



BORDERLAND PROVINCES

Alternate Encounter Tables

Matthew J. Finch

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The Borderland Provinces

Alternate Encounter Tables

Introduction

Hi, this is Matt Finch, one of the founding partners of Frog God Games and author of the Borderland Provinces. The Frogs want like to thank all our fans for the successful conclusion of the Borderlands Kickstarter, and we're proud to be providing this stretch goal for your enjoyment as an additional resource for use with the campaign if you want to use terrain-based encounter tables in your Borderland Provinces campaigns.

“Road-and-Risk” versus “Terrain”

I think I discussed this in one of the updates, but the way the main campaign book is organized for wilderness wandering is that when the characters go off-road, you simply take the encounter table for the nearest road and use that. Result: the types of encounters are the same, but each encounter description includes higher “risk levels” than you ordinarily find on the roads. Why? Because when you run into that encounter in the wilderness it's the same *type* of encounter, but the monsters are tougher or more numerous.

A terrain-based set of encounter tables ignores the roads, and simply looks at whether our wilderness wanderers are standing in a blank hex, a mountain hex, a forest hex, etc. It's just a different way of looking at it.

Risk Level

However, if you're basing your encounters on the terrain, how do you determine risk level? You can do it in a couple of ways, but normally it's done by putting a few super-dangerous monsters into the table with a lower likelihood of encountering them. Another method, which is very common and which I personally don't like much, is to determine the result and then design the encounter based around the level of the characters. In other words, for a first level party the result “orcs” might generate 3 or 4 normal orcs, whereas the same roll of “orcs” for a higher level party would indicate that you're going to produce a tribe of them with spell-casting shamans and high-powered leaders. I much prefer what's often called an “old school” approach, which is to have the characters encounter whatever the world throws at them naturally (as defined by the tables). Sometimes the encounter is weak, sometimes strong, and sometimes it's right in the “Goldilocks” region where the risk level is juuuuust right. There are advantages and disadvantages to both approaches.

Since we're more about “old school” at Frog God Games, we're doing it so the characters encounter the world as they find it, not as a series of encounters crafted to their level of experience.

Now, that isn't to say that the wilderness would be one undifferentiated risk level. In fact, I think it's important that a careful party of first level adventurers *ought to be able to identify* that one wilderness area is more their speed, and others are way, way too dangerous. However, that's more up to you as the Game Master, because the Borderlands simply represent too much land area to do this meaningfully across all the wilderness area on the map. We can make the distinction between “road” and “wilderness” risk levels with the “road-and-risk” system, but that's a pretty blunt instrument. It's one or the other. I think a good Game Master will mess around with these tables a bit, to give the players meaningful choices

Most, but not all, of the encounters listed on the tables refer back to the main campaign book with an encounter number — just check the encounter appendix for the details. In most cases, wilderness areas should use the “high risk” numbers provided in the appendix since “Medium Risk” is the usual level for roads. However, encounters in settled or patrolled areas may be set at medium or even low risk levels at your discretion.

about which nearby areas are risky or not, but that simply gets down to a level of detail we can't represent when we're making a book to cover a vast area like the Borderland Provinces.

Okay, enough said about that. Let's move on to our first group of tables, the “generic” ones.

Generic Tables

These tables are for encounters in unmarked areas of the map, which means you won't use the mountain tables very often, but the “Open Ground” table will probably be used a great deal. The hexes of the Borderland Provinces map are so large that the characters will certainly find ranges of hills, occasional marshes, and forests that aren't shown on the map, and these tables can be used for hex-crawling in those types of regions.

