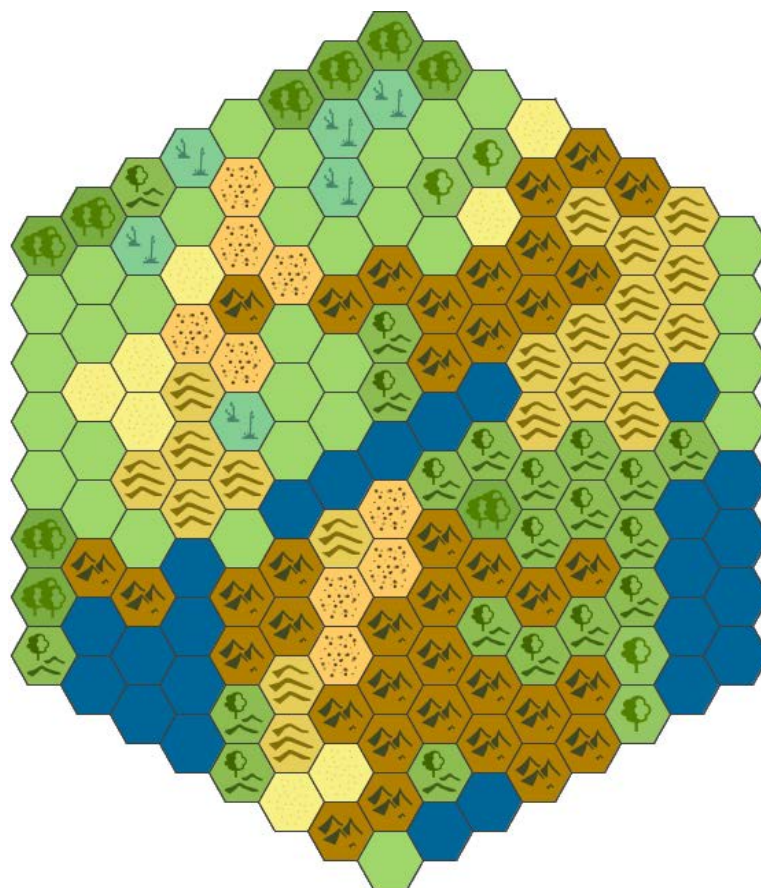


Adventures Dark and Deep™



Random Terrain and Encounter Generator

By Joseph Bloch



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Table of Contents

Introduction	1
Random Wilderness Terrain	2
Random Wilderness Encounters.....	3
Random Dungeon Terrain	79
Random Dungeon Encounters.....	89
Random Urban Terrain	96
Random Urban Encounters.....	107
Appendix A: NPC Parties	123
Appendix B: New Monsters	125
License Information.....	129

Introduction

The present work affords the GM the opportunity to create a wilderness or dungeon environment completely by random chance. One might ask why such a thing would be desirable, but there are several reasons why one might want such a system. For a last-minute diversion by the PCs into territory hitherto undeveloped by the GM, such a system allows the flow of the game to proceed with minimal interruption. Too, at times a totally random dungeon or wilderness territory might be just the thing to shake up a long-running campaign, juxtaposing elements that might not otherwise have appeared near one another to add spice to a campaign.

The applicability of the system to solo play is also to be noted. With a modicum of using the "honor system" to stick by the results of the die rolls, one can conduct one or more entire sessions of play without the aid of a game master. Of course, such a game will lack the creative spark of a GM who is able to contrive plots, connect seemingly-unconnected elements, and so forth that a random system using dice is simply ill-equipped to handle, but as a diversion on a rainy afternoon, or even as an experiment for several sessions, it's worth considering.

It is also the case that the present system is completely modular. It is by no means necessary to use the random terrain rules in order to use the random encounter rules, and the author might daresay that the latter will see much more use in a day-to-day game than the former.

The tables included herein, especially (but not exclusively) the encounter tables, can also be used as the nucleus of encounter tables for the GM's own game, suitably tweaked and altered to fit the parameters and specifications of one's own game. To take but one of an infinite number of examples, it might suit a particular GM's campaign to add encounters of serpent-men and ophidians to the pre-historic encounter tables, and thus produce in a nutshell a table that inserts pulp-era lost civilizations into a barbarous domain of dinosaurs and sabre-tooth cats. The sky is the limit when it comes to such modifications of the tables herein.

What's a D1000?

Many of the tables in this book call for the use of a d1000, which is not a misprint. The effect of a d1000 (which generates a number between 1 and 1000, or 001-000) can be obtained by rolling three d10's in order, the first being the hundreds, the second being the tens, and the third being the ones. Thus, rolls of 4, 2, and 8 would have a result of 428.

It is also possible to roll all three d10's together, as long as they are color-coded, and the order of the colors is established beforehand. For example, it is possible (and mnemonically easy, at least in the US) to have a red, a white, and a blue die, and simply read them in that order.

Random Wilderness Terrain

While it is possible to simply generate all terrain in a wilderness adventure by random means, it is suggested that large features (coastlines, rivers, mountain ranges, large forests, cities, etc.) be placed by the dungeon master, with the details filled in randomly. However, for solo play, or as an experiment, completely randomizing terrain is certainly possible.

For wilderness exploration, a hex scale of 1 hex = 1 mile is recommended.

If you do want to generate a map totally randomly, use the following table to determine the starting terrain.

Die Roll (d100)	Coming from this terrain...							
	Badlands	Desert	Forest	Hills	Mountains	Plains	Scrub	Swamp
01 - 05	Badlands	Badlands	Badlands	Badlands	Badlands	Badlands	Badlands	Badlands
06 - 10	Badlands	Badlands	Forest	Badlands	Badlands	Desert	Desert	Forest
11 - 15	Badlands	Badlands	Forest	Desert	Desert	Forest	Forest	Forest
16	Badlands	Badlands	Forest	Desert	Desert	Forested Hills	Forest	Forest
17	Badlands	Badlands	Forest	Forest	Forest	Hills	Forest	Forest
18 - 20	Badlands	Badlands	Forest	Forest	Forest	Hills	Forest	Forest
20	Badlands	Badlands	Forest	Forest	Forest	Hills	Forest	Forested Hills
21	Desert	Desert	Forest	Forest	Forested Hills	Hills	Forest	Forested Hills
22 - 23	Desert	Desert	Forest	Forest	Forested Hills	Hills	Forested Hills	Hills
24 - 25	Desert	Desert	Forest	Forest	Hills	Lake	Hills	Hills
26 - 30	Forest*	Desert	Forest	Forested Hills	Hills	Mountains	Lake	Lake
31 - 35	Hills	Desert	Forest	Hills	Hills	Plains	Mountains	Lake
36 - 40	Hills	Desert	Forest	Hills	Hills	Plains	Plains	Lake
41 - 45	Hills	Desert	Forest	Hills	Lake	Plains	Plains	Plains
46 - 50	Hills	Hills	Forest	Hills	Mountains	Plains	Plains	Plains
51 - 55	Hills	Lake	Forested Hills	Hills	Mountains	Plains	Scrub	Scrub
56 - 60	Lake	Mountains	Hills	Lake	Mountains	Plains	Scrub	Scrub
61 - 65	Mountains	Mountains	Lake	Lake	Mountains	Plains	Scrub	Swamp
66 - 70	Mountains	Plains	Mountains	Mountains	Mountains	Plains	Scrub	Swamp
71 - 75	Plains	Plains	Plains	Mountains	Mountains	Plains	Scrub	Swamp
76 - 80	Plains	Plains	Scrub	Plains	Mountains	Plains	Scrub	Swamp
81 - 85	Scrub	Scrub	Scrub	Scrub	Mountains	Plains	Scrub	Swamp
86 - 90	Scrub	Scrub	Scrub	Scrub	Plains	Scrub	Scrub	Swamp
91 - 95	Swamp	Swamp	Swamp	Swamp	Scrub	Swamp	Swamp	Swamp
96 - 00	Valley	Valley	Valley	Valley	Valley	Valley	Valley	Valley

Notes: If a lake is indicated, it will usually be impassible unless the party has brought boats. If the lake is crossed, roll as if coming from the hex before the lake was encountered.

A valley is simply a geological depression; it will still have the same terrain type as the hex the PCs came from; thus, there could be a desert valley, a forest valley, etc.

Forest hexes cannot be placed next to desert hexes (and vice versa), nor can swamp and mountains be next to each other (ditto).

Settlements and Ruins

In each hex, roll to see if there is a settlement or ruin of any sort.

Die Roll (d100)	Terrain
01 - 11	Badlands
12 - 22	Desert
23 - 33	Forest
34 - 44	Hills
45 - 55	Lake
56 - 66	Mountains
67 - 77	Plains
78 - 88	Scrub
89 - 99	Swamp
00	Roll again, plus ruins

The type of terrain being left behind is an important influence on the terrain being entered. As the PCs move from hex to hex, use the following table to determine the terrain of the hex they are entering.

Die Roll (d1000)	Settlement	Population
001 - 030	Individual Dwelling	1d12
031 - 050	Thorp	2d4 x 10
051 - 070	Hamlet	1d4 x 100
071 - 090	Village	(1d3+5) x 100
091 - 100	Town	1d6 x 1500
101 - 110	Castle	-
111 - 116	Ruined village	-
117 - 122	Ruined castle	-
123 - 127	Ruined shrine	-
128 - 130	Ruined tomb	-
131 - 000	No settlement	-

Random Wilderness Encounters

Encounters in the wilderness are dependent on three factors; the climate, the terrain, and whether it is near civilization or in the wilderness.

Encounter Probabilities

When using the present work, the wilderness encounters table in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit should be replaced with the following, which conforms to the terrain types listed above.

Terrain	Check for Encounter Every...	Chance of Encounter
Badlands	8 hours	5%
Desert	8 hours	5%
Forest	4 hours	5%
Hills	8 hours	5%
Lake	4 hours	5%
Mountains	12 hours	5%
Plains	8 hours	10%
Scrub	6 hours	10%
Swamp	4 hours	5%
Road	2 hours	+15%
Civilized	-	+10%

Note: "Civilized" is defined as any hex within 5 miles of thorp or larger settlement or within 20 miles of village or larger settlement.

If an encounter is indicated, use the following table to determine the type of encounter. It is assumed that in civilized areas, all settlements (thorps, villages, etc.) and strongholds (castles, towers, etc.) will already have been mapped by the GM. If not, simply use the "settlements and ruins" table in the Random Wilderness Terrain section above, ignoring ruins results.

Die Roll (d1000)	Civilized	Wilderness
001 - 005	Soldiers (patrol)	Small shell keep
006 - 013	Soldiers (patrol)	Tower
014 - 018	Soldiers (patrol)	Moat house or friary
019 - 023	Soldiers (patrol)	Large shell keep
024 - 033	Soldiers (patrol)	Small walled castle
034 - 041	Soldiers (patrol)	Medium walled castle
042 - 045	Soldiers (patrol)	Concentric castle
046 - 049	Soldiers (patrol)	Large walled castle
049 - 050	Soldiers (patrol)	Fortress complex
051 - 250	Soldiers (patrol)	Encounter
251 - 000	Use encounter tables	Use encounter tables

If use of the encounter tables is indicated, use the appropriate table for the climate, terrain, and civilization status of the hex. If the PCs are in a forested hills hex, use either the forest or hills tables (50% chance of either).

Die Roll (d1000)	Fortress Inhabitants
001 - 150	Totally deserted
151 - 400	Monster (use encounter tables)
401 - 590	Bandits
591 - 600	Berserkers
601 - 717	Cavalier (level 1d4+8)
718 - 721	Paladin (level 1d2+8)
722 - 813	Cleric (level 1d4+8)
814 - 913	Fighter (level 1d4+8)
914 - 918	Barbarian (level 9-13)
919 - 923	Ranger (level 1d4+9)
924 - 992	Mage (level 1d4+10)
993 - 996	Illusionist (level 1d4+9)
997 - 000	Savant (level 1d4+9)

For details on the master of the castle and his henchmen, refer to the NPC party appendix. In addition, the following troops and other defenses will be found, depending on the type of fortress.

Fortress Type	Defenses
Small shell keep, tower, moat house, or friary	1-2 ballistae, 1 oil cauldron, 7-12 men-at-arms with crossbow and morning star, 7-12 men-at-arms with spear, 2-8 light cavalry with crossbow and sword
Large shell keep, small walled castle, or medium walled castle	2-4 ballistae, 1-2 light catapults, 2-4 oil cauldrons, 7-12 men-at-arms with crossbow and morning star, 7-12 men-at-arms with spear, 9-16 light cavalry with crossbow and sword, 2-8 heavy cavalry with lance and mace
Concentric castle, large walled castle, or fortress complex	3-4 ballistae, 2-4 light catapults, 1 heavy catapult, 6-8 oil cauldrons, 13-18 men-at-arms with crossbow and morning star, 13-18 men-at-arms with spear, 9-16 light cavalry with crossbow and sword, 9-12 heavy cavalry with lance and mace

Climate is divided into cold, temperate, and tropical. No specific definitions of these are provided; it is assumed the GM will be able to make the appropriate determination, based on his own campaign.

COLD, CIVILIZED BADLANDS

Die Roll (d1000)	Encounter
001 - 003	Aerian
004 - 019	Amazon
020 - 074	Bandit
075 - 077	Banshee
078 - 079	Barghest
080 - 096	Bat
097 - 102	Berserker
103 - 108	Boar, Wild
109 - 125	Bugbear
126 - 179	Camel, Bactrian
180 - 182	Cave Fisher
183 - 184	Centipede, Giant
185 - 201	Centipede, Huge
202 - 218	Character Party
219 - 221	Coffer Corpse
222 - 223	Deep Buffalo

Die Roll (d1000)	Encounter
224 - 226	Demon, Bornean
227 - 228	Demon, Shadow
229 - 231	Demon, Succubus
232 - 233	Demon, Vrock
234 - 236	Deva, Movanic
237 - 253	Dog, War
254 - 255	Dragon, Electrum
256 - 258	Dragon, Vapor
259 - 263	Dwarf, Hill
264 - 318	Dwarf, Mountain
319 - 335	Falcon, Large
336 - 390	Falcon, Regular
391 - 392	Gallu, Air
393 - 395	Gallu, Earth
396 - 397	Gallu, Fire
398 - 403	Ghast
404 - 406	Ghost
407 - 423	Ghoul
424 - 425	Gnome
426 - 442	Goblin
443 - 459	Griffon
460 - 461	Haunt
462 - 478	Hobgoblin
479 - 533	Honeybee, Giant
534 - 550	Horse
551 - 556	Jinx-Midge
557 - 558	Ki-rin
559 - 564	Lycanthrope, Werebear
565 - 566	Lycanthrope, Wereboar
567 - 569	Lycanthrope, Wererat
570 - 575	Lycanthrope, Werewolf
576 - 630	Mammoth
631 - 636	Mastiff, Shadow
637 - 638	Memory Moss
639 - 655	Merchant
656 - 661	Minotaur
662 - 667	Mule
668 - 673	Nomads
674 - 678	Norker
679 - 733	Ogre
734 - 739	Ogrillon
740 - 742	Oliphant
743 - 744	Otyugh
745 - 761	Owl
762 - 778	Pilgrim
779 - 780	Poltergeist
781 - 783	Quanar
784 - 800	Ram
801 - 816	Rat
817 - 822	Rat Man
823 - 828	Rat, Giant
829 - 845	Rat, Hairless
846 - 851	Rat, Vapor
852 - 906	Raven, Normal
907 - 908	Shade
909 - 914	Shadow
915 - 920	Shedu
921 - 923	Shedu, Greater
924 - 939	Snake, Poisonous
940 - 956	Soldiers

Die Roll (d1000)	Encounter
957 - 959	Tiny Water Elephant
960 - 965	Troll
966 - 967	Vampire
968 - 970	White Lady
971 - 987	Wolf
988 - 992	Wolf, Dire
993 - 995	Xorn
996 - 997	Zombie
998 - 000	Zombie, Juju

COLD, CIVILIZED DESERT

Die Roll (d1000)	Encounter
001 - 026	Amazon
027 - 110	Bandit
111 - 114	Banshee
115 - 118	Barghest
119 - 122	Bat
123 - 131	Berserker
132 - 140	Boar, Wild
141 - 144	Bugbear
145 - 229	Camel, Bactrian
230 - 232	Centipede, Giant
233 - 258	Centipede, Huge
259 - 284	Character Party
285 - 288	Coffer Corpse
289 - 292	Demon, Succubus
293 - 296	Demon, Vrock
297 - 300	Deva, Movanic
301 - 326	Dog, War
327 - 330	Dragon, Electrum
331 - 334	Dragon, Vapor
335 - 343	Dwarf, Hill
344 - 352	Dwarf, Mountain
353 - 361	Falcon, Large
362 - 387	Falcon, Regular
388 - 391	Gallu, Fire
392 - 400	Goblin
401 - 404	Griffon
405 - 408	Hobgoblin
409 - 434	Honeybee, Giant
435 - 460	Horse
461 - 469	Jinx-Midge
470 - 473	Lycanthrope, Wereboar
474 - 477	Lycanthrope, Wererat
478 - 486	Lycanthrope, Werewolf
487 - 512	Mastiff, Shadow
513 - 596	Merchant
597 - 605	Nomads
606 - 609	Norker
610 - 635	Ogre
636 - 639	Oliphant
640 - 665	Owl
666 - 691	Pilgrim
692 - 700	Poltergeist
701 - 704	Quanar
705 - 708	Ram
709 - 734	Rat
735 - 743	Rat Man

Die Roll (d1000)	Encounter
744 - 752	Rat, Giant
753 - 778	Rat, Hairless
779 - 787	Rat, Vapor
788 - 871	Raven, Normal
872 - 875	Shade
876 - 884	Shedu
885 - 888	Shedu, Greater
889 - 914	Snake, Poisonous
915 - 940	Soldiers
941 - 944	Tiny Water Elephant
945 - 953	Troll
954 - 957	Vampire
958 - 961	White Lady
962 - 987	Wolf
988 - 996	Wolf, Dire
997 - 000	Zombie

COLD, CIVILIZED FOREST

Die Roll (d1000)	Encounter
001 - 014	Amazon
015 - 028	Aurochs
029 - 075	Bandit
076 - 077	Banshee
078 - 079	Barghest
080 - 093	Bat
094 - 098	Berserker
099 - 144	Boar, Wild
145 - 146	Bookworm
147 - 161	Bugbear
162 - 165	Camel, Bactrian
166 - 212	Centipede, Giant
213 - 258	Centipede, Huge
259 - 272	Character Party
273 - 274	Demon, Bornean
275 - 276	Demon, Shadow
277 - 278	Deva, Movanic
279 - 293	Dog, War
294 - 295	Dragon, Electrum
296 - 300	Dwarf, Hill
301 - 305	Dwarf, Mountain
306 - 307	Ear Seeker
308 - 312	Earwig
313 - 326	Elf, Wood
327 - 340	Falcon, Large
341 - 386	Falcon, Regular
387 - 388	Ghost
389 - 391	Gnome
392 - 396	Goblin
397 - 401	Halfling
402 - 406	Hobgoblin
407 - 452	Honeybee, Giant
453 - 466	Horse
467 - 480	Jinx-Midge
481 - 494	Kestrel-man
495 - 499	Lycanthrope, Werebear
500 - 504	Lycanthrope, Wereboar
505 - 506	Lycanthrope, Wererat
507 - 553	Lycanthrope, Werewolf

Die Roll (d1000)	Encounter
554 - 599	Mammoth
600 - 601	Mastiff, Shadow
602 - 615	Merchant
616 - 620	Memory Moss
621 - 625	Minotaur
626 - 630	Mule
631 - 632	Norker
633 - 678	Ogre
679 - 683	Ogrillon
684 - 688	Oliphant
689 - 702	Owl
703 - 717	Pilgrim
718 - 719	Poltergeist
720 - 721	Quanar
722 - 767	Rat
768 - 772	Rat Man
773 - 786	Rat, Giant
787 - 791	Rat, Vapor
792 - 837	Raven, Normal
838 - 839	Revenant
840 - 844	Shadow
845 - 847	Shedu
848 - 849	Shedu, Greater
850 - 863	Snake, Poisonous
864 - 909	Soldiers
910 - 923	Stirge
924 - 928	Toad, Ice
929 - 942	Troll
943 - 945	Vampire
946 - 947	White Lady
948 - 993	Wolf
994 - 998	Wolf, Dire
999 - 000	Zombie

COLD, CIVILIZED HILLS

Encounter	Die Roll (d1000)
Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 019	Amazon
020 - 035	Aurochs
036 - 087	Bandit
088 - 090	Banshee
091 - 092	Barghest
093 - 109	Bat
110 - 114	Berserker
115 - 120	Boar, Wild
121 - 122	Bugbear
123 - 128	Camel, Bactrian
129 - 130	Centipede, Giant
131 - 147	Centipede, Huge
148 - 163	Character Party
164 - 165	Coffer Corpse
166 - 168	Deva, Movanic
169 - 184	Dog, War
185 - 186	Dragon, Electrum
187 - 189	Dragon, Vapor
190 - 241	Dwarf, Hill
242 - 247	Dwarf, Mountain

Encounter	Die Roll (d1000)
248 - 249	Elf, Wood
250 - 255	Falcon, Large
256 - 271	Falcon, Regular
272 - 274	Gallu, Earth
275 - 279	Ghost
280 - 282	Ghost
283 - 298	Ghoul
299 - 304	Gnome
305 - 309	Goblin
310 - 312	Griffon
313 - 317	Halfling
318 - 334	Hobgoblin
335 - 386	Honeybee, Giant
387 - 402	Horse
403 - 408	Jinx-Midge
409 - 424	Kestrel-man
425 - 427	Ki-rin
428 - 432	Lycanthrope, Werebear
433 - 435	Lycanthrope, Wereboar
436 - 437	Lycanthrope, Wererat
438 - 490	Lycanthrope, Werewolf
491 - 506	Mammoth
507 - 512	Mastiff, Shadow
513 - 514	Memory Moss
515 - 567	Merchant
568 - 572	Minotaur
573 - 625	Mule
626 - 631	Norker
632 - 683	Ogre
684 - 689	Ogrillon
690 - 695	Oliphant
696 - 711	Owl
712 - 727	Pilgrim
728 - 730	Quanar
731 - 746	Ram
747 - 762	Rat
763 - 768	Rat Man
769 - 784	Rat, Giant
785 - 789	Rat, Vapor
790 - 842	Raven, Normal
843 - 845	Revenant
846 - 850	Shedu
851 - 853	Shedu, Greater
854 - 869	Snake, Poisonous
870 - 921	Soldiers
922 - 924	Tiny Water Elephant
925 - 926	Toad, Ice
927 - 932	Troll
933 - 934	Vampire
935 - 937	White Lady
938 - 989	Wolf
990 - 995	Wolf, Dire
996 - 998	Xorn

COLD, CIVILIZED MOUNTAINS

Encounter	Die Roll (d1000)
Die Roll (d1000)	Encounter
001 - 003	Aerian

Encounter	Die Roll (d1000)
004 - 021	Amazon
022 - 079	Bandit
080 - 081	Barghest
082 - 139	Bat
140 - 146	Berserker
147 - 164	Bugbear
165 - 166	Cave Fisher
167 - 169	Centipede, Giant
170 - 187	Centipede, Huge
188 - 205	Character Party
206 - 207	Coffer Corpse
208 - 210	Deep Buffalo
211 - 213	Demon, Bornean
214 - 215	Demon, Shadow
216 - 218	Deva, Movanic
219 - 236	Dog, War
237 - 239	Dragon, Electrum
240 - 241	Dragon, Vapor
242 - 248	Dwarf, Hill
249 - 306	Dwarf, Mountain
307 - 324	Falcon, Large
325 - 382	Falcon, Regular
383 - 384	Gallu, Air
385 - 387	Gallu, Earth
388 - 393	Ghost
394 - 396	Ghost
397 - 414	Ghoul
415 - 416	Gnome
417 - 434	Goblin
435 - 452	Griffon
453 - 455	Haunt
456 - 473	Hobgoblin
474 - 531	Honeybee, Giant
532 - 537	Horse
538 - 543	Jinx-Midge
544 - 546	Ki-rin
547 - 552	Lycanthrope, Werebear
553 - 555	Lycanthrope, Wererat
556 - 561	Lycanthrope, Werewolf
562 - 619	Mammoth
620 - 626	Mastiff, Shadow
627 - 628	Memory Moss
629 - 634	Merchant
635 - 641	Minotaur
642 - 647	Mule
648 - 653	Norker
654 - 711	Ogre
712 - 718	Ogrillon
719 - 720	Oliphant
721 - 723	Otyugh
724 - 741	Owl
742 - 759	Pilgrim
760 - 761	Poltergeist
762 - 768	Quanar
769 - 786	Ram
787 - 792	Rat
793 - 798	Rat Man
799 - 804	Rat, Giant
805 - 811	Rat, Vapor
812 - 869	Raven, Normal

Encounter	Die Roll (d1000)
870 - 875	Shadow
876 - 881	Shedu
882 - 884	Shedu, Greater
885 - 902	Snake, Poisonous
903 - 960	Soldiers
961 - 962	Tiny Water Elephant
963 - 969	Troll
970 - 971	Vampire
972 - 989	Wolf
990 - 992	Wolf, Dire
993 - 995	Xorn
996 - 997	Zombie

COLD, CIVILIZED PLAINS

Die Roll (d1000)	Encounter
001 - 013	Amazon
014 - 056	Bandit
057 - 058	Banshee
059	Barghest
060 - 064	Bat
065 - 069	Berserker
070 - 111	Boar, Wild
112 - 113	Bookworm
114 - 126	Bugbear
127 - 169	Camel, Bactrian
170 - 211	Centipede, Giant
212 - 254	Centipede, Huge
255 - 267	Character Party
268 - 271	Clurichaun
272 - 273	Demon, Alu-
274 - 275	Demon, Cambion
276 - 277	Deva, Movanic
278 - 290	Dog, War
291 - 292	Dragon, Electrum
293 - 294	Dragon, Vapor
295 - 299	Dwarf, Hill
300 - 303	Dwarf, Mountain
304 - 316	Falcon, Large
317 - 359	Falcon, Regular
360 - 361	Gallu, Air
362 - 363	Gallu, Earth
364 - 367	Ghast
368 - 369	Ghost
370 - 382	Ghoul
383 - 387	Goblin
388 - 392	Halfling
393 - 396	Hobgoblin
397 - 439	Honeybee, Giant
440 - 452	Horse
453 - 465	Jinx-Midge
466 - 469	Lycanthrope, Wereboar
470 - 471	Lycanthrope, Wererat
472 - 476	Lycanthrope, Werewolf
477 - 518	Mammoth
519 - 531	Mastiff, Shadow
532 - 574	Merchant
575 - 616	Mule
617 - 621	Nomads

Die Roll (d1000)	Encounter
622 - 623	Norker
624 - 665	Ogre
666 - 670	Ogrillon
671 - 672	Oliphant
673 - 685	Owl
686 - 698	Pilgrim
699 - 703	Poltergeist
704 - 707	Quanar
708 - 720	Ram
721 - 763	Rat
764 - 767	Rat Man
768 - 810	Rat, Giant
811 - 823	Rat, Hairless
824 - 827	Rat, Vapor
828 - 870	Raven, Normal
871 - 872	Shade
873 - 876	Shedu
877 - 878	Shedu, Greater
879 - 892	Snake, Poisonous
893 - 934	Soldiers
935 - 936	Tiny Water Elephant
937 - 941	Toad, Ice
942 - 945	Troll
946 - 947	Vampire
948 - 949	White Lady
950 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Zombie
999 - 000	Zombie, Juju

COLD, CIVILIZED SCRUB

Die Roll (d1000)	Encounter
001 - 012	Amazon
013 - 025	Aurochs
026 - 065	Bandit
066 - 067	Banshee
068 - 069	Barghest
070 - 073	Bat
074 - 077	Berserker
078 - 117	Boar, Wild
118 - 119	Bookworm
120 - 132	Bugbear
133 - 136	Camel, Bactrian
137 - 176	Centipede, Giant
177 - 216	Centipede, Huge
217 - 229	Character Party
230 - 233	Clurichaun
234 - 235	Demon, Alu-
236 - 237	Demon, Bornean
238 - 239	Demon, Cambion
240	Demon, Shadow
241 - 242	Deva, Movanic
243 - 255	Dog, War
256	Dragon, Electrum
257 - 258	Dragon, Vapor
259 - 263	Dwarf, Hill
264 - 267	Dwarf, Mountain
268 - 269	Ear Seeker

Die Roll (d1000)	Encounter
270 - 273	Earwig
274 - 286	Elf, Wood
287 - 298	Falcon, Large
299 - 338	Falcon, Regular
339 - 340	Gallu, Air
341 - 342	Gallu, Earth
343 - 346	Ghast
347 - 348	Ghost
349 - 360	Ghoul
361 - 362	Gnome
363 - 367	Goblin
368 - 371	Halfling
372 - 375	Hobgoblin
376 - 415	Honeybee, Giant
416 - 428	Horse
429 - 440	Jinx-Midge
441 - 452	Kestrel-man
453 - 457	Lycanthrope, Werebear
458 - 461	Lycanthrope, Wereboar
462 - 463	Lycanthrope, Wererat
464 - 467	Lycanthrope, Werewolf
468 - 507	Mammoth
508 - 520	Mastiff, Shadow
521 - 532	Merchant
533 - 536	Memory Moss
537 - 577	Merchant
578 - 581	Minotaur
582 - 621	Mule
622 - 625	Nomads
626 - 627	Norker
628 - 667	Ogre
668 - 672	Ogrillon
673 - 674	Oliphant
675 - 686	Owl
687 - 698	Pilgrim
699 - 700	Poltergeist
701 - 705	Quanar
706 - 717	Ram
718 - 757	Rat
758 - 761	Rat Man
762 - 802	Rat, Giant
803 - 814	Rat, Hairless
815 - 818	Rat, Vapor
819 - 858	Raven, Normal
859 - 860	Revenant
861 - 862	Shade
863 - 867	Shadow
868 - 871	Shedu
872 - 873	Shedu, Greater
874 - 885	Snake, Poisonous
886 - 925	Soldiers
926 - 938	Stirge
939	Tiny Water Elephant
940 - 944	Toad, Ice
945 - 948	Troll
949 - 950	Vampire
951 - 952	White Lady
953 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Zombie

Die Roll (d1000)	Encounter
999 - 000	Zombie, Juju

COLD, CIVILIZED SWAMP

Die Roll (d1000)	Encounter
001 - 059	Bandit
060 - 062	Barghest
063 - 068	Bat
069 - 075	Berserker
076 - 081	Boar, Wild
082 - 084	Bookworm
085 - 087	Bugbear
088 - 093	Camel, Bactrian
094 - 153	Centipede, Giant
154 - 212	Centipede, Huge
213 - 230	Character Party
231 - 233	Coffer Corpse
234 - 239	Crab, Giant
240 - 242	Demon Cambion
243 - 245	Demon, Alu-
246 - 247	Deva, Movanic
248 - 266	Dog, War
267 - 268	Dragon, Electrum
269 - 271	Elf, Wood
272 - 278	Falcon, Large
279 - 296	Falcon, Regular
297 - 299	Gallu, Water
300 - 305	Ghast
306 - 308	Ghost
309 - 326	Ghoul
327 - 332	Goblin
333 - 335	Haunt
336 - 353	Hobgoblin
354 - 413	Honeybee, Giant
414 - 419	Horse
420 - 437	Jinx-Midge
438 - 444	Kestrel-man
445 - 450	Lycanthrope, Werebear
451 - 453	Lycanthrope, Wereboar
454 - 471	Lycanthrope, Wererat
472 - 478	Lycanthrope, Werewolf
479 - 496	Mammoth
497 - 502	Mastiff, Shadow
503 - 509	Memory Moss
510 - 515	Merchant
516 - 521	Minotaur
522 - 581	Mule
582 - 587	Norker
588 - 647	Ogre
648 - 649	Oliphant
650 - 656	Owl
657 - 674	Pilgrim
675 - 677	Poltergeist
678 - 683	Quanar
684 - 742	Rat
743 - 749	Rat Man
750 - 808	Rat, Giant
809 - 815	Rat, Vapor
816 - 874	Raven, Normal

Die Roll (d1000)	Encounter
875 - 877	Revenant
878 - 879	Shade
880 - 886	Shadow
887 - 889	Shedu
890 - 891	Shedu, Greater
892 - 898	Skeleton
899 - 900	Skeleton, Animal
901 - 919	Snake, Poisonous
920 - 937	Soldiers
938 - 940	Tiny Water Elephant
941 - 946	Toad, Ice
947 - 964	Troll
965 - 967	Vampire
968 - 985	Wolf
986 - 988	Wolf, Dire
989 - 995	Zombie
996 - 997	Zombie, Giant
998 - 000	Zombie, Juju

COLD, WILDERNESS BADLANDS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 013	Aurochs
014 - 015	Badger
016 - 026	Bandit
027 - 028	Banshee
029 - 030	Barghest
031 - 041	Bat
042 - 045	Bat, Giant
046 - 082	Bear, Black
083 - 119	Bear, Brown
120 - 130	Bear, Cave
131 - 132	Beaver, Giant
133 - 136	Beetle, Giant Bombardier
137	Berserker
138 - 139	Boar, Giant
140 - 143	Boar, Wild
144 - 145	Brownie
146	Bugbear
147 - 183	Camel, Bactrian
184 - 195	Cat, Wild
196 - 199	Caveman
200	Centipede, Giant
201 - 212	Centipede, Huge
213 - 216	Character Party
217	Coffer Corpse
218 - 219	Cooshee
220 - 223	Cyclops, Least
224 - 225	Demon, Succubus
226	Demon, Vrock
227 - 228	Deva, Movanic
229 - 232	Devil Dog
233 - 269	Dog, Wild
270 - 271	Dragon, Electrum
272	Dragon, Green
273 - 274	Dragon, Mist
275 - 278	Dragon, Red
279 - 280	Dragon, Vapor

Die Roll (d1000)	Encounter
281	Dragon, White
282 - 318	Dwarf, Hill
319 - 322	Dwarf, Mountain
323 - 324	Elf, Wild
325 - 326	Elf, Wood
327 - 330	Falcon, Large
331 - 341	Falcon, Regular
342 - 352	Fly, Giant Bluebottle
353 - 356	Fly, Giant Horse
357 - 358	Forlarren
359 - 360	Gallu, Air
361 - 362	Gallu, Earth
363	Gallu, Fire
364 - 365	Genius Loci
366 - 369	Ghost
370 - 371	Ghost
372 - 382	Ghoul
383 - 386	Giant, Cloud
387 - 388	Giant, Fire
389	Giant, Frost
390 - 426	Giant, Hill
427 - 428	Giant, Mist
429 - 430	Giant, Stone
431 - 441	Giant, Verlaang
442 - 445	Gnome
446 - 447	Goat
448 - 451	Goblin
452	Gorgon
453 - 454	Granite Man
455 - 456	Griffon
457	Grim
458 - 459	Harpy
460 - 461	Hippogriff
462 - 465	Hoar Fox
466 - 467	Hobgoblin
468 - 470	Honeybee, Giant
471 - 482	Horse
483 - 484	Ice Lizard
485	Irish Deer
486 - 489	Jinx-Midge
490 - 501	Kestrel-Man
502	Ki-rin
503 - 504	Kobold
505 - 506	Lion, Cave
507 - 517	Lion, Mountain
518 - 521	Living Boulder
522 - 523	Lycanthrope, Vixen
524 - 527	Lycanthrope, Werebear
528	Lycanthrope, Wereboar
529 - 530	Lycanthrope, Weretiger
531 - 534	Lycanthrope, Werewolf
535 - 538	Lycanthrope, Wolwere
539 - 540	Lynx, Giant
541 - 551	Mammoth
552 - 553	Manticore
554	Margoyles
555 - 566	Mastiff, Shadow
567 - 570	Mastodon
571 - 572	Medusa
573	Memory Moss

Die Roll (d1000)	Encounter
574 - 577	Minotaur
578 - 579	Mongrelman
580 - 616	Mule
617 - 620	Mummy
621 - 624	Nomads
625	Norker
626 - 627	Nymph
628 - 638	Ogre
639 - 642	Ogrillon
643 - 644	Oliphant
645 - 648	Orc
649 - 659	Owl
660 - 661	Owl, Giant
662 - 663	Pegasus
664 - 667	Peryton
668 - 678	Pilgrim
679 - 682	Porcupine, Giant
683 - 686	Pudding, Deadly (White)
687 - 690	Pudding, White
691 - 694	Purple Worm
695 - 696	Quanar
697 - 698	Quasi-elemental, Lightning
699	Quickwood
700 - 711	Ram
712	Ram, Giant
713 - 724	Rat
725 - 728	Rat Man
729 - 739	Rat, Giant
740 - 743	Rat, Vapor
744 - 747	Raven, Giant
748 - 751	Raven, Huge
752 - 788	Raven, Normal
789	Remorhaz
790 - 793	Rhinoceros, Woolly
794 - 795	Rock Reptile
796 - 799	Sandling
800 - 810	Scorpion, Giant
811 - 814	Scorpion, Huge
815 - 851	Scorpion, Large
852 - 853	Screaming Devilkin
854 - 855	Shade
856 - 859	Shedu
860	Shedu, Greater
861 - 872	Skunk
873 - 883	Snake, Poisonous
884 - 887	Soldiers
888 - 889	Sparker
890	Spriggan
891 - 892	Storoper
893 - 904	Tiger
905	Tiny Water Elephant
906 - 907	Toad, Ice
908 - 911	Troll
912 - 913	Troll, Hill
914	Vampire
915 - 916	Vargouille
917 - 918	Vilstrak
919 - 922	Volt
923 - 926	Weasel
927	Wind Walker

Die Roll (d1000)	Encounter
928 - 964	Wolf
965 - 968	Wolf, Dire
969 - 970	Wolf, Winter
971 - 981	Wolverine
982 - 985	Wolverine, Giant
986 - 989	Worm, Purple
990 - 991	Worm, Tenebrous
992 - 993	Xorn
994	Yeth Hound
995 - 996	Zombie
997 - 000	Zvert

COLD, WILDERNESS DESERT

Die Roll (d1000)	Encounter
001 - 003	Badger
004 - 024	Bandit
025 - 027	Banshee
028 - 030	Barghest
031 - 033	Bat
034 - 036	Berserker
037 - 043	Boar, Wild
044 - 046	Bugbear
047 - 112	Camel, Bactrian
113 - 133	Cat, Wild
134 - 136	Centipede, Giant
137 - 156	Centipede, Huge
157 - 164	Character Party
165 - 167	Coffer Corpse
168 - 170	Demon, Succubus
171 - 173	Demon, Vrock
174 - 176	Deva, Movanic
177 - 183	Devil Dog
184 - 249	Dog, Wild
250 - 253	Dragon, Electrum
254 - 256	Dragon, Vapor
257 - 259	Dragon, White
260 - 266	Dwarf, Hill
267 - 273	Dwarf, Mountain
274 - 280	Falcon, Large
281 - 301	Falcon, Regular
302 - 321	Fly, Giant Bluebottle
322 - 328	Fly, Giant Horse
329 - 331	Gallu, Fire
332 - 334	Genius Loci
335 - 337	Giant, Fire
338 - 340	Goat
341 - 348	Goblin
349 - 351	Gorgon
352 - 354	Griffon
355 - 357	Harpy
358 - 364	Hoar Fox
365 - 367	Hobgoblin
368 - 374	Honeybee, Giant
375 - 395	Horse
396 - 402	Jinx-Midge
403 - 422	Kestrel-man
423 - 425	Lion, Cave
426 - 446	Lion, Mountain

Die Roll (d1000)	Encounter
447 - 449	Lycanthrope, Vixen
450 - 452	Lycanthrope, Wereboar
453 - 459	Lycanthrope, Werewolf
460 - 466	Lycanthrope, Wolwere
467 - 469	Manticore
470 - 490	Mastiff, Shadow
491 - 497	Mastodon
498 - 500	Medusa
501 - 503	Mongrelman
504 - 510	Mummy
511 - 531	Nomads
532 - 534	Norker
535 - 554	Ogre
555 - 557	Oliphant
558 - 564	Orc
565 - 585	Owl
586 - 588	Owl, Giant
589 - 591	Pegasus
592 - 611	Pilgrim
612 - 619	Pudding, White
620 - 626	Purple Worm
627 - 629	Quanar
630 - 632	Ram
633 - 652	Rat
653 - 660	Rat Man
661 - 667	Rat, Giant
668 - 674	Rat, Vapor
675 - 681	Raven, Giant
682 - 688	Raven, Huge
689 - 755	Raven, Normal
756 - 758	Remorhaz
759 - 765	Rhinoceros, Woolly
766 - 768	Rock Reptile
769 - 775	Sandling
776 - 796	Scorpion, Giant
797 - 816	Scorpion, Huge
817 - 882	Scorpion, Large
883 - 885	Screaming Devilkin
886 - 889	Shade
890 - 896	Shedu
897 - 899	Shedu, Greater
900 - 919	Snake, Poisonous
920 - 926	Sparker
927 - 934	Tiger
935 - 937	Tiny Water Elephant
938 - 944	Troll
945 - 947	Troll, Hill
948 - 950	Vampire
951 - 953	Vargouille
954 - 956	Volt
957 - 963	Weasel
964 - 966	Wind Walker
967 - 987	Wolf
988 - 994	Wolf, Dire
995 - 997	Yeth Hound
998 - 000	Zombie

COLD, WILDERNESS FOREST

Die Roll (d1000)	Encounter
001	Annis
002 - 011	Aurochs
012	Aurumvorax
013 - 021	Badger
022 - 024	Baluchitherium
025 - 033	Bandit
034 - 035	Banshee
036	Barghest
037 - 045	Bat
046 - 047	Bat, Giant
048 - 076	Bear, Black
077 - 106	Bear, Brown
107	Bear, Cave
108 - 109	Beaver, Giant
110 - 139	Beetle, Giant Bombardier
140	Berserker
141 - 149	Boar, Giant
150 - 179	Boar, Wild
180 - 182	Brownie
183 - 191	Bugbear
192 - 194	Camel, Bactrian
195 - 203	Cat, Wild
204 - 207	Caveman
208 - 236	Centipede, Giant
237 - 266	Centipede, Huge
267 - 269	Character Party
270 - 273	Cooshee
274	Demon, Bornean
275	Deva, Movanic
276 - 277	Devil Dog
278 - 306	Dog, Wild
307 - 308	Dragon, Electrum
309 - 311	Dragon, Green
312	Dragon, Red
313 - 314	Dragon, Wailing
315 - 323	Dragon, White
324 - 326	Dwarf, Hill
327 - 329	Dwarf, Mountain
330 - 331	Eagle
332	Ear Seeker
333 - 335	Earwig
336 - 338	Elf, Gray
339 - 340	Elf, Wild
341 - 349	Elf, Wood
350 - 358	Faerie
359	Faerie Dragon
360 - 369	Falcon, Large
370 - 398	Falcon, Regular
399 - 401	Fly, Giant Bluebottle
402 - 403	Fly, Horse
404	Forlarren
405 - 406	Gargoyle
407	Genius Loci
408	Ghost
409 - 410	Giant, Firbolg
411	Giant, Fire
412	Giant, Frost
413 - 416	Giant, Hill

Die Roll (d1000)	Encounter
417	Giant, Verlaang
418	Gnome
419 - 422	Goblin
423	Gorgon
424	Greenhag
425 - 426	Grim
427 - 429	Harpy
430 - 432	Hoar Fox
433 - 435	Hobgoblin
436 - 465	Honeybee, Giant
466 - 474	Horse
475 - 476	Hydra
477 - 479	Irish Deer
480 - 488	Jinx-Midge
489 - 491	Kech
492	Kestrel-man
493 - 502	Kobold
503	Korred
504 - 506	Landray
507 - 515	Lion, Mountain
516 - 517	Lycanthrope, Vixen
518 - 520	Lycanthrope, Werebear
521 - 523	Lycanthrope, Wereboar
524	Lycanthrope, Weretiger
525 - 554	Lycanthrope, Werewolf
555 - 557	Lycanthrope, Wolwere
558 - 561	Lynx, Giant
562 - 590	Mammoth
591 - 599	Manticore
600 - 601	Mastiff, Shadow
602 - 631	Mastodon
632 - 634	Medusa
635 - 637	Memory Moss
638 - 640	Minotaur
641 - 642	Mongrelman
643 - 645	Mule
646	Mummy
647	Needleman
648 - 649	Norker
650	Nymph
651 - 680	Ogre
681 - 683	Ogrillon
684	Old Man Willow
685 - 688	Oliphant
689 - 717	Orc
718 - 727	Owl
728 - 730	Owl, Giant
731	Pegasus
732 - 733	Phoenix
734 - 742	Pilgrim
743	Pixie
744 - 752	Porcupine, Giant
753 - 755	Pudding, White
756 - 757	Quanar
758	Quickling
759	Quickwood
760 - 789	Rat
790 - 792	Rat Man
793 - 802	Rat, Giant
803 - 805	Rat, Vapor

Die Roll (d1000)	Encounter
806	Raven, Giant
807 - 809	Raven, Huge
810 - 839	Raven, Normal
840 - 848	Rhinoceros, Woolly
849 - 851	Scorpion, Giant
852 - 861	Scorpion, Large
862 - 864	Screaming Devilkin
865 - 867	Shadow
868	Shedu
869 - 870	Shedu, Greater
871	Skunk
872 - 880	Snake, Poisonous
881 - 883	Soldiers
884 - 885	Sparker
886 - 894	Stirge
895	Swanmay
896 - 904	Tiger
905 - 908	Toad, Ice
909 - 911	Treant
912 - 920	Troll
921	Troll, Hill
922 - 923	Vampire
924	Vargouille
925 - 927	Volt
928 - 930	Vulchling
931 - 940	Weasel
941 - 969	Wolf
970 - 973	Wolf, Dire
974	Wolf, Winter
975 - 983	Wolverine
984 - 986	Wolverine, Giant
987 - 989	Worm, Tenebrous
990 - 991	Zombie
992 - 000	Zvert

COLD, WILDERNESS HILLS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 012	Aurochs
013 - 014	Badger
015 - 025	Bandit
026	Banshee
027 - 028	Barghest
029 - 039	Bat
040 - 042	Bat, Giant
043 - 077	Bear, Black
078 - 112	Bear, Brown
113 - 123	Bear, Cave
124	Beaver, Giant
125 - 128	Beetle, Giant Bombardier
129	Berserker
130 - 131	Boar, Giant
132 - 135	Boar, Wild
136	Brownie
137 - 138	Bugbear
139 - 142	Camel, Bactrian
143 - 152	Cat, Wild
153 - 156	Caveman

Die Roll (d1000)	Encounter
157 - 158	Centipede, Giant
159 - 169	Centipede, Huge
170 - 172	Character Party
173 - 174	Cooshee
175 - 178	Cyclops, Least
179	Deva, Movanic
180 - 181	Devil Dog
182 - 216	Dog, Wild
217	Dragon, Electrum
218 - 219	Dragon, Green
220	Dragon, Mist
221 - 224	Dragon, Red
225 - 226	Dragon, Vapor
227	Dragon, White
228 - 262	Dwarf, Hill
263 - 266	Dwarf, Mountain
267 - 268	Elf, Wild
269	Elf, Wood
270 - 273	Falcon, Large
274 - 284	Falcon, Regular
285	Fly, Giant Bluebottle
286 - 287	Forlarren
288	Gallu, Air
289 - 290	Gallu, Earth
291 - 292	Genius Loci
293 - 295	Ghast
296 - 297	Ghost
298 - 308	Ghoul
309 - 311	Giant, Cloud
312 - 313	Giant, Fire
314 - 315	Giant, Frost
316 - 349	Giant, Hill
350 - 351	Giant, Mist
352 - 353	Giant, Stone
354 - 363	Giant, Verlaang
364 - 367	Gnome
368 - 378	Goat
379 - 381	Goblin
382 - 383	Gorgon
384 - 385	Granite Man
386	Griffon
387 - 388	Grim
389 - 392	Harpy
393	Hippogriff
394 - 397	Hoar Fox
398 - 408	Hobgoblin
409 - 442	Honeybee, Giant
443 - 453	Horse
454 - 455	Ice Lizard
456	Irish Deer
457 - 460	Jinx-Midge
461 - 471	Kestrel-Man
472	Ki-rin
473 - 474	Kobold
475 - 478	Lion, Mountain
479 - 482	Living Boulder
483	Lycanthrope, Vixen
484 - 487	Lycanthrope, Werebear
488	Lycanthrope, Wereboar
489 - 490	Lycanthrope, Weretiger

Die Roll (d1000)	Encounter
491 - 525	Lycanthrope, Werewolf
526	Lycanthrope, Wolwere
527 - 528	Lynx, Giant
529 - 539	Mammoth
540	Manticore
541 - 542	Margoyle
543 - 546	Mastiff, Shadow
547 - 556	Mastodon
557 - 558	Medusa
559 - 560	Memory Moss
561 - 563	Minotaur
564 - 598	Mule
599 - 600	Mummy
601 - 604	Norker
605	Nymph
606 - 640	Ogre
641 - 644	Ogrillon
645 - 647	Oliphant
648 - 682	Orc
683 - 693	Owl
694	Owl, Giant
695 - 696	Pegasus
697 - 700	Peryton
701 - 711	Pilgrim
712 - 714	Porcupine, Giant
715 - 718	Pudding, Deadly (White)
719 - 720	Quanar
721	Quasi-elemental, Lightning
722 - 723	Quickwood
724 - 734	Ram
735	Ram, Giant
736 - 746	Rat
747 - 750	Rat Man
751 - 760	Rat, Giant
761 - 764	Rat, Vapor
765 - 768	Raven, Giant
769 - 772	Raven, Huge
773 - 806	Raven, Normal
807 - 808	Remorhaz
809 - 843	Rhinoceros, Wooly
844 - 846	Rock Reptile
847 - 850	Scorpion, Huge
851 - 861	Scorpion, Large
862	Screaming Devilkin
863 - 866	Shedu
867 - 868	Shedu, Greater
869 - 879	Skunk
880 - 889	Snake, Poisonous
890 - 893	Soldiers
894 - 895	Sparker
896	Spriggan
897 - 898	Storper
899 - 909	Tiger
910	Tiny Water Elephant
911 - 912	Toad, Ice
913 - 915	Troll
916 - 919	Troll, Hill
920 - 921	Vampire
922	Vargouille
923 - 924	Vilstrak

Die Roll (d1000)	Encounter
925 - 928	Volt
929 - 932	Weasel
933 - 966	Wolf
967 - 970	Wolf, Dire
971 - 972	Wolf, Winter
973 - 982	Wolverine
983 - 986	Wolverine, Giant
987 - 990	Worm, Purple
991	Worm, Tenebrous
992 - 993	Xorn
994 - 995	Yeth Hound
996	Zombie
997 - 000	Zvert

COLD, WILDERNESS MOUNTAINS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003	Annis
004 - 005	Badger
006 - 015	Bandit
016 - 017	Barghest
018 - 050	Bat
051 - 054	Bat, Giant
055 - 058	Bear, Black
059 - 061	Bear, Brown
062 - 072	Bear, Cave
073	Berserker
074 - 084	Bugbear
085 - 094	Cat, Wild
095 - 098	Caterwaul
099	Cave Fisher
100 - 103	Caveman
104	Centipede, Giant
105 - 115	Centipede, Huge
116 - 118	Character Party
119 - 120	Coffer Corpse
121 - 124	Cyclops, Least
125	Deep Buffalo
126 - 127	Demon, Bornean
128	Demon, Nabassu
129 - 130	Deva, Movanic
131 - 134	Devil Dog
135 - 167	Dog, Wild
168 - 169	Doppelgänger
170 - 172	Dragon, Cloud
173 - 174	Dragon, Electrum
175 - 178	Dragon, Red
179	Dragon, Silver
180 - 181	Dragon, Vapor
182 - 191	Dragon, White
192 - 195	Dwarf, Hill
196 - 229	Dwarf, Mountain
230 - 232	Eagle
233 - 236	Eagle, Giant
237	Ettin
238 - 248	Falcon, Large
249 - 282	Falcon, Regular
283 - 285	Fly, Giant Bluebottle

Die Roll (d1000)	Encounter
286 - 287	Fly, Giant Horse
288	Forlarren
289 - 290	Gallu, Air
291	Gallu, Earth
292 - 293	Gargoyle
294 - 295	Genius Loci
296 - 298	Ghast
299 - 300	Ghost
301 - 310	Ghoul
311 - 314	Giant, Cloud
315	Giant, Firbolg
316 - 326	Giant, Fire
327 - 336	Giant, Formorian
337 - 340	Giant, Frost
341 - 350	Giant, Hill
351 - 352	Giant, Mountain
353 - 362	Giant, Stone
363 - 366	Giant, Storm
367 - 369	Giant, Verlaang
370 - 371	Gloomwing
372	Gnome
373 - 383	Goat
384 - 393	Goblin
394 - 397	Gorgon
398	Granite Man
399 - 409	Griffon
410	Grim
411 - 414	Harpy
415 - 416	Haunt
417 - 419	Hippogriff
420 - 421	Hoar Fox
422 - 431	Hobgoblin
432 - 465	Honeybee, Giant
466 - 469	Horse
470	Hydra
471 - 472	Ice Lizard
473 - 475	Jinx-Midge
476 - 477	Khargra
478	Ki-rin
479 - 480	Kobold
481 - 484	Leucrotta
485 - 487	Lion, Cave
488 - 498	Lion, Mountain
499 - 508	Living Boulder
509 - 510	Lycanthrope, Vixen
511 - 513	Lycanthrope, Werebear
514 - 515	Lycanthrope, Weretiger
516 - 518	Lycanthrope, Werewolf
519 - 522	Lycanthrope, Wolwere
523 - 524	Lynx, Giant
525 - 557	Mammoth
558 - 568	Manticore
569 - 571	Margoyle
572 - 575	Mastiff, Shadow
576 - 579	Mastodon
580	Medusa
581 - 582	Memory Moss
583 - 585	Minotaur
586 - 589	Mongrelman
590 - 593	Mule

Die Roll (d1000)	Encounter
594	Mummy
595 - 596	Naga, Guardian
597	Naga, Spirit
598 - 599	Night Hag
600 - 601	Nightmare
602 - 604	Norker
605 - 606	Nymph
607 - 639	Ogre
640 - 641	Ogre Mage
642 - 645	Ogrillon
646	Oliphant
647 - 680	Orc
681 - 682	Otyugh
683 - 692	Owl
693 - 696	Owl, Giant
697	Pech
698 - 699	Pegasus
700 - 702	Peryton
703 - 713	Pilgrim
714	Porcupine, Giant
715 - 718	Pudding, White
719 - 722	Quanar
723	Quasi-elemental, Lightning
724 - 725	Quickwood
726 - 735	Ram
736 - 739	Ram, Giant
740 - 742	Rat
743 - 746	Rat Man
747 - 750	Rat, Giant
751 - 753	Rat, Vapor
754 - 757	Raven, Giant
758 - 761	Raven, Huge
762 - 794	Raven, Normal
795 - 796	Remorhaz
797 - 830	Rhinoceros, Wooly
831 - 833	Rock Reptile
834 - 837	Scorpion, Giant
838 - 847	Scorpion, Huge
848 - 858	Scorpion, Large
859 - 861	Screaming Devilkin
862 - 863	Shade
864 - 866	Shadow
867 - 870	Shedu
871 - 872	Shedu, Greater
873	Skunk
874 - 884	Snake, Poisonous
885 - 887	Sparker
888 - 891	Specter
892	Spriggan
893 - 894	Storoper
895 - 896	Sylph
897	Taer
898 - 908	Tiger
909	Titan (17 HD)
910 - 911	Titan (18 HD)
912	Titan (22 HD)
913 - 916	Toad, Ice
917 - 919	Troll
920 - 921	Troll, Giant Two-headed
922 - 925	Troll, Hill

Die Roll (d1000)	Encounter
926 - 928	Tunnel Worm
929 - 930	Vampire
931	Vargouille
932 - 935	Vilstrak
936 - 939	Volt
940 - 949	Weasel
950 - 953	Wight
954	Will-o-wisp
955 - 958	Wind Walker
959 - 968	Wolf
969 - 970	Wolf, Dire
971	Wolf, Winter
972 - 982	Wolverine
983 - 985	Wolverine, Giant
986 - 987	Worm, Tenebrous
988 - 989	Wraith
990	Xorn
991 - 992	Yeth Hound
993	Yeti
994 - 995	Zombie
996	Zombie, Juju
997 - 000	Zvert

COLD, WILDERNESS PLAINS

Die Roll (d1000)	Encounter
001 - 011	Aurochs
012	Aurumvorax
013 - 023	Badger
024 - 026	Baluchitherium
027 - 037	Bandit
038	Banshee
039 - 040	Barghest
041 - 044	Bat
045	Bat, Giant
046 - 047	Berserker
048 - 081	Boar, Wild
082 - 092	Bugbear
093 - 126	Camel, Bactrian
127 - 137	Cat, Wild
138	Caterwaul
139 - 172	Centipede, Giant
173 - 207	Centipede, Huge
208 - 210	Character Party
211 - 212	Demon, Alu-
213	Demon, Cambion
214 - 215	Deva, Movanic
216 - 219	Devil Dog
220 - 253	Dog, Wild
254 - 255	Dragon, Electrum
256	Dragon, Vapor
257 - 267	Dragon, White
268 - 270	Dwarf, Hill
271 - 274	Dwarf, Mountain
275 - 285	Falcon, Large
286 - 319	Falcon, Regular
320 - 323	Fly, Giant Bluebottle
324	Fly, Giant Horse
325 - 326	Forlarren

Die Roll (d1000)	Encounter
327	Gallu, Air
328 - 329	Gallu, Fire
330 - 333	Ghast
334	Ghost
335 - 345	Ghoul
346	Giant, Firbolg
347 - 348	Giant, Fire
349 - 352	Giant, Hill
353	Giant, Mist
354 - 355	Giant, Verlaang
356 - 365	Goat
366 - 369	Goblin
370 - 371	Gorgon
372	Greenhag
373 - 374	Grim
375	Harpy
376 - 379	Hoard Fox
380 - 383	Hobgoblin
384 - 386	Honeybee, Giant
387 - 397	Horse
398 - 399	Hydra
400	Irish Deer
401 - 411	Jinx-Midge
412 - 421	Kestrel-man
422 - 423	Landray
424 - 426	Lion, Cave
427 - 430	Lion, Mountain
431 - 432	Lycanthrope, Vixen
433 - 435	Lycanthrope, Wereboar
436 - 437	Lycanthrope, Weretiger
438 - 441	Lycanthrope, Werewolf
442 - 444	Lycanthrope, Wolwere
445 - 446	Lynx, Giant
447 - 480	Mammoth
481 - 482	Manticore
483 - 492	Mastiff, Shadow
493 - 527	Mastodon
528	Medusa
529 - 530	Mongrelman
531 - 564	Mule
565 - 568	Mummy
569 - 571	Nomads
572 - 573	Norker
574 - 607	Ogre
608 - 611	Ogrillon
612 - 613	Old Man Willow
614	Oliphant
615 - 618	Orc
619 - 628	Owl
629 - 630	Owl, Giant
631 - 632	Phoenix
633 - 642	Pilgrim
643 - 644	Porcupine, Giant
645 - 647	Pudding, White
648 - 649	Purple Worm
650 - 653	Quonar
654	Quickwood
655 - 665	Ram
666 - 699	Rat
700 - 703	Rat Man

Die Roll (d1000)	Encounter
704 - 737	Rat, Giant
738 - 741	Rat, Vapor
742 - 744	Raven, Giant
745 - 748	Raven, Huge
749 - 782	Raven, Normal
783 - 784	Remorhaz
785 - 818	Rhinoceros, Woolly
819 - 820	Sandling
821 - 830	Scorpion, Giant
831 - 841	Scorpion, Huge
842 - 875	Scorpion, Large
876 - 877	Screaming Devilkin
878	Shade
879 - 882	Shedu
883 - 884	Shedu, Greater
885 - 894	Snake, Poisonous
895 - 898	Soldiers
899	Sparker
900 - 901	Spriggan
902 - 911	Tiger
912 - 913	Tiny Water Elephant
914 - 917	Toad, Ice
918 - 920	Troll
921 - 922	Troll, Hill
923 - 924	Vampire
925	Vargouille
926 - 929	Volt
930 - 939	Weasel
940 - 974	Wolf
975 - 977	Wolf, Dire
978 - 988	Wolverine
989 - 992	Wolverine, Giant
993	Yeth Hound
994 - 995	Zombie
996	Zombie, Juju
997 - 000	Zvert

COLD, WILDERNESS SCRUB

Die Roll (d1000)	Encounter
001	Annis
002 - 010	Aurochs
011	Aurumvorax
012 - 020	Badger
021 - 023	Baluchitherium
024 - 031	Bandit
032	Banshee
033 - 034	Barghest
035 - 037	Bat
038	Bat, Giant
039 - 066	Bear, Black
067 - 093	Bear, Brown
094	Bear, Cave
095 - 096	Beaver, Giant
097 - 123	Beetle, Giant Bombardier
124 - 125	Berserker
126 - 133	Boar, Giant
134 - 161	Boar, Wild
162 - 164	Brownie

