

Legends

Of Blood and Magic

Encounter Tables



A Fantasy Supplement

© 2011 Varner, Playter, Force & Jensen

RANDOM ENCOUNTERS

Random Encounters (1d6/1)

The following tables are used to roll random encounters to introduce threats or events to the characters, usually while traveling or between events set up by the GM. **Random encounters will happen on a roll of 1 on a 1d6.** Roll once per full day of travel. If you roll a 1 you may use the following tables to determine the time and nature of your random encounter.

TIME CHART (1d6)

Use the time chart to determine what time of day the encounter takes place

<u>Roll</u>	<u>Time</u>
1	Early Morning
2	Mid Morning
3	Mid Day
4	Afternoon
5	Early Evening
6	Midnight

WEATHER CHART (3d6)

Use the optional weather table to apply environmental conditions.

<u>Roll</u>	<u>Weather</u>	<u>Cold Climate</u>	<u>Temperate Climate</u>	<u>Desert</u>
3-11	Normal	Cold, Calm	Normal for season	Hot, Calm
12	Abnormal	Heat Wave	Heat Wave	Very Hot
13	Abnormal	Cold Snap	Cold Snap	Warm
14-16	Inclement	Precipitation (Snow)	Precipitation (rain or snow)	Hot, Windy
17	Storm	Snowstorm	Thunderstorm, snowstorm	Sandstorm
18	Severe Storm	Blizzard, avalanche	Windstorm, blizzard, hurricane, tornado	Rain

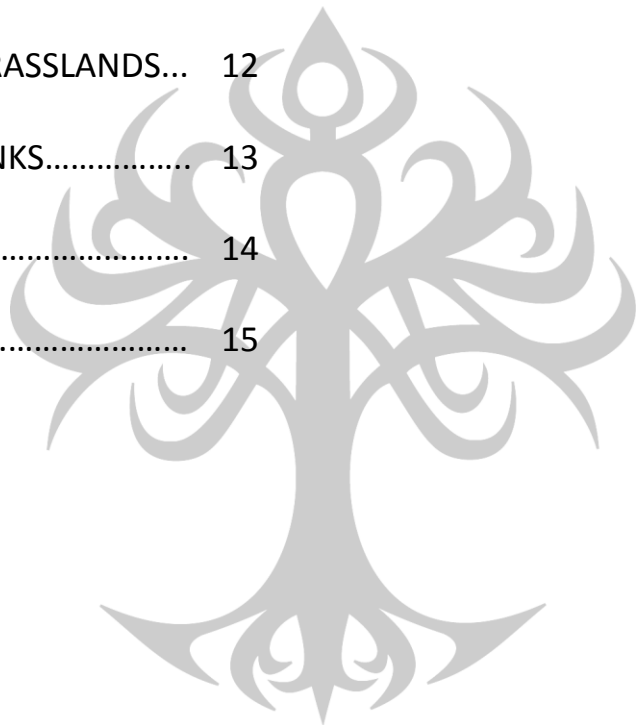
RANDOM CONDITIONS (1d6)

Use the random conditions table for unplanned encounters.

<u>Roll</u>	<u>Condition</u>
1	Encounter surprises party
2	Encounter spots party first
3	Both sides spot each other at the same time
4	Both sides surprise each other
5	Party spots encounter first
6	Party surprises encounter

RANDOM ENCOUNTER TABLES

<u>TABLE</u>	<u>PAGE</u>
CIVILIZED AREAS.....	4
DESERT/SAVANNAH.....	5
DUNGEON/UNDERGROUND.....	6
TEMPERATE FOREST/FEY WOOD.....	7
HILLS/STEPPE.....	8
JUNGLE/RAINFOREST.....	9
MOUNTAINS/HIGHLANDS.....	10
OCEAN/SEA.....	11
TEMPERATE PLAINS/GRASSLANDS...	12
TEMPERATE RIVER/BANKS.....	13
SWAMP/MARSH.....	14
TUNDRA/COLD FOREST.....	15