Forest, General

1d100	Encounter Type
01–03	Bandits (Encounter #7)
04–08	Bears, Black (Encounter #11)
09–11	Beavers, Giant (1d3)
12–14	Boars, Giant (1d4)
15–19	Boars, Wild (2d4)
20–23	Bugbears (Encounter #13)
24–26	Centipede, Giant (1d6+1)
27–30	Cobra Flower (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute giant snake if reference book not available) (2d6)
31–34	Deer (2d6+2)
35	Dryad (1)
36–38	Elf (Encounter #34)
39–41	Forester's Bane (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute treant if reference book not available) (75% chance of 1, 25% chance of 1d4)
42–45	Fur Trappers or hunters (2d6 humans or elves, with leader of level 1d4+1)
46–50	Goblins (Encounter #44)

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1d100	Encounter Type
51-53	Korred (Encounter #58)
54-56	Lycanthropes (bear, wolf, boar) (Encounter #61)
57-59	Lynx, Giant (1d3)
60-62	Ogres (Encounter #69)
63-64	Owl, Giant (1)
65-68	Owlbears (Encounter #72)
69-70	Pixie (01-60 for 1; 61-00 for 1d6+2)
71-72	Satyr (Encounter #82)
73-75	Snake, Giant (01-75 for 1; 76-00 for 1d6+1)
76	Spider, Giant Phase (01-50 for 1; 51-00 for 1d3+1)
77-82	Spiders, Giant (2d6-1)
83-84	Treant (01-90: 1 treant; 91-00: 1d4+1 treants)
85-87	Trolls (Encounter #92)
88	Unicorn (1)
89-91	Wasp, Giant (Encounter #99)
92-93	Wolverines, Giant (Encounter #106)
94-97	Wolves (Encounter #107)
98-99	Worgs (2d6-1)
00	Wyverns (Encounter #109)

1d100	Encounter Type
57-61	Gnolls (Encounter #43)
62-64	Goblins (Encounter #44)
65	Gorgon (1)
66-67	Griffon (Encounter #47)
68-70	Harpy (Encounter #50)
71-73	Horses, wild (1d10+1)
74-76	Lycanthrope (Encounter #61)
77-79	Manticore (Encounter #63)
80	Medusa (01-75 with 1 medusa, 76-00 with 1d4+1)
81-83	Minotaur (01-50 with 1 minotaur, 51-00 with 1d8+1)
84-88	Ogres (Encounter #69)
89-93	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
94-96	Trolls (Encounter #92)
97-98	Wyverns (Encounter #109)
99-00	Yak-beast, wild (1d6)

Mountains, General

Hills, General

1d100	Encounter Type
01-03	Badger, giant (Encounter #6)
04-07	Bandits (Encounter #7)
08-09	Basilisk (Encounter #9)
10-14	Bears, Black (Encounter #11)
15	Bears, Grizzly (1d2)
16-18	Blood Hawks (Encounter #12)
19	Boars, Giant (1d4)
20-24	Boars, Wild (2d4)
25-26	Bugbears (Encounter #13)
27-30	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
31-32	Cobra Flower (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute giant snake if reference book not available) (2d6)
33-35	Deer (2d6+2)
36	Dragon, blue: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
37-38	Dragon, green: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
39-42	Dwarf (Encounter #32)
43	Eagle, Giant (Encounter #33)
44-46	Elf (Encounter #34)
47-51	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
52-56	Giant, Hill (Encounter #41)

1d100	Encounter Type
01-03	Bandits (Encounter #7)
04-07	Bears, Black (Encounter #11)
08-09	Bears, Grizzly (1d2)
10-13	Blood Hawks (Encounter #12)
14-17	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
18-20	Dragon, Red: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
21-23	Dragon, White: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
24-27	Dwarves (Encounter #32)
28-31	Eagles, Giant (Encounter #33)
32-35	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
36	Giants, Cloud (Encounter #40)
37-41	Giants, Frost (1d4)
42-45	Giants, Hill (Encounter #41)
46-49	Giants, Stone (Encounter #42)
50-54	Goats, Mountain (1d6+2)
55-58	Goats, Giant Mountain (1d4)
59-61	Goblins (Encounter #44)
62-64	Griffon (Encounter #47)
65-67	Lycanthrope (Encounter #61)
68-72	Ogres (Encounter #69)
73-74	Ogre Mage (Oni) (Encounter #70)

