog)
20-22	Animals, Lion

23- 26	Animals, Riding Horse I (Steppe Pony)
27- 30	Animals, Riding Horse II (Mustang)
31- 33	Animals, Riding Horse III
34- 37	Animals, Riding Horse IV
38- 41	Animals, Wild Cat
42- 45	Animals, Wild Dog
46- 50	Animals, Wolf
51- 53	Demons, Disease
54- 57	Demons, Hellhound
58- 61	Demons, Imp
62- 64	Shadow Hawk
65- 68	Tonah
69- 71	Trazire
72- 75	Zombie
76	Akhkharu, Vampire
77	Alal
78	Alu
79	Anakim (Mortal)
80- 81	Demons, Iritxu

82-84	Demons, Storm Dragons
85-87	Demons, Terrestrial
88	Devils
89-90	Dirasa
91	Druga
92	Kumiho
93-94	Lunafey
95	Pseudothei
96	Qutrub
97-100	Closest Terrain**
* The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.	
** Reroll on the closet terrain to the roadway.	

O. Ruins Encounters

Encounters that occur in ruined population centers that are no longer inhabited by large concentrations of people.

Day			Night		
Creature	Human	None	Creature	Human	None
01-07	08-15	16-100	01-15	16-20	21-100

Ruins Day Encounters

Roll	Result
01-04	Animals, Asp
05-08	Animals, Cat
09-12	Animals, Dog I (Domestic Dog)

13-16	Animals, Dog II (Domestic Dog)
17-20	Animals, Dog III (Domestic Dog)
21-23	Animals, Donkey/Burro
24-27	Animals, Draft Horse
28-31	Animals, Goat
32-34	Animals, Hyena
35-38	Animals, Riding Horse I (Steppe Pony)
39-42	Animals, Riding Horse II (Mustang)
43-46	Animals, Riding Horse III
47-48	Animals, Riding Horse IV
49-50	Animals, Wolf
51-54	Anari
55-58	Daeta A'Miri
59-62	Demons, Disease
63-67	Great Ape
68-71	Great Serpent
72-75	Tower Lord
76-78	Dragons, Dragons
79-81	Dragons, Elder
82-84	Dragons, Wyrn
85-87	Firbolg
88-90	Giants *
91-95	Other Animals****
96-100	Closest Terrain***

Ruins Night Encounters

Roll	Result
------	--------

01- 04	Animals, Asp
05- 08	Animals, Cat
09- 13	Animals, Dog I (Domestic Dog)
14- 17	Animals, Dog II (Domestic Dog)
18- 21	Animals, Dog III (Domestic Dog)
22- 25	Animals, Goat
26- 29	Animals, Hyena
30- 33	Animals, Riding Horse I (Steppe Pony)
34- 38	Animals, Riding Horse II (Mustang)
39- 42	Animals, Riding Horse III
43- 46	Animals, Riding Horse IV
47- 50	Animals, Wolf
51- 52	Border Redcap
53- 54	Daeta A'Miri
55- 57	Dead
58- 60	Demons, Disease
61- 62	Demons, Firehound
63- 64	Demons, Hellhound

65- 67	Great Ape
68- 70	Great Serpent
71- 72	Tower Lord
72- 75	Zombie
76	Akhkharu, Lamia
77	Akhkharu, Vampire
78	Anari
79	Charontes
80	Dae'ta Koti
81	Dalhan
82	Daive
83	Demons, Decay
84	Demons, Herab Serapel
85	Demons, Heliophobic
86	Demons, Storm Dragons
87	Demons, Terrestrial
88	Devils
89	Dragons, Dragons
90	Dragons, Elder
91	Dragons, Wyrn
92	Edimmu
93	Ghost
94	Gwyligi
95	Nebora
96	Osnada
97	Poltergeist

98	Qutrub
99	Soul Daiva
100	Closest Terrain***
*	The giant that is native to the surrounding terrain is encountered.
**	The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.
***	Reroll on the closest terrain to the ruins.

P. Sea Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-11	12-25	26-100	01-22	23-25	26-100

Use Chart A for normal trade routes in the ocean or coastline. Use Chart B when thrown off course or lost.

