

Encounter Charts (PnP V2)

Introduction

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

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

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

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

Basic Encounter Chance Modifiers

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

Normal Movement

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

Hunting

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

Searching

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

Camped

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

Forester

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

Survival

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

Tracking

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

Hillsman

Mountainer

Plainsman

Seaman

Other Terrain related skills

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

Method of Transport	Modifier	Roll
Normal	0	0
Hunting	+5%	-5
Searching	+10%	-10
Camped	-5%	+5
Forester	EL/10%	EL/10 RU

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

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

Monster Type Chart Encounter Modifiers

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

Encounter Charts

A. Aerial Encounters

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

Aerial Day Encounters		Aerial Night Encounters	
Roll	Result	Roll	Result
01-12	Animals, Eagle	01-25	Animals, Hawk
13-24	Animals, Falcon	26-50	Tonah, Bird form only
25-37	Animals, Hawk	51	A'Equin
38-50	Fire Snake	52-53	Akhkharu, Vampire Bat
51-52	Demons, Storm	54	Asura
53-54	Elementals, Air	55	Baobhan Sith
55-58	Faerry	56	Bouba
59-60	Flaming Steed	57-58	Faerry
61-62	Giants, Storm (in lair)	59-60	Gargoyle
63-65	Griffin	61-62	Jinn Races, Peri
66-67	Hippogriff	63-64	Jinn Races, Ifret
68-69	Jinn Races, Peri	65-66	Jinn Races, Jinn
70-73	Pegasus	67	Lis
74-75	Vily, Aerial	68	Midge
76-77	Ahuras, Ahura	69	Mir
78-79	A'Equin	70-71	Poltergeist
80-81	Chimearas, Chimana	72-73	Shadow Hawk
82-83	Cadue	74-75	Sprite
84-85	Dragons, Lun	76	Ahuras, Ahura
86-87	Dragons, Dragons	77	Ahuras, Kerubim
88-89	Lis	78	Akhkharu, Vampire
90-91	Merkabah	79	Charontes
92-93	Roc	80	Chimearas, Chimeara
94-96	Wyvern	81	Daive
97-98	Demons, Storm Dragons	82	Demons, Imp
99-100	Seker	83	Demons, Storm
		84	Demons, Storm Dragons
		85	Demons, Terrestrial
		86	Demons, Iritxu
		87	Demons, Decay
		88	Demons, Disease
		89	Demons, Harab Serapel
		90	Dragons, Dragons
		91	Dragons, Elder
		82	Elementals, Air
		93	Kejan'po
		94	Herensuge
		95	Merkabah
		96	Rakshasha
		97	Seker

98	Soul Daiva
99	Giants, Storm (in lair)
100	Wyvern

B. Badlands Encounters

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

Badlands Day Encounters

Roll	Result
01-02	Animals, Antelope
03-04	Animals, Cliff Bear
05-06	Animals, Donkey/Burro
07-08	Animals, Draft Horse
09-11	Animals, Eagle
12-14	Animals, Falcon
15-17	Animals, Goat
18-20	Animals, Hawk
21-22	Animals, Leopard
23-24	Animals, Lion
25-26	Animals, Mule
27-28	Animals, Ox
29-31	Animals, Sheep
32-33	Animals, Tiger
34-35	Animals, Waste Lion
36-38	Animals, Wolf
39-40	Camel [Domestic, Draft]
41-42	Camel [Domestic, War]
43-44	Camel [Wild]
45-46	Fire Snake
47-48	Riding Horse I (Steppe Pony)
49-50	Riding Horse II (Mustang)
51-52	Fire Lions
53-54	Giants, Earth
55-56	Giants, Fire
57-58	Giants, Hill
59-60	Giants, Storm
61-62	Great Ape
63-64	Great Serpen
65-66	Griffin
67-68	Hippogriff
69-70	Orchi
71-72	Scorpion Beast
73-74	Te'sla
75	Tower Lord
76	Anakim (Immortal)
77	Basilisk
78-79	Chimearas, Chimana
80-82	Demons, Storm Dragons
83	Dragons, Dragons
84	Dragons, Lun
85	Dragons, Wym
86-87	Earth Eater
88-89	Edali
90-91	Firbolg
92-93	Lis
94	Roc
95-96	Searbhani
97	Shiroona
98	Vrykalakas
99-100	Wyvern

Badlands Night Encounters Chart A

Roll	Result
01-07	Animals, Antelope
08-14	Animals, Asp
15-21	Animals, Cliff Bear
22-28	Animals, Desert Lion
29-35	Animals, Hyena
36-42	Animals, Leopard
43-50	Animals, Mustang
51	Akhkharu, Vampire Bat
52	Aatxe
53	Barquest
54	Border Redcap
55	Cu Sidhe
56	Dalhan
57	Daoine Sidhe
58	Demons, Disease
59	Demons, Firehound
60	Demons, Herab Serapel
61	Demons, Imp
62	Demons, Storm
63	Dirasa
64	Dwarf
65-66	Fire Lions
67-68	Fire Snake
69	Gargoyle
70	Great Ape
71-72	Great Serpent
73	Lis
74	Orchi
75	Tonah
76-78	Anakim (Immortal)
79-80	Basilisk
81-82	Charontes
83-84	Chimearas, Chimeara
85-86	Daive
87-89	Demons, Storm Dragons
90-92	Demons, Terrestrial
93-95	Dragons, Wym
96-98	Giants, Earth
99-100	Giants, Fire

Badlands Night Encounters Chart B

Roll	Result
01-08	Animals, Steppe Pony
09-16	Animals, Tiger
17-25	Animals, Waste Lion
26-33	Animals, Wild Cat
34-41	Animals, Wild Dog
42-50	Animals, Wolf
51	Devils
52	Div
53	Fata Sheen
54	Fusin
55	Gartula
56	Gwyligi
57	Hags
58	Haunier
59	Nar'morel
60	Nebora
61	Osnada
62	Qutrub
63-64	Scorpion Beast
65	Searbhani
66	Sernemu
67	Spriggans
68-69	Te'sla
70-71	Trolls, Rock Troll
72-73	Trolls, Troll
74	Herensuge
75	Zombie
76-78	Giants, Hill
79-81	Giants, Storm
82-83	Kejan'po
84-85	Poltergeist
86-88	Shadow Hawk
89-91	Shadow Warrior
92-93	The Kiana'shan
94-95	Tower Lord
96-97	Vrykalakas
98-	Wyvern
100	

C. City Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-03	04-30	31-100	01-05	06-25	26-100 (Normal)
01-04	05-45	46-100	01-06	07-40	41-100 (If foreign or wealthy)
01-04	05-60	61-100	01-06	07-50	51-100 (If foreign & wealthy)

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

City Day Encounters			City Night Encounters		
Roll	Result		Roll	Result	
01-02	Animals, Bull (Cattle)	X	01-	Animals, Cat	
03-04	Animals, Cow		09		
05-07	Animals, Cat		10-	Animals, Dog	
08-09	Animals, Deer		19		
10-12	Animals, Dog I (Domestic Dog)		20-	Animals, Deer	
13-14	Animals, Dog II (Domestic Dog)		27		
15-16	Animals, Dog III (Domestic Dog)		28-	Animals, Pig	
17-18	Animals, Donkey/Burro		35		
19-20	Animals, Draft Horse		36-	Animals, Wild Cat	
21-22	Animals, Eagle		43		
23-24	Animals, Falcon		44-	Animals, Wild Dog	
25-26	Animals, Goat		50		
27-28	Animals, Hawk		51-	Akhkharu, Vampire Bat	
29-30	Animals, Mule		52		
31-32	Animals, Ox		53-	Anakim (Mortal)	
33-34	Animals, Riding Horse I (Steppe Pony)		54		
35-36	Animals, Riding Horse II (Mustang)		55-	Demon, Decay	
37-38	Animals, Riding Horse III		56		
39-40	Animals, Riding Horse IV		57-	Demons, Disease	
41-42	Animals, Sheep		58		
43-44	Animals, War Horses		59-	Demons, Hellhound	
45-46	Camel [Domestic, Draft]		60		
47-48	Camel [Domestic, War]		61-	Demons, Imp	
49-50	Camel [Wild]		63		
51-56	Demons, Disease}		64-	Demons, Terrestrial	
57-62	Anakim (Mortal)	X	65		
63-68	Kumiho}		66-	Ghost	
69-75	Master}		68		
76-77	Akhkhara, Vampire*		69-	Jinn Racss, Jinn	
78-80	Akhkhara}		71		
81-82	Akhkhara, Lamia*		72-	Kumiho	
83-84	Pseudothei}		73		
85-100	Other Animals**		74-	Shadow Hawk	
			75		
			76-	Akhkharu, Lamia*	
			77		
			78-	Akhkharu, Succubus (Female)	
			79		
			80-	Akhkharu, Vampire*	
			81		
			82-	Akhkharu, Vampire Worm	
			83		
			84-	Barquest	
			85		
			86-	Devils	
			87		
			88-	Kejani Ki (Shadow Temple only)	
			89		
			90-	Lalassu	
			91		
			92-	Poltergeist	
			93		
			94-	Pseudothei	
			95		
			96-	Were-creatures	
			97		
			98-	Other Animals**	
			100		

- * The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master.
- ** Any other common animal found in a city.