Die Roll (d1000)	Encounter
165 - 172	Bugbear
173 - 175	Camel, Bactrian
176 - 184	Cat, Wild
185	Caterwaul
186 - 188	Caveman
189 - 216	Centipede, Giant
217 - 243	Centipede, Huge
244 - 246	Character Party
247 - 249	Cooshee
250 - 251	Demon, Alu-
252	Demon, Bornean
253	Demon, Cambion
254	Deva, Movanic
255 - 257	Devil Dog
258 - 285	Dog, Wild
286	Dragon, Electrum
287 - 289	Dragon, Green
290 - 291	Dragon, Red
292	Dragon, Vapor
293	Dragon, Wailing
294 - 302	Dragon, White
303 - 305	Dwarf, Hill
306 - 308	Dwarf, Mountain
309	Eagle
310	Ear Seeker
311 - 313	Earwig
314 - 316	Elf, Gray
317	Elf, Wild
318 - 326	Elf, Wood
327 - 334	Faerie
335 - 336	Faerie Dragon
337 - 344	Falcon, Large
345 - 372	Falcon, Regular
373 - 375	Fly, Giant Bluebottle
376	Fly, Giant Horse
377	Fly, Horse
378 - 379	Forlarren
380	Gallu, Air
381	Gallu, Fire
382 - 383	Gargoyle
384	Genius Loci
385 - 387	Ghost
388	Ghost
389 - 397	Ghoul
398	Giant, Firlbolg
399	Giant, Fire
400	Giant, Frost
401 - 403	Giant, Hill
404 - 405	Giant, Mist
406	Giant, Verlaang
407	Gnome
408 - 416	Goat
417 - 419	Goblin
420	Gorgon
421	Greenhag
422 - 423	Grim
424	Harpy
425 - 427	Hoar Fox
428 - 430	Hoard Fox
431 - 433	Hobgoblin

Die Roll (d1000)	Encounter
434 - 436	Honeybee, Giant
437 - 444	Horse
445 - 446	Hydra
447 - 449	Irish Deer
450 - 457	Jinx-Midge
458 - 460	Kech
461	Kestrel-Man
462 - 470	Kobold
471	Korred
472	Landray
473 - 475	Lion, Cave
476 - 478	Lion, Mountain
479 - 480	Lycanthrope, Vixen
481 - 483	Lycanthrope, Werebear
484 - 486	Lycanthrope, Wereboar
487	Lycanthrope, Weretiger
488 - 514	Lycanthrope, Werewolf
515 - 517	Lycanthrope, Wolwere
518 - 520	Lynx, Giant
521 - 548	Mammoth
549	Manticore
550 - 551	Mastiff, Shadow
552 - 578	Mastodon
579 - 581	Medusa
582 - 584	Memory Moss
585 - 587	Minotaur
588 - 589	Mongrelman
590 - 616	Mule
617	Mummy
618 - 619	Needleman
620 - 627	Nomads
628 - 629	Norker
630	Nymph
631 - 657	Ogre
658 - 660	Ogrillon
661 - 662	Old Man Willow
663	Oliphant
664 - 691	Orc
692 - 699	Owl
700 - 702	Owl, Giant
703	Pegasus
704 - 705	Phoenix
706 - 713	Pilgrim
714	Pixie
715 - 723	Porcupine, Giant
724 - 726	Pudding, White
727	Purple Worm
728 - 729	Quanar
730	Quickling
731	Quickwood
732 - 740	Ram
741 - 767	Rat
768 - 770	Rat Man
771 - 798	Rat, Giant
799 - 801	Rat, Vapor
802 - 804	Raven, Giant
805 - 807	Raven, Huge
808 - 834	Raven, Normal
835 - 836	Remorhaz
837 - 844	Rhinoceros, Woolly

Die Roll (d1000)	Encounter
845 - 846	Sandling
847 - 849	Scorpion, Giant
850 - 857	Scorpion, Huge
858 - 866	Scorpion, Large
867	Screaming Devilkin
868	Shade
869 - 871	Shadow
872	Shedu
873 - 874	Shedu, Greater
875	Skunk
876 - 883	Snake, Poisonous
884 - 886	Soldiers
887 - 888	Sparker
889	Spriggan
890 - 897	Stirge
898 - 899	Swanmay
900 - 907	Tiger
908 - 909	Tiny Water Elephant
910 - 911	Toad, Ice
912 - 914	Treant
915 - 923	Troll
924	Troll, Hill
925 - 926	Vampire
927	Vargouille
928 - 930	Volt
931 - 933	Vulchling
934 - 941	Weasel
942 - 969	Wolf
970 - 972	Wolf, Dire
973	Wolf, Winter
974 - 982	Wolverine
983 - 985	Wolverine, Giant
986 - 988	Worm, Tenebrous
989	Yeth Hound
990	Zombie
991	Zombie, Juju
992 - 000	Zvert

COLD, WILDERNESS SWAMP

Die Roll (d1000)	Encounter
001 - 002	Annis
003 - 004	Badger
005 - 008	Bandit
009 - 019	Bandit (Pirate)
020 - 021	Barghest
022 - 025	Bat
026 - 027	Bat, Giant
028 - 031	Bear, Black
032 - 035	Bear, Brown
036 - 039	Beetle, Giant Bombardier
040 - 041	Berserker
042 - 043	Boar, Giant
044 - 047	Boar, Wild
048 - 049	Brownie
050	Bugbear
051 - 054	Camel, Bactrian
055 - 066	Cat, Wild
067 - 070	Caterwaul

Die Roll (d1000)	Encounter
071 - 108	Centipede, Giant
109 - 146	Centipede, Huge
147 - 150	Character Party
151 - 152	Coffer Corpse
153 - 154	Cooshee
155 - 158	Crab, Giant
159 - 196	Crocodile, Normal
197 - 198	Demon Alu-
199 - 200	Demon, Cambion
201	Demon, Nabassu
202 - 203	Deva, Movanic
204 - 205	Devil Dog
206 - 243	Dog, Wild
244 - 245	Doppelgänger
246	Dragon, Electrum
247 - 248	Dragon, Green
249 - 250	Dragon, White
251 - 252	Elf, Wood
253 - 256	Falcon, Large
257 - 267	Falcon, Regular
268 - 272	Fly, Giant Bluebottle
273	Fly, Giant Horse
274 - 275	Gallu, Water
276 - 277	Gargoyle
278 - 279	Genius Loci
280 - 283	Ghost
284	Ghost
285 - 296	Ghoul
297 - 300	Giant, Hill
301 - 302	Giant, Mist
303 - 304	Giant, Verlaang
305	Gloomwing
306 - 310	Goblin
311	Gorgon
312 - 313	Greenhag
314 - 315	Grim
316 - 319	Harpy
320 - 321	Haunt
322 - 325	Hoar Fox
326 - 336	Hobgoblin
337 - 374	Honeybee, Giant
375 - 379	Horse
380 - 390	Hydra
391 - 392	Hydra, Lernaean
393 - 396	Irish Deer
397 - 408	Jinx-Midge
409 - 410	Kech
411	Kobold
412 - 413	Landray
414 - 417	Leucrotta
418 - 419	Lion, Cave
420 - 423	Lycanthrope, Werebear
424 - 425	Lycanthrope, Wereboar
426 - 429	Lycanthrope, Werewolf
430 - 433	Lycanthrope, Wolwere
434 - 435	Lycanthrope, Weretiger
436 - 446	Mammoth
447 - 448	Manticore
449 - 452	Mastiff, Shadow
453 - 464	Mastodon

Die Roll (d1000)	Encounter
465 - 468	Medusa
469 - 472	Memory Moss
473 - 476	Merrow
477 - 480	Minotaur
481 - 484	Mongrelman
485 - 523	Mule
524	Mummy
525 - 526	Naga, Guardian
527 - 528	Naga, Spirit
529 - 530	Night Hag
531 - 534	Norker
535 - 572	Ogre
573	Ogre Magi
574 - 575	Old Man Willow
576 - 577	Oliphant
578 - 581	Ooze, Crystal
582 - 619	Orc
620 - 623	Owl
624 - 625	Owl, Giant
626 - 627	Phantom
628 - 638	Pilgrim
639 - 642	Porcupine, Giant
643 - 647	Pudding, White
648 - 651	Quonar
652	Quickling
653 - 654	Quickwood
655 - 692	Rat
693 - 696	Rat Man
697 - 734	Rat, Giant
735 - 738	Rat, Vapor
739 - 740	Raven, Giant
741 - 744	Raven, Huge
745 - 782	Raven, Normal
783 - 794	Rhinoceros, Wooly
795 - 806	Scorpion, Giant
807 - 817	Scorpion, Huge
818 - 855	Scorpion, Large
856 - 860	Screaming Devilkin
861	Shade
862 - 865	Shadow
866 - 867	Shedu
868 - 869	Shedu, Greater
870 - 873	Skeleton
874 - 875	Skeleton, Animal
876 - 877	Skunk
878 - 888	Snake, Poisonous
889 - 890	Son of Chaos
891 - 894	Specter
895 - 898	Tiger
899 - 900	Tiny Water Elephant
901 - 904	Toad, Ice
905 - 906	Treat
907 - 917	Troll
918 - 922	Troll, Hill
923 - 926	Urchin, Black
927	Urchin, Green
928 - 929	Urchin, Red
930 - 931	Vampire
932 - 943	Volt
944	Vulchling

Die Roll (d1000)	Encounter
945 - 956	Weasel
957 - 958	Wight
959 - 970	Will-o-wisp
971 - 981	Wolf
982 - 983	Wolf, Dire
984 - 985	Wolf, Winter
986 - 987	Worm, Tenebrous
988	Wraith
989 - 992	Zombie
993 - 994	Zombie, Giant
995 - 996	Zombie, Juju
997 - 000	Zvert

TEMPERATE, CIVILIZED BADLANDS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 014	Amazon
015 - 055	Bandit
056 - 057	Banshee
058 - 059	Barghest
060 - 071	Basilisk
072 - 073	Bat
074 - 078	Beetle, Giant Fire
079 - 082	Beetle, Giant Stag
083 - 084	Bendith
085 - 088	Berserker
089 - 093	Bladegrass
094 - 097	Boar, Wild
098 - 099	Bugbear
100 - 101	Bulette
102 - 103	Bull
104 - 107	Camel, Bactrian
108 - 119	Cat, Domestic
120 - 160	Cattle, Wild
161 - 162	Centipede, Giant
163 - 174	Centipede, Huge
175 - 187	Character Party
188 - 189	Coffer Corpse
190 - 191	Demon, Succubus
192 - 193	Demon, Vrock
194	Deva, Movanic
195 - 207	Dog, War
208 - 209	Dragon, Electrum
210 - 211	Dragonnel
212 - 251	Dwarf, Hill
252 - 256	Dwarf, Mountain
257 - 258	Elf, Wood
259 - 262	Falcon, Large
263 - 274	Falcon, Regular
275 - 276	Flind
277 - 278	Gallu, Air
279 - 280	Gallu, Earth
281 - 282	Gallu, Fire
283 - 286	Ghost
287 - 288	Ghost
289 - 301	Ghoul
302 - 303	Glomerom
304 - 315	Gnoll

Die Roll (d1000)	Encounter
316 - 319	Gnome
320 - 324	Goblin
325 - 326	Griffon
327 - 330	Halfling
331 - 332	Hell Hound
333 - 344	Hobgoblin
345 - 385	Honeybee, Giant
386 - 398	Horse
399	Huecuva
400 - 440	Jackal
441 - 444	Jinx-Midge
445 - 446	Ki-rin
447 - 451	Lammasu
452 - 453	Lammasu, Greater
454 - 465	Leprechaun
466 - 478	Lion
479 - 482	Lycanthrope, Werebear
483 - 484	Lycanthrope, Wereboar
485 - 486	Lycanthrope, Werejackal
487 - 488	Lycanthrope, Wererat
489 - 492	Lycanthrope, Werewolf
493 - 496	Mastiff, Shadow
497 - 498	Memory Moss
499 - 539	Merchant
540 - 543	Minotaur
544 - 584	Mule
585 - 588	Nomads
589 - 593	Norker
594 - 605	Ogre
606 - 609	Ogrillon
610 - 614	Oliphant
615 - 626	Owl
627 - 639	Pilgrim
640 - 641	Poltergeist
642 - 645	Pooka
646 - 647	Quanar
648 - 649	Rakshasa
650 - 661	Ram
662 - 674	Rat
675 - 678	Rat Man
679 - 683	Rat, Giant
684 - 695	Rat, Hairless
696 - 699	Rat, Vapor
700 - 740	Raven, Normal
741 - 742	Revenant
743 - 744	Scarecrow
745 - 746	Shade
747 - 750	Shedu
751 - 752	Shedu, Greater
753 - 756	Snail, Giant
757 - 761	Snake, Giant Constrictor
762 - 773	Snake, Giant Poisonous
774 - 786	Snake, Poisonous
787 - 790	Snake, Giant Constrictor
791 - 831	Soldiers
832 - 833	Spider, Giant
834 - 845	Spider, Huge
846 - 886	Spider, Large
887 - 888	Spider, Phase
889	Tiny Water Elephant

Die Roll (d1000)	Encounter
890 - 894	Toad, Giant
895 - 898	Troll
899 - 900	Vampire
901 - 941	Vulture, Normal
942 - 945	Whip Scorpion, Huge
946 - 949	Whip Scorpion, Large
950 - 951	White Lady
952 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Xorn
999 - 000	Zombie

TEMPERATE, CIVILIZED DESERT

Die Roll (d1000)	Encounter
001 - 017	Amazon
018 - 073	Bandit
074 - 076	Banshee
077 - 079	Barghest
080 - 081	Bat
082 - 084	Bendith
085 - 090	Berserker
091 - 096	Boar, Wild
097 - 098	Bugbear
099 - 101	Bulette
102 - 104	Bull
105 - 160	Camel, Bactrian
161 - 177	Cat, Domestic
178 - 183	Cattle, Wild
184 - 186	Centipede, Giant
187 - 203	Centipede, Huge
204 - 220	Character Party
221 - 223	Coffer Corpse
224 - 225	Demon, Succubus
226 - 228	Demon, Vrock
229 - 231	Deva, Movanic
232 - 248	Dog, War
249 - 250	Dragon, Electrum
251 - 256	Dwarf, Hill
257 - 263	Dwarf, Mountain
264 - 269	Falcon, Large
270 - 286	Falcon, Regular
287 - 292	Flind
293 - 294	Gallu, Fire
295 - 301	Goblin
302 - 303	Griffon
304 - 306	Hell Hound
307 - 308	Hobgoblin
309 - 314	Honeybee, Giant
315 - 332	Horse
333 - 334	Huecuva
335 - 390	Jackal
391 - 396	Jinx-Midge
397 - 402	Lammasu
403 - 405	Lammasu, Greater
406 - 422	Lion
423 - 425	Lycanthrope, Wereboar
426 - 431	Lycanthrope, Werejackal
432 - 434	Lycanthrope, Wererat

Die Roll (d1000)	Encounter
435 - 440	Lycanthrope, Werewolf
441 - 457	Mastiff, Shadow
458 - 513	Merchant
514 - 519	Nomads
520 - 522	Norker
523 - 539	Ogre
540 - 541	Oliphant
542 - 559	Owl
560 - 576	Pilgrim
577 - 582	Poltergeist
583 - 585	Quanar
586 - 587	Rakshasa
588 - 590	Ram
591 - 607	Rat
608 - 613	Rat Man
614 - 619	Rat, Giant
620 - 636	Rat, Hairless
637 - 642	Rat, Vapor
643 - 699	Raven, Normal
700 - 701	Shade
702 - 707	Shadow
708 - 713	Shedu
714 - 716	Shedu, Greater
717 - 722	Snake, Giant Constrictor
723 - 739	Snake, Giant Poisonous
740 - 756	Snake, Poisonous
757 - 774	Soldiers
775 - 830	Spider, Huge
831 - 886	Spider, Large
887 - 889	Tiny Water Elephant
890 - 895	Toad, Giant
896 - 901	Troll
902 - 903	Vampire
904 - 959	Vulture, Normal
960 - 965	Whip Scorpion, Huge
966 - 972	Whip Scorpion, Large
973 - 974	White Lady
975 - 991	Wolf
992 - 997	Wolf, Dire
998 - 000	Zombie

TEMPERATE, CIVILIZED FOREST

Die Roll (d1000)	Encounter
001 - 010	Amazon
011 - 013	Anhkheg
014 - 023	Aurochs
024 - 054	Bandit
055 - 056	Banshee
057	Barghest
058 - 067	Basilisk
068 - 077	Bat
078 - 108	Beetle, Giant Fire
109 - 140	Beetle, Giant Stag
141 - 149	Bendith
150 - 153	Berserker
154 - 163	Bloodvine, Average
164 - 166	Bloodvine, Large
167 - 197	Bloodvine, Small

Die Roll (d1000)	Encounter
198 - 229	Boar, Wild
230	Bookworm
231 - 240	Bugbear
241 - 242	Bulette
243 - 273	Bull
274 - 283	Bushtrap
284 - 286	Camel, Bactrian
287 - 296	Cat, Domestic
297 - 299	Cattle, Wild
300 - 331	Centipede, Giant
332 - 362	Centipede, Huge
363 - 364	Centipede, Megalo-
365 - 374	Character Party
375	Crying Tree
376 - 377	Demon, Bornean
378	Demon, Shadow
379	Deva, Movanic
380 - 389	Dog, War
390 - 391	Dragon, Electrum
392 - 394	Dwarf, Hill
395 - 397	Dwarf, Mountain
398 - 399	Ear Seeker
400 - 402	Earwig
403 - 412	Elf, Wood
413 - 422	Faerie
423 - 431	Falcon, Large
432 - 463	Falcon, Regular
464	Flind
465 - 466	Frog, Giant
467	Ghost
468 - 469	Glomerom
470 - 478	Gnoll
479 - 480	Gnome
481 - 483	Goblin
484 - 487	Halfling
488 - 490	Hobgoblin
491 - 522	Honeybee, Giant
523 - 531	Horse
532 - 535	Jackal
536 - 544	Jinx-Midge
545 - 548	Lammasu
549	Lammasu, Greater
550 - 559	Leprechaun
560 - 569	Lion
570 - 572	Lycanthrope, Werebear
573 - 575	Lycanthrope, Wereboar
576 - 577	Lycanthrope, Werejackal
578	Lycanthrope, Wererat
579 - 610	Lycanthrope, Werewolf
611	Mastiff, Shadow
612 - 615	Memory Moss
616 - 624	Merchant
625 - 628	Minotaur
629 - 631	Mule
632 - 633	Norker
634 - 664	Ogre
665 - 668	Ogrillon
669 - 671	Oliphant
672 - 681	Owl
682 - 690	Pilgrim

Die Roll (d1000)	Encounter
691 - 692	Poltergeist
693 - 695	Pooka
696 - 697	Quanar
698 - 700	Rakshasa
701 - 732	Rat
733 - 735	Rat Man
736 - 745	Rat, Giant
746 - 748	Rat, Vapor
749 - 780	Raven, Normal
781	Revenant
782 - 785	Shadow
786	Shedu
787	Shedu, Greater
788 - 797	Snail, Giant
798 - 799	Snake, Giant Amphisbaena
800 - 808	Snake, Giant Constrictor
809 - 818	Snake, Giant Poisonous
819 - 828	Snake, Poisonous
829 - 859	Soldiers
860 - 869	Spider, Giant
870 - 879	Spider, Huge
880 - 910	Spider, Large
911 - 914	Spider, Phase
915 - 923	Stirge
924 - 927	Tick, Giant
928 - 958	Toad, Giant
959 - 968	Troll
969	Vampire
970 - 979	Vulture, Normal
980 - 983	Whip Scorpion, Huge
984	Whip Scorpion, Large
985	White Lady
986 - 995	Wolf
996 - 999	Wolf, Dire
000	Zombie

TEMPERATE, CIVILIZED HILLS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 014	Amazon
015 - 052	Bandit
053 - 054	Banshee
055 - 056	Barghest
057 - 067	Basilisk
068 - 079	Bat
080 - 083	Beetle, Giant Fire
084 - 088	Beetle, Giant Stag
089 - 099	Bendith
100 - 103	Berserker
104 - 108	Bladegrass
109 - 112	Boar, Wild
113 - 114	Bugbear
115	Bulette
116 - 117	Bull
118 - 121	Camel, Bactrian
122 - 160	Cat, Domestic
161 - 198	Cattle, Wild
199 - 200	Centipede, Giant

Die Roll (d1000)	Encounter
201 - 212	Centipede, Huge
213 - 224	Character Party
225	Coffer Corpse
226 - 227	Deva, Movanic
228 - 239	Dog, War
240 - 241	Dragon, Electrum
242	Dragannel
243 - 281	Dwarf, Hill
282 - 285	Dwarf, Mountain
286 - 287	Elf, Wood
288 - 291	Falcon, Large
292 - 303	Falcon, Regular
304 - 305	Flind
306	Gallu, Air
307 - 308	Gallu, Earth
309 - 312	Ghost
313 - 314	Ghost
315 - 326	Ghoul
327 - 328	Glomerom
329 - 339	Gnoll
340 - 344	Gnome
345 - 348	Goblin
349	Griffon
350 - 354	Halfling
355	Hell Hound
356 - 367	Hobgoblin
368 - 406	Honeybee, Giant
407 - 418	Horse
419	Huecuva
420 - 423	Jackal
424 - 428	Jinx-Midge
429	Ki-rin
430 - 433	Lammasu
434 - 435	Lammasu, Greater
436 - 447	Leprechaun
448 - 459	Lion
460 - 463	Lycanthrope, Werebear
464 - 465	Lycanthrope, Wereboar
466 - 467	Lycanthrope, Werejackal
468	Lycanthrope, Wererat
469 - 507	Lycanthrope, Werewolf
508 - 511	Mastiff, Shadow
512 - 513	Memory Moss
514 - 551	Merchant
552 - 555	Minotaur
556 - 594	Mule
595 - 598	Norker
599 - 636	Ogre
637 - 640	Ogrillon
641 - 645	Oliphant
646 - 656	Owl
657 - 668	Pilgrim
669 - 670	Poltergeist
671 - 674	Pooka
675 - 676	Quanar
677 - 678	Rakshasa
679 - 690	Ram
691 - 701	Rat
702 - 705	Rat Man
706 - 717	Rat, Giant

Die Roll (d1000)	Encounter
718 - 721	Rat, Vapor
722 - 760	Raven, Normal
761 - 762	Revenant
763	Scarecrow
764 - 768	Shedu
769	Shedu, Greater
770 - 774	Snail, Giant
775 - 785	Snake, Giant Poisonous
786 - 797	Snake, Poisonous
798 - 801	Snake, Giant Constrictor
802 - 840	Soldiers
841 - 842	Spider, Giant
843 - 853	Spider, Huge
854 - 892	Spider, Large
893 - 894	Spider, Phase
895	Tiny Water Elephant
896 - 899	Toad, Giant
900 - 904	Troll
905	Vampire
906 - 944	Vulture, Normal
945 - 948	Whip Scorpion, Huge
949 - 952	Whip Scorpion, Large
953 - 954	White Lady
955 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Xorn
999 - 000	Zombie

TEMPERATE, CIVILIZED MOUNTAINS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 017	Amazon
018 - 065	Bandit
066 - 067	Barghest
068 - 070	Basilisk
071 - 118	Bat
119 - 123	Beetle, Giant Fire
124 - 128	Berserker
129 - 143	Bugbear
144 - 145	Carrion Crawler
146 - 160	Cat, Domestic
161 - 165	Cattle, Wild
166 - 167	Cave Fisher
168 - 169	Centipede, Giant
170 - 184	Centipede, Huge
185 - 199	Character Party
200 - 201	Coffer Corpse
202 - 203	Deep Buffalo
204 - 206	Demon, Bornean
207 - 208	Demon, Shadow
209 - 210	Deva, Movanic
211 - 225	Dog, War
226 - 230	Dragon, Cloud
231 - 232	Dragon, Electrum
233 - 234	Dragonnel
235 - 240	Dwarf, Hill
241 - 288	Dwarf, Mountain
289 - 303	Falcon, Large

Die Roll (d1000)	Encounter
304 - 351	Falcon, Regular
352 - 353	Flind
354 - 355	Gallu, Air
356 - 357	Gallu, Earth
358 - 362	Ghost
363 - 365	Ghost
366 - 379	Ghoul
380 - 382	Glomerom
383 - 396	Gnoll
397 - 399	Gnome
400 - 413	Goblin
414 - 428	Griffon
429 - 430	Haunt
431 - 433	Hell Hound
434 - 447	Hobgoblin
448 - 496	Honeybee, Giant
497 - 501	Horse
502 - 506	Jinx-Midge
507 - 508	Ki-rin
509 - 513	Lammasu
514 - 516	Lammasu, Greater
517 - 530	Lion
531 - 536	Lycanthrope, Werebear
537 - 538	Lycanthrope, Wererat
539 - 543	Lycanthrope, Werewolf
544 - 548	Mastiff, Shadow
549 - 550	Memory Moss
551 - 555	Merchant
556 - 561	Minotaur
562 - 566	Mule
567 - 571	Norker
572 - 619	Ogre
620 - 624	Ogrillion
625 - 626	Oliphant
627 - 629	Otyugh
630 - 643	Owl
644 - 658	Pilgrim
659 - 661	Poltergeist
662 - 666	Quanar
667 - 668	Rakshasa
669 - 683	Ram
684 - 688	Rat
689 - 693	Rat Man
694 - 698	Rat, Giant
699 - 703	Rat, Vapor
704 - 751	Raven, Normal
752 - 754	Shade
755 - 759	Shadow
760 - 764	Shedu
765 - 766	Shedu, Greater
767 - 781	Snail, Giant
782 - 783	Snake, Giant Amphisbaena
784 - 788	Snake, Giant Constrictor
789 - 803	Snake, Giant Poisonous
804 - 818	Snake, Poisonous
819 - 833	Soldiers
834 - 835	Spider, Giant
836 - 850	Spider, Huge
851 - 898	Spider, Large
899 - 903	Spider, Phase

Die Roll (d1000)	Encounter
904 - 905	Tiny Water Elephant
906 - 911	Toad, Giant
912 - 916	Troll
917 - 918	Vampire
919 - 966	Vulture, Normal
967 - 971	Whip Scorpion, Huge
972 - 976	Whip Scorpion, Large
977 - 991	Wolf
992 - 993	Wolf, Dire
994 - 996	Xorn
997 - 998	Zombie
999 - 000	Zombie, Juju

TEMPERATE, CIVILIZED PLAINS

Die Roll (d1000)	Encounter
001 - 009	Amazon
010 - 012	Anhkheg
013 - 042	Bandit
043	Banshee
044 - 045	Barghest
046	Basilisk
047 - 049	Bat
050 - 079	Beetle, Giant Stag
080 - 088	Bendith
089 - 091	Berserker
092 - 095	Bladegrass
096 - 124	Boar, Wild
125 - 126	Bookworm
127 - 135	Bugbear
136	Bulette
137 - 166	Bull
167 - 196	Camel, Bactrian
197 - 225	Cat, Domestic
226 - 255	Cattle, Wild
256 - 285	Centipede, Giant
286 - 314	Centipede, Huge
315 - 316	Centipede, Megalo-
317 - 325	Character Party
326 - 328	Clurichaun
329 - 330	Demon, Alu-
331	Demon, Cambion
332	Deva, Movanic
333 - 341	Dog, War
342 - 343	Dragon, Electrum
344 - 346	Dwarf, Hill
347 - 349	Dwarf, Mountain
350 - 358	Falcon, Large
359 - 388	Falcon, Regular
389	Flind
390 - 391	Frog, Giant
392	Gallu, Air
393 - 394	Gallu, Fire
395 - 397	Ghast
398	Ghost
399 - 407	Ghoul
408 - 409	Glomerom
410	Gnoll
411 - 413	Goblin

Die Roll (d1000)	Encounter
414 - 416	Halfling
417 - 420	Hobgoblin
421 - 449	Honeybee, Giant
450 - 458	Horse
459 - 460	Huecuva
461 - 489	Jackal
490 - 499	Jinx-Midge
500 - 502	Lammasu
503	Lammasu, Greater
504 - 505	Leprechaun
506 - 514	Lion
515 - 517	Lycanthrope, Wereboar
518 - 520	Lycanthrope, Werejackal
521	Lycanthrope, Wererat
522 - 525	Lycanthrope, Werewolf
526 - 534	Mastiff, Shadow
535 - 564	Merchant
565 - 593	Mule
594 - 596	Nomads
597 - 598	Norker
599 - 628	Ogre
629 - 631	Ogrillon
632	Oliphant
633 - 641	Owl
642 - 650	Pilgrim
651 - 654	Pooka
655 - 657	Quanar
658	Rakshasa
659 - 667	Ram
668 - 697	Rat
698 - 700	Rat Man
701 - 730	Rat, Giant
731 - 739	Rat, Hairless
740 - 742	Rat, Vapor
743 - 772	Raven, Normal
773	Scarecrow
774 - 775	Shade
776 - 778	Shedu
779	Shedu, Greater
780 - 781	Snake, Giant Amphisbaena
782 - 784	Snake, Giant Constrictor
785 - 793	Snake, Giant Poisonous
794 - 802	Snake, Poisonous
803 - 832	Soldiers
833 - 862	Spider, Huge
863 - 891	Spider, Large
892 - 893	Tiny Water Elephant
894 - 922	Toad, Giant
923 - 926	Troll
927	Vampire
928 - 957	Vulture, Normal
958 - 960	Whip Scorpion, Huge
961 - 963	Whip Scorpion, Large
964	White Lady
965 - 994	Wolf
995 - 997	Wolf, Dire
998 - 999	Zombie
1000 - 000	Zombie, Juju

TEMPERATE, CIVILIZED SCRUB

Die Roll (d1000)	Encounter
001 - 008	Amazon
009 - 011	Anhkheg
012 - 020	Aurochs
021 - 047	Bandit
048	Banshee
049 - 050	Barghest
051	Basilisk
052 - 059	Bat
060 - 087	Beetle, Giant Fire
088 - 114	Beetle, Giant Stag
115 - 123	Bendith
124 - 125	Berserker
126 - 128	Bladegrass
129 - 137	Bloodvine, Average
138 - 140	Bloodvine, Large
141 - 167	Bloodvine, Small
168 - 195	Boar, Wild
196	Bookworm
197 - 204	Bugbear
205	Bulette
206 - 233	Bull
234 - 241	Bushtrap
242 - 244	Camel, Bactrian
245 - 272	Cat, Domestic
273 - 299	Cattle, Wild
300 - 326	Centipede, Giant
327 - 354	Centipede, Huge
355	Centipede, Megalo-
356 - 363	Character Party
364 - 366	Clurichaun
367 - 368	Crying Tree
369	Demon, Alu-
370	Demon, Bornean
371	Demon, Cambion
372 - 373	Demon, Shadow
374	Deva, Movanic
375 - 382	Dog, War
383 - 384	Dragon, Electrum
385 - 387	Dwarf, Hill
388 - 389	Dwarf, Mountain
390 - 391	Ear Seeker
392 - 394	Earwig
395 - 402	Elf, Wood
403 - 411	Faerie
412 - 419	Falcon, Large
420 - 446	Falcon, Regular
447 - 448	Flind
449	Frog, Giant
450	Gallu, Air
451	Gallu, Fire
452 - 454	Ghast
455 - 456	Ghost
457 - 464	Ghoul
465	Glomerom
466 - 474	Gnoll
475	Gnome
476 - 478	Goblin
479 - 481	Halfling

Die Roll (d1000)	Encounter
482 - 484	Hobgoblin
485 - 511	Honeybee, Giant
512 - 520	Horse
521	Huecuva
522 - 524	Jackal
525 - 532	Jinx-Midge
533 - 535	Lammasu
536	Lammasu, Greater
537 - 538	Leprechaun
539 - 546	Lion
547 - 549	Lycanthrope, Werebear
550 - 552	Lycanthrope, Wereboar
553 - 555	Lycanthrope, Werejackal
556	Lycanthrope, Wererat
557 - 559	Lycanthrope, Werewolf
560 - 568	Mastiff, Shadow
569 - 571	Memory Moss
572 - 598	Merchant
599 - 601	Minotaur
602 - 628	Mule
629 - 631	Nomads
632	Norker
633 - 660	Ogre
661 - 663	Ogrillon
664	Oliphant
665 - 672	Owl
673 - 681	Pilgrim
682	Poltergeist
683 - 685	Pooka
686 - 688	Quanar
689	Rakshasa
690 - 698	Ram
699 - 725	Rat
726 - 728	Rat Man
729 - 736	Rat, Giant
737 - 745	Rat, Hairless
746 - 748	Rat, Vapor
749 - 775	Raven, Normal
776	Revenant
777 - 778	Scarecrow
779	Shade
780 - 782	Shadow
783	Shedu
784	Shedu, Greater
785 - 793	Snail, Giant
794	Snake, Giant Amphisbaena
795 - 797	Snake, Giant Constrictor
798 - 805	Snake, Giant Poisonous
806 - 814	Snake, Poisonous
815 - 841	Soldiers
842 - 850	Spider, Giant
851 - 858	Spider, Huge
859 - 885	Spider, Large
886 - 888	Spider, Phase
889 - 897	Stirge
898 - 900	Tick, Giant
901	Tiny Water Elephant
902 - 928	Toad, Giant
929 - 931	Troll
932 - 933	Vampire

Die Roll (d1000)	Encounter
934 - 960	Vulture, Normal
961 - 963	Whip Scorpion, Huge
964 - 966	Whip Scorpion, Large
967	White Lady
968 - 995	Wolf
996 - 997	Wolf, Dire
998 - 999	Zombie
000	Zombie, Juju

TEMPERATE, CIVILIZED SWAMP

Die Roll (d1000)	Encounter
001 - 012	Amazon
013 - 014	Anhkheg
015 - 054	Bandit
055 - 066	Bandit (Pirate)
067 - 068	Barghest
069 - 080	Basilisk
081 - 085	Bat
086 - 089	Beetle, Giant Fire
090 - 093	Berserker
094 - 098	Boar, Wild
099 - 100	Bookworm
101	Bugbear
102 - 103	Bull
104 - 107	Camel, Bactrian
108 - 120	Cat, Domestic
121 - 124	Cattle, Wild
125 - 164	Centipede, Giant
165 - 204	Centipede, Huge
205 - 206	Centipede, Megalo-
207 - 218	Character Party
219 - 220	Coffer Corpse
221 - 224	Crab, Giant
225 - 229	Crane, Giant
230	Crayfish, Giant
231 - 232	Demon, Alu-
233 - 234	Demon, Cambion
235 - 236	Deva, Movanic
237 - 248	Dog, War
249 - 250	Dragon, Electrum
251 - 252	Dragon, Mist
253 - 254	Elf, Wood
255 - 258	Falcon, Large
259 - 270	Falcon, Regular
271 - 272	Flind
273 - 276	Frog, Poisonous
277 - 289	Frog, Giant
290 - 291	Gallu, Water
292 - 295	Ghast
296 - 297	Ghost
298 - 309	Ghoul
310 - 311	Glomerom
312 - 323	Gnoll
324 - 327	Goblin
328 - 329	Haunt
330 - 331	Hell Hound
332 - 343	Hobgoblin
344 - 383	Honeybee, Giant

Die Roll (d1000)	Encounter
384 - 388	Horse
389	Huecuva
390 - 394	Jackal
395 - 406	Jinx-Midge
407 - 408	Kelpie
409 - 410	Lammasu
411 - 422	Lion
423 - 426	Lycanthrope, Werebear
427 - 428	Lycanthrope, Wereboar
429 - 430	Lycanthrope, Werejackal
431 - 442	Lycanthrope, Wererat
443 - 447	Lycanthrope, Werewolf
448 - 451	Mastiff, Shadow
452 - 455	Memory Moss
456 - 459	Merchant
460 - 464	Minotaur
465 - 466	Mud-Man
467 - 506	Mule
507 - 510	Norker
511 - 550	Ogre
551 - 552	Oliphant
553 - 556	Owl
557 - 568	Pilgrim
569 - 570	Poltergeist
571 - 572	Pooka
573 - 576	Quanar
577 - 580	Rakshasa
581 - 620	Rat
621 - 625	Rat Man
626 - 629	Rat, Vapor
630 - 669	Rat, Giant
670 - 709	Raven, Normal
710 - 711	Revenant
712 - 713	Shade
714 - 717	Shadow
718 - 719	Shedu
720 - 721	Shedu, Greater
722 - 725	Skeleton
726 - 727	Skeleton, Animal
728 - 739	Snail, Giant
740 - 741	Snake, Giant Amphisbaena
742 - 753	Snake, Giant Constrictor
754 - 765	Snake, Giant Poisonous
766 - 778	Snake, Poisonous
779 - 790	Soldiers
791 - 830	Spider, Huge
831 - 870	Spider, Large
871 - 872	Tick, Grant
873	Tiny Water Elephant
874 - 913	Toad, Giant
914 - 926	Troll
927 - 928	Vampire
929 - 967	Vulture, Normal
968 - 972	Whip Scorpion, Huge
973 - 976	Whip Scorpion, Large
977 - 978	White Lady
979 - 990	Wolf
991 - 992	Wolf, Dire
993 - 996	Zombie
997 - 998	Zombie, Giant

Die Roll (d1000)	Encounter
999 - 000	Zombie, Juju

TEMPERATE, WILDERNESS BADLANDS

Die Roll (d1000)	Encounter
001	Aerian
002 - 004	Ant Lion, Giant
005 - 006	Ant, Giant
007 - 008	Ascomoid
009	Assassin Bug
010	Atomie
011 - 017	Aurochs
018	Axebeak
019 - 020	Badger
021 - 027	Bandit
028	Banshee
029	Barghest
030 - 031	Basidirond
032 - 038	Basilisk
039	Basilisk, Greater
040 - 047	Bat
048 - 049	Bat, Giant
050 - 074	Bear, Black
075 - 098	Bear, Brown
099 - 106	Bear, Cave
107	Beaver, Giant
108 - 110	Bee, Giant Bumble-
111 - 112	Beetle, Giant Bombardier
113 - 115	Beetle, Giant Boring
116 - 118	Beetle, Giant Fire
119 - 120	Beetle, Giant Stag
121	Behir
122	Berserker
123 - 125	Bladegrass
126 - 128	Blink Dog
129 - 130	Blood Hawk
131	Boar, Giant
132 - 134	Boar, Warthog
135 - 137	Boar, Wild
138	Brownie
139	Bugbear
140	Bulette
141	Bull
142 - 144	Camel, Bactrian
145 - 151	Cat, Wild
152 - 176	Cattle, Wild
177 - 179	Caveman
180 - 181	Centaur
182	Centipede, Giant
183 - 190	Centipede, Huge
191 - 192	Character Party
193 - 195	Chimera
196	Clubnek
197	Cockatrice
198	Coffer Corpse
199 - 201	Constrictor Vine
202	Cooshee
203 - 205	Cyclops, Least
206	Dakon

Die Roll (d1000)	Encounter
207	Death Dog
208	Demon, Succubus
209	Demon, Vrock
210 - 211	Deva, Movanic
212 - 235	Dog, Wild
236	Dragon, Blue
237	Dragon, Bone
238	Dragon, Electrum
239 - 240	Dragon, Green
241 - 242	Dragon, Red
243	Dragonnel
244	Drosera, Giant
245 - 252	Dustdigger
253 - 276	Dwarf, Hill
277 - 279	Dwarf, Mountain
280	Elf, Wild
281	Elf, Wood
282	Ettercap
283 - 285	Falcon, Large
286 - 293	Falcon, Regular
294 - 295	Firedrake
296 - 298	Flind
299	Flumph
300 - 307	Fly, Giant Bluebottle
308 - 309	Fly, Giant Horse
310	Forlarren
311	Gallu, Air
312 - 313	Gallu, Earth
314	Gallu, Fire
315	Genius Loci
316 - 318	Ghast
319	Ghost
320 - 326	Ghoul
327 - 329	Giant, Cloud
330	Giant, Fire
331	Giant, Frost
332 - 356	Giant, Hill
357	Giant, Mist
358	Giant, Stone
359 - 365	Giant, Verlaang
366	Glomerom
367 - 368	Gloomgabbler
369 - 375	Gnoll
376 - 378	Gnome
379 - 385	Goat
386 - 388	Goblin
389	Gorgimera
390	Gorgon
391	Granite Man
392	Griffon
393 - 394	Grig
395	Grim
396	Hangman Tree
397	Harpy
398	Hell Hound
399	Hippogriff
400	Hobgoblin
401 - 425	Honeybee, Giant
426	Hornet, Giant
427 - 434	Horse

Die Roll (d1000)	Encounter
435	Huecuva
436	Irish Deer
437 - 460	Jackal
461 - 463	Jinx-Midge
464	Kenleon
465 - 472	Kestrel-man
473	Ki-rin
474	Kobold
475	Lamia
476	Lamia Noble
477 - 479	Lammasu
480	Lammasu, Greater
481	Lamprey, Land
482 - 489	Leprechaun
490 - 496	Lion
497	Lion, Cave
498 - 500	Lion, Mountain
501 - 502	Living Boulder
503 - 504	Lycanthrope, Vixen
505 - 506	Lycanthrope, Werebear
507	Lycanthrope, Wereboar
508 - 510	Lycanthrope, Werejackal
511	Lycanthrope, Weretiger
512 - 514	Lycanthrope, Werewolf
515	Lycanthrope, Wolwere
516	Manticore
517 - 519	Mantis, Giant
520	Margoyle
521 - 527	Mastiff, Shadow
528 - 535	Mastodon
536	Medusa
537	Memory Moss
538 - 540	Minotaur
541	Mongrelman
542 - 565	Mule
566 - 568	Mummy
569 - 576	Nomads
577	Norker
578	Nymph
579 - 602	Ogre
603 - 605	Ogrillon
606	Oliphant
607	Opinicus
608 - 632	Orc
633 - 639	Owl
640	Owl, Giant
641	Pegasus
642 - 644	Peryton
645	Phase Panther
646 - 653	Pilgrim
654 - 655	Porcupine, Giant
656	Pseudo Dragon
657 - 659	Psi-ape
660 - 662	Purple Worm
663	Pyrolisk
664 - 666	Pyrotoad
667	Quanar
668	Quasi-Elemental, Dust
669	Quasi-Elemental, Lightning
670	Quickwood

Die Roll (d1000)	Encounter
671	Ram
672	Ram, Giant
673 - 680	Rat
681 - 682	Rat Man
683 - 690	Rat, Giant
691 - 693	Rat, Vapor
694 - 695	Raven, Giant
696 - 698	Raven, Huge
699 - 722	Raven, Normal
723 - 730	Rhinoceros
731 - 733	Rock Reptile
734	Sand Stalker
735 - 736	Sandling
737 - 739	Sandman
740 - 747	Satyr
748 - 754	Scorpion, Giant
755 - 757	Scorpion, Huge
758 - 781	Scorpion, Large
782	Screaming Devilkin
783	Shade
784 - 786	Shedu
787	Shedu, Greater
788 - 795	Skunk
796 - 802	Skunk, Giant
803 - 810	Snail, Giant
811 - 812	Snake, Giant Constrictor
813 - 820	Snake, Giant Poisonous
821	Snake, Giant Spitting
822 - 829	Snake, Poisonous
830 - 831	Soldiers
832	Sparker
833 - 834	Spider, Giant
835 - 858	Spider, Huge
859 - 882	Spider, Large
883 - 884	Spider, Phase
885	Spriggan
886 - 892	Stag
893 - 895	Stag, Giant
896	Stego centipede
897 - 899	Thunderherder
900 - 901	Tiger
902	Tiny Water Elephant
903 - 905	Titanothere
906 - 908	Toad, Giant
909 - 915	Toad, Poisonous
916 - 918	Toad, Giant
919 - 921	Troll
922 - 923	Troll, Hill
924 - 926	Unicorn
927	Vampire
928	Vargouille
929	Vilstrak
930	Volt
931	Vulture, Giant
932 - 956	Vulture, Normal
957 - 959	Wasp, Giant
960 - 961	Weasel
962 - 964	Weevil-Man
965 - 966	Whip Scorpion, Huge
967 - 969	Whip Scorpion, Large

Die Roll (d1000)	Encounter
970 - 972	Whipperstem
973	Wind Walker
974 - 980	Witherweed
981 - 988	Wolf
989 - 991	Wolf, Dire
992	Wolf-in-Sheep's Clothing
993	Worm, Tenebrous
994	Wyvern
995	Xorn
996	Yeth Hound
997	Zombie
998 - 000	Zvert

TEMPERATE, WILDERNESS DESERT

Die Roll (d1000)	Encounter
001 - 005	Ant Lion, Giant
006 - 007	Ascomoid
008	Badger
009 - 021	Bandit
022 - 023	Banshee
024 - 025	Barghest
026 - 027	Bat
028 - 032	Bee, Giant Bumble-
033 - 034	Berserker
035 - 038	Blink Dog
039 - 040	Blood Hawk
041 - 045	Boar, Wild
046 - 047	Bugbear
048 - 049	Bulette
050 - 051	Bull
052 - 093	Camel, Bactrian
094 - 106	Cat, Wild
107 - 111	Cattle, Wild
112 - 113	Centipede, Giant
114 - 126	Centipede, Huge
127 - 130	Character Party
131 - 135	Chimera
136 - 137	Clubnek
138 - 139	Cockatrice
140 - 141	Coffer Corpse
142 - 143	Dakon
144 - 145	Death Dog
146 - 147	Demon, Succubus
148 - 149	Demon, Vrock
150	Deva, Movanic
151 - 193	Dog, Wild
194 - 195	Dragon, Blue
196 - 197	Dragon, Bone
198 - 199	Dragon, Electrum
200 - 212	Dustdigger
213 - 216	Dwarf, Hill
217 - 221	Dwarf, Mountain
222 - 225	Falcon, Large
226 - 238	Falcon, Regular
239 - 243	Flind
244 - 245	Flumph
246 - 258	Fly, Giant Bluebottle
259 - 263	Fly, Giant Horse

Die Roll (d1000)	Encounter
264	Gallu, Fire
265 - 266	Genius Loci
267 - 268	Giant, Fire
269 - 270	Goat
271 - 275	Goblin
276 - 277	Gorgimera
278 - 279	Gorgon
280 - 281	Griffon
282 - 283	Harpy
284 - 285	Hell Hound
286 - 287	Hobgoblin
288 - 291	Honeybee, Giant
292 - 293	Hornet, Giant
294 - 306	Horse
307 - 308	Huecuva
309 - 350	Jackal
351 - 355	Jinx-Midge
356 - 357	Kenleon
358 - 370	Kestrel-man
371 - 372	Lamia
373 - 374	Lamia Noble
375 - 379	Lammasu
380	Lammasu, Greater
381 - 393	Lion
394 - 395	Lion, Cave
396 - 408	Lion, Mountain
409 - 410	Lycanthrope, Vixen
411 - 412	Lycanthrope, Wereboar
413 - 417	Lycanthrope, Werejackal
418 - 421	Lycanthrope, Werewolf
422 - 426	Lycanthrope, Wolwere
427 - 428	Manticore
429 - 441	Mastiff, Shadow
442 - 446	Mastodon
447 - 448	Medusa
449 - 450	Mongrelman
451 - 454	Mummy
455 - 467	Nomads
468 - 469	Norker
470 - 482	Ogre
483 - 484	Oliphant
485 - 486	Opinicus
487 - 491	Orc
492 - 504	Owl
505 - 506	Owl, Giant
507	Pegasus
508 - 509	Phase Panther
510 - 522	Pilgrim
523 - 527	Purple Worm
528 - 529	Pyrolisk
530 - 534	Pyrotoad
535 - 536	Quanar
537	Ram
538 - 550	Rat
551 - 555	Rat Man
556 - 560	Rat, Giant
561 - 564	Rat, Vapor
565 - 569	Raven, Giant
570 - 573	Raven, Huge
574 - 616	Raven, Normal

Die Roll (d1000)	Encounter
617 - 629	Rhinoceros
630 - 631	Rock Reptile
632 - 633	Sand Stalker
634 - 637	Sandling
638 - 642	Sandman
643 - 655	Scorpion, Giant
656 - 668	Scorpion, Huge
669 - 710	Scorpion, Large
711 - 712	Screaming Devilkin
713 - 714	Shade
715 - 719	Shedu
720 - 721	Shedu, Greater
722 - 734	Skunk
735 - 738	Snake, Giant Constrictor
739 - 751	Snake, Giant Poisonous
752 - 753	Snake, Giant Spitting
754 - 766	Snake, Poisonous
767 - 771	Sparker
772 - 813	Spider, Huge
814 - 855	Spider, Large
856 - 857	Stegocentipede
858 - 862	Thunderherder
863 - 866	Tiger
867 - 868	Tiny Water Elephant
869 - 873	Titanothere
874 - 886	Toad, Poisonous
887 - 891	Toad, Giant
892 - 895	Troll
896 - 897	Troll, Hill
898 - 899	Vampire
900 - 901	Vargouille
902 - 903	Volt
904 - 905	Vulture, Giant
906 - 947	Vulture, Normal
948 - 952	Weasel
953 - 956	Weevil-Man
957 - 961	Whip Scorpion, Huge
962 - 965	Whip Scorpion, Large
966 - 970	Whipperstem
971 - 972	Wind Walker
973 - 977	Witherweed
978 - 990	Wolf
991 - 994	Wolf, Dire
995 - 996	Wyvern
997 - 998	Yeth Hound
999 - 000	Zombie

TEMPERATE, WILDERNESS FOREST

Die Roll (d1000)	Encounter
001	Al-mi'raj
002	Annis
003 - 004	Ant Lion, Giant
005 - 006	Ant, Giant
007	Assassin Bug
008 - 009	Atomie
010 - 014	Aurochs
015	Aurumvorax
016 - 017	Axebeak

Die Roll (d1000)	Encounter
018 - 023	Badger
024 - 025	Baluchitherium
026 - 031	Bandit
032	Banshee
033	Barghest
034 - 035	Basidiron
036 - 041	Basilisk
042 - 041	Basilisk, Greater
042 - 047	Bat
048	Bat, Giant
049 - 067	Bear, Black
068 - 086	Bear, Brown
087	Bear, Cave
088 - 087	Beaver, Giant
088	Bee, Giant Bumble-
089	Beetle, Death Watch
090 - 108	Beetle, Giant Bombardier
109 - 127	Beetle, Giant Boring
128 - 146	Beetle, Giant Fire
147 - 164	Beetle, Giant Stag
165	Berserker
166 - 167	Blink Dog
168	Blood Hawk
169	Blood Vine
170 - 175	Boar, Giant
176 - 194	Boar, Warthog
195 - 213	Boar, Wild
214 - 215	Bogwump
216 - 215	Boobrie
216	Brain Smut
217 - 218	Brownie
219 - 220	Buckawn
221 - 226	Bugbear
227	Bulette
228 - 246	Bull
247 - 252	Bushtrap
253 - 254	Camel, Bactrian
255 - 259	Cat, Wild
260	Catoblepas
261 - 262	Cattle, Wild
263 - 264	Caveman
265 - 266	Centaur
267 - 285	Centipede, Giant
286 - 304	Centipede, Huge
305	Centipede, Megalo-
306 - 307	Character Party
308 - 313	Clubneck
314	Cockatrice
315 - 316	Constrictor Vine
317 - 318	Cooshee
319 - 323	Crying Tree
324 - 329	Dakon
330	Demon, Bornean
331	Deva, Movanic
332 - 337	Dire Squirrel
338	Dire Squirrel, Flying
339 - 357	Dog, Wild
358 - 357	Dragon, Electrum
358 - 359	Dragon, Green
360	Dragon, Mist

Die Roll (d1000)	Encounter
361	Dragon, Red
362	Dragon, Wailing
363 - 368	Drosera, Giant
369	Dryad
370 - 371	Dwarf, Hill
372 - 373	Dwarf, Mountain
374	Eagle
375 - 374	Ear Seeker
375 - 376	Earwig
377 - 379	Elf, Gray
380 - 379	Elf, Wild
380 - 385	Elf, Wood
386 - 387	Ettercap
388 - 389	Executioner's Hood
390 - 395	Faerie
396	Faerie Dragon
397	Faerie Lover
398 - 403	Falcon, Large
404 - 421	Falcon, Regular
422	Flind
423 - 424	Fly, Giant Bluebottle
425	Fly, Giant Horse
426	Forester's Bane
427	Forlarren
428	Frog, Giant
429	Gargoyle
430 - 429	Genius Loci
430	Ghost
431	Giant, Firbolg
432	Giant, Fire
433	Giant, Frost
434 - 435	Giant, Hill
436	Giant, Verlaang
437	Glomerom
438 - 443	Gloomgabbler
444 - 443	Glow Worm, Giant
444 - 449	Gnoll
450	Gnome
451 - 452	Goblin
453	Gorgon
454	Greenhag
455	Grim
456	Hangman Tree
457 - 458	Harpy
459 - 460	Hobgoblin
461 - 478	Honeybee, Giant
479 - 484	Hornet, Giant
485 - 490	Horse
491	Hydra
492 - 493	Irish Deer
494 - 495	Jackal
496 - 501	Jinx-Midge
502	Kampfult
503 - 504	Kech
505 - 504	Kestrel-man
505 - 510	Kobold
511	Korred
512	Kullen
513 - 514	Lammasu
515	Lammasu, Greater

Die Roll (d1000)	Encounter
516 - 517	Lamprey, Land
518 - 519	Landray
520 - 525	Leprechaun
526 - 531	Lion
532 - 536	Lion, Mountain
537	Lizard, Giant
538	Lycanthrope, Vixen
539 - 540	Lycanthrope, Werebear
541 - 542	Lycanthrope, Wereboar
543	Lycanthrope, Werejackal
544	Lycanthrope, Wretiger
545 - 563	Lycanthrope, Werewolf
564 - 565	Lycanthrope, Wolwere
566	Mandragera
567 - 571	Manticore
572 - 573	Mantis, Giant
574	Mastiff, Shadow
575 - 593	Mastodon
594 - 595	Medusa
596 - 597	Memory Moss
598 - 599	Minotaur
600	Mongrelman
601 - 602	Mule
603	Mummy
604	Needleman
605	Norker
606	Nymph
607 - 624	Ogre
625 - 626	Ogrillon
627	Old Man Willow
628 - 629	Oliphant
630 - 648	Orc
649 - 654	Owl
655 - 656	Owl, Giant
657 - 658	Owlbear
659	Pegasus
660	Phase Panther
661	Phoenix
662 - 666	Pilgrim
667	Pixie
668 - 673	Porcupine, Giant
674	Pseudo Dragon
675 - 680	Psi-ape
681	Pudding, Brown
682 - 681	Pyrolisk
682	Quanar
683	Quickling
684	Quickwood
685 - 703	Rat
704 - 705	Rat Man
706	Raven, Giant
707 - 708	Raven, Huge
709 - 727	Raven, Normal
728 - 745	Rhinoceros
746 - 747	Scorpion, Giant
748 - 753	Scorpion, Huge
754 - 759	Scorpion, Large
760 - 761	Screaming Devilkin
762	Scum Creeper
763 - 764	Shadow

Die Roll (d1000)	Encounter
765	Shedu
766	Shedu, Greater
767 - 785	Skunk
786 - 785	Skunk, Giant
786 - 791	Snail, Giant
792	Snake, Giant Amphisbaena
793 - 798	Snake, Giant Constrictor
799 - 804	Snake, Giant Poisonous
805	Snake, Giant Spitting
806 - 810	Snake, Poisonous
811 - 812	Soldiers
813	Sparker
814 - 819	Spider, Giant
820 - 825	Spider, Huge
826 - 844	Spider, Large
845 - 846	Spider, Phase
847 - 848	Sprite
849	Squealer
850 - 867	Stag
868	Stegocentipede
869 - 874	Stirge
875	Swanmay
876	Sylvan Cat
877 - 878	Tick, Giant
879 - 884	Tiger
885 - 886	Titanothera
887 - 904	Toad, Giant
905 - 910	Toad, Poisonous
911 - 912	Treant
913 - 918	Troll
919	Troll, Hill
920	Vampire
921	Vargouille
922	Vegepygmy
923 - 924	Volt
925 - 926	Vulchling
927 - 931	Vulture, Normal
932 - 933	Wasp, Giant
934 - 939	Weasel
940 - 941	Weasel, Giant
942 - 943	Weevil-Man
944 - 945	Whip Scorpion, Huge
946	Whip Scorpion, Large
947 - 952	Whipperstem
953 - 958	Witherweed
959 - 977	Wolf
978 - 979	Wolf, Dire
980 - 979	Wolf-in-sheep's clothing
980 - 981	Woodthorn
982 - 983	Worm, Tenebrous
984 - 989	Wyvern
990 - 991	Yellow Musk Creeper
992	Zombie
993 - 994	Zombie, Yellow Musk
995 - 000	Zvert

TEMPERATE, WILDERNESS HILLS

Die Roll (d1000)	Encounter
001	Aerian
002 - 004	Ant Lion, Giant
005 - 007	Ant, Giant
008	Ascomoid
009	Assassin Bug
010	Atomie
011 - 018	Aurochs
019	Axebeak
020 - 021	Badger
022 - 029	Bandit
030	Banshee
031	Barghest
032	Basidiron
033 - 040	Basilisk
041	Basilisk, Greater
042 - 049	Bat
050 - 052	Bat, Giant
053 - 078	Bear, Black
079 - 103	Bear, Brown
104 - 111	Bear, Cave
112	Beaver, Giant
113 - 115	Bee, Giant Bumble-
116 - 118	Beetle, Giant Bombardier
119 - 121	Beetle, Giant Boring
122 - 124	Beetle, Giant Fire
125 - 126	Beetle, Giant Stag
127	Behir
128 - 129	Berserker
130 - 131	Bladegrass
132 - 134	Blink Dog
135 - 137	Blood Hawk
138	Boar, Giant
139 - 141	Boar, Warthog
142 - 144	Boar, Wild
145	Brownie
146	Bugbear
147	Bulette
148	Bull
149 - 151	Camel, Bactrian
152 - 159	Cat, Wild
160 - 185	Cattle, Wild
186 - 188	Caveman
189 - 190	Centaur
191 - 192	Centipede, Giant
193 - 200	Centipede, Huge
201 - 202	Character Party
203 - 205	Chimera
206	Clubnek
207	Cockatrice
208 - 209	Coffer Corpse
210 - 211	Constrictor Vine
212 - 213	Cooshee
214 - 215	Cyclops, Least
216 - 223	Dakon
224	Deva, Movanic
225 - 250	Dog, Wild
251	Dragon, Electrum
252 - 253	Dragon, Green

Die Roll (d1000)	Encounter
254 - 255	Dragon, Red
256 - 257	Dragonnel
258	Drosera, Giant
259 - 283	Dwarf, Hill
284 - 286	Dwarf, Mountain
287	Elf, Wild
288 - 289	Elf, Wood
290	Ettercap
291 - 293	Falcon, Large
294 - 300	Falcon, Regular
301 - 303	Firedrake
304	Flind
305 - 306	Fly, Giant Bluebottle
307	Forlarren
308	Gallu, Air
309	Gallu, Earth
310	Genius Loci
311 - 313	Ghast
314	Ghost
315 - 322	Ghoul
323 - 325	Giant, Cloud
326	Giant, Fire
327	Giant, Frost
328 - 353	Giant, Hill
354	Giant, Mist
355 - 356	Giant, Stone
357 - 363	Giant, Verlaang
364 - 365	Glomerom
366	Gloomgabbler
367 - 374	Gnoll
375 - 376	Gnome
377 - 384	Goat
385 - 387	Goblin
388	Gorgimera
389 - 390	Gorgon
391	Granite Man
392	Griffon
393	Grig
394	Grim
395	Hangman Tree
396 - 398	Harpy
399	Hell Hound
400 - 401	Hippogriff
402 - 409	Hobgoblin
410 - 434	Honeybee, Giant
435	Hornet, Giant
436 - 443	Horse
444 - 445	Huecuva
446	Irish Deer
447 - 449	Jackal
450 - 451	Jinx-Midge
452 - 459	Kestrel-man
460	Ki-rin
461 - 462	Kobold
463 - 464	Lammasu
465 - 466	Lammasu, Greater
467	Lamprey, Land
468 - 475	Leprechaun
476 - 483	Lion
484 - 485	Lion, Mountain