Sea Day Encounters Chart A

Roll	Result
01-02	Animals, Crab
03-04	Animals, Eel
05-07	Animals, Jellyfish
08-10	Dolphins #
11-17	Fish #
18-20	Medium Whales
21-22	Large Whales
23-25	Orca
26-28	Ocean Turtle
29-30	Penquin ***
31-33	Sea Birds #
34-35	Seals #

36-38	Shark
39-40	Squid/Octopus
41-42	Stingray
43-44	Walrus ***
45-47	Water Snakes
48-50	Water Serpent
51-54	Dolaura
55-58	Elementals, Water
59-62	Giants, Sea
63-66	Giants, Storm
67-71	Mer People, Merman
72-75	Naga
76-77	Bloodsucker
78-80	Demons, Storm
81-82	Demons, Storm Dragons
83-84	Dragons, Dragons
85-86	Dragons, Sea Dragon
87-88	Garshon
89-90	Kraken
91-93	Nymph
94-95	Other Elemental*
96-97	Slyph
98-99	Sea Dragon
100	Wyrms

Sea Night Encounters Chart A

Roll	Result
01-04	Animals, Crab

05-08	Animals, Eel
09-12	Animals, Jellyfish
13-16	Dolphins #
17-21	Fish #
22-25	Medium Whales
26-29	Large Whales
30-33	Orca
34-37	Seals #
38-42	Shark
43-46	Squid/Octopus
47-50	Stingray
51-52	Cuca
53-54	Dolaura
55-56	Garshon
57-58	Lis
59-62	Mer People, Merman
63-66	Mer People, Mermaid
67-68	Naga
69-71	Other Elemental*
72-75	Red Shark
76-77	Demons, Iritxu
78-79	Demons, Storm
80-81	Demons, Storm Dragons
82-83	Dragons, Dragons
84-85	Dragons, Sea Dragon
86-87	Elementals, Water
88-89	Bloodsucker

90-91	Ghost Ship
92-93	Giants, Sea
94-95	Giants, Storm
96-97	Kraken
98-99	Shachihoko
100	Wyrms

Sea Day Encounters Chart B

Roll	Result
01-02	Animals, Crab
03-04	Animals, Eel
05-06	Animals, Jellyfish
07-08	Dolphins #
09-11	Fish #
12-13	Large Whales
14-16	Large Fish
17-18	Large Whales
19-21	Medium Fish
22-23	Medium Whales
24-25	Monster Squid
26-27	Orca
28-29	Ocean Turtle
30-31	Penquin ***
32-33	Sea Birds #
34-35	Seals #
36-38	Shark
39-40	Squid/Octopus
41-42	Stingray

43-44	Tiny Fish
45-46	Walrus ***
47-48	Water Snakes
49-50	Water Serpent
51-52	Bloodsucker
53-55	Dolaura
56-57	Elementals, Water
58-59	Giants, Sea
60-61	Giants, Storm
62-65	Ghost Fleet
66-73	Mer People, Merman
74-75	Naga
76-77	Demons, Storm
78-79	Demons, Storm Dragons
80-81	Dragons, Dragons
82-83	Dragons, Sea Dragon
84-86	Garshon
87-88	Kraken
89-91	Nymph
92-93	Other Elemental*
94-95	Slyph
96-97	Sea Dragon
98-100	Wyrn

Sea Night Encounters Chart B

Roll	Result
01-03	Animals, Crab
04-07	Animals, Eel

08-12	Animals, Jellyfish
13-16	Dolphins #
17-20	Fish #
21-24	Medium Whales
25-28	Large Whales
29-32	Ocean Turtle
33-36	Orca
37-39	Seals #
40-43	Shark
44-47	Squid/Octopus
48-50	Stingray
51-52	Cuca
53-55	Dolaura
56-58	Garshon
59-61	Lis
62-64	Mer People, Merman
65-67	Mer People, Mermaid
68-69	Naga
70-72	Other Elemental*
73-75	Red Shark
76	Demons, Iritxu
77-78	Demons, Storm
79	Demons, Storm Dragons
80	Dragons, Dragons
81	Dragons, Sea Dragon
82	Elementals, Water
83	Bloodsucker

84	Elecran
85-86	Ghost Ship
87-88	Ghost Fleet
89-90	Giants, Sea
91-92	Giants, Storm
93	Kraken (x2)**
94	Shachihoko
95	Small Kraken
96	Wyrn
97-98	Water Snakes
99-100	Water Serpent

* Any Water or Air Elemental in P&P

** The Kraken is twice normal size. See Kraken.

*** Cold Climates, coastal areas only if not re-roll

Can determine the size or roll randomly below

(Roll 1d10)	Roll	Size	Roll	Size
	01-03	Tiny	07-08	Medium
	04-06	Small	09-10	Large

Q. Swamp Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-12	13-20	21-100	01-20	21-25	26-100
Roll 1D2					
1 - Chart A					
2 - Chart B					