CIVILIZED AREAS

CIVILIZED AREAS

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6 and leader
04-06	Merchant Caravan	2-4 wagons, 4-10 people
07-09	Mercenary Group	3d6 and leader
10-12	Herd Animals	3d6, type dependent on terrain
13	Dire Bear	Lone dire bear, starving
14-16	Pack of Wolves	2d6 wolves, starving or hiding
17-19	Poisonous Snake(s)	Lone or 1d6 snakes, small to medium
20-22	Traveling Priest(s) or Monk(s)	Lone or 1d6
23-25	Cultist Group	2d6 and leader (may be evil heretic)
26-28	Traveling Heretic(s)	2d6 and leader (is heretic)
29-31	Soldiers of the Realm	Patrol of 1d6 men
32-34	Hunting Party	1d6 men
35-37	Gypsy Caravan	2d6 wagons, result x5 people
38-40	Wild Horse(s)	2d6 horses
41-43	Slavers Caravan	1d6 wagons, result x2 guards + slaver
44-46	Dire Wolves	1d6 wolves, starving or hiding
47-49	Brown Bear	Lone bear, starving or hiding
50-52	War Party	1d10 x 100 men, could be camped
53-55	Runaway Youth(s)	1 or 2 young runaways from home
56-58	Knights of the Realm	1d6 knights on horseback
59-61	Numerian Artificer	Lone artificer and wonderful inventions
62-64	Noble Carriage	Noble in carriage with 1d6 guards
65-67	Traveling Bard	Lone bard, may be down on his luck
68-70	Courier	Could be injured, in a hurry or lost
71-73	Supply Caravan	2d6 wagons, result x 5 people
74-76	Dead Body(s)	Lone or 1d6 bodies, recent, clues
77-79	Traveling Scholar(s)/Sage	Lone or 1d6, could be doing research
80-82	Noble and Guards	1 noble and 1d6 guards, likely local
83-85	Poisonous Spider(s)	1d6 spiders, likely accidental encounter
86-88	Carnival Troupe	2d6 wagons, x5 people, unique people
89-91	Commoners on Pilgrimage	3d6 commoners, holy land or festival
92-94	Lone Thief	Single thief down on his luck
95-97	Escaped Criminal(s)	Single or 1d6 criminals, being hunted
98-99	Arcanist and Guard	Single arcanist and arcane warrior
100	Old Friend or Enemy	Choice of old friend or enemy

DESERT/SAVANNAH

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6, could be aboriginals
04-06	Herd Animals	3d6, zebras, rhino's, elephants, etc.
07-09	Lost Travelers	1d6, natives or merchants
10-12	Poisonous Snakes	1d6, sand snakes
13	Fire Wymr	1 sand wymr, hunting for food
14-16	Pack of Hyena	2d6, starving, use large canine
17-19	Camel Herd	2d6, wild camels, non-domesticated
20-22	Merchant Caravan	1d6 wagons, result x3 people
23-25	Poisonous Spiders	3d6, accidental encounter
26-28	Pride of Lions	1d6, hungry lions, hunt at night
29-31	Mirage	Looks like an oasis
32-34	Aboriginal Hunters	2d6, hunting party
35-37	Scorpions	2d6, accidental encounter
38-40	Group of Dervish	1d6, fanatical priests
41-43	Slave Caravan	Could be lost, could be gathering
44-46	Dire Lion	1 dire lion, hungry and desperate
47-49	Gypsy Caravan	1d6 wagons, result x5 people
50-52	Dire Scorpion(s)	1 or 1d6 dire scorpions, hunting
53-55	Group of Nomads	2d6, native and likely rebels
56-58	Dire Snake(s)	1 or 1d6 dire snakes, ambush
59-61	Commoners on Pilgrimage	3d6, pilgrimage to pyramid or temple
62-64	Dire Spider(s)	1 or 1d6 dire spiders, ambush
65-67	Basilisk	1 Basilisk, lair nearby
68-70	Fire Ant Swarm	5' or 10' radius, 1 dmg/round
71-73	Sand Lizard(s)	1d6 sand lizards, relatively harmless
74-76	Sand Giant	1 Sand Giant, lair nearby
77-79	Skeleton(s)	2d6, could be escaped or controlled
80-82	Giant Scorpion	1 Giant Scorpion, hungry and hunting
83-85	Sphinx	1 Sphinx, lair nearby
86-88	Giant Sand Lizard	1 Giant Sand Lizard, hunting
89-91	Djinn	1 Djinn, lair and bottle nearby
92-94	Minotaur	Could be escaped gladiator, lair nearby
95-97	Cultist Group	2d6, leader could be heretic
98-99	Mummy	1 Mummy, lair nearby
100	Oasis	Spring or well, water, food