D. City Margins Encounters

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

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

City Margins Day Encounters			City Margins Night Encounters		
Roll	Result		Roll	Result	
01-02	Animals, Boar		01-05	Animals, Cat	
03-04	Animals, Bull (Cattle)		06-10	Animals, Dog I (Domestic Dog)	
05-06	Animals, Cat		11-15	Animals, Dog II (Domestic Dog)	
07-08	Animals, Cow		16-20	Animals, Dog III (Domestic Dog)	
09-10	Animals, Deer		21-25	Animals, Deer	
11-12	Animals, Dog I (Domestic Dog)		26-30	Animals, Hyena	
13-15	Animals, Dog II (Domestic Dog)		31-35	Animals, Pig	
16-17	Animals, Dog III (Domestic Dog)		36-40	Animals, Wild Cat	
18-19	Animals, Donkey/Burro		41-45	Animals, Wild Dog	
20-21	Animals, Draft Horse		46-50	Animals, Wolf	
22-23	Animals, Eagle		51	Akhkharu, Vampire Bat	
24-25	Animals, Falcon		52	Akhkharu, Vampire Worm	
26-27	Animals, Goat		53	Anari	
28-29	Animals, Hawk		54	Demons, Disease	
30-31	Animals, Mule		55	Demons, Imp	
32-33	Animals, Ox		56-57	Dead	
34-35	Animals, Riding Horse I (Steppe Pony)		58	Dirasa	
36-37	Animals, Riding Horse II (Mustang)		59	Herensuge	
38-39	Animals, Riding Horse III		60-61	Ghost	
40-41	Animals, Riding Horse IV		62-63	Jinn Racss, Jinn	
42-43	Animals, Sheep		64	Lis	
44-45	Animals, War Horses		65-66	Poltergeist	
46-47	Animals, Wolf		67-68	Shadow Fox	
48	Camel [Domestic, Draft]		69-70	Shadow Hawk	
49	Camel [Domestic, War]		71	The Brown Man	
50	Camel [Wild]		72-73	Tonah	
51-54	Master		74-75	Were-creatures	
55-58	Shiroona		76	Akhkharu, Lamia*	
59-62	Demon, Disease		77	Akhkharu, Succubus (Female)	
63-66	Anakim (Mortal)		78	Akhkharu, Vampire*	
67-70	The Brown Man		79	Alu	
71-75	Anari		80	Anakim (Mortal)	
76-78	Druga		81	Asura	
79-81	Kumiho		82	Daive	
82-84	Lis		83	Demons, Iritxu	
85-87	Pseudothei		84	Demons, Decay	
88-90	Trazire				
91-93	Vrykalakas				
94-96	Other Animals***				
97-100	Closest Terrain***				

85	Demons, Terrestrial
86	Devils
87	Druga
88	Edimmu
89	Kumiho
90	Lalassu
91	Lich
92	Lunafey
93	Pseudothei
94	Qutrub
95	Rakshasha
96	Soul Daiva
97	Trazire
98	Vrykalakas
99	Closet Terrain**
100	Other Animals***
*	The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.
**	Reroll on the closet terrain to the city margins.
***	Any other common animal found in a city.

E. Desert Encounters

Day			Night		
Creature	Human	None	Creature	Human	None
01-06	07-15	16-100	01-16	17-25	26-100
Desert Day Encounters			Desert Night Encounters		
Roll	Result		Roll	Result	
01-04	Animals, Antelope		01-05	Animals, Antelope	
05-06	Animals, Boar		06-10	Animals, Asp	
07-08	Animals, Cliff Bear		11-15	Animals, Bear	
09-10	Animals, Donkey/Burro		16-20	Animals, Deer	
11-12	Animals, Draft Horse		21-25	Animals, Desert Lion	
13-15	Animals, Eagle		26-30	Animals, Hyena	
16-18	Animals, Falcon		31-35	Animals, Leopard	
19-21	Animals, Goat		36-40	Animals, Waste Lion	
22-24	Animals, Hawk		41-45	Animals, Wild Dog	
25-26	Animals, Leopard		46-50	Animals, Wolf	
27-28	Animals, Lion		51	Akhkhara, Vampire Worm	
29-31	Animals, Mule		52	Barquest	
32-33	Animals, Riding Horse I (Steppe Pony)		53	Border Redcap	
34-35	Animals, Riding Horse II (Mustang)		54	Bouba	
36-38	Animals, Sheep		55	Dark's Serpent	
39-40	Animals, Waste Lion		56	Demons, Firehound	
41-42	Animals, Wild Dog		57	Demons, Imp	
43-45	Animals, Wolf		58	Fata Sheen	
46-47	Camel [Domestic, Draft]		59-60	Gargoyle	
48-49	Camel [Domestic, War]		61	Gartula	
50	Camel [Wild]		62	Gwyligi	
51-53	Blancara		63	Haunier	
54-56	Griffin		64	Jinn Racss, Jinn	
57-60	Hippogriff		65	Jinn Races, Peri	
61-63	Jinn Races, Peri		66	Lis	
64-66	Lis		67	Nar'morel	
67-69	Master		68	Scorpion People	
70-72	Shadow Hawk				
73-75	Tower Lord				
76-78	Basilisk				
79-82	Demons, Disease				
83-85	Dragons, Dragons				
86-88	Dragons, Lun				
89-92	Elefan				
93-96	Roc				
97-100	Wyvern				

69	Sernemu
70	Serpent Women
71	Shadow Hawk
72	Te'sla
73	Tonah
74	Basilisk
75	Charontes
76	Daive
77	Dalhan
78	Demons, Disease
79	Demons, Herab Serapel
80	Demons, Heliophobic
81	Demons, Terrestrial
82	Demons, Iritxu
83	Dragons, Dragons
84	Dragons, Surge (Devil)*
85	Dragons, Wyrn
86	Devils
87	Dirasa
88	Div
89	Fire Lions
90	Fusin
91	Giants, Fire
92	Herensuge
93	Lich
94	Lunafey
95	Osnada
96	Qutrub
97	Rakshasha
98	Scorpion Beast
99	Spriggans
100	Wyvern
* Surge is special rare encounter that should be given in his main desert. So the Referee will have to reroll if outside that desert or come up with a reason for him to be in current desert.	

F. Forest Encounters

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

Forest Day Encounters		Forest Night Encounters Chart A		Forest Night Encounters Chart B	
Roll	Result	Roll	Result	Roll	Result
01	Animals, Antelope	01-06	Animals, Antelope	01-	Animals, Tiger
02	Animals, Auroch	07-13	Animals, Bear	07	
03-05	Animals, Bear	14-19	Animals, Boar	08-	Animals, Wild Cat
06-08	Animals, Boar	20-26	Animals, Cat	14	
09	Animals, Bull (Cattle)	27-33	Animals, Deer	15-	Animals, Wild Dog
10	Animals, Cow	34-40	Animals, Hyena	21	
11-13	Animals, Deer	41-45	Animals, Leopard	22-	Animals, Wolf
14	Animals, Dog I (Domestic Dog)	46	Athach	28	
15	Animals, Dog II (Domestic Dog)	47	Boabhan	29-	Animals, Zehani
16	Animals, Dog III (Domestic Dog)	48	Baobhan Sith	35	Wolf
17	Animals, Donkey/Burro	49	Besamar	36-	Akhkharu,
18	Animals, Draft Horse	50	Blood Wolf	42	Vampire Bat
19-21	Animals, Eagle	51	Bugbear	43-	Akhkharu,
22-25	Animals, Falcon	52	Bush Warrior	49	Vampire Worm
26	Animals, Goat	53	Cait Sith	50	Goblin
27-29	Animals, Hawk	54	Centaur	51	Great Ape
30	Animals, Lion	55	Cuca Queen	52	Great Serpent
31	Animals, Mule	56	Cu Sidhe	53	Great Spider
32	Animals, Riding Horse I (Steppe Pony)	57	Daeta A'Miri	54	Green Lady
33	Animals, Riding Horse II (Mustang)	58	Dae'ta Koti	55	Hob