Die Roll (d1000)	Encounter
486 - 488	Living Boulder
489	Lycanthrope, Vixen
490 - 492	Lycanthrope, Werebear
493	Lycanthrope, Wereboar
494	Lycanthrope, Werejackal
495 - 496	Lycanthrope, Weretiger
497 - 521	Lycanthrope, Werewolf
522 - 523	Lycanthrope, Wolwere
524	Manticore
525 - 527	Mantis, Giant
528	Margoyle
529 - 530	Mastiff, Shadow
531 - 538	Mastodon
539 - 540	Medusa
541	Memory Moss
542 - 544	Minotaur
545	Mongrelman
546 - 570	Mule
571 - 572	Mummy
573 - 574	Norker
575 - 576	Nymph
577 - 601	Ogre
602 - 604	Ogrillon
605 - 607	Oliphant
608 - 633	Orc
634 - 641	Owl
642	Owl, Giant
643	Pegasus
644 - 646	Peryton
647	Phase Panther
648 - 655	Pilgrim
656 - 658	Porcupine, Giant
659	Pseudo Dragon
660 - 662	Psi-ape
663 - 664	Purple Worm
665	Pyrolisk
666 - 667	Quanar
668	Quasi-Elemental, Dust
669	Quasi-Elemental, Lightning
670	Quickwood
671 - 678	Ram
679	Ram, Giant
680 - 687	Rat
688 - 690	Rat Man
691 - 698	Rat, Giant
699 - 701	Rat, Vapor
702 - 703	Raven, Giant
704 - 706	Raven, Huge
707 - 732	Raven, Normal
733 - 740	Rhinoceros
741 - 743	Rock Reptile
744 - 751	Satyr
752 - 753	Scorpion, Giant
754 - 756	Scorpion, Huge
757 - 764	Scorpion, Large
765	Screaming Devilkin
766 - 768	Shedu
769	Shedu, Greater
770 - 795	Skunk
796 - 803	Skunk, Giant

Die Roll (d1000)	Encounter
804 - 811	Snail, Giant
812 - 819	Snake, Giant Poisonous
820	Snake, Giant Spitting
821 - 828	Snake, Poisonous
829 - 831	Soldiers
832	Sparker
833	Spider, Giant
834 - 841	Spider, Huge
842 - 867	Spider, Large
868	Spider, Phase
869	Spriggan
870 - 877	Stag
878 - 880	Stag, Giant
881	Stegocentipede
882 - 889	Tiger
890	Tiny Water Elephant
891 - 893	Titanothere
894 - 895	Toad, Giant
896 - 897	Toad, Poisonous
898 - 899	Troll
900 - 902	Troll, Hill
903 - 905	Unicorn
906	Vampire
907	Vargouille
908 - 909	Vilstrak
910 - 911	Volt
912 - 913	Vulture, Giant
914 - 938	Vulture, Normal
939 - 941	Wasp, Giant
942 - 944	Weasel
945 - 947	Weevil-Man
948 - 949	Whip Scorpion, Huge
950 - 952	Whip Scorpion, Large
953 - 955	Whipperstem
956 - 963	Witherweed
964 - 989	Wolf
990 - 991	Wolf, Dire
992	Wolf-in-Sheep's Clothing
993 - 994	Worm, Tenebrous
995	Xorn
996	Yeth Hound
997	Zombie
998 - 000	Zvert

TEMPERATE, WILDERNESS MOUNTAINS

Die Roll (d1000)	Encounter
001	Aerian
002 - 003	Annis
004	Ascomoid
005	Badger
006 - 014	Bandit
015	Barghest
016 - 017	Basilisk
018 - 045	Bat
046 - 048	Bat, Giant
049 - 051	Bear, Black
052 - 054	Bear, Brown
055 - 063	Bear, Cave

Die Roll (d1000)	Encounter
064 - 066	Bee, Giant Bumble-
067 - 069	Beetle, Giant Boring
070 - 072	Beetle, Giant Fire
073	Behir
074	Berserker
075 - 076	Black Pudding
077 - 079	Blink Dog
080 - 087	Blood hawk
088 - 090	Bonesnapper
091 - 092	Brain Smut
093 - 100	Bugbear
101 - 102	Carriion Crawler
103 - 110	Cat, Wild
111 - 113	Caterwaul
114 - 116	Cattle, Wild
117 - 118	Cave Fisher
119 - 121	Caveman
122	Centipede, Giant
123 - 131	Centipede, Huge
132 - 134	Character Party
135 - 137	Chimera
138 - 146	Cockatrice
147	Coffer Corpse
148	Crying Tree
149 - 151	Cyclops, Least
152 - 154	Dakon
155 - 156	Deep Buffalo
157	Demon, Bornean
158	Demon, Nabassu
159	Deva, Movanic
160 - 161	Displacer Beast
162 - 189	Dog, Wild
190	Doppelgänger
191 - 192	Dragon Horse
193	Dragon, Black
194	Dragon, Bronze
195	Dragon, Cloud
196 - 197	Dragon, Electrum
198 - 200	Dragon, Red
201	Dragon, Silver
202 - 204	Dragon, Tumulus
205	Dragonnel
206 - 207	Drosera, Giant
208 - 210	Dwarf, Hill
211 - 238	Dwarf, Mountain
239 - 241	Eagle
242 - 244	Eagle, Giant
245	Ettercap
246 - 247	Ettin
248	Executioner's Hood
249 - 257	Falcon, Large
258 - 285	Falcon, Regular
286 - 288	Firedrake
289	Flind
290 - 292	Fly, Giant bluebottle
293 - 294	Fly, Giant Horsefly
295	Forlarren
296	Gallu, Air
297 - 298	Gallu, Earth
299	Gargoyle

Die Roll (d1000)	Encounter
300	Gelatinous Cube
301	Genius Loci
302 - 305	Ghast
306	Ghost
307 - 315	Ghoul
316 - 318	Giant, Cloud
319 - 326	Giant, Fire
327 - 328	Giant, Firbolg
329 - 336	Giant, Fomorian
337 - 339	Giant, Frost
340 - 348	Giant, Hill
349	Giant, Mountain
350 - 358	Giant, Stone
359 - 361	Giant, Storm
362 - 364	Giant, Verlaang
365	Glomerom
366 - 367	Gloomgabbler
368	Gloomwing
369	Glow Worm, Giant
370 - 378	Gnoll
379	Gnome
380 - 388	Goat
389 - 397	Goblin
398	Gorgimera
399 - 401	Gorgon
402	Granite Man
403 - 411	Griffon
412	Grim
413 - 415	Harpy
416 - 417	Haunt
418	Hell Hound
419 - 421	Hippogriff
422 - 430	Hobgoblin
431 - 458	Honeybee, Giant
459	Hornet, Giant
460 - 462	Horse
463 - 464	Hydra
465	Hydra, Pyro-
466 - 468	Jinx-Midge
469	Khargra
470	Ki-rin
471 - 472	Kobold
473 - 475	Lammasu
476	Lammasu, Greater
477	Lamprey, Land
478 - 480	Leucrotta
481 - 489	Lion
490 - 492	Lion, Cave
493 - 501	Lion, Mountain
502	Lizard, Fire
503	Lycanthrope, Vixen
504 - 507	Lycanthrope, Werebear
508	Lycanthrope, Weretiger
509 - 511	Lycanthrope, Werewolf
512 - 514	Lycanthrope, Wolwere
515 - 523	Manticore
524 - 526	Margoyle
527 - 529	Mastiff, Shadow
530 - 532	Mastodon
533	Medusa

Die Roll (d1000)	Encounter
534	Memory Moss
535 - 537	Minotaur
538 - 540	Mongrelman
541 - 543	Mule
544 - 545	Mummy
546	Naga, Guardian
547	Naga, Spirit
548 - 549	Night Hag
550	Nightmare
551 - 553	Norker
554	Nymph
555 - 583	Ogre
584	Ogre Mage
585 - 587	Ogrillon
588	Oliphant
589 - 616	Orc
617 - 618	Otyugh
619 - 626	Owl
627 - 629	Owl bear
630 - 632	Owl, Giant
633 - 634	Pech
635	Pegasus
636 - 638	Peryton
639 - 641	Phycomid
642 - 650	Pilgrim
651	Porcupine, Giant
652	Pseudo Dragon
653 - 656	Psi-ape
657 - 659	Pyrolisk
660 - 662	Quanar
663	Quickwood
664 - 672	Ram
673 - 675	Ram, Giant
676 - 678	Rat
679 - 681	Rat Man
682 - 684	Rat, Giant
685 - 687	Rat, Vapor
688 - 715	Raven Normal
716 - 718	Raven, Giant
719 - 721	Raven, Huge
722 - 724	Rhinoceros
725 - 727	Rock Reptile
728	Sandman
729 - 737	Scorpion, Huge
738 - 746	Scorpion, Large
747 - 749	Screaming Devilkin
750	Shade
751 - 753	Shedu
754 - 755	Shedu, Greater
756 - 783	Skunk
784	Skunk, Giant
785 - 793	Snail, Giant
794	Snake, Giant Amphisbaena
795 - 797	Snake, Giant Constrictor
798 - 806	Snake, Giant Poisonous
807	Snake, Giant Spitting
808 - 816	Snake, Poisonous
817 - 819	Sparker
820 - 822	Specter
823 - 825	Spider, Giant

Die Roll (d1000)	Encounter
826 - 834	Spider, Huge
835 - 862	Spider, Large
863 - 865	Spider, Phase
866	Spriggan
867 - 869	Stag, Giant
870 - 871	Stegocentipede
872	Storoper
873	Sylph
874	Tentamort
875 - 883	Tiger
884	Tiny Water Elephant
885 - 886	Titan (17 HD)
887	Titan (18 HD)
888	Titan (22 HD)
889 - 891	Toad, Giant
892 - 893	Toad, Poisonous
894	Troll, Giant Two-headed
895 - 897	Tunnel Worm
898	Vampire
899 - 900	Vargouille
901 - 903	Vilstrak
904 - 906	Volt
907	Vulchling
908	Vulture, Giant
909 - 937	Vulture, Normal
938 - 940	Wasp, Giant
941 - 948	Weasel
949 - 951	Whip Scorpion, Huge
952 - 954	Whip Scorpion, Large
955 - 957	Whip weed
958 - 960	Wight
961 - 962	Will-o-wisp
963 - 965	Wind Walker
966 - 974	Witherweed
975 - 982	Wolf
983	Wolf, Dire
984 - 985	Worm, Tenebrous
986	Wraith
987 - 989	Wyvern
990	Xorn
991 - 992	Yellow Musk Creeper
993	Yeth Hound
994	Zombie
995 - 996	Zombie, Juju
997	Zombie, Yellow Musk
998 - 000	Zvert

TEMPERATE, WILDERNESS PLAINS

Die Roll (d1000)	Encounter
001	Al-mi'raj
002 - 004	Ant Lion, Giant
005 - 006	Ant, Giant
007	Ascomoid
008	Assassin Bug
009	Atomie
010 - 017	Aurochs
018	Aurumvorax
019 - 020	Axebeak

Die Roll (d1000)	Encounter
021 - 027	Badger
028 - 030	Baluchitherium
031 - 037	Bandit
038	Barghest
039	Basidirond
040	Basilisk
041 - 043	Bat
044	Bat, Giant
045 - 047	Bee, Giant Bumble-
048 - 049	Beetle, Giant Rhinoceros
050 - 072	Beetle, Giant Stag
073 - 074	Berserker
075 - 076	Bladegrass
077 - 079	Blink Dog
080	Blood Hawk
081 - 103	Boar, Wild
104 - 106	Bonesnapper
107	Brain Smut
108 - 114	Bugbear
115	Bulette
116 - 138	Bull
139 - 162	Camel, Bactrian
163 - 169	Cat Wild
170	Caterwaul
171 - 194	Cattle, Wild
195 - 196	Centaur
197 - 220	Centipede, Giant
221 - 243	Centipede, Huge
244	Centipede, Megalo-
245 - 247	Character Party
248 - 254	Clubnek
255	Cockatrice
256 - 262	Dakon
263	Demon, Alu-
264	Demon, Cambion
265	Deva, Movanic
266 - 289	Dog, Wild
290	Dragon, Electrum
291	Drosera, Giant
292	Dustdigger
293 - 295	Dwarf, Hill
296 - 297	Dwarf, Mountain
298 - 304	Falcon, Large
305 - 328	Falcon, Regular
329	Flind
330	Flumph
331 - 332	Fly, Giant Bluebottle
333 - 334	Fly, Giant Horse
335	Forester's Bane
336	Forlarren
337	Frog, Giant
338	Gallu, Air
339	Gallu, Fire
340 - 342	Ghast
343	Ghost
344 - 350	Ghoul
351	Giant, Firbolg
352	Giant, Fire
353 - 354	Giant, Hill
355 - 356	Giant, Mist

Die Roll (d1000)	Encounter
357	Giant, Verlaang
358	Glomerom
359	Glow Worm, Giant
360	Gnoll
361 - 367	Goat
368 - 370	Goblin
371	Gorgon
372	Greenhag
373	Grim
374	Groaning, Spirit
375	Harpy
376 - 378	Hobgoblin
379 - 385	Honeybee, Giant
386	Hornet, Giant
387 - 393	Horse
394	Huecuva
395	Hydra,
396	Hydra, Pyro-
397	Irish Deer
398 - 421	Jackal
422 - 428	Jinx-Midge
429	Kenleon
430 - 436	Kestrel-man
437 - 439	Lammasu
440	Lammasu, Greater
441 - 442	Lamprey, Land
443 - 444	Landray
445	Leprechaun
446 - 452	Lion
453 - 454	Lion, Cave
455 - 457	Lion, Mountain
458	Lizard, Giant
459	Lycanthrope, Vixen
460 - 462	Lycanthrope, Wereboar
463	Lycanthrope, Weretiger
464 - 465	Lycanthrope, Werewolf
466 - 468	Lycanthrope, Wolwere
469	Manticore
470 - 476	Mastiff, Shadow
477 - 499	Mastodon
500 - 501	Medusa
502	Mongrel man
503 - 525	Mule
526 - 528	Mummy
529 - 535	Nomads
536	Norker
537 - 559	Ogre
560 - 562	Ogrillon
563	Old Man Willow
564	Oliphant
565 - 567	Orc
568 - 574	Owl
575	Owl, Giant
576	Phase Panther
577	Phoenix
578 - 584	Pilgrim
585	Porcupine, Giant
586	Psi-ape
587	Pudding, Brown
588 - 589	Purple Worm

Die Roll (d1000)	Encounter
590	Pyrolisk
591 - 592	Quanar
593	Quickwood
594 - 600	Ram
601 - 624	Rat
625 - 626	Rat Man
627 - 650	Rat, Giant
651 - 652	Rat, Vapor
653 - 655	Raven, Giant
656 - 657	Raven, Huge
658 - 681	Raven, Normal
682 - 704	Rhinoceros
705	Sandling
706	Sandman
707 - 714	Scorpion, Giant
715 - 721	Scorpion, Huge
722 - 744	Scorpion, Large
745	Screaming Devilkin
746	Scum Creeper
747 - 748	Shade
749 - 750	Shedu
751	Shedu, Greater
752 - 775	Skunk
776	Snake, Giant Amphisbaena
777 - 778	Snake, Giant Constrictor
779 - 785	Snake, Giant Poisonous
786 - 787	Snake, Giant Spitting
788 - 794	Snake, Poisonous
795 - 796	Soldiers
797	Sparker
798 - 821	Spider, Huge
822 - 844	Spider, Large
845	Spriggan
846 - 869	Stag
870	Stegocentipede
871	Thunderherder
872 - 878	Tiger
879	Tiny Water Elephant
880 - 886	Titanothere
887 - 910	Toad, Giant
911	Toad, Poisonous
912 - 913	Troll
914 - 915	Troll, Hill
916	Vampire
917	Vargouille
918 - 919	Volt
920	Vulture, Giant
921 - 944	Vulture, Normal
945 - 946	Wasp, Giant
947	Weasel, Giant
948 - 950	Weevil-Man
951 - 952	Whip Scorpion, Huge
953 - 955	Whip Scorpion, Large
956 - 957	Whipperstem
958 - 965	Witherweed
966 - 988	Wolf
989 - 991	Wolf, Dire
992	Wolf-in-sheep's-clothing
993 - 994	Wyvern
995	Yeth Hound

Die Roll (d1000)	Encounter
996	Zombie
997	Zombie, Juju
998 - 000	Zvert

TEMPERATE, WILDERNESS SCRUB

Die Roll (d1000)	Encounter
001	Al-mi'raj
002	Annis
003 - 004	Ant Lion, Giant
005 - 006	Ant, Giant
007	Assassin Bug
008 - 009	Atomie
010 - 014	Aurochs
015	Aurumvorax
016 - 017	Axebeak
018 - 023	Badger
024 - 025	Baluchitherium
026 - 031	Bandit
032	Banshee
033	Barghest
034 - 035	Basidirond
036 - 040	Basilisk
041	Basilisk, Greater
042 - 047	Bat
048	Bat, Giant
049 - 067	Bear, Black
068 - 086	Bear, Brown
087 - 086	Bear, Cave
087	Beaver, Giant
088	Bee, Giant Bumble-
089 - 090	Bee, Giant Honey
091	Beetle, Death Watch
092 - 110	Beetle, Giant Bombardier
111 - 129	Beetle, Giant Boring
130 - 147	Beetle, Giant Fire
148 - 166	Beetle, Giant Stag
167	Berserker
168 - 169	Blink Dog
170	Blood Hawk
171	Blood Vine
172 - 177	Boar, Giant
178 - 195	Boar, Warthog
196 - 214	Boar, Wild
215 - 216	Bogwump
217	Boobrie
218	Brain Smut
219 - 220	Brownie
221 - 222	Buckawn
223 - 228	Bugbear
229	Bulette
230 - 247	Bull
248 - 253	Bushtrap
254 - 255	Camel, Bactrian
256 - 261	Cat, Wild
262	Catoblepas
263 - 264	Cattle, Wild
265 - 266	Caveman
267 - 268	Centaur

Die Roll (d1000)	Encounter
269 - 287	Centipede, Giant
288 - 305	Centipede, Huge
306	Centipede, Megalo-
307 - 308	Character Party
309 - 314	Clubneck
315	Cockatrice
316 - 317	Constrictor Vine
318 - 319	Cooshee
320 - 325	Crying Tree
326 - 331	Dakon
332	Demon, Bornean
333 - 332	Deva, Movanic
333 - 338	Dire Squirrel
339	Dire Squirrel, Flying
340 - 358	Dog, Wild
359	Dragon, Electrum
360 - 361	Dragon, Green
362	Dragon, Mist
363 - 362	Dragon, Red
363	Dragon, Wailing
364 - 369	Drosera, Giant
370	Dryad
371 - 372	Dwarf, Hill
373 - 374	Dwarf, Mountain
375	Eagle
376	Ear Seeker
377 - 378	Earwig
379 - 380	Elf, Gray
381	Elf, Wild
382 - 386	Elf, Wood
387 - 388	Ettercap
389 - 390	Executioner's Hood
391 - 396	Faerie
397	Faerie Dragon
398	Faerie Lover
399 - 404	Falcon, Large
405 - 423	Falcon, Regular
424 - 423	Flind
424 - 425	Fly, Giant Bluebottle
426	Fly, Giant Horse
427	Forester's Bane
428	Forlarren
429	Frog, Giant
430	Gargoyle
431	Genius Loci
432	Ghost
433 - 432	Giant, Firbolg
433	Giant, Fire
434	Giant, Frost
435 - 436	Giant, Hill
437	Giant, Verlaang
438	Glomerom
439 - 444	Gloomgabbler
445	Glow Worm, Giant
446 - 450	Gnoll
451	Gnome
452 - 453	Goblin
454	Gorgon
455	Greenhag
456	Grim

Die Roll (d1000)	Encounter
457	Hangman Tree
458 - 459	Harpy
460 - 461	Hobgoblin
462 - 479	Honeybee, Giant
480 - 485	Hornet, Giant
486 - 491	Horse
492	Hydra
493 - 494	Irish Deer
495 - 496	Jackal
497 - 502	Jinx-Midge
503	Kampful
504 - 505	Kech
506 - 505	Kestrel-man
506 - 511	Kobold
512	Korred
513	Kullen
514 - 515	Lammasu
516	Lammasu, Greater
517 - 518	Lamprey, Land
519 - 520	Landray
521 - 526	Leprechaun
527 - 532	Lion
533 - 537	Lion, Mountain
538	Lizard, Giant
539	Lycanthrope, Vixen
540 - 541	Lycanthrope, Werebear
542 - 543	Lycanthrope, Wereboar
544	Lycanthrope, Werejackal
545	Lycanthrope, Weretiger
546 - 564	Lycanthrope, Werewolf
565 - 566	Lycanthrope, Wolwere
567 - 566	Mandragora
567 - 572	Manticore
573 - 574	Mantis, Giant
575	Mastiff, Shadow
576 - 594	Mastodon
595 - 596	Medusa
597 - 598	Memory Moss
599 - 600	Minotaur
601	Mongrelman
602 - 603	Mule
604	Mummy
605	Needleman
606 - 605	Norker
606	Nymph
607 - 625	Ogre
626 - 627	Ogrillon
628	Old Man Willow
629 - 630	Oliphant
631 - 649	Orc
650 - 655	Owl
656 - 657	Owl, Giant
658 - 659	Owlbear
660	Pegasus
661 - 660	Phase Panther
661	Phoenix
662 - 667	Pilgrim
668	Pixie
669 - 674	Porcupine, Giant
675	Pseudo Dragon

Die Roll (d1000)	Encounter
676 - 680	Psi-ape
681	Pudding, Brown
682	Pyrolisk
683	Quanar
684	Quickling
685	Quickwood
686 - 703	Rat
704 - 705	Rat Man
706	Raven, Giant
707 - 708	Raven, Huge
709 - 727	Raven, Normal
728 - 746	Rhinoceros
747 - 748	Scorpion, Giant
749 - 754	Scorpion, Huge
755 - 760	Scorpion, Large
761 - 762	Screaming Devilkin
763 - 762	Scum Creeper
763 - 764	Shadow
765	Shedu
766	Shedu, Greater
767 - 785	Skunk
786	Skunk, Giant
787 - 792	Snail, Giant
793 - 792	Snake, Giant Amphisbaena
793 - 798	Snake, Giant Constrictor
799 - 804	Snake, Giant Poisonous
805	Snake, Giant Spitting
806 - 811	Snake, Poisonous
812 - 813	Soldiers
814	Sparker
815 - 819	Spider, Giant
820 - 825	Spider, Huge
826 - 844	Spider, Large
845 - 846	Spider, Phase
847 - 848	Sprite
849	Squealer
850 - 868	Stag
869 - 868	Stegocentipede
869 - 874	Stirge
875	Swanmay
876	Sylvan Cat
877 - 878	Tick, Giant
879 - 884	Tiger
885 - 886	Titanothera
887 - 905	Toad, Giant
906 - 910	Toad, Poisonous
911 - 912	Treat
913 - 918	Troll
919	Troll, Hill
920	Vampire
921	Vargouille
922	Vegepygmy
923 - 924	Volt
925 - 926	Vulchling
927 - 932	Vulture, Normal
933 - 934	Wasp, Giant
935 - 939	Weasel
940 - 941	Weasel, Giant
942 - 943	Weevil-Man
944 - 945	Whip Scorpion, Huge

Die Roll (d1000)	Encounter
946	Whip Scorpion, Large
947 - 952	Whipperstem
953 - 958	Witherweed
959 - 977	Wolf
978 - 979	Wolf, Dire
980 - 979	Wolf-in-sheep's clothing
980 - 982	Woodthorn
983 - 984	Worm, Tenebrous
985 - 989	Wyvern
990 - 991	Yellow Musk Creeper
992	Zombie
993 - 994	Zombie, Yellow Musk
995 - 000	Zvert

TEMPERATE, WILDERNESS SWAMP

Die Roll (d1000)	Encounter
001	Achaierai
002	Algoid
003	Annis
004 - 006	Assassin Bug
007 - 013	Axebeak
014	Badger
015 - 017	Bandit
018	Barghest
019 - 020	Basidirond
021 - 027	Basilisk
028 - 029	Basilisk, Greater
030 - 031	Bat
032	Bat, Giant
033 - 035	Bear, Black
036 - 037	Bear, Brown
038	Bee, Giant Bumble-
039	Beetle, Death Watch
040 - 042	Beetle, Giant Bombardier
043 - 044	Beetle, Giant Boring
045 - 047	Beetle, Giant Fire
048	Beetle, Giant Sheer
049 - 051	Beetle, Giant Stag
052	Beholder
053	Berserker
054 - 055	Bladegrass
056 - 058	Blood Hawk
059	Boar, Giant
060 - 061	Boar, Warthog
062 - 064	Boar, Wild
065 - 066	Bogwump
067 - 069	Boobrie
070 - 072	Brain Smut
073	Brownie
074	Bugbear
075	Bull
076 - 077	Bunyip
078 - 080	Camel, Bactrian
081 - 087	Cat, Wild
088 - 090	Caterwaul
091 - 092	Cattle, Wild
093 - 116	Centipede, Giant
117 - 139	Centipede, Huge

Die Roll (d1000)	Encounter
140	Centipede, Megalo-
141 - 143	Character Party
144	Clubnek
145 - 151	Cockatrice
152	Coffer Corpse
153	Cooshee
154 - 156	Crab, Giant
157	Crabman
158 - 159	Crane, Giant
160	Crayfish, Giant
161 - 184	Crocodile, Normal
185	Demon, Alu-
186	Demon, Cambion
187	Demon, Nabassu
188	Deva, Movanic
189 - 212	Dog, Wild
213	Doppelgänger
214	Dracolisk
215	Dragon, Black
216	Dragon, Electrum
217	Dragon, Green
218	Dragon, Mist
219 - 221	Dragonfly, Giant
222 - 228	Drosera, Giant
229	Eblis
230	Elf, Wood
231	Faerie Lover
232 - 234	Falcon, Large
235 - 241	Falcon, Regular
242	Flind
243 - 245	Fly, Giant Bluebottle
246	Fly, Giant Horsefly
247	Forester's Bane
248 - 254	Frog, Giant
255 - 257	Frog, Poisonous
258	Gallu, Water
259	Gargoyle
260 - 261	Gas Spore
262	Genius Loci
263 - 265	Ghost
266	Ghost
267 - 273	Ghoul
274 - 276	Giant, Hill
277	Giant, Mist
278	Giant, Verlaang
279	Glomerom
280	Gloomgabblers
281	Gloomwing
282	Glow Worm, Giant
283 - 289	Gnoll
290 - 292	Goblin
293	Gorgon
294	Greenhag
295	Grim
296	Hangman Tree
297 - 299	Harpy
300	Haunt
301	Hell Hound
302 - 308	Hobgoblin
309 - 332	Honeybee, Giant

Die Roll (d1000)	Encounter
333 - 339	Hornet, Giant
340 - 341	Horse
342	Huecuva
343 - 350	Hydra
351	Hydra, Pryo-
352 - 353	Irish Deer
354 - 356	Jackal
357 - 363	Jinx-Midge
364	Kech
365	Kelpie
366	Kestrel-man
367	Kobold
368	Kullen
369 - 370	Lammasu
371 - 377	Lamprey, Land
378	Landray
379 - 385	Leech, Giant
386 - 388	Leucrotta
389 - 395	Lion
396	Lion, Cave
397	Lizard King
398 - 400	Lizard Man
401 - 407	Lizard, Giant
408 - 409	Lycanthrope, Werebear
410	Lycanthrope, Wereboar
411	Lycanthrope, Werejackal
412 - 413	Lycanthrope, Weretiger
414 - 415	Lycanthrope, Werewolf
416 - 418	Lycanthrope, Wolwere
419	Mandradora
420	Manticore
421 - 422	Mastiff, Shadow
423 - 430	Mastodon
431 - 432	Medusa
433 - 435	Memory Moss
436 - 437	Merrow
438 - 440	Minotaur
441 - 442	Mongrelman
443 - 445	Muckdweller
446	Mud-man
447 - 469	Mule
470	Mummy
471	Naga, Guardian
472 - 473	Naga, Spirit
474	Night Hag
475 - 476	Norker
477	Numblin
478 - 501	Ogre
502	Ogre Magi
503	Old Man Willow
504	Oliphant
505 - 507	Ooze, Crystal
508 - 530	Orc
531 - 533	Owl
534	Owl, Giant
535 - 536	Owlbear
537	Phantom
538	Phase Panther
539 - 541	Phycomid
542 - 548	Pilgrim

Die Roll (d1000)	Encounter
549 - 555	Pirates
556 - 558	Porcupine, Giant
559 - 565	Psi-ape
566 - 572	Pudding, Deadly Brown
573 - 575	Pyrolisk
576 - 577	Quanar
578	Quickling
579	Quickwood
580 - 603	Rat
604 - 605	Rat Man
606 - 629	Rat, Giant
630 - 632	Rat, Vapor
633	Raven, Giant
634 - 635	Raven, Huge
636 - 659	Raven, Normal
660 - 682	Rhinoceros
683 - 689	Scorpion, Huge
690 - 692	Screaming Devilkin
693 - 699	Scum Creeper
700	Shade
701 - 703	Shadow
704 - 705	Shambling Mound
706	Shedu
707	Shedu, Greater
708 - 710	Skeleton
711	Skeleton, Animal
712 - 734	Skunk
735 - 736	Skunk, Giant
737 - 743	Snail, Giant
744 - 750	Snake Giant Poisonous
751	Snake, Giant Amphisbaena
752 - 758	Snake, Giant Constrictor
759 - 761	Snake, Giant Spitting
762 - 768	Snake, Poisonous
769	Son of Chaos
770 - 772	Specter
773 - 795	Spider, Huge
796 - 819	Spider, Large
820	Squealer
821	Stegocentipede
822	Tentamort
823 - 845	Throat Leech
846	Tick, Giant
847 - 849	Tiger
850	Tiny Water Elephant
851 - 853	Titanothera
854 - 876	Toad, Giant
877 - 883	Toad, Poisonous
884	Treant
885 - 892	Troll
893 - 894	Troll, Hill
895 - 897	Urchin, Black
898	Urchin, Green
899	Urchin, Red
900	Vampire
901	Vegepygmy
902 - 908	Volt
909	Vulchling
910	Vulture, Giant
911 - 934	Vulture, Normal

Die Roll (d1000)	Encounter
935 - 936	Wasp, Giant
937 - 944	Weasel
945 - 946	Weasel, Giant
947 - 949	Whip Scorpion, Huge
950 - 951	Whip Scorpion, Large
952 - 958	Whipperstem
959 - 960	Wight
961 - 967	Will-o-wisp
968 - 974	Witherweed
975 - 981	Wolf
982	Wolf, Dire
983	Woodthorn
984	Worm, Tenebrous
985 - 986	Wraith
987 - 993	Wyvern
994 - 995	Zombie
996	Zombie, Giant
997	Zombie, Juju
998 - 000	Zvert

TROPICAL, CIVILIZED BADLANDS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 014	Amazon
015	Baku
016 - 054	Bandit
055 - 056	Banshee
057 - 058	Barghest
059 - 069	Basilisk
070 - 081	Bat
082 - 086	Beetle, Giant Fire
087 - 090	Berserker
091 - 094	Bladegrass
095 - 098	Boar, Wild
099 - 100	Bugbear
101 - 102	Bull
103 - 140	Camel, Bactrian
141 - 179	Camel, Dromedary
180 - 191	Cat, Domestic
192 - 229	Cattle, Wild
230 - 231	Centipede, Giant
232 - 243	Centipede, Huge
244 - 255	Character Party
256 - 257	Coffer Corpse
258	Demon, Succubus
259 - 260	Demon, Vrock
261 - 262	Deva, Movanic
263 - 274	Dog, War
275 - 276	Dragon, Electrum
277	Dragon, Steam
278 - 279	Dragonnel
280 - 283	Dwarf, Hill
284 - 287	Elephant, African
288 - 292	Elephant, Asian
293	Elf, Wood
294 - 298	Falcon, Large
299 - 309	Falcon, Regular
310 - 314	Flind

Die Roll (d1000)	Encounter
315	Gallu, Air
316 - 317	Gallu, Earth
318 - 319	Gallu, Fire
320 - 323	Ghost
324 - 325	Ghost
326 - 337	Ghoul
338	Glomerom
339 - 350	Gnoll
351 - 355	Gnome
356 - 359	Goblin
360	Griffon
361 - 365	Halfling
366	Hell Hound
367 - 378	Hobgoblin
379 - 390	Honeybee, Giant
391 - 402	Horse
403 - 404	Huecuva
405 - 442	Jackal
443 - 444	Jann
445 - 448	Jinx-Midge
449 - 450	Ki-rin
451 - 452	Kullen
453 - 456	Lammasu
457 - 458	Lammasu, Greater
459 - 470	Lion
471	Lycanthrope, Wereboar
472 - 476	Lycanthrope, Werejackal
477	Lycanthrope, Wererat
478 - 482	Lycanthrope, Werewolf
483 - 486	Mastiff, Shadow
487 - 488	Memory Moss
489 - 526	Merchant
527 - 530	Minotaur
531 - 569	Mule
570 - 573	Nomads
574 - 575	Norker
576 - 613	Ogre
614 - 618	Ogrillon
619	Oliphant
620 - 631	Owl
632 - 643	Pilgrim
644 - 647	Poltergeist
648 - 651	Pooka
652 - 653	Quanar
654 - 655	Rakshasa
656 - 667	Rat
668 - 671	Rat Man
672 - 683	Rat, Giant
684 - 695	Rat, Hairless
696 - 699	Rat, Vapor
700 - 738	Raven, Normal
739	Revenant
740 - 741	Shade
742 - 745	Shedu
746 - 747	Shedu, Greater
748 - 759	Snail, Giant
760 - 771	Snake, Constrictor
772 - 775	Snake, Giant Constrictor
776 - 787	Snake, Giant Poisonous
788 - 799	Snake, Poisonous

Die Roll (d1000)	Encounter
800 - 811	Soldiers
812	Spider, Giant
813 - 851	Spider, Huge
852 - 890	Spider, Large
891	Spider, Phase
892 - 893	Tiny Water Elephant
894 - 897	Toad, Giant
898 - 901	Troll
902 - 903	Vampire
904 - 942	Vulture, Normal
943 - 944	Whip Scorpion, Giant
945 - 948	Whip Scorpion, Huge
949 - 952	Whip Scorpion, Large
953 - 954	White Lady
955 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Xorn
999 - 000	Zombie

TROPICAL, CIVILIZED DESERT

Die Roll (d1000)	Encounter
001 - 016	Amazon
017 - 069	Bandit
070 - 071	Banshee
072 - 074	Barghest
075 - 076	Bat
077 - 082	Berserker
083 - 087	Boar, Wild
088 - 090	Bugbear
091 - 092	Bull
093 - 145	Camel, Bactrian
146 - 197	Camel, Dromedary
198 - 214	Cat, Domestic
215 - 219	Cattle, Wild
220 - 222	Centipede, Giant
223 - 238	Centipede, Huge
239 - 254	Character Party
255 - 256	Coffer Corpse
257 - 259	Demon, Succubus
260 - 261	Demon, Vrock
262 - 264	Deva, Movanic
265 - 280	Dog, War
281 - 282	Dragon, Electrum
283 - 285	Dragon, Steam
286 - 290	Dwarf, Hill
291 - 296	Elephant, African
297 - 302	Elephant, Asian
303 - 307	Falcon, Large
308 - 324	Falcon, Regular
325 - 329	Flind
330 - 332	Gallu, Fire
333 - 337	Goblin
338 - 340	Griffon
341 - 342	Hell Hound
343 - 345	Hobgoblin
346 - 361	Horse
362 - 363	Huecuva
364 - 416	Jackal

Die Roll (d1000)	Encounter
417 - 418	Jann
419 - 424	Jinx-Midge
425 - 430	Lammasu
431 - 432	Lammasu, Greater
433 - 448	Lion
449 - 451	Lycanthrope, Wereboar
452 - 456	Lycanthrope, Werejackal
457 - 459	Lycanthrope, Wererat
460 - 464	Lycanthrope, Werewolf
465 - 481	Mastiff, Shadow
482 - 533	Merchant
534 - 539	Nomads
540 - 541	Norker
542 - 557	Ogre
558 - 560	Oliphant
561 - 576	Owl
577 - 592	Pilgrim
593 - 598	Poltergeist
599 - 600	Quanar
601 - 603	Rakshasa
604 - 619	Rat
620 - 625	Rat Man
626 - 630	Rat, Giant
631 - 646	Rat, Hairless
647 - 652	Rat, Vapor
653 - 705	Raven, Normal
706 - 707	Shade
708 - 713	Shedu
714 - 715	Shedu, Greater
716 - 731	Snake, Constrictor
732 - 737	Snake, Giant Constrictor
738 - 753	Snake, Giant Poisonous
754 - 769	Snake, Poisonous
770 - 786	Soldiers
787 - 838	Spider, Huge
839 - 891	Spider, Large
892 - 893	Tiny Water Elephant
894 - 899	Toad, Giant
900 - 905	Troll
906 - 907	Vampire
908 - 960	Vulture, Normal
961 - 962	Whip Scorpion, Giant
963 - 968	Whip Scorpion, Huge
969 - 973	Whip Scorpion, Large
974 - 976	White Lady
977 - 992	Wolf
993 - 998	Wolf, Dire
999 - 000	Zombie

TROPICAL, CIVILIZED FOREST

Die Roll (d1000)	Encounter
001 - 010	Amazon
011 - 014	Anhkheg
015 - 017	Baku
018 - 050	Bandit
051	Banshee
052 - 053	Barghest
054 - 063	Basilisk

Die Roll (d1000)	Encounter
064 - 073	Bat
074 - 105	Beetle, Giant Fire
106 - 109	Berserker
110 - 142	Boar, Wild
143	Bookworm
144 - 153	Bugbear
154 - 186	Bull
187 - 196	Bushtrap
197 - 199	Camel, Bactrian
200 - 209	Cat, Domestic
210 - 213	Cattle, Wild
214 - 246	Centipede, Giant
247 - 278	Centipede, Huge
279 - 280	Centipede, Megalo-
281 - 290	Character Party
291	Demon, Bornean
292 - 293	Demon, Shadow
294	Deva, Movanic
295 - 304	Dog, War
305 - 306	Dragon, Electrum
307 - 309	Dwarf, Hill
310 - 311	Ear Seeker
312 - 314	Earwig
315 - 347	Elephant, African
348 - 380	Elephant, Asian
381 - 390	Elf, Wood
391 - 400	Falcon, Large
401 - 432	Falcon, Regular
433 - 434	Flind
435	Frog, Giant
436 - 437	Ghost
438	Glomerom
439 - 449	Gnoll
450	Gnome
451 - 454	Goblin
455 - 457	Halfling
458 - 461	Hobgoblin
462 - 471	Honeybee, Giant
472 - 481	Horse
482 - 484	Jackal
485 - 494	Jinx-Midge
495 - 496	Kullen
497 - 499	Lammasu
500 - 501	Lammasu, Greater
502 - 511	Lion
512 - 514	Lycanthrope, Wereboar
515 - 516	Lycanthrope, Werejackal
517	Lycanthrope, Wererat
518 - 550	Lycanthrope, Werewolf
551	Mastiff, Shadow
552 - 555	Memory Moss
556 - 565	Merchant
566 - 569	Minotaur
570 - 572	Mule
573 - 574	Norker
575 - 606	Ogre
607 - 610	Ogrillon
611 - 613	Oliphant
614 - 623	Owl
624 - 633	Pilgrim

Die Roll (d1000)	Encounter
634 - 635	Poltergeist
636 - 638	Pooka
639 - 642	Rakshasa
643 - 675	Rat
676 - 678	Rat Man
679 - 688	Rat, Giant
689 - 692	Rat, Vapor
693 - 724	Raven, Normal
725 - 726	Revenant
727 - 729	Shadow
730 - 731	Shedu
732	Shedu, Greater
733 - 742	Snail, Giant
743 - 752	Snake, Constrictor
753 - 754	Snake, Giant Amphisbaena
755 - 764	Snake, Giant Constrictor
765 - 774	Snake, Giant Poisonous
775 - 784	Snake, Poisonous
785 - 817	Soldiers
818 - 827	Spider, Giant
828 - 837	Spider, Huge
838 - 869	Spider, Large
870 - 873	Spider, Phase
874 - 883	Squirrel, Dire
884 - 886	Squirrel, Dire, Flying
887 - 897	Stirge
898 - 900	Tick, Giant
901 - 933	Toad, Giant
934 - 943	Troll
944	Vampire
945 - 954	Vulture, Normal
955 - 956	Whip Scorpion, Giant
957 - 959	Whip Scorpion, Huge
960 - 961	Whip Scorpion, Large
962	White Lady
963 - 995	Wolf
996 - 998	Wolf, Dire
999 - 000	Zombie

TROPICAL, CIVILIZED HILLS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 014	Amazon
015 - 016	Baku
017 - 056	Bandit
057 - 058	Banshee
059 - 060	Barghest
061 - 073	Basilisk
074 - 085	Bat
086 - 089	Beetle, Giant Fire
090 - 094	Berserker
095 - 098	Bladegrass
099 - 102	Boar, Wild
103 - 104	Bugbear
105 - 106	Bull
107 - 110	Camel, Bactrian
111 - 151	Cat, Domestic
152 - 191	Cattle, Wild

Die Roll (d1000)	Encounter
192 - 193	Centipede, Giant
194 - 205	Centipede, Huge
206 - 218	Character Party
219 - 220	Coffer Corpse
221	Deva, Movanic
222 - 234	Dog, War
235 - 236	Dragon, Electrum
237 - 238	Dragonnel
239 - 278	Dwarf, Hill
279 - 282	Elephant, African
283 - 287	Elephant, Asian
288	Elf, Wood
289 - 293	Falcon, Large
294 - 305	Falcon, Regular
306 - 307	Flind
308 - 309	Gallu, Air
310 - 311	Gallu, Earth
312 - 315	Ghast
316 - 317	Ghost
318 - 329	Ghoul
330 - 331	Glomerom
332 - 344	Gnoll
345 - 348	Gnome
349 - 352	Goblin
353 - 354	Griffon
355 - 359	Halfling
360	Hell Hound
361 - 373	Hobgoblin
374 - 385	Honeybee, Giant
386 - 398	Horse
399 - 400	Huecuva
401 - 404	Jackal
405 - 408	Jinx-Midge
409 - 410	Ki-rin
411 - 412	Kullen
413 - 416	Lammasu
417 - 418	Lammasu, Greater
419 - 431	Lion
432	Lycanthrope, Wereboar
433 - 434	Lycanthrope, Werejackal
435 - 436	Lycanthrope, Wererat
437 - 476	Lycanthrope, Werewolf
477 - 481	Mastiff, Shadow
482 - 483	Memory Moss
484 - 523	Merchant
524 - 527	Minotaur
528 - 568	Mule
569 - 572	Norker
573 - 612	Ogre
613 - 617	Ogrillon
618 - 621	Oliphant
622 - 633	Owl
634 - 646	Pilgrim
647 - 648	Poltergeist
649 - 652	Pooka
653 - 654	Rakshasa
655 - 666	Rat
667 - 671	Rat Man
672 - 683	Rat, Giant
684 - 687	Rat, Vapor

Die Roll (d1000)	Encounter
688 - 728	Raven, Normal
729 - 730	Revenant
731 - 734	Shedu
735 - 736	Shedu, Greater
737 - 748	Snail, Giant
749 - 761	Snake, Constrictor
762 - 765	Snake, Giant Constrictor
766 - 777	Snake, Giant Poisonous
778 - 790	Snake, Poisonous
791 - 830	Soldiers
831 - 832	Spider, Giant
833 - 844	Spider, Huge
845 - 885	Spider, Large
886	Spider, Phase
887 - 888	Tiny Water Elephant
889 - 893	Toad, Giant
894 - 897	Troll
898 - 899	Vampire
900 - 939	Vulture, Normal
940 - 941	Whip Scorpion, Giant
942 - 945	Whip Scorpion, Huge
946 - 950	Whip Scorpion, Large
951 - 952	White Lady
953 - 992	Wolf
993 - 996	Wolf, Dire
997 - 998	Xorn
999 - 000	Zombie

TROPICAL, CIVILIZED MOUNTAINS

Die Roll (d1000)	Encounter
001 - 002	Aerian
003 - 019	Amazon
020 - 071	Bandit
072 - 074	Barghest
075 - 076	Basilisk
077 - 129	Bat
130 - 134	Beetle, Giant Fire
135 - 140	Berserker
141 - 156	Bugbear
157 - 172	Cat, Domestic
173 - 178	Cattle, Wild
179 - 181	Cave Fisher
182 - 183	Centipede, Giant
184 - 199	Centipede, Huge
200 - 215	Character Party
216 - 218	Coffer Corpse
219 - 220	Deep Buffalo
221 - 223	Demon, Bornean
224 - 225	Demon, Shadow
226 - 228	Deva, Movanic
229 - 244	Dog, War
245 - 249	Dragon, Cloud
250 - 252	Dragon, Electrum
253 - 254	Dragonnel
255 - 260	Dwarf, Hill
261 - 276	Falcon, Large
277 - 329	Falcon, Regular
330 - 331	Flind

Die Roll (d1000)	Encounter
332 - 334	Gallu, Air
335 - 336	Gallu, Earth
337 - 342	Ghast
343 - 344	Ghost
345 - 360	Ghoul
361 - 363	Glomerom
364 - 379	Gnoll
380 - 381	Gnome
382 - 398	Goblin
399 - 414	Griffon
415 - 416	Haunt
417 - 419	Hell Hound
420 - 435	Hobgoblin
436 - 451	Honeybee, Giant
452 - 457	Horse
458 - 462	Jinx-Midge
463 - 465	Ki-rin
466 - 470	Kullen
471 - 476	Lammasu
477 - 479	Lammasu, Greater
480 - 495	Lion
496 - 497	Lycanthrope, Wererat
498 - 503	Lycanthrope, Werewolf
504 - 509	Mastiff, Shadow
510 - 511	Memory Moss
512 - 517	Merchant
518 - 522	Minotaur
523 - 528	Mule
529 - 534	Norker
535 - 586	Ogre
587 - 592	Ogrillon
593 - 594	Oliphant
595 - 597	Otyugh
598 - 613	Owl
614 - 629	Pilgrim
630 - 632	Poltergeist
633 - 634	Rakshasa
635 - 640	Rat
641 - 645	Rat Man
646 - 651	Rat, Giant
652 - 657	Rat, Vapor
658 - 709	Raven, Normal
710 - 712	Shade
713 - 717	Shadow
718 - 723	Shedu
724 - 726	Shedu, Greater
727 - 742	Snail, Giant
743 - 758	Snake, Constrictor
759 - 760	Snake, Giant Amphisbaena
761 - 766	Snake, Giant Constrictor
767 - 782	Snake, Giant Poisonous
783 - 798	Snake, Poisonous
799 - 815	Soldiers
816 - 817	Spider, Giant
818 - 833	Spider, Huge
834 - 886	Spider, Large
887 - 891	Spider, Phase
892 - 894	Tiny Water Elephant
895 - 900	Toad, Giant
901 - 905	Troll

Die Roll (d1000)	Encounter
906 - 908	Vampire
909 - 960	Vulture, Normal
961 - 963	Whip Scorpion, Giant
964 - 968	Whip Scorpion, Huge
969 - 974	Whip Scorpion, Large
975 - 990	Wolf
991 - 993	Wolf, Dire
994 - 995	Xorn
996 - 998	Zombie
999 - 000	Zombie, Juju

TROPICAL, CIVILIZED PLAINS

Die Roll (d1000)	Encounter
001 - 009	Amazon
010 - 012	Anhkheg
013 - 042	Bandit
043	Banshee
044 - 045	Barghest
046	Basilisk
047 - 049	Bat
050 - 052	Berserker
053 - 056	Bladegrass
057 - 085	Boar, Wild
086 - 087	Bookworm
088	Brain Mote
089 - 097	Bugbear
098 - 127	Bull
128	Buraq
129 - 158	Camel, Bactrian
159 - 161	Camel, Dromedary
162 - 191	Cat, Domestic
192 - 220	Cattle, Wild
221 - 250	Centipede, Giant
251 - 280	Centipede, Huge
281	Centipede, Megalo-
282 - 290	Character Party
291 - 292	Demon, Alu
293	Demon, Cambion
294	Deva, Movanic
295 - 304	Dog, War
305	Dragon, Cloud
306	Dragon, Electrum
307 - 309	Dwarf, Hill
310 - 339	Elephant, African
340 - 369	Elephant, Asian
370 - 378	Falcon, Large
379 - 408	Falcon, Regular
409	Flind
410	Frog, Giant
411 - 412	Gallu, Air
413	Gallu, Fire
414 - 416	Ghast
417 - 418	Ghost
419 - 427	Ghoul
428	Glomerom
429	Gnoll
430 - 433	Goblin
434 - 436	Halfling

Die Roll (d1000)	Encounter
437 - 439	Hobgoblin
440 - 448	Honeybee, Giant
449 - 457	Horse
458 - 459	Huecuva
460 - 488	Jackal
489 - 497	Jinx-Midge
498 - 501	Kullen
502 - 504	Lammasu
505	Lammasu, Greater
506 - 514	Lion
515 - 518	Lycanthrope, Wereboar
519 - 521	Lycanthrope, Werejackal
522	Lycanthrope, Wererat
523 - 525	Lycanthrope, Werewolf
526 - 534	Mastiff, Shadow
535 - 564	Merchant
565 - 594	Mule
595 - 597	Nomads
598	Norker
599 - 628	Ogre
629 - 631	Ogrillon
632 - 633	Oliphant
634 - 642	Owl
643 - 651	Pilgrim
652 - 654	Poltergeist
655 - 657	Pooka
658 - 659	Rakshasa
660 - 688	Rat
689 - 691	Rat Man
692 - 721	Rat, Giant
722 - 730	Rat, Hairless
731 - 733	Rat, Vapor
734 - 763	Raven, Normal
764	Shade
765 - 768	Shedu
769	Shedu, Greater
770 - 778	Snake, Constrictor
779 - 780	Snake, Giant Amphisbaena
781 - 783	Snake, Giant Constrictor
784 - 792	Snake, Giant Poisonous
793 - 801	Snake, Poisonous
802 - 831	Soldiers
832 - 860	Spider, Huge
861 - 890	Spider, Large
891	Tiny Water Elephant
892 - 921	Toad, Giant
922 - 924	Troll
925 - 926	Vampire
927 - 955	Vulture, Normal
956 - 957	Whip Scorpion, Giant
958 - 960	Whip Scorpion, Huge
961 - 963	Whip Scorpion, Large
964	White Lady
965 - 994	Wolf
995 - 997	Wolf, Dire
998 - 999	Zombie
000	Zombie, Juju

TROPICAL, CIVILIZED SCRUB

Die Roll (d1000)	Encounter
001 - 009	Amazon
010 - 013	Anhkheg
014 - 016	Baku
017 - 046	Bandit
047 - 048	Banshee
049	Barghest
050 - 051	Basilisk
052 - 060	Bat
061 - 090	Beetle, Giant Fire
091 - 094	Berserker
095 - 097	Bladegrass
098 - 127	Boar, Wild
128 - 129	Bookworm
130	Brain Mote
131 - 140	Bugbear
141 - 170	Bull
171	Buraq
172 - 181	Bushtrap
182 - 184	Camel, Bactrian
185 - 187	Camel, Dromedary
188 - 197	Cat, Domestic
198 - 227	Cattle, Wild
228 - 258	Centipede, Giant
259 - 288	Centipede, Huge
289	Centipede, Megalo-
290 - 299	Character Party
300	Demon, Alu
301 - 302	Demon, Bornean
303	Demon, Cambion
304	Demon, Shadow
305 - 306	Deva, Movanic
307 - 315	Dog, War
316 - 317	Dragon, Cloud
318	Dragon, Electrum
319 - 321	Dwarf, Hill
322 - 323	Ear Seeker
324 - 326	Earwig
327 - 356	Elephant, African
357 - 387	Elephant, Asian
388 - 396	Elf, Wood
397 - 406	Falcon, Large
407 - 436	Falcon, Regular
437	Flind
438 - 439	Frog, Giant
440	Gallu, Air
441 - 442	Gallu, Fire
443 - 445	Ghost
446	Ghost
447 - 456	Ghoul
457	Glomerom
458 - 459	Gnoll
460	Gnome
461 - 463	Goblin
464 - 467	Halfling
468 - 470	Hobgoblin
471 - 479	Honeybee, Giant
480 - 489	Horse
490	Huecuva

Die Roll (d1000)	Encounter
491 - 493	Jackal
494 - 503	Jinx-Midge
504	Kullen
505 - 507	Lammasu
508 - 509	Lammasu, Greater
510 - 518	Lion
519 - 521	Lycanthrope, Wereboar
522 - 525	Lycanthrope, Werejackal
526	Lycanthrope, Wererat
527 - 529	Lycanthrope, Werewolf
530 - 531	Mastiff, Shadow
532 - 534	Memory Moss
535 - 543	Merchant
544 - 547	Minotaur
548 - 550	Mule
551 - 553	Nomads
554 - 555	Norker
556 - 585	Ogre
586 - 588	Ogrillon
589 - 590	Oliphant
591 - 599	Owl
600 - 608	Pilgrim
609 - 610	Poltergeist
611 - 613	Pooka
614 - 616	Rakshasa
617 - 647	Rat
648 - 650	Rat Man
651 - 681	Rat, Giant
682 - 690	Rat, Hairless
691 - 693	Rat, Vapor
694 - 724	Raven, Normal
725	Revenant
726	Shade
727 - 730	Shadow
731	Shedu
732 - 733	Shedu, Greater
734 - 742	Snail, Giant
743 - 751	Snake, Constrictor
752 - 753	Snake, Giant Amphisbaena
754 - 762	Snake, Giant Constrictor
763 - 771	Snake, Giant Poisonous
772 - 781	Snake, Poisonous
782 - 811	Soldiers
812 - 821	Spider, Giant
822 - 830	Spider, Huge
831 - 860	Spider, Large
861 - 864	Spider, Phase
865 - 873	Squirrel, Dire
874 - 876	Squirrel, Dire, Flying
877 - 886	Stirge
887 - 889	Tick, Giant
890	Tiny Water Elephant
891 - 921	Toad, Giant
922 - 924	Troll
925 - 926	Vampire
927 - 956	Vulture, Normal
957	Whip Scorpion, Giant
958 - 961	Whip Scorpion, Huge
962	Whip Scorpion, Large
963	White Lady

Die Roll (d1000)	Encounter
964 - 994	Wolf
995 - 997	Wolf, Dire
998 - 999	Zombie
000	Zombie, Juju

TROPICAL, CIVILIZED SWAMP

Die Roll (d1000)	Encounter
001 - 012	Amazon
013 - 014	Anhkheg
015 - 016	Baku
017 - 056	Bandit
057 - 058	Barghest
059 - 071	Basilisk
072 - 075	Bat
076 - 079	Beetle, Giant Fire
080 - 083	Berserker
084 - 088	Bladegrass
089 - 092	Boar, Wild
093 - 094	Bookworm
095 - 096	Bugbear
097 - 098	Bull
099 - 102	Camel, Bactrian
103 - 114	Cat, Domestic
115 - 119	Cattle, Wild
120 - 159	Centipede, Giant
160 - 199	Centipede, Huge
200 - 201	Centipede, Megalo-
202 - 213	Character Party
214 - 215	Coffer Corpse
216 - 220	Crab, Giant
221 - 224	Crane, Giant
225 - 226	Crayfish, Giant
227 - 228	Demon, Alu
229	Demon, Cambion
230 - 231	Deva, Movanic
232 - 244	Dog, War
245 - 246	Dragon, Electrum
247 - 250	Elephant, African
251 - 254	Elephant, Asian
255 - 256	Elf, Wood
257 - 260	Falcon, Large
261 - 273	Falcon, Regular
274 - 275	Flind
276 - 287	Frog, Giant
288 - 291	Frog, Poisonous
292 - 293	Gallu, Water
294 - 297	Ghast
298 - 299	Ghost
300 - 312	Ghoul
313 - 314	Glomerom
315 - 326	Gnoll
327 - 330	Goblin
331 - 332	Haunt
333 - 334	Hell Hound
335 - 346	Hobgoblin
347 - 359	Honeybee, Giant
360 - 363	Horse
364 - 365	Huecuva

Die Roll (d1000)	Encounter
366 - 369	Jackal
370 - 382	Jinx-Midge
383	Kelpie
384 - 388	Kullen
389 - 390	Lammasu
391 - 402	Lion
403 - 404	Lycanthrope, Wereboar
405 - 406	Lycanthrope, Werejackal
407 - 418	Lycanthrope, Wererat
419 - 422	Lycanthrope, Werewolf
423 - 427	Mastiff, Shadow
428 - 431	Memory Moss
432 - 435	Merchant
436 - 440	Minotaur
441 - 442	Mud-man
443 - 482	Mule
483 - 486	Norker
487 - 526	Ogre
527 - 528	Oliphant
529 - 532	Owl
533 - 545	Pilgrim
546 - 557	Pirates
558 - 559	Poltergeist
560 - 563	Rakshasa
564 - 604	Rat
605 - 608	Rat Man
609 - 648	Rat, Giant
649 - 652	Rat, Vapor
653 - 693	Raven, Normal
694	Revenant
695 - 696	Shade
697 - 701	Shadow
702 - 703	Shedu
704	Shedu, Greater
705 - 709	Skeleton
710 - 711	Skeleton, Animal
712 - 723	Snail, Giant
724 - 735	Snake, Constrictor
736 - 737	Snake, Giant Amphisbaena
738 - 750	Snake, Giant Constrictor
751 - 762	Snake, Giant Poisonous
763 - 774	Snake, Poisonous
775 - 787	Soldiers
788 - 827	Spider, Huge
828 - 867	Spider, Large
868 - 869	Tick, Giant
870 - 871	Tiny Water Elephant
872 - 911	Toad, Giant
912 - 923	Troll
924 - 925	Vampire
926 - 965	Vulture, Normal
966 - 967	Whip Scorpion, Giant
968 - 972	Whip Scorpion, Huge
973 - 976	Whip Scorpion, Large
977 - 978	White Lady
979 - 990	Wolf
991 - 992	Wolf, Dire
993 - 996	Zombie
997 - 998	Zombie, Giant
999 - 000	Zombie, Juju

TROPICAL, WILDERNESS BADLANDS

Die Roll (d1000)	Encounter
001	Aerian
002 - 004	Ant Lion, Giant
005 - 007	Ant, Giant
008 - 009	Ape, Carnivorous
010	Ascomoid
011	Assassin Bug
012 - 013	Atomie
014	Axebeak
015 - 017	Baboon
018	Baku
019 - 027	Bandit
028	Banshee
029 - 030	Barghest
031	Basidiron
032 - 040	Basilisk
041	Basilisk, Greater
042 - 050	Bat
051 - 053	Bat, Giant
054	Bat, Mobat
055 - 057	Bee, Giant Bumble-
058 - 060	Beetle, Giant Boring
061 - 063	Beetle, Giant Fire
064 - 065	Beetle, Giant Rhinoceros
066 - 068	Beetle, Giant Bombardier
069	Behir
070	Berserker
071 - 073	Bladegrass
074 - 075	Boalisk
076	Boar, Giant
077 - 079	Boar, Warthog
080 - 082	Boar, Wild
083 - 084	Brownie
085	Buffalo
086	Bugbear
087	Bull
088 - 089	Camel Spider, Giant
090	Camel Spider, Huge
091 - 093	Camel Spider, Large
094 - 096	Camel, Bactrian
097 - 125	Camel, Dromedary
126 - 133	Cat, Wild
134 - 136	Cattle, Wild
137 - 138	Centipede, Giant
139 - 146	Centipede, Huge
147 - 150	Character Party
151 - 153	Cheetah
154 - 156	Chimera
157	Cockatrice
158	Coffer Corpse
159 - 161	Constrictor Vine
162 - 163	Cooshee
164	Couatl
165 - 167	Cyclops, Least
168	Dakon
169 - 170	Death Dog
171 - 173	Deinonychus

Die Roll (d1000)	Encounter
174	Demon, Succubus
175	Demon, Vrock
176 - 178	Nomads
179 - 180	Deva, Movanic
181	Displacer Beast
182 - 209	Dog, Wild
210 - 213	Dowsing Bug
214	Dragon, Blood
215 - 217	Dragon, Blue
218 - 226	Dragon, Brass
227 - 229	Dragon, Copper
230	Dragon, Electrum
231	Dragon, Green
232 - 234	Dragon, Red
235 - 236	Dragon, Steam
237	Dragonnel
238	Drosera, Giant
239 - 247	Dustdigger
248 - 250	Dwarf, Hill
251 - 253	Elephant, African
254 - 256	Elephant, Asian
257 - 258	Elf, Wild
259	Elf, Wood
260	Ettercap
261 - 263	Falcon, Large
264 - 272	Falcon, Regular
273 - 275	Firedrake
276	Flame Bat
277 - 279	Flightless Bird
280 - 282	Flind
283 - 284	Flumph
285 - 293	Fly, Giant Bluebottle
294 - 296	Fly, Giant Horse
297	Forlarren
298	Formian
299 - 300	Frost Man
301	Gallu, Air
302	Gallu, Earth
303	Gallu, Fire
304 - 305	Genius Loci
306 - 308	Ghast
309	Ghost
310 - 318	Ghoul
319 - 321	Giant, Cloud
322	Giant, Fire
323 - 351	Giant, Hill
352	Giant, Mist
353	Giant, Stone
354 - 362	Giant, Verlaang
363	Glomerom
364 - 372	Gnoll
373 - 375	Gnome
376 - 378	Goblin
379 - 380	Gorgimera
381	Gorgon
382	Gorilla Bear
383	Granite Man
384 - 385	Griffon
386	Grim
387	Hangman Tree