Swamp Day Encounters

Roll	Result
00-05	Animals, Boar
06-09	Animals, Crocodile
10-14	Animals, Deer
15-18	Animals, Eagle
19-22	Animals, Falcon
23-26	Animals, Hawk
27-30	Animals, Leopard
31-34	Animals, Mule
35-38	Animals, Swamp Buffalo
39-42	Animals, Wild Cat
43-47	Animals, Wild Dog
48-50	Animals, Wolf
51-53	Akhkharu, Vampire Worm
54-56	Daeta A'Miri
57-58	Demons, Disease
59-61	Fire Snake
62-63	Great Serpent
64-65	Molani
66-68	Peist
69-71	Serpent Women
72-75	White Otter
76-77	Afanc
78-79	Asaghi
80-81	Asrai
82-83	Athach
84-85	Beithir

86-87	Dae'ta Koti
88-89	Dirailla-ta
90-91	Dragons, Dragons
92-93	Elementals, Water
94-95	Firbolg
96-97	Fire Lions
98	Hydra
99-100	Water Nymph

Swamp Night Encounters Chart A

Roll	Result
00-10	Animals, Crocodile
11-20	Animals, Deer
21-30	Animals, Hippopotamus
31-40	Animals, Leopard
41-50	Animals, Swamp Buffalo
51-52	Bugbear
53-54	Bush Warrior
55-56	Cait Sith
57-58	Cuca
59	Cuca Queen
60-61	Daeta A'Miri
62-63	Dirasa
64-65	Faerry
66	Fata Sheen
67-68	Fire Lions
69-70	Fire Snake
71	Fusin

72-73	Goblin
74-75	Great Serpent
76-77	Afanc
78-79	Asaghi
80-81	Asrai
82-83	Athach
84-85	Barguest
86-87	Boabhan
88-89	Baobhan Sith
90-91	Beithir
92-93	Cu Sidhe
94-95	Daoine Sidhe
96-97	Dae'ta Koti
98-99	Dirailla-ta
100	Dragons, Dragons

Swamp Night Encounters Chart B

Roll	Result
Roll	Result
26-10	Animals, Tiger
11-20	Animals, Waste Lion
21-30	Animals, Wild Cat
31-40	Animals, Wild Dog
41-50	Animals, Wolf
51-52	Hob
53-54	Hobgoblin
55-56	Lis
57-58	Molani

59-60	Peist
61-62	Serpent Women
63	Shadow Fox
64	Shadow Hawk
65-66	Sprite
67	Tonah
68-69	Trold Folk
70-71	Trolls, Wood Troll
72-73	Water Panther
74-75	White Otter
76-78	Elementals, Water
79-80	Grundwergen
81-82	Harboul
83-84	Hydra
85-86	Kumiho
87-88	Manticore
89-90	Midge
91-92	Naga
93-94	Nebora
95-96	Shachihoko
97-98	Simurgh
98-100	Water Nymph

R. Tundra Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-10	11-20	21-100	01-20	21-25	26-100

Tundra Day Encounters

Roll	Result
01-06	Animals, Crab
07-12	Animals, Auroch
13-19	Animals, Polar Bear
20-26	Animals, Wolf
27-32	Penquin
33-39	Sea Birds
40-46	Seals
47-50	Walrus
51-55	Beithir
56-60	Firbolg
61-65	Giants, Frost
66-70	Master
71-75	Tower Lord
76-79	Argol
80-82	Dragons, Dragons
83-85	Dragons, Lun
86-88	Dragons, Snow
89-100	Closest Terrain *

Tundra Night Encounters

Roll	Result
01-06	Animals, Polar Bear
07-11	Animals, Waste Lion
12-16	Animals, Wild Dog
17-22	Animals, Wolf
23-38	Animals, Zehani Wolf

29-34	Penquin
35-40	Sea Birds
41-45	Seals
46-50	Walrus
51-54	Beithir
55-56	Blood Wolf
57-58	Charontes
59-60	Dalhan
61-63	Demons, Disease
64-66	Lis
67-70	Naga
71-73	Tower Lord
74-75	Trolls, Ice Troll
76-77	Demons, Herab Serapel
78-79	Demons, Iritxu
80-81	Devils
82-83	Dragons, Sea Dragon
84-85	Dragons, Snow
86-87	Giants, Frost
88-89	Kumiho
90-91	Osnada
92-93	Pseudothei
94-95	Tonah
96-97	Water Panther
98-100	Closest Terrain *

* Reroll on the closet terrain to the tundra.

S. Underground Encounters

Creature	Human	None
01-21	22-25	26-100

Roll 1D2

1 - Chart
A

2 - Chart
B

NOTE - There is no real Day or Night underground.