ALTERNATE ENCOUNTER TABLES

1d100	Encounter Type
75-80	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
81-82	Rocs (Encounter #81)
83-86	Trolls (Encounter #92)
87-89	Trolls, Giant (1)
90	Winter-Kin (or other evil fey) (1d3)
91-95	Wyverns (Encounter #109)
96-00	Yeti (1d10)

Open Ground (mixed terrain)

1d100	Encounter Type
01-04	Ankheg (Encounter #2)
05-08	Ants, giant (Encounter #4)
09-11	Bandits (Encounter #7)
12-15	Bears, Black (Encounter #11)
16-20	Boars, Wild (2d4)
21-23	Bulette (Encounter #14)
24-27	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
28-31	Centaur (Encounter #17)
32-35	Cockatrice (Encounter #22)
36-40	Deer (2d6+2)
41-43	Dragon, Black: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
44-46	Dragon, Green: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
47-50	Giants, Hill (Encounter #41)
51-55	Gnolls (Encounter #43)
56-59	Goblins (Encounter #44)
60-62	Halflings (1d10+1)
63-64	Lycanthrope (Encounter #61)
65-74	Mundane Encounter (roll mundane encounter for nearest road)
75-78	Ogres (Encounter #69)
79-83	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
84-86	Trolls (Encounter #92)
87	Village
88-92	Wolves (Encounter #107)
93-95	Worgs (2d6-1)
96-99	Wyverns (Encounter #109)
00	Yak-beast, wild (1d6)

Specific Areas

Creeping Mire

The only real feature distinguishing the Creeping Mire from an ordinary swamp is the high incidence of lizardfolk encounters.

1d100	Encounter Type
01-05	Algoird (Tome of Horrors Complete or Fifth Edition Foes , substitute giant snake if reference book not available)
06-10	Bandits (Encounter #7)
11-12	Banshee (1)
13-17	Cobra Flower (Tome of Horrors Complete or Fifth Edition Foes , substitute giant snake if reference book not available) (2d6)
18-22	Crocodile (1d8)
23-27	Crocodile, Giant (1d3)
28-30	Dragon, Black: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
31-33	Ettin (Encounter #35)
34-39	Frog People (varied types, choose as applicable from available rulebooks)
40-46	Frog, Giant (1d8)
47-48	Fungus, Violet (or Shambling Mound) (1)
49-50	Ghoul (1d10)
51	Hag, green (Encounter #48)
52-54	Harpy (Encounter #50)
55-56	Hydra (1)
57-71	Lizardfolk (1d6+3)
72-76	Shambling mound (Encounter #84)
77-79	Shrieker (1d6)
80-87	Snake, Giant (01-75 for 1; 76-00 for 1d6+1)
88-89	Tri-Flower Frond (Tome of Horrors Complete or Fifth Edition Foes , substitute giant snake if reference book not available)
90-95	Troll (Encounter #92)
96-98	Wasp, Giant (Encounter #99)
99-00	Will o' the Wisp (1)

Cretian Mountains

The basic premise of the Cretian Mountains is that they are a mixture of the old Hammer horror films, dark fairy tales, and Clark Ashton Smith's *Averoigne* short stories. In other words, there's an unusually large incidence of shapeshifters (mainly lycanthropes), various forms of undead (mainly ghouls, wights, and wraiths), together with a leavening of the less-pleasant types of fey creatures. There are human settlements in the mountains, but they are often so isolated as to be uncomfortably strange; and at the extremes they may be inbred, cannibalistic, cultist, or otherwise thoroughly evil. This is an area where the weight of supernatural threat is basically unrelenting, even if the characters manage to find a relatively normal hamlet to use as a home base. Nowhere is entirely safe, and appearances can be deceptive.

In addition to the supernatural aspect of the Cretians, there are a couple of more mundane features to the mountain range. It has a large population

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of perytons relative to other mountainous areas, and a higher chance of encounters with wolves.