DUNGEON/UNDERGROUND

DUNGEON/UNDERGROUND

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Treasure Hunters	1d6, treasure hunters or adventurers
04-06	Roper	1d6, ambush
07-09	Dead Bodies	1d6, recent, could have maps/clues
10-12	Darkmantles	1d6, ambush
13	Vampyr/Lich	Hunter of the underdark, accidental
14-16	Black Ooze	Single, ambush
17-19	Beholder	Single, ambush or accidental
20-22	Entrance to Lost City	Long lost entrance to lost city
23-25	Nighthunter Bats	1d6, ambush hunters
26-28	Poisonous Spiders	2d6, ambush or accidental
29-31	Natural cavern to underdark	Entrance to the deep
32-34	Miners	1d6, lost, trapped, wounded
35-37	Scamp	3d6, hunting party
38-40	Cultist Group	2d6, possible secret lair
41-43	Zombies	2d6, accidental or controlled
44-46	Ratlings	2d6, scavenging party
47-49	Daemon	Single, choose type
50-52	Dire Spider(s)	1d6, ambush
53-55	Rat Swarm	5' or 10' radius, 1 dmg/round, disease
56-58	Veryn	1d6, ghost elves, scouting party
59-61	Dire Rats	1d6, scavenging, accidental
62-64	Trap	Un-sprung ancient trap
65-67	Daemon Lord	Single, accidental encounter
68-70	Dwarves	1d6, reclusive, may be city nearby
71-73	Giant Spider	Single, ambush hunter
74-76	Troglodytes	2d6, reclusive, may be lair nearby
77-79	Skeletons	2d6, accidental or controlled
80-82	Ghouls	1d6, accidental or controlled
83-85	Daemon Spider	Single, giant, intelligent, ambush
86-88	Ghost	Single, trapped, feeds on life
89-91	Glow Field	Rare glow moss field, food, alchemical
92-94	Earth Elemental	Single, free elemental, territorial
95-97	Golem/Statue	Single, animated, forgotten
98-99	Pool/River full of Fang Fish	Swarm, 2 dmg/round, sense heat
100	Secret Treasure Room	Lost treasure room

TEMPERATE FOREST/FEY WOOD

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6, could be lost or ambush
04-06	Natives or Aboriginals	2d6, reclusive, accidental
07-09	Abandoned Hunters Cabin	Stocked and in fair shape
10-12	Pack of Wolves	2d6, starving or accidental
13	Forest Wyrms	Single, hunting, could be in disguise
14-16	Rare herb(s) or root(s)	Small clearing of valuable roots/herbs
17-19	Dryad	Single Dryad, accidental or in trouble
20-22	Brown Bear	Single, starving or accidental
23-25	Goblyn(s)	2d6, lair nearby
26-28	Druid	Lone Druid, on patrol, accidental
29-31	Sylvan	Rare encounter, reclusive, wounded
32-34	Dire Wolves	Single or 1d6, hunting or accidental
35-37	Secret Bandit Lair	3d6 bandits, leader, could not be home
38-40	Old Sylvan Tree Fort	Old tree fort, mostly destroyed
41-43	Herd Animals	3d6, deer, antelope, pigs, etc.
44-46	Wild Boar(s)	Single or 1d6, accidental
47-49	Dire Bear	Single, starving, wounded or accidental
50-52	Fey	Choose type
53-55	Daemon	Choose type
56-58	Nymph	Single, looking for company
59-61	Plant(s)	Choose type, dangerous or magical
62-64	Centaur	1d6, rare encounter, reclusive
65-67	Settlers	2d6, lost, wounded, new settlement
68-70	Wounded Animal	Single wounded animal of chosen type
71-73	Mogg(s)	Single or 1d6, looking for trouble
74-76	Poisonous Spider(s)	Single or 1d6, accidental or ambush
77-79	Treant	Single, reclusive, very few left
80-82	Troll(s)	Single or 1d6, hunting, dangerous
83-85	Lycan	Single, could be man or beast, accident
86-88	Hunting Party	2d6, noble or common, camp, tracking
89-91	Giant	Single, rare, enjoys tormenting little folk
92-94	Old Hermit	Lonely, a little crazy, likely share meal
95-97	Daemon Wolf	Single, will attack almost anything
98-99	Poisonous Snake(s)	1d6, accidental or ambush
100	Unicorn	Rarest of encounters, good luck