Die Roll (d1000)	Encounter
388 - 389	Harpy
390	Hell Hound
391	Hippogriff
392 - 393	Hobgoblin
394 - 401	Honeybee, Giant
402 - 403	Hornet, Giant
404 - 411	Horse
412 - 413	Huecuva
414 - 441	Hyena
442 - 444	Iguanadon
445 - 447	Jackal
448 - 449	Jaguar
450	Jann
451 - 453	Jinx-Midge
454 - 462	Kestrel-man
463	Ki-rin
464	Kobold
465 - 466	Kullen
467	Lamia
468 - 470	Lammasu
471	Lammasu, Greater
472 - 473	Lamprey, Land
474	Leopard
475 - 483	Lion
484	Lion, Cave
485 - 493	Lion, Mountain
494 - 496	Lizard, Giant Monitor
497	Lycanthrope, Vixen
498	Lycanthrope, Wereboar
499 - 502	Lycanthrope, Werejackal
503	Lycanthrope, Werejackal
504	Lycanthrope, Weretiger
505 - 507	Lycanthrope, Werewolf
508 - 509	Lycanthrope, Wolwere
510	Manticore
511 - 513	Mantis, Giant
514	Mantrap
515 - 516	Margoyle
517 - 519	Mastiff, Shadow
520	Medusa
521	Memory Moss
522 - 524	Minotaur
525 - 526	Mongrelman
527 - 554	Mule
555 - 557	Mummy
558	Nine Life Cat
559 - 567	Nomad
568	Norker
569 - 570	Nymph
571 - 598	Ogre
599 - 601	Ogrillon
602 - 603	Olyphant
604	Opinicus
605 - 607	Orc
608 - 616	Owl
617	Owl, Giant
618	Pegasus
619 - 621	Peryton
622 - 623	Phase Panther
624 - 631	Pilgrim

Die Roll (d1000)	Encounter
632 - 634	Psi-ape
635 - 638	Pudding, Dun
639 - 641	Purple Worm
642	Pyrolisk
643 - 645	Pyrotoad
646	Quasi-elemental, Lightning
647 - 648	Quick wood
649 - 656	Rat
657 - 659	Rat Man
660 - 662	Rat, Giant
663 - 666	Rat, Vapor
667 - 669	Raven, Huge
670 - 697	Raven, Normal
698	Retch Palm
699 - 707	Rhinoceros
708 - 710	Rock Reptile
711 - 713	Salaman
714 - 716	Salamander
717 - 718	Sand Stalker
719 - 721	Sandling
722 - 724	Sandman
725 - 732	Scorpion, Giant
733 - 735	Scorpion, Huge
736 - 744	Scorpion, Large
745 - 746	Shade
747 - 749	Shedu
750	Shedu, Greater
751 - 759	Skunk
760 - 767	Skunk, Giant
768 - 776	Snail, Giant
777 - 785	Snake, Constrictor
786 - 788	Snake, Giant Constrictor
789 - 797	Snake, Giant Poisonous
798	Snake, Giant Spitting
799 - 807	Snake, Poisonous
808 - 810	Soldiers
811	Sparker
812	Sphinx, Andro-
813 - 814	Sphinx, Crio-
815 - 817	Sphinx, Gyno-
818 - 820	Sphinx, Hieraco-
821	Spider, Giant
822 - 850	Spider, Huge
851 - 878	Spider, Large
879	Spider, Phase
880 - 881	Stegocentipede
882	Storoper
883 - 885	Tabaxi
886 - 888	Mantodean
889 - 891	Thunderherder
892 - 894	Tiger
895	Tiny Water Elephant
896 - 899	Toad, Giant
900	Toad, Poisonous
901 - 903	Troll
904	Troll, Hill
905 - 906	Vampire
907	Vargouille
908	Vilstrak
909	Volt

Die Roll (d1000)	Encounter
910 - 911	Vulture, Giant
912 - 939	Vulture, Normal
940 - 942	Wasp, Giant
943 - 945	Weevil-Man
946 - 947	Whip Scorpion, Giant
948 - 950	Whip Scorpion, Huge
951 - 953	Whip Scorpion, Large
954 - 956	Whipperstem
957	Wind Walker
958 - 960	Witherweed
961 - 989	Wolf
990 - 992	Wolf, Dire
993	Worm, Tenebrous
994	Wyvern
995 - 996	Xorn
997	Zombie
998 - 000	Zvert

TROPICAL, WILDERNESS DESERT

Die Roll (d1000)	Encounter
001 - 004	Ant Lion, Giant
005 - 006	Ascomoid
007 - 010	Baboon
011 - 021	Bandit
022 - 023	Banshee
024	Barghest
025 - 026	Bat
027 - 030	Bee, Giant Bumble-
031 - 032	Berserker
033	Boalisk
034 - 037	Boar, Wild
038 - 039	Buffalo
040 - 041	Bugbear
042	Bull
043 - 044	Camel Spider, Giant
045 - 046	Camel Spider, Huge
047 - 050	Camel Spider, Large
051 - 086	Camel, Bactrian
087 - 123	Camel, Dromedary
124 - 134	Cat, Wild
135 - 138	Cattle, Wild
139 - 140	Centipede, Giant
141 - 151	Centipede, Huge
152 - 155	Character Party
156 - 159	Cheetah
160 - 163	Chimera
164 - 165	Cockatrice
166 - 167	Coffer Corpse
168	Dakon
169 - 170	Death Dog
171 - 172	Demon, Succubus
173	Demon, Vrock
174 - 177	Nomads
178 - 179	Deva, Movanic
180 - 181	Displacer Beast
182 - 218	Dog, Wild
219 - 221	Dowsing Bug
222 - 225	Dragon, Blue

Die Roll (d1000)	Encounter
226 - 237	Dragon, Brass
238	Dragon, Copper
239 - 240	Dragon, Electrum
241 - 242	Dragon, Steam
243 - 253	Dustdigger
254 - 257	Dwarf, Hill
258 - 261	Elephant, African
262 - 265	Elephant, Asian
266 - 269	Falcon, Large
270 - 280	Falcon, Regular
281 - 282	Flame Bat
283 - 293	Flightless Bird
294 - 297	Flind
298 - 299	Flumph
300 - 310	Fly, Giant Bluebottle
311 - 314	Fly, Giant Horse
315 - 316	Formian
317 - 318	Gallu, Fire
319	Genius Loci
320 - 321	Giant, Fire
322 - 325	Goblin
326 - 327	Gorgimera
328	Gorgon
329 - 330	Griffon
331 - 332	Harpy
333	Hell Hound
334 - 335	Hobgoblin
336 - 337	Hornet, Giant
338 - 348	Horse
349 - 350	Huecuva
351 - 386	Hyena
387 - 423	Jackal
424 - 425	Jann
426 - 429	Jinx-Midge
430 - 440	Kestrel-man
441 - 442	Kullen
443 - 444	Lamia
445 - 447	Lammasu
448 - 449	Lammasu, Greater
450 - 460	Lion
461 - 472	Lion, Mountain
473 - 476	Lizard, Giant Monitor
477	Lycanthrope, Vixen
478 - 479	Lycanthrope, Wereboar
480 - 483	Lycanthrope, Werejackal
484 - 487	Lycanthrope, Werewolf
488 - 491	Lycanthrope, Wolwere
492 - 493	Manticore
494 - 504	Mastiff, Shadow
505 - 506	Medusa
507	Mongrelman
508 - 511	Mummy
512 - 513	Nine Life Cat
514 - 524	Nomad
525 - 526	Norker
527 - 537	Ogre
538 - 539	Oliphant
540 - 541	Opinicus
542 - 545	Orc
546 - 556	Owl

Die Roll (d1000)	Encounter
557 - 558	Owl, Giant
559	Pegasus
560 - 571	Pilgrim
572 - 575	Pudding, Dun
576 - 579	Purple Worm
580	Pyrolisk
581 - 584	Pyrotoad
585 - 595	Rat
596 - 599	Rat Man
600 - 603	Rat, Giant
604 - 607	Rat, Vapor
608 - 611	Raven, Huge
612 - 648	Raven, Normal
649 - 650	Retch Palm
651 - 661	Rhinoceros
662 - 663	Rock Reptile
664 - 667	Salaman
668 - 671	Salamander
672	Sand Stalker
673 - 676	Sandling
677 - 680	Sandman
681 - 692	Scorpion, Giant
693 - 703	Scorpion, Huge
704 - 740	Scorpion, Large
741	Shade
742 - 745	Shedu
746 - 747	Shedu, Greater
748 - 758	Skunk
759 - 760	Smilodon
761 - 771	Snake, Constrictor
772 - 775	Snake, Giant Constrictor
776 - 786	Snake, Giant Poisonous
787 - 788	Snake, Giant Spitting
789 - 799	Snake, Poisonous
800 - 803	Sparker
804 - 805	Sphinx, Andro-
806 - 809	Sphinx, Gyno-
810 - 846	Spider, Huge
847 - 882	Spider, Large
883 - 884	Stegocentipede
885 - 888	Mantodean
889 - 892	Thunderherder
893 - 896	Tiger
897 - 898	Tiny Water Elephant
899 - 902	Toad, Giant
903 - 913	Toad, Poisonous
914 - 917	Troll
918 - 919	Troll, Hill
920	Vampire
921 - 922	Vargouille
923 - 924	Volt
925	Vulture, Giant
926 - 962	Vulture, Normal
963 - 966	Weevil-Man
967 - 968	Whip Scorpion, Giant
969 - 972	Whip Scorpion, Huge
973 - 976	Whipperstem
977	Wind Walker
978 - 981	Witherweed
982 - 993	Wolf

Die Roll (d1000)	Encounter
994 - 997	Wolf, Dire
998	Wyvern
999 - 000	Zombie

TROPICAL, WILDERNESS FOREST

Die Roll (d1000)	Encounter
001	Achaierai
002 - 003	Ant Lion, Giant
004 - 005	Ant, Giant
006	Ape, Carnivorous
007	Ape, Gorilla
008	Assassin Bug
009 - 010	Atomie
011 - 012	Axebeak
013	Babbler
014 - 034	Baboon
035 - 036	Baku
037	Banderlog
038 - 043	Bandit
044	Banshee
045	Barghest
046 - 047	Basidiron
048 - 053	Basilisk
054	Basilisk, Greater
055 - 060	Bat
061	Bat, Giant
062	Bat, Mobat
063	Bee, Giant Bumble-
064 - 083	Beetle, Giant Bombardier
084 - 103	Beetle, Giant Boring
104 - 124	Beetle, Giant Fire
125 - 130	Beetle, Giant Rhino
131	Berserker
132	Blood Vine
133 - 134	Boalisk
135 - 140	Boar, Giant
141 - 160	Boar, Warthog
161 - 180	Boar, Wild
181 - 183	Bogwump
184	Boobrie
185	Brain Smut
186 - 187	Brownie
188 - 189	Buckawn
190 - 195	Bugbear
196 - 215	Bull
216 - 221	Bushtrap
222 - 224	Camel, Bactrian
225 - 230	Cat, Wild
231	Catoblepas
232 - 233	Cattle, Wild
234 - 253	Centipede, Giant
254 - 273	Centipede, Huge
274	Centipede, Megalo-
275 - 276	Character Party
277	Cockatrice
278 - 280	Constrictor Vine
281 - 282	Cooshee
283 - 288	Dakon

Die Roll (d1000)	Encounter
289	Demon, Bornean
290	Deva, Movanic
291 - 310	Dog, Wild
311	Dragon, Electrum
312 - 313	Dragon, Green
314	Dragon, Mist
315	Dragon, Red
316	Dragon, Wailing
317 - 322	Drosera, Giant
323 - 324	Dwarf, Hill
325	Ear Seeker
326 - 345	Elephant, African
346 - 366	Elephant, Asian
367 - 368	Elf, Gray
369	Elf, Wild
370 - 375	Elf, Wood
376 - 377	Ettercap
378 - 379	Executioner's Hood
380 - 381	Faerie
382	Faerie Dragon
383 - 389	Falcon, Large
390 - 409	Falcon, Regular
410 - 429	Flightless Bird
430	Flind
431 - 432	Fly, Giant Bluebottle
433	Fly, Giant Horse
434	Forester's Bane
435	Forlarren
436	Frog, Giant
437	Gargoyle
438	Genius Loci
439	Ghost
440	Giant, Fire
441 - 442	Giant, Hill
443	Giant, Verlaang
444	Glomerom
445 - 450	Gnoll
451	Gnome
452 - 453	Goblin
454	Gorgon
455 - 460	Gorilla Bear
461	Grim
462 - 463	Grippli
464	Hangman Tree
465 - 466	Harpy
467 - 468	Hobgoblin
469 - 475	Honeybee, Giant
476 - 481	Hornet, Giant
482 - 487	Horse
488	Hydra
489 - 490	Hyena
491 - 492	Jackal
493 - 495	Jaculi
496 - 501	Jaguar
502 - 507	Jinx-Midge
508 - 509	Kech
510	Kestrel-man
511 - 516	Kobold
517	Kullen
518 - 519	Lammasu

Die Roll (d1000)	Encounter
520	Lammasu, Greater
521 - 523	Lamprey, Land
524 - 529	Leopard
530 - 535	Lion
536 - 541	Lion, Mountain
542	Lizard, Giant
543	Lycanthrope, Vixen
544 - 545	Lycanthrope, Wereboar
546	Lycanthrope, Werejackal
547	Lycanthrope, Weretiger
548 - 567	Lycanthrope, Werewolf
568 - 569	Lycanthrope, Wolwere
570	Mandradora
571 - 577	Manticore
578 - 579	Mantis, Giant
580	Mantrap
581	Mastiff, Shadow
582 - 583	Medusa
584 - 585	Memory Moss
586 - 587	Minotaur
588	Mongrelman
589 - 590	Mule
591	Mummy
592	Nine Life Cat
593	Norker
594	Nymph
595 - 614	Ogre
615 - 616	Ogrillon
617 - 619	Oliphant
620 - 625	Ophidian
626 - 645	Orc
646 - 651	Owl
652 - 653	Owl, Giant
654	Pegasus
655	Phase Panther
656	Phoenix
657 - 662	Pilgrim
663	Pixie
664 - 669	Psi-ape
670	Pudding, Brown
671	Pyrolisk
672	Quickling
673	Quickwood
674 - 693	Rat
694 - 696	Rat Man
697 - 702	Rat, Giant
703 - 704	Rat, Vapor
705 - 706	Raven, Huge
707 - 726	Raven, Normal
727 - 728	Retch Palm
729 - 749	Rhinoceros
750 - 751	Scorpion, Giant
752 - 757	Scorpion, Huge
758 - 763	Scorpion, Large
764	Scum Creeper
765	Serpent Man
766 - 767	Shadow
768	Shedu
769	Shedu, Greater
770 - 789	Skunk

Die Roll (d1000)	Encounter
790	Skunk, Giant
791 - 797	Snail, Giant
798 - 803	Snake, Constrictor
804	Snake, Giant Amphisbaena
805 - 810	Snake, Giant Constrictor
811 - 816	Snake, Giant Poisonous
817	Snake, Giant Spitting
818 - 823	Snake, Poisonous
824 - 825	Soldiers
826	Sparker
827 - 829	Sphinx, Crio-
830 - 829	Sphinx, Hieraco-
830 - 836	Spider, Giant
837 - 842	Spider, Huge
843 - 862	Spider, Large
863 - 864	Spider, Phase
865	Spider, Titanic
866	Squealer
867	Stegocentipede
868 - 873	Stirge
874	Tabaxi
875 - 876	Termite, Giant Harvest
877 - 879	Tick, Giant
880 - 885	Tiger
886 - 905	Toad, Giant
906 - 911	Toad, Poisonous
912 - 913	Treant
914 - 916	Tribesmen
917 - 918	Triceratops
919	Tri-flower Frond
920 - 925	Troll
926	Troll, Hill
927	Twilight Bloom
928	Vampire
929	Vargouille
930 - 931	Volt
932 - 937	Vulture, Normal
938 - 939	Wasp, Giant
940 - 941	Weevil-Man
942	Whip Scorpion, Giant
943 - 944	Whip Scorpion, Huge
945	Whip Scorpion, Large
946 - 952	Whip weed
953 - 958	Witherweed
959 - 978	Wolf
979 - 980	Wolf, Dire
981 - 982	Worm, Tenebrous
983 - 989	Wyvern
990 - 991	Yellow Musk Creeper
992	Zombie
993 - 994	Zombie, Yellow Musk
995 - 000	Zvert

TROPICAL, WILDERNESS HILLS

Die Roll (d1000)	Encounter
001	Aerian
002 - 005	Ant Lion, Giant
006 - 008	Ant, Giant

Die Roll (d1000)	Encounter
009	Ape, Carnivorous
010 - 011	Ascomoid
012	Assassin Bug
013 - 014	Atomie
015	Axebeak
016 - 019	Baboon
020	Baku
021 - 029	Bandit
030 - 031	Banshee
032	Barghest
033 - 034	Basidirond
035 - 043	Basilisk
044 - 045	Basilisk, Greater
046 - 054	Bat
055 - 057	Bat, Giant
058 - 059	Bat, Mobat
060 - 062	Bee, Giant Bumble-
063 - 065	Beetle, Giant Boring
066 - 069	Beetle, Giant Fire
070	Beetle, Giant Rhinoceros
071 - 074	Beetle, Giant Bombardier
075	Behir
076	Berserker
077 - 080	Bladegrass
081	Boalisk
082 - 083	Boar, Giant
084 - 086	Boar, Warthog
087 - 089	Boar, Wild
090 - 091	Brownie
092	Bugbear
093	Bull
094 - 097	Camel, Bactrian
098 - 106	Cat, Wild
107 - 137	Cattle, Wild
138 - 139	Centipede, Giant
140 - 148	Centipede, Huge
149 - 151	Character Party
152 - 155	Chimera
156	Cockatrice
157 - 158	Coffer Corpse
159 - 161	Constrictor Vine
162	Cooshee
163 - 164	Couatl
165 - 167	Cyclops, Least
168 - 177	Dakon
178	Deva, Movanic
179 - 209	Dog, Wild
210	Dragon, Blood
211 - 214	Dragon, Copper
215	Dragon, Electrum
216	Dragon, Green
217 - 220	Dragon, Red
221	Dragon, Steam
222 - 223	Dragonnel
224	Drosera, Giant
225 - 255	Dwarf, Hill
256 - 258	Elephant, African
259 - 262	Elephant, Asian
263	Elf, Wild
264	Elf, Wood

Die Roll (d1000)	Encounter
265 - 266	Ettercap
267 - 269	Falcon, Large
270 - 279	Falcon, Regular
280 - 282	Firedrake
283 - 285	Flightless Bird
286 - 287	Flind
288	Fly, Giant Bluebottle
289 - 290	Forlarren
291	Formian
292	Frost Man
293 - 294	Gallu, Air
295	Gallu, Earth
296 - 297	Genius Loci
298 - 300	Ghost
301	Ghost
302 - 311	Ghoul
312 - 314	Giant, Cloud
315 - 316	Giant, Fire
317 - 346	Giant, Hill
347 - 348	Giant, Mist
349	Giant, Stone
350 - 359	Giant, Verlaang
360	Glomerom
361 - 370	Gnoll
371 - 373	Gnome
374 - 376	Goblin
377 - 378	Gorgimera
379	Gorgon
380 - 381	Gorilla Bear
382	Granite Man
383	Griffon
384 - 385	Grim
386	Hangman Tree
387 - 390	Harpy
391	Hell Hound
392 - 393	Hippogriff
394 - 402	Hobgoblin
403 - 411	Honeybee, Giant
412 - 413	Hornet, Giant
414 - 422	Horse
423 - 424	Huecuva
425 - 427	Hyena
428 - 430	Jackal
431 - 432	Jaguar
433 - 435	Jinx-Midge
436 - 445	Kestrel-man
446	Ki-rin
447 - 448	Kobold
449	Kullen
450 - 452	Lammasu
453 - 454	Lammasu, Greater
455	Lamprey, Land
456 - 457	Leopard
458 - 466	Lion
467 - 469	Lion, Mountain
470 - 473	Lizard, Giant Monitor
474	Lycanthrope, Vixen
475 - 476	Lycanthrope, Wereboar
477	Lycanthrope, Werejackal
478	Lycanthrope, Weretiger

Die Roll (d1000)	Encounter
479 - 509	Lycanthrope, Werewolf
510 - 511	Lycanthrope, Wolwere
512	Manticore
513 - 515	Mantis, Giant
516 - 517	Mantrap
518	Margoyle
519 - 522	Mastiff, Shadow
523	Medusa
524	Memory Moss
525 - 528	Minotaur
529	Mongrelman
530 - 560	Mule
561	Mummy
562 - 565	Norker
566	Nymph
567 - 597	Ogre
598 - 600	Ogrillon
601 - 604	Oliphant
605 - 613	Owl
614 - 615	Owl, Giant
616	Pegasus
617 - 619	Peryton
620 - 621	Phase Panther
622 - 630	Pilgrim
631 - 634	Psi-ape
635 - 637	Purple Worm
638	Pyrolisk
639 - 640	Quasi-elemental, Lightning
641	Quick wood
642 - 651	Rat
652 - 654	Rat Man
655 - 664	Rat, Giant
665 - 667	Rat, Vapor
668 - 698	Raven, Normal
699	Retch Palm
700 - 709	Rhinoceros
710 - 712	Rock Reptile
713 - 715	Salaman
716 - 719	Scorpion, Giant
720 - 722	Scorpion, Huge
723 - 731	Scorpion, Large
732 - 735	Shedu
736	Shedu, Greater
737 - 767	Skunk
768 - 776	Skunk, Giant
777 - 786	Snail, Giant
787 - 795	Snake, Constrictor
796 - 799	Snake, Giant Constrictor
800 - 808	Snake, Giant Poisonous
809 - 810	Snake, Giant Spitting
811 - 813	Soldiers
814	Sparker
815 - 816	Sphinx, Crio-
817 - 819	Sphinx, Hieraco-
820 - 821	Spider, Giant
822 - 830	Spider, Huge
831 - 861	Spider, Large
862	Spider, Phase
863 - 864	Stegocentipede
865	Storoper

Die Roll (d1000)	Encounter
866 - 869	Tabaxi
870 - 878	Tiger
879	Tiny Water Elephant
880 - 883	Toad, Giant
884	Toad, Poisonous
885 - 888	Troll
889 - 891	Troll, Hill
892	Vampire
893 - 894	Vargouille
895	Vilstrak
896 - 898	Volt
899 - 900	Vulture, Giant
901 - 931	Vulture, Normal
932 - 934	Wasp, Giant
935 - 937	Weevil-Man
938 - 939	Whip Scorpion, Giant
940 - 942	Whip Scorpion, Huge
943 - 945	Whip Scorpion, Large
946 - 949	Whipperstem
950 - 958	Witherweed
959 - 989	Wolf
990 - 992	Wolf, Dire
993 - 994	Worm, Tenebrous
995	Xorn
996 - 997	Zombie
998 - 000	Zvert

TROPICAL, WILDERNESS MOUNTAINS

Die Roll (d1000)	Encounter
001	Aerian
002 - 003	Ascomoid
004 - 012	Bandit
013 - 014	Barghest
015	Basilisk
016 - 046	Bat
047 - 050	Bat, Giant
051 - 053	Bat, Mobat
054 - 056	Bee, Giant Bumble-
057 - 060	Beetle, Giant Boring
061 - 063	Beetle, Giant Fire
064	Behir
065 - 066	Berserker
067	Black Pudding
068 - 069	Boalisk
070 - 072	Bonesnapper
073	Brain Smut
074 - 083	Bugbear
084 - 093	Cat, Wild
094 - 096	Caterwaul
097 - 099	Cattle, Wild
100 - 101	Cave Fisher
102	Centipede, Giant
103 - 112	Centipede, Huge
113	Ceratosaurus
114 - 116	Character Party
117 - 120	Chimera
121 - 129	Cockatrice
130 - 131	Coffer Corpse

Die Roll (d1000)	Encounter
132 - 134	Cyclops, Least
135 - 137	Dakon
138 - 139	Deep Buffalo
140	Demon, Bornean
141 - 142	Demon, Nabassu
143	Deva, Movanic
144 - 174	Dog, Wild
175 - 176	Doppelgänger
177	Dragon, Black
178	Dragon, Brass
179 - 180	Dragon, Bronze
181	Dragon, Cloud
182 - 191	Dragon, Copper
192	Dragon, Electrum
193 - 196	Dragon, Mist
197 - 199	Dragon, Red
200	Dragon, Silver
201 - 202	Dragon, Steam
203	Dragon-Horse
204 - 205	Dragonne
206	Dragonnel
207 - 208	Drosera, Giant
209 - 211	Dwarf, Hill
212	Ettercap
213 - 214	Ettin
215	Executioner's Hood
216 - 225	Falcon, Large
226 - 256	Falcon, Regular
257 - 259	Firedrake
260	Flind
261 - 264	Fly, Giant Bluebottle
265	Fly, Giant Horse
266 - 267	Forlarren
268	Formian
269 - 270	Gallu, Air
271	Gallu, Earth
272	Gargoyle
273 - 274	Gelatinous Cube
275	Genius Loci
276 - 279	Ghast
280	Ghost
281 - 290	Ghoul
291 - 293	Giant, Cloud
294 - 302	Giant, Fire
303 - 312	Giant, Fomorian
313 - 322	Giant, Hill
323	Giant, Mountain
324 - 333	Giant, Stone
334 - 336	Giant, Storm
337 - 339	Giant, Verlaang
340 - 341	Glomerom
342	Gloomwing
343 - 352	Gnoll
353	Gnome
354 - 363	Goblin
364	Gorgimera
365 - 367	Gorgon
368 - 371	Gorilla Bear
372	Granite Man
373 - 382	Griffon

Die Roll (d1000)	Encounter
383	Grim
384 - 386	Harpy
387 - 388	Haunt
389	Hell Hound
390 - 393	Hippogriff
394 - 402	Hobgoblin
403 - 412	Honeybee, Giant
413	Hornet, Giant
414 - 417	Horse
418	Hydra,
419	Hydra, Pyro-
420 - 423	Jinx-Midge
424	Khargra
425 - 426	Ki-rin
427	Kobold
428 - 430	Kullen
431 - 434	Lammasu
435	Lammasu, Greater
436 - 437	Lamprey, Land
438 - 440	Leucrotta
441 - 449	Lion
450 - 459	Lion, Mountain
460	Lizard, Fire
461 - 464	Lizard, Monitor
465	Lycanthrope, Vixen
466 - 467	Lycanthrope, Weretiger
468 - 470	Lycanthrope, Werewolf
471 - 473	Lycanthrope, Wolwere
474 - 475	Magma Imp
476 - 484	Manticore
485 - 488	Margoyle
489 - 491	Mastiff, Shadow
492	Medusa
493 - 494	Memory Moss
495 - 497	Minotaur
498 - 500	Mongrelman
501 - 504	Mule
505	Mummy
506 - 507	Naga, Guardian
508	Naga, Spirit
509 - 510	Night Hag
511	Nightmare
512 - 514	Norker
515 - 516	Nymph
517 - 547	Ogre
548	Ogre Mage
549 - 552	Ogrillon
553	Oliphant
554 - 584	Orc
585	Otyugh
586 - 595	Owl
596 - 598	Owl, Giant
599 - 600	Pech
601	Pegasus
602 - 604	Peryton
605 - 606	Phase Panther
607 - 609	Phycomid
610 - 619	Pilgrim
620 - 622	Psi-ape
623 - 625	Pyrolisk

Die Roll (d1000)	Encounter
626 - 627	Quasi-elemental, Steam
628	Quickwood
629 - 632	Rat
633 - 635	Rat Man
636 - 638	Rat, Giant
639 - 642	Rat, Vapor
643 - 645	Raven, Huge
646 - 676	Raven, Normal
677	Retch Palm
678 - 681	Rhinoceros
682 - 684	Roc
685 - 688	Salaman
689 - 691	Salamander
692	Sandman
693 - 696	Scorpion, Giant
697 - 705	Scorpion, Huge
706 - 715	Scorpion, Large
716	Shade
717 - 719	Shadow
720 - 723	Shedu
724	Shedu, Greater
725 - 755	Skunk
756 - 757	Skunk, Giant
758 - 766	Snail, Giant
767 - 776	Snake, Constrictor
777	Snake, Giant Amphisbaena
778 - 781	Snake, Giant Constrictor
782 - 790	Snake, Giant Poisonous
791 - 792	Snake, Giant Spitting
793 - 801	Snake, Poisonous
802 - 804	Sparker
805 - 808	Specter
809	Sphinx, Andro-
810 - 811	Sphinx, Crio-
812 - 814	Sphinx, Gyno-
815	Sphinx, Hieraco-
816 - 817	Spider, Giant
818 - 826	Spider, Huge
827 - 857	Spider, Large
858 - 861	Spider, Phase
862	Stegocentipede
863 - 864	Storoper
865	Sylph
866	Tentamort
867 - 876	Tiger
877	Tiny Water Elephant
878 - 879	Titan (17 HD)
880	Titan (18 HD)
881 - 882	Titan (22 HD)
883 - 885	Toad, Giant
886	Toad, Poisonous
887 - 890	Troll
891	Troll, Giant Two-headed
892 - 895	Troll, Hill
896 - 898	Tunnel Worm
899	Vampire
900 - 901	Vargouille
902 - 904	Vilstrak
905 - 907	Volt
908 - 909	Vulture, Giant

Die Roll (d1000)	Encounter
910 - 940	Vulture, Normal
941 - 943	Wasp, Giant
944 - 945	Whip Scorpion, Giant
946 - 948	Whip Scorpion, Huge
949 - 951	Whip Scorpion, Large
952 - 955	Whipperstem
956 - 958	Wight
959	Will-o-wisp
960 - 963	Wind Walker
964 - 972	Witherweed
973 - 982	Wolf
983	Wolf, Dire
984 - 985	Worm, Tenebrous
986	Wraith
987 - 990	Wyvern
991	Xorn
992	Yellow Musk Creeper
993 - 994	Zombie
995	Zombie, Juju
996 - 997	Zombie, Yellow Musk
998 - 000	Zvert

TROPICAL, WILDERNESS PLAINS

Die Roll (d1000)	Encounter
001 - 002	Ant Lion, Giant
003 - 005	Ant, Giant
006	Ascomoid
007	Assassin Bug
008	Atomie
009 - 011	Axebeak
012 - 034	Baboon
035 - 041	Bandit
042	Banshee
043	Barghest
044	Basidiron
045	Basilisk
046 - 048	Bat
049	Bat, Giant
050 - 051	Bee, Giant Bumble-
052	Berserker
053 - 055	Bladegrass
056	Boalisk
057 - 079	Boar, Wild
080 - 082	Bonesnapper
083	Brain Smut
084 - 090	Buffalo
091 - 097	Bugbear
098 - 120	Bull
121	Camel Spider, Large
122 - 144	Camel, Bactrian
145 - 147	Camel, Dromedary
148 - 154	Cat, Wild
155	Caterwaul
156 - 178	Cattle, Wild
179 - 201	Centipede, Giant
202 - 225	Centipede, Huge
226	Centipede, Megalo-
227 - 228	Character Party

Die Roll (d1000)	Encounter
229 - 231	Cheetah
232	Cockatrice
233 - 239	Dakon
240	Demon, Alu-
241	Demon, Cambion
242	Deva, Movanic
243	Displacer Beast
244 - 266	Dog, Wild
267	Dragon, Blue
268	Dragon, Brass
269 - 270	Dragon, Electrum
271	Drosera, Giant
272	Dustdigger
273 - 274	Dwarf, Hill
275 - 297	Elephant, African
298 - 320	Elephant, Asian
321 - 328	Falcon, Large
329 - 351	Falcon, Regular
352 - 374	Flightless Bird
375	Flind
376	Flumph
377 - 379	Fly, Giant Bluebottle
380	Fly, Giant Horsefly
381	Forester's Bane
382	Forlarren
383	Formian
384	Frog, Giant
385	Gallu, Air
386	Gallu, Fire
387 - 389	Ghast
390	Ghost
391 - 397	Ghoul
398	Giant, Fire
399 - 400	Giant, Hill
401	Giant, Mist
402	Giant, Verlaang
403 - 404	Glomerom
405	Gnoll
406 - 407	Goblin
408	Gorgon
409	Grim
410	Harpy
411 - 413	Hobgoblin
414 - 420	Honeybee, Giant
421	Hornet, Giant
422 - 428	Horse
429	Huecuva
430	Hydra
431	Hydra, Pyro-
432 - 455	Hyena
456 - 478	Jackal
479 - 485	Jinx-Midge
486 - 492	Kestrel-man
493 - 494	Kullen
495 - 497	Lammasu
498	Lammasu, Greater
499 - 501	Lamprey, Land
502	Leopard
503 - 509	Lion
510 - 511	Lion, Cave

Die Roll (d1000)	Encounter
512 - 514	Lion, Mountain
515	Lizard, Giant
516 - 517	Lizard, Giant Monitor
518	Lycanthrope, Vixen
519 - 521	Lycanthrope, Wereboar
522 - 523	Lycanthrope, Werejackal
524	Lycanthrope, Weretiger
525 - 527	Lycanthrope, Werewolf
528 - 529	Lycanthrope, Wolwere
530	Manticore
531 - 533	Mantodean
534 - 540	Mastiff, Shadow
541	Medusa
542	Mongrelman
543 - 565	Mule
566 - 568	Mummy
569	Nine Life Cat
570 - 576	Nomad
577 - 579	Nomads
580	Norker
581 - 603	Ogre
604 - 605	Ogrillon
606	Oliphant
607 - 609	Orc
610 - 616	Owl
617	Owl, Giant
618	Phoenix
619 - 625	Pilgrim
626	Psi-ape
627	Pudding, Brown
628 - 629	Pudding, Dun
630	Purple Worm
631	Pyrolisk
632	Pyrotoad
633	Quickwood
634 - 656	Rat
657 - 658	Rat Man
659 - 682	Rat, Giant
683 - 684	Rat, Vapor
685 - 687	Raven, Huge
688 - 710	Raven, Normal
711	Retch plant
712 - 734	Rhinoceros
735	Sandling
736	Sandman
737 - 743	Scorpion, Giant
744 - 750	Scorpion, Huge
751 - 774	Scorpion, Large
775	Scum Creeper
776	Shade
777 - 778	Shedu
779	Shedu, Greater
780 - 802	Skunk
803 - 810	Snake, Constrictor
811 - 812	Snake, Giant Constrictor
813 - 819	Snake, Giant Poisonous
820	Snake, Giant Spitting
821 - 827	Snake, Poisonous
828 - 830	Soldiers
831	Sparker

Die Roll (d1000)	Encounter
832	Sphinx, Andro-
833	Sphinx, Gyno-
834 - 856	Spider, Huge
857 - 880	Spider, Large
881	Stegocentipede
882	Thunderherder
883 - 889	Tiger
890	Tiny Water Elephant
891 - 913	Toad, Giant
914	Toad, Poisonous
915 - 917	Troll
918	Troll, Hill
919	Vampire
920	Vargouille
921 - 922	Volt
923	Vulture, Giant
924 - 947	Vulture, Normal
948 - 949	Wasp, Giant
950 - 952	Weevil-Man
953	Whip Scorpion, Giant
954 - 955	Whip Scorpion, Huge
956 - 958	Whip Scorpion, Large
959 - 960	Whipperstem
961 - 967	Witherweed
968 - 990	Wolf
991 - 993	Wolf, Dire
994 - 995	Wyvern
996	Zombie
997 - 998	Zombie, Juju
999 - 000	Zvert

TROPICAL, WILDERNESS SCRUB

Die Roll (d1000)	Encounter
001	Achaierai
002 - 003	Ant Lion, Giant
004 - 005	Ant, Giant
006 - 005	Ape, Carnivorous
006	Ape, Gorilla
007	Ascomoid
008	Assassin Bug
009 - 010	Atomie
011 - 012	Axebeak
013	Babbler
014 - 030	Baboon
031 - 032	Baku
033	Banderlog
034 - 039	Bandit
040 - 039	Banshee
040	Barghest
041 - 042	Basidirond
043	Basilisk
044	Basilisk, Greater
045 - 049	Bat
050	Bat, Giant
051	Bat, Mobat
052 - 053	Bee, Giant Bumble-
054 - 055	Bee, Giant Honey
056 - 073	Beetle, Giant Bombardier

Die Roll (d1000)	Encounter
074 - 090	Beetle, Giant Boring
091 - 108	Beetle, Giant Fire
109 - 114	Beetle, Giant Rhino
115 - 114	Berserker
115 - 116	Bladegrass
117	Blood Vine
118	Boalisk
119 - 124	Boar, Giant
125 - 141	Boar, Warthog
142 - 159	Boar, Wild
160 - 161	Bogwump
162 - 163	Bonesnapper
164	Boobrie
165	Brain Smut
166 - 167	Brownie
168	Buckawn
169 - 174	Buffalo
175 - 179	Bugbear
180 - 197	Bull
198 - 203	Bushtrap
204	Camel Spider, Large
205 - 221	Camel, Bactrian
222 - 223	Camel, Dromedary
224 - 229	Cat, Wild
230	Caterwaul
231 - 230	Catoblepas
231 - 248	Cattle, Wild
249 - 250	Caveman
251 - 268	Centipede, Giant
269 - 286	Centipede, Huge
287 - 286	Centipede, Megalo-
287 - 288	Character Party
289 - 290	Cheetah
291	Cockatrice
292 - 293	Constrictor Vine
294 - 295	Cooshee
296 - 300	Dakon
301	Demon, Alu-
302	Demon, Bornean
303	Demon, Cambion
304	Deva, Movanic
305	Displacer Beast
306 - 322	Dog, Wild
323	Dragon, Blue
324	Dragon, Brass
325	Dragon, Electrum
326 - 327	Dragon, Green
328	Dragon, Mist
329 - 328	Dragon, Red
329	Dragon, Wailing
330	Drosera, Giant
331	Dustdigger
332 - 333	Dwarf, Hill
334	Ear Seeker
335 - 351	Elephant, African
352 - 369	Elephant, Asian
370 - 371	Elf, Gray
372	Elf, Wild
373 - 377	Elf, Wood
378 - 379	Ettercap

Die Roll (d1000)	Encounter
380 - 397	Euparkeria
398 - 399	Executioner's Hood
400 - 401	Faerie
402	Faerie Dragon
403 - 407	Falcon, Large
408 - 425	Falcon, Regular
426 - 443	Flightless Bird
444	Flind
445	Flumph
446	Fly, Giant Bluebottle
447	Fly, Giant Horse
448	Fly, Giant Horsefly
449	Forester's Bane
450	Forlarren
451	Formian
452 - 451	Frog, Giant
452	Gallu, Air
453	Gallu, Fire
454	Gargoyle
455	Genius Loci
456 - 457	Ghast
458 - 457	Ghost
458 - 463	Ghoul
464	Giant, Fire
465 - 466	Giant, Hill
467 - 466	Giant, Mist
467	Giant, Verlaang
468	Glomerom
469	Gnoll
470	Gnome
471 - 472	Goblin
473 - 472	Gorgon
473 - 478	Gorilla Bear
479	Grim
480 - 481	Gripli
482	Hangman Tree
483	Harpy
484 - 485	Hobgoblin
486 - 491	Honeybee, Giant
492 - 496	Hornet, Giant
497 - 502	Horse
503	Huecuva
504 - 503	Hydra
504	Hydra, Pyro-
505 - 522	Hyena
523 - 540	Jackal
541 - 542	Jaculi
543 - 547	Jaguar
548 - 553	Jinx-Midge
554 - 555	Kech
556 - 555	Kestrel-man
556 - 561	Kobold
562 - 563	Kullen
564 - 565	Lammasu
566	Lammasu, Greater
567 - 568	Lamprey, Land
569 - 568	Leopard
569 - 574	Lion
575 - 576	Lion, Cave
577 - 578	Lion, Mountain

Die Roll (d1000)	Encounter
579 - 578	Lizard, Giant
579 - 580	Lizard, Giant Monitor
581	Lycanthrope, Vixen
582 - 583	Lycanthrope, Wereboar
584 - 585	Lycanthrope, Werejackal
586	Lycanthrope, Weretiger
587 - 588	Lycanthrope, Werewolf
589 - 590	Lycanthrope, Wolwere
591	Mandragora
592 - 591	Manticore
592 - 593	Mantis, Giant
594 - 595	Mantodean
596	Mantrap
597	Mastiff, Shadow
598	Medusa
599 - 600	Memory Moss
601	Minotaur
602	Mongrelman
603 - 620	Mule
621	Mummy
622	Nine Life Cat
623 - 627	Nomad
628 - 629	Nomads
630	Norker
631	Nymph
632 - 649	Ogre
650 - 651	Ogrillon
652 - 651	Oliphant
652 - 657	Ophidian
658 - 659	Orc
660 - 664	Owl
665 - 666	Owl, Giant
667	Pegasus
668	Phase Panther
669	Phoenix
670 - 674	Pilgrim
675	Pixie
676	Psi-ape
677	Pudding, Brown
678 - 677	Pudding, Dun
678	Purple Worm
679	Pyrolisk
680	Pyrotoad
681	Quickling
682 - 681	Quickwood
682 - 699	Rat
700 - 701	Rat Man
702 - 719	Rat, Giant
720 - 721	Rat, Vapor
722 - 723	Raven, Huge
724 - 741	Raven, Normal
742 - 743	Retch Palm
744 - 760	Rhinoceros
761	Sandling
762 - 763	Scorpion, Giant
764 - 769	Scorpion, Huge
770 - 774	Scorpion, Large
775	Scum Creeper
776	Serpent Man
777 - 776	Shade

Die Roll (d1000)	Encounter
777 - 778	Shadow
779 - 780	Shedu
781	Shedu, Greater
782 - 799	Skunk
800	Skunk, Giant
801 - 805	Snail, Giant
806 - 811	Snake, Constrictor
812	Snake, Giant Amphisbaena
813	Snake, Giant Constrictor
814 - 819	Snake, Giant Poisonous
820	Snake, Giant Spitting
821 - 825	Snake, Poisonous
826 - 827	Soldiers
828	Sparker
829	Sphinx, Andro-
830 - 831	Sphinx, Crio-
832	Sphinx, Gyno-
833 - 832	Sphinx, Hieraco-
833 - 838	Spider, Giant
839 - 856	Spider, Huge
857 - 873	Spider, Large
874 - 875	Spider, Phase
876	Spider, Titanic
877	Squealer
878	Stegocentipede
879 - 883	Stirge
884	Tabaxi
885 - 886	Termite, Giant Harvest
887	Thunderherder
888 - 889	Tick, Giant
890 - 894	Tiger
895	Tiny Water Elephant
896 - 913	Toad, Giant
914 - 918	Toad, Poisonous
919 - 920	Treant
921 - 922	Tribesmen
923	Tri-flower Frond
924 - 925	Troll
926	Troll, Hill
927	Twilight Bloom
928 - 927	Vampire
928	Vargouille
929 - 930	Volt
931	Vulture, Giant
932 - 949	Vulture, Normal
950 - 951	Wasp, Giant
952 - 953	Weevil-Man
954 - 953	Whip Scorpion, Giant
954 - 955	Whip Scorpion, Huge
956	Whip Scorpion, Large
957 - 962	Whip weed
963 - 964	Whipperstem
965 - 969	Witherweed
970 - 987	Wolf
988 - 989	Wolf, Dire
990 - 991	Worm, Tenebrous
992 - 993	Wyvern
994 - 995	Yellow Musk Creeper
996 - 995	Zombie
996	Zombie, Juju

Die Roll (d1000)	Encounter
997 - 998	Zombie, Yellow Musk
999 - 000	Zvert

TROPICAL, WILDERNESS SWAMP

Die Roll (d1000)	Encounter
001	Achaierai
002	Algoird
003	Ape, Carnivorous
004 - 026	Archelon
027 - 028	Assassin Bug
029 - 035	Axebeak
036	Babbler
037 - 039	Baboon
040	Baku
041 - 042	Bandit
043	Barghest
044 - 046	Basidirond
047 - 053	Basilisk
054	Basilisk, Greater
055 - 056	Bat
057	Bat, Giant
058	Bee, Giant Bumble-
059 - 061	Beetle, Giant Bombardier
062 - 063	Beetle, Giant Boring
064 - 065	Beetle, Giant Fire
066	Beetle, Giant Rhinoceros
067 - 068	Berserker
069 - 070	Bladegrass
071 - 072	Boalisk
073	Boar, Giant
074 - 076	Boar, Warthog
077 - 078	Boar, Wild
079 - 081	Bogwump
082 - 083	Boobrie
084 - 086	Brain Smut
087	Brownie
088	Buffalo
089	Bugbear
090	Bull
091 - 092	Bunyip
093 - 095	Camel, Bactrian
096 - 102	Cat, Wild
103 - 104	Caterwaul
105 - 107	Cattle, Wild
108 - 129	Centipede, Giant
130 - 152	Centipede, Huge
153	Centipede, Megalo-
154 - 155	Character Party
156 - 162	Cockatrice
163	Coffer Corpse
164	Cooshee
165 - 167	Crab, Giant
168	Crabman
169 - 170	Crane, Giant
171	Crayfish, Giant
172	Crocodile, Giant
173 - 195	Crocodile, Normal
196	Daemon, Hydro-

Die Roll (d1000)	Encounter
197	Demon, Alu-
198	Demon, Cambion
199	Demon, Nabassu
200	Deva, Movanic
201 - 223	Dog, Wild
224	Doppelgänger
225	Dracolisk
226	Dragon, Black
227	Dragon, Electrum
228	Dragon, Green
229	Dragon, Mist
230 - 231	Dragonfly, Giant
232 - 238	Drosera, Giant
239	Eblis
240 - 242	Elephant, African
243 - 244	Elephant, Asian
245	Elf, Wood
246 - 248	Falcon, Large
249 - 255	Falcon, Regular
256 - 257	Flightless Bird
258	Flind
259 - 261	Fly, Giant Bluebottle
262	Fly, Giant Horse
263	Forester's Bane
264 - 270	Frog, Giant
271	Frog, Killer
272 - 273	Frog, Poisonous
274	Froghemoth
275	Gallu, Water
276	Gargoyle
277	Genius Loci
278 - 280	Ghost
281	Ghost
282 - 288	Ghoul
289 - 290	Giant, Hill
291	Giant, Mist
292	Giant, Verlaang
293	Glomerom
294	Gloomwing
295 - 301	Gnoll
302 - 304	Goblin
305	Gorgon
306 - 307	Gorilla Bear
308	Grim
309 - 311	Grippli
312	Hangman Tree
313 - 314	Harpy
315	Haunt
316	Hell Hound
317 - 323	Hippopotamus
324 - 330	Hobgoblin
331 - 337	Honeybee, Giant
338 - 344	Hornet, Giant
345 - 347	Horse
348	Huecuva
349 - 355	Hydra,
356	Hydra, Lernaean
357	Hydra, Pyro
358 - 359	Hyena
360 - 362	Jackal

Die Roll (d1000)	Encounter
363	Jaguar
364 - 370	Jinx-Midge
371	Kech
372	Kelpie
373	Kestrel-man
374	Kobold
375 - 376	Kullen
377	Lammasu
378 - 384	Lamprey, Land
385 - 391	Leech, Giant
392 - 398	Leopard
399 - 401	Leucrotta
402 - 408	Lion
409	Lizard King
410 - 411	Lizard Man
412 - 418	Lizard, Giant
419	Lycanthrope, Wereboar
420	Lycanthrope, Werejackal
421	Lycanthrope, Weretiger
422 - 424	Lycanthrope, Werewolf
425 - 426	Lycanthrope, Wolwere
427	Mandragera
428	Manticore
429 - 431	Mastiff, Shadow
432 - 433	Medusa
434 - 435	Memory Moss
436 - 438	Merrow
439 - 440	Minotaur
441 - 443	Mongrelman
444 - 445	Muckdweller
446	Mud-man
447 - 469	Mule
470	Mummy
471	Naga, Guardian
472	Naga, Spirit
473	Night Hag
474 - 475	Norker
476 - 477	Numblin
478 - 499	Ogre
500	Ogre Mage
501	Oliphant
502 - 504	Ooze, Crystal
505 - 526	Orc
527 - 529	Owl
530	Owl, Giant
531	Phantom
532	Phase Panther
533 - 534	Phycomid
535 - 541	Pilgrim
542 - 548	Pirates
549 - 555	Psi-ape
556 - 562	Pudding, Brown
563 - 565	Pyrolisk
566	Quick wood
567	Quickling
568 - 589	Rat
590 - 592	Rat Man
593 - 614	Rat, Giant
615 - 617	Rat, Vapor
618 - 619	Raven, Huge

Die Roll (d1000)	Encounter
620 - 642	Raven, Normal
643 - 644	Retch Palm
645 - 667	Rhinoceros
668 - 674	Scorpion, Giant
675 - 681	Scorpion, Huge
682 - 703	Scorpion, Large
704 - 710	Scum Creeper
711	Shade
712 - 714	Shadow
715 - 716	Shambling Mound
717	Shedu
718	Shedu, Greater
719 - 721	Skeleton
722	Skeleton, Animal
723 - 745	Skunk
746	Skunk, Giant
747 - 753	Snail, Giant
754 - 759	Snake, Constrictor
760 - 761	Snake, Giant Amphisbaena
762 - 767	Snake, Giant Constrictor
768 - 774	Snake, Giant Poisonous
775 - 777	Snake, Giant Spitting
778 - 784	Snake, Poisonous
785	Son of Chaos
786 - 787	Specter
788	Sphinx, Crio-
789 - 811	Spider, Huge
812 - 834	Spider, Large
835	Squealer
836	Stegocentipede
837	Stork, Copper
838	Tentamort
839 - 860	Throat Leech
861	Tick, Giant
862 - 864	Tiger
865	Tiny Water Elephant
866 - 888	Toad, Giant
889 - 895	Toad, Poisonous
896	Treant
897 - 898	Tribesmen
899	Tri-flower Frond
900 - 906	Troll
907 - 908	Troll, Hill
909 - 910	Twilight Bloom
911 - 912	Urchin, Black
913	Urchin, Green
914	Urchin, Red
915	Vampire
916 - 922	Volt
923	Vulture, Giant
924 - 946	Vulture, Normal
947 - 948	Wasp, Giant
949	Whip Scorpion, Giant
950 - 952	Whip Scorpion, Huge
953 - 954	Whip Scorpion, Large
955 - 961	Whipperstem
962	Wight
963 - 969	Will-o-wisp
970 - 976	Witherweed
977 - 983	Wolf

Die Roll (d1000)	Encounter
984	Wolf, Dire
985	Worm, Tenebrous
986	Wraith
987 - 993	Wyvern
994 - 995	Zombie
996 - 997	Zombie, Giant
998	Zombie, Juju
999 - 000	Zvert

PREHISTORIC BADLANDS

Die Roll (d1000)	Encounter
001 - 010	Anchisaurus
011 - 014	Ankylosaurus
015 - 023	Ant Lion, Giant
024 - 033	Ant, Giant
034 - 037	Ape, Carnivorous
038 - 041	Axebeak
042 - 050	Baboon
051 - 060	Bee, Giant Bumble-
061 - 069	Beetle, Giant Boring
070 - 079	Beetle, Giant Fire
080 - 083	Beetle, Giant Rhinoceros
084 - 092	Beetle, Giant Bombardier
093 - 096	Brachiosaurus
097 - 101	Camel Spider, Giant
102 - 105	Camel Spider, Huge
106 - 114	Camel Spider, Large
115 - 141	Camptosaurus
142 - 151	Caveman
152 - 155	Centipede, Giant
156 - 182	Centipede, Huge
183 - 186	Ceratosaurus
187 - 190	Coelophysis
191 - 217	Compsognathus
218 - 227	Constrictor Vine
228 - 236	Deinonychus
237 - 246	Dilophosaurus
247 - 255	Dimetrodon
256 - 260	Drosera, Giant
261 - 348	Euparkeria
349 - 375	Fly, Giant Bluebottle
376 - 385	Fly, Giant Horse
386 - 389	Gorgosaurus
390 - 398	Honeybee, Giant
399 - 402	Hornet, Giant
403 - 412	Iguanadon
413 - 421	Kentrosaurus
422 - 431	Lambeosaurus
432 - 435	Lion, Cave
436 - 444	Lizard, Giant Monitor
445 - 448	Mamenchisaurus
449 - 458	Mantis, Giant
459 - 462	Mantrap
463 - 489	Megalosaurus
490 - 499	Monoclonius
500 - 503	Ornitholestes
504 - 512	Pentaceratops
513 - 522	Phororhacos

Die Roll (d1000)	Encounter
523 - 610	Plateosaurus
611 - 614	Pteranodon
615 - 702	Pterodactyl
703 - 712	Pterodactyl, Small
713 - 739	Scorpion, Giant
740 - 749	Scorpion, Huge
750 - 776	Scorpion, Large
777 - 785	Smilodon
786 - 813	Snail, Giant
814 - 840	Snake, Constrictor
841 - 849	Snake, Giant Constrictor
850 - 876	Snake, Giant Poisonous
877 - 880	Snake, Giant Spitting
881 - 908	Snake, Poisonous
909 - 912	Stegocentipede
913 - 921	Stegosaurus
922 - 931	Struthoimimus
932 - 940	Styracosaurus
941 - 944	Teratosaurus
945 - 954	Triceratops
955 - 958	Tyrannosaurus
959 - 967	Wasp, Giant
968 - 971	Whip Scorpion, Giant
972 - 981	Whip Scorpion, Huge
982 - 990	Whip Scorpion, Large
991 - 000	Wolf, Dire

PREHISTORIC DESERT

Die Roll (d1000)	Encounter
001 - 011	Anchisaurus
012 - 015	Ankylosaurus
016 - 026	Baboon
027 - 037	Bee, Giant Bumble-
038 - 041	Brachiosaurus
042 - 046	Camel Spider, Giant
047 - 051	Camel Spider, Huge
052 - 061	Camel Spider, Large
062 - 092	Camptosaurus
093 - 097	Centipede, Giant
098 - 127	Centipede, Huge
128 - 132	Ceratosaurus
133 - 137	Coelophysis
138 - 167	Compsognathus
168 - 178	Deinonychus
179 - 189	Dilophosaurus
190 - 200	Dimetrodon
201 - 300	Euparkeria
301 - 330	Fly, Giant Bluebottle
331 - 341	Fly, Giant Horse
342 - 346	Gorgosaurus
347 - 350	Hornet, Giant
351 - 361	Iguanodon
362 - 372	Lambeosaurus
373 - 376	Lion, Cave
377 - 387	Lizard, Giant Monitor
388 - 392	Mamenchisaurus
393 - 402	Monoclonius
403 - 407	Ornitholestes

Die Roll (d1000)	Encounter
408 - 418	Pentaceratops
419 - 429	Phororhacos
430 - 439	Pterodactyl, Small
440 - 444	Retch Palm
445 - 475	Scorpion, Giant
476 - 505	Scorpion, Huge
506 - 605	Scorpion, Large
606 - 610	Smilodon
611 - 641	Snake, Constrictor
642 - 651	Snake, Giant Constrictor
652 - 682	Snake, Giant Poisonous
683 - 687	Snake, Giant Spitting
688 - 717	Snake, Poisonous
718 - 817	Spider, Huge
818 - 917	Spider, Large
918 - 922	Stegocentipede
923 - 932	Stegosaurus
933 - 943	Styracosaurus
944 - 948	Teratosaurus
949 - 959	Triceratops
960 - 963	Tyrannosaurus
964 - 968	Whip Scorpion, Giant
969 - 978	Whip Scorpion, Huge
979 - 989	Witherweed
990 - 000	Wolf, Dire

PREHISTORIC FOREST

Die Roll (d1000)	Encounter
001 - 002	Ambelodon
003 - 044	Anchisaurus
045 - 046	Ankylosaurus
047 - 050	Ant Lion, Giant
051 - 055	Ant, Giant
056 - 059	Apatosaurus
060 - 061	Ape, Carnivorous
062 - 103	Baboon
104 - 108	Baluchitherium
109 - 110	Bee, Giant Bumble-
111 - 114	Bee, Giant Honey
115 - 156	Beetle, Giant Bombardier
157 - 198	Beetle, Giant Boring
199 - 240	Beetle, Giant Fire
241 - 253	Beetle, Giant Rhinoceros
254 - 255	Blood Vine
256 - 257	Brachiosaurus
258 - 261	Camarasaurus
262 - 303	Camptosaurus
304 - 308	Caveman
309 - 349	Centipede, Giant
350 - 391	Centipede, Huge
392 - 393	Centipede, Megalo-
394 - 395	Ceratosaurus
396 - 397	Cetiosaurus
398 - 410	Coelophysis
411 - 452	Compsognathus
453 - 456	Constrictor Vine
457 - 461	Deinonychus
462 - 503	Euparkeria

Die Roll (d1000)	Encounter
504 - 507	Fly, Giant Bluebottle
508 - 509	Fly, Giant Horse
510 - 511	Gorgosaurus
512 - 524	Honeybee, Giant
525 - 537	Hornet, Giant
538 - 542	Iguanadon
543 - 554	Kentrosaurus
555 - 559	Lambeosaurus
560 - 561	Lizard, Giant
562 - 563	Mamenchisaurus
564 - 565	Massopondylus
566 - 578	Megalosaurus
579 - 620	Monoclonius
621 - 624	Pentaceratops
625 - 637	Phororhacos
638 - 679	Plateosaurus
680 - 683	Retch Palm
684 - 688	Scorpion, Giant
689 - 701	Scorpion, Huge
702 - 714	Scorpion, Large
715 - 718	Smilodon
719 - 731	Snake, Constrictor
732 - 733	Snake, Giant Amphisbaena
734 - 746	Snake, Giant Constrictor
747 - 759	Snake, Giant Poisonous
760 - 761	Snake, Giant Spitting
762 - 774	Snake, Poisonous
775 - 787	Spider, Giant
788 - 799	Spider, Huge
800 - 841	Spider, Large
842 - 843	Spider, Titanic
844 - 845	Stegocentipede
846 - 887	Stegosaurus
888 - 889	Struthoimimus
890 - 931	Styracosaurus
932 - 944	Teratosaurus
945 - 948	Triceratops
949 - 961	Tyrannosaurus
962 - 963	Whip Scorpion, Giant
964 - 968	Whip Scorpion, Huge
969 - 970	Whip Scorpion, Large
971 - 983	Whip weed
984 - 995	Witherweed
996 - 000	Wolf, Dire

PREHISTORIC HILLS

Die Roll (d1000)	Encounter
001 - 055	Anchisaurus
056 - 072	Ankylosaurus
073 - 077	Ant Lion, Giant
078 - 083	Ant, Giant
084 - 086	Ape, Carnivorous
087 - 092	Baboon
093 - 098	Bee, Giant Bumble-
099 - 104	Beetle, Giant Boring
105 - 109	Beetle, Giant Fire
110 - 112	Beetle, Giant Rhinoceros
113 - 118	Beetle, Giant Bombardier

Die Roll (d1000)	Encounter
119 - 173	Camptosaurus
174 - 178	Caveman
179 - 181	Centipede, Giant
182 - 198	Centipede, Huge
199 - 215	Ceratosaurus
216 - 221	Coelophysis
222 - 237	Compsognathus
238 - 243	Constrictor Vine
244 - 249	Deinonychus
250 - 255	Dilophosaurus
256 - 261	Dimetrodon
262 - 263	Drosera, Giant
264 - 318	Euparkeria
319 - 321	Fly, Giant Bluebottle
322 - 338	Gorgosaurus
339 - 354	Honeybee, Giant
355 - 357	Hornet, Giant
358 - 412	Iguanadon
413 - 418	Kentrosaurus
419 - 423	Lizard, Giant Monitor
424 - 440	Mamenchisaurus
441 - 457	Megalosaurus
458 - 512	Monoclonius
513 - 514	Ornitholestes
515 - 569	Pentaceratops
570 - 575	Phororhacos
576 - 630	Plateosaurus
631 - 632	Pteranodon
633 - 687	Pterodactyl
688 - 689	Retch Palm
690 - 695	Scorpion, Giant
696 - 701	Scorpion, Huge
702 - 718	Scorpion, Large
719 - 724	Smilodon
725 - 741	Snail, Giant
742 - 758	Snake, Constrictor
759 - 763	Snake, Giant Constrictor
764 - 780	Snake, Giant Poisonous
781 - 783	Snake, Giant Spitting
784 - 785	Spider, Giant
786 - 802	Spider, Huge
803 - 857	Spider, Large
858 - 859	Stegocentipede
860 - 865	Stegosaurus
866 - 871	Struthoimimus
872 - 877	Styracosaurus
878 - 880	Teratosaurus
881 - 934	Triceratops
935 - 951	Tyrannosaurus
952 - 957	Wasp, Giant
958 - 960	Whip Scorpion, Giant
961 - 965	Whip Scorpion, Huge
966 - 971	Whip Scorpion, Large
972 - 977	Whipperstem
978 - 994	Witherweed
995 - 000	Wolf, Dire