Underground Encounters Chart A

Roll	Result
00-10	Animals, Asp
11-20	Animals, Bear
21-30	Animals, Cliff Bear
31-40	Animals, Crocodile
41-50	Animals, Leopard
51	Aatxe
52	Akhkharu, Vampire Bat
53	Akhkharu, Vampire Worm
54	Anari
55	Boabhan
56	Baobhan Sith
57	Bouba
58	Bugbear
59	Cadue
60	Cait Sith
61	Cuca
62	Cuca Queen
62	Cu Sidhe

63	Daoine Sidhe
64	Dead
65	Demons, Firehound
66	Demons, Hellhound
67	Dirasa
68	Dwarf
69	Edali
70	Fata Sheen
71	Fire Lions
72	Fusin
73	Gargoyle
74	Goblin
75	Great Ape
76	Ahuras, Vereghina
77	Akhkharu, Immortal Akhkharu
78	Akhkharu, Succubus
79	Akhkharu, Vampire *
80	Alu
81	Anakim (Immortal)
82	Charontes
83	Dae'ta Koti
84	Dark's Serpent
85	Demons, Fiery Spirit
86	Demons, Heliophobic
87	Demons, Iritxu
88	Demons, Subterranean
89	Demons, Terrestrial

90	Demons, Tuchulcha
91	Devils
92	Dirailla-ta
93	Dragons, Dragons
94	Dragons, Elder
95	Dragons, Lun
96	Dragons, Sea Dragon
97	Dzaliri
98	Edimmu
99	Elementals, Earth
100	Elementals, Fire

Underground Encounters Chart B

Roll	Result
01-09	Animals, Tiger
11-18	Animals, Waste Lion
19-28	Animals, Wild Dog
29-39	Animals, Wolf
40-48	Animals, Zehani Wolf
49	Great Serpent
50	Great Spider
51	Griffin
52	Gwyligi
53	Herensuge
54	Hob
55	Hobgoblin

56	Mer People, Merman
57	Mer People, Mermaid
58	Midge
59	Minotaur
60	Ogre
61	Serpent Women
62	Shadow Worm
63	Tonah
64	Trolls, Eld Troll
65	Trolls, Rock Troll
66	Trolls, Troll
67	True Sidhe
68	Water Nymph
69	Water Panther
70	White Otter
71	Zehani
72	Zombie
73	Ghost
74	Giants, Earth
75	Giants, Mountain
76	Giants, Fire
77	Gorgon
78	Hydra (in lair)
79	Kejan'po
80	Kiana'nir
81	Lalassu
82	Lammashata
83	Larshee

84	Leon
85	Manticore
86	Mushrussu
87	Naga
88	Nebora
89	Norggen
90	Poltergeist
91	Qutrub
92	Sentiel Beast iin lair)
93	Shachihoko
94	Shadow Warrior
95	The Kiana'shan
96	Vily, Forest
97	Vily, Hill
98	Vrykalakas
99	Were-creatures
100	Wyvern

* If the encounter takes place during the day then the creature is in repose. He will be guarded by human thralls at this time.

T. Upper World Encounters

Day and Night do not really apply in the Upper World. When adventures in the Upper World occur, the Referee selects the encounter based on the metaphysical area the party is in, AND what, if anything, they have attracted through their actions. In all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered.

The table below lists the creatures that can be encountered in the Region that are detailed on the map in section 2 (Book Three).

Creature	Human	None
01-15	None	16-100

Upper World Encounters

The Blessed Lands	Lawful Spirits, Ahura, Edali
The Soothing Realm	Maskela
Throne of Justice	Amaliel, Ahura
Throne of Light	Kerubin, Ahura, Angels of Fury
Realm of Lawful Fire	Hafaza, Mushrussu, Ahura, Dragons
Realm of Judgement	Hafaza, Amaliel, Angels of Fury
Tower of Retribution	Ahura, Kerubin, Vereghina
Celestial Thrones	Ahura, Kerubin, Flaming Steed
Realm of the Alfar	Alfar, Fay Horse, A'mora, Anwora, Dzaliri, Larshee, other Sidh creatures & races
Elder Fires	Fire Elementals
Peri Land	Peri, Ifret, Jinn
Shadow Lands	Shadow Warriors, Kejani Ki, Kejan'po, Kiana'nir, Shadow Beast, Shadow Fox, Shadow Hawk, Shadow Worm, The Kiana'shan
Balance Marches	Merkabah, Zehani, Asaghi, Dragon, A'Equinn, Zehani Wolf, Asura, Cailoa, Seker, Sentinel Beast
The Abyss	Beasts of Chaos, Endukuggu, Nindukuggu
Realm of Darkness	Kekoni, Heliophobic Demons, Dark's Serpent, Alu, Lalassu
Lands of Death	Alal, Lammashia, Disease Demons, Harab Serapel, Charontes, Lammashita, Endukuggu/Nindukuggu
Realm of the Dead	Dead, Nergali, Ghosts, Decay Demons
Lands of Woe	Ghosts, Terrestrial Demons
Court of Lilith	Immortal Akkhara, Incubi, Succubi