HILLS/STEPPE

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	2d6 and leader, camp or hiding
04-06	Highlanders	Highland farmers, ranchers or hunters
07-09	Pack of Wolves	2d6, starving or accidental
10-12	Cave Entrance	Could be small/large, occupied or not
13	Wyvern	Single or mated pair, hunting
14-16	Escaped Criminal	Hiding in cave or running, being hunted
17-19	Herd Animals	Goats, sheep, elk, antelope, etc.
20-22	Ruins of Ancient Keep	Not much left, occupied or not
23-25	Giant	Single, out looking for trouble
26-28	Group of Prospectors	1d6, looking for gold, streams
29-31	Poisonous Snakes	1d6, accidental or ambush
32-34	War Party Encampment	1d10 x50 men, scouting party, camped
35-37	Cultist Camp	2d6 and leader, transient camp site
38-40	Daemon	Choose type
41-43	Mogg(s)	Single or 1d6, looking for trouble
44-46	Brown Bear	Single, starving, wounded or accidental
47-49	Group of Settlers	3d6, lost, in trouble, sick, accidental
50-52	Dire Wolves	Single or 1d6, starving or accidental
53-55	Abandoned Mine Entrance	Ancient mine, small/large, occupied
56-58	Dire Bear	Single, starving or accidental
59-61	Dire Eagle/Hawk	Single, hunting or accidental
62-64	Dire Snake(s)	Single or 1d6, accidental or ambush
65-67	Group of Miners	2d6, trapped, wounded, sick, accidental
68-70	Hidden Monastery	Old, ruined or newer and occupied
71-73	Cougar	Single, hunting or accidental
74-76	Poisonous Spider(s)	3d6, accidental or ambush
77-79	Goblyn	3d6, accidental, hiding unless at night
80-82	Troll(s)	Single or 1d6, hunting, dangerous
83-85	Old Abandoned Church	Some or mostly ruined, occupied or not
86-88	Dire Cougar	Single, hunting or accidental
89-91	Druid	Single, patrolling area or accidental
92-94	Lycan	Man or animal form, reclusive
95-97	Griffon(s)	Single or mated pair, protecting nest
98-99	Heretic and followers	Leader and 2d6, hiding or accidental
100	Pegasus Roost	Single Pegasus, roost/nest, rare

JUNGLE/RAINFOREST

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Giant Spider	Single, ambush or accident
04-06	Troupe of Monkeys	3d6, harmless, like shiny things
07-09	Dire Jungle Tiger	Single, hunting or starving
10-12	Native Shaman	Shaman and 1d6 guards, primitive
13	Tyrannosaurus	Single, hunting
14-16	Dire Boar(s)	Single or 1d6, hunting or accident
17-19	Jungle Tiger	Single, hunting or accident
20-22	Tribal Natives	2d6, primitive, hunting party
23-25	Plant(s)	Choose type
26-28	Bullywugs	2d6, primitive, accidental, reclusive
29-31	Insect Swarm	10' radius, 1 dmg/round, blood
32-34	Ancient Ruined Temple	Entrance, occupied or not, small/large
35-37	Silverback(s)	Single or 1d6, accidental, reclusive
38-40	Daemon	Choose type
41-43	Lizard Men	2d6, hunting party, reclusive
44-46	Poisonous Spiders	3d6, accidental or ambush
47-49	Leopard/Panther	Single, hunting, starving or accidental
50-52	Goblyn	2d6, hunting party or accidental
53-55	Wild Boars	2d6, starving or accidental
56-58	Dinosaur(s)	Choose type
59-61	Poisonous Snakes	1d6, ambush or accidental
62-64	Wild Sylvan	Single, reclusive, could be wounded
65-67	Dire Leopard/Panther	Single, hunting or accidental
68-70	Headhunters	2d6, cannibals, hunting party, primitive
71-73	Dire Snake(s)	Single or 1d6, ambush
74-76	Diseased Bodies	1d6 bodies, TN16 disease, contact or air
77-79	Dire Ape	Single, territorial, aggressive
80-82	Dire Spider(s)	Single or 1d6, ambush
83-85	Group of Missionaries	2d6, lost, wounded, sick, prisoners, etc.
86-88	Dire Constricting Snake	Single, ambush
89-91	Diseased and Abandoned Village	TN16 disease, supplies, bodies
92-94	Giant Snake	Single, hunting, unafraid of much
95-97	Shadow Cat	Single, hunting, stalking cat
98-99	Giant Insect(s)	Single or 1d6, Choose type
100	Dead Explorer	Has valuables, maps, food, water, etc.