34	Animals, Riding Horse III	59	Daoine Sidhe	56	Hobgoblin
35	Animals, Riding Horse IV	60	Demons, Disease	57	Lis
36	Animals, Sheep	61	Demons, Imp	58	Ogre
37	Animals, Tiger	62	Dirasa	59	Orchi
38	Animals, War Horses	63	Dryad	60	Minotaur
39-41	Animals, Wild Cat	64	Dzaliri	61	Mir
42-44	Animals, Wild Dog	65	Elf	62	Pegasus
45-46	Animals, Wolf	66	Ents	63	Poltergeist
47	Animals, Zehani Wolf	67	Faerry	64	Satyr
48	Argol	68	Fata Sheen	65	Searbhani
49	Blancara	69	Fauns	66	Serpent Women
50	Bush Warrior	70	Fay Horses	67	Shadow Fox
51	Cadue	71	Fire Lions	68	Shadow Hawk
52	Centaur	72	Forestals	69	Sidh Boar
53	Cu Sith	73	Fusin	70	Sprite
54	Dae'ta Koti	74	Gartula	71	Tonah
55	Demons, Disease	75	Anakim (Mortal)	72	Trold Folk
56	Dryad	76	Anakim (Immortal)	73	Trolls, Wood Troll
57	Edali	77	Anari	74	Tower Lord
58	Elefan	78	Barquest	75	Unicorn
59	Fay Horses	79	Daive	76	Whispers
60	Fire Lions	80	Demons, Iritxu	77	Zombie
61	Fire Snake	81	Demons, Storm	78	Lunafey
62	Forestals	82	Demons, Storm Dragons	79	Manticore
63	Great Ape	83	Demons, Terrestrial	80	Midge
64	Great Serpent	84	Devils	81	Molani
65	Great Spider	85	Div	82	Naga
66	Green Lady	86	Dragons, Wym	83	Nar'morel
67	Lis	87	Druga	84	Nebora
68	Master	88	Giants, Forest	85	Pseudothei
69	Minotaur	89	Giants, Storm	86	Omari
70	Nakinal	90	Gwydi	87	Qutrub
71	Orchi	91	Gwyligi	88	Romati
72	Pegasus	92	Hags	89	Scorpion Beast
72	Satyr	93	Haunier	90	Seirim
73	Serpent Women	94	High Vily	91	Shadow Beast
74	Shiroona	95	Kejan'po	92	Soul Son
75	Sidh Boar	96	Kumiho	93	The Brown Man
76	Tower Lord	97	Labbrila	94	The Kiana'shan
77	Vily, Forest	98	Larshee	95	Trazire
78	Ahuras, Vereghina	99	Leon	96	Tree of Souls
79	Anakim (Mortal)	100	Lich	97	Vily, Forest
80	Anakim (Immortal)			98	Vrykalakas
81	Anari			99	Wood Nymph
82	Demons, Storm Dragons			100	Zshar-ptitsa
83	Dragons, Dragons				
84	Druga				
85	Ents				
86	Firbolg				
87	High Vily				
88	Kumiho				
89	Leon				
89	Naga				
90	Omari				
91	Pseudothei				
92	Seirim				
93	Soul Son				
94	The Brown Man				
95	Trazire				
96	Tree of Souls				
97	Vrykalakas				
98-100	Wood Nymph				

G. Grasslands Encounters

Day			Night		
Creature	Human	None	Creature	Human	None

01-09 10-15 16-100 01-18 19-23 24-100

Roll 1D2

1 - Chart A

2 - Chart B

Grasslands Day Encounters

Roll	Result
01-02	Animals, Antelope
03	Animals, Auroch
04-05	Animals, Bear
06-07	Animals, Boar
08-09	Animals, Bull (Cattle)
10-11	Animals, Cow
12-13	Animals, Deer
14-15	Animals, Donkey/Burro
16-17	Animals, Draft Horse
18-19	Animals, Eagle
20-21	Animals, Falcon
22-23	Animals, Goat
24-25	Animals, Hawk
26-27	Animals, Leopard
28-29	Animals, Lion
30-31	Animals, Pig
32-33	Animals, Riding Horse I (Steppe Pony)
34-35	Animals, Riding Horse II (Mustang)
36-37	Animals, Riding Horse III
38-39	Animals, Riding Horse IV
40-41	Animals, Sheep
42-43	Animals, Tiger
44	Animals, War Horses
45-46	Animals, Wild Cat
47-48	Animals, Wild Dog
49-50	Animals, Wolf
51-52	Argol
53-54	Blancara
55-56	Centaur
57-58	Cu Sith
59-60	Elefan
61-62	Firbolg
63-64	Fire Lions
65-66	Fire Snake
67-68	Great Ape
69-70	Hippogriff
71	Master
72-73	Pegasus
74-75	Tonah
76-79	Demons, Storm
80-83	Demons, Terrestrial
84-88	Giants, Forest
89-92	Giants, Storm
93-96	Hydra
97-100	Shiroona

Grasslands Night Encounters Chart A

Roll	Result
01-06	Animals, Antelope
07-12	Animals, Bear
13-18	Animals, Boar
19-24	Animals, Cat
25-30	Animals, Deer
31-35	Animals, Hippopotamus
36-40	Animals, Hyena
41-45	Animals, Leopard
46-50	Animals, Lion
51	Athach
52	Besamar
53	Blood Wolf
54-55	Bouba
56	The Brown Man
57-58	Bush Warrior
59-61	Cait Sith
62-64	Centaur
65	Cuca Queen
66	Cu Sidhe
67-68	Daeta A'Miri
69-70	Dae'ta Koti
71-72	Demons, Disease
73-74	Faerry
75	Fata Sheen
76-77	Demons, Iritxu
78-79	Demons, Storm
80-81	Demons, Terrestrial
82-83	Devils
84	Dirasa
85	Div
86	Dragons, Wyrn
87-88	Druga
89-90	Dzaliri
91-92	Fusin
93-94	Gartula
95-96	Giants, Forest
97-98	Giants, Storm
99	Gwydi
100	Haunier

Grasslands Night Encounters Chart B

Roll	Result
26-28	Animals, Mule
29-31	Animals, Ox
32-34	Animals, Tiger
35-37	Animals, War Horses
38-40	Animals, Wild Cat
41-43	Animals, Wild Dog
44-46	Animals, Wolf
47-50	Animals, Zehani Wolf
51-52	Fauns
53	Fay Horses
54-55	Fire Lions
56-57	Fire Snake
58-59	Goblin
60-61	Great Ape
62-63	Great Serpent
64-65	Hobgoblin
66	Lis

67-68	Minotaur
69	Orchi
70	Pegasus
71-73	Tonah
74-75	Zombie
76	Herensuge
77	Hydra
78	Kumiho
79	Labbrila
80	Larshee
81	Leon
82	Lunafey
83	Manticore
84	Matapone
85	Midge
86	Mir
87	Nar'morel
98	Nebora
89	Omari
90	Pseudothei
93	Qutrub
92	Searbhani
93	Shachihoko
94	Shadow Hawk
95	Soul Son
96-98	Sprite
99	Vrykalakas
100	Zshar-ptitsa

H. Guardian Encounters

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

Guardian Possible Encounters			
Roll	Result	SS	Common Settings*
01	A'Equin	N/A	Sacred Area, Temple
02	A'mora	InT	Common Area
03	Ahuras, Ahura	N/A	Sacred Area, Temple
04	Ahuras, Kerubin	N/A	Sacred Area, Temple
05	Akhkharu, Immortal	Nig	Underground Shrine
06	Akhkharu, Lamia	Nig	Enclosed Area, Temple
07	Akhkharu, Sucubus (Female)	Nig	Enclosed Area, Temple
08	Alal	N/A	Temple, Open Shrine
09-10	Animals, Zehani Wolf	Nig	Cave
11	Argol	Day	Open Area
12	Asura	N/A	Sacred Area, Temple
13	Athach	N/A	Enclosed Area, Cave
14	Barquest	Nig	Any settings
15	Beasts, Corruption	N/A	Enclosed Area, Temple
16	Beasts, Disorder	N/A	Enclosed Area
17	Beasts, Fiery Hate	N/A	Enclosed Area
18	Beasts, Terror	N/A	Enclosed Area, Altar
19	Beasts, Kekoni (Darkness)	N/A	Altar
20	Beithir	Int	Lake, River
21	Bouba	Nig	Cave, Corridor
22	Charontes	N/A	Temple, Cave, Altar
23	Chimearas, Chimana	Day	Open Area, Temple
24	Chimearas, Chimeara	Nig	Open Area
25	Cuca Queen	Nig	Lake, Rivers
26	Cu Sidhe	Nig	Daoine Sidhe castle
27	Cu Sith	Day	Forest, Elf/Faerry palace
28	Daive	N/A	Cave, Enclosed Area
29	Daoine Sidhe	Nig	Sacred & Enclosed Areas
30-31	The Dead	N/A	Cemetary, Ruin