Realm of Dark Destruction	Alal, Helliophobic Demons, Firehound Demon, Flayers Demon
Empire of Fury	Storm Demons, Dragons, Storm Dragons, Elder Dragons, Dragon, Fertil Devil
The Demon Plains	Decay Demons, Demon Steed, Harab Serapel, Imp Demons, Iritxu Demon, Tuchulcha Demon, Devils
Land of Souls	Soul Daiva
Land of the Evil Mind	Any Supernatural force of Chaos, Firbolg
The Fiery Hells	Hellhound, Fiery Spirit
Tower of Silence	Kekoni, Lalassu

U. Waterways Encounters

Creature	Day		Creature	Night	
	Human	None		Human	None
01-09	10-25	26-100	01-18	19-25	26-100
Roll 1D2					
1 - Chart A					
2 - Chart B					

Referee will roll a 1D10 after determining that there is an encounter. If the roll is 1-5 then roll on the surrounding terrain. On a 6-10 roll on the table below.

Waterways Day Encounters

Roll	Result
01-05	Animals, Auroch
06-11	Animals, Crocodile
12-17	Animals, Deer

18-23	Animals, Eagle
24-28	Animals, Falcon
29-33	Animals, Lion
34-38	Animals, Wild Cat
39-44	Animals, Wolf
45-50	Animals, Zehani Wolf
51-52	Afanc
53-54	Bouba
55-56	Athach
57-58	Centaur
59-60	Cu Sith
61-62	Demons, Disease
63-64	Elefan
65-66	Master
67	Mer People, Merman
68-69	Molani
70-71	Peist
72-73	Serpent Women
74-75	White Otter
76	Ahuras, Maskela
77-78	Asrai
79	Chimearas, Chimana
80-81	Dragons, Dragons
82	Dragons, Wyrn
83-84	Elementals, Water
85-86	Fay Horses
87-88	Firbolg
89	Giants, Sea

90-91	Giants, Storm
92	Hydra
93	Mushrussu
94	Roc
95-96	Vily, Water
97-98	Water Nymph
99-100	Zehani

Waterways Night Encounters Chart A

Roll	Result
01-10	Animals, Anaconda
11-20	Animals, Crocodile
21-30	Animals, Deer
31-40	Animals, Hippopotamus
41-50	Animals, Hyena
51-52	Asrai
53	Athach
54-55	Boabhan
56	Beithir
57-58	Besamar
59-60	Bugbear
61-62	Cait Sith
63-64	Cuca
65	Cuca Queen
66	Cu Sidhe
67	Cu Sith
68	Demons, Disease
69-70	Fauns

71-72	Fay Horses
73	Gartula
74-75	Great Spider
76	A'Equin
77-78	Afanc
79	Ahuras, Maskela
80	Asaghi
81-82	Baobhan Sith
83-84	Chimearas, Chimeara
85-86	Demons, Storm
87-88	Demons, Storm Dragons
89	Demons, Terrestrial
90	Devils
91-92	Dirasa
93	Dragons, Dragons
94	Dragons, Wyrn
95	Dragons, Sea Dragon
96	Dzaliri
97-98	Elementals, Water
99	Grundwergen
100	Harboul

Waterways Night Encounters Chart B

Roll	Result
01-12	Animals, Leopard
13-25	Animals, Wild Dog
26-37	Animals, Wolf
38-50	Animals, Zehani Wolf

51-52	Goblin
53-54	Hob
55	Lis
56	Mer People, Mermaid
57	Midge
58-59	Ogre
60-61	Orchi
62-63	Pegasus
64-65	Peist
66	Red Shark
67	Serpent Women
68-69	Sprite
70	Tonah
71	Trold Folk
72	Trolls, Troll
73	Unicorn
74-75	White Otter
76	Hydra
77	Kraken
78	Kumiho
79	Labbrila
80-81	Leon
82-83	Lunafey
84-85	Manticore
86	Naga
87-88	Nebora
89-90	Omari
91	Shachihoko

92	Simurgh
93	Soul Son
94-95	Vily, Water
96-97	Water Nymph
98-99	Water Panther
100	Zehani

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