PREHISTORIC MOUNTAINS

Die Roll (d1000)	Encounter
001 - 004	Anchisaurus
005 - 014	Ankylosaurus
015 - 024	Bee, Giant Bumble-
025 - 034	Beetle, Giant Boring
035 - 045	Beetle, Giant Fire
046 - 073	Camptosaurus
074 - 083	Caveman
084 - 088	Centipede, Giant
089 - 116	Centipede, Huge
117 - 121	Ceratosaurus
122 - 125	Compsognathus
126 - 135	Dilophosaurus
136 - 139	Dimetrodon
140 - 144	Drosera, Giant
145 - 148	Euparkeria
149 - 158	Fly, Giant Bluebottle
159 - 168	Fly, Giant Horse
169 - 197	Gorgosaurus
198 - 226	Honeybee, Giant
227 - 230	Hornet, Giant
231 - 234	Hyenadon
235 - 263	Iguanadon
264 - 267	Lion, Cave
268 - 361	Lizard, Monitor
362 - 365	Ornitholestes
366 - 369	Pentaceratops
370 - 398	Phororhacos
399 - 408	Plateosaurus
409 - 501	Pteranodon
502 - 595	Pterodactyl
596 - 599	Retch Palm
600 - 609	Scorpion, Giant
610 - 638	Scorpion, Huge
639 - 642	Scorpion, Large
643 - 652	Smilodon
653 - 681	Snail, Giant
682 - 710	Snake, Constrictor
711 - 714	Snake, Giant Amphisbaena
715 - 724	Snake, Giant Constrictor
725 - 753	Snake, Giant Poisonous
754 - 757	Snake, Giant Spitting
758 - 761	Snake, Poisonous
762 - 766	Spider, Giant
767 - 795	Spider, Huge
796 - 805	Spider, Large
806 - 809	Stegocentipede
810 - 813	Stegosaurus
814 - 823	Triceratops
824 - 917	Tyrannosaurus
918 - 927	Wasp, Giant
928 - 931	Whip Scorpion, Giant
932 - 941	Whip Scorpion, Huge
942 - 951	Whip Scorpion, Large
952 - 961	Whipperstem
962 - 990	Witherweed
991 - 000	Wolf, Dire

PREHISTORIC PLAINS

Die Roll (d1000)	Encounter
001 - 042	Anchisaurus
043 - 055	Ankylosaurus
056 - 059	Ant Lion, Giant
060 - 064	Ant, Giant
065 - 068	Apatosaurus
069 - 110	Baboon
111 - 115	Baluchitherium
116 - 119	Bee, Giant Bumble-
120 - 121	Brachiosaurus
122 - 126	Camarasaurus
127 - 128	Camel Spider, Large
129 - 170	Camptosaurus
171 - 212	Centipede, Giant
213 - 254	Centipede, Huge
255	Centipede, Megalo-
256 - 257	Ceratosaurus
258 - 259	Cetiosaurus
260 - 264	Coelophysis
265 - 268	Deinonychus
269 - 273	Dilophosaurus
274 - 286	Dimetrodon
287 - 290	Diplodocus
291 - 292	Drosera, Giant
293 - 334	Euparkeria
335 - 339	Fly, Giant Bluebottle
340 - 341	Fly, Giant Horsefly
342 - 343	Gorgosaurus
344 - 355	Honeybee, Giant
356 - 357	Hornet, Giant
358 - 359	Hyenadon
360 - 401	Iguanadon
402 - 406	Kentrosaurus
407 - 448	Lambeosaurus
449 - 452	Lion, Cave
453 - 454	Lizard, Giant
455 - 459	Lizard, Giant Monitor
460 - 461	Mamenchisaurus
462 - 463	Massopondylus
464 - 465	Megalosaurus
466 - 506	Monoclonius
507 - 511	Ornitholestes
512 - 553	Pentaceratops
554 - 557	Plateosaurus
558 - 599	Pterodactyl
600 - 612	Scorpion, Giant
613 - 625	Scorpion, Huge
626 - 667	Scorpion, Large
668 - 672	Smilodon
673 - 685	Snake, Constrictor
686 - 689	Snake, Giant Constrictor
690 - 702	Snake, Giant Poisonous
703 - 704	Snake, Giant Spitting
705 - 717	Snake, Poisonous
718 - 759	Spider, Huge
760 - 801	Spider, Large
802 - 803	Stegocentipede
804 - 845	Stegosaurus
846 - 857	Struthoimimus

Die Roll (d1000)	Encounter
858 - 899	Styracosaurus
900 - 912	Teratosaurus
913 - 954	Triceratops
955 - 967	Tyrannosaurus
968 - 969	Whip Scorpion, Giant
970 - 974	Whip Scorpion, Huge
975 - 978	Whip Scorpion, Large
979 - 983	Whipperstem
984 - 995	Witherweed
996 - 000	Wolf, Dire
760 - 801	Spider, Large
802 - 803	Stegocentipede
804 - 845	Stegosaurus
846 - 857	Struthoimimus
858 - 899	Styracosaurus
900 - 912	Teratosaurus
913 - 954	Triceratops
955 - 967	Tyrannosaurus
968 - 969	Whip Scorpion, Giant
970 - 974	Whip Scorpion, Huge
975 - 978	Whip Scorpion, Large
979 - 983	Whipperstem
984 - 995	Witherweed
996 - 000	Wolf, Dire

PREHISTORIC SCRUB

Die Roll (d1000)	Encounter
001 - 002	Ambelodon
003 - 038	Anchisaurus
039 - 040	Ankylosaurus
041 - 044	Ant Lion, Giant
045 - 048	Ant, Giant
049 - 052	Apatosaurus
053	Ape, Carnivorous
054 - 055	Ape, Gorilla
056 - 059	Archelon
060 - 095	Baboon
096 - 099	Baluchitherium
100 - 101	Banderlog
102 - 112	Bandit
113 - 114	Banshee
115 - 116	Barghest
117 - 120	Basidirond
121	Basilisk
122 - 123	Basilisk, Greater
124 - 134	Bat
135 - 136	Bat, Giant
137 - 138	Bat, Mobat
139 - 141	Bee, Giant Bumble-
142 - 178	Beetle, Giant Bombardier
179 - 214	Beetle, Giant Boring
215 - 251	Beetle, Giant Fire
252 - 262	Beetle, Giant Rhino
263 - 264	Brachiosaurus
265 - 268	Camarasaurus
269 - 270	Camel Spider, Large
271 - 306	Camel, Bactrian
307 - 310	Camel, Dromedary

Die Roll (d1000)	Encounter
311 - 346	Camptosaurus
347 - 350	Caveman
351 - 387	Centipede, Giant
388 - 423	Centipede, Huge
424 - 425	Centipede, Megalo-
426 - 427	Ceratosaurus
428	Cetiosaurus
429 - 432	Coelophysis
433 - 469	Compsognathus
470 - 473	Deinonychus
474 - 477	Dilophosaurus
478 - 488	Dimetrodon
489 - 492	Diplodocus
493 - 494	Drosera, Giant
495 - 530	Euparkeria
531 - 534	Fly, Giant Bluebottle
535 - 536	Fly, Giant Horse
537	Fly, Giant Horsefly
538 - 539	Gorgosaurus
540 - 550	Honeybee, Giant
551 - 561	Hornet, Giant
562 - 563	Hyenadon
564 - 567	Iguanadon
568 - 571	Kentrosaurus
572 - 575	Lambeosaurus
576 - 579	Lion, Cave
580 - 581	Lizard, Giant
582 - 585	Lizard, Giant Monitor
586	Mamenchisaurus
587 - 588	Mandragora
589 - 590	Massopondylus
591	Megalosaurus
592 - 628	Monoclonius
629 - 632	Ornitholestes
633 - 636	Pentaceratops
637 - 647	Phororhacos
648 - 651	Plateosaurus
652 - 687	Pterodactyl
688 - 691	Scorpion, Giant
692 - 702	Scorpion, Huge
703 - 714	Scorpion, Large
715 - 718	Smilodon
719 - 729	Snail, Giant
730 - 740	Snake, Constrictor
741 - 742	Snake, Giant Amphisbaena
743 - 746	Snake, Giant Constrictor
747 - 757	Snake, Giant Poisonous
758 - 759	Snake, Giant Spitting
760 - 770	Snake, Poisonous
771 - 781	Spider, Giant
782 - 818	Spider, Huge
819 - 854	Spider, Large
855 - 856	Spider, Titanic
857	Stegocentipede
858 - 894	Stegosaurus
895 - 896	Struthoimimus
897 - 932	Styracosaurus
933 - 943	Teratosaurus
944 - 947	Triceratops
948 - 958	Tyrannosaurus

Die Roll (d1000)	Encounter
959 - 962	Wasp, Giant
963 - 964	Whip Scorpion, Giant
965 - 968	Whip Scorpion, Huge
969 - 970	Whip Scorpion, Large
971 - 981	Whip weed
982 - 985	Whipperstem
986 - 996	Witherweed
997 - 000	Wolf, Dire

PREHISTORIC SWAMP

Die Roll (d1000)	Encounter
001 - 014	Anchisaurus
015 - 016	Ankylosaurus
017 - 059	Apatosaurus
060 - 061	Ape, Carnivorous
062 - 066	Baboon
067 - 068	Bee, Giant Bumble-
069 - 073	Beetle, Giant Bombardier
074 - 078	Beetle, Giant Boring
079 - 082	Beetle, Giant Fire
083 - 084	Beetle, Giant Rhinoceros
085 - 098	Brachiosaurus
099 - 142	Camarasaurus
143 - 155	Camptosaurus
156 - 199	Centipede, Giant
200 - 243	Centipede, Huge
244 - 245	Centipede, Megalo-
246 - 259	Ceratosaurus
260 - 272	Cetiosaurus
273 - 277	Compsognathus
278 - 279	Cooshee
280 - 284	Crab, Giant
285 - 286	Crayfish, Giant
287 - 288	Crocodile, Giant
289 - 332	Crocodile, Normal
333 - 334	Deinonychus
335 - 347	Dimetrodon
348 - 391	Diplodocus
392 - 396	Dragonfly, Giant
397 - 409	Drosera, Giant
410 - 453	Euparkeria
454 - 458	Fly, Giant Bluebottle
459 - 460	Fly, Giant Horse
461 - 473	Gorgosaurus
474 - 487	Honeybee, Giant
488 - 500	Hornet, Giant
501 - 502	Hyenadon
503 - 546	Iguanadon
547 - 590	Lambeosaurus
591 - 592	Lion, Cave
593 - 606	Lizard, Giant
607 - 608	Mamenchisaurus
609 - 610	Mandragora
611 - 623	Massopondylus
624 - 637	Megalosaurus
638 - 641	Monoclonius
642 - 646	Pentaceratops
647 - 660	Phororhacos

Die Roll (d1000)	Encounter
661 - 704	Plateosaurus
705 - 747	Pterodactyl
748 - 761	Scorpion, Giant
762 - 774	Scorpion, Huge
775 - 818	Scorpion, Large
819 - 820	Smilodon
821 - 834	Snail, Giant
835 - 847	Snake, Constrictor
848 - 849	Snake, Giant Amphisbaena
850 - 863	Snake, Giant Constrictor
864 - 876	Snake, Giant Poisonous
877 - 881	Snake, Giant Spitting
882 - 895	Snake, Poisonous
896 - 897	Stegocentipede
898 - 901	Stegosaurus
902 - 906	Struthoimimus
907 - 950	Styracosaurus
951 - 955	Triceratops
956 - 959	Wasp, Giant
960 - 962	Whip Scorpion, Giant
963 - 966	Whip Scorpion, Huge
967 - 971	Whip Scorpion, Large
972 - 984	Whipperstem
985 - 998	Witherweed
999 - 000	Wolf, Dire

COLD FRESHWATER SURFACE

Die Roll (d1000)	Encounter
001 - 006	Aerian
007 - 048	Bear, Polar
049 - 054	Beaver, Giant
055 - 068	Crab, Giant
069 - 075	Deep Goliath
076 - 081	Deva, Movanic
082 - 087	Dragon Turtle
088 - 093	Dragon, Electrum
094 - 100	Dragon, Fog
101 - 106	Dragon, Green
107 - 112	Dragon, Mist
113 - 127	Dragon, Red
128 - 133	Dragon, Sea
134 - 139	Dragon, Silver
140 - 145	Dragon, Vapor
146 - 151	Dragon, White
152 - 166	Dragonfish
167 - 172	Eagle
173 - 178	Eagle, Giant
179 - 193	Falcon, Large
194 - 234	Falcon, Regular
235 - 241	Gallu, Water
242 - 255	Gar, Giant
256 - 261	Gargoyle
262 - 268	Ghost Ship
269 - 274	Giant, Storm
275 - 280	Greenhag
281 - 286	Griffon
287 - 293	Harpy
294 - 299	Hippocampus

Die Roll (d1000)	Encounter
300 - 305	Hippogriff
306 - 440	Ice
441 - 454	Island
455 - 461	Kapoacinth
462 - 467	Ki-rin
468 - 481	Lacedon
482 - 488	Lamprey, Normal
489 - 494	Manticore
495 - 629	Merchant
630 - 670	Merrow
671 - 685	Naga, Water
686 - 691	Nereid
692 - 705	Nixie
706 - 712	Octopus
713 - 726	Ooze, Crystal
727 - 768	Otter
769 - 782	Otter, Giant
783 - 788	Pegasus
789 - 795	Pike, Giant
796 - 836	Pirates
837 - 842	Quipper
843 - 849	Shedu
850 - 855	Shedu, Greater
856 - 869	Siren
870 - 911	Swan
912 - 917	Swanmay
918 - 932	Tiny Water Elephant
933 - 946	Troll, Marine
947 - 988	Turtle, Giant Snapping
989 - 994	Water Verm
995 - 000	Whirlpool

COLD FRESHWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 012	Beaver, Giant
013 - 024	Bloodworm
025 - 051	Crab, Giant
052 - 079	Crocodile, Normal
080 - 106	Deep Goliath
107 - 118	Deep Wraith
119 - 130	Dragon Turtle
131 - 142	Dragon, Sea
143 - 169	Dragonfish
170 - 197	Gar, Giant
198 - 209	Giant, Storm
210 - 236	Green Slime
237 - 248	Greenhag
249 - 276	Hippocampus
277 - 354	Kapoacinth
355 - 433	Lacedon
434 - 512	Lamprey, Normal
513 - 591	Merrow
592 - 669	Naga, Water
670 - 681	Nereid
682 - 709	Nixie
710 - 720	Nymph
721 - 748	Octopus
749 - 776	Otter

Die Roll (d1000)	Encounter
777 - 787	Otter, Giant
788 - 815	Pike, Giant
816 - 827	Quipper
828 - 854	Siren
855 - 882	Sunken Ship
883 - 909	Troll, Marine
910 - 988	Turtle, Giant Snapping
989 - 000	Water Verm

COLD SALTWATER SURFACE

Die Roll (d1000)	Encounter
001 - 005	Aerian
006 - 010	Afanc
011 - 023	Crab, Giant
024 - 028	Deva, Movanic
029 - 063	Dolphin
064 - 068	Dragon Turtle
069 - 073	Dragon, Electrum
074 - 079	Dragon, Fog
080 - 084	Dragon, Green
085 - 096	Dragon, Red
097 - 101	Dragon, Sea
102 - 107	Dragon, Silver
108 - 112	Dragon, Vapor
113 - 117	Dragon, White
118 - 122	Eagle
123 - 128	Eagle, Giant
129 - 133	Eel, Electric Marine
134 - 138	Elf, Sea
139 - 143	Falcon, Large
144 - 156	Falcon, Regular
157 - 161	Gallu, Water
162 - 173	Ghost Ship
174 - 178	Giant, Storm
179 - 184	Golden Fish
185 - 189	Greenhag
190 - 194	Griffon
195 - 199	Harpy
200 - 205	Hippocampus
206 - 210	Hippogriff
211 - 245	Island
246 - 250	Kapoacinth
251 - 255	Ki-rin
256 - 260	Kraken
261 - 273	Lacedon
274 - 278	Lamprey, Normal
279 - 283	Lycanthrope, Wereseal
284 - 288	Lycanthrope, Werewolf, Marine
289 - 294	Manticore
295 - 407	Merchant
408 - 420	Naga, Water
421 - 432	Narwhale
433 - 437	Nereid
438 - 449	Nixie
450 - 455	Octopus
456 - 467	Otter
468 - 472	Pegasus
473 - 507	Pirates

Die Roll (d1000)	Encounter
508 - 542	Sea Lion
543 - 547	Selkie
548 - 661	Shark
662 - 673	Shark, Giant
674 - 678	Shedu
679 - 684	Shedu, Greater
685 - 689	Siren
690 - 701	Squid, Giant
702 - 736	Swordfish
737 - 748	Tiny Water Elephant
749 - 753	Titan (17 HD)
754 - 759	Titan (18 HD)
760 - 794	Troll, Marine
795 - 829	Turtle, Giant Sea
830 - 834	Water Verm
835 - 948	Whale
949 - 960	Whirlpool
961 - 995	Will-o-wisp
996 - 000	Wind Walker

COLD SALTWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 006	Afanc
007 - 021	Crab, Giant
022 - 027	Deep Wraith
028 - 068	Dolphin
069 - 074	Dragon Turtle
075 - 081	Dragon, Sea
082 - 095	Eel, Electric Marine
096 - 136	Elf, Sea
137 - 151	Ghost Ship
152 - 157	Giant, Storm
158 - 171	Hippocampus
172 - 213	Kapoacanth
214 - 219	Kraken
220 - 260	Lacedon
261 - 302	Lamprey, Normal
303 - 308	Lycanthrope, Wereseal
309 - 314	Lycanthrope, Werewolf, Marine
315 - 355	Naga, Water
356 - 370	Narwhale
371 - 376	Nereid
377 - 390	Nixie
391 - 397	Nymph
398 - 411	Octopus
412 - 417	Otter
418 - 459	Sea Lion
460 - 465	Selkie
466 - 599	Shark
600 - 614	Shark, Giant
615 - 620	Siren
621 - 634	Squid, Giant
635 - 676	Swordfish
677 - 682	Titan (17 HD)
683 - 688	Titan (18 HD)
689 - 694	Titan (22 HD)
695 - 736	Troll, Marine
737 - 777	Turtle, Giant Sea

Die Roll (d1000)	Encounter
778 - 818	Urchin, Black
819 - 833	Urchin, Green
834 - 847	Urchin, Red
848 - 853	Urchin, Silver
854 - 860	Urchin, Yellow
861 - 866	Water Verm
867 - 000	Whale

TEMPERATE FRESHWATER SURFACE

Die Roll (d1000)	Encounter
001 - 004	Aerian
005 - 008	Algoid
009 - 013	Beaver, Giant
014 - 023	Beetle, Giant Water
024 - 027	Boobrie
028 - 031	Bunyip
032 - 035	Catfish, Giant
036 - 039	Cockatrice
040 - 049	Crab, Giant
050 - 059	Crane, Giant
060 - 087	Crayfish, Giant
088 - 179	Crocodile, Normal
180 - 183	Deep Goliath
184 - 187	Deva, Movanic
188 - 191	Dragon Horse
192 - 195	Dragon Turtle
196 - 205	Dragon, Black
206 - 210	Dragon, Bronze
211 - 214	Dragon, Cloud
215 - 218	Dragon, Electrum
219 - 222	Dragon, Fog
223 - 226	Dragon, Green
227 - 236	Dragon, Mist
237 - 246	Dragon, Red
247 - 250	Dragon, Sea
251 - 260	Dragon, Silver
261 - 270	Dragonfish
271 - 274	Dragonfly, Giant
275 - 278	Dragonnel
279 - 283	Eagle
284 - 287	Eagle, Giant
288 - 291	Eblis
292 - 295	Eel, Giant
296 - 323	Elasmosaurus ("Sea Serpent")
324 - 333	Falcon, Large
334 - 361	Falcon, Regular
362 - 390	Frog, Giant
391 - 399	Frog, Poisonous
400 - 404	Gallu, Water
405 - 414	Gar, Giant
415 - 418	Gargoyle
419 - 422	Ghost Ship
423 - 426	Giant, Storm
427 - 430	Greenhag
431 - 435	Griffon
436 - 439	Harpy
440 - 443	Hippocampus
444 - 447	Hippogriff

Die Roll (d1000)	Encounter
448 - 457	Island
458 - 461	Kapoacinth
462 - 466	Kelpie
467 - 470	Ki-rin
471 - 480	Lacedon
481 - 484	Lammasu
485 - 488	Lammasu, Greater
489 - 492	Lamprey, Giant
493 - 496	Lamprey, Normal
497 - 525	Leech, Giant
526 - 529	Lizard King
530 - 539	Lizard Man
540 - 543	Manticore
544 - 634	Merchant
635 - 662	Merrow
663 - 667	Muckdweller
668 - 677	Naga, Water
678 - 681	Nereid
682 - 691	Nixie
692 - 695	Octopus
696 - 705	Ooze, Crystal
706 - 733	Otter
734 - 743	Otter, Giant
744 - 747	Pegasus
748 - 751	Pike, Giant
752 - 761	Pirates
762 - 765	Pyrolisk
766 - 769	Quipper
770 - 774	Shedu
775 - 778	Shedu, Greater
779 - 788	Siren
789 - 816	Spider, Giant Water
817 - 844	Swan
845 - 848	Swanmay
849 - 940	Throat Leech
941 - 949	Tiny Water Elephant
950 - 959	Troll, Marine
960 - 987	Turtle, Giant Snapping
988 - 992	Wasp, Giant
993 - 996	Water Verm
997 - 000	Whirlpool

TEMPERATE FRESHWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 005	Afanc
006 - 009	Algoid
010 - 014	Beaver, Giant
015 - 111	Beetle, Giant Water
112 - 116	Bloodworm
117 - 127	Bunyip
128 - 137	Catfish, Giant
138 - 235	Coral, Poisonous
236 - 245	Crab, Giant
246 - 276	Crayfish, Giant
277 - 373	Crocodile, Normal
374 - 384	Deep Goliath
385 - 389	Deep Wraith
390 - 393	Dragon Turtle

Die Roll (d1000)	Encounter
394 - 398	Dragon, Sea
399 - 408	Dragonfish
409 - 413	Eel, Giant
414 - 443	Elasmosaurus ("Sea Serpent")
444 - 453	Frog, Giant
454 - 458	Frog, Killer
459 - 468	Gar, Giant
469 - 473	Giant, Storm
474 - 483	Hippocampus
484 - 514	Kapoacinth
515 - 518	Kelpie
519 - 548	Lacedon
549 - 559	Lamprey, Giant
560 - 589	Lamprey, Normal
590 - 619	Leech, Giant
620 - 623	Lizard King
624 - 634	Lizard Man
635 - 664	Merrow
665 - 669	Muckdweller
670 - 673	Mud-man
674 - 703	Naga, Water
704 - 708	Nereid
709 - 718	Nixie
719 - 723	Nymph
724 - 733	Octopus
734 - 744	Otter
745 - 748	Otter, Giant
749 - 759	Pike, Giant
760 - 764	Quipper
765 - 768	Sea Hag
769 - 779	Siren
780 - 877	Spider, Giant Water
878 - 887	Sunken Ship
888 - 985	Throat Leech
986 - 995	Troll, Marine
996 - 000	Water Verm

TEMPERATE SALTWATER SURFACE

Die Roll (d1000)	Encounter
001 - 003	Aerian
004 - 007	Afanc
008 - 010	Algoid
011 - 019	Crab, Giant
020 - 027	Crabman
028 - 035	Crane, Giant
036 - 038	Deva, Movanic
039 - 061	Dolphin
062 - 065	Dragon Horse
066 - 068	Dragon Turtle
069 - 072	Dragon, Black
073 - 080	Dragon, Bronze
081 - 084	Dragon, Cloud
085 - 087	Dragon, Electrum
088 - 090	Dragon, Fog
091 - 094	Dragon, Green
095 - 102	Dragon, Mist
103 - 110	Dragon, Red
111 - 114	Dragon, Sea

Die Roll (d1000)	Encounter
115 - 117	Dragon, Silver
118 - 121	Eagle
122 - 124	Eagle, Giant
125 - 128	Eel, Electric Marine
129 - 151	Eel, Giant
152 - 174	Elasmosaurus ("Sea Serpent")
175 - 177	Elf, Sea
178 - 186	Eye, Floating
187 - 189	Falcon, Large
190 - 197	Falcon, Regular
198 - 201	Gallu, Water
202 - 209	Ghost Ship
210 - 212	Giant, Storm
213 - 216	Golden Fish
217 - 219	Greenhag
220 - 223	Griffon
224 - 226	Harpy
227 - 230	Hippocampus
231 - 233	Hippogriff
234 - 256	Island
257 - 260	Kapoacanth
261 - 263	Kelpie
264 - 267	Ki-rin
268 - 270	Kraken
271 - 278	Lacedon
279 - 282	Lammasu
283 - 285	Lammasu, Greater
286 - 289	Lamprey, Giant
290 - 292	Lamprey, Normal
293 - 296	Lycanthrope, Nanaue
297 - 299	Lycanthrope, Wereseal
300 - 303	Lycanthrope, Werewolf, Marine
304 - 306	Manticore
307 - 382	Merchant
383 - 405	Mosasaurus
406 - 413	Naga, Water
414 - 421	Narwhale
422 - 425	Nereid
426 - 433	Nixie
434 - 456	Nothosaurus ("Sea Serpent")
457 - 459	Octopus
460 - 468	Otter
469 - 471	Pegasus
472 - 494	Pirates
495 - 570	Plesiosaurus ("Sea Serpent")
571 - 593	Sea Horse
594 - 616	Sea Lion
617 - 691	Seaweed, Floating
692 - 767	Shark
768 - 775	Shark, Giant
776 - 778	Shedu
779 - 782	Shedu, Greater
783 - 785	Siren
786 - 794	Squid, Giant
795 - 817	Swordfish
818 - 825	Temnodontosarus ("Sea Serpent")
826 - 833	Tiny Water Elephant
834 - 836	Titan (17 HD)
837 - 840	Titan (18 HD)

Die Roll (d1000)	Encounter
841 - 863	Troll, Marine
864 - 886	Turtle, Giant Sea
887 - 890	Water Verm
891 - 965	Whale
966 - 973	Whirlpool
974 - 997	Wil-o-wisp
998 - 000	Wind Walker

TEMPERATE SALTWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 003	Afanc
004 - 007	Algoid
008 - 080	Coral, Poisonous
081 - 088	Crab, Giant
089 - 096	Crabman
097 - 119	Crusher Fish
120 - 122	Deep Wraith
123 - 145	Dolphin
146 - 148	Dragon Turtle
149 - 152	Dragon, Sea
153 - 160	Eel, Electric Marine
161 - 182	Eel, Giant
183 - 205	Elasmosaurus ("Sea Serpent")
206 - 227	Elf, Sea
228 - 231	Eye of the Deep
232 - 234	Giant, Storm
235 - 242	Hippocampus
243 - 265	Kapoacanth
266 - 268	Kelpie
269 - 271	Kraken
272 - 294	Lacedon
295 - 302	Lamprey, Giant
303 - 325	Lamprey, Normal
326 - 328	Lycanthrope, Nanaue
329 - 331	Lycanthrope, Wereseal
332 - 335	Lycanthrope, Werewolf, Marine
336 - 338	Megalodon
339 - 361	Mosasaurus ("Sea Serpent")
362 - 383	Naga, Water
384 - 391	Narwhale
392 - 395	Nereid
396 - 403	Nixie
404 - 425	Nothosaurus ("Sea Serpent")
426 - 429	Nymph
430 - 437	Octopus
438 - 440	Otter
441 - 514	Plesiosaurus
515 - 587	Sea Horse
588 - 610	Sea Lion
611 - 683	Seaweed Bed
684 - 757	Shark
758 - 765	Shark, Giant
766 - 768	Siren
769 - 776	Squid, Giant
777 - 784	Sunken Ship
785 - 807	Swordfish
808 - 814	Temnodontosarus ("Sea Serpent")

Die Roll (d1000)	Encounter
815 - 818	Titan (17 HD)
819 - 821	Titan (18 HD)
822 - 825	Titan (22 HD)
826 - 847	Troll, Marine
848 - 870	Turtle, Giant Sea
871 - 893	Urchin, Black
894 - 900	Urchin, Green
901 - 908	Urchin, Red
909 - 912	Urchin, Silver
913 - 915	Urchin, Yellow
916 - 919	Water Verm
920 - 992	Whale
993 - 000	Worm, Sea

TROPICAL FRESHWATER SURFACE

Die Roll (d1000)	Encounter
001 - 004	Aerian
005 - 008	Algoid
009 - 018	Beetle, Giant Water
019 - 027	Behemoth
028 - 031	Boobrie
032 - 035	Bunyip
036 - 039	Catfish, Giant
040 - 043	Cockatrice
044 - 047	Couatl
048 - 057	Crane, Giant
058 - 084	Crayfish, Giant
085 - 172	Crocodile, Normal
173 - 176	Deva, Movanic
177 - 180	Dragon Turtle
181 - 184	Dragon, Black
185 - 188	Dragon, Blue
189 - 192	Dragon, Brass
193 - 201	Dragon, Bronze
202 - 205	Dragon, Cloud
206 - 209	Dragon, Copper
210 - 214	Dragon, Electrum
215 - 218	Dragon, Green
219 - 227	Dragon, Mist
228 - 236	Dragon, Red
237 - 241	Dragon, Sea
242 - 245	Dragon, Silver
246 - 254	Dragonfish
255 - 258	Dragonfly, Giant
259 - 262	Dragon-Horse
263 - 266	Dragonne
267 - 270	Dragonnell
271 - 274	Eblis
275 - 284	Eel, Electric
285 - 288	Eel, Giant
289 - 315	Elasmosaurus ("Sea Serpent")
316 - 324	Falcon, Large
325 - 351	Falcon, Regular
352 - 378	Frog, Giant
379 - 388	Frog, Poisonous
389 - 392	Frogheath
393 - 396	Gallu, Water
397 - 405	Gar, Giant

Die Roll (d1000)	Encounter
406 - 409	Gargoyle
410 - 414	Ghost Ship
415 - 418	Giant, Storm
419 - 422	Griffon
423 - 426	Harpy
427 - 430	Hippocampus
431 - 434	Hippogriff
435 - 461	Hippopotamus Island
462 - 470	Island
471 - 474	Kapoacanth
475 - 478	Kelpie
479 - 482	Ki-rin
483 - 492	Lacedon
493 - 496	Lammasu
497 - 500	Lammasu, Greater
501 - 504	Lamprey, Giant
505 - 508	Lamprey, Normal
509 - 535	Leech, Giant
536 - 539	Lizard King
540 - 549	Lizard Man
550 - 553	Manticore
554 - 641	Merchant
642 - 650	Merman
651 - 677	Merrow
678 - 681	Muckdweller
682 - 691	Naga, Water
692 - 695	Nereid
696 - 704	Nixie
705 - 708	Octopus
709 - 718	Ooze, Crystal
719 - 727	Otter, Giant
728 - 731	Pegasus
732 - 758	Pirates
759 - 762	Pyrolisk
763 - 766	Sea Hag
767 - 770	Shedu
771 - 774	Shedu, Greater
775 - 784	Siren
785 - 811	Snake, Constrictor
812 - 815	Sphinx, Andro-
816 - 819	Sphinx, Crio-
820 - 823	Sphinx, Gyno-
824 - 850	Spider, Giant Water
851 - 854	Stork, Copper
855 - 942	Throat Leech
943 - 951	Tiny Water Elephant
952 - 961	Troll, Marine
962 - 988	Turtle, Giant Snapping
989 - 992	Wasp, Giant
993 - 996	Water Verm
997 - 000	Whirlpool

TROPICAL FRESHWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 004	Algoid
005 - 101	Beetle, Giant Water
102 - 112	Behemoth
113 - 122	Bunyip

Die Roll (d1000)	Encounter
123 - 133	Catfish, Giant
134 - 230	Coral, Poisonous
231 - 240	Crab, Giant
241 - 270	Crayfish, Giant
271 - 281	Crocodile, Normal
282 - 291	Deep Goliath
292 - 296	Deep Wraith
297 - 300	Dragon Turtle
301 - 310	Dragon, Carp
311 - 315	Dragon, Sea
316 - 325	Dragonfish
326 - 336	Eel, Electric
337 - 340	Eel, Giant
341 - 345	Eel, Weed
346 - 375	Elasmosaurus ("Sea Serpent")
376 - 404	Frog, Giant
405 - 409	Frog, Killer
410 - 413	Frogheoth
414 - 424	Gar, Giant
425 - 428	Giant, Storm
429 - 439	Hippocampus
440 - 449	Hippopotamus
450 - 454	Hookworm, Giant
455 - 484	Kapoacanth
485 - 488	Kelpie
489 - 518	Lacedon
519 - 528	Lamprey, Giant
529 - 558	Lamprey, Normal
559 - 588	Leech, Giant
589 - 593	Lizard King
594 - 603	Lizard Man
604 - 633	Merman
634 - 663	Merrow
664 - 667	Muckdweller
668 - 672	Mud-Man
673 - 701	Naga, Water
702 - 706	Nereid
707 - 716	Nixie
717 - 721	Nymph
722 - 731	Octopus
732 - 736	Otter, Giant
737 - 740	Sea Hag
741 - 751	Siren
752 - 848	Spider, Giant Water
849 - 858	Sunken Ship
859 - 955	Throat Leech
956 - 966	Troll, Marine
967 - 996	Turtle, Giant Snapping
997 - 000	Water Verm

TROPICAL SALTWATER SURFACE

Die Roll (d1000)	Encounter
001 - 003	Aerian
004 - 006	Afanc
007 - 008	Algoid
009 - 027	Archelon
028 - 046	Pirates
047 - 053	Barracuda

Die Roll (d1000)	Encounter
054 - 059	Crab, Giant
060 - 066	Crabman
067 - 073	Crane, Giant
074 - 134	Crocodile, Giant
135 - 137	Deva, Movanic
138 - 156	Dolphin
157 - 158	Dragon Turtle
159 - 161	Dragon, Black
162 - 164	Dragon, Blue
165 - 167	Dragon, Brass
168 - 174	Dragon, Bronze
175 - 176	Dragon, Cloud
177 - 179	Dragon, Copper
180 - 182	Dragon, Electrum
183 - 185	Dragon, Green
186 - 192	Dragon, Mist
193 - 198	Dragon, Red
199 - 201	Dragon, Sea
202 - 204	Dragon, Silver
205 - 207	Dragon-Horse
208 - 209	Dragonne
210 - 212	Eel, Electric Marine
213 - 231	Eel, Giant
232 - 250	Elasmosaurus ("Sea Serpent")
251 - 253	Elf, Sea
254 - 256	Falcon, Large
257 - 262	Falcon, Regular
263 - 265	Gallu, Water
266 - 272	Ghost Ship
273 - 275	Giant, Storm
276 - 277	Golden Fish
278 - 280	Griffon
281 - 283	Harpy
284 - 286	Hippocampus
287 - 289	Hippogriff
290 - 308	Island
309 - 310	Kapoacanth
311 - 313	Kelpie
314 - 316	Ki-rin
317 - 319	Kraken
320 - 325	Lacedon
326 - 328	Lammasu
329 - 331	Lammasu, Greater
332 - 334	Lamprey, Giant
335 - 337	Lamprey, Normal
338 - 340	Locathah
341 - 342	Lycanthrope, Nanaue
343 - 349	Lycanthrope, Werewolf, Marine
350 - 352	Manticore
353 - 413	Merchant
414 - 420	Merman
421 - 439	Mosasaurus ("Sea Serpent")
440 - 445	Naga, Water
446 - 448	Nereid
449 - 455	Nixie
456 - 474	Nothosaurus ("Sea Serpent")
475 - 476	Octopus
477 - 479	Pegasus
480 - 541	Plesiosaurus ("Sea Serpent")
542 - 559	Portuguese Man-o-war

Die Roll (d1000)	Encounter
560 - 578	Ray, Manta
579 - 585	Roc
586 - 592	Sahuagin
593 - 610	Sea Hag
611 - 629	Sea Horse
630 - 648	Sea Lion
649 - 709	Seaweed
710 - 771	Shark
772 - 777	Shark, Giant
778 - 780	Shedu
781 - 783	Shedu, Greater
784 - 786	Siren
787 - 792	Snake, Giant Sea
793 - 795	Sphinx, Andro-
796 - 798	Sphinx, Crio-
799 - 801	Sphinx, Gyno-
802 - 820	Spider, Giant Marine
821 - 826	Squid, Giant
827 - 833	Strangle Weed
834 - 852	Swordfish
853 - 858	Tiny Water Elephant
859 - 861	Titan (17 HD)
862 - 864	Titan (18 HD)
865 - 867	Triton
868 - 886	Troll, Marine
887 - 905	Turtle, Giant Sea
906 - 908	Vampire Ray
909 - 910	Water Verm
911 - 972	Whale
973 - 978	Whirlpool
979 - 997	Will-o-wisp
998 - 000	Wind Walker

TROPICAL SALTWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 002	Afanc
003 - 005	Algoid
006 - 021	Barracuda
022 - 073	Coral, Poisonous
074 - 078	Crab, Giant
079 - 084	Crabman
085 - 086	Crocodile, Giant
087 - 102	Crusher Fish
103 - 105	Deep Wraith
106 - 156	Dinichthys ("Sea Serpent")
157 - 172	Dolphin
173 - 175	Dragon Turtle
176 - 177	Dragon, Sea
178 - 183	Eel, Electric Marine
184 - 199	Eel, Giant
200 - 201	Eel, Weed
202 - 217	Elasmosaurus ("Sea Serpent")
218 - 233	Elf, Sea
234 - 235	Eye of the Deep
236 - 241	Eye, Floating
242 - 243	Giant, Storm
244 - 249	Hippocampus
250 - 265	Kapoacanth

Die Roll (d1000)	Encounter
266 - 267	Kelpie
268 - 270	Kraken
271 - 286	Lacedon
287 - 291	Lamprey, Giant
292 - 307	Lamprey, Normal
308 - 313	Locathah
314 - 315	Lycanthrope, Nanaue
316 - 318	Lycanthrope, Werewolf, Marine
319 - 334	Mantis Shrimp, Giant
335 - 350	Merman
351 - 366	Mosasaurus ("Sea Serpent")
367 - 381	Naga, Water
382 - 384	Nereid
385 - 389	Nixie
390 - 405	Nothosaurus ("Sea Serpent")
406 - 408	Nymph
409 - 413	Octopus
414 - 465	Plesiosaurus ("Sea Serpent")
466 - 471	Pungi Skate
472 - 487	Ray, Manta
488 - 539	Ray, Sting-
540 - 555	Sahuagin
556 - 571	Sea Hag
572 - 623	Sea Horse
624 - 638	Sea Lion
639 - 690	Seaweed, Bed
691 - 742	Shark
743 - 748	Shark, Giant
749 - 750	Siren
751 - 766	Snake, Giant Sea
767 - 782	Spider, Giant Marine
783 - 788	Squid, Giant
789 - 840	Strangle Weed
841 - 845	Sunken Ship
846 - 861	Swordfish
862 - 867	Temnodontosarus ("Sea Serpent")
868 - 869	Titan (17 HD)
870 - 872	Titan (18 HD)
873 - 874	Titan (22 HD)
875 - 879	Triton
880 - 895	Troll, Marine
896 - 911	Turtle, Giant Sea
912 - 927	Urchin, Black
928 - 933	Urchin, Green
934 - 939	Urchin, Red
940 - 941	Urchin, Silver
942 - 943	Urchin, Yellow
944 - 946	Vampire Ray
947 - 948	Water Verm
949 - 000	Whale

PREHISTORIC FRESHWATER SURFACE

Die Roll (d1000)	Encounter
001 - 147	Apatosaurus
148 - 163	Beetle, Giant Water
164 - 209	Brachiosaurus
210 - 224	Camarasaurus

Die Roll (d1000)	Encounter
225 - 270	Cetiosaurus
271 - 315	Crayfish, Giant
316 - 463	Crocodile, Normal
464 - 478	Dimetrodon
479 - 494	Dinichthys
495 - 642	Diplodocus
643 - 649	Dragonfly, Giant
650 - 694	Elasmosaurus
695 - 710	Island
711 - 857	Pteranodon
858 - 902	Snake, Constrictor
903 - 948	Spider, Giant Water
949 - 993	Turtle, Giant Snapping
994 - 000	Whirlpool

Die Roll (d1000)	Encounter
189 - 194	Crocodile, Giant
195 - 327	Dinichthys
328 - 368	Elasmosaurus
369 - 409	Mosasaurus
410 - 450	Nothosaurus
451 - 583	Plesiosaurus
584 - 716	Seaweed, Bed
717 - 849	Shark
850 - 863	Shark, Giant
864 - 904	Snake, Giant Sea
905 - 945	Spider, Giant Marine
946 - 959	Temnodontosarus
960 - 000	Turtle, Giant Sea

PREHISTORIC FRESHWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 020	Archelon
021 - 207	Beetle, Giant Water
208 - 216	Brachiosaurus
217 - 225	Cetiosaurus
226 - 412	Coral, Poisonous
413 - 432	Crab, Giant
433 - 490	Crayfish, Giant
491 - 510	Crocodile, Normal
511 - 697	Dinichthys
698 - 755	Elasmosaurus
756 - 942	Spider, Giant Water
943 - 000	Turtle, Giant Snapping

PREHISTORIC SALTWATER SURFACE

Die Roll (d1000)	Encounter
001 - 041	Archelon
042 - 055	Crab, Giant
056 - 189	Crocodile, Giant
190 - 203	Dinichthys
204 - 244	Elasmosaurus
245 - 285	Mosasaurus
286 - 326	Nothosaurus
327 - 460	Plesiosaurus
461 - 593	Pteranodon
594 - 727	Seaweed
728 - 860	Shark
861 - 875	Shark, Giant
876 - 889	Snake, Giant Sea
890 - 930	Spider, Giant Marine
931 - 945	Temnodontosarus
946 - 986	Turtle, Giant Sea
987 - 000	Whirlpool

PREHISTORIC SALTWATER DEPTHS

Die Roll (d1000)	Encounter
001 - 041	Archelon
042 - 174	Coral, Poisonous
175 - 188	Crab, Giant

ASTRAL PLANE

Die Roll (d1000)	Encounter
001 - 018	Aerial Servant
019 - 036	Agathion
037 - 038	Angel, Arch-
039 - 045	Angel, Greater
046 - 103	Angel, Lesser
104 - 105	Animal Lord
106 - 112	Archon, Greater
113 - 129	Archon, Lesser
130 - 147	Baku
148 - 165	Basilisk*
166 - 171	Basilisk, Greater*
172 - 189	Cockatrice*
190 - 192	Daemon Lord
193 - 198	Daemon, Greater
199 - 256	Daemon, Minor
257 - 314	Demon, Lesser
315 - 320	Demon, Major
321 - 323	Demon, Prince or Lord
324 - 381	Deva, Astral
382 - 399	Deva, Monadic
400 - 417	Deva, Movanic
418 - 419	Devil, Duke or Arch-
420 - 426	Devil, Major
427 - 483	Devil, Minor
484 - 501	Dracolisk*
502 - 504	Dragon Horse
505 - 507	Dragon, Unique
508 - 513	Foo Dog
514 - 516	Foo Lion
517 - 533	Garm'laqi
534 - 540	Garm'zeni
541 - 546	Gorgimera*
547 - 564	Gorgon*
565 - 622	Human Traveler
623 - 628	Intellect Devourer
629 - 686	Invisible Stalker
687 - 692	Ki-rin
693 - 698	Lexon, Greater
699 - 716	Medusa*
717 - 774	Night Hag
775 - 832	Nightmare
833 - 835	Opinicus

Die Roll (d1000)	Encounter
836 - 841	Phoenix
842 - 847	Planetar
848 - 865	Pyrolisk*
866 - 883	Rakshasa
884 - 886	Ranian Lord
887 - 892	Ranian, Moonstone or Onyx
893 - 950	Ranian, Ruby, Emerald, or Sapphire
951 - 953	Retriever
954 - 971	Shedu
972 - 973	Shedu, Greater
974 - 976	Solar
977 - 982	Tiny Water Elephant
983 - 000	Titan

Die Roll (d1000)	Encounter
849 - 854	Planetar
855 - 857	Pyrolisk*
858 - 918	Quarin
919 - 936	Quasi-Elemental
937 - 943	Salamander
944 - 949	Shedu
950 - 952	Shedu, Greater
953 - 955	Solar
956 - 962	Spider, Phase
963 - 968	Thought Eater
969 - 975	Tiny Water Elephant
976 - 981	Wind Walker
982 - 000	Xorn

ETHEREAL PLANE

Die Roll (d1000)	Encounter
001 - 007	Aerial Servant
008 - 013	Agathion
014 - 016	Apparition
017 - 035	Azer
036 - 041	Baku
042 - 060	Banshee
061 - 079	Basilisk*
080 - 081	Basilisk, Greater*
082 - 100	Cockatrice*
101 - 119	Couatl
120 - 138	Crystal Craver
139 - 140	Daemon, Charon
141 - 159	Daemon, Charona-
160 - 220	Deva, Monadic
221 - 281	Djinni
282 - 299	Dracolisk*
300 - 302	Dragon Horse
303 - 305	Dragon, Unique
306 - 366	Efreet
367 - 427	Elemental
428 - 445	Entropoid
446 - 464	Extropoid
465 - 471	Flame Bat
472 - 477	Foo Dog
478 - 480	Foo Lion
481 - 499	Ghost
500 - 501	Gorgimera*
502 - 520	Gorgon*
521 - 527	Grim
528 - 587	Human Traveler
588 - 590	Intellect Devourer
591 - 609	Invisible Stalker
610 - 628	Ki-rin
629 - 688	Lammasu
689 - 691	Lammasu, Greater
692 - 752	Marid
753 - 771	Medusa*
772 - 832	Nightmare
833 - 838	Opinicus
839 - 845	Para-elemental
846 - 848	Phoenix

* Indicates a creature which does not travel to the plane itself, but which has a gaze or other effect that can reach into it.

Random Dungeon Terrain

Dungeons, whether large or small, self-contained or but one level in a vast underground complex, lend themselves to certain conceits when it comes to design and architecture. Corridors, for instance, tend to be 10' wide, allowing for two men abreast to walk and fight. Room dimensions are usually in 5' or 10' increments, allowing them to be relatively easily mapped on graph paper. It is entirely possible (and even encouraged) for the game master to undermine those tropes when designing his own dungeons, but the random tables herein tend to cleave closely to what have become basic design principles.

It should also be noted that the following tables will allow for solo play, if desired.

When designing a random dungeon, the GM (or player(s), if using the random generation method to facilitate GM-less play) should begin in the center of a piece of graph paper, or on one edge leading inward (depending on the entrance type; see below). This will allow for the dungeon to expand in all directions, depending on the whim of the dice and the explorations of the PCs.

Whenever a new level is "discovered" (i.e., a new staircase leading down is indicated by the dice), a new piece of graph paper should be used to begin mapping the new level. In this way, some very extensive complexes can be created.

It should be emphasized that the GM or PCs should exercise common sense when using these tables. If a corridor is indicated, for instance, which would overlap an already-existing room, then the die roll should be discarded, and a new roll made. Or, possibly, the length of a corridor or size of a room can be adjusted downwards to accommodate the already-determined landscape of the dungeon level. Let common sense be your guide, but if at all possible, let the random dictates of the dice prevail, even if they lead to inconvenient conclusions. It's also entirely possible that in a particular circumstance, the instruction to go to a particular table might not make sense. In such cases, use the table that makes the most sense.

As a general rule, if you need to determine direction randomly, use the following tables:

Die Roll (d4)	Result
1	North
2	East
3	South
4	West

Die Roll (d8)	Result
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Finally, feel free to use the random tables appendix in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit to provide "dungeon dressing" for various rooms and passageways.

Unless you have a specific geography in mind for the dungeon in question, the entrance to the dungeon level can be determined using table 1 below:

TABLE 1: DUNGEON ENTRANCE

Die Roll (d100)	Result	Next Table
01 - 40	10' wide staircase going down	Table 2
41 - 55	10' wide corridor heading into hillside 30'	Table 2
56 - 70	20' wide corridor heading into hillside 50'	Table 2
71 - 85	10' wide natural tunnel heading into hillside 30'	Table 40
86 - 00	20' wide natural tunnel heading into hillside 50'	Table 40

TABLE 2: CONTINUE ON (FINISHED AREAS)

Die Roll (d100)	Result	Next Table
01 - 15	Chamber	Table 10
16 - 20	Dead end	See note
21 - 35	Door	Table 3
36 - 45	Passage continues straight 60'	Table 2 again
46 - 60	Passage turns, then goes 30'	Table 9
61 - 85	Side passage	Table 6
86 - 90	Stairs, etc.	Table 25
91 - 95	Trick or trap, then goes 30'	Table 27
96 - 00	Wandering monster	See Random Dungeon Encounters, p. 89

Note: When a dead end is encountered, backtrack to the last side door (Table 4), side passage (Table 6), or chamber (Table 10), and continue from there.

TABLE 3: DOOR LOCATION IN PASSAGE

Die Roll (d100)	Result	Next Table
01 - 20	Left, passage continues 30'	Table 4 (if opened) or Table 2 (if bypassed)
21 - 40	Right, passage continues 30'	Table 4 (if opened) or Table 2 (if bypassed)
41 - 50	Left and right, passage continues 30'	Table 4 (if opened) or Table 2 (if bypassed)
51 - 00	Ahead	Table 4 (if opened) or Table 2 (if bypassed)

TABLE 4: WHAT'S BEHIND THE SIDE DOOR?

Die Roll (d100)	Result	Next Table
01 - 50	Chamber	Table 10
51 - 70	Parallel passage goes 30' in both directions	Table 2
71 - 00	Passage goes straight 30'	Table 6

TABLE 5: WHAT'S BEHIND THE DOOR IN FRONT OF US?

Die Roll (d100)	Result	Next Table
01 - 25	10' x 10' chamber	Table 13
26 - 75	Chamber	Table 10
76 - 00	Passage goes 30'	Table 6

TABLE 6: NEW PASSAGE DIRECTION

Die Roll (d100)	Result	Next Table
01 - 10	Left 90°	Table 7
11 - 20	Right 90°	Table 7
21 - 25	Left 45° ahead	Table 7
26 - 30	Right 45° ahead	Table 7
31 - 35	Left 45° behind	Table 7
36 - 40	Right 45° behind	Table 7
41 - 45	Curve to the left	Table 7
45 - 50	Curve to the right	Table 7
51 - 65	Passage ends in a T	Table 7
65 - 75	Passage ends in a Y	Table 7
76 - 95	Four-way intersection	Table 7
96 - 00	Passage ends in an X (current passage might be a 5th spoke into the X)	Table 7

TABLE 7: PASSAGE WIDTH

Die Roll (d100)	Result	Next Table
01 - 05	5'	Table 2
06 - 65	10'	Table 2
66 - 85	20'	Table 2
86 - 90	30'	Table 2
91 - 00	Special passage	Table 8

TABLE 8: SPECIAL PASSAGE

Die Roll (d100)	Result	Next Table
01 - 20	40' wide, columns down center	Table 2
21 - 40	40' wide, double row of columns down center	Table 2
41 - 50	50' wide, double row of columns down center	Table 2
51 - 64	10' wide stream intersects passage, bridged	Table 2
65 - 70	10' wide stream intersects passage, no bridge	Table 2
71 - 78	20' wide river intersects passage, bridged	Table 2

Die Roll (d100)	Result	Next Table
79 - 82	20' wide river intersects passage, boat is available	Table 2
83 - 85	20' wide river intersects passage, no bridge	Table 2
86 - 87	40' wide river intersects passage, bridged	Table 2
88	40' wide river intersects passage, boat is available	Table 2
89 - 90	40' wide river intersects passage, no bridge	Table 2
91 - 95	Chasm 20' wide and 150' deep intersects passage, bridged	Table 2
96-97	Chasm 20' wide and 150' deep intersects passage, but narrows to 1d4+6 feet wide where it can be jumped	Table 2
98 - 00	Chasm 20' wide and 150' deep intersects passage, no bridge or jump-point	Table 2

TABLE 9: CURRENT PASSAGE TURN

Die Roll (d100)	Result	Next Table
01 - 40	Left 90°	Table 2
41 - 45	Left 45° ahead	Table 2
46 - 50	Left 45° behind	Table 2
51 - 90	Right 90°	Table 2
91 - 95	Right 45° ahead	Table 2
96 - 00	Left 45° behind	Table 2

TABLE 10: CHAMBER

Die Roll (d100)	Result	Next Table
01 - 08	10' x 10' (small)	Table 13
09 - 16	10' x 20' (small)	Table 13
17 - 28	20' x 20' (small)	Table 13
29 - 45	20' x 30' (small)	Table 13
46 - 53	20' x 40' (medium)	Table 14
54 - 63	30' x 30' (medium)	Table 14
64 - 71	30' x 40' (medium)	Table 14
72 - 73	30' x 50' (large)	Table 15
74 - 83	40' x 40' (large)	Table 15
84 - 85	40' x 60' (very large)	Table 16
86 - 00	Irregular	Table 11

TABLE 11: IRREGULAR CHAMBER SHAPE

Die Roll (d100)	Result	Next Table
01 - 05	Cave	Table 32
06 - 10	Circular, with pool	Table 33
11 - 12	Circular, with well	Table 12
12 - 15	Circular, with shaft that goes down 1 level	Table 12, shaft goes to Table 2
16 - 30	Circular	Table 12
31 - 40	Hexagonal	Table 12

Die Roll (d100)	Result	Next Table
41 - 50	Irregular (draw whatever odd shape will fit given the size requirements)	Table 12
51 - 60	Octagonal	Table 12
61 - 70	Oval	Table 12
71 - 80	Trapezoidal	Table 12
81 - 00	Triangular	Table 12

TABLE 12: IRREGULAR CHAMBER SIZE

Die Roll (d100)	Result	Next Table
01 - 15	500 sq. ft. (small)	Table 13
16 - 30	900 sq. ft. (medium)	Table 14
31 - 40	1,300 sq. ft. (large)	Table 15
41 - 50	2,000 sq. ft. (very large)	Table 16
51 - 60	2,700 sq. ft. (very large)	Table 16
61 - 70	3,400 sq. ft. (very large)	Table 16
71 - 00	Roll again and add 2,000 sq. ft.	Table 16

TABLE 13: EXITS FROM SMALL CHAMBER

Die Roll (d100)	Result	Next Table
01 - 30	0	Table 17
31 - 55	1	Table 17
56 - 70	2	Table 17
71 - 85	3	Table 17
86 - 00	1d4	Table 17

TABLE 14: EXITS FROM MEDIUM CHAMBER

Die Roll (d100)	Result	Next Table
01 - 30	0	Table 17
31 - 40	1	Table 17
41 - 55	2	Table 17
56 - 70	3	Table 17
71 - 85	4	Table 17
86 - 00	1d4	Table 17

TABLE 15: EXITS FROM LARGE CHAMBER

Die Roll (d100)	Result	Next Table
01 - 15	0	Table 17
16 - 40	1	Table 17
41 - 55	2	Table 17
56 - 70	3	Table 17
71 - 85	4	Table 17
86 - 00	1d4	Table 17

TABLE 16: EXITS FROM VERY LARGE CHAMBER

Die Roll (d100)	Result	Next Table
01 - 40	1	Table 17
41 - 55	2	Table 17
56 - 70	3	Table 17

Die Roll (d100)	Result	Next Table
71 - 85	4	Table 17
86 - 00	1d4	Table 17

TABLE 17: EXIT LOCATION

Die Roll (d100)	Result	Next Table
01 - 35	Opposite wall	Table 18
36 - 60	Left wall	Table 18
61 - 85	Right wall	Table 18
86 - 00	Same wall	Table 18

Note: If an exit would lead to a place on the map that already shows a chamber or passageway, there is a 1 in 6 chance there is a secret or one-way door at that point.

TABLE 18: TYPE OF EXIT FROM CHAMBER

Die Roll (d100)	Result	Next Table
01 - 20	Passage	Table 19
21 - 00	Door	Table 20

TABLE 19: PASSAGE DIRECTION

Die Roll (d100)	Result	Next Table
01 - 80	Straight 20'	Table 20
81 - 90	45° left 20'	Table 20
91 - 00	45° right 20'	Table 20

TABLE 20: CHAMBER CONTENTS

Die Roll (d100)	Result	Next Table
01 - 60	Empty	See Note below
61 - 70	Monster	See Random Dungeon Encounter Tables, p. 89
71 - 85	Monster and treasure	See Random Dungeon Encounter Tables, p. 89, then roll twice on Table 21 and add 10%
86 - 90	Stairs, etc.	Table 25
91 - 95	Trick or trap	Table 27
96 - 00	Treasure	Table 21

Note: Once the contents of a room have been dealt with, there may be several options. If doors remain to be explored, go to Table 5. If there is an open passage exit from the chamber that is explored, go to Table 19.

TABLE 21: TREASURE

Die Roll (d100)	Result	Next Table
01 - 25	1,000 cp/dungeon level	Table 22
26 - 50	1,000 sp/dungeon level	Table 22
51 - 65	750 ep/dungeon level	Table 22
66 - 80	250 gp/dungeon level	Table 22
81 - 90	100 pp/dungeon level	Table 22
91 - 94	1d4 gems/dungeon level	Table 22

Die Roll (d100)	Result	Next Table
95 - 97	1 piece of jewelry/dungeon level	Table 22
98 - 00	1 magic item (see note)	Table 22

Note: For magic items, determine type randomly based on the system starting on p. 26 of the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. Since those treasure tables are not calibrated by dungeon level, obviously over-powered items (like a *ring of wishes* on the first level of a dungeon) should be re-rolled by the GM based on his own judgment.

TABLE 22: TREASURE CONTAINER

Die Roll (d100)	Result	Next Table
01 - 05	Bags (hidden)	Table 24
06 - 10	Bags (trapped)	Table 23
11 - 15	Ceramic jar (hidden)	Table 24
16 - 20	Ceramic jar (trapped)	Table 23
21 - 25	Iron box (hidden)	Table 24
26 - 30	Iron box (trapped)	Table 23
31 - 35	Large wooden chest (hidden)	Table 24
36 - 40	Large wooden chest (trapped)	Table 23
41 - 45	Loose on floor (hidden)	Table 24
46 - 50	Loose on floor (trapped)	Table 23
51 - 55	Medium wooden chest (hidden)	Table 24
56 - 60	Medium wooden chest (trapped)	Table 23
61 - 65	Metal urn (hidden)	Table 24
66 - 70	Metal urn (trapped)	Table 23
71 - 75	Sacks (hidden)	Table 24
76 - 80	Sacks (trapped)	Table 23
81 - 85	Small wooden chest (hidden)	Table 24
86 - 90	Small wooden chest (trapped)	Table 23
91 - 95	Stone box (hidden)	Table 24
96 - 00	Stone box (trapped)	Table 23

TABLE 23: TRAPPED TREASURE

Die Roll (d100)	Result	Next Table
01 - 20	No trap	Refer to note on Table 20 (chamber) or Table 39 (cave)
21 - 28	Contact poison on treasure container	Refer to note on Table 20 (chamber) or Table 39 (cave)
29 - 36	Contact poison on treasure	Refer to note on Table 20 (chamber) or Table 39 (cave)
37 - 40	Crushing stone trap in front of container	Refer to note on Table 20 (chamber) or Table 39 (cave)
41 - 44	Dart trap in front of container	Refer to note on Table 20 (chamber) or Table 39 (cave)
45 - 48	Dart trap above container	Refer to note on Table 20 (chamber) or Table 39 (cave)
49 - 52	Dart trap inside container	Refer to note on Table 20 (chamber) or Table 39 (cave)
53 - 56	<i>Explosive runes</i>	Refer to note on Table 20 (chamber) or Table 39 (cave)
57 - 60	Gas	Table 28
61 - 68	Poison needle lock trap	Refer to note on Table 20 (chamber) or Table 39 (cave)

Die Roll (d100)	Result	Next Table
69 - 72	Poison needle handle trap	Refer to note on Table 20 (chamber) or Table 39 (cave)
73 - 80	Scything blade trap on container	Refer to note on Table 20 (chamber) or Table 39 (cave)
81 - 84	Spear trap in walls when container is opened	Refer to note on Table 20 (chamber) or Table 39 (cave)
85 - 88	<i>Symbol</i>	Refer to note on Table 20 (chamber) or Table 39 (cave)
89 - 93	Trap door 6' in front of container	Refer to note on Table 20 (chamber) or Table 39 (cave)
94 - 97	Trap door in front of container	Refer to note on Table 20 (chamber) or Table 39 (cave)
98 - 00	Venomous insects or reptiles inside treasure container	Refer to note on Table 20 (chamber) or Table 39 (cave)

TABLE 24: HIDDEN TREASURE

Die Roll (d100)	Result	Next Table
01 - 20	Not hidden	Refer to note on Table 20 (chamber) or Table 39 (cave)
21 - 28	<i>Illusion of something else obscures treasure</i>	Refer to note on Table 20 (chamber) or Table 39 (cave)
29 - 40	<i>Invisible</i>	Refer to note on Table 20 (chamber) or Table 39 (cave)
41 - 44	Treasure is actually in secret space beneath treasure container	Refer to note on Table 20 (chamber) or Table 39 (cave)
45 - 52	Treasure is actually in hidden compartment in treasure container	Refer to note on Table 20 (chamber) or Table 39 (cave)
53 - 60	Treasure is behind loose stone in wall	Refer to note on Table 20 (chamber) or Table 39 (cave)
61 - 64	Treasure is beneath trash or dung heap	Refer to note on Table 20 (chamber) or Table 39 (cave)
65 - 84	Treasure is in a nearby secret room	Refer to note on Table 20 (chamber) or Table 39 (cave)
85 - 88	Treasure is inside mundane item	Refer to note on Table 20 (chamber) or Table 39 (cave)
89 - 92	Treasure is non-magically disguised as something else of no value	Refer to note on Table 20 (chamber) or Table 39 (cave)
93 - 00	Treasure is under loose flagstone on floor	Refer to note on Table 20 (chamber) or Table 39 (cave)

TABLE 25: STAIRS, ETC.