32	Dark's Serpent	Nig	Desert Cave, Ruin
33-	Demons, Decay	N/A	Crypt, Masoleum
34			
35-	Demons, Disease	Nig	Any setting
36			
37-	Demons, Fiery Spirit	N/A	Any setting
38			
39-	Demons, Firehound	Nig	Any lightless area
40			
41-	Demons, Herab Serapel	N/A	Any setting
41			
42-	Demons, Heliophobic	N/A	Any lightless area
43			
44-	Demons, Hellhound	N/A	Underground, Roadway
45			
46-	Demons, Iritxu	Nig	Any setting
47			
48-	Demons, Nergali	N/A	Underground, Temple
49			
50-	Demons, Storm	N/A	Open Area
51			
52-	Demons, Storm Dragons	Int	Open Area
53			
54-	Demons, Terrestrial	N/A	Any setting
55			
56	Devils	Nig	Any setting
57	Div	Nig	Sacred Area, Temple
58	Dragons, Dragons	Day	Cave, Ruin
59	Dragons, Elder	Nig	Cave, Ruin
60	Dragons, Lun	Day	Cave, Ruin
61	Dragons, Wyrn	Int	Any settings
62-	Dwarf	Nig	Dwarf city, Underground
63			
64	Edimmu	N/A	Barrow, Crypt, Mausoleum
65-	Elf	Nig	Forest, Grove
66			
67	Elementals**	N/A	Any setting
68-	Faerry	Nig	Forest, Grove
69			
70	Fata Sheen	Nig	Forest, Grove
71	Firbolg	Nig	Any wooded area
72	Fire Lions	N/A	Any setting
73-	Griffin	Day	Cave, Temple
74			
75	Gwydi	Int	Sacred Area, Temple
76	Gwyligi	Nig	Any lightless area
77	Hydra	N/A	Cave, Temple, Swamp
78	Kejani Ki	N/A	Any lightlss area
79	Kejan'po	N/A	Any lightless area
80	Kiana'nir	N/A	Any lightless area
81	Kumiho	N/A	Any lightless area
82	Lammashtha	N/A	Altar
83	Larshee	Nig	Enclosed Area, Ruin
84	Leon	Int	Any setting
85	Lich	Nig	Enclosed Area, Altar
86	Manticore	Nig	Any setting
87	Master	Day	Sacred Area, Temple
88	Mer People, Merman	Int	Underground, Water
89	Mer People, Mermaid	Nig	Underground, water
90	Molani	Nig	Any setting
91	Mushrussu	Day	Temple
92	Naga	Int	Any setting
93-	Poltergeist	N/A	Any lightless setting
64			
95	Sentinel Beast	N/A	Altar, Temple
96	Tatzlwum	Int	Any setting
97	Tower Lord	N/A	Tower, Castle

98	Vrykalakas	Int	Cemetary, Ruin
99-	Zombie	Nig	Cemetary, Ruin
100			
*	Areas where the creature specified is most likely to be serving as a guardian, if any setting is listed there are no restrictions.		
**	Elementals that are found as guardians will be activated by violation of a ward on the area. They will be in a container as specified in the Elemental section.		

I. Hill Encounters

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

Hill Day Encounters		Hill Night Encounters Chart A		Hill Night Encounters Chart B	
Roll	Result	Roll	Result	Roll	Result
01	Animals, Auroch	01-07	Animals, Antelope	01-	Animals, Pig
02-04	Animals, Bear	08-15	Animals, Boar	07	
05-07	Animals, Boar	16-22	Animals, Cat	08-	Animals, Tiger
08	Animals, Bull (Cattle)	23-29	Animals, Deer	14	
09	Animals, Cliff Bear	30-36	Animals, Hyena	15-	Animals, Waste Lion
10	Animals, Cow	37-43	Animals, Leopard	21	
11-13	Animals, Deer	44-50	Animals, Lion	22-	Animals, Wild Cat
14-16	Animals, Dog I (Domestic Dog)	51	Akhkharu, Vampire Bat	28	
17-18	Animals, Dog II (Domestic Dog)	52	Aatxe	29-	Animals, Wild Dog
19-20	Animals, Dog III (Domestic Dog)	53	Athach	35	
20	Animals, Donkey/Burro	54	Boabhan	36-	Animals, Wolf
21	Animals, Draft Horse	55	Besamar	43	
22-24	Animals, Eagle	56-57	Border Redcap	44-	Animals, Zehani
25-27	Animals, Falcon	58-59	Bugbear	50	Wolf
28-30	Animals, Goat	60-61	Cait Sith	51	Goblin
31-33	Animals, Hawk	62-63	Cu Sidhe	52-	Great Ape
34	Animals, Leopard	64	Demons, Disease	53	
35	Animals, Lion	65	Dirasa	54-	Great Serpent
36	Animals, Mule	66-67	Dwarf	55	
37	Animals, Ox	68-69	Elf	56	Gwydi
38	Animals, Riding Horse I (Steppe Pony)	70	Fata Sheen	57	Gwyligi
39	Animals, Riding Horse II (Mustang)	71	Fay Horses	58	Hags
40	Animals, Riding Horse III	72	Fire Lions	59	Hob
41	Animals, Riding Horse IV	73	Fusin	60-	Hobgoblin
42-44	Animals, Sheep	74	Gargoyle	61	
45	Animals, War Horses	75	Gartula	62	Tonah
46	Animals, Waste Lion	76	Anakim (Mortal)	63	Jinn Races, Ifreet
47-50	Animals, Wolf	77	Anari	64	Lis
51	Abnari	78	Daive	65	Leon

52	Afanc	79-80	Demons, Terrestrial	66-	Ogre
53	Argol	81	Devils	67	
54	Athach	82	Druga	68	Orchi
55	Blancara	83	Dragons, Wyrn	69-	Trolls, Rock Troll
56	Demons, Disease	84	Dragons, Dragons	70	
57	Edali	85	Dzaliri	71-	Trolls, Troll
58	Elefan	86-87	Giants, Earth	72	
59	Firbolg	88-89	Giants, Fire	73	True Sidhe
60	Fire Lions	90-91	Giants, Hill	74-	Zombie
61	Giants, Hill	92-93	Giants, Storm	75	
62-63	Great Ape	94	Haunier	76	Lunafey
64	Great Serpent	95	Herensuge	77-	Manticore
65-66	Griffin	96	Kejan'po	78	
67-68	Hippogriff	97	Kumiho	79	Midge
69	Lis	98	Labbrila	80	Mir
70	Leon	99	Larshee	81	Pseudothei
71	Master	100	Lich	82-	Poltergeist
72	Nakinal			83	
73	Orchi			84	Omari
74	Shiroona			85	Qutrub
75	Vily, Hill	X		86	Rakshasha
76	Anari			87	Romati
77	Ahuras, Vereghina			88	Searbhani
78	Anakim (Mortal)			89-	Shadow Hawk
79-80	Chimearas, Chimana			90	
81	Chimearas, Chimeara			91	Spriggans
82	Dragons, Dragons			92	Tatzlwurm
83-84	Dragons, Lun			93	Soul Son
85	Dragons, Wyrn			94	Trazire
86	Druga			95	The Brown Man
87-88	Giants, Earth			96-	Whispers
89-90	Giants, Storm			97	
91-92	Omari			98-	Vily, Hill
92	Roc			99	
93-94	Soul Son			100	Vrykalakas
95-96	Tatzlwurm				
97	Trazire				
98	The Brown Man				
99-100	Wyvern				

J. Jungle Encounters

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

Jungle Day Encounters		Jungle Night Encounters	
Roll	Result	Roll	Result
01-07	Animals, Antelope	01-	Animals, Anaconda
08-14	Animals, Asp	06	
15-22	Animals, Boar (x2)*	07-	Animals, Asp
23-30	Animals, Crocodile	13	
31-37	Animals, Eagle	14-	Animals, Boar (x2)*
38-45	Animals, Lion	20	
46-50	Animals, Swamp Buffalo	21-	Animals, Crocodile
51-52	Daeta A'Miri	26	
53-54	Demons, Disease	27-	Animals, Hippopotamus
55-56	Elefan	32	
57-58	Fire Snake	33-	Animals, Hyena
59-61	Great Ape	38	
62-63	Great Spider	39-	Animals, Leopard
64-65	Leon	44	
66-67	Lis	45-	Animals, Tiger
68-69	Molani	50	
70-71	Naga	51	Aatxe
72-73	Nakinal	52	Akhkharu, Vampire Worm
74-75	Serpent Women	53-	Bouba
		54	

76-79	Bouba	55-	Bush Warrior
80-83	Dae'ta Koti	56	
84-87	Dirailla-ta	57-	Daeta A'Miri
88-90	Dragons, Dragons	58	
91-93	Dragons, Wym	59	Demons, Disease
94-97	Seker	60	Dirailla-ta
98-100	Tree of Souls	61	Dirasa
		62-	Fire Snake
		63	
		64	Fusin
		65-	Great Ape
		66	
		67	Great Serpent
		68-	Great Spider
		69	
		70-	Leon
		71	
		72	Lis
		73	Serpent Women
		74-	Tonah
		75	
		76-	Dae'ta Koti
		77	
		78-	Demons, Terrestrial
		79	
		80-	Dragons, Dragons
		81	
		82-	Dragons, Wym
		83	
		84-	Gartula
		85	
		86	Kejan'po
		87-	Labbrila
		88	
		89-	Molani
		90	
		91-	Naga
		92	
		93-	Nebora
		94	
		95	Seker
		96	Shachihoko
		97	Soul Son
		98	The Kiana'shan
		99-	Tree of Souls
		100	
		* The Jungle Boar is twice the size of the normal creature. Modify the listed AHP, CV and S by 2. All other factors will remain the same unless the Referee wants to reduce the speed, A or D or wants to increase its DTV.	