Duskmoon Hills

The Duskmoon Hills already have an encounter table in the campaign book, and the terrain encounter table below is nothing more than the one in the book but with the “mundane” encounters — the ones to be found on a road — removed from the mix.

1d100	Encounter Type
01–03	Bandits (Encounter #7)
04–07	Bears, Black (Encounter #11)
08–09	Bears, Grizzly (1d2)
10–13	Blood Hawks (Encounter #12)
14–17	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
18–20	Dragon, Red: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
21–23	Dragon, White: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
24–25	Dwarves (Encounter #32)
26–27	Eagles, Giant (Encounter #33)
28–30	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
31–33	Ghouls (1d20)
34–35	Giants, Cloud (Encounter #40)
36–37	Giants, Frost (1d4)
38–39	Giants, Hill (Encounter #41)
40	Giants, Stone (Encounter #42)
41–45	Goats, Giant Mountain (1d4)
46	Goats, Mountain (1d6+2)
47–51	Goblins (Encounter #44)
52	Griffon (Encounter #47)
53–54	Hag (Encounter #48)
55–59	Lycanthrope (wolf or bear) (Encounter #61)
60–61	Ogre Mage (Oni) (Encounter #70)
62–65	Ogres (Encounter #69)
66	Orcs (01–50 with 1d10+2 orcs, 51–90 with 1d20+10 orcs and leader, 91–00 with 1d100 orcs)
67–69	Perytons (1d6)
70	Rocs (Encounter #81)
71–73	Sprite (1d6+2)
74–76	Trolls (Encounter #92)
77	Trolls, Giant (1)
78–79	Village
80–82	Wight (75%) or wraith (25%)
83–87	Winter-kin (1d3)
88–92	Wolves (Encounter #107)
93–00	Wyverns (Encounter #109)

1d100	Encounter Type
01–02	Ankhegs (Encounter #2)
03–14	Bandits (Encounter #7)
15–16	Basilisks (Encounter #9)
17–18	Blood Hawks (Encounter #12)
19–30	Bugbears (Encounter #13)
31–32	Dragonflies, giant (Encounter #26)
33–36	Dragon: (01–75 1 dragon; 76–00 2 dragons) (roll type and age randomly)
37–38	Drake, Fire (Encounter #30)
39–40	Eagle, Giant (Encounter #33)
41	Ettins (Encounter #35)
42–43	Giant, Cloud (Encounter #40)
44–46	Giant, Hill (Encounter #41)
47–50	Gnolls (Encounter #43)
51–52	Goblin Raiders (Encounter #44)
53–54	Goblins, Roaming (Encounter #45)
55–56	Griffons (Encounter #47)
57–58	Hags (Encounter #48)
59–60	Harpies (Encounter #50)
61–62	Korred (Encounter #58)
63–64	Lycanthropes (Encounter #61)
65–68	Manticores (Encounter #63)
69–72	Ogres (Encounter #69)
73	Ogre Mages (Encounter #70)
74–75	Owlbears (Encounter #72)
76–80	Robber Knight (Encounter #80)
81	Rocs (Encounter #81)
82	Satyrs (Encounter #82)
83	Shambling Mounds (Encounter #84)
84	Tangtals (Encounter #89)
85–88	Trolls (Encounter #92)
89–90	Wasps, giant (Encounter #99)
91–94	Weasels, giant (Encounter #100)
95–96	Wights (Encounter #102)
97	Witherstenches (Encounter #105)
98	Wizard (Encounter #108)
99–100	Wyverns (Encounter #109)

ALTERNATE ENCOUNTER TABLES

Forest of Hope

Watch out for the green dragons.