Die Roll (d100)	Result	Next Table
01 - 05	Chimney goes up 1 level, passage continues 30'	Table 26

Die Roll (d100)	Result	Next Table
06 - 10	Chimney goes up 2 levels, passage continues 30'	Table 26
11 - 15	Chimney goes down 2 levels, passage continues 30'	Table 26
16 - 40	Down 1 level, passage continues 30'	Table 26
41	Down 1 level, passage continues 30', door seals for 1 day	Table 26
42 - 45	Down 2 levels, passage continues 30'	Table 26
46	Down 2 levels, passage continues 30', door seals for 1 day	Table 26
47 - 50	Down 3 levels, passage continues 30'	Table 26
51	Down 3 levels, passage continues 30', door seals for 1 day	Table 26
52	Down to chute that drops 2 levels, passage continues 30'	Table 26
53 - 56	Down to dead end	Refer to note on Table 2
57 - 71	Stairs go up 2 levels then down 1 level, leads to chamber	Table 10
72 - 76	Trap door reveals pit that goes down 1 level, passage continues 30'	Table 26
77 - 91	Trap door reveals pit that goes down 2 levels, passage continues 30'	Table 26
92 - 96	Up 1 level, passage continues 30'	Table 26
97	Up to chute that drops 2 levels, passage continues 30'	Table 26
98 - 00	Up to dead end	Refer to note on Table 2

TABLE 26: NEW LEVEL TYPE

Die Roll (d100)	Result	Next Table
01 - 50	Finished stonework	Table 2
51 - 00	Natural tunnels and caves	Table 40

Note: Subtract 10 from the die roll for each dungeon level below 6, and add 10 to the die roll for each dungeon level 6 and above.

TABLE 27: TRICKS AND TRAPS

Die Roll (d100)	Result	Next Table
01 - 25	Secret door	Table 3 (passage) or Table 17 (chamber)
26 - 35	10' deep pit	Table 2 or refer to note on Table 20
36 - 40	10' deep pit with spikes	Table 2 or refer to note on Table 20
41 - 45	Elevator room (20' x 20' if size not known) descends 1 level, won't rise for 5 hours	Table 2 or refer to note on Table 20
46 - 50	Elevator room (20' x 20' if size not known) descends 2 levels, won't rise for 5 hours	Table 2 or refer to note on Table 20
51 - 55	Elevator room (20' x 20' if size not known) descends 1 level and then 1 additional level every time an unsuccessful Open Doors check is made, maximum of 5 levels, won't rise for 10 hours	Table 2 or refer to note on Table 20
56 - 60	Sliding wall blocks passage behind, won't open for 1d4+6 hours	Table 2 or refer to note on Table 20
61 - 65	Flaming oil falls from ceiling, hits random party member unless a save vs. magic is made, in which case only 1d3 hp of damage is taken	Table 2 or refer to note on Table 20
66 - 70	Portcullis falls behind party, blocking movement (if passage) or doors and passageways seal, room starts flooding, will be full in 5 rounds (if chamber)	Table 2 or refer to note on Table 20
71 - 75	1d3 arrows fire from wall, 5% are poisoned	Table 2 or refer to note on Table 20
76 - 80	1d3 spears fire from wall, 5% are poisoned	Table 2 or refer to note on Table 20
81 - 85	Gas fills room or next 60' of corridor (gas is obvious and no need to roll to detect)	Table 28
86 - 90	10' x 10' stone block falls from ceiling, causes 2d10 hp damage, save vs. petrification avoids damage	Table 2 or refer to note on Table 20
91 - 93	Illusionary wall conceals entrance to chamber with monster and treasure	See Random Dungeon Encounter Tables, p. 89, then roll twice on Table 21 and add 10%
94	Illusionary floor conceals 10' deep pit with spikes	Table 2 or refer to note on Table 20

Die Roll (d100)	Result	Next Table
95	Illusory floor conceals sliding chute that drops party 1 level down (no means of ascent)	Table 2
96 - 99	Sliding chute drops party 1 level down (no means of ascent)	Table 2
00	Special Feature	Table 29

TABLE 28: GAS

Die Roll (d100)	Result	Next Table
01 - 35	Vision is obscured	Table 2 or refer to note on Table 20
36 - 45	Save vs. poison or be blinded 1d6 turns	Table 2 or refer to note on Table 20
46 - 60	Save vs. magic or run at full speed behind in fear 120'	Table 2 or refer to note on Table 20
61 - 65	Save vs. poison or fall asleep (per the sleep spell) for 2d6 turns	Table 2 or refer to note on Table 20
66 - 75	Save vs. poison or suffer weakness (as per the spell) for 1d4 hours	Table 2 or refer to note on Table 20
76 - 90	All fighters gain 1d6 points of strength for 1d10 hours	Table 2 or refer to note on Table 20
66 - 90	All fighters gain 1d6 points of strength for 1d10 hours	Table 2 or refer to note on Table 20
91 - 95	Save vs. poison or be stricken with severe nausea until you return to the surface	Table 2 or refer to note on Table 20
96 - 00	Save vs. poison or die	Table 2 or refer to note on Table 20

TABLE 29: SPECIAL FEATURE TYPE

Die Roll (d100)	Result	Next Table
01 - 05	Altar	Table 30
06 - 10	Arch	Table 30
11 - 15	Container (see Table 22 for type)	Table 30
16 - 20	Dome	Table 30
21 - 25	Door	Table 30
26 - 30	Fire	Table 30
31 - 35	Fireplace	Table 30
36 - 40	Fountain	Table 30
41 - 45	Fresco	Table 30
46 - 50	Idol	Table 30
51 - 55	Machine	Table 30
56 - 60	Mosaic	Table 30
61 - 65	Painting	Table 30
66 - 70	Pedestal	Table 30
71 - 75	Pillar	Table 30

Die Roll (d100)	Result	Next Table
76 - 80	Pool	Table 30
81 - 85	Statue	Table 30
86 - 90	Tapestry	Table 30
91 - 95	Wall	Table 30
96 - 00	Well	Table 30

TABLE 30: SPECIAL FEATURE TRIGGER

Die Roll (d100)	Result	Next Table
01 - 05	Detect magic cast on feature	Table 31
05 - 13	Magic use within 30'	Table 31
14 - 23	Place coin on/next to feature	Table 31
24 - 33	Place 50+ gp gem on/next to feature	Table 31
34 - 43	Proximity (come within 10')	Table 31
44 - 50	Set schedule (once per 1d6 hours)	Table 31
41 - 60	Set schedule (once per 1d12 hours)	Table 31
61 - 65	Set schedule (once per 1d100 hours)	Table 31
66 - 75	Sleeping within 30'	Table 31
76 - 85	Special password (hint for password is somewhere within 200' on this dungeon level)	Table 31
86 - 90	Talk to the feature directly	Table 31
91 - 00	Touch	Table 31

TABLE 31: SPECIAL FEATURE EFFECT

Die Roll (d100)	Result	Next Table
01 - 04	All gems within 10' increase in value by 1 rank (fancy → precious, etc.)	Table 2 or refer to note on Table 20
05 - 06	All characters within 20' are teleported to the dungeon entrance	Table 2 or refer to note on Table 20
06 - 10	All creatures within 20' are put into suspended animation for 1d6 days	Table 2 or refer to note on Table 20
11 - 15	Character ages 1d10 years	Table 2 or refer to note on Table 20
16 - 20	Character changes alignment (determine randomly)	Table 2 or refer to note on Table 20
21 - 24	Character changes class (determine randomly)	Table 2 or refer to note on Table 20
25 - 27	Character changes sex	Table 2 or refer to note on Table 20
27 - 31	Character is invisible for 1 day	Table 2 or refer to note on Table 20
32 - 35	Character is teleported to a random spot on this dungeon level	Table 2 or refer to note on Table 20
36 - 38	Character is permanently enlarged	Table 2 or refer to note on Table 20
39 - 41	Character is permanently reduced	Table 2 or refer to note on Table 20

Die Roll (d100)	Result	Next Table
42 - 47	Character is enraged for 2d6 rounds, attacks nearest creature, +2 bonus on all damage rolls, -2 penalty to AC	Table 2 or refer to note on Table 20
48 - 52	Character is turned insanely greedy	Table 2 or refer to note on Table 20
53 - 57	Disintegration beam 10' long and 3' wide shoots in random (d8) direction	Table 2 or refer to note on Table 20
58 - 61	Feature points to most valuable treasure on the level	Table 2 or refer to note on Table 20
62 - 64	<i>Flesh to stone</i> on random character within 20'	Table 2 or refer to note on Table 20
65 - 68	Gaseous form on random character within 20', lasts 1d6 hours	Table 2 or refer to note on Table 20
69 - 73	Gravity is turned off within 20' for 2d6 rounds	Table 2 or refer to note on Table 20
74 - 78	Random attribute is increased 1d3 points	Table 2 or refer to note on Table 20
79 - 83	Random attribute is decreased 1d3 points	Table 2 or refer to note on Table 20
84 - 87	Random magic item is drained of enchantment	Table 2 or refer to note on Table 20
88 - 92	Two characters swap bodies	Table 2 or refer to note on Table 20
93 - 97	Up to 1,000 gp within 10' turns to platinum	Table 2 or refer to note on Table 20
98	<i>Wish</i> is granted	Table 2 or refer to note on Table 20
99	<i>Wish</i> is granted, but reversed	Table 2 or refer to note on Table 20
00	Roll twice on this table, ignore duplicates	Table 2 or refer to note on Table 20

Note: As a rule, the same character will only be affected by the same feature, once. Unless otherwise noted, effects are permanent. Once the effect of a given feature is determined, do not re-roll for each character, or each time that feature is encountered.

TABLE 32: CAVES

Die Roll (d100)	Result	Next Table
01 - 25	Approx. 40' x 60'	Table 36
26 - 35	Approx. 50' x 75'	Table 36
36 - 41	Cave approx. 95' x 125'	Table 36
41 - 55	Cave approx. 95' x 125' with pool	Table 33
55 - 60	Cave approx. 120' x 150'	Table 36
61 - 66	Cave approx. 150' x 200'	Table 36
67 - 70	Cave approx. 150' x 200' with pool	Table 33
71 - 75	Cave approx. 275' x 375'	Table 36
76 - 79	Cave approx. 275' x 375' with lake	Table 35
80	Chamber	Table 10

Die Roll (d100)	Result	Next Table
81 - 90	Double cave approx. 20' x 30' and 60' x 60'	Table 36
91 - 96	Double cave approx. 35' x 50' and 80' x 90'	Table 36
97 - 00	Double cave approx. 35' x 50' and 80' x 90' with pool	Table 33

TABLE 33: POOLS

Die Roll (d100)	Result	Next Table
01 - 17	Mundane pool	Table 36
18 - 34	Mundane pool with monster	See random encounter table TEMPERATE FRESHWATER SURFACE on page 71
35 - 84	Mundane pool with monster and treasure	See random encounter table TEMPERATE FRESHWATER SURFACE on page 71, then Table 21
85 - 00	Magic pool	Table 34

TABLE 34: MAGIC POOL

Die Roll (d100)	Result	Next Table
01 - 03	Anyone entering is <i>teleported</i> to a random place in the dungeon one level down	Table 36
04 - 05	Anyone entering is <i>teleported</i> to a random place on the surface 100 miles distant	Table 36
06 - 40	If a character stands in the pool, 1 statistic will either be raised or lowered (50% chance of either) by 1-3 points permanently	Table 36
41 - 50	Pool speaks and will grant 1 <i>wish</i> to anyone who guesses its riddle; wrong guesses get 1d20 points of damage	Table 36
51 - 75	Will convert gold into platinum once only	Table 36
76 - 00	Will convert gold into lead	Table 36

TABLE 35: LAKES

Die Roll (d100)	Result	Next Table
01 - 50	Mundane lake	Table 36
51 - 80	Mundane lake with monster	See random encounter tables TEMPERATE FRESHWATER SURFACE and TEMPERATE FRESHWATER DEPTHS on page 72
81 - 82	Enchanted lake	See note below, then Table 36
83 - 00	Enchanted lake with monster	See random encounter table TEMPERATE FRESHWATER DEPTHS on page 72

Note: An enchanted lake will allow those who cross it successfully to enter a very special area of the dungeon, some extra-planar region, etc. The possibilities are so endless, and demanding of originality and creativity, that random generation is overwhelmed at this potentiality.

TABLE 36: EXITS FROM CAVE

Die Roll (d100)	Result	Next Table
01 - 40	1	Table 37
41 - 55	2	Table 37
56 - 70	3	Table 37
71 - 85	4	Table 37
86 - 00	1d4	Table 37

TABLE 37: EXIT LOCATION

Die Roll (d100)	Result	Next Table
01 - 35	Opposite wall	Table 38
36 - 60	Left wall	Table 38
61 - 85	Right wall	Table 38
86 - 00	Same wall	Table 38

Note: If an exit would lead to a place on the map that already shows a chamber or passageway, there is a 1 in 6 chance there is a secret or one-way door at that point.

TABLE 38: CAVE EXIT DIRECTION

Die Roll (d100)	Result	Next Table
01 - 80	Straight 20'	Table 39
81 - 90	45° left 20'	Table 39
91 - 00	45° right 20'	Table 39

TABLE 39: CAVE CONTENTS

Die Roll (d100)	Result	Next Table
01 - 60	Empty	See Note below
61 - 70	Monster	See Random Dungeon Encounter Tables, p. 89
71 - 85	Monster and treasure	See Random Dungeon Encounter Tables, p. 89, then roll twice on Table 21 and add 10%
86 - 90	Sloping tunnel, etc.	Table 25
91 - 95	Trick or trap	Table 27
96 - 00	Treasure	Table 21

Note: Once the contents of a room have been dealt with, there may be several options. If there is an open passage exit from the chamber that is explored, go to Table 19 Table 38.

TABLE 40: CONTINUE ON (CAVES)

Die Roll (d100)	Result	Next Table
1 - 2	Tunnel continues straight 60'	Table 40
3 - 10	Side tunnel	Table 41
11 - 13	Passage turns, then goes 30'	Table 44
14 - 16	Cave	Table 32

Die Roll (d100)	Result	Next Table
17	Sloping tunnel, etc.	Table 45
18	Dead end	See note
19	Hazard, then goes 30'	Table 46
20	Wandering monster	See Random Dungeon Encounters, p. 89

Note: When a dead end is encountered, backtrack to the last side door (Table 4), side passage (Table 6), or chamber (Table 10), and continue from there.

TABLE 41: SIDE TUNNEL DIRECTION

Die Roll (d100)	Result	Next Table
01 - 10	Left 90°	Table 42
11 - 20	Right 90°	Table 42
21 - 25	Left 45° ahead	Table 42
26 - 30	Right 45° ahead	Table 42
31 - 35	Left 45° behind	Table 42
36 - 40	Right 45° behind	Table 42
41 - 45	Curve to the left	Table 42
45 - 50	Curve to the right	Table 42
51 - 65	Passage ends in a T	Table 42
65 - 75	Passage ends in a Y	Table 42
76 - 95	Four-way intersection	Table 42
96 - 00	Passage ends in an X (current passage might be a 5th spoke into the X)	Table 42

TABLE 42: TUNNEL WIDTH

Die Roll (d100)	Result	Next Table
01 - 05	5'	Table 40
06 - 65	10'	Table 40
66 - 85	20'	Table 40
86 - 90	30'	Table 40
91 - 00	Special tunnel	Table 43

TABLE 43: SPECIAL TUNNEL

Die Roll (d100)	Result	Next Table
01 - 20	10' wide, mine cart rails down middle	Table 40
21 - 40	20' wide, mine cart rails down middle	Table 40
41 - 50	20' wide, fissure 5-10' wide and 30' deep runs down middle	Table 40
51 - 64	10' wide stream intersects tunnel, bridged	Table 40
65 - 70	10' wide stream intersects tunnel, no bridge	Table 40
71 - 78	20' wide river intersects tunnel, bridged	Table 40
79 - 82	20' wide river intersects tunnel, boat is available	Table 40

Die Roll (d100)	Result	Next Table
83 - 85	20' wide river intersects tunnel, no bridge	Table 40
86 - 87	40' wide river intersects tunnel, bridged	Table 40
88	40' wide river intersects tunnel, boat is available	Table 40
89 - 90	40' wide river intersects tunnel, no bridge	Table 40
91 - 95	Chasm 20' wide and 150' deep intersects tunnel, bridged	Table 40
96 - 97	Chasm 20' wide and 150' deep intersects tunnel, but narrows to 1d4+6 feet wide where it can be jumped	Table 40
98 - 00	Chasm 20' wide and 150' deep intersects tunnel, no bridge or jump-point	Table 40

TABLE 44: CURRENT TUNNEL TURN

Die Roll (d100)	Result	Next Table
01 - 20	Left 90°	Table 40
21 - 35	Left 45° ahead	Table 40
36 - 45	Left 45° behind	Table 40
46 - 65	Right 90°	Table 40
66 - 80	Right 45° ahead	Table 40
81 - 90	Left 45° behind	Table 40
91 - 95	Hairpin turn doubles back to the right	Table 40
96 - 00	Hairpin turn doubles back to the left	Table 40

TABLE 45: SLOPING TUNNEL, ETC.

Die Roll (d100)	Result	Next Table
01 - 05	Chimney goes up 1 level, passage continues 30'	Table 26
06 - 10	Chimney goes up 2 levels, passage continues 30'	Table 26
11 - 15	Chimney goes down 2 levels, passage continues 30'	Table 26
16 - 17	Chute that drops 2 levels, passage continues 30'	Table 26
18 - 22	Sinkhole goes down 1 level, passage continues 30'	Table 26
23 - 37	Sinkhole goes down 2 levels, passage continues 30'	Table 26
38 - 62	Tunnel slopes down 1 level, passage continues 30'	Table 26
63 - 67	Tunnel slopes down 2 levels, passage continues 30'	Table 26
68 - 72	Tunnel slopes down 3 levels, passage continues 30'	Table 26
73 - 78	Tunnel slopes up 1 level, passage continues 30'	Table 26
79 - 82	Tunnel slopes up to dead end	See note on Table 40

Die Roll (d100)	Result	Next Table
83 - 85	Tunnel slopes down to dead end	See note on Table 40
86 - 00	Tunnel slopes up 2 levels then down 1 level, leads to cave	Table 32

TABLE 46: HAZARDS

Die Roll (d100)	Result	Next Table
01 - 05	10' sheer wall goes up in front, must be scaled	Table 40 or refer to note on Table 39
06 - 10	10' sheer wall goes down in front, must be scaled	Table 40 or refer to note on Table 39
11 - 15	1d3 piercers	Table 40 or refer to note on Table 39
16 - 22	Damp lichen covers the floor; -1 on all "to hit" rolls, on a natural 1 must make a DEX check or fall prone	Table 40 or refer to note on Table 39
23 - 30	Floor crumbles beneath, party is dropped 20' to next dungeon level	Table 40
31 - 34	Flowing water causes temperature drop in cave; after 10 minutes, lose 1 hp per turn to hypothermia, regained after 1 hour in normal temperatures (lasts until a turn, cave, slope, or other hazard is indicated)	Table 40 or refer to note on Table 39
35 - 39	Gas fills room or next 60' of corridor (gas is obvious and no need to roll to detect)	Table 47
40 - 42	Gas vent bursts into flame; save vs. dragon breath or take 1d8 hp damage, save for half damage	Table 40 or refer to note on Table 39
43 - 45	Geothermal vents raise temperature in the cave to 120°, lose 1 hp per round spent in cave, regained after 30 minutes in normal temperatures	Table 40 or refer to note on Table 39
46 - 50	Hidden sinkhole drops party 1 level down (no means of ascent)	Table 40 or refer to note on Table 39
51 - 55	Hidden sinkhole traps party member 10' down, fills with sand in 1 round	Table 40 or refer to note on Table 39
56 - 58	Quicksand	Table 40 or refer to note on Table 39

Die Roll (d100)	Result	Next Table
59 - 68	Rockslide drops on party; each person must make a save vs. petrification or take 1d6 hp damage	Table 40 or refer to note on Table 39
69 - 73	Rockslide drops on party; each person must make a save vs. petrification or take 2d6 hp damage; successful save takes half damage	Table 40 or refer to note on Table 39
73 - 82	Stalagmites and stalactites partially block passage; half speed through area, -1 on all "to hit" rolls	Table 40 or refer to note on Table 39
83 - 00	Uneven floor; make DEX check or be tripped prone, 50% chance of dropping anything in hand	Table 40 or refer to note on Table 39

TABLE 47: GAS

Die Roll (d100)	Result	Next Table
01 - 15	All fighters gain 1d6 points of strength for 1d10 hours	Table 40 or refer to note on Table 39
16 - 30	Save vs. magic or run at full speed behind in fear 120'	Table 40 or refer to note on Table 39
31 - 40	Save vs. poison or be blinded 1d6 turns	Table 40 or refer to note on Table 39
41 - 45	Save vs. poison or fall asleep (per the sleep spell) for 2d6 turns	Table 40 or refer to note on Table 39
46 - 55	Save vs. poison or suffer weakness (as per the spell) for 1d4 hours	Table 40 or refer to note on Table 39
56 - 60	Save vs. poison or be stricken with severe nausea until you return to the surface	Table 40 or refer to note on Table 39
61 - 65	Save vs. poison or die	Table 40 or refer to note on Table 39
66 - 00	Vision is obscured	Table 40 or refer to note on Table 39

Random Dungeon Encounters

While there are ten dungeon challenge tables presented below, it need not be the case that the monsters found on any given level of a dungeon will neatly match them one for one. It is also possible that challenge in a particular dungeon will not be based on depth, but some other criteria, such as distance from the main entrance, height (as in some great tower), time spent within, etc.

For purposes of determining which challenge table to use, the following table assumes dungeon levels, which the GM should convert to follow

Die Roll (d20)	Dungeon Level by Depth (or equivalent)												
	1	2	3	4	5	6	7	8	9	10-11	12-13	14-15	16+
1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1	DC1
2	DC1	DC1	DC1	DC1	DC1	DC1	DC2	DC2	DC2	DC2	DC2	DC2	DC2
3	DC1	DC1	DC1	DC1	DC1	DC2	DC2	DC3	DC3	DC3	DC3	DC3	DC3
4	DC1	DC1	DC1	DC1	DC2	DC2	DC3	DC3	DC4	DC4	DC4	DC4	DC4
5	DC1	DC1	DC1	DC1	DC2	DC3	DC3	DC4	DC4	DC5	DC5	DC5	DC5
6	DC1	DC1	DC1	DC2	DC2	DC3	DC4	DC4	DC5	DC5	DC6	DC6	DC6
7	DC1	DC1	DC1	DC2	DC3	DC4	DC4	DC5	DC5	DC6	DC6	DC7	DC7
8	DC1	DC1	DC1	DC2	DC3	DC4	DC4	DC5	DC5	DC6	DC7	DC7	DC8
9	DC1	DC1	DC2	DC2	DC3	DC4	DC4	DC5	DC6	DC6	DC7	DC8	DC8
10	DC1	DC1	DC2	DC2	DC3	DC4	DC4	DC5	DC6	DC7	DC8	DC8	DC8
11	DC1	DC1	DC2	DC3	DC3	DC4	DC5	DC6	DC6	DC7	DC8	DC8	DC9
12	DC1	DC1	DC2	DC3	DC3	DC4	DC5	DC6	DC6	DC7	DC8	DC9	DC9
13	DC1	DC2	DC2	DC3	DC4	DC5	DC5	DC6	DC7	DC8	DC9	DC9	DC9
14	DC1	DC2	DC2	DC3	DC4	DC5	DC5	DC6	DC7	DC8	DC9	DC9	DC9
15	DC1	DC2	DC3	DC3	DC4	DC5	DC6	DC7	DC7	DC8	DC9	DC9	DC9
16	DC1	DC2	DC3	DC3	DC4	DC5	DC6	DC7	DC8	DC8	DC9	DC9	DC9
17	DC2	DC3	DC4	DC4	DC5	DC6	DC7	DC8	DC8	DC9	DC9	DC9	DC10
18	DC2	DC3	DC4	DC4	DC5	DC6	DC7	DC8	DC9	DC9	DC9	DC10	DC10
19	DC2	DC4	DC5	DC5	DC6	DC7	DC8	DC9	DC9	DC9	DC10	DC10	DC10
20	DC3	DC5	DC6	DC6	DC7	DC8	DC9	DC10	DC10	DC10	DC10	DC10	DC10

the organization of his own dungeon, as needed.

To use the table, a d20 is rolled, and then cross-indexed with the level of the dungeon on which the encounter is to be, to determine which dungeon challenge table should be used to determine the encounter.

It should be noted that weaker creatures found on lower (and thus more difficult) levels of the dungeon will have their numbers strengthened accordingly. Thus, if you are on the 7th level of the dungeon, and happen to roll a DC3 creature, there will be approximately two and a half times as many of them. The same principle, of course, works in reverse, when stronger creatures are on higher (and thus less difficult) levels of the dungeon.

DUNGEON CHALLENGE ONE

Die Roll (d1000)	Encounter
001 - 002	Al-mi'raj
003 - 018	Amazon
019 - 023	Ant, Giant
024 - 028	Badger
029 - 078	Bandit
079 - 127	Bat
128 - 142	Bat, Giant
143 - 192	Beetle, Giant Fire
193 - 197	Berserker
198 - 199	Berserker
200 - 205	Bogwump
206 - 220	Booka
221 - 225	Bookworm
226 - 240	Bowler
241 - 256	Buffalo, Deep
257 - 271	Cat, Wild
272 - 276	Cave Cricket, Giant

Die Roll (d1000)	Encounter
277 - 282	Caveman
283 - 331	Character Party
332 - 336	Child Spirit
337 - 339	Demon, Manes
340 - 341	Devil, Nupperibo
342 - 346	Dire Corby
347 - 396	Dwarf, Hill
397 - 445	Dwarf, Mountain
446 - 447	Ear Seeker
448 - 453	Earwig
454 - 455	Elf, Wood
456 - 470	Fucus Worm
471 - 486	Fungus, Black Puffball
487 - 535	Fungus, Whitecap
536 - 550	Gloomgabbler
551 - 553	Gnome
554 - 602	Goblin
603 - 604	Halfling
605 - 619	Hobgoblin

Die Roll (d1000)	Encounter
620 - 625	Jaculi
626 - 640	Jinx-Midge
641 - 645	Kestrel-man
646 - 661	Kobold
662 - 663	Larva
664 - 668	Mite
669 - 674	Norker
675 - 723	Orc
724 - 738	Piercer
739 - 788	Rat
789 - 837	Rat, Giant
838 - 842	Rot Grub
843 - 892	Shrieker
893 - 897	Skeleton
898 - 900	Skeleton, Animal
901 - 915	Skunk
916 - 917	Squirrel, Dire
918 - 919	Termite, Giant
920 - 969	Throat Leech
970 - 974	Vulchling
975 - 979	Whip Scorpion, Large
980 - 985	Zombie
986 - 000	Zvert

DUNGEON CHALLENGE TWO

Die Roll (d1000)	Encounter
001 - 004	Animated Furniture, Chair
005 - 007	Assassin Bug
008 - 011	Azer
012 - 091	Centipede, Giant
092 - 171	Centipede, Huge
172 - 252	Character Party
253 - 260	Clurichaun
261 - 269	Coffer Corpse
270 - 277	Crabman
278 - 281	Duergar
282 - 290	False Web, Bearded
291 - 293	Glow-Worm, Giant
294 - 297	Fish-Man
298 - 301	Flame Bat
302 - 309	Flind
310 - 318	Flumph
319 - 327	Fly, Giant Bluebottle
328 - 335	Formian
336 - 360	Frog, Giant
361 - 364	Frog, Killer
365 - 372	Frog, Poisonous
373 - 376	Garm'zeni
377 - 385	Gas Spore
386 - 465	Gnoll
466 - 473	Golden Scarab
474 - 498	Grimlock
499 - 523	Lamprey, Land
524 - 527	Lexon, 1st Rank
528 - 530	Lexon, 2nd Rank
531 - 555	Lizard Man
556 - 580	Miner's Lamp
581 - 604	Mold, Faerie

Die Roll (d1000)	Encounter
605 - 613	Mongrelman
614 - 617	Mud-Man
618 - 625	Mushroom Man
626 - 629	Numblin
630 - 637	Ogrillon
638 - 646	Owl
647 - 671	Piercer
672 - 679	Poltergeist
680 - 688	Quanar
689 - 697	Rat Man
698 - 705	Rat, Vapor
706 - 785	Stirge
786 - 866	Toad, Giant
867 - 946	Troglodyte
947 - 970	Volt
971 - 974	Whirlwind
975 - 983	Whip Scorpion, Huge
984 - 991	Wolf
992 - 000	Zombie, Yellow Musk

DUNGEON CHALLENGE THREE

Die Roll (d1000)	Encounter
001 - 007	Anhkheg (4-5 HD)
008 - 009	Animated Furniture, Rug
010 - 016	Animated Statue, Marble
017 - 019	Babbler
020 - 037	Bat, Mobat
038 - 044	Bee, Giant Honey
045 - 105	Beetle, Giant Boring
106 - 107	Berbalang
108 - 110	Blindheim
111 - 117	Bonesnapper
118 - 123	Brain Smut
124 - 184	Bugbear
185 - 190	Camel Spider, Large
191 - 197	Cave Fisher
198 - 204	Cave Moray
205 - 206	Centipede, Megalo-
207 - 267	Character Party
268 - 274	Cyclops, Least
275 - 280	Darkling, Creeper
281 - 283	Death Dog
284 - 289	Devil, Lemure
290 - 296	Dragon, Black, Very Young
297 - 299	Dragon, Brass, Very Young
300 - 305	Dragon, White, Very Young
306 - 308	Elf, Drow
309 - 311	Eye Killer
312 - 330	Fire Snake
331 - 336	Firedrake
337 - 339	Forlarren
340 - 345	Fungi, Violet
346 - 364	Gelatinous Cube
365 - 425	Ghoul
426 - 431	Glomerom
432 - 434	Gryph
435 - 437	Harpy
438 - 444	Honeybee, Giant

Die Roll (d1000)	Encounter
445 - 446	Huecuva
447 - 449	Iron Cobra
450 - 468	Kestrel Man
469 - 474	Kullen
475 - 477	Lava Worm
478 - 480	Leprechaun
481 - 483	Lexon, 3rd Rank
484 - 501	Lizard, Giant
502 - 520	Lycanthrope, Wererat
521 - 523	Magma Imp
524 - 526	Mantari
527 - 528	Mephit, Fire
529 - 531	Mephit, Lava
532 - 534	Mephit, Smoke
535 - 553	Miner's lamp
554 - 571	Mottled Strangler
572 - 590	Mouse, giant white
591 - 593	Necrophidius
594 - 612	Ochre Jelly
613 - 672	Ogre
673 - 675	Ophidian
676 - 678	Phantom
679 - 697	Piercer
698 - 715	Rat, Hairless
716 - 718	Salaman
719 - 725	Sandling
726 - 785	Scorpion, Large
786 - 792	Screaming Devilkin
793 - 810	Snake, Constrictor
811 - 817	Sparker
818 - 878	Spider, Huge
879 - 938	Spider, Large
939 - 941	Stench Kow
942 - 948	Stunjelly
949 - 951	Taer
952 - 957	Tick, Giant
958 - 960	Vargouille
961 - 963	Vegepygmy
964 - 969	Weasel, Giant
970 - 976	Witherweed
977 - 979	Wolf, Dire
980 - 981	Wolf, Winter
982 - 988	Wolverine
989 - 994	Yellow Musk Creeper
995 - 997	Zombie, Juju
998 - 000	Zombie, Monster

DUNGEON CHALLENGE FOUR

Die Roll (d1000)	Encounter
001 - 003	Anhkheg (6 HD)
004 - 006	Animated Furniture, Table
007 - 009	Ape, Carnivorous
010 - 012	Blink Dog
013 - 015	Buraq
016 - 018	Camel Spider, Giant
019 - 021	Camel Spider, Huge
022 - 028	Caterwaul
029 - 094	Character Party

Die Roll (d1000)	Encounter
095 - 097	Darkling, Stalker
098 - 117	Demon, Dretch
118 - 120	Derro
121 - 128	Devil, Thorned
129 - 131	Dragon, Black, Sub-Adult
132 - 134	Dragon, Blue, Sub-Adult
135 - 137	Dragon, Brass, Sub-Adult
138 - 140	Dragon, Bronze, Young
141 - 143	Dragon, Copper, Young
144 - 146	Dragon, Electrum, Young
147 - 149	Dragon, Green Young
150 - 152	Dragon, Mist, Young
153 - 159	Dragon, Red, Young
160 - 162	Dragon, Silver, Young
163 - 165	Dragon, Steam, Young
166 - 168	Dragon, Umbral
169 - 175	Dragon, White, Sub-adult
176 - 182	Ettercap
183 - 185	Flail Snail
186 - 188	Fly, Giant Horsefly
189 - 191	Gallu, Air
192 - 194	Gallu, Fire
195 - 260	Gargoyle
261 - 263	Garm'laqi
264 - 283	Ghast
284 - 286	Gibbering Mouter
287 - 289	Grim
290 - 297	Hell Hound
298 - 304	Hookworm, Giant
305 - 369	Hornet, Giant
370 - 435	Hydra (5-6 heads)
436 - 442	Klakker
443 - 449	Leech, Giant
450 - 452	Lexon, 4th Rank
453 - 473	Lycanthrope, Werewolf
474 - 493	Mastiff, Shadow
494 - 496	Mephit, Steam
497 - 516	Miner's lamp
517 - 536	Mold, Black
537 - 539	Mold, Russet
540 - 605	Mold, Yellow
606 - 626	Ooze, Gray
627 - 646	Owlbear
647 - 653	Pech
654 - 673	Psi-Ape
674 - 680	Pyrolisk
681 - 687	Pyrotoad
688 - 690	Quickling
691 - 756	Rust Monster
757 - 763	Sandman
764 - 766	Scarecrow
767 - 832	Scorpion, Huge
833 - 852	Snail, Giant
853 - 918	Snake, Giant Constrictor
919 - 921	Son of Chaos
922 - 928	Toad, Arctic
929 - 994	Toad, Giant, Venomous
995 - 997	Wolverine, Giant
998 - 000	Yeth Hound

DUNGEON CHALLENGE FIVE

Die Roll (d1000)	Encounter
001 - 004	Algoird
005 - 007	Anhkheg (7 HD)
008 - 011	Animated Furniture, Various
012 - 019	Animated Statue, Stone
020 - 023	Archangel
024 - 100	Bear, Cave
101 - 108	Boalisk
109 - 117	Bumblebee, Giant
118 - 120	Camel-Spider, Giant
121 - 124	Caryatid Column
125 - 201	Character Party
202 - 205	Cloaker
206 - 282	Cockatrice
283 - 285	Crypt Thing
286 - 294	Daemon, Piscodaemon
295 - 302	Doombat
303 - 310	Doppelgänger
311 - 319	Dragon, Black, Young Adult
320 - 327	Dragon, Blue, Young Adult
328 - 331	Dragon, Brass, Adult
332 - 334	Dragon, Bronze, Young Adult
335 - 338	Dragon, Cloud, Young
339 - 341	Dragon, Copper, Young Adult
342 - 345	Dragon, Electrum, Young Adult
346 - 348	Dragon, Green, Young Adult
349 - 352	Dragon, Mist, Young Adult
353 - 356	Dragon, Red, Young Adult
357 - 359	Dragon, Silver, Young Adult
360 - 363	Dragon, Steam, Young Adult
364 - 366	Dragon, White, Adult
367 - 375	Executioner's Hood
376 - 383	False Web, Skinny
384 - 386	Frostdrake
387 - 390	Gallu, Earth
391 - 467	Giant, Verlaang
468 - 471	Haunt
472 - 495	Hydra (7 heads)
496 - 498	Hydra, Pyro- (5 heads)
499 - 507	Imp
508 - 510	Khargra
511 - 534	Leucrotta
535 - 537	Lexon, 5th Rank
538 - 615	Lizard, Cave
616 - 639	Margoyle
640 - 662	Miner's lamp
663 - 686	Minotaur
687 - 710	Ooze, Red
711 - 718	Phase Panther
719 - 727	Phycomid
728 - 735	Quasit
736 - 759	Rock Reptile
760 - 767	Shadow
768 - 771	Slime Creature
772 - 774	Slime, Olive
775 - 778	Snake, Amphisbaena
779 - 801	Snake, Giant Venomous
802 - 810	Snake, Giant Venomous Spitting
811 - 887	Snake, Venomous

Die Roll (d1000)	Encounter
888 - 895	Sorber
896 - 973	Spider, Giant
974 - 976	Svirfneblin
977 - 985	Tentamort
986 - 988	Water Verm
989 - 996	Weevil-man
997 - 000	Yeti

DUNGEON CHALLENGE SIX

Die Roll (d1000)	Encounter
001 - 003	Angel, Principality
001 - 008	Anhkheg (8 HD)
009 - 011	Ant Lion, Giant
012 - 014	Apparition
015 - 018	Basidiron
019 - 040	Basilisk
041 - 047	Beakbrain
048 - 119	Character Party
120 - 191	Corpse Creeper
192 - 194	Demon, Shadow
195 - 197	Devil, Bearded
198 - 205	Devil, Erinyes
206 - 213	Devil, Scaled
214 - 216	Djinn
217 - 224	Dragon, Black, Old
225 - 231	Dragon, Blue, Adult
232 - 235	Dragon, Brass, Old
236 - 238	Dragon, Bronze, Adult
239 - 241	Dragon, Cloud, Sub Adult
242 - 244	Dragon, Copper, Adult
245 - 248	Dragon, Electrum, Adult
249 - 251	Dragon, Green, Adult
252 - 254	Dragon, Mist, Adult
255 - 258	Dragon, Red, Adult
259 - 261	Dragon, Silver Adult
262 - 264	Dragon, Steam, Adult
265 - 268	Dragon, White, Old
269 - 271	Drelb
272 - 274	Drider
275 - 278	Gallu, Water
279 - 285	Gloomwing
286 - 293	Hellcat
294 - 315	Hydra (8-9 heads)
316 - 318	Hydra, Pyro- (6 heads)
319 - 322	Jann
323 - 329	Jelly, Mustard
330 - 333	Korred
334 - 336	Lammasu
337 - 339	Lizard King
340 - 347	Lizard, Giant Monitor
348 - 350	Lycanthrope, Werebear
351 - 354	Lycanthrope, Werejackal
355 - 361	Lycanthrope, Wolwere
362 - 433	Manticore
434 - 441	Mantodean
442 - 448	Medusa
449 - 470	Miner's lamp
471 - 474	Mold, Brown

Die Roll (d1000)	Encounter
475 - 477	Nightmare
478 - 480	Ogre Mage
481 - 552	Otyugh
553 - 574	Rakshasa
575 - 581	Ranian, Red
582 - 604	Salamander
605 - 675	Scorpion, Giant
676 - 683	Serpent Man
684 - 705	Slime, Green
706 - 708	Sphinx, Hieraco-
709 - 716	Spider, Phase
717 - 719	Spriggan
720 - 722	Stone Guardian
723 - 730	Storoper
731 - 733	Thunder Beast
734 - 805	Troll
806 - 813	Troll, Hill
814 - 820	Weeping Wall
821 - 892	Wight
893 - 900	Wind Walker
901 - 971	Wraith
972 - 993	Wyvern
994 - 997	Xaren

DUNGEON CHALLENGE SEVEN

Die Roll (d1000)	Encounter
001 - 003	Aboleth
004 - 005	Achaierai
006 - 008	Agathion
009 - 010	Angel, Power
011 - 017	Animated Statue, Bronze
018 - 019	Annis
020 - 022	Ascomoid
023 - 024	Banshee
025 - 027	Basilisk, Greater
028 - 030	Beetle, Stag
031 - 036	Behir
037 - 038	Bodak
039 - 095	Character Party
096 - 113	Chimera
114 - 115	Couatl
116 - 121	Cthonoid
122 - 124	Daemon, Guardian
125 - 127	Daemon, Mediodaemon
128 - 129	Dao
130 - 135	Demon, Babau
136 - 141	Demon, Bornean
142 - 144	Demon, Glabrezu
145 - 150	Demon, Hezrou
151 - 153	Demon, Nabassu
154 - 159	Demon, Succubus
160 - 165	Demon, Vrock
166 - 168	Devil, Barbed
169 - 170	Devil, Bone
171 - 173	Devil, Cocytus
174 - 176	Devil, Horned
177 - 178	Dragon, Black, Very Old
179 - 181	Dragon, Blood

Die Roll (d1000)	Encounter
182 - 183	Dragon, Blue, Old
184 - 186	Dragon, Bone
187 - 189	Dragon, Brass, Very Old
190 - 191	Dragon, Bronze, Old
192 - 194	Dragon, Cloud, Adult
195 - 197	Dragon, Copper, Old
198 - 199	Dragon, Electrum, Old
200 - 202	Dragon, Green, Old
203 - 204	Dragon, Mist, Old
205 - 207	Dragon, Red, Old
208 - 210	Dragon, Silver, Old
211 - 212	Dragon, Spectral
213 - 215	Dragon, Steam, Old
216 - 217	Dragon, Tumulus
218 - 220	Dragon, White, Very Old
221 - 223	Dragonne
224 - 240	Drosera, Giant
241 - 243	Efreet
244 - 245	Elemental, Air
246 - 248	Elemental, Earth
249 - 251	Elemental, Fire
252 - 253	Elemental, Water
254 - 256	Ettin
257 - 262	Foo Dog
263 - 319	Giant, Fire
320 - 376	Giant, Fomorian
377 - 393	Giant, Frost
394 - 450	Giant, Hill
451 - 507	Giant, Stone
508 - 509	Gorgimera
510 - 512	Gorgon
513 - 514	Granite Man
515 - 517	Greenhag
518 - 534	Hydra (10-12 heads)
535 - 537	Hydra, Pyro- (7-9 heads)
538 - 540	Intellect Devourer
541 - 542	Invisible Stalker
543 - 545	Lamia Matriarch/Patriarch
546 - 548	Lexon, Knight
549 - 550	Lizard, Fire
551 - 568	Lurker Above
569 - 570	Lycanthrope, Vixen
571 - 573	Meta-elemental, Ice
574 - 576	Meta-elemental, Magma
577 - 578	Meta-elemental, Ooze
579 - 581	Meta-elemental, Smoke
582 - 583	Mihstu
584 - 601	Mimic
602 - 618	Miner's lamp
619 - 624	Moon Dog
625 - 631	Mummy
632 - 637	Naga, Spirit
638 - 643	Neo-otyugh
644 - 645	Night Hag
646 - 652	Ooze, Quicksilver
653 - 708	Pudding, Black
709 - 711	Quasi-elemental, Ash
712 - 714	Quasi-elemental, Dust
715 - 716	Quasi-elemental, Lightning
717 - 719	Quasi-elemental, Mineral

Die Roll (d1000)	Encounter
720 - 721	Quasi-elemental, Radiance
722 - 724	Quasi-elemental, Salt
725 - 727	Quasi-elemental, Steam
728 - 729	Quasi-elemental, Vacuum
730 - 735	Ranian, Blue
736 - 738	Remorhaz
739 - 741	Revenant
742 - 747	Roper
748 - 753	Shambling Mound
754 - 755	Shedu
756 - 762	Slime, Pink
763 - 818	Slug, Giant
819 - 836	Specter
837 - 838	Sphinx, Andro-
839 - 856	Sphinx, Crio-
857 - 859	Sphinx, Gyno-
860 - 861	Squealer
862 - 864	Stegocentipede
865 - 870	Trapper
871 - 872	Troll, Giant Two-headed
873 - 929	Tunnel Worm
930 - 935	Underground Goliath
936 - 992	Will-o-wisp
993 - 995	Worm, Tenebrous
996 - 997	Xorn
998 - 000	Yocharach

DUNGEON CHALLENGE EIGHT

Die Roll (d1000)	Encounter
001 - 004	Angel, Virtue
005 - 009	Aurumvorax
010 - 013	Barghest
014 - 109	Character Party
110 - 119	Daemon, Charono-
120 - 129	Daemon, Hydro-
130 - 134	Demodand, Slime
135 - 163	Demon, Alu-
164 - 167	Demon, Cambion
168 - 172	Demon, Dipteran
173 - 176	Demon, Marilith
177 - 186	Demon, Nalfeshnee
187 - 191	Demonic Knight
192 - 195	Devil, Ice
196 - 200	Dracolisk
201 - 210	Dragon, Black, Ancient
211 - 214	Dragon, Blue, Very Old
215 - 219	Dragon, Bone
220 - 229	Dragon, Brass, Ancient
230 - 233	Dragon, Bronze, Very Old
234 - 244	Dragon, Cloud, Old
245 - 248	Dragon, Cooper, Very Old
249 - 253	Dragon, Earth, Very Old
254 - 257	Dragon, Electrum, Very Old
258 - 261	Dragon, Green, Very Old
262 - 266	Dragon, Mist, Very Old
267 - 270	Dragon, Red, Very Old
271 - 275	Dragon, Silver, Very Old
276 - 279	Dragon, Spectral, Very Old

Die Roll (d1000)	Encounter
280 - 283	Dragon, Steam, Very Old
284 - 288	Dragon, Tumulus
289 - 292	Dragon, White, AN
293 - 297	Entropoid
298 - 301	Extropoid
302 - 305	Foo Lion
306 - 316	Ghost
317 - 320	Giant, Firbolg
321 - 325	Golem, Clay
326 - 335	Golem, Flesh
336 - 430	Hydra, (13-16 heads)
431 - 435	Hydra, Lernaean
436 - 439	Lexon, Baronet
440 - 443	Lexon, Viscount
444 - 448	Marid
449 - 452	Naga, Guardian
453 - 548	Pudding, Brown
549 - 577	Pudding, Dun
578 - 581	Pudding, White
582 - 611	Purple Worm
612 - 621	Ranian, Green
622 - 626	Retriever
627 - 721	Rust Monster
722 - 750	Shade
751 - 755	Skeleton Warrior
756 - 765	Slime, Butter
766 - 775	Slug, Giant
776 - 780	Time Elemental
781 - 875	Trapper
876 - 905	Vampire
906 - 000	Will-o-wisp

DUNGEON CHALLENGE NINE

Die Roll (d1000)	Encounter
001 - 005	Angel, Dominion
006 - 009	Archon, Hound
010 - 109	Baku
110 - 208	Character Party
209 - 213	Daemon, Arcana-
214 - 312	Daemon, Dergho-
313 - 323	Daemon, Nufano-
324 - 333	Daemon, Suro-
334 - 364	Daemon, Yagno-
365 - 369	Demilich
370 - 373	Demodand, Shaggy
374 - 472	Demodand, Tarry
473 - 477	Demon, Balor
478 - 482	Demon, Grunntar
483 - 512	Deva, Astral
513 - 517	Deva, Monadic
518 - 616	Deva, Movanic
617 - 621	Devil, Pit Fiend
622 - 625	Dragon, 2 Black, Ancient & Old
626 - 630	Dragon, 2 Brass, Ancient & Old
631 - 635	Dragon, 2 White, Ancient & Old
636 - 665	Dragon, Blue, Ancient
666 - 670	Dragon, Bone
671 - 680	Dragon, Bronze, Ancient

Die Roll (d1000)	Encounter
681 - 691	Dragon, Cloud, Very Old
692 - 702	Dragon, Copper, Ancient
703 - 732	Dragon, Earth, Ancient
733 - 743	Dragon, Electrum, Ancient
744 - 774	Dragon, Green, Ancient
775 - 784	Dragon, Mist, Ancient
785 - 815	Dragon, Red, Ancient
816 - 826	Dragon, Silver, Ancient
827 - 836	Golem, Stone
837 - 841	Hydra, Pyro- (12 heads)
842 - 846	Lexon, Count
847 - 850	Lexon, Marquis
851 - 855	Ranian, Grey
856 - 885	Shade
886 - 896	Titan, 17 HD
897 - 901	Titan, 20 HD
902 - 000	Vampire, cleric (7-10)

Die Roll (d1000)	Encounter
428 - 462	Dragon, 2 Red, Ancient & Very Old
463 - 474	Dragon, 2 Silver, Ancient & Old
475 - 509	Dragon, 2 Steam, Ancient & Adult
510 - 514	Dragon, 2, Maju and Mari
515 - 519	Dragon, Behemat
520 - 554	Dragon, Cloud, AN
555 - 559	Dragon, Tãmtu
560 - 565	Elemental Prince
566 - 678	Golem, Iron
679 - 684	Lexon, Daena
685 - 696	Lexon, Duke
697 - 708	Lexon, Prince
709 - 720	Lexon, Viceroy
721 - 755	Lich
756 - 760	Ranian Lord
761 - 874	Ranian, Death
875 - 886	Titan, 23 HD
887 - 000	Vampire, mage, 9-12

DUNGEON CHALLENGE TEN

Die Roll (d1000)	Encounter
001 - 114	Beholder
115 - 119	Angel, Arch-Angel
120 - 124	Angel, Cherubim
125 - 129	Angel, Seraph
130 - 135	Animal Lord
136 - 140	Archon, Blade
141 - 145	Archon, Keeper
146 - 150	Archon, Trumpet
151 - 264	Character Party
265 - 269	Daemon Lord
270 - 274	Daemon, Charon
275 - 280	Demon Prince or Lord
281 - 285	Devil, Duke or Arch-
286 - 320	Dragon, 2 Blue, Ancient & Very Old
321 - 332	Dragon, 2 Bronze, Ancient & Very Old
333 - 344	Dragon, 2 Cooper, Ancient & Very Old
345 - 379	Dragon, 2 Earth, Ancient & Very Old
380 - 392	Dragon, 2 Electrum, Ancient & Old
393 - 427	Dragon, 2 Green, Ancient & Very Old

Random Urban Terrain

Urban areas can take on many forms, and come in many sizes, from small villages to towns to walled cities. The type of settlement will have a large impact on the terrain found within (with “terrain” in this case a catch-all term for buildings, streets, markets, parks, palaces, etc.). Is it a desert trading outpost? A bustling port city? A provincial center on a river?

The overall population of the settlement will determine its size; the GM should begin the process by establishing the perimeter of the settlement, within which the various streets and buildings will then be located.

Settlement Type	Population
Individual dwelling	1 - 12
Thorp	20 - 100
Hamlet	101 - 500
Small Village	501 - 800
Large village	801 - 1,500
Small town	1,501 - 3,000
Medium town	3,001 - 6,000
Large town	6,001 - 9,000
Small city	9,001 - 15,000
Medium city	15,001 - 30,000
Large city	31,000 - 60,000
Very large city	60,001 +

Divide by 10 to determine the number of buildings in each settlement, rounding down. Thus, a small town of 1,840 inhabitants would have 180 buildings total. In thorps, hamlets, and villages, these are likely to be individual dwellings with large extended families living within. In towns and cities, these are likely to be multi-story buildings with borders, apartments, etc.

INDIVIDUAL DWELLINGS

Die Roll (d100)	Dwelling
01 - 80	One story, no basement
81 - 97	One story, basement
98 - 99	Two stories, no basement
00	Two stories, basement

There is a 20% chance any individual dwelling encountered will be abandoned, and a 1% chance it will be inhabited by an NPC (see Appendix A to determine race, class, etc.). If not, roll below to determine inhabitants.

Terrain	Inhabitants
Badlands	Herdsmen (50%), outlaw (50%)
Desert	Outlaw (50%), hunter (50%)
Forest	Forester (30%), hunter (40%), trapper (30%)
Hills	Farmer (40%), herdsman (60%)
Mountains	Miner (70%), trapper (30%)
Plains	Farmer (50%), herdsman (50%)
Scrub	Farmer (50%), herdsman (50%)
Swamp	Fisherman (40%), hunter (30%), trapper (30%)

Outlaws are individuals who have fled society in order to escape justice. They are not necessarily evil.

THORPS, HAMLETS, AND VILLAGES

Generally, thorps, hamlets, and villages are too small to have districts or distinct neighborhoods. Buildings of various types and functions will be found in close proximity along the roads and alleys. The layout of such a smaller community will depend on its nature; if it's at a crossroads, buildings will be laid out along the roads, clustered closest together at the main intersection.

Settlements on lakes or rivers will spread laterally along the waterfront, forming a semi-circle. Generally speaking, side streets will be minimal, radiating from a single central street. Villages and hamlets will have a green, commons, etc. for communal activities such as fairs, religious festivals, and market days.

TABLE 1: BUILDING TYPE

Die Roll (d1000)	Dwelling
001 - 003	Large building, one story, no basement
004 - 006	Large building, one story, basement
007 - 009	Large building, two stories, no basement
010 - 012	Large building, two stories, basement
013 - 015	Large building, three stories, basement
016 - 018	Large building, three stories, basement
019 - 038	Medium building, two stories, no basement
039 - 059	Medium building, two stories, basement
060 - 079	Medium building, three stories, no basement
080 - 100	Medium building, three stories, no basement
101 - 550	Small building, one story, no basement
551 - 775	Small building, one story, basement
776 - 000	Small building, two stories, no basement

Large buildings are always brick, timber, or stone. Medium buildings can be of stone, timber, wattle and daub, cob, or brick. Small buildings will be timber, wattle and daub, cob, or turf.

TABLE 2: LARGE BUILDING FUNCTION

Die Roll (d100)	Function
01 - 15	Barn
16 - 20	Barracks*
21 - 40	House
41 - 45	House with walled garden
46 - 55	Inn*
56 - 60	Manor house*
61 - 65	Meeting hall*
66 - 70	Stable
71 - 85	Tavern
86 - 95	Temple/shrine
96 - 00	Warehouse

* There will only be one such building per thorp, hamlet, or village.

TABLE 3: MEDIUM BUILDING FUNCTION

Die Roll (d100)	Function
01	Armorer
02	Barber
03 - 12	Blacksmith

Die Roll (d100)	Function
13 - 15	Brewery
16 - 18	Carpenter
19	Chiurgeon
20	Cobbler
21 - 40	Farmer
41 - 42	Farrier
43	Fletcher
44 - 46	Furrier
47 - 51	General store*
52 - 59	Granary
60 - 61	Herdsmen
62 - 66	Inn*
67	Limner
68 - 69	Mason
70 - 73	Mill
74	Moneychanger
75 - 79	Shrine
80 - 84	Stable
85 - 86	Tailor
87 - 94	Tavern
95 - 97	Wainwright
98 - 00	Warehouse

* There will only be one such building per thorp, hamlet, or village.

Note: In a settlement on a river, lake, or ocean, farmers should be considered fishermen, while herdsmen should be considered boatwrights.

TABLE 4: SMALL BUILDING FUNCTION

Die Roll (d100)	Function
01 - 02	Armorer
03 - 05	Bake house
06 - 07	Barber
08	Beggar
09 - 13	Blacksmith
14 - 16	Carpenter
17 - 22	Charcoal maker
23 - 25	Cobbler
26 - 55	Farmer
56 - 57	Farrier
58 - 59	Fletcher
60 - 62	Furrier
63 - 64	Herdsmen
65	Limner
66-67	Leatherworker
68	Mason
69-71	Mill
72 - 76	Shrine
77 - 81	Stable
82 - 84	Tailor
85 - 86	Tanner
87 - 88	Tavern
89 - 93	Trapper
94 - 96	Wainwright
97 - 98	Warehouse
99 - 00	Woodcutter

CITIES

Unlike smaller settlements, cities are divided up into districts, with each district impacting the size and type of buildings to be found within. Cities also have well-established street systems, which include main thoroughfares, side streets, alleys, and the like. Exploring a city is much like exploring a dungeon, and a whole city environment can be mapped out at populated in such a fashion.

Cities will be walled 50% of the time. In such cases, you should sketch out the boundary of the wall first, including a gate of entry. Obviously, streets and buildings will need to conform to the boundary of the wall, and rolls should be adjusted or ignored accordingly.

As with random dungeon design, common sense should prevail when using these tables. If a die roll indicates an impossibility, such as a side street cutting through an already-mapped building (to take but one possible example), then it should be ignored and re-rolled. In addition, it is impossible to fully chart all the back-turns and so forth that different outcomes of the tables will take. Use your best judgement in this as with all things to make it make sense.

To begin, roll 2d4 to determine how many districts the city will have, and then roll on Table 1 for the nature of the first one entered. "District" is, of course, only one possible term. One could have neighborhoods, parishes, precincts, quarters, sections, sectors, wards, etc. Too, nothing says that a given city need consistently label such divisions.

Whether the city is walled or not, mapping begins with a main thoroughfare into one of the districts of the city. Re-roll duplicates whenever they come up.

Once the initial entry has been defined, you may proceed in one of two ways. The first is more effective if you are setting up a city ahead of time, and have time to more carefully plan out its districts and streets. In such a case, map out the major thoroughfares, side streets, districts, and plazas first. Then fill in the buildings.

The second method is better if your players are exploring a city "on the fly." In such cases, roll the streets and buildings as they come up, and as the players express an interest in exploring them. This is actually closer to dungeon exploration, but in a new city can be just as exciting.

In both cases, be sure to roll for random encounters every turn. There will be a 1 in 6 chance of an encounter (see the Random Urban Encounters section below). It should be remembered that this in no way means the streets are deserted until an encounter comes up; far from it. There will normally be throngs of people in the streets in daylight, and a goodly number at night. An encounter means that something or someone significant comes up, with whom the PCs may wish to interact (or will interact with, whether they wish it or not!).

TABLE 1: CITY DISTRICT

Die Roll (d1000)	District
001 - 004	Dwarven
005 - 008	Elven
009 - 073	Foreign
074 - 153	Fortress
154 - 193	Garden
194 - 197	Gnome
198 - 201	Halfling
202 - 213	Humanoid

Die Roll (d1000)	District
214 - 273	Market
274 - 393	Merchants'
394 - 407	Necropolis
408 - 427	Palace
428 - 467	Red Light
468 - 507	Slave
508 - 587	Slums
588 - 667	Temple
668 - 676	Theater
677 - 716	Thieves'
717 - 876	Tradesmen's
877 - 892	University
893 - 924	Upper Class
925 - 972	Warehouse
973 - 992	Waterfront
993 - 000	Wizards'

Note: All cities on a river, lake, or ocean will also have a Docks district. If such a settlement is being generated randomly, and the docks district has not yet come up, do not roll randomly. The final district will be the docks.

Fortress and palace districts will be walled and gated. Foreign and slave districts will be similarly walled and gated 75% of the time. A fortress district is in essence an enormous castle, and buildings and thoroughfares are part of the overall defense. Palace districts are similar, but have more open ground. The actual palace itself should be designed and placed by the GM, rather than being generated randomly, due to its unusual size and nature. Entry to either is likely to be barred to ordinary persons except on special occasions.

The GM should also feel free to re-roll any city districts that are out of place in his campaign. For instance, in a city where slavery is not practiced, having a slave district would be incongruous and should be re-rolled.