MOUNTAINS/HIGHLANDS

MOUNTAINS/HIGHLANDS

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandit Stronghold	5d6, cave, ruins, new wood fort
04-06	Unknown Pass	Undiscovered pass, could be helpful
07-09	Herd Animals	Yak, Goats, Llama, Sheep, etc.
10-12	Group of Prospectors	2d6, stream or river, looking for gold
13	Dragon Cave	True Dragon, Ancient, sleeping
14-16	Daemon	Choose Type
17-19	Cave Entrance	Small/large, occupied or not
20-22	Pack of Wolves	2d6, starving or accidental
23-25	Dwarves	Single or 1d6, reclusive, rarely outside
26-28	Dire Snow Leopard	Single, hunting or accidental
29-31	Cultist Camp/Secret Lair	3d6 + leader, cave, ruins, etc.
32-34	Poisonous Snake(s)	Single or 1d6, ambush or accidental
35-37	Chimera	Single, hunting or accidental
38-40	Giant	Single, out looking for trouble
41-43	Dire Wolves	Single or 1d6, hunting or accidental
44-46	Ruins of Ancient Fortress	Small/Large, occupied or not
47-49	Group of Miners	2d6, lost, trapped, wounded, etc.
50-52	Brown Bear	Single, starving or accidental
53-55	Hidden Temple/Monastery	Small/Large, eastern monks, hidden
56-58	Dire Eagle	Single, hunting or accidental
59-61	Old Abandoned Mine	Entrance, small/large, likely occupied
62-64	Old Hermit	Lonely, hunter, trapper, knowledgeable
65-67	Griffon(s)	Single or 1d6, hunting, protecting nest
68-70	Dire Bear	Single, man killer, starving, accidental
71-73	Mogg(s)	Single or 1d6, scavenging or accidental
74-76	Flock of Blood Ravens	20' or 30' radius, 2 dmg round, swarm
77-79	Snow Leopard	Single, hunting or accidental
80-82	Abandoned Mountain Cabin	Stocked or empty, old or relatively new
83-85	Dire Snake(s)	Single or 1d6, ambush or accidental
86-88	Troll(s)	Single or 1d6, hunting, dangerous
89-91	Roc	Single, hunting or accidental
92-94	Crashed Air Ship	Relatively new, could be valuables
95-97	Monks on Pilgrimage	2d6 monks, heading for monastery
98-99	Wounded Animal	Single wounded animal, choose type
100	Winged Sylvan	Rare, wounded, xenophobic