1d100	Encounter Type
01-03	Bandits (Encounter #7)
04-08	Bears, Black (Encounter #11)
09-10	Boars, Giant (1d4)
11-15	Boars, Wild (2d4)
16-19	Bugbears (Encounter #13)
20	Centipede, Giant (1d6+1)
21-24	Cobra Flower (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute giant snake if reference book not available) (2d6)
25-28	Deer (2d6+2)
29-33	Western Verge: Dragon, Green : 1 (01-75 1 dragon; 76-00 2 dragons) (these will be young dragons 90% of the time) Eastern Regions: Dragon, Green (50%) or re-roll. Determine age category randomly.
34	Dryad (1)
35-37	Elf (Encounter #34)
38-39	Forester's Bane (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute treant if reference book not available) (75% chance of 1, 25% chance of 1d4)
40-42	Fur Trappers or hunters (2d6 humans and/or elves, with leader of level 1d4+1)
43-47	Goblins (Encounter #44)
48-49	Lycanthropes (bear, wolf, boar) (Encounter #61)
50-52	Lynx, Giant (1d3)
53-55	Ogres (Encounter #69)
56-57	Owl, Giant (1)
58-61	Owlbears (Encounter #72)
62-63	Pixie (01-60 for 1; 61-00 for 1d6+2)
64	Satyr (Encounter #82)
65-67	Snake, Giant (01-75 for 1; 76-00 for 1d6+1)
68-70	Spider, Giant Phase (01-50 for 1; 51-00 for 1d3+1)
71-79	Spiders, Giant (2d6-1)
80-84	Stirges (2d6)
85	Treant (01-90: 1 treant; 91-00: 1d4+1 treants)
86-90	Trolls (Encounter #92)
91	Wasp, Giant (Encounter #99)
92-95	Wolves (Encounter #107)
96-99	Worgs (2d6-1)
00	Wyverns (Encounter #109)

Forlorn Mountains

Essentially the only unusual creature of the Forlorn Mountains (in the Borderlands are) are gargoyles, but these are very common, and there is a higher incidence of giants than in ordinary mountains. More information about the Eastern side of the Forlorns is provided in *Cults of the Sundered Kingdoms*.

1d100	Encounter Type
01-04	Bandits (Encounter #7)
05-09	Bears, Black (Encounter #11)
10	Bears, Grizzly (1d2)
11	Boars, Giant (1d6)
12-15	Boars, Wild (2d4)
16-18	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
19-20	Deer (2d6+2)
21-23	Dragon, Red: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
24-25	Dragon, White: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
26-30	Dwarves (Encounter #32)
31-32	Eagles, Giant (Encounter #33)
33-35	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
36-45	Gargoyles (Encounter #38)
46-52	Giants, Frost (1d6)
53-59	Giants, Hill (Encounter #41)
60-65	Giants, Stone (Encounter #42)
66-69	Goats, Mountain (1d6+2)
70-71	Goats, Giant Mountain (1d4)
72-74	Goblins (Encounter #44)
75-77	Griffon (Encounter #47)
78-82	Ogres (Encounter #69)
83-85	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
86-88	Rocs (Encounter #81)
89-93	Trolls (Encounter #92)
94-95	Trolls, Giant (1)
96	Wolves (Encounter #107)
97-00	Wyverns (Encounter #109)

Kal'Iugus Mountains

The Kal'Iugus Mountains are divided into two encounter tables, since the northern spur is glacial and has a different population of monsters than the rest of the range.

Northern Spur

1d100	Encounter Type
01-15	Barbarians (1d8 with 50% chance of leader present)
16-17	Bears, Grizzly (1d2)

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1d100	Encounter Type
18–19	Bears, Polar (1d4)
20–21	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
22–25	Dragon, White: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
26–27	Dwarves (Mountain) (Encounter #32, but mountain dwarves rather than hill dwarves)
28–29	Eagles, Giant (Encounter #33)
30	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
31–40	Giants, Frost (1d8)
41–45	Giants, Hill (Encounter #41)
46–49	Giants, Stone (Encounter #42)
50–57	Goats, Mountain (1d6+2)
58–60	Goats, Giant Mountain (1d4)
61–63	Griffon (Encounter #47)
64–70	Ogres (Encounter #69)
71–73	Orcs (01–50 with 1d10+2 orcs, 51–90 with 1d20+10 orcs and leader, 91–00 with 1d100 orcs)
74–76	Rocs (Encounter #81)
77–81	Trolls (Encounter #92)
82–84	Trolls, Giant (1)
85–89	Wolves (Encounter #107)
90–93	Wolves, winter (1d6)
94–00	Wyverns (Encounter #109)