TABLE 2: MAIN THOROUGHFARE

Die Roll (d100)	Main Thoroughfare
01 - 08	Paved 15' wide, runs 60' then check again*
09 - 11	Paved 15' wide, runs 60' then four-way intersection with main thoroughfare*
12 - 13	Paved 15' wide, runs 60' then main thoroughfare on right
14 - 15	Paved 15' wide, runs 60' then main thoroughfare on left
16 - 19	Paved 15' wide, runs 60' then four-way intersection with side streets
20 - 22	Paved 15' wide, runs 60' then side street on right
23 - 25	Paved 15' wide, runs 60' then side street on left
26 - 28	Paved 15' wide, runs 60' then plaza
29 - 30	Paved 15' wide, runs 60' then dead-ends
31 - 39	Paved 20' wide, runs 60' then check again*
40 - 43	Paved 20' wide, runs 60' then four-way intersection with main thoroughfare*
44 - 46	Paved 20' wide, runs 60' then main thoroughfare on right
47 - 49	Paved 20' wide, runs 60' then main thoroughfare on left

Die Roll (d100)	Main Thoroughfare
50 - 55	Paved 20' wide, runs 60' then four-way intersection with side streets
56 - 59	Paved 20' wide, runs 60' then side street on right
60 - 63	Paved 20' wide, runs 60' then side street on left
64 - 67	Paved 20' wide, runs 60' then plaza
68 - 70	Paved 20' wide, runs 60' then dead-ends
71 - 78	Paved 25' wide, runs 60' then check again*
79 - 81	Paved 25' wide, runs 60' then four-way intersection with main thoroughfare*
82 - 83	Paved 25' wide, runs 60' then main thoroughfare on right
84 - 85	Paved 25' wide, runs 60' then main thoroughfare on left
86 - 89	Paved 25' wide, runs 60' then four-way intersection with side streets
90 - 92	Paved 25' wide, runs 60' then side street on right
93 - 95	Paved 25' wide, runs 60' then side street on left
96 - 98	Paved 25' wide, runs 60' then plaza
99 - 00	Paved 25' wide, runs 60' then dead-ends

Note: If an asterisked entry is rolled, there will be a 25% chance of entering a new district. If so, roll on Table 1 to determine which one, unless already established through prior mapping. In a walled city, there is a 50% chance that any two districts will be separated by walls and gates. Fortress and Palace districts will always be surrounded by walls and gates, even if the city as a whole is unwalled.

There is a base 20% chance of encountering a plaza in a market district.

TABLE 3: SIDE STREETS

Die Roll (d100)	Side Street
01 - 10	Unpaved 15' wide, runs 30' then check again
11 - 15	Unpaved 15' wide, runs 30' then four-way intersection with main thoroughfare
16 - 18	Unpaved 15' wide, runs 30' then main thoroughfare on right
19 - 21	Unpaved 15' wide, runs 30' then main thoroughfare on left
22 - 25	Unpaved 15' wide, runs 30' then four-way intersection with side streets
26 - 29	Unpaved 15' wide, runs 30' then side street on right
30 - 33	Unpaved 15' wide, runs 30' then side street on left
34 - 43	Unpaved 15' wide, runs 30' then T's with side streets left and right
44 - 47	Unpaved 15' wide, runs 30' then plaza
48 - 50	Unpaved 15' wide, runs 30' then dead-ends
51 - 60	Unpaved 10' wide, runs 30' then check again
61 - 65	Unpaved 10' wide, runs 30' then four-way intersection with main thoroughfare
66 - 68	Unpaved 10' wide, runs 30' then main thoroughfare on right
69 - 71	Unpaved 10' wide, runs 30' then main thoroughfare on left
72 - 75	Unpaved 10' wide, runs 30' then four-way intersection with side streets
76 - 79	Unpaved 10' wide, runs 30' then side street on right
80 - 83	Unpaved 10' wide, runs 30' then side street on left

Die Roll (d100)	Side Street
84 - 93	Unpaved 10' wide, runs 30' then T's with side streets left and right
94 - 97	Unpaved 10' wide, runs 30' then plaza
98 - 00	Unpaved 10' wide, runs 30' then dead-ends

Note: There is a base 20% chance of encountering a plaza in a market district.

TABLE 4: INTERSECTIONS AND SIDE STREETS

Die Roll (d100)	Intersection/Side Street
01-10	45° ahead, goes straight
11-13	45° ahead, curves right
14-16	45° ahead, curves left
17-20	45° ahead, twists and turns
21-40	90°, goes straight
41-57	90°, curves right
58-74	90°, curves left
75-80	90°, twists and turns
81-90	45° behind, goes straight
91-93	45° behind, curves right
94-96	45° behind, curves left
97-00	45° behind, twists and turns

TABLE 5: MAIN THOROUGHFARE FEATURES

Die Roll (d100)	Main Thoroughfare Features
01 - 5	Large building right and left
6 - 11	Large building right, 2 small and one medium building left
12 - 18	Large building right, 3 small buildings left
19 - 23	Large building right, open space left
24 - 31	2 small and one medium building right, large building left
32 - 39	2 small and one medium building right and left
40 - 47	2 small and one medium building right, 3 small buildings left
48 - 55	2 small and 1 medium building right, open space left
56 - 62	3 small buildings right, large building left
63 - 70	3 small buildings right, 2 small and 1 medium building left
71 - 78	3 small buildings right and left
79 - 83	3 small buildings right and open space left
84 - 89	Open space right, 1 large building left
90 - 93	Open space right, 2 small and 1 medium building left
94 - 97	Open space right, 3 small buildings left
98 - 99	Open space right and left
00	Special feature

Note: Base 50% chance of open space on either side of the thoroughfare in a necropolis or garden district. If not, roll on Table 5 as normal.

TABLE 6: SIDE STREET FEATURES

Die Roll (d100)	Side Street Features
01 - 11	Medium building right and left
12 - 24	Medium building right, 2 small buildings left
25 - 33	Medium building right, open space left
34 - 48	2 small buildings right and left
49 - 61	2 small buildings right, medium building left
62 - 76	2 small buildings right, open space left
77 - 84	Open space right and left
85 - 92	Open space right, medium building left
93 - 99	Open space right, 2 small buildings left
00	Special feature

Note: Base 50% chance of open space on either side of the street in a necropolis or garden district. If not, roll on Table 6 as normal.

TABLE 7: LARGE BUILDING TYPE

Die Roll (d100)	Large Building
01-10	Large building, one story, no basement
11-25	Large building, one story, basement
26-45	Large building, two stories, no basement
46-70	Large building, two stories, basement
71-90	Large building, three stories, basement
91-99	Large building, three stories, basement
00	Roll again, but building is stand-alone and circular (50%) or octagonal (50%)

Note: Large buildings are always brick, timber, or stone. They will have 50-60' frontage and be 30-60' deep. In a dwarf or gnome district, there is a 75% chance that any building will be single story with a basement. If additional stories are indicated by the die roll, they represent sub-basements. In a halfling district, a single-level semi-underground building will be found 75% of the time.

TABLE 8: MEDIUM BUILDING TYPE

Die Roll (d100)	Medium Building
01-20	Medium building, two stories, no basement
21-45	Medium building, two stories, basement
46-65	Medium building, three stories, no basement
66-90	Medium building, three stories, basement
91-00	Medium building, four stories, basement

Note: Medium buildings can be of stone, timber, wattle and daub, cob, or brick. They will have 20-30' frontage and be 20-40' deep. In a dwarf or gnome district, there is a 75% chance that any building will be single story with a basement. If additional stories are indicated by the die roll, they represent sub-basements. In a halfling district, a single-level semi-underground building will be found 75% of the time.

TABLE 9: SMALL BUILDING TYPE

Die Roll (d100)	Small Building
01-60	Small building, one story, no basement
61-85	Small building, one story, basement
86-95	Small building, two stories, no basement

Die Roll (d100)	Small Building
96-00	Small building, two stories, basement

Note: Small buildings will be timber, wattle and daub, brick, or cob. They will have 15-20' frontage and be 10-20' deep. In a dwarf or gnome district, there is a 75% chance that any building will be single story with a basement. If additional stories are indicated by the die roll, they represent sub-basements. In a halfling district, a single-level semi-underground building will be found 75% of the time.

TABLE 10: OPEN SPACE

Die Roll (d100)	Open Space
01-20	Open space, park
21-30	Open space, park (abandoned/unmaintained)
31-55	Open space, pasture (commons)
56-00	Open space, paved plaza

Note: Subtract 30 from the die roll in a necropolis or garden district. In a necropolis district, parks and pastures are in fact graveyards. Add 30 to the die roll in a market or merchants' district.

TABLE 11: PLAZA FUNCTION

Die Roll (d100)	Plaza Function
01-15	Market, carts and temporary stalls, well
16-25	Market, carts and temporary stalls, fountain in middle
26-30	Market, carts and temporary stalls, statue in middle
31-35	Market, carts and temporary stalls, obelisk in middle
36-40	Market, carts and temporary stalls, fountain and statue in middle
41-44	Market, permanent stalls, well
45-48	Market, permanent stalls, fountain in middle
49-52	Market, permanent stalls, statue in middle
53-56	Market, permanent stalls, obelisk in middle
57-60	Market, permanent stalls, fountain and statue in middle
61-75	Pedestrian plaza, well
76-85	Pedestrian plaza, fountain in middle
86-90	Pedestrian plaza, statue in middle
91-95	Pedestrian plaza, obelisk in middle
96-00	Pedestrian plaza, fountain and statue in middle

Note: Subtract 20 from the die roll in a market or merchants' district. In a slave district, the market will be a slave market.

TABLE 12: PLAZA SIZE AND SHAPE

Die Roll (d100)	Plaza Size and Shape
01-15	30' across, square
16-30	30' across, circular
31-40	30' across, irregular or geometric shape (hexagon, etc.)
41-50	60' across, square
51-60	60' across, circular
61-70	60' across, irregular or geometric shape
71-75	90' across, square
76-80	90' across, circular

Die Roll (d100)	Plaza Size and Shape
81-85	90' across, irregular or geometric shape
86-90	150' across, square
91-95	150' across, circular
96-00	150' across, irregular or geometric shape

TABLE 13: SPECIAL FEATURES (NON-PORT CITIES)

Die Roll (d100)	Special Feature
01 - 04	Street passes under crossover that connects second or third story of buildings or walls to either side (re-roll if not possible due to building size)
05 - 08	Street passes under crossover between buildings on either side (re-roll if not possible); treat crossover as its own building (1-3 small, 4-5 medium, 6 large), no chance of basement
09 - 11	Street passes under monumental arch
12 - 14	Street passes over 5-12' deep ditch on bridge
15 - 18	Two statues on either side of the street
19 - 22	Statue on right side of the street
23 - 26	Statue on left side of the street
27 - 30	Small religious shrine on right side of street
31 - 34	Small religious shrine on left side of street
35 - 37	Sinkhole blocks street
38 - 41	If there is a two- or three-story building on the right, staircase leads directly to second story (if not, re-roll or use other side of street)
42 - 45	If there is a two- or three-story building on the left, staircase leads directly to second story (if not, re-roll or use other side of street)
46 - 49	If there is a two- or three-story building on the right, second story has open roofed porch (if not, re-roll or use other side of street)
50 - 53	If there is a two- or three-story building on the left, second story has open roofed porch (if not, re-roll or use other side of street)
54 - 57	Steps lead up as street follows contour of ground
58 - 61	Steps lead down as street follows contour of ground (street could lead under buildings, streets, walls, etc. via tunnel if applicable)
62 - 65	Street slopes gradually up as street follows contour of ground
66 - 69	Street slopes gradually down as street follows contour of ground (street could lead under buildings, streets, walls, etc. via tunnel if applicable)
70 - 72	Street slopes sharply up as street follows contour of ground
73 - 75	Street slopes sharply down as street follows contour of ground (street could lead under buildings, streets, walls, etc. via tunnel if applicable)
76 - 78	Arched colonnade protects building fronts on right
79 - 81	Arched colonnade protects building fronts on left
82 - 84	Arched colonnade protects building fronts on right and left
85 - 88	Permanent awning protects building fronts on right
89 - 92	Permanent awning protects building fronts on left
93 - 96	Permanent awning protects building fronts on right and left
97 - 00	Laundry line with linen crosses above street

TABLE 14: SPECIAL FEATURES (PORT CITIES)

Die Roll (d100)	Special Feature
01-03	Street crosses over canal, river, etc. using low bridge
04-06	Street crosses over canal, river, etc. using drawbridge
07-09	Street crosses over canal, river, etc. using high bridge
10-14	Street ends at canal, river, etc.
15-19	Street ends at small (20'-80' diameter) lake, pool, basin, etc.
20-24	Canal, river, etc. runs alongside the right side of the street (re-roll on previous table to determine street features)
25-29	Canal, river, etc. runs along the left side of the street (re-roll on previous table to determine street features)
30-00	Roll on Table 13: Special Features (Non-Port Cities)

Note: As mentioned above, port cities include any city that is adjacent to water, including oceans, lakes, rivers, estuaries, etc. All canals, rivers, etc. that do not directly lead back to the water are assumed to be diverted there using tunnels and sewers. Such features are 50% likely to be artificial canals, 40% likely to be natural streams, and 10% likely to be rivers that were simply built around. Canals will be 10-30' wide, streams 5-24' wide, and rivers 20-50' wide. Canals and rivers will be navigable by low-draft vessels, streams 12' wide or less will not be.

TABLE 15: DWARVEN DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-04	Armorer
-	-	05	Bake house
-	01-02	06	Barber
-	03-10	07-14	Blacksmith
01-08	11-15	-	Boarding House
09-11	16	-	Brewery
-	-	15-16	Butcher
-	17	17	Carpenter
-	-	18-19	City Watch Station
-	18	20	Cobbler
-	-	21-22	Engineer
-	19	23	Farrier
-	20	24	Fletcher
-	21	25	Furrier
-	22-25	-	General store
-	-	26	Glassblower
12-13	26	-	Guild Hall
14-49	27-46	27-39	House
50-53	47-50	-	Inn
-	-	40-44	Jeweler
-	51	45-49	Leatherworker
-	52	50-53	Mason
54-58	53-56	54-55	Merchant Office
-	57-58	56-61	Mill
59	-	-	Mint
-	59-60	62-64	Moneychanger
-	61-63	65	Pawnbroker
-	64	66-67	Restaurant
60-62	65-66	68-69	Ruin
-	67-71	70-78	Shop (misc.)

Large	Medium	Small	Building Function
-	72-73	79-80	Shrine
63-70	74-81	81-88	Tavern
71-72	82	-	Temple
73-80	83-92	-	Tenement
81-00	93-00	89-00	Warehouse

TABLE 16: ELVEN DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01	01	Alchemist
-	02-03	02-03	Armorer
-	-	04-05	Astrologer
-	-	06-08	Bake house
-	04-06	09-10	Barber
01-03	07-08	11-12	Bath
-	-	13	Butcher
-	-	14	Carpenter
-	09-10	-	Chiurgeon
-	-	15	City Watch Station
-	11	16	Cobbler
-	12	17	Farrier
-	13-15	18-20	Fletcher
-	-	21-22	Glassblower
04	16	-	Guild Hall
05-48	17-54	23-59	House
49-83	-	-	House with walled garden
84-85	56	-	Inn
86	57	-	Library
87	-	-	Meeting hall
-	58-59	60-61	Restaurant
88-89	60	62	Ruin
-	61	63-64	Scholar
90	62	-	School
-	63-87	65-91	Shop (misc.)
-	88-89	92-93	Shrine
91-94	90-92	94-96	Stable
-	93	97-98	Tailor
95-97	94-97	99-00	Tavern
98-99	98-99	-	Temple
00	00	-	Theater

TABLE 17: FOREIGN DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01-02	01-02	Armorer
-	-	03-04	Bake house
-	-	05-06	Barber
01-04	03	-	Barracks, City Watch
05-06	04	07	Bath
07-16	05-16	-	Boarding House
17-18	17	-	Brewery
19-23	18-23	-	Brothel
-	-	08-10	Butcher
-	-	11-18	City Watch Station
-	24-27	-	General store
24-42	28-45	19-50	House
43-48	46-51	-	Inn
49-50	-	-	Meeting hall
51-59	52-54	51-55	Merchant Office
-	55-59	56-61	Moneychanger

Large	Medium	Small	Building Function
-	60-63	62-65	Pawnbroker
60	64	-	Prison
-	65-68	66-70	Restaurant
61-65	69-73	71-75	Ruin
66-71	74-78	76-81	Stable
-	79-80	82-83	Tailor
72-83	81-90	84-93	Tavern
84-86	91-93	-	Temple
87-95	94-97	-	Tenement
-	98	94-96	Wainwright
96-00	99-00	97-00	Warehouse

Note: Foreign districts will usually (75%) be walled off from the rest of the city and strict curfews maintained.

TABLE 18: FORTRESS DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01-02	01-02	Armorer
-	-	03-05	Bake house
01	-	-	Bank
-	-	06	Barber
02-21	03-22	-	Barracks, City Watch
22-46	23-47	-	Barracks, Soldiers
-	48-50	07-09	Blacksmith
47	51	-	Brewery
-	52	-	Carpenter
-	53-54	-	Chiurgeon
-	55-56	10-12	Farrier
-	57-58	13-14	Fletcher
48-55	59-68	15-24	Granary
-	69-70	25-26	Leatherworker
56	-	-	Mint
57-58	71	-	Prison
59	72	27	Ruin
-	73-75	28-29	Shrine
60-66	76-82	30-35	Stable
67-98	83-99	36-00	Stronghold
99-00	00	-	Temple

Note: Strongholds in a fortress district will usually be small keeps, towers, etc. If possible, they will usually be part of the defensive wall system. All fortress districts are surrounded by gated walls.

TABLE 19: GARDEN DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-05	Barber
01-12	01-12	06-25	Bath
13-26	13-26	-	Brothel
-	-	26-32	City Watch Station
27-46	27-62	33-58	House
47-85	-	-	House with walled garden
86-95	63-67	-	Inn
96	68-69	-	Library
97-98	70-71	59-61	Ruin
-	72	62-63	Scholar
-	73-90	64-98	Shop (misc.)
-	91-92	99-00	Tailor
99-00	93-00	-	Theater

TABLE 20: GNOMISH DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01	01-02	Alchemist
-	-	03-05	Bake house
-	-	06	Barber
-	02-04	07-09	Blacksmith
01	05-07	-	Boarding House
-	-	10	Butcher
-	08	11-12	Carpenter
-	09	-	Chiurgeon
-	-	13-16	City Watch Station
-	10-11	17-19	Cobbler
-	-	20-24	Engineer
-	12-13	25	Farrier
-	14	26	Fletcher
-	15-16	27	Furrier
-	17-20	-	General store
-	-	28-30	Glassblower
02-04	21	-	Guild Hall
05-29	22-40	31-49	House
30-57	-	-	House with walled garden
58-60	41-43	-	Inn
-	-	50-59	Jeweler
-	44-45	60-62	Leatherworker
-	46-47	63-64	Limner
-	48-52	65-68	Mason
61-65	53	69	Merchant Office
-	54-62	70-73	Mill
-	63-65	74-75	Moneychanger
-	66-67	76-77	Pawnbroker
-	68	78	Restaurant
66-67	69	79	Ruin
-	70-71	80-82	Scholar
-	72-81	83-87	Shop (misc.)
-	82-85	88	Shrine
-	86-87	89-90	Tailor
68-73	88-93	91-96	Tavern
74-82	94-95	-	Temple
83-91	96	-	Tenement
-	97-98	97	Wainwright
92-00	99-00	98-00	Warehouse

TABLE 21: HALFLING DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-08	Bake house
-	01-02	09-10	Barber
01-05	03-06	11-12	Bath
06-09	07-11	-	Boarding House
10-15	12-15	-	Brewery
-	-	13-15	Butcher
-	-	16	Carpenter
-	-	17-19	City Watch Station
-	16-17	20-21	Cobbler
-	18	22	Farrier
-	19	23	Furrier
-	20-24	-	General store
-	-	24	Glassblower
16-17	25-26	-	Guild Hall
18-42	27-46	25-55	House
43-66	-	-	House with walled garden

Large	Medium	Small	Building Function
67-72	47-56	-	Inn
-	57	56-57	Leatherworker
73	58	-	Library
74-75	59-60	58-59	Merchant Office
-	61-64	60-64	Mill
76-77	65-66	65	Ruin
-	67-76	66-75	Shop (misc.)
-	77-79	76-77	Shrine
78-83	80-82	78-81	Stable
-	83-84	82	Tailor
84-94	85-96	83-94	Tavern
95-97	97-98	-	Temple
-	99	95-96	Wainwright
98-00	00	97-00	Warehouse

TABLE 22: HUMANOID DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01	01-03	Armorer
-	-	04	Bake house
01-08	02-07	-	Barracks, City Watch
-	08-11	-	Barracks, Slaves
09-14	12-14	-	Barracks, Soldiers
-	15-16	05-08	Blacksmith
15-24	17-24	-	Boarding House
25-26	25-26	-	Brewery
27-31	27-32	-	Brothel
-	-	09-11	Butcher
-	-	12	Carpenter
-	-	13-21	City Watch Station
-	33	22	Furrier
32-50	34-51	23-42	House
51-55	52-57	-	Inn
-	58-59	43-45	Leatherworker
56	60	-	Prison
57-63	61-67	46-51	Ruin
-	68-72	52-61	Shop (misc.)
-	73	62	Shrine
64-68	74-77	-	Slaughterhouse
69-70	78-79	63-65	Stable
71-74	80-82	66-72	Tannery
75-84	83-84	73-84	Tavern
85	85	-	Temple
86-94	86-96	-	Tenement
95-00	97-00	85-00	Warehouse

TABLE 23: MARKET DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01	Astrologer
-	-	02	Barber
01-02	01-02	03-04	Bath
-	-	05-06	Butcher
-	-	07-14	City Watch Station
-	03-07	-	General store
-	-	15-16	Glassblower
03-08	08-13	17-26	Granary
09-11	14-21	-	Guild Hall
12-17	22-28	-	Inn
-	-	27-28	Jeweler

Large	Medium	Small	Building Function
18-25	-	-	Meeting hall
26-31	29-34	29-33	Merchant Office
-	35-42	34-41	Moneychanger
-	43-45	42-44	Pawnbroker
32-33	46-48	45-48	Ruin
34	49	-	School
-	50-60	49-62	Shop (misc.)
35-42	61-65	-	Slaughterhouse
43-48	66-69	63-67	Stable
49-60	70-81	68-76	Tavern
-	82-89	77-79	Wainwright
61-00	90-00	80-00	Warehouse

TABLE 24: MERCHANTS' DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01	Astrologer
-	-	02-03	Barber
-	-	04-08	City Watch Station
01-07	01-07	09-13	Granary
08-13	08-11	-	Guild Hall
14-28	12-28	14-22	House
29-45	-	-	House with walled garden
-	-	23-30	Insurer
-	-	31-33	Jeweler
46-50	-	-	Meeting hall
51-78	29-60	34-58	Merchant Office
-	61-64	59-64	Moneychanger
79	65	65	Ruin
-	66-71	66-73	Shop (misc.)
-	72-73	74	Shrine
80-82	74	-	Slaughterhouse
83-86	75-78	75-78	Stable
87	79	79	Tannery
88-92	80-85	80-85	Tavern
93-00	86-00	86-00	Warehouse

TABLE 25: NECROPOLIS DISTRICT BUILDINGS

Large	Medium	Small	Building Function
01-50	01-35	01-38	Charnel House
51-70	26-59	39-60	Columbarium
71-90	60-79	61-87	Ruin
-	80-97	88-00	Shrine
91-00	98-00	-	Temple

TABLE 26: PALACE DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-02	Bake house
-	01	-	Barber
01-14	02-14	-	Barracks, City Watch
15-28	15-27	-	Barracks, Soldiers
29-30	28-29	03-04	Bath
31-37	30-35	15-16	Granary
38	-	-	Mint
39	36	-	Prison
-	37-39	17-19	Restaurant
-	40-41	20	Scholar
-	42-45	21-23	Shrine

Large	Medium	Small	Building Function
40-42	46-50	24-27	Stable
43-82	51-80	28-83	Stronghold
83-88	81-84	-	Temple
89-90	85-88	-	Theater
-	89-90	84-86	Wainwright
91-00	91-00	87-00	Warehouse

Note: Strongholds in a palace district will usually be small keeps, towers, etc. If possible, they will usually be part of the defensive wall system. All palace districts are surrounded by gated walls.

TABLE 27: RED LIGHT DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01	-	Barber
01-08	02-04	-	Barracks, City Watch
09-13	05-11	01-09	Bath
14-23	12-23	-	Boarding House
24-46	24-52	-	Brothel
-	-	10-21	City Watch Station
47-61	53-62	22-60	House
62-67	63-66	-	Inn
-	67-71	61-67	Pawnbroker
68-74	72-77	68-74	Ruin
75-84	78-86	75-00	Tavern
85-99	87-99	-	Tenement
00	00	-	Theater

TABLE 28: SLAVE DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-03	Bake house
01-06	01-08	-	Barracks, City Watch
07-36	09-38	-	Barracks, Slaves
37-44	39-46	-	Barracks, Soldiers
-	-	04-05	Butcher
-	-	06	Carpenter
-	-	07-20	City Watch Station
45-53	47-54	21-49	House
54-59	55-58	50-54	Merchant Office
60	59	-	Prison
61-72	60-71	55-66	Ruin
73-77	72-75	67-71	Stable
79-85	76-84	82-81	Tavern
86-97	85-96	-	Tenement
98-00	97-00	82-00	Warehouse

Note: Slave districts will be walled and gated 75% of the time, and carefully patrolled to ensure all such servants are accounted for and unable to plot mischief.

TABLE 29: SLUM DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-03	Bake house
01-10	01-08	-	Barracks, City Watch
11-24	09-23	-	Boarding House
25-27	24-26	-	Brewery
28-34	27-33	-	Brothel
-	-	04-05	Butcher
-	-	06-20	City Watch Station

Large	Medium	Small	Building Function
35-40	34-38	21-26	Granary
-	-	27-56	House
41	-	-	Meeting hall
42	39	-	Prison
43-57	40-54	57-71	Ruin
58-64	55-58	-	Slaughterhouse
65-67	59-61	72-75	Stable
68-73	62-64	76-81	Tannery
74-82	65-73	82-92	Tavern
83	74	-	Temple
84-96	75-91	-	Tenement
97-00	92-00	93-00	Warehouse

TABLE 30: TEMPLE DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-04	Astrologer
01-04	01-02	05-07	Bath
05-12	03-08	-	Boarding House
-	-	08-14	City Watch Station
13-27	09-27	15-47	House
28-57	-	-	House with walled garden
58-59	28-31	-	Inn
60-62	32	-	Library
63-64	-	-	Meeting hall
65-66	33-35	48-50	Ruin
-	36	51-53	Scholar
67	37-38	-	School
-	-	54-61	Scribe
-	39-71	62-00	Shrine
68-00	72-00	-	Temple

TABLE 31: THEATER DISTRICT BUILDINGS

Large	Medium	Small	Building Function
01-05	01-04	01-04	Bath
06-14	05-16	-	Boarding House
15-18	17-22	-	Brothel
-	-	05-09	Carpenter
-	-	10-20	City Watch Station
19-21	23	-	Guild Hall
22-37	24-41	21-53	House
38-48	-	-	House with walled garden
49-60	42-46	-	Inn
61-63	-	-	Meeting hall
-	-	54-78	Restaurant
64-66	47-48	79-81	Ruin
67-80	49-56	82-00	Tavern
81-88	57-76	-	Tenement
89-00	77-00	-	Theater

TABLE 32: THIEVES' DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-03	Bake house
-	-	04-05	Barber
01-07	01-04	-	Barracks, City Watch
08-18	05-16	-	Boarding House
19-26	17-22	-	Brothel
-	-	06-08	Butcher

Large	Medium	Small	Building Function
-	-	09-25	City Watch Station
27-29	23-24	-	Guild Hall
30-37	25-33	26-53	House
39-45	-	-	House with walled garden
46-50	34-38	-	Inn
51-54	-	-	Meeting hall
55	39	-	Prison
56-64	40-48	54-62	Ruin
65-69	49-51	63-65	Stable
70-72	52-55	66-69	Tannery
73-84	56-73	70-82	Tavern
85-98	74-92	-	Tenement
99-00	93-00	83-00	Warehouse

Note: Guild halls in a thieves' district will of course be headquarters of less than savory organizations, such as thieves' guilds, assassins' guilds, beggars' guilds, etc. Sometimes these can be out in the open and proudly proclaimed for what they are, but in situations where more discretion is necessary due to less-than-understanding authorities, roll again to see what the guild hall is disguised as.

TABLE 33: TRADESMEN'S DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01	01	Alchemist
-	02-04	02-04	Armorer
-	-	05	Astrologer
-	-	06-08	Bake house
-	05-07	09	Barber
-	08-10	10-12	Blacksmith
01-10	11-16	-	Boarding House
11-16	17-19	-	Brewery
-	-	13-15	Butcher
-	20-21	16-18	Carpenter
-	-	19-21	Charcoal maker
-	-	22-25	City Watch Station
-	22-24	26-28	Cobbler
-	-	29	Engineer
-	25-30	30-32	Farrier
-	31-32	33-34	Fletcher
-	33-35	35-36	Furrier
-	-	37-38	Glassblower
17-23	36-39	39-41	Granary
24-41	40-48	-	Guild Hall
42-46	49-50	42-46	House
47-52	51-54	-	Inn
-	-	47-49	Jeweler
-	-	50-52	Leatherworker
-	55-57	53-55	Limner
-	58-60	56-58	Mason
53-57	-	-	Meeting hall
58-67	61-64	59-60	Merchant Office
-	65-69	61-66	Mill
68	70	67	Ruin
-	-	68	Scribe
-	71-76	69-76	Shop (misc.)
69-73	77-79	-	Slaughterhouse
74-78	80-82	77-80	Stable
-	83-85	81-83	Tailor
79-85	86-88	84-87	Tannery

Large	Medium	Small	Building Function
86-93	89-94	88-94	Tavern
94-95	-	-	Tenement
-	95-97	95-97	Wainwright
96-00	98-00	98-00	Warehouse

TABLE 34: UNIVERSITY DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-02	Barber
01-20	01-35	-	Boarding House
21-25	36-38	-	Brothel
-	-	03-13	City Watch Station
26-36	39-44	14-60	House
37-45	-	-	House with walled garden
46-50	45-49	-	Inn
51-54	50-52	-	Library
55-57	-	-	Meeting hall
-	-	61-69	Restaurant
58-61	53-56	70-73	Ruin
62-85	57-86	-	School
-	-	74-80	Shop (misc.)
86-95	87-93	81-00	Tavern
96	94	-	Temple
97-99	95-99	-	Tenement
00	00	-	Theater

TABLE 35: UPPER CLASS DISTRICT BUILDINGS

Large	Medium	Small	Building Function
01-03	-	-	Bank
04-11	01-09	01-07	Bath
12-18	10-15	-	Brothel
-	-	08-19	City Watch Station
19-38	16-57	20-58	House
39-63	-	-	House with walled garden
64-74	58-68	-	Inn
-	-	59-61	Insurer
-	-	62-66	Jeweler
75-76	69-70	-	Library
77-80	71-76	67-70	Merchant Office
-	-	71-78	Restaurant
81	77-78	79-80	Ruin
82	79	-	School
83-86	80-85	81-85	Stable
87-93	86-95	86-00	Tavern
94-96	96-97	-	Temple
97-00	98-00	-	Theater

Note: Brothels in upper class districts will be discreet and tasteful places, with a high-class clientele and workers.

TABLE 36: WAREHOUSE DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	-	01-02	Carpenter
-	-	03-08	City Watch Station
01-15	01-15	09-31	Granary
16-26	16-18	32-34	Merchant Office
27-34	19-27	35-43	Ruin
35-40	28-33	44-50	Tavern

Large	Medium	Small	Building Function
41-55	34-49	-	Tenement
56-00	50-00	51-00	Warehouse

TABLE 37: WATERFRONT DISTRICT BUILDINGS

Large	Medium	Small	Building Function
01-20	01-11	-	Boarding House
21-29	12-17	-	Brothel
-	-	01-07	Carpenter
-	-	08-16	City Watch Station
30-36	-	-	Drydock
-	-	17-19	Engineer
-	-	20-30	Fishmonger
37-39	18-19	-	Guild Hall
40-45	20-24	-	Inn
-	-	31-34	Insurer
-	-	35-36	Limner
46-49	-	-	Meeting hall
-	25-32	-	Merchant Office
-	33-38	37-40	Mill
-	39-40	-	Moneychanger
-	41-43	41-43	Pawnbroker
-	-	44-49	Restaurant
50-53	44-46	50-51	Ruin
-	47-52	52-60	Sailmaker
54-60	53-59	61-70	Shipwright
-	60-64	71-74	Shop (misc.)
-	65-66	-	Shrine
-	67-69	75-77	Stronghold
61-72	70-81	78-89	Tavern
73-74	82-83	-	Temple
75-87	84-93	-	Tenement
88-00	94-00	90-00	Warehouse

TABLE 38: WIZARDS' DISTRICT BUILDINGS

Large	Medium	Small	Building Function
-	01-09	01-09	Alchemist
-	-	10-16	Astrologer
01-02	10-11	17-19	Bath
-	-	20-25	City Watch Station
-	-	26-32	Glassblower
03-14	12-15	-	Guild Hall
15-46	16-47	33-42	House
47-86	-	-	House with walled garden
87-90	48-51	-	Library
91-96	52-57	43-47	Ruin
-	-	48-52	Scholar
-	-	53-60	Scribe
-	58-71	61-84	Shop (misc.)
-	72-92	85-00	Stronghold
97-99	93-94	-	Temple
00	95-00	-	Theater

Note: Strongholds in a wizards' district will be a wizard's tower, and will be twice the height normally indicated. A miscellaneous shop will specialize in various items of use to wizards and their ilk, such as lab equipment, spell components, and the like.

TABLE 39: MERCHANT OFFICE

Die Roll (d100)	Merchant Type
01 - 09	Beer
10 - 16	Caravan organizer
17 - 25	Grain
26 - 33	Hay
34 - 42	Livestock
43 - 48	Luxuries
49 - 54	Precious metals
55 - 60	Shipping company (port city only)
61 - 67	Slaves
68 - 73	Spices
74 - 82	Timber
83 - 91	Wine
92 - 00	Wool

Random Urban Encounters

Because they are so small, random encounters for thorps, hamlets, and villages are not done using random tables. If such an encounter is indicated, the various buildings of the settlement should be used as the basis for the encounter table, providing as they do a good estimation of all of the inhabitants that are likely to be encountered. If something more interesting is called for, it should be determined by the GM (although judicious use of the city tables below could also provide some amusing and interesting turns in the middle of the night).

For all character-class NPC encounters, see Appendix A: NPC Parties to determine magic items, flesh out specifics like alignment, etc.

Assassin encounters will be with 1d3 assassins of levels 1d4+5. They will look and act like regular thieves (see below) 45% of the time, and 45% of the time they will attempt to slay victims and steal their belongings. The other 10% of the time, they will be on a mission to assassinate some specific target. The target may live in the district, or they may be simply passing through.

Bandit encounters will be with 3d4 bandits (see **ADVENTURES DARK AND DEEP™ BESTIARY**). Daytime encounters will see them scouting out territory or likely targets. Nighttime encounters will have them actively plying their trade.

Barbarian encounters will be with one barbarian of level 1d4+5.

Bard encounters will be with one bard level 1d6+4, plus two henchmen level 1d4. They are typically gregarious with those to whom they are positively disposed.

Beggar encounters will be with someone asking for alms, invariably poor and raggedy, often maimed, crippled, diseased, a religious aesthete, etc. 10% of beggars will be thieves (see below). There is a 1-8% chance a beggar will have useful information, but must be paid to reveal it. Any payment to a beggar will attract 1d10-1 beggars, who will begin to swarm the generous giver.

Broken wagon encounters are with a single wagon with a broken axle, slipped wheel, etc. The wagon and team will block the street, either slowing or preventing passage. The blockage will last for 1d4 hours.

Cavalier encounters will be with one cavalier of level 1d6+4, with associated retainers.

City official encounters will be with minor officials 90% of the time. Minor officials (tax collectors, customs inspectors, shire reeves, bailiffs, junior officers of the city watch, etc. They will be imperious and condescending, and accompanied by 1d4 city watchmen (see below). Major officials will be encountered 10% of the time, such as an alderman, deputy mayor, captain of the watch, magistrate, judge, etc. They will be accompanied by 2d4 city watchmen and will be similarly unpleasant and demanding.

City watch encounters will be squads of the official peacekeepers of the city. Each squad has 5 soldiers (0 level, ring armor, longsword), either a mage (level 1d4) or cleric (level 1d4+1), and will be led by a sergeant (fighter level 1-3, steel scale armor, longsword). At night, or in a foreign, humanoid, slave, or slum district, two such squads will be encountered, led by a lieutenant (fighter level 4-5, steel cuirass,

longsword). Squads may question, harass, and even detain suspicious-looking individuals or groups.

Cleric encounters will be with 1d6 clerics. The first will be level 1d6+5, while any others will be level 1d4. Clerics will typically attempt to seek converts or donations, while evil clerics may be on the hunt for sacrificial victims.

Crier encounters are with hired criers, who will either be announcing official proclamations (25%), important news (15%), or private announcements such as hiring opportunities, sales on merchandize at particular shops, wedding bans, etc. (60%).

Druid encounters will be with one druid of level 1d6+5. There is a 50% chance he will be accompanied by 1d4-1 druids of level 1d4, and a 50% chance he will be accompanied by 1d4 fighters of level 1d6. As a rule, druids will not welcome conversations with strangers.

Drunk encounters will be with a drunken derelict 50% of the time, and with a group of 1d4 intoxicated merrymakers the other 50%. Reactions will be exaggerated; hostile reactions will result in verbal abuse and threats of violence, while positive reactions will have the drunk(s) treating the PCs like long-lost comrades. See the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT** for the effects of intoxication). For all non-derelicts, roll on the following table to determine their real nature:

Die Roll (d100)	Intoxicated Merrymakers
01	Assassin
02 - 11	Bandit
12 - 13	Bard
14 - 15	Cavalier
16 - 17	City official
18 - 22	City watchman
23 - 24	Cleric
25	Druid
26 - 30	Fighter
31 - 37	Gentleman
38	Illusionist
39	Jester
40 - 54	Laborer
55 - 56	Mage
57 - 61	Mercenary
62 - 66	Merchant
67	Mystic
68	Noble
69 - 76	Rake
77 - 81	Ruffian
82 - 91	Sailor
92	Savant
93	Scholar
94 - 95	Thief
96 - 100	Tradesman

Fighter encounters will be with a fighter of level 2d4+4. He will have 1d4-1 henchmen level 1d4.

Fire encounters indicate a nearby building has caught fire. A crowd will inevitably assemble (which itself impedes traffic), and neighbors

will almost certainly (80%) form a bucket brigade to help put out the blaze. Fires are the cause of the vast majority of ruins within a city.

Gentleman encounters can vary. Roll on the following table to determine the type of gentleman encountered:

Die Roll (d10)	Gentleman Encountered
1-4	Fop and 1d4 foppish followers
5-8	Fighter level 1d4+6
9-0	Gentlewoman

All will easily take offense (-15% to encounter reactions), but their actions will differ depending on type. Fops will seek to hurt their enemies indirectly, by causing trouble for them with nobles, city officials, bribing the city watch to lean on them, etc. Fighters will immediately seek satisfaction by duel. Gentlewomen will send champions (fighter level 1d4+6) to do their fighting for them.

Goodwife encounters will be with a single woman who could pass for anyone else (mage, druid, gentlewoman, etc.). The slightest offense will be taken as license to accuse, loudly and hysterically, the offender of the most horrific crimes, calling for the city watch, etc. If on their good side, however, goodwives have a 20% chance of knowing useful information (gossip).

Harlot encounters are with a single prostitute, but few will actually be so obviously members of that ancient profession. If the type of harlot is not specified, roll to see what sort of encounter the harlot is mistaken for:

Die Roll (d100)	Harlot Type	Mistaken For...
01-10	Slovenly trull	Beggar
11-25	Brazen strumpet	Thief
26-35	Cheap trollop	Bard/jester
36-50	Typical streetwalker	n/a
51-65	Saucy tart	Fighter
66-75	Wanton wench	Goodwife
76-85	Expensive doxy	Gentlewoman
86-90	Haughty courtesan	Noblewoman
91-92	Aged madam	Pilgrim
93-94	Wealthy procuress	Mage/illusionist/savant
95-98	Sly pimp	Merchant
99-00	Rich panderer	Gentleman

There is a 20% chance any given harlot is a thief, or working in concert with one. There is also a 45% chance the harlot will claim to know useful information (for a fee), but one in three of those so claiming will be making it up to get paid.

Pimps are not themselves harlots, but will have 2d4 harlots under them, of various types. They can be thieves (20%) or mountebanks (10%) themselves.

Illusionist encounters will be with a single illusionist of level 1d4+6. He will have 1d4-1 apprentice illusionists (level 1d4) 50% of the time, or 1d3 fighters (level 1d6) as guards 50% of the time. They generally seek to be left to their own devices and avoid conversation.

Jester encounters will be with one jester of level 2d4+4. He will be accompanied by 1d4 jesters of levels 1d4. There is a 50% chance they will be performing on the street, looking for donations, and a further 50% chance that this is just a distraction from some other mission (keeping an eye on a place or individual, distracting from a burglary, etc.).

Laborer encounters will be with 3d4 workmen. During the day, they will be engaged in their job; hauling cargo, digging ditches, etc. Nighttime encounters will find them on their way home from work. Either way they are stronger than most commoners (minimum strength 13), and 10% will have friends in, or be members of, the city watch. Either way, the watch will not look kindly on such upstanding citizens being harassed.

Mage encounters will be with one mage of level 1d6+6 and 1d4 henchmen. Of these henchmen, there is a 60% chance any given henchman will be an apprentice mage of level 1d6, and a 40% chance it will be some other class (level 1d4+3).

Mercenary encounters will appear to be 3d4 workmen. In reality they will be swords for hire, with one sergeant (level 1 fighter) for every 3 men, and one officer (fighter level 1d4+1) if there are ten or more present. Any given group of mercenaries will already be employed 70% of the time, but will be looking for work 30%.

Merchant encounters will be with 1d3 traders and sellers, but there is a 10% chance they will be mistaken for city officials or nobles. At night, or in a humanoid, slave, slum, or thieves' district, they will be accompanied by 2d4 guards (level 1 fighters, mail, longsword). They have a 10% chance of knowing valuable information.

Mob encounters will be with an irate crowd of 30-120 locals, protesting some outrage or injustice. There is a 20% chance per hour that the mob will become violent, and a 50% chance per hour that the city watch will be called in to disburse it.

Monster encounters must be handled with care by the game master. It's too easy for an errant roll of the dice to indicate an encounter which is completely out of place. In such instances, the roll should be re-rolled to make it more in line with the campaign. Creatures from the outer planes and powerful undead creatures in particular should be treated with care. The GM should also feel free to add or substitute creatures to the following table according to the specifics of the campaign.

Die Roll (d1000)	Monster Encounter
001 - 015	Caryatid column
016 - 059	Centipede, large
060 - 079	Clurichaun
080 - 089	Doppelgänger
090 - 109	Earwig
110 - 110	Extra-planar creature
111 - 145	False web (50% bearded, 50% skinny)
146 - 245	Fly, giant
246 - 260	Gargoyle
261 - 270	Giant, Verlaang
271 - 290	Golden scarab
291 - 295	Golem, lesser
296 - 335	Honeybee, giant
336 - 350	Hornet, giant
351 - 365	Leprechaun

Die Roll (d1000)	Monster Encounter
001 - 015	Caryatid column
016 - 059	Centipede, large
060 - 079	Clurichaun
366 - 390	Lycanthrope, vixen (nanaue if in waterfront district in warm climate salt water)
391 - 430	Lycanthrope, wererat
431 - 445	Lycanthrope, weretiger (wereseal if in waterfront district in cold climate salt water)
446 - 470	Lycanthrope, werewolf (marine werewolf if in waterfront district)
471 - 480	Medusa
481 - 500	Mouse, giant white
501 - 510	Nixie (if in waterfront district on fresh water, otherwise re-roll)
511 - 545	Numblin
546 - 547	Rakshasa
548 - 647	Rat man
648 - 672	Selkie (if in waterfront district on salt water)
673 - 922	Spider, large
923 - 952	Undead (see below)
953 - 990	Wasp, giant
991 - 999	Will-o-wisp
000	Use wilderness encounter table for appropriate terrain and climate

Die Roll (d100)	Extra-Planar Creature Encounter
01-10	Angel
11-20	Daemon
21-45	Demon
46-70	Devil
71-80	Lexon
81-90	Night hag
91-00	Ranian

Mountebank encounters are with 1d4 mountebanks. The first will be level 2d4+3, any others will be level 1d4. There is a 50% chance they are working together on some sort of confidence game, either on a particular target or to a general audience (such as the shell game, selling snake oil, etc.). They will generally be well-disposed towards strangers, but if a negative reaction is indicated this is only a front, and they intend to fleece the newcomer if possible.

Mystic encounters are with one mystic of level 1d4+5. They will be somewhat other-worldly, but not necessarily brusque with strangers.

Neighborhood patrol encounters are with a group of 2d6+6 non-humans native to the district. They will be commoners, but will be led by 1 fighter of 1d3 level, and 1 multi-classed character appropriate to the race in question of a total of 2d4 levels. There is a 20% chance they will be accompanied by an animal appropriate to the race (giant badgers to gnomes, war dogs to halflings, etc.). They will be act as do city watchmen, but will be especially suspicious of outsiders to the district.

Noble encounters will be with a nobleman 75% of the time and a noblewoman 25% of the time. Nobles will be attended by 1d4 guards (fighters, level 1d4), 1d2 servants, and there is a 75% likelihood they

will be carried by bearers in a sedan chair. Noblemen are 70% likely to be mistaken for city officials or wealthy merchants, and noblewomen are 30% likely to be mistaken for haughty courtesans. There is an 80% chance a noble will be a fighter and a 20% chance of his being a cleric. Level will be 1d8+1. Noblewomen will also have access to champions of similar level. Insults of even the slightest sort will be dealt with severely.

Non-humans: Whenever a non-human encounter is indicated, if the encounter is in a particular demi-human or humanoid neighborhood, there is a 90% chance that the character will be of the local race. If not, or if in a more general neighborhood, roll percentile dice to determine race, re-rolling if the race is not applicable to the class:

Die Roll (d100)	Non-Human Race
01 - 14	Dwarf, Hill
15 - 27	Dwarf, Mountain
28 - 35	Elf, Grey
36 - 62	Elf, Half-
63 - 69	Elf, High
70	Elf, Wood
71 - 73	Gnome, Forest
74 - 77	Gnome, Hill
78 - 83	Halfling
84 - 00	Half-orc

All non-human encounters have a chance of being multi-classed. See Appendix A: NPC Parties to determine specifics. For level, take the level normally indicated and divide by the number of classes.

NPC party encounters will be with an adventuring party similar to that of the PCs. The exact composition of the party should be determined according to Appendix A: NPC Parties, but add 15% to the roll for experience level (use the "Civilized") column. If there are already NPC parties known to the PCs operating in the city, there is a 75% chance it will be one of them, rather than some new group.

Paladin encounters will appear to be just another fighter. The paladin will be alone, and will be level 1d4+5.

Peddler encounters are with a seller of minor trinkets, tools, ribbons, buttons, geegaws, utensils, and the like. There is an 80% chance that a peddler will have exactly what the buyer is looking for, as long as it fits into that category. They do not sell weapons or magic items of any sort.

Performers encounters will be with 1d4 musicians, jugglers, dramatists, or demagogues. There will be a crowd of 3d8 people watching the show during the day, and 1d8-2 at night (except in places with a vibrant nightlife). Such shows will attract pickpockets to fleece the crowd 25% of the time.

Pilgrim encounters will be with 3d4 religious seekers, either starting or in the midst of some journey to a holy shrine or event. Every 4 pilgrims will have a higher-level character type (see Appendix B: New Monsters). They will try to press others to join in their religious wandering.

Press gang encounters will be with 2d8 laborer/mercenary/ruffian types armed with clubs and swords. They will all be 1st level fighters, with one leader level 1d4+1. They will attempt to force likely prospects

(the weak, intoxicated, injured) into joining the army or crew of a ship (if in a waterfront neighborhood).

Rake encounters will be with 1d4+1 young upper-class gentlemanly types. They will be rude, aggressive, and spoiling for a fight (-25% reaction adjustment). There is a 25% chance they will be drunk as well.

Ranger encounters will be with one ranger of level 1d4+6. He will look like an ordinary fighter.

Religious procession encounters will be with a line of 2d6+6 religious believers parading through the streets soliciting donations, dispensing alms and blessings (or harangues against sin), etc. There is a 50% chance they will be carrying some sort of religious icon (statue, banner, etc.). They will be led by a cleric of level 1d4+3, and there will be 1d3 clerics assisting as well (level 1d4).

Ruffian encounters are with 1d6+6 nondescript men armed with clubs and daggers (fight as 2d8 HD monsters). They have a -30% reaction adjustment, and are more interested in violence than loot. Some 5% of ruffians will actually be assassins.

Runaway cart encounters indicate a cart or wagon is hurtling down the street out of control, in the direction of the PCs. Each must make a successful DEX check or suffer 1d8 h.p. of damage from the vehicle.

Sailors encounters will be with 1d6+6 sailors on leave. They will be armed with daggers, and are prone to engaging in a "friendly fight or two." They will be drunk 25% of the time, making them even more prone to violence and assault.

Savant encounters will be with a single savant of level 1d6+6. He will be attended by 1d3+1 fighters of level 1d4, as well as 1d2 apprentice savants of level 1d4. As with most users of magic, savants are most desirous of being left to their own devices.

Scholar encounters will be with 1d3 commoners, each with 1 (70%), 2 (20%), or 3 (10%) levels of the scholarship secondary skill. Roll randomly for specialty. They will be accompanied by a group of 3d4 students (commoners, but with a +1 bonus on all to hit rolls when fighting unarmed) who will defend them if needed.

Slave encounters will be as per the normal encounter description, but the slaves will usually (80%) wear some sort of identifying mark; tattoo, collar, brand, special clothing, etc.

Soldiers encounters are with an armed patrol of 1d6+4 soldiers marching in formation (level 0, wearing mail, armed with mace and spear). They will be led by a sergeant (level 1d3, wearing mail, armed with sword). They won't get involved in petty disputes, law enforcement, etc., unless a noble or official is involved.

Thief encounters will be with 1d4 thieves. The first will always be level 1d4+7. If he is alone, he will be an adventurer type passing through. If there are additional thieves with him, they will be level 1d4 apprentice thieves, part of the city's guild and on a job.

Tinker encounters will be with a traveling fixit man, who specializes in repairing metal utensils, pots, etc. He cannot repair weapons, or anything beyond the simplest repairs to armor.

Tradesman encounters will be with 2d4 laborer-types. These are skilled workers; smiths, glassblowers, carpenters, limners, etc. During the day they will be on the job or going to/from work. During the evening they will be lingering after a hard day's work, and the local city watch will not take kindly to upstanding citizens being harassed.

Undead encounters should be used sparingly, and re-rolled if they don't make sense. A vampire walking through a market in broad daylight, for instance, is something that should probably be redone, unless the GM can figure out a very clever reason for it to be happening.*

Die Roll (d100)	Undead Encounter
01 - 08	Child spirit
09 - 16	Coffer corpse
17 - 24	Ghost
25 - 28	Ghost
29 - 40	Ghoul
41 - 52	Poltergeist
53 - 68	Restless spirit
69 - 76	Shadow
77 - 80	Specter
81 - 84	Vampire
85 - 92	Wight
93 - 00	Wraith

DWARVEN DISTRICT

Die Roll (d1000)		Encounter
Day	Night	
-	001 - 004	Assassin, human
-	005 - 020	Assassin, non-human
001 - 020	021 - 095	Bandit
021 - 030	096 - 115	Barbarian, human
031 - 032	116 - 117	Bard, human
033 - 040	118 - 125	Bard, non-human
041 - 050	126 - 135	Bear, brown (tame)
051 - 070	136 - 155	Beggar
071 - 080	-	Broken wagon
081 - 090	-	Cavalier, human
091 - 100	-	City official
101 - 120	156 - 195	City watch
121 - 140	196 - 210	Cleric, human
141 - 190	-	Crier
-	211 - 220	Dog, wild
191 - 200	221 - 270	Drunk
201 - 220	271 - 290	Fighter, human
221 - 230	291 - 310	Fire
231 - 240	311 - 320	Gentleman
241 - 250	321 - 330	Goodwife
251 - 260	331 - 380	Harlot
261 - 270	-	Illusionist, human

* Such can, of course, be used to test the limits of the GM's imagination and improvisational skills. For instance, the PCs could see a coffin being transported through that market, not knowing what lies within.

Die Roll (d1000)		
Day	Night	Encounter
271 - 280	-	Jester, human
281 - 330	381 - 390	Laborer
331 - 350	391 - 400	Mage, human
351 - 380	401 - 430	Mercenary
381 - 440	431 - 440	Merchant
441 - 460	441 - 450	Mob
-	451 - 460	Monster
461 - 480	461 - 480	Mountebank, human
481 - 490	-	Mystic, human
-	481 - 630	Neighborhood patrol
491 - 510	631 - 640	Noble
511 - 540	641 - 670	NPC party
541 - 600	671 - 680	Peddler
601 - 630	681 - 690	Performers
631 - 640	691 - 700	Pilgrim
641 - 650	701 - 710	Press gang
-	711 - 730	Rake
-	731 - 760	Rat
651 - 660	761 - 770	Rat, giant
661 - 670	771 - 780	Religious procession
671 - 685	781 - 820	Ruffian
686 - 695	-	Runaway cart
696 - 705	-	Savant, human
706 - 715	821 - 840	Thief, human
716 - 735	841 - 880	Thief, non-human
736 - 770	881 - 885	Tinker
771 - 900	886 - 900	Tradesman
901 - 000	901 - 000	Use table from adjacent district

ELVEN DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 003	Assassin, human
-	004 - 013	Assassin, non-human
001 - 008	014 - 028	Bandit
009 - 012	029 - 030	Bard, human
013 - 021	031 - 043	Bard, non-human
022 - 028	044 - 045	Beggar
029 - 038	-	Broken wagon
039 - 041	046 - 048	Cavalier, human
042 - 048	049 - 055	Cavalier, non-human
049 - 058	-	City official
059 - 068	056 - 075	City watch
069 - 078	076 - 080	Cleric, human
079 - 098	081 - 105	Cleric, non-human
099 - 148	-	Crier
149 - 152	106 - 108	Druid, human
153 - 163	109 - 115	Druid, non-human
164 - 170	116 - 126	Drunk
171 - 175	127 - 126	Eagle, giant
176 - 185	127 - 140	Fighter, human
186 - 195	141 - 154	Fighter, non-human
196 - 205	155 - 174	Fire
206 - 215	175 - 184	Gentleman
216 - 225	185 - 194	Goodwife
226 - 235	195 - 224	Harlot
236 - 240	-	Illusionist, human

Die Roll (d1000)		
Day	Night	Encounter
241 - 250	-	Jester, human
251 - 270	225 - 230	Laborer
271 - 290	231 - 240	Mage, human
291 - 320	241 - 260	Mage, non-human
321 - 335	261 - 275	Mercenary
336 - 395	276 - 295	Merchant
396 - 405	296 - 305	Mob
-	306 - 315	Monster
406 - 415	316 - 325	Mountebank, human
416 - 435	326 - 350	Mountebank, non-human
436 - 445	351 - 360	Mystic, human
446 - 465	361 - 385	Mystic, non-human
-	386 - 535	Neighborhood patrol
466 - 485	536 - 545	Noble
486 - 515	546 - 575	NPC party
516 - 520	576 - 580	Paladin
521 - 560	581 - 590	Peddler
561 - 600	591 - 610	Performers
601 - 610	611 - 620	Pilgrim
611 - 620	621 - 630	Press gang
-	631 - 650	Rake
621 - 630	651 - 665	Ranger, human
631 - 650	666 - 700	Ranger, non-human
-	701 - 730	Rat
651 - 660	731 - 740	Rat, giant
661 - 670	741 - 750	Religious procession
671 - 685	751 - 785	Ruffian
686 - 695	-	Runaway cart
696 - 705	-	Savant, human
706 - 725	786 - 795	Savant, non-human
726 - 735	796 - 815	Thief, human
736 - 765	816 - 865	Thief, non-human
766 - 800	866 - 880	Tinker
801 - 900	881 - 900	Tradesman
901 - 000	901 - 000	Use table from adjacent district

FOREIGN DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 010	001 - 030	Assassin, human
011 - 015	031 - 040	Assassin, non-human
016 - 050	041 - 110	Bandit
051 - 067	111 - 154	Barbarian, human
068 - 070	155 - 160	Barbarian, non-human
071 - 077	161 - 167	Bard, human
078 - 080	168 - 170	Bard, non-human
081 - 088	171 - 175	Beggar
089 - 108	176 - 180	Broken wagon
109 - 119	181 - 184	Cavalier, human
120 - 123	185	Cavalier, non-human
124 - 143	186 - 195	City official
144 - 323	196 - 555	City watch
324 - 338	556 - 562	Cleric, human
339 - 343	563 - 565	Cleric, non-human
344 - 393	-	Crier
394 - 403	566 - 575	Dog, wild
404 - 410	576 - 582	Druid, human

Die Roll (d1000)		
Day	Night	Encounter
411 - 413	583 - 585	Druid, non-human
414 - 433	586 - 615	Drunk
434 - 448	616 - 630	Fighter, human
449 - 453	631 - 635	Fighter, non-human
454 - 463	636 - 655	Fire
464 - 493	656 - 670	Gentleman
494 - 523	671 - 680	Goodwife
524 - 553	681 - 715	Harlot
554 - 562	716 - 724	Illusionist, human
563	725	Illusionist, non-human
564 - 570	726 - 732	Jester, human
571 - 573	733 - 735	Jester, non-human
574 - 623	736 - 745	Laborer
624 - 630	746 - 752	Mage, human
631 - 633	753 - 755	Mage, non-human
634 - 663	756 - 770	Mercenary
664 - 703	771 - 780	Merchant
704 - 723	781 - 790	Mob
724 - 733	791 - 810	Monster
734 - 748	811 - 825	Mountebank, human
749 - 753	826 - 830	Mountebank, non-human
754 - 760	831 - 837	Mystic, human
761 - 763	838 - 840	Mystic, non-human
764 - 773	-	Noble
774 - 803	841 - 880	NPC party
804 - 810	881 - 887	Paladin
811 - 813	888 - 890	Peddler
814 - 823	-	Performers
824 - 828	891 - 895	Pilgrim
829 - 848	896 - 900	Press gang
849 - 858	901 - 925	Rake
859 - 865	926 - 929	Ranger, human
866 - 868	930	Ranger, non-human
869 - 878	931 - 940	Rat
879 - 888	941 - 950	Rat, giant
889 - 898	-	Religious procession
899 - 913	951 - 970	Ruffian
914 - 928	-	Runaway cart
929 - 935	-	Savant, human
936 - 938	-	Savant, non-human
939 - 948	971 - 990	Thief, human
949 - 958	991 - 000	Thief, non-human
959 - 973	-	Tinker
974 - 993	-	Tradesman
994 - 000	-	Use table from adjacent district

FORTRESS DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 010	Assassin, human
001 - 020	011 - 020	Cavalier, human
021 - 030	021 - 025	Cavalier, non-human
031 - 110	026 - 095	City official
111 - 150	096 - 175	City watch
151 - 170	176 - 185	Cleric, human
171 - 180	186 - 190	Cleric, non-human
181 - 230	-	Crier

Die Roll (d1000)		
Day	Night	Encounter
231 - 250	191 - 200	Fighter, human
251 - 260	201 - 205	Fighter, non-human
-	206 - 245	Harlot
261 - 267	-	Illusionist, human
268 - 270	-	Illusionist, non-human
271 - 280	-	Laborer
281 - 300	246 - 305	Mercenary
301 - 370	306 - 375	Noble
371 - 385	376 - 400	NPC party
386 - 405	401 - 405	Paladin
406 - 430	406 - 455	Press gang
431 - 437	-	Ranger, human
438 - 440	-	Ranger, non-human
-	456 - 480	Rat
441 - 447	-	Savant, human
448 - 450	-	Savant, non-human
451 - 950	481 - 980	Soldiers
-	981 - 990	Thief, human
-	991 - 000	Thief, non-human
951 - 000	-	Tradesman

GARDEN DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 007	001 - 021	Assassin, human
008 - 010	022 - 030	Assassin, non-human
011 - 020	031 - 060	Bandit
021 - 050	061 - 100	Bard, human
051 - 060	101 - 115	Bard, non-human
061 - 090	116 - 135	Beggar
091 - 120	136 - 150	Cavalier, human
121 - 130	151 - 155	Cavalier, non-human
131 - 160	156 - 165	City official
161 - 230	166 - 305	City watch
231 - 245	306 - 312	Cleric, human
246 - 250	313 - 315	Cleric, non-human
251 - 255	-	Crier
-	316 - 325	Dog, wild
256 - 285	326 - 332	Druid, human
286 - 295	333 - 335	Druid, non-human
296 - 300	336 - 365	Drunk
301 - 314	366 - 372	Fighter, human
315 - 320	373 - 375	Fighter, non-human
321 - 330	376 - 395	Fire
331 - 400	396 - 435	Gentleman
401 - 470	436 - 475	Goodwife
-	476 - 495	Harlot
471 - 477	496 - 502	Illusionist, human
478 - 480	503 - 505	Illusionist, non-human
481 - 495	506 - 515	Jester, human
496 - 500	516 - 518	Jester, non-human
501 - 510	-	Laborer
511 - 517	519 - 525	Mage, human
518 - 520	526 - 528	Mage, non-human
521 - 560	529 - 548	Merchant
561 - 570	549 - 558	Mob
571 - 590	559 - 578	Mountebank, human

Die Roll (d1000)		
Day	Night	Encounter
591 - 595	579 - 583	Mountebank, non-human
596 - 602	584 - 590	Mystic, human
603 - 605	591 - 593	Mystic, non-human
606 - 705	594 - 653	Noble
706 - 755	654 - 678	NPC party
756 - 775	679 - 688	Paladin
776 - 780	689 - 690	Peddler
781 - 830	691 - 730	Performers
831 - 835	731 - 735	Pilgrim
-	736 - 795	Rake
836 - 842	796 - 802	Ranger, human
843 - 845	803 - 805	Ranger, non-human
-	806 - 820	Rat
-	821 - 835	Rat, giant
846 - 855	-	Religious procession
-	836 - 840	Ruffian
856 - 862	841 - 847	Savant, human
863 - 865	848 - 850	Savant, non-human
866 - 885	851 - 890	Thief, human
886 - 890	891 - 900	Thief, non-human
891 - 900	-	Tradesman
901 - 000	901 - 000	Use table from adjacent district

GNOMISH DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 004	Assassin, human
-	005 - 016	Assassin, non-human
001 - 070	017 - 156	Badger (tame)
071 - 090	157 - 196	Badger, giant (tame)
091 - 110	197 - 271	Bandit
111 - 112	272 - 273	Bard, human
113 - 120	274 - 281	Bard, non-human
121 - 140	282 - 301	Beggar
141 - 150	-	Broken wagon
151 - 160	-	Cavalier, human
161 - 170	-	City official
171 - 210	302 - 381	City watch
211 - 230	-	Cleric, human
231 - 260	382 - 400	Cleric, non-human
261 - 310	-	Crier
-	401 - 410	Dog, wild
311 - 330	411 - 420	Druid, human
331 - 340	-	Druid, non-human
341 - 350	421 - 430	Drunk
351 - 355	431 - 435	Fighter, human
356 - 375	436 - 450	Fighter, non-human
376 - 385	451 - 470	Fire
386 - 415	-	Gentleman
416 - 445	-	Goodwife
446 - 455	471 - 510	Harlot
456 - 465	511 - 520	Illusionist, human
466 - 505	521 - 550	Illusionist, non-human
506 - 510	551 - 555	Jester, human
511 - 530	556 - 565	Jester, non-human
531 - 550	-	Laborer
551 - 580	566 - 595	Mercenary

Die Roll (d1000)		
Day	Night	Encounter
581 - 640	596 - 605	Merchant
641 - 650	606 - 615	Mob
-	616 - 625	Monster
651 - 660	626 - 630	Mountebank, human
661 - 690	631 - 645	Mountebank, non-human
-	646 - 795	Neighborhood patrol
691 - 710	796 - 805	Noble
711 - 740	806 - 825	NPC party
741 - 800	826 - 845	Peddler
801 - 820	846 - 855	Performers
821 - 830	856 - 865	Pilgrim
831 - 840	866 - 885	Porcupine, giant (tame)
-	886 - 900	Rake
-	901 - 910	Rat
841 - 850	911 - 920	Rat, giant
851 - 860	921 - 930	Religious procession
-	931 - 940	Ruffian
861 - 870	-	Runaway cart
871 - 880	941 - 950	Thief, human
881 - 900	951 - 990	Thief, non-human
901 - 950	-	Tinker
951 - 990	-	Tradesman
991 - 000	991 - 000	Wolverine (tame)

HALFLING DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 004	Assassin, human
-	005 - 016	Assassin, non-human
001 - 020	017 - 091	Bandit
021 - 030	092 - 096	Bard, human
031 - 070	097 - 116	Bard, non-human
071 - 100	117 - 136	Beggar
101 - 110	-	Broken wagon
111 - 115	-	Cavalier, human
116 - 125	-	City official
126 - 155	137 - 196	City watch
156 - 165	-	Cleric, human
166 - 195	197 - 216	Cleric, non-human
196 - 245	-	Crier
246 - 285	217 - 306	Dog (tame)
-	307 - 310	Dog, wild
286 - 295	311 - 315	Druid, human
296 - 315	316 - 330	Druid, non-human
316 - 345	331 - 370	Drunk
346 - 350	371 - 375	Fighter, human
351 - 370	376 - 390	Fighter, non-human
371 - 380	391 - 410	Fire
381 - 400	-	Gentleman
401 - 420	-	Goodwife
421 - 430	411 - 450	Harlot
431 - 440	451 - 460	Jester, human
441 - 480	461 - 490	Jester, non-human
481 - 510	-	Laborer
511 - 570	491 - 500	Merchant
571 - 575	501 - 505	Mob
-	506 - 515	Monster

Die Roll (d1000)		
Day	Night	Encounter
576 - 585	516 - 520	Mountebank, human
586 - 615	521 - 535	Mountebank, non-human
616 - 620	-	Mystic, human
621 - 630	536 - 540	Mystic, non-human
-	541 - 690	Neighborhood patrol
631 - 650	691 - 700	Noble
651 - 680	701 - 730	NPC party
681 - 720	731 - 750	Peddler
721 - 740	751 - 760	Performers
-	761 - 785	Rake
741 - 750	786 - 795	Ranger, human
751 - 755	796 - 800	Ranger, non-human
-	801 - 810	Rat
756 - 765	811 - 820	Rat, giant
766 - 775	821 - 830	Religious procession
-	831 - 850	Ruffian
776 - 785	-	Runaway cart
786 - 795	851 - 860	Thief, human
796 - 825	861 - 910	Thief, non-human
826 - 865	911 - 920	Tinker
866 - 950	921 - 950	Tradesman
951 - 000	951 - 000	Use table from adjacent district

HUMANOID DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 010	001 - 010	Assassin, human
011 - 030	011 - 040	Assassin, non-human
031 - 060	041 - 100	Barbarian, human
061 - 090	101 - 150	Barbarian, non-human
091 - 130	-	Broken wagon
131 - 150	-	City official
151 - 265	151 - 380	City watch
266 - 275	381 - 390	Cleric, human
276 - 305	391 - 420	Cleric, non-human
306 - 355	-	Crier
-	421 - 470	Dog, wild
356 - 435	471 - 585	Drunk
436 - 465	586 - 600	Fighter, human
466 - 515	601 - 625	Fighter, non-human
516 - 535	626 - 650	Fire
536 - 565	651 - 690	Harlot
566 - 575	691 - 700	Illusionist, human
576 - 605	701 - 710	Laborer
606 - 615	711 - 720	Mage, human
616 - 665	721 - 740	Mercenary
666 - 695	741 - 750	Mob
-	751 - 770	Monster
696 - 715	771 - 780	NPC party
716 - 755	-	Peddler
756 - 785	781 - 785	Press gang
-	786 - 800	Rake
-	801 - 820	Rat
786 - 795	821 - 840	Rat, giant
796 - 805	841 - 860	Religious procession
806 - 835	861 - 870	Ruffian
836 - 845	-	Savant, human

Die Roll (d1000)		
Day	Night	Encounter
846 - 890	871 - 890	Soldiers
891 - 920	891 - 940	Thief, human
921 - 980	941 - 000	Thief, non-human
981 - 000	-	Tradesman

Note: The GM may want to have several different humanoid districts; one for orcs, goblins, kobolds, etc.