K. Lower World Encounters

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

Creature	Human	None
01-24	25	26-100

Lower World Encounters	
The Elder Lands	
Roll	Result
01-02	Alfar
03-04	Afanc
05-06	Anwora
07-08	Asrai
09-10	Barquest

Lower World Encounters	
The Pale of Kototh	
Roll	Result
01-02	Bouba
03-04	Baobhan Sith
05-07	Border Redcap
08-10	Bugbear
11-13	Cu Sidhe

Lower World Encounters	
Elemental Kingdoms	
Roll	Result
01-24	Elementals, Earth
25-48	Elementals, Fire
49-73	Elementals, Water
74-77	Elementals, Air ****

11-14	Besamar		14-15	Cuca	78-100	Elemental Creature ***
15-18	Cait Sith		16-17	Cuca Queen	Lower World Encounters	
19-22	Centaur*		18-20	Dae'ta Koti		
23-26	Cu Sith		21-23	Daoine Sidhe*	Other Regions	
27-30	Dwarf*		24-25	Dragons, Elder *		
31-32	Dryad**		26-28	Earth Eater	Roll	Result
33-34	Dzaliri		29-30	Fauns	01-02	Abnari
35-38	Elf*		31-32	Firbolg	03-04	Anakim (Mortal)
39-42	Faerry*		33-34	Gartula	05-06	Boabhan
43-46	Fay Horses*		35-37	Giants, Earth *	07-08	Elefan
47-48	Fata Sheen		38-40	Giants, Fire *	09-10	Ents
49-50	Gwydi		41-43	Giants, Forest	11-13	Forestals
51-52	Hags		44-46	Giants, Frost	14-15	Green Lady
53-54	Haunier		47-49	Giants, Hill	16-18	Leon
55-56	High Vily		50-52	Giants, Mountain *	19-21	Lis
57-60	Hob		53-54	Giants, Sea	22-23	Lunafey
61-62	Jinn Races, Ifreet		55-57	Giants, Storm	24-25	Matapone
63-64	Jinn Racss, Jinn		58-60	Goblin	26-27	Nakinal
65-66	Jinn Races, Peri		61-63	Great Serpent	28-29	Nar'morel
67-68	Larshee		64-66	Great Spider	30-31	Romati
69-70	Naga		67-68	Grundwergen	32-33	Seirim
71-74	Peist		69-70	Herensuge	34-35	Shiroona
-	75-76	Satyr	71-73	Hobgoblin	36-38	True Sidhe
77-78	Searbhani		74-75	Midge	39-41	Argol
79-82	Sidh Boar		76-78	Minotaur	42-44	Cadue
83-84	Simurgh		79-80	Nebora	45-47	Edali
85-88	Tonah*		81-83	Sprite *	48-49	Labbrila
89-92	Unicom		84-86	Trolls, Eld Troll	50-52	Master
93-96	Vily		87-89	Trolls, Rock Troll *	53-55	White Otter
97-98	Whispers		90-92	Trolls, Troll *	56-59	Asura
99-100	Wood Nymph		93-95	Trolls, Wood Troll	60-63	Fire Lions
			96-98	Trold Folk *	64-66	Omari X
			99-100	Wyvem	67-68	Daive
					69-70	Dark's Serpent
					71-73	Dead
					74-75	Druga
					76-78	Gargoyle
					79-80	Gwyligi
					81-82	Kumiho
					83-84	Lich
					85-87	Manticore
					88-90	Poltergeist
					91-92	Qutrub
					93-94	Soul Son
					95-96	Tree of Souls
					97-100	Zombie

- * Races so marked can control realms as organized kingdoms which include secondary creatures as allies and servants.
- ** These are the Hamadryads, double the values listed for the Dryad, including magical values. Hamadryads are supernatural tree spirits. They are not humanoid though they have Humanoid form. They are tied to a specific tree, if it dies they die. Until it dies, they cannot die. All can use MEL10/EL8 Insubstantiability to enter in, and exist in, their tree. All Hamadryads are female.
- *** A creature that is innately capable of using the element in the area that the encounter occurs in. In all cases the creature's EL is increased by 2 when he is in an area that is composed of his element. For more details see Book 3 table for an example if needed.
- **** No Air Elemental inhabit the Lower World unless the Referee makes special provisions for them in his game.

L. Mountain Encounters

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

Mountain Day Encounters		Mountain Night Encounters Chart A		Mountain Night Encounters Chart B	
Roll	Result	Roll	Result	Roll	Result
01	Animals, Auroch	01-07	Animals, Antelope	01-08	Animals, Pig
02-04	Animals, Bear	08-14	Animals, Boar	09-16	Animals, Tiger
05-07	Animals, Boar	15-21	Animals, Cat	17-24	Animals, Wild Cat
08	Animals, Bull (Cattle)	22-28	Animals, Deer	25-32	Animals, Wild Dog
09	Animals, Camel [Domestic, Draft]	29-35	Animals, Hyena	33-41	Animals, Wolf
10	Animals, Camel [Domestic, War]	36-42	Animals, Leopard	42-50	Animals, Zehani Wolf
11	Animals, Camel [Wild]	43-50	Animals, Lion	51-52	Great Serpent
12-14	Animals, Cliff Bear	51	Akhkharu, Vampire Bat	53	Gwydi
15-17	Animals, Deer	52	Akhkharu, Vampire Worm	54	Gwyligi
18-20	Animals, Dog I (Domestic Dog)	53	Anari	55	Hags
21	Animals, Dog II (Domestic Dog)	54	Athach	56	Herensuge
22	Animals, Dog III (Domestic Dog)	55	Boabhan	57	Hob
23	Animals, Donkey/Burro	56	Besamar	58-59	Hobgoblin
24	Animals, Draft Horse	57	Blood Wolf	60	Lunafey
25-27	Animals, Eagle	58	Border Redcap	61	Leon
28-30	Animals, Falcon	59	Bugbear	62	Lis
31-33	Animals, Goat	60	Bouba	63	Midge
34-36	Animals, Hawk	61	Demons, Disease	64	Mir
37	Animals, Lion	62	Druga	65	Norggen
38	Animals, Mule	63-65	Dwarf	66	Ogre
39	Animals, Ox	66	Dzaliri	67	Tonah
40	Animals, Riding Horse I (Steppe Pony)	67	Fata Sheen	68	Tower Lord
41	Animals, Riding Horse II (Mustang)	68	Fire Snake	69-70	Trolls, Rock Troll
42	Animals, Riding Horse III	69-70	Gargoyle	71-72	Trolls, Troll
43	Animals, Riding Horse IV	71	Gartula	73	True Sidhe
44-45	Animals, Sheep	72-73	Goblin	74-75	Vily, Mountain
46	Animals, War Horses	74-75	Great Ape	76-77	Giants, Fire
47-49	Animals, Wolf	76-77	Aatxe	78-79	Giants, Mountain
50	Animals, Zehani Wolf	78	Anakim (Mortal)	80-81	Giants, Storm
51	Abnari	79	Anakim (Immortal)	82	Labbrila
52	Anari	80-81	Chimearas, Chimeara	83	Larshee
53	Argol	82-84	Daoine Sidhe	84-85	Poltergeist
54	Athach	85-86	Demons, Fiery Spirit	86	Pseudothei
55	Cadue	87-88	Demons, Iritxu	87	Romati
56	Demons, Disease	89-90	Demons, Storm	88-89	Searbhani
57	Druga	91-92	Demons, Storm Dragons	90	Seirim
58	Edali	93-94	Demons, Terrestrial	91-92	Shadow Beast
59	Elefan	95	Devils	93-94	Shadow Hawk
60	Firbolg	96	Dragons, Dragons	95-96	Shadow Warrior
61	Fire Snake	97	{Dragons, Elder	97-98	Spriggans
62-63	Great Ape	98	Dragons, Wyrn}	99-100	Tatzlwurm
64-65	Great Serpent	99-100	Giants, Earth		
66-67	Griffin				
68-69	Hippogriff				
70	Leon				
71	Lis				
72	Nakinal				
73	Orchi				
74	Tatzlwurm				
75	Tower Lord				
76	Ahuras, Vereghina				
77	Anakim (Mortal)				
78	Anakim (Immortal)				
79-80	Chimearas, Chimana				
81-82	Chimearas, Chimeara				
83-84	Demons, Storm				
85	Demons, Storm Dragons				
86	Dragons, Dragons				
87	Dragons, Elder				
88	Dragons, Lun				
89-90	Giants, Earth				
91-92	Giants, Fire				
93-94	Giants, Mountain				