South and Middle Regions

1d100	Encounter Type
01–04	Bandits (Encounter #7)
05	Barbarians (1d10 with 50% chance of leader present)
06–10	Bears, Black (Encounter #11)
11	Bears, Grizzly (1d2)
12	Boars, Giant (1d4)
13–16	Boars, Wild (2d4)
17–19	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
20–22	Deer (2d6+2)
23–28	Dragon, Red: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
29	Dragon, White: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
30	Dwarves (Hill) (Encounter #32)
31–35	Dwarves (Mountain) (Encounter #32, but with mountain dwarves)
36–38	Eagles, Giant (Encounter #33)
39–43	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
44	Giants, Fire (1d6)
45–46	Giants, Frost (1d4)

1d100	Encounter Type
47–50	Giants, Hill (Encounter #41)
51–53	Giants, Stone (Encounter #42)
54–58	Goats, Mountain (1d6+2)
59	Goats, Giant Mountain (1d4)
60–63	Goblins (Encounter #44)
64–66	Griffon (Encounter #47)
67–70	Ogres (Encounter #69)
71–77	Orcs (01–50 with 1d10+2 orcs, 51–90 with 1d20+10 orcs and leader, 91–00 with 1d100 orcs)
78–80	Rocs (Encounter #81)
81–85	Trolls (Encounter #92)
86–87	Trolls, Giant (1)
88–90	Wolves (Encounter #107)
91	Worgs (2d6–1)
92–00	Wyverns (Encounter #109)

Lorremach Highhills

1d100	Encounter Type
01–03	Badger, giant (Encounter #6)
04–07	Bandits (Encounter #7)
08–09	Basilisk (Encounter #9)
10–14	Bears, Brown (Encounter #11)
15	Bears, Grizzly (1d2)
16–18	Blood Hawks (Encounter #12)
19	Boars, Giant (1d4)
20–24	Boars, Wild (2d4)
25–26	Bugbears (Encounter #13)
27–30	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
31–32	Cobra Flower (<i>Tome of Horrors Complete</i> or <i>Fifth Edition Foes</i> , substitute giant snake if reference book not available) (2d6)
33–35	Deer (2d6+2)
36–38	Dragon, blue: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
39–41	Dragon, green: (01–75 1 dragon; 76–00 2 dragons) (roll age randomly)
42	Dwarf (Encounter #32)
43–45	Eagle, Giant (Encounter #33)
46	Elf (Encounter #34)
47–51	Fur Trappers or Opium Farmers (2d6 humans, with leader of level 1d4+1)
52–56	Giant, Hill (Encounter #41)
57–61	Gnolls (Encounter #43)
62–64	Goblins (Encounter #44)
65	Gorgon (1)
66–67	Griffon (Encounter #47)
68–73	Hobgoblins (2d10)

ALTERNATE ENCOUNTER TABLES

1d100	Encounter Type
74-76	Lycanthrope (Encounter #61)
77-79	Manticore (Encounter #63)
80	Medusa (01-75 with 1 medusa, 76-00 with 1d4+1)
81-83	Minotaur (01-50 with 1 minotaur, 51-00 with 1d8+1)
84-88	Ogres (Encounter #69)
89-96	Trolls (Encounter #92)
97-98	Wyverns (Encounter #109)
99-00	Xorn (1)