MARKET DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 007	Assassin, human
-	008 - 010	Assassin, non-human
001 - 010	011 - 020	Barbarian, human
011 - 030	021 - 030	Bard, human
031 - 035	031 - 033	Bard, non-human
036 - 135	034 - 083	Beggar
136 - 165	084 - 093	Broken wagon
166 - 175	094 - 098	Cavalier, human
176 - 195	099 - 108	City official
196 - 275	109 - 268	City watch
276 - 295	269 - 278	Cleric, human
296 - 300	279 - 281	Cleric, non-human
301 - 380	-	Crier
381 - 390	282 - 321	Dog, wild
391 - 397	322 - 326	Druid, human
398 - 400	327 - 329	Druid, non-human
401 - 410	330 - 379	Drunk
411 - 425	380 - 386	Fighter, human
426 - 430	387 - 389	Fighter, non-human
431 - 435	390 - 399	Fire
436 - 445	400 - 409	Gentleman
446 - 455	410 - 414	Goodwife
456 - 465	415 - 454	Harlot
466 - 472	455 - 458	Illusionist, human
473 - 475	459	Illusionist, non-human
476 - 482	460 - 463	Jester, human
483 - 485	464	Jester, non-human
486 - 555	465 - 514	Laborer
556 - 562	515 - 518	Mage, human
563 - 565	519	Mage, non-human
566 - 575	520 - 524	Mercenary
576 - 635	525 - 564	Merchant
636 - 675	565 - 574	Mob
-	575 - 584	Monster
676 - 682	585 - 599	Mountebank, human
683 - 685	600 - 604	Mountebank, non-human
686 - 689	-	Mystic, human
690	-	Mystic, non-human
691 - 700	605 - 624	Noble
701 - 740	625 - 654	NPC party
741 - 744	-	Paladin
745 - 789	655 - 678	Peddler
790 - 849	679 - 712	Performers
850 - 859	713 - 722	Pilgrim
860 - 869	723 - 732	Press gang
-	733 - 772	Rake
870 - 876	-	Ranger, human

Die Roll (d1000)		
Day	Night	Encounter
877 - 879	-	Ranger, non-human
880 - 882	773 - 779	Rat
883 - 884	780 - 782	Rat, giant
885 - 914	783 - 787	Religious procession
915 - 919	788 - 807	Ruffian
920 - 949	808 - 817	Runaway cart
950 - 956	818 - 821	Savant, human
957 - 959	822	Savant, non-human
960 - 969	823 - 832	Soldiers
970 - 994	833 - 882	Thief, human
995 - 000	883 - 900	Thief, non-human
-	901 - 000	Use table from adjacent district

MERCHANTS' DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 007	001 - 014	Assassin, human
08 - 010	015 - 020	Assassin, non-human
011 - 018	021 - 028	Barbarian, human
019 - 020	029 - 030	Barbarian, non-human
021 - 040	031 - 040	Bard, human
041 - 050	041 - 045	Bard, non-human
051 - 075	046 - 065	Beggar
076 - 095	066 - 075	Broken wagon
096 - 102	-	Cavalier, human
103 - 105	-	Cavalier, non-human
106 - 145	076 - 095	City official
146 - 185	096 - 176	City watch
186 - 205	-	Cleric, human
206 - 210	-	Cleric, non-human
211 - 260	-	Crier
-	177 - 196	Dog, wild
261 - 265	197 - 206	Drunk
266 - 275	-	Fighter, human
276 - 278	-	Fighter, non-human
279 - 288	207 - 211	Fire
289 - 318	-	Gentleman
319 - 328	-	Goodwife
329 - 333	-	Harlot
334 - 340	-	Illusionist, human
341 - 343	-	Illusionist, non-human
344 - 373	212 - 231	Laborer
374 - 380	232 - 238	Mage, human
381 - 383	239 - 241	Mage, non-human
384 - 403	242 - 251	Mercenary
404 - 803	252 - 651	Merchant
804 - 833	652 - 701	Mob
834 - 853	702 - 751	Mountebank, human
854 - 855	752 - 755	Mountebank, non-human
856 - 885	756 - 775	Noble
886 - 905	776 - 785	NPC party
906 - 915	-	Performers
-	786 - 835	Rake
916 - 922	-	Ranger, human
923 - 925	-	Ranger, non-human
926 - 930	836 - 870	Rat
-	871 - 880	Rat, giant

Die Roll (d1000)		
Day	Night	Encounter
-	881 - 900	Ruffian
931 - 940	-	Runaway cart
941 - 980	901 - 975	Thief, human
981 - 990	976 - 000	Thief, non-human
991 - 000	-	Tradesman

NECROPOLIS DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 010	001 - 020	Assassin, human
011 - 015	021 - 030	Assassin, non-human
016 - 125	031 - 095	Cleric, human
126 - 164	096 - 110	Cleric, non-human
165 - 204	111 - 160	Dog, wild
205	-	Druid, human
-	161 - 170	Drunk
206 - 255	171 - 270	Monster
256 - 269	271 - 277	Mystic, human
270 - 275	278 - 280	Mystic, non-human
276 - 285	281 - 290	NPC party
286 - 305	291 - 295	Pilgrim
306 - 355	296 - 445	Rat
356 - 380	446 - 520	Rat, giant
381 - 880	521 - 620	Religious procession
881 - 895	621 - 680	Thief, human
896 - 900	681 - 700	Thief, non-human
901 - 000	701 - 000	Undead

PALACE DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 010	Assassin, human
-	011 - 012	Assassin, non-human
001 - 007	013 - 019	Bard, human
008 - 010	020 - 022	Bard, non-human
011 - 030	023 - 042	Cavalier, human
031 - 034	043 - 046	Cavalier, non-human
035 - 184	047 - 196	City official
185 - 211	197 - 250	City watch
212 - 226	251 - 260	Cleric, human
227 - 231	261 - 263	Cleric, non-human
232 - 238	264 - 268	Druid, human
239 - 241	269	Druid, non-human
-	270 - 279	Drunk
242 - 261	280 - 289	Fighter, human
262 - 267	290 - 292	Fighter, non-human
268 - 367	293 - 367	Gentleman
368 - 462	368 - 442	Goodwife
-	443 - 459	Harlot
463 - 469	460 - 463	Illusionist, human
470 - 472	464	Illusionist, non-human
473 - 476	465 - 468	Jester, human
477	469	Jester, non-human
478 - 481	470	Laborer
482 - 488	471 - 477	Mage, human
489 - 491	478 - 480	Mage, non-human

Die Roll (d1000)		Encounter
Day	Night	
492 - 495	481 - 486	Mob
496 - 680	487 - 661	Noble
681 - 700	662 - 681	NPC party
701 - 710	682 - 691	Paladin
-	692 - 721	Rake
711 - 717	722 - 728	Ranger, human
718 - 720	729 - 731	Ranger, non-human
-	732 - 746	Rat
-	747 - 750	Rat, giant
721 - 727	751 - 757	Savant, human
728 - 730	758 - 760	Savant, non-human
731 - 000	761 - 890	Soldiers
-	891 - 980	Thief, human
-	981 - 000	Thief, non-human

RED LIGHT DISTRICT

Die Roll (d1000)		Encounter
Day	Night	
001 - 010	001 - 010	Assassin, human
011 - 012	011 - 012	Assassin, non-human
013 - 032	013 - 042	Barbarian, human
033 - 036	043 - 048	Barbarian, non-human
037 - 043	-	Bard, human
044 - 046	-	Bard, non-human
047 - 116	049 - 078	Beggar
117 - 136	079 - 088	Broken wagon
137 - 141	089 - 093	Cavalier, human
142 - 146	-	City official
147 - 256	094 - 273	City watch
257 - 266	274 - 280	Cleric, human
267 - 270	281 - 283	Cleric, non-human
271 - 320	284 - 298	Crier
321 - 330	299 - 323	Dog, wild
331 - 360	324 - 413	Drunk
361 - 367	414 - 420	Fighter, human
368 - 370	421 - 423	Fighter, non-human
371 - 380	424 - 443	Fire
-	444 - 448	Gentleman
381 - 580	449 - 723	Harlot
581 - 587	724 - 730	Illusionist, human
588 - 590	731 - 733	Illusionist, non-human
591 - 597	734 - 740	Jester, human
598 - 600	741 - 743	Jester, non-human
601 - 610	744 - 753	Laborer
611 - 617	754 - 760	Mage, human
618 - 620	761 - 763	Mage, non-human
621 - 670	764 - 778	Mercenary
671 - 680	779 - 783	Merchant
681 - 690	784 - 788	Mob
691 - 704	789 - 795	Mountebank, human
705 - 710	796 - 798	Mountebank, non-human
711 - 720	-	Noble
721 - 740	799 - 818	NPC party
741 - 750	-	Peddler
751 - 790	819 - 828	Performers
791 - 800	829 - 838	Press gang
801 - 825	839 - 913	Rake

Die Roll (d1000)		Encounter
Day	Night	
826 - 830	914 - 923	Rat
-	924 - 928	Rat, giant
831 - 840	929 - 938	Religious procession
841 - 845	-	Runaway cart
846 - 852	-	Savant, human
853 - 855	-	Savant, non-human
856 - 875	939 - 988	Thief, human
876 - 882	989 - 000	Thief, non-human
883 - 907	-	Tinker
908 - 947	-	Tradesman
948 - 000	-	Use table from adjacent district

SLAVE DISTRICT

Die Roll (d1000)		Encounter
Day	Night	
001 - 007	001 - 007	Assassin, human
008 - 010	008 - 010	Assassin, non-human
011 - 028	011 - 019	Barbarian, human
029 - 030	020	Barbarian, non-human
031 - 042	-	Beggar
043 - 052	021 - 025	Broken wagon
053 - 080	026 - 081	City watch
081 - 094	082 - 088	Cleric, human
095 - 100	-	Cleric, non-human
101 - 105	-	Crier
106 - 115	089 - 103	Dog, wild
116 - 125	104 - 113	Drunk, slave
126 - 139	114 - 127	Fighter, human
140 - 145	128 - 133	Fighter, non-human
146 - 155	134 - 153	Fire
156 - 165	154 - 168	Harlot
166 - 172	-	Illusionist, human
173 - 175	-	Illusionist, non-human
176 - 182	-	Jester, human
183 - 185	-	Jester, non-human
186 - 485	169 - 609	Laborer, slave
486 - 492	-	Mage, human
493 - 495	-	Mage, non-human
496 - 515	610 - 619	Mercenary, slave
516 - 545	620 - 629	Merchant
546 - 565	630 - 649	Mob, slave
-	650 - 654	Monster
566 - 572	655 - 661	Mountebank, human
573 - 575	662 - 664	Mountebank, non-human
576 - 595	665 - 684	NPC party
596 - 615	685 - 694	Peddler
616 - 625	695 - 699	Performers, salve
626 - 635	700 - 729	Rake
636 - 645	730 - 749	Rat
-	750 - 754	Rat, giant
646 - 655	755 - 759	Religious procession
656 - 660	760 - 774	Ruffian, slave
661 - 670	-	Runaway cart
671 - 677	-	Savant, human
678 - 680	-	Savant, non-human
681 - 760	775 - 814	Soldiers
761 - 781	815 - 838	Thief, human

Die Roll (d1000)		
Day	Night	Encounter
782 - 790	839 - 850	Thief, non-human
791 - 800	-	Tinker
801 - 000	851 - 000	Tradesman, slave

SLUM DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 017	001 - 036	Assassin, human
018 - 020	037 - 040	Assassin, non-human
021 - 031	041 - 062	Bandit
032 - 041	063 - 092	Barbarian, human
042	093 - 095	Barbarian, non-human
043 - 046	-	Bard, human
047	-	Bard, non-human
048 - 107	096 - 125	Beggar
108 - 137	126 - 145	Broken wagon
138 - 157	-	City official
158 - 407	146 - 475	City watch
408 - 421	476 - 479	Cleric, human
422 - 427	480	Cleric, non-human
428 - 477	-	Crier
478 - 492	481 - 510	Dog, wild
493 - 496	-	Druid, human
497	-	Druid, non-human
498 - 507	511 - 550	Drunk
508 - 514	551 - 554	Fighter, human
515 - 517	555	Fighter, non-human
518 - 532	556 - 575	Fire
533 - 552	576 - 605	Harlot
553 - 556	-	Illusionist, human
557	-	Illusionist, non-human
558 - 561	-	Jester, human
562	-	Jester, non-human
563 - 622	606 - 655	Laborer
623 - 629	-	Mage, human
630	-	Mage, non-human
631 - 640	656 - 675	Mercenary
641 - 660	-	Merchant
661 - 680	676 - 695	Mob
-	696 - 700	Monster
681 - 684	701 - 707	Mountebank, human
685	708 - 710	Mountebank, non-human
686 - 689	-	Mystic, human
690	-	Mystic, non-human
691 - 710	711 - 720	NPC party
711 - 714	-	Paladin
715 - 764	721 - 740	Peddler
765 - 774	-	Performers
775 - 784	741 - 750	Pilgrim
785 - 814	751 - 770	Press gang
815 - 825	771 - 800	Rake
826 - 829	-	Ranger, human
830	-	Ranger, non-human
831 - 840	801 - 820	Rat
841 - 845	821 - 830	Rat, giant
846 - 855	-	Religious procession
856 - 900	831 - 880	Ruffian

Die Roll (d1000)		
Day	Night	Encounter
901 - 915	-	Runaway cart
916 - 919	-	Savant, human
920	-	Savant, non-human
921 - 940	881 - 940	Thief, human
941 - 950	941 - 970	Thief, non-human
951 - 970	971 - 980	Tinker
971 - 000	981 - 000	Tradesman

TEMPLE DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 005	Assassin, human
001 - 009	006 - 014	Barbarian, human
010 - 010	015	Barbarian, non-human
011 - 017	016 - 022	Bard, human
018 - 020	023 - 025	Bard, non-human
021 - 050	026 - 040	Beggar
051 - 057	041 - 047	Cavalier, human
058 - 060	048 - 050	Cavalier, non-human
061 - 080	051 - 060	City official
081 - 150	061 - 200	City watch
151 - 350	201 - 400	Cleric, human
351 - 400	401 - 450	Cleric, non-human
401 - 450	-	Crier
-	451 - 460	Dog, wild
451 - 480	461 - 490	Druid, human
481 - 490	491 - 500	Druid, non-human
-	501 - 510	Eagle, giant
491 - 497	511 - 517	Fighter, human
498 - 500	518 - 520	Fighter, non-human
501 - 505	521 - 525	Fire
506 - 525	526 - 545	Gentleman
526 - 545	546 - 565	Goodwife
546 - 565	566 - 595	Harlot
566 - 569	596 - 599	Illusionist, human
570	600	Illusionist, non-human
571 - 574	601 - 604	Jester, human
575	605	Jester, non-human
576 - 585	-	Laborer
586 - 592	606 - 612	Mage, human
593 - 595	613 - 615	Mage, non-human
596 - 605	616 - 625	Mercenary
606 - 635	626 - 645	Merchant
636 - 665	646 - 675	Mob
-	676 - 685	Monster
666 - 669	686 - 689	Mountebank, human
670 - 672	690 - 692	Mountebank, non-human
673 - 702	693 - 722	Mystic, human
703 - 712	723 - 732	Neighborhood patrol
713 - 732	733 - 772	Noble
733 - 762	773 - 802	NPC party
763 - 782	803 - 812	Peddler
783 - 810	813 - 827	Performers
811 - 885	828 - 902	Rake
886 - 889	903 - 906	Ranger, human
890	907	Ranger, non-human
-	908 - 912	Rat, giant

Die Roll (d1000)		Encounter
Day	Night	
891 - 965	913 - 962	Sailors
966 - 969	-	Savant, human
970	-	Savant, non-human
971 - 980	963 - 972	Soldiers
981 - 987	973 - 986	Thief, human
988 - 990	987 - 992	Thief, non-human
991 - 995	993 - 996	Tinker
996 - 000	997 - 000	Tradesman

THEATER DISTRICT

Die Roll (d1000)		Encounter
Day	Night	
001 - 005	001 - 010	Assassin, human
-	011 - 013	Assassin, non-human
006 - 130	014 - 113	Bard, human
131 - 160	114 - 143	Bard, non-human
161 - 200	144 - 168	Beggar
201 - 204	169 - 172	Cavalier, human
205 - 205	173	Cavalier, non-human
206 - 235	174 - 183	City official
236 - 247	184 - 205	City watch
248 - 254	206 - 212	Cleric, human
255 - 257	213 - 215	Cleric, non-human
258 - 307	-	Crier
-	216 - 220	Dog, wild
308 - 311	221 - 224	Druid, human
312	225	Druid, non-human
313 - 322	226 - 265	Drunk
323 - 329	266 - 272	Fighter, human
330 - 332	273 - 275	Fighter, non-human
333 - 347	276 - 295	Fire
348 - 377	296 - 315	Gentleman
378 - 417	316 - 325	Goodwife
418 - 437	326 - 375	Harlot
438 - 441	376 - 379	Illusionist, human
442	380	Illusionist, non-human
443 - 472	381 - 410	Jester, human
473 - 482	411 - 420	Jester, non-human
483 - 492	421 - 430	Laborer
493 - 499	431 - 437	Mage, human
500 - 502	438 - 440	Mage, non-human
503 - 512	441 - 450	Merchant
513 - 532	451 - 470	Mob
533 - 546	471 - 491	Mountebank, human
547 - 552	492 - 500	Mountebank, non-human
553 - 556	501 - 504	Mystic, human
557	505	Mystic, non-human
558 - 567	506 - 525	Noble
568 - 587	526 - 545	NPC party
588 - 591	546 - 549	Paladin
592	550	Peddler
593 - 892	551 - 850	Performers
893 - 902	851 - 882	Rake
903 - 906	883 - 886	Ranger, human
907	887	Ranger, non-human
908 - 912	888 - 897	Rat
-	898 - 899	Rat, giant

Die Roll (d1000)		Encounter
Day	Night	
913 - 917	900 - 904	Religious procession
-	905 - 914	Ruffian
918 - 921	915 - 918	Savant, human
922	919	Savant, non-human
923 - 932	920 - 939	Thief, human
933 - 935	940 - 945	Thief, non-human
936 - 940	946 - 950	Tinker
941 - 970	951 - 970	Tradesman
971 - 000	971 - 000	Use table from adjacent district

THIEVES' DISTRICT

Die Roll (d1000)		Encounter
Day	Night	
001 - 030	001 - 030	Assassin, human
031 - 045	031 - 045	Assassin, non-human
046 - 085	046 - 095	Bandit
086 - 092	096 - 102	Barbarian, human
093 - 095	103 - 105	Barbarian, non-human
096 - 099	-	Bard, human
100	-	Bard, non-human
101 - 158	106 - 125	Beggar
159 - 178	126 - 135	City official
179 - 298	136 - 329	City watch
299 - 302	-	Cleric, human
303	-	Cleric, non-human
304 - 308	-	Crier
309 - 318	330 - 349	Dog, wild
319 - 322	-	Druid, human
323	-	Druid, non-human
324 - 343	350 - 369	Drunk
344 - 357	370 - 373	Fighter, human
358 - 363	374	Fighter, non-human
364 - 383	375 - 394	Fire
384 - 387	-	Illusionist, human
388	-	Illusionist, non-human
389 - 392	-	Jester, human
393	-	Jester, non-human
394 - 395	395	Laborer
396 - 399	-	Mage, human
400	-	Mage, non-human
401 - 420	396 - 425	Mercenary
421 - 450	426 - 445	Mob
-	446 - 455	Monster
451 - 480	456 - 495	Mountebank, human
481 - 500	496 - 510	Mountebank, non-human
501 - 504	-	Mystic, human
505	-	Mystic, non-human
506 - 530	511 - 535	NPC party
531 - 560	536 - 545	Peddler
561 - 570	-	Performers
571 - 580	546 - 555	Pilgrim
581 - 610	556 - 565	Press gang
611 - 630	566 - 595	Rake
631 - 634	-	Ranger, human
635	-	Ranger, non-human
636 - 655	596 - 620	Rat
656 - 660	621 - 630	Rat, giant

Die Roll (d1000)		
Day	Night	Encounter
661 - 700	631 - 665	Ruffian
701 - 704	-	Savant, human
705	-	Savant, non-human
706 - 930	666 - 940	Thief, human
931 - 980	941 - 000	Thief, non-human
981 - 990	-	Tinker
991 - 000	-	Tradesman

TRADESMEN'S DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 004	Assassin, human
-	005	Assassin, non-human
-	006 - 025	Bandit
001 - 009	-	Barbarian, human
010	-	Barbarian, non-human
011 - 014	-	Bard, human
015	-	Bard, non-human
016 - 025	-	Beggar
026 - 030	-	Broken wagon
031 - 034	-	Cavalier, human
035	-	Cavalier, non-human
036 - 070	026 - 145	City watch
071 - 077	-	Cleric, human
078 - 080	-	Cleric, non-human
081 - 130	-	Crier
-	146 - 165	Dog, wild
131 - 134	-	Druid, human
135	-	Druid, non-human
-	166 - 205	Drunk
136 - 142	206 - 209	Fighter, human
143 - 145	210	Fighter, non-human
146 - 155	211 - 230	Fire
156 - 175	231 - 240	Gentleman
176 - 215	241 - 250	Goodwife
-	251 - 270	Harlot
216 - 219	-	Illusionist, human
220	-	Illusionist, non-human
221 - 224	-	Jester, human
225	-	Jester, non-human
226 - 300	271 - 320	Laborer
301 - 307	-	Mage, human
308 - 310	-	Mage, non-human
311 - 340	321 - 330	Merchant
341 - 350	331 - 340	Mob
351 - 357	341 - 347	Mountebank, human
358 - 360	348 - 350	Mountebank, non-human
361 - 364	-	Mystic, human
365	-	Mystic, non-human
366 - 370	-	Paladin
371 - 400	-	Peddler
401 - 420	-	Performers
-	351 - 370	Rake
421 - 424	-	Ranger, human
425	-	Ranger, non-human
-	371 - 385	Rat
-	386 - 390	Rat, giant

Die Roll (d1000)		
Day	Night	Encounter
-	391 - 410	Ruffian
426 - 435	-	Runaway cart
436 - 439	-	Savant, human
440	-	Savant, non-human
441 - 450	411 - 460	Thief, human
451 - 453	461 - 480	Thief, non-human
454 - 493	481 - 500	Tinker
494 - 000	501 - 900	Tradesman
-	901 - 000	Use table from adjacent district

UNIVERSITY DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
-	001 - 020	Bandit
001 - 007	021 - 024	Bard, human
008 - 010	025	Bard, non-human
011 - 030	-	Beggar
031 - 035	-	Broken wagon
036 - 039	-	Cavalier, human
040	-	Cavalier, non-human
041 - 060	026 - 030	City official
061 - 170	031 - 250	City watch
171 - 177	251 - 254	Cleric, human
178 - 180	255	Cleric, non-human
181 - 230	-	Crier
-	256 - 275	Dog, wild
231 - 237	-	Druid, human
238 - 240	-	Druid, non-human
-	276 - 415	Drunk
241 - 247	-	Fighter, human
248 - 250	-	Fighter, non-human
251 - 260	416 - 425	Fire
261 - 280	-	Gentleman
281 - 290	426 - 495	Harlot
291 - 294	-	Illusionist, human
295	-	Illusionist, non-human
296 - 299	-	Jester, human
300	-	Jester, non-human
301 - 307	-	Mage, human
308 - 310	-	Mage, non-human
311 - 330	496 - 500	Merchant
331 - 370	501 - 510	Mob
371 - 377	511 - 514	Mountebank, human
378 - 380	515	Mountebank, non-human
381 - 384	-	Mystic, human
385	-	Mystic, non-human
386 - 395	-	Noble
396 - 425	516 - 535	NPC party
426 - 429	-	Paladin
430	-	Peddler
431 - 470	536 - 555	Performers
471 - 480	556 - 565	Pilgrim
481 - 490	566 - 585	Press gang
-	586 - 635	Rake
491 - 494	-	Ranger, human
495	-	Ranger, non-human
496 - 505	636 - 655	Rat

Die Roll (d1000)		
Day	Night	Encounter
506 - 507	656 - 660	Rat, giant
508 - 527	661 - 670	Religious procession
-	671 - 690	Ruffian
528 - 627	691 - 740	Savant, human
628 - 657	741 - 755	Savant, non-human
658 - 960	756 - 972	Scholar
961 - 974	973 - 993	Thief, human
975 - 980	994 - 000	Thief, non-human
981 - 990	-	Tinker
991 - 000	-	Tradesman

Die Roll (d1000)		
Day	Night	Encounter
900	-	Ranger, non-human
901 - 910	901 - 920	Rat
-	921 - 925	Rat, giant
911 - 920	926 - 935	Religious procession
921 - 930	-	Runaway cart
931 - 934	-	Savant, human
935	-	Savant, non-human
936 - 956	936 - 977	Thief, human
957 - 960	978 - 985	Thief, non-human
961 - 980	986 - 995	Tinker
981 - 000	996 - 000	Tradesman

UPPER CLASS DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 007	001 - 014	Assassin, human
008 - 010	015 - 020	Assassin, non-human
011 - 014	-	Bard, human
015	-	Bard, non-human
016 - 075	021 - 040	Beggar
076 - 085	-	Broken wagon
086 - 108	041 - 054	Cavalier, human
109 - 115	055 - 060	Cavalier, non-human
116 - 155	061 - 080	City official
156 - 275	081 - 320	City watch
276 - 282	321 - 327	Cleric, human
283 - 285	328 - 330	Cleric, non-human
286 - 335	-	Crier
-	331 - 340	Dog, wild
336 - 339	-	Druid, human
340	-	Druid, non-human
-	341 - 370	Drunk
341 - 347	371 - 377	Fighter, human
348 - 350	378 - 380	Fighter, non-human
351 - 360	381 - 390	Fire
361 - 510	391 - 540	Gentleman
511 - 638	541 - 665	Goodwife
639 - 648	666 - 705	Harlot
649 - 652	706 - 709	Illusionist, human
653	710	Illusionist, non-human
654 - 657	711 - 714	Jester, human
658	715	Jester, non-human
659 - 668	-	Laborer
669 - 675	716 - 722	Mage, human
676 - 678	723 - 725	Mage, non-human
679 - 718	726 - 735	Merchant
719 - 738	736 - 755	Mob
739 - 745	756 - 769	Mountebank, human
746 - 748	770 - 775	Mountebank, non-human
749 - 752	-	Mystic, human
753	-	Mystic, non-human
754 - 818	776 - 840	Noble
819 - 838	841 - 860	NPC party
839 - 845	-	Paladin
846 - 855	861 - 865	Peddler
856 - 885	866 - 870	Performers
886 - 895	871 - 900	Rake
896 - 899	-	Ranger, human

WAREHOUSE DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 004	001 - 07	Assassin, human
005	008 - 010	Assassin, non-human
-	011 - 040	Bandit
006 - 014	041 - 049	Barbarian, human
015	050 - 050	Barbarian, non-human
016 - 019	-	Bard, human
020	-	Bard, non-human
021 - 050	051 - 065	Broken wagon
051 - 054	-	Cavalier, human
055	-	Cavalier, non-human
056 - 075	-	City official
076 - 135	066 - 185	City watch
136 - 142	-	Cleric, human
143 - 145	-	Cleric, non-human
146 - 195	-	Crier
-	186 - 205	Dog, wild
196 - 199	-	Druid, human
200	-	Druid, non-human
201 - 210	206 - 225	Drunk
211 - 217	-	Fighter, human
218 - 220	-	Fighter, non-human
221 - 230	226 - 235	Fire
231 - 250	-	Gentleman
251 - 260	-	Goodwife
-	236 - 265	Harlot
261 - 264	-	Illusionist, human
265	-	Illusionist, non-human
266 - 269	-	Jester, human
270	-	Jester, non-human
271 - 450	266 - 365	Laborer
451 - 454	-	Mage, human
455	-	Mage, non-human
456 - 605	366 - 415	Merchant
606 - 609	-	Mountebank, human
610	-	Mountebank, non-human
611 - 614	-	Mystic, human
615	-	Mystic, non-human
616 - 625	-	Noble
626 - 645	416 - 435	NPC party
646 - 650	-	Paladin
651 - 660	-	Peddler
661 - 680	436 - 445	Press gang

Die Roll (d1000)		
Day	Night	Encounter
681 - 684	-	Ranger, human
685	-	Ranger, non-human
686 - 705	446 - 475	Rat
706 - 715	476 - 495	Rat, giant
-	496 - 525	Ruffian
716 - 735	526 - 535	Runaway cart
736 - 739	-	Savant, human
740	-	Savant, non-human
741 - 770	536 - 595	Thief, human
771 - 775	596 - 605	Thief, non-human
776 - 785	606 - 610	Tinker
786 - 985	611 - 760	Tradesman
986 - 000	761 - 000	Use table from adjacent district

WATERFRONT DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 007	001 - 014	Assassin, human
008 - 010	015 - 020	Assassin, non-human
-	021 - 040	Bandit
011 - 020	041 - 050	Barbarian, human
021 - 024	051 - 054	Bard, human
025	055	Bard, non-human
026 - 065	056 - 065	Beggar
066 - 075	066 - 075	Broken wagon
076 - 079	-	Cavalier, human
080	-	Cavalier, non-human
081 - 100	076 - 085	City official
101 - 190	086 - 265	City watch
191 - 197	-	Cleric, human
198 - 200	-	Cleric, non-human
201 - 250	-	Crier
-	266 - 275	Dog, wild
251 - 257	-	Druid, human
258 - 260	-	Druid, non-human
261 - 290	276 - 365	Drunk
291 - 297	366 - 372	Fighter, human
298 - 300	373 - 375	Fighter, non-human
301 - 310	376 - 395	Fire
311 - 340	396 - 460	Harlot
341 - 344	-	Illusionist, human
345	-	Illusionist, non-human
346 - 349	-	Jester, human
350	-	Jester, non-human
351 - 430	461 - 500	Laborer
431 - 437	-	Mage, human
438 - 440	-	Mage, non-human
441 - 460	501 - 510	Mercenary
461 - 500	511 - 515	Merchant
501 - 520	516 - 525	Mob
521 - 524	526 - 529	Mountebank, human
525	530	Mountebank, non-human
526 - 529	-	Mystic, human
530	-	Mystic, non-human
531 - 560	531 - 555	NPC party
561 - 565	-	Paladin
566 - 575	-	Peddler

Die Roll (d1000)		
Day	Night	Encounter
576 - 595	-	Performers
596 - 600	556 - 560	Pilgrim
601 - 690	561 - 680	Press gang
691 - 735	681 - 770	Rake
736 - 739	-	Ranger, human
740	-	Ranger, non-human
741 - 770	771 - 805	Rat
771 - 780	806 - 820	Rat, giant
781 - 790	821 - 830	Religious procession
791 - 800	831 - 850	Ruffian
801 - 950	851 - 950	Sailors
951 - 954	-	Savant, human
955	-	Savant, non-human
956 - 976	951 - 990	Thief, human
977 - 985	991 - 000	Thief, non-human
986 - 992	-	Tinker
993 - 000	-	Tradesman

WIZARDS' DISTRICT

Die Roll (d1000)		
Day	Night	Encounter
001 - 007	001 - 021	Assassin, human
008 - 010	022 - 030	Assassin, non-human
011 - 014	-	Bard, human
015	-	Bard, non-human
016 - 025	-	Beggar
026 - 035	-	Broken wagon
036 - 039	-	Cavalier, human
040	-	Cavalier, non-human
041 - 060	-	City official
061 - 120	031 - 150	City watch
121 - 127	-	Cleric, human
128 - 130	-	Cleric, non-human
131 - 180	-	Crier
-	151 - 170	Dog, wild
181 - 184	-	Druid, human
185	-	Druid, non-human
-	171 - 190	Drunk
186 - 192	191 - 197	Fighter, human
193 - 195	198 - 200	Fighter, non-human
196 - 220	201 - 225	Fire
221 - 250	226 - 245	Gentleman
251 - 290	246 - 255	Goodwife
291 - 310	256 - 305	Harlot
311 - 380	306 - 375	Illusionist, human
381 - 410	376 - 405	Illusionist, non-human
411 - 414	-	Jester, human
415	-	Jester, non-human
416 - 435	406 - 415	Laborer
436 - 635	416 - 615	Mage, human
636 - 685	616 - 665	Mage, non-human
686 - 705	666 - 673	Merchant
706 - 715	674 - 683	Mob
716 - 720	684 - 723	Monster
721 - 724	724 - 727	Mountebank, human
725	728	Mountebank, non-human
726 - 729	-	Mystic, human

Die Roll (d1000)		Encounter
Day	Night	
730	-	Mystic, non-human
731 - 740	729 - 748	Noble
741 - 770	749 - 778	NPC party
771 - 774	-	Paladin
775	-	Peddler
776 - 785	-	Performers
786 - 789	-	Ranger, human
790	-	Ranger, non-human
-	779 - 788	Rat
-	789 - 790	Rat, giant
791 - 800	-	Runaway cart
801 - 870	791 - 860	Savant, human
871 - 900	861 - 890	Savant, non-human
901 - 920	891 - 910	Scholar
921 - 950	911 - 960	Thief, human
951 - 960	961 - 980	Thief, non-human
961 - 000	981 - 990	Tradesman
-	991 - 000	Undead

Appendix A: NPC Parties

Whether encountered in the wilderness, the city, or in a dungeon, NPC parties can be generated randomly using the following process.

Party Size and Character Class

Each party will consist of 1d4+1 main characters plus 1d4 henchmen or men-at-arms. The composition of main characters is as follows. Roll once on this table for each main character in the party. If a character class is indicated that exceeds the maximum possible per party, re-roll.

Die Roll (d100)	Class	Max Per Party
01 - 13	Bard	2
14	Jester	1
15 - 21	Cavalier	3
22	Paladin	2
23 - 35	Cleric	3
36 - 37	Druid	2
38 - 39	Mystic	1
40 - 69	Fighter	5
70 - 71	Barbarian*	5
72 - 73	Ranger	2
74 - 87	Mage	3
88 - 89	Illusionist	1
90 - 91	Savant	1
92 - 98	Thief**	4
99 - 00	Mountebank	1

* If a barbarian is rolled as a member of a party before any mages, illusionists, or savants have been indicated, all rolls indicating those magic-using classes should be replaced with barbarians, druids, and fighters, respectively.

** If a thief of level 6 or higher is indicated, there is a 5% chance the character will be a thief-acrobat instead.

Party Member Race

Die Roll (d100)	Character Race	Chance of Multi-Class
01 - 05	Dwarf	35%
06 - 10	Elf	85%
11 - 12	Gnome	50%
13 - 17	Half-elf	85%
18 - 19	Halfling	35%
20	Half-orc	50%
21 - 00	Human	-

If a multi-classed NPC is indicated, roll again on the class table until a suitable option comes up, or simply assign a likely combination. Only two class NPCs will occur.

Party Member Level

The level of the NPC party will be in part determined by where they are found. For encounters with NPC parties in the wilderness, use the following table to determine level for each member of the main party. Roll 1d100 for each.

Level	Civilized	Wilderness
1	01 - 05	01 - 02
2	06 - 10	03 - 05
3	11 - 15	06 - 10
4	16 - 25	11 - 15
5	26 - 35	16 - 25
6	36 - 50	26 - 40
7	51 - 65	41 - 55
8	66 - 75	56 - 70
9	76 - 85	71 - 80
10	86 - 90	81 - 90
11	91 - 95	91 - 95
12	96 - 00	96 - 00

If the NPC party is encountered in a dungeon, the level of the members will depend on the dungeon level on which the encounter took place.

Dungeon Level	Character Level
1	1
2	2
3	3
4	4
5	1d6 + 2
6	1d6 + 3
7	1d6 + 4
8	1d6 + 5
9 - 15	1d6 + 6
16	1d6 + 9

For multi-class characters, simply divide the levels by two, rounding normally, with a minimum of 1.

Alignment

Each member of the NPC party will have their alignment determined randomly, but results which are obviously incompatible (good and evil, or lawful and chaotic, NPCs together) should be ignored and re-rolled. If you wish, you can simply roll alignment for the entire NPC party. If classes indicate mandatory alignments (paladins, druids, etc.), alignments should be ignored that are at odds with the indicated classes.

Die Roll (d10)	Alignment
1	LG
2	NG
3	CG
4	CN
5	CE
6	NE
7	LE
8	LN
9 - 10	N

Magic Items

Magic items for each member of NPC parties are determined by the level of the individual characters. For instances where a general type of magic item is indicated, see the treasure tables in the **ADVENTURES DARK™ AND DEEP GAME MASTERS TOOLKIT**.

Where multiple rolls are indicated, roll percentile dice that many times before going to the appropriate sub-table (thus, if an entry says 50% 2 rolls, you would roll % dice twice, and each time the result is 01-50, one magic item is indicated). If no percentage is listed, rolls on the sub-table are automatic.

If a cursed or otherwise negative item is indicated, or one not usable by the NPC in question, re-roll the specific item. Where a specific magical bonus is indicated below, do not roll for a bonus. Magic items are cumulative.

NPC Level	% chance for magic items from sub-table...			
	A	B	C	D
1	10% 1 roll	-	-	-
2	20% 1 roll	-	-	-
3	30% 2 rolls	10% 1 roll	-	-
4	40% 2 rolls	20% 1 roll	-	-
5	50% 2 rolls	30% 1 roll	-	-
6	60% 3 rolls	40% 2 rolls	-	-
7	70% 3 rolls	50% 2 rolls	10% 1 roll	-
8	80% 3 rolls	60% 2 rolls	20% 1 roll	-
9	90% 3 rolls	70% 2 rolls	30% 1 roll	-
10	3 rolls	80% 2 rolls	40% 1 roll	-
11	3 rolls	90% 2 rolls	50% 1 roll	10% 1 roll
12	3 rolls	2 rolls	60% 1 roll	20% 1 roll
13+	3 rolls	2 rolls	1 roll	60% 1 roll

NPC MAGIC ITEM SUB-TABLE A

Die Roll (d100)	Magic Item(s)
01 - 35	2 potions or liquids (see GMT table 65)
36 - 50	1 scroll (see GMT table 68)
51 - 60	1 ring (see GMT table 66)
61 - 70	1 armor or shield +1 (see GMT table 61, no qualities)
71 - 00	1 weapon +1 (see GMT table 72, no secondary qualities)

NPC MAGIC ITEM SUB-TABLE B

Die Roll (d100)	Magic Item(s)
01 - 08	1 spell scroll (see GMT table 202, min. 3 spells)
09 - 16	2 rings (see GMT table 66)
17 - 24	1 staff (see GMT table 70)
25 - 40	1 wand (see GMT table 71)
41 - 56	1 garment (see GMT table 64)
57 - 64	1 charm (see GMT table 63)
65 - 72	1 wondrous item (see GMT tables 73-75)
73 - 85	1 weapon (see GMT table 72)
86 - 00	1 armor or shield (see GMT table 61, no qualities)

NPC MAGIC ITEM SUB-TABLE D

Die Roll (d100)	Magic Item(s)
01 - 08	1 ring (see GMT table 66)
09 - 16	1 rod (see GMT table 67)
17 - 24	1 staff (see GMT table 70)
25 - 48	1 wondrous item (see GMT tables 73-75)

Die Roll (d100)	Magic Item(s)
49 - 64	1 garment (see GMT table 64)
65 - 82	1 armor or shield +3 or better (see GMT table 61, no qualities)
83 - 00	1 weapon +3 or better (see GMT table 72)

NPC MAGIC ITEM SUB-TABLE D

Die Roll (d100)	Magic Item(s)
01 - 16	1 ring (see GMT table 66)
17 - 24	1 rod (see GMT table 67)
25 - 32	1 wand (see GMT table 71)
33 - 48	1 garment (see GMT table 64)
49 - 56	1 charm (see GMT table 63)
57 - 72	1 wondrous item (see GMT tables 73-75)
73 - 88	1 armor or shield +3 or better (see GMT table 61)
89 - 00	1 weapon +4 or better (see GMT table 72)

Men-at-Arms and Henchmen

In addition to the core members of the NPC party, there will be 1d4 men-at-arms or henchmen. If the average character level (rounded down) of the NPC party is 4 or less, they will have men-at-arms in tow. Otherwise, there will be 1d4 henchmen.

Men-at-arms are commoners, and will have 1d3+3 hp, wear studded leather armor (AC 7), and will be armed with simple weapons (spears, pole axes, short bows, short swords, etc.).

Henchmen will each be paired with one of the members of the NPC core party. Level will be 1/3rd of the level of the henchman's master. Otherwise, the henchman should be determined as per the process described above.

Appendix B: New Monsters

Dragon

There are various types of “true” dragon, and as a race they vary widely in terms of strength and alignment. Generally speaking, those with a metallic name are of good alignment, those of a chromatic color are evil, and those relating to clouds and vapor are neutral, however, various types of other dragons exist that defy these easy classifications. Dragons are, by their nature, rapacious and greedy, even those of good alignment. Most sorts of dragons, even those of good alignment and noble temperament, can thus be flattered and tempted with promises of additional treasure.

Die Roll (d8)	Age	Hit Die Type	Morale Modifier	Dragonfear Saving Throw Bonus	Chance of Spellcasting	Spell Caster Level	Treasure Multiplier
1	Very young (1-5 yrs.)	d4 (1 h.p. per die)	-2	n/a	0%	n/a	10%
2	Young (6-15 yrs.)	d4	±0	n/a	10%	1d3	25%
3	Sub-adult (16-25 yrs.)	d6	+2	n/a	20%	1d6	50%
4	Young adult (26-50 yrs.)	d8	+4	n/a	40%	2d4	100%
5	Adult (51-100 yrs.)	d10	+8	+5	80%	2d6+2	100%
6	Old (101-200 yrs.)	d12	+12	+3	100%	3d6	100%
7	Very old (201-400 yrs.)	d12 (re-roll anything below 7)	+16	+1	100%	3d6+3	150%
8	Ancient (401+ yrs.)	d12 (re-roll anything below 9)	+20	±0	100%	4d6	200%

The treasure modifier is used both to determine whether or not a dragon has any treasure at all, and if so, how much treasure it has. Thus, a sub-adult dragon has a 50% chance of having 50% of the listed treasure in its horde.

All dragons have the following powers and abilities:

- *Detect invisibility or hidden creatures (10' range per age group)*
- *Infravision (60' range)*
- *Inspire dragonfear* when charging or overflying (see below for specifics)

Dragonfear: When a dragon of adult age or older charges or flies overhead, it inspires what is known as *dragonfear*. The effect of the *dragonfear* will depend on the hit dice of the creature or the level of the character affected.

Size: All dragons have three size categories, which in turn determines how many hit dice they have (each entry has three numbers listed; one for small, one for average, and one for huge specimens). If necessary, determine size randomly:

Die Roll (d8)	Size
1-2	Small
3-7	Average
8	Huge

Age: The hit die type as well as other characteristics of the creature is determined by its age:

Hit Dice	Character Level	Dragonfear Effect
1d4-1d6	Commoner	Flee in blind panic for 4d6x10 minutes.
1d8-3d6	1-2	Save vs. magic or be paralyzed with fear (50%) for 10d6 minutes or otherwise flee in blind panic 4d6x10 minutes.
3d8-6d6	3-5	Save vs. magic or have a -1 penalty “to hit” and to damage.
6d8+	6+	No effect

Adult and older dragons are also themselves immune to magical *fear* of any sort.

Sleeping dragons: Most dragons, even those of good alignment, tend to sleep atop vast piles of treasure in their lairs. Only in such an environment is there a chance that any given dragon will be asleep (see the individual dragon descriptions for the chance that the dragon will be asleep when encountered). Dragons will awaken at any noise within 30-120', however, depending on the volume of the sound and any intervening structures. Bashing open a door, sounds of combat, and even regular talking will usually be enough to awaken the dragon. Dragons will awaken anyway when intruders enter their lair on a roll of 6 on 1d6. If a dragon is sleeping when attacked, the attackers get a bonus of +3 “to hit” on the first strike only; after that, the dragon will be awake, and the bonus is lost.

Mated pairs: If more than one dragon is encountered, they will consist of a mated pair, and any dragons after the first two will be their young (adjust age rolls appropriately). If the young or the other adult in a mated pair are attacked in front of an adult dragon, the adults will immediately use their breath weapons and then attack with claws, tails, and teeth with a +2 bonus "to hit" and damage.

Spellcasting: All dragons have a chance to cast spells, as indicated above. If a given dragon is a spellcaster, roll to see what level caster the dragon is. The type of spellcaster will depend on the type of dragon; see the individual dragon type descriptions for details. Due to their innate magical natures, dragon spellcasters do not need or use spell books or material components, even if they cast spells as mages or their sub-classes. All dragons are able to *polymorph self* twice per day (once into the chosen form - for a duration of 12 hours maximum - and once back to dragon form).

Treasure: All dragons amass treasure. The treasure multiplier in the table above refers only to the treasure value for the creature, not the chance or number of any magical items that might be present in its hoard.

Combat: In combat, dragons use their fore claws, bite, tail, and rear claws. The tail and rear claws can only be used against targets in the flank or rear of the beast, unless it is flying and dives down on targets on the ground, in which case they can use all six attacks against various targets. There is a 50% chance that a dragon will use its fearsome breath weapon rather than its claws, tail, and teeth. Unless otherwise noted, the breath weapon does a number of points of damage equal to the dragon's current hit point total (targets are entitled to a saving throw vs. breath weapon to take half damage, rounded up). Dragons may use their breath weapons as often as they wish.

In the air, dragons can either attack with their bite or claws, not both. They can, however, breathe and then attack with tooth or talon in the same round.

All dragons are able to speak their own tongue, which is understood by all dragonkind. They are also able to speak the common tongue, but sometimes only haltingly.

Unfortunately, due to the high number of variables, it is impossible to give a standard experience point (X.P.) value for dragons. The game master must use the formula in the **ADVENTURES DARK AND DEEP™ BESTIARY** to calculate the value of each individual dragon. *Detect invisible objects* counts as a minor power, while *dragonfear*, spellcasting ability, and the dragon's breath weapon count as major powers. You should also apply the bonuses for such things as the maximum damage the dragon can inflict and its armor class, if applicable.

Sea Dragon

Number	1d3
Morale	See above
Hit Dice	11-13
Armor Class	0
Move	90'/min., 280'/min. (flying, average), 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/3d8/1d8/1d6/1d6
Defenses	Immune to water-based magic
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (42'-52' long)
Intelligence	17
Alignment	Any
Treasure Type	XVIII
Treasure Value	3d4x10,000
Magical Treasure	2d4 items (15%), 1 weapon (25%)
X.P. Value	See above

General: As the name implies, sea dragons are aquatic creatures which dwell beneath the waves. They can exist in either fresh or salt water, and can breathe either air or water. In their lair, there is a 30% chance that any given sea dragon will be asleep. Those sea dragons that are spellcasters do so as if they are druids, with an affinity for water-based spells, which they cast as if they are 1 level higher than normal.

Combat: In melee, sea dragons attack as noted above. They have two breath weapons. The first is a blast of sonic vibration which is only effective while immersed in water, 70' long and 25' wide at the base. In addition to the normal blast damage, any creature caught in it will be stunned and deafened for 1d3 rounds unless the standard save vs. breath weapon is made. The second is a jet of water 100' long and 10' wide, which will not only do damage but knock anyone who does not make an additional Dexterity check prone, and knock them back 1d10 feet per age level of the dragon.

Appearance: Sea dragons have powerful wings which they use to swim underwater as well as fly. They have a fan running from the base of their skull to their tail, which is shaped like a whale's fluke. Their faces are long and narrow, and their scales are deep green along their backs, fading gently to a light blue-green on their bellies. Their claws are webbed.

Human

Pilgrim

Number	10d10
Morale	+1
Hit Dice	1d6
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	See below
Damage	See below
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	10
Alignment	See below
Treasure Type	Xxx
Treasure Value	Xxx
Magical Treasure	Xxx
X.P. Value	Special

General: Pilgrims are religious travelers. Individual worshipers will generally go on a pilgrimage to visit a particular sacred site, because of some religious holiday, at the onset of a religiously-significant one-time event, to see a particular personage, etc. They can travel short or vast distances, but all will either be traveling afoot (75%) or mounted (25%). All pilgrims will share an alignment, which can be determined randomly if no obvious sacred site or occurrence is nearby:

Die Roll (d20)	Alignment
1-4	Lawful good
5	Neutral good
5-8	Chaotic good
9	Chaotic neutral
10-13	Chaotic evil
14	Neutral evil
15-17	Lawful evil
18	Lawful neutral
19-20	Neutral

Bands of pilgrims will always be under the protection of fighters and other character-types:

- 1d6 2nd level clerics (druid if neutral pilgrims)
- 1 3rd level mystic (druid if neutral pilgrims)
- 1d4 4th level clerics (druid if neutral pilgrims)
- 1 5th level mystic (druid if neutral pilgrims)
- 1d2 6th level clerics (druid if neutral pilgrims)
- 1 8th level cleric (druid if neutral pilgrims)
- 5th or 6th level bard (25% chance)

For every ten pilgrims, the following characters could also be with the group:

- 1d10 fighters, level 1d8 each (10% chance); paladins if the pilgrims are lawful good, rangers if neutral good or chaotic good
- 1d6 thieves, level 1d6+1 (10% chance); assassins if the pilgrims are chaotic evil

- Magic user, level 1d4+5 (5% chance)

The pilgrims as a whole will not have treasure, but individual members of the group will have treasure as follows:

- Regular pilgrims will have 3d8 c.p. each
- Clerics/druids will have 3d8 c.p., 3d6 s.p., and 2d4 g.p. each
- Fighters will have 2d6 e.p. and 2d4 g.p.
- Thieves will have 3d8 c.p., 1d6 p.p., and 1d4 gems
- Bards will have 3d6 s.p. and 2d4 g.p.
- Mages will have 2d6 e.p., 1d6 p.p., and 1d4 gems

There will be a 5% chance that any given band of pilgrims will bear a holy relic, normally in the care of the most powerful character present, and carefully guarded by both traps and magic, and well hidden.

Combat: Pilgrims of good and neutral alignment are unarmed. Those who are evil will have daggers, although all are commoners. The higher-level classed individuals will have weapons, armor, and magic items appropriate to their level and class.

Appearance: Pilgrims appear as ordinary humans. They will dress plainly, and all members of the group may have some sort of religiously-inspired identifier, such as a sash, badge, sewn-on image, etc.

Pirate

Number	5d6x10
Morale	±0
Hit Dice	1d6
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	10
Alignment	Neutral, chaotic neutral, neutral evil, chaotic evil
Treasure Type	II
Treasure Value	Individuals 1d4 g.p., group 2d4+1x10,000 g.p.
Magical Treasure	Group 1 item (60%), 1 potion (60%)
X.P. Value	5 + 1/h.p.

General: Pirates are a special type of bandit who specialize in raiding sailing ships and other watercraft. They can be found at sea, on lakes, or rivers. Almost always an encounter with pirates will find them aboard their ship, which doubles as their base and is where most of their treasure will be stored. There is a 50% chance, however, that the majority of their treasure will have been buried elsewhere for safekeeping, and a map to the treasure will be found aboard their ship. There will also be 1d4+1 prisoners being held for ransom at any given time.

Pirates will have leaders among them as follows:

- For every 50 pirates, one third level fighter, a 15% chance for a cleric (level 1d4+11) and a 10% chance for a mage (level 1d3+5)
- For every 100 pirates, one fifth level fighter
- Four 4th level fighters as mates
- If there are 200 or fewer pirates, one 6th level fighter as lieutenant and an 8th level captain
- If there are more than 200 pirates, one 7th level fighter as lieutenant and a 10th level captain

The type of ship pirates will have will be determined by the number encountered (if circumstances obviously preclude as large a ship as indicated, such as river pirates with a carrack, the game master should split them up across several smaller, more appropriate, vessels):

Pirates	Ship(s)
50-100	Bireme or two longships
101-200	Dromon, trireme, or two biremes
200-250	Carrack, two dromons, or two triremes
250-300	Carrack, two dromons, or three biremes

Combat: Pirates attack with weapons. The type of weapon used and armor worn should be decided randomly. For large groups, you might find it easier to simply use the % Composition column, rather than rolling for each individual pirate.

Die Roll (d%)	Equipped with...	Move	% Composition
01 - 05	Mail & shield, longsword, axe	90' / min.	5%
06 - 10	Mail & longsword	90' / min.	5%
11 - 20	Leather cuirass & shield, longsword	120' / min.	10%
21 - 50	Leather cuirass & spear	120' / min.	30%
51 - 70	Leather cuirass & battle axe	120' / min.	20%
71 - 80	Leather cuirass & heavy crossbow	120' / min.	10%
81 - 00	Leather cuirass & light crossbow	120' / min.	20%

Appearance: Pirates tend to dress flamboyantly, but with well-honed weapons and armor in good condition.

(Note: This entry should replace the entry on pp. 265-266 of the **ADVENTURES DARK AND DEEP™ BESTIARY**.)

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A comprehensive system for creating and stocking wilderness, dungeon, and urban environments.

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