95	Roc
96	Seirim
97-98	Vily, Mountain
99	Vily, Aerial
100	Wyvern

M. Plains Encounters

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

Plains Day Encounters		Plains Night Encounters	
Roll	Result	Roll	Result
01-03	Animals, Antelope	01-	Animals, Antelope
04-05	Animals, Boar	04	
06-07	Animals, Bull (Cattle)	05-	Animals, Boar
08-09	Animals, Camel [Domestic, Draft]	08	
10-11	Animals, Camel [Domestic, War]	09-	Animals, Deer
12-13	Animals, Camel [Wild]	12	
14-15	Animals, Deer	13-	Animals, Hyena
16-17	Animals, Donkey/Burro	16	
18-19	Animals, Draft Horse	17-	Animals, Leopard
20-21	Animals, Eagle	20	
22-23	Animals, Falcon	21-	Animals, Lion
24-25	Animals, Goat	24	
25-28	Animals, Hawk	25-	Animals, Tiger
29-30	Animals, Lion	28	
31-32	Animals, Mule	29-	Animals, Waste Lion
33-34	Animals, Ox	32	
35-36	Animals, Riding Horse I (Steppe Pony)	33-	Animals, Wild Cat
37-38	Animals, Riding Horse II (Mustang)	36	
39-40	Animals, War Horses	37-	Animals, Wild Dog
41-42	Animals, Wild Cat	40	
43-44	Animals, Wild Dog	41-	Animals, Wolf
45-47	Animals, Wolf	46	
48-50	Domestic Herd *	47-	Domestic Herd *
51	Argol	50	
52	Blancara	51	Border Redcap
53-54	Dae'ta Koti	52	Demons, Disease
55-56	Demons, Disease	53	Demons, Imp
57	Elefan	54	Druga
58	Firbolg	55	Dzaliri
59-60	Fire Lions	56	Faerry
61-63	Griffin	57	Fata Sheen
64-66	Hippogriff	58-	Fire Lions
67	Master	59	
68-69	Pegasus	60	Fusin
70-72	Te'sla	61-	Hob
73-74	Lis	62	
75	Omari	63	Lis
76-80	Dragons, Wyrn	64	Midge
81-85	Dragons, Dragon **	65	Omari
86-90	Earth Eater	66	Poltergeist
91-95	Giants, Storm	67	Ogre
96-100	Vily, Aerial	68	Orchi
		69	Shadow Beast
		70-	Shadow Fox
		71	
		72	Shadow Hawk
		73	Te'sla
		74	The Brown Man
		75	Zombie
		76	Dae'ta Koti
		77	Dalhan
		78	Demons, Iritxu
		79	Demons, Storm
		80	Demons, Storm Dragons
		81	Demons, Terrestrial

82	Dragons, Wyrms
83	Devils
84	Dirasa
85	Div
86	Giants, Earth
87	Giants, Storm
88	Haunier
89	Herensuge
90	Kumiho
91	Larshee
92	Lunafey
93	Manticore
94	Matapone
95	Nar'morel
96	Osnada
97	Pseudothei
98	Qutrub
99	Rakshasha
100	Vily, Aerial
*	A herd of domestic animals. The Referee will determine the type of creature and the number present in the herd.
**	Dragons encountered this way are hunting. No Dragon can be encountered in its lair in the plains. The same does not apply for Wyrms.

N. Roadway Encounters

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

NOTE - *These encounters occur on the road itself.*

Roadway Day Encounters		Roadway Night Encounters	
Roll	Result	Roll	Result
01-03	Animals, Cat	01-03	Animals, Cat
04-06	Animals, Cow	04-07	Animals, Deer
07-09	Animals, Deer	08-11	Animals, Dog I (Domestic Dog)
09-11	Animals, Dog I (Domestic Dog)	12-15	Animals, Dog II (Domestic Dog)
12-14	Animals, Dog II (Domestic Dog)	16-19	Animals, Dog III (Domestic Dog)
15-17	Animals, Dog III (Domestic Dog)	20-22	Animals, Lion
18-19	Animals, Donkey/Burro	23-26	Animals, Riding Horse I (Steppe Pony)
20-21	Animals, Draft Horse	27-30	Animals, Riding Horse II (Mustang)
22-23	Animals, Eagle	31-33	Animals, Riding Horse III
24-25	Animals, Falcon	34-37	Animals, Riding Horse IV
26-27	Animals, Hawk	38-41	Animals, Wild Cat
28-29	Animals, Mule	42-45	Animals, Wild Dog
30-31	Animals, Ox	46-50	Animals, Wolf
32-33	Animals, Pig	51-53	Demons, Disease
34-36	Animals, Riding Horse I (Steppe Pony)	54-57	Demons, Hellhound
37-39	Animals, Riding Horse II (Mustang)	58-61	Demons, Imp
40-42	Animals, Riding Horse III	62-64	Shadow Hawk
43-44	Animals, Riding Horse IV		
45-46	Animals, Sheep		
47-48	Animals, War Horses		
49-50	Animals, Wolf		
51-58	Alal		
59-66	Anakim (Mortal)		
67-74	Druga		
75-81	Master		
82-88	Trazire		
89-96	Other Animals *		
97-100	Closest Terrain**		

65-	Tonah
68	
69-	Trazire
71	
72-	Zombie
75	
76	Akhkharu, Vampire
77	Alal
78	Alu
79	Anakim (Mortal)
80-	Demons, Iritxu
81	
82-	Demons, Storm Dragons
84	
85-	Demons, Terrestrial
87	
88	Devils
89-	Dirasa
90	
91	Druga
92	Kumiho
93-	Lunafey
94	
95	Pseudothei
96	Qutrub
97-	Closest Terrain**
100	
*	The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.
**	Reroll on the closet terrain to the roadway.

O. Ruins Encounters

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

Day			Night		
Creature	Human	None	Creature	Human	None
01-07	08-15	16-100	01-15	16-20	21-100
Ruins Day Encounters			Ruins Night Encounters		
Roll	Result		Roll	Result	
01-04	Animals, Asp		01-04	Animals, Asp	
05-08	Animals, Cat		05-08	Animals, Cat	
09-12	Animals, Dog I (Domestic Dog)		09-13	Animals, Dog I (Domestic Dog)	
13-16	Animals, Dog II (Domestic Dog)		14-17	Animals, Dog II (Domestic Dog)	
17-20	Animals, Dog III (Domestic Dog)		18-21	Animals, Dog III (Domestic Dog)	
21-23	Animals, Donkey/Burro		22-25	Animals, Goat	
24-27	Animals, Draft Horse		26-29	Animals, Hyena	
28-31	Animals, Goat		30-33	Animals, Riding Horse I (Steppe Pony)	
32-34	Animals, Hyena		34-38	Animals, Riding Horse II (Mustang)	
35-38	Animals, Riding Horse I (Steppe Pony)		39-42	Animals, Riding Horse III	
39-42	Animals, Riding Horse II (Mustang)		43-46	Animals, Riding Horse IV	
43-46	Animals, Riding Horse III				
47-48	Animals, Riding Horse IV				
49-50	Animals, Wolf				
51-54	Anari				
55-58	Daeta A'Miri				
59-62	Demons, Disease				
63-67	Great Ape				
68-71	Great Serpent				
72-75	Tower Lord				
76-78	Dragons, Dragons				

79-81	Dragons, Elder	47-	Animals, Wolf
82-84	Dragons, Wyrn	50	
85-87	Firbolg	51-	Border Redcap
88-90	Giants *	52	
91-95	Other Animals****	53-	Daeta A'Miri
96-100	Closest Terrain***	54	
		55-	Dead
		57	
		58-	Demons, Disease
		60	
		61-	Demons, Firehound
		62	
		63-	Demons, Hellhound
		64	
		65-	Great Ape
		67	
		68-	Great Serpent
		70	
		71-	Tower Lord
		72	
		72-	Zombie
		75	
		76	Akhkharu, Lamia
		77	Akhkharu, Vampire
		78	Anari
		79	Charontes
		80	Dae'ta Koti
		81	Dalhan
		82	Daive
		83	Demons, Decay
		84	Demons, Herab Serapel
		85	Demons, Heliophobic
		86	Demons, Storm Dragons
		87	Demons, Terrestrial
		88	Devils
		89	Dragons, Dragons
		90	Dragons, Elder
		91	Dragons, Wyrn
		92	Edimmu
		93	Ghost
		94	Gwyligi
		95	Nebora
		96	Osnada
		97	Poltergeist
		98	Qutrub
		99	Soul Daiva
		100	Closest Terrain***
		*	The giant that is native to the surrounding terrain is encountered.
		**	The encounter is with the diurnal resting place of the creature. Thralls of the creature will be in the area near the master. This can include wild animals as well.
		***	Reroll on the closest terrain to the ruins.