Meridian Range

1d100	Encounter Type
01-03	Bandits (Encounter #7)
05-10	Bear, Black (Encounter #11)
11	Bears, Grizzly (1d2)
12-21	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
22-23	Dragon, Red: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
24-25	Dragon, White: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
26-30	Dwarves (Hill) (Encounter #32)
31-32	Eagles, Giant (Encounter #33)
33-36	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
37-38	Giants, Frost (1d4)
39-45	Giants, Hill (Encounter #41)
46-47	Giants, Stone (Encounter #42)
48-57	Goats, Mountain (1d6+2)
58	Goats, Giant Mountain (1d4)
59-62	Griffon (Encounter #47)
63-68	Ogres (Encounter #69)
69-75	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
76	Rocs (Encounter #81)
77-83	Trolls (Encounter #92)
84	Trolls, Giant (1)
85-88	Witherstench (Encounter #105)
89-92	Wolves (Encounter #107)
93	Wolves, worgs (2d6-1)
94-00	Wyverns (Encounter #109)

Mons Terminus

1d100	Encounter Type
01-03	Bandits (Encounter #7)
04-07	Bears, Black (Encounter #11)
08-09	Bears, Grizzly (1d2)

1d100	Encounter Type
10-13	Blood Hawks (Encounter #12)
14-17	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
18-20	Dragon, Red: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
21-23	Dragon, White: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
24-27	Dwarves (Encounter #32)
28-31	Eagles, Giant (Encounter #33)
32-35	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
36	Giants, Cloud (Encounter #40)
37-41	Giants, Frost (1d4)
42-45	Giants, Hill (Encounter #41)
46-49	Giants, Stone (Encounter #42)
50-54	Goats, Mountain (1d6+2)
55-58	Goats, Giant Mountain (1d4)
59-61	Goblins (Encounter #44)
62-64	Griffon (Encounter #47)
65-67	Lycanthrope (Encounter #61)
68-72	Ogres (Encounter #69)
73-74	Ogre Mage (Oni) (Encounter #70)
75-80	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
81-82	Rocs (Encounter #81)
83-86	Trolls (Encounter #92)
87-89	Trolls, Giant (1)
90	Winter-Kin (or other evil fey) (1d3)
91-95	Wyverns (Encounter #109)
96-00	Yeti (1d10)

Rampart Mountains

1d100	Encounter Type
01-03	Bandits (Encounter #7)
04-07	Bears, Black (Encounter #11)
08-09	Bears, Grizzly (1d2)
10-13	Blood Hawks (Encounter #12)
14-17	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
18-20	Dragon, Red: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
21-23	Dragon, White: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
24-27	Dwarves (Encounter #32)
28-31	Eagles, Giant (Encounter #33)
32-35	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
36	Giants, Cloud (Encounter #40)
37-41	Giants, Frost (1d4)

THE LOST LANDS: BORDERLAND PROVINCES

1d100	Encounter Type
42-45	Giants, Hill (Encounter #41)
46-49	Giants, Stone (Encounter #42)
50-54	Goats, Mountain (1d6+2)
55-58	Goats, Giant Mountain (1d4)
59-61	Goblins (Encounter #44)
62-64	Griffon (Encounter #47)
65-67	Lycanthrope (Encounter #61)
68-72	Ogres (Encounter #69)
73-74	Ogre Mage (Oni) (Encounter #70)
75-80	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
81-82	Rocs (Encounter #81)
83-86	Trolls (Encounter #92)
87-89	Trolls, Giant (1)
90	Winter-Kin (or other evil fey) (1d3)
91-95	Wyverns (Encounter #109)
96-00	Yeti (1d10)

Wilderland Hills

Roving barbarians and humanoids are the main risk in this area.

1d100	Encounter Type
01-03	Badger, giant (Encounter #6)
04-06	Bandits (Encounter #7)
07-16	Barbarian Clan (1d100 with 1d2 leaders)
17-18	Basilisk (Encounter #9)
19-22	Bears, Black (Encounter #11)
23	Bears, Grizzly (1d2)
24-26	Blood Hawks (Encounter #12)
27	Boars, Giant (1d6)
28-30	Boars, Wild (2d4)
31-36	Bugbears (Encounter #13)
37-40	Cat, great (tigers, lions, or mountain panthers, as appropriate) (1d4)
41	Cobra Flower (Tome of Horrors Complete or Fifth Edition Foes , substitute giant snake if reference book not available) (2d6)
42-43	Deer (2d6+2)
44	Dragon, blue: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
45	Dragon, green: (01-75 1 dragon; 76-00 2 dragons) (roll age randomly)
46	Dwarf (Encounter #32)
47	Eagle, Giant (Encounter #33)
48	Elf (Encounter #34)
49	Fur Trappers or Prospectors (2d6 humans or dwarves, with leader of level 1d4+1)
50-57	Giant, Hill (Encounter #41)
58-61	Gnolls (Encounter #43)

1d100	Encounter Type
62-64	Goblins (Encounter #44)
65	Gorgon (1)
66-67	Griffon (Encounter #47)
68-70	Harpy (Encounter #50)
71-74	Horses, wild (1d10+1)
75-76	Lycanthrope (Encounter #61)
77-79	Manticore (Encounter #63)
80	Medusa (01-75 with 1 medusa, 76-00 with 1d4+1)
81	Minotaur (01-50 with 1 minotaur, 51-00 with 1d8+1)
82-86	Ogres (Encounter #69)
87-94	Orcs (01-50 with 1d10+2 orcs, 51-90 with 1d20+10 orcs and leader, 91-00 with 1d100 orcs)
95-98	Trolls (Encounter #92)
99-00	Wyverns (Encounter #109)

Wiltangle Forest

The Wiltangle Forest is not much different than a “standard” forest, although the tables reflect a higher chance of encountering elves, and druids are listed as a potential encounter since the druidic religion is stronger in this area than others.

1d100	Encounter Type
01-03	Bandits (Encounter #7)
04-08	Bears, Black (Encounter #11)
09-11	Beavers, Giant (1d3)
12-14	Boars, Giant (1d4)
15-19	Boars, Wild (2d4)
20-23	Bugbears (Encounter #13)
24	Centipede, Giant (1d6+1)
25-28	Cobra Flower (Tome of Horrors Complete or Fifth Edition Foes , substitute giant snake if reference book not available) (2d6)v
29-32	Deer (2d6+2)
33-34	Druids (Encounter #31)
35	Dryad (1)
36-40	Elf (Encounter #34)
41	Forester's Bane (Tome of Horrors Complete or Fifth Edition Foes , substitute treant if reference book not available) (75% chance of 1, 25% chance of 1d4)
42-45	Fur Trappers or hunters (2d6 humans, elves, and/or halflings, with leader of level 1d4+1)
46-50	Goblins (Encounter #44)
51-53	Korred (Encounter #58)
54-56	Lycanthropes (bear, wolf, boar) (Encounter #61)
57-59	Lynx, Giant (1d3)
60-62	Ogres (Encounter #69)

ALTERNATE ENCOUNTER TABLES

1d100	Encounter Type
63-64	Owl, Giant (1)
65-68	Owlbears (Encounter #72)
69-70	Pixie (01-60 for 1; 61-00 for 1d6+2)
71-72	Satyr (Encounter #82)
73-75	Snake, Giant (01-75 for 1; 76-00 for 1d6+1)
76	Spider, Giant Phase (01-50 for 1; 51-00 for 1d3+1)
77-82	Spiders, Giant (2d6-1)
83-84	Treant (01-90: 1 treant; 91-00: 1d4+1 treants)
85-87	Trolls (Encounter #92)
88	Unicorn (1)
89-91	Wasp, Giant (Encounter #99)
92-93	Wolverines, Giant (Encounter #106)
94-97	Wolves (Encounter #107)
98-99	Worgs (2d6-1)
00	Wyverns (Encounter #109)