P. Sea Encounters

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

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

Sea Day Encounters Chart A		Sea Night Encounters Chart A		Sea Day Encounters Chart B	
Roll	Result	Roll	Result	Roll	Result
01-02	Animals, Crab	01-04	Animals, Crab	01-02	Animals, Crab
03-04	Animals, Eel	05-08	Animals, Eel	03-04	Animals, Eel
05-07	Animals, Jellyfish	09-12	Animals, Jellyfish	05-06	Animals, Jellyfish
08-10	Dolphins #	13-16	Dolphins #	07-08	Dolphins #
11-17	Fish #	17-21	Fish #	09-11	Fish #

18-20	Medium Whales
21-22	Large Whales
23-25	Orca
26-28	Ocean Turtle
29-30	Penguin ***
31-33	Sea Birds #
34-35	Seals #
36-38	Shark
39-40	Squid/Octopus
41-42	Stingray
43-44	Walrus ***
45-47	Water Snakes
48-50	Water Serpent
51-54	Dolaura
55-58	Elementals, Water
59-62	Giants, Sea
63-66	Giants, Storm
67-71	Mer People, Merman
72-75	Naga
76-77	Bloodsucker
78-80	Demons, Storm
81-82	Demons, Storm Dragons
83-84	Dragons, Dragons
85-86	Dragons, Sea Dragon
87-88	Garshon
89-90	Kraken
91-93	Nymph
94-95	Other Elemental*
96-97	Slyph
98-99	Sea Dragon
100	Wym

22-25	Medium Whales
26-29	Large Whales
30-33	Orca
34-37	Seals #
38-42	Shark
43-46	Squid/Octopus
47-50	Stingray
51-52	Cuca
53-54	Dolaura
55-56	Garshon
57-58	Lis
59-62	Mer People, Merman
63-66	Mer People, Mermaid
67-68	Naga
69-71	Other Elemental*
72-75	Red Shark
76-77	Demons, Iritxu
78-79	Demons, Storm
80-81	Demons, Storm Dragons
82-83	Dragons, Dragons
84-85	Dragons, Sea Dragon
86-87	Elementals, Water
88-89	Bloodsucker
90-91	Ghost Ship
92-93	Giants, Sea
94-95	Giants, Storm
96-97	Kraken
98-99	Shachihoko
100	Wym

12-13	Large Whales
14-16	Large Fish
17-18	Large Whales
19-21	Medium Fish
22-23	Medium Whales
24-25	Monster Squid
26-27	Orca
28-29	Ocean Turtle
30-31	Penguin ***
32-33	Sea Birds #
34-35	Seals #
36-38	Shark
39-40	Squid/Octopus
41-42	Stingray
43-44	Tiny Fish
45-46	Walrus ***
47-48	Water Snakes
49-50	Water Serpent
51-52	Bloodsucker
53-55	Dolaura
56-57	Elementals, Water
58-59	Giants, Sea
60-61	Giants, Storm
62-65	Ghost Fleet
66-73	Mer People, Merman
74-75	Naga
76-77	Demons, Storm
78-79	Demons, Storm Dragons
80-81	Dragons, Dragons
82-83	Dragons, Sea Dragon
84-86	Garshon
87-88	Kraken
89-91	Nymph
92-93	Other Elemental*
94-95	Slyph
96-97	Sea Dragon
98-100	Wym

Sea Night Encounters Chart B

Roll	Result
01-03	Animals, Crab
04-07	Animals, Eel
08-12	Animals, Jellyfish
13-16	Dolphins #
17-20	Fish #
21-24	Medium Whales
25-28	Large Whales
29-32	Ocean Turtle
33-36	Orca
37-39	Seals #
40-43	Shark
44-47	Squid/Octopus
48-50	Stingray
51-52	Cuca
53-55	Dolaura
56-58	Garshon
59-61	Lis
62-64	Mer People, Merman
65-67	Mer People, Mermaid
68-69	Naga
70-72	Other Elemental*
73-75	Red Shark
76	Demons, Iritxu
77-78	Demons, Storm
79	Demons, Storm Dragons
80	Dragons, Dragons

81	Dragons, Sea Dragon
82	Elementals, Water
83	Bloodsucker
84	Elecran
85-86	Ghost Ship
87-88	Ghost Fleet
89-90	Giants, Sea
91-92	Giants, Storm
93	Kraken (x2)**
94	Shachihoko
95	Small Kraken
96	Wym
97-98	Water Snakes
99-100	Water Serpent
*	Any Water or Air Elemental in P&P
**	The Kraken is twice normal size. See Kraken.
***	Cold Climates, coastal areas only if not re-roll
#	Can determine the size or roll randomly below
	(Roll 1d10)
	Roll Size Roll Size
	01-03 Tiny 07-08 Medium
	04-06 Small 09-10 Large

Q. Swamp Encounters

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

Swamp Day Encounters	
Roll	Result
00-05	Animals, Boar
06-09	Animals, Crocodile
10-14	Animals, Deer
15-18	Animals, Eagle
19-22	Animals, Falcon
23-26	Animals, Hawk
27-30	Animals, Leopard
31-34	Animals, Mule
35-38	Animals, Swamp Buffalo
39-42	Animals, Wild Cat
43-47	Animals, Wild Dog
48-50	Animals, Wolf
51-53	Akhkharu, Vampire Worm
54-56	Daeta A'Miri
57-58	Demons, Disease
59-61	Fire Snake
62-63	Great Serpent
64-65	Molani
66-68	Peist
69-71	Serpent Women
72-75	White Otter
76-77	Afanc
78-79	Asaghi
80-81	Asrai
82-83	Athach
84-85	Beithir
86-87	Dae'ta Koti
88-89	Dirailla-ta
90-91	Dragons, Dragons
92-93	Elementals, Water
94-95	Firbolg
96-97	Fire Lions
98	Hydra

Swamp Night Encounters Chart A	
Roll	Result
00-10	Animals, Crocodile
11-20	Animals, Deer
21-30	Animals, Hippopotamus
31-40	Animals, Leopard
41-50	Animals, Swamp Buffalo
51-52	Bugbear
53-54	Bush Warrior
55-56	Cait Sith
57-58	Cuca
59	Cuca Queen
60-61	Daeta A'Miri
62-63	Dirasa
64-65	Faerry
66	Fata Sheen
67-68	Fire Lions
69-70	Fire Snake
71	Fusin
72-73	Goblin
74-75	Great Serpent
76-77	Afanc
78-79	Asaghi
80-81	Asrai
82-83	Athach
84-85	Barguest
86-87	Boabhan
88-89	Baobhan Sith
90-91	Beithir
92-93	Cu Sidhe
94-95	Daoine Sidhe
96-97	Dae'ta Koti
98-99	Dirailla-ta
100	Dragons, Dragons

Swamp Night Encounters Chart B	
Roll	Result
Roll	Result
26-10	Animals, Tiger
11-20	Animals, Waste Lion
21-30	Animals, Wild Cat
31-40	Animals, Wild Dog
41-50	Animals, Wolf
51-52	Hob
53-54	Hobgoblin
55-56	Lis
57-58	Molani
59-60	Peist
61-62	Serpent Women
63	Shadow Fox
64	Shadow Hawk
65-66	Sprite
67	Tonah
68-69	Trold Folk
70-71	Trolls, Wood Troll
72-73	Water Panther
74-75	White Otter
76-78	Elementals, Water
79-80	Grundwergen
81-82	Harboul
83-84	Hydra
85-86	Kumiho
87-88	Manticore
89-90	Midge
91-92	Naga
93-94	Nebora
95-96	Shachihoko
97-98	Simurgh
98-100	Water Nymph

R. Tundra Encounters

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

Tundra Day Encounters

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

Tundra Night Encounters

Roll	Result
01-06	Animals, Polar Bear
07-11	Animals, Waste Lion
12-16	Animals, Wild Dog
17-22	Animals, Wolf
23-38	Animals, Zehani Wolf
29-34	Penguin
35-40	Sea Birds
41-45	Seals
46-50	Walrus
51-54	Beithir
55-56	Blood Wolf
57-58	Charontes
59-60	Dalhan
61-63	Demons, Disease
64-66	Lis
67-70	Naga
71-73	Tower Lord
74-75	Trolls, Ice Troll
76-77	Demons, Herab Serapel
78-79	Demons, Iritxu
80-81	Devils
82-83	Dragons, Sea Dragon
84-85	Dragons, Snow
86-87	Giants, Frost
88-89	Kumiho
90-91	Osnada
92-93	Pseudothei
94-95	Tonah
96-97	Water Panther
98-100	Closest Terrain *
* Reroll on the closet terrain to the tundra.	

S. Underground Encounters

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

Roll 1D2

1 - Chart A

2 - Chart B

NOTE - There is no real Day or Night underground.

Underground Encounters Chart A

Roll	Result
00-10	Animals, Asp
11-20	Animals, Bear

Underground Encounters Chart B

Roll	Result
01-09	Animals, Tiger

21-30	Animals, Cliff Bear	11-	Animals, Waste Lion
31-40	Animals, Crocodile	18	
41-50	Animals, Leopard	19-	Animals, Wild Dog
51	Aatxe	28	
52	Akhkharu, Vampire Bat	29-	Animals, Wolf
53	Akhkharu, Vampire Worm	39	
54	Anari	40-	Animals, Zehani Wolf
55	Boabhan	48	
56	Baobhan Sith	49	Great Serpent
57	Bouba	50	Great Spider
58	Bugbear	51	Griffin
59	Cadue	52	Gwyligi
60	Cait Sith	53	Herensuge
61	Cuca	54	Hob
62	Cuca Queen	55	Hobgoblin
62	Cu Sidhe	56	Mer People, Merman
63	Daoine Sidhe	57	Mer People, Mermaid
64	Dead	58	Midge
65	Demons, Firehound	59	Minotaur
66	Demons, Hellhound	60	Ogre
67	Dirasa	61	Serpent Women
68	Dwarf	62	Shadow Worm
69	Edali	63	Tonah
70	Fata Sheen	64	Trolls, Eld Troll
71	Fire Lions	65	Trolls, Rock Troll
72	Fusin	66	Trolls, Troll
73	Gargoyle	67	True Sidhe
74	Goblin	68	Water Nymph
75	Great Ape	69	Water Panther
76	Ahuras, Vereghina	70	White Otter
77	Akhkharu, Immortal Akhkharu	71	Zehani
78	Akhkharu, Succubus	72	Zombie
79	Akhkharu, Vampire *	73	Ghost
80	Alu	74	Giants, Earth
81	Anakim (Immortal)	75	Giants, Mountain
82	Charontes	76	Giants, Fire
83	Dae'ta Koti	77	Gorgon
84	Dark's Serpent	78	Hydra (in lair)
85	Demons, Fiery Spirit	79	Kejan'po
86	Demons, Heliophobic	80	Kiana'nir
87	Demons, Iritxu	81	Lalassu
88	Demons, Subterranean	82	Lammashta
89	Demons, Terrestrial	83	Larshee
90	Demons, Tuchulcha	84	Leon
91	Devils	85	Manticore
92	Dirailla-ta	86	Mushrussu
93	Dragons, Dragons	87	Naga
94	Dragons, Elder	88	Nebora
95	Dragons, Lun	89	Norggen
96	Dragons, Sea Dragon	90	Poltergeist
97	Dzaliri	91	Qutrub
98	Edimmu	92	Sentiel Beast iin lair)
99	Elementals, Earth	93	Shachihoko
100	Elementals, Fire	94	Shadow Warrior
		95	The Kiana'shan
		96	Vily, Forest
		97	Vily, Hill
		98	Vrykalakas
		99	Were-creatures
		100	Wyvem

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

T. Upper World Encounters

Day and Night do not really apply in the Upper World. When adventures in the Upper World occur, the Referee selects the encounter based on the metaphysical area the party is in, AND what, if anything, they have attracted through their actions In

all cases, unless the Referee chooses to create special situations, only Supernatural forces of the alignment that controls the Region that the party is in will be encountered.

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

Creature	Human	None
01-15	None	16-100
Upper World Encounters		
The Blessed Lands	Lawful Spirits, Ahura, Edali	
The Soothing Realm	Maskela	
Throne of Justice	Amaliel, Ahura	
Throne of Light	Kerubin, Ahura, Angels of Fury	
Realm of Lawful Fire	Hafaza, Mushrussu, Ahura, Dragons	
Realm of Judgement	Hafaza, Amaliel, Angels of Fury	
Tower of Retribution	Ahura, Kerubin, Vereghina	
Celestial Thrones	Ahura, Kerubin, Flaming Steed	
Realm of the Alfar	Alfar, Fay Horse, A'mora, Anwora, Dzaliri, Larshee, other Sidh creatures & races	
Elder Fires	Fire Elementals	
Peri Land	Peri, Ifret, Jinn	
Shadow Lands	Shadow Warriors, Kejani Ki, Kejan'po, Kiana'nir, Shadow Beast, Shadow Fox, Shadow Hawk, Shadow Worm, The Kiana'shan	
Balance Marches	Merkabah, Zehani, Asaghi, Dragon, A'Equinn, Zehani Wolf, Asura, Cailoa, Seker, Sentinel Beast	
The Abyss	Beasts of Chaos, Endukuggu, Nindukuggu	
Realm of Darkness	Kekoni, Heliophobic Demons, Dark's Serpent, Alu, Lalassu	
Lands of Death	Alal, Lammashia, Disease Demons, Harab Serapel, Charontes, Lammashita, Endukuggu/Nindukuggu	
Realm of the Dead	Dead, Nergali, Ghosts, Decay Demons	
Lands of Woe	Ghosts, Terrestrial Demons	
Court of Lilith	Immortal Akkhkara, Incubi, Succubi	
Realm of Dark Destruction	Alal, Helliophobic Demons, Firehound Demon, Flayers Demon	
Empire of Fury	Storm Demons, Dragons, Storm Dragons, Elder Dragons, Dragon, Fentil Devil	
The Demon Plains	Decay Demons, Demon Steed, Harab Serapel, Imp Demons, Iritxu Demon, Tuchulcha Demon, Devils	
Land of Souls	Soul Daiva	
Land of the Evil Mind	Any Supernatural force of Chaos, Firbolg	
The Fiery Hells	Hellhound, Fiery Spirit	
Tower of Silence	Kekoni, Lalassu	

U. Waterways Encounters

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

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

Waterways Day Encounters		Waterways Night Encounters Chart A		Waterways Night Encounters Chart B	
Roll	Result	Roll	Result	Roll	Result
01-05	Animals, Auroch	01-10	Animals, Anaconda	01-12	Animals, Leopard
06-11	Animals, Crocodile	11-20	Animals, Crocodile	13-25	Animals, Wild Dog
12-17	Animals, Deer	21-30	Animals, Deer	26-37	Animals, Wolf
18-23	Animals, Eagle	31-40	Animals, Hippopotamus	38-50	Animals, Zehani Wolf
24-28	Animals, Falcon	41-50	Animals, Hyena	51-52	Goblin
29-33	Animals, Lion	51-52	Asrai	53-54	Hob
34-38	Animals, Wild Cat	53	Athach	55	Lis
39-44	Animals, Wolf	54-55	Boabhan	56	Mer People, Mermaid
45-50	Animals, Zehani Wolf	56	Beithir	57	Midge
51-52	Afanc	57-58	Besamar	58-59	Ogre
53-54	Bouba	59-60	Bugbear	60-61	Orchi
55-56	Athach	61-62	Cait Sith	62-63	Pegasus
57-58	Centaur	63-64	Cuca	64-65	Peist
59-60	Cu Sith	65	Cuca Queen	66	Red Shark
61-62	Demons, Disease	66	Cu Sidhe		

63-64	Elefan	67	Cu Sith	67	Serpent Women
65-66	Master	68	Demons, Disease	68-69	Sprite
67	Mer People, Merman	69-70	Fauns	70	Tonah
68-69	Molani	71-72	Fay Horses	71	Trold Folk
70-71	Peist	73	Gartula	72	Trolls, Troll
72-73	Serpent Women	74-75	Great Spider	73	Unicom
74-75	White Otter	76	A'Equin	74-75	White Otter
76	Ahuras, Maskela	77-78	Afanc	76	Hydra
77-78	Asrai	79	Ahuras, Maskela	77	Kraken
79	Chimearas, Chimana	80	Asaghi	78	Kumiho
80-81	Dragons, Dragons	81-82	Baobhan Sith	79	Labbrila
82	Dragons, Wyrn	83-84	Chimearas, Chimeara	80-81	Leon
83-84	Elementals, Water	85-86	Demons, Storm	82-83	Lunafey
85-86	Fay Horses	87-88	Demons, Storm Dragons	84-85	Manticore
87-88	Firbolg	89	Demons, Terrestrial	86	Naga
89	Giants, Sea	90	Devils	87-88	Nebora
90-91	Giants, Storm	91-92	Dirasa	89-90	Omari
92	Hydra	93	Dragons, Dragons	91	Shachihoko
93	Mushrussu	94	Dragons, Wyrn	92	Simurgh
94	Roc	95	Dragons, Sea Dragon	93	Soul Son
95-96	Vily, Water	96	Dzaliri	94-95	Vily, Water
97-98	Water Nymph	97-98	Elementals, Water	96-97	Water Nymph
99-100	Zehani	99	Grundwergen	98-99	Water Panther
		100	Harboul	100	Zehani

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