OCEAN/SEA

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Pirate Ship	1d12 +12 + captain, fast, skilled sailors
04-06	Maiden Longship	1d8 +12 + captain, territorial, lost
07-09	Dolphins	3d10, good luck
10-12	Sprung a leak	Ship is leaking, needs to be fixed
13	Sea Wyrm	Single, hunting or accidental
14-16	Floating Castle	Unique, Zephyrian, rumors are true
17-19	Daemon	Choose type
20-22	Dire Eagle(s)	Single or 1d6, hunting, accidental
23-25	Floating Bottle/Treasure Map	Message in a bottle, treasure map, help
26-28	Sharks	3d10, reason to have to get in water?
29-31	Ship Wreck, Abandoned Island	Storm, wreck, small island, survival
32-34	Eastern Merchant Ship	1d8 + 12 + captain, in trouble?
35-37	Ghost Ship	1d8 + 12 + captain, undead, pirates
38-40	Hydra	Single, hunting, accidental
41-43	Ship in Trouble	Mutiny, no wind, leaking, sickness, etc.
44-46	Body Adrift	Alive or not, valuables, map or message
47-49	Normen Longship	1d12 + 12 + captain, raiders, lost
50-52	Kraken	Giant octopus, hunting, accidental
53-55	Fire	Careless sailor starts fire, dangerous
56-58	Merfolk	2d6, territorial, raiders, need help
59-61	Lost at Sea	Off course, lost, enough food & water
62-64	Mutiny	Some sailors are ready to mutiny
65-67	Merchant Ship	1d12 + 12 + captain, need help, lost
68-70	Dire Shark(s)	Single or 1d6, attack boat, uneventful
71-73	Sea Hag	Single, disguised, pretends to need help
74-76	Sick or Diseased Sailor	Sickness spreading, disease, Lycan, etc.
77-79	Slave Ship	1d12 + 12 + captain, + 5d10 slaves
80-82	Sea Gobyln(s)/Sea Devils	3d6, sea gobylns, raiders, dangerous
83-85	Warship	1d12 + 12 + captain, +2d12 warriors
86-88	Wreckage	Leads to small island, what happened?
89-91	No Wind	1d6 days of no wind, extends trip
92-94	Giant	Sea giant, out looking for trouble
95-97	Albatross	Flock, good luck, young sailor kills one
98-99	Whirlpool	Giant whirlpool, sucked in, transported
100	Mermaid	Needs help, grants boon, good luck

TEMPERATE PLAINS/GRASSLAND

TEMPERATE PLAINS/GRASSLAND

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandits	3d6, ambush or accidental
04-06	Abandoned Watch Tower	small, occupied or not, old or ancient
07-09	Wild Horses	5d10, stock depends on location
10-12	Cultist Group	3d6, caravan, traveling, low on supplies
13	Roc	Single, hunting
14-16	Settlers	3d6, need help, lost, sick, accidental
17-19	Pack of Wolves	2d6, starving or accidental
20-22	Local Patrol	2d6, mounted, local soldiers
23-25	Merchant Caravan	1d6 wagons, x2 people, lost or not
26-28	Dead Body	Valuables, clues, recent, local or not
29-31	Pride of Lions	2d6, hunting, sleeping, reclusive
32-34	Dire Eagle(s)	Single or 1d6, hunting or accidental
35-37	Wounded Stallion	Single high quality wounded stallion
38-40	Flock of Blood Ravens	20' or 30' radius, 2 dmg/round, swarm
41-43	Old Abandoned Church	Small/large, occupied or not, damaged
44-46	Dire Wolves	Single or 1d6, hunting or accidental
47-49	Gypsy Caravan	2d6 wagons, x3 people, on course
50-52	Poisonous Spiders	3d6, ambush or accidental
53-55	Herd Animals	Buffalo, elk, caribou, deer, sheep, etc.
56-58	Poisonous Snakes	1d6, ambush or accidental
59-61	Daemon	Choose type
62-64	Fire Ant Swarm	10' radius, 1 dmg/round, swarm
65-67	Mogg(s)	Single or 1d6, looking for a fight
68-70	Dire Lion	Single, hunting, starving or accidental
71-73	Barbarians	1d6, plains folk, village nearby
74-76	Dire Snake(s)	Single or 1d6, ambush or accidental
77-79	Centaur	1d6, rare, reclusive, stretching their legs
80-82	Slave Caravan	1d6 wagons, x5 people, x10 slaves
83-85	Dire Spider(s)	Single or 1d6, ambush or accidental
86-88	Giant	Single, out looking for trouble
89-91	Escaped Criminal	Single, on the run, hunted, needs help
92-94	Traveling Priest(s)	Single or 1d6, traveling healers, lost
95-97	Hunting Party	1d6, noble or commoner, wounded
98-99	Daemon Wolf	Single, hunting, no fear
100	Runaway	Single, lost, hungry, youth, noble born

TEMPERATE RIVERS/BANKS

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	River Bandits	3d6, floating downstream, accidental
04-06	Body Floating Down River	Clue, information or valuables
07-09	Pack of Wolves	2d6, water hole, accidental
10-12	Group of Settlers	3d6, camp, water hole, wounded, sick
13	Child in a Basket	Who is this child?
14-16	Great Cat	Choose type based on area, water hole
17-19	Herd Animals	3d6, choose based on area, water hole
20-22	Escaped Criminal(s)	Single, 1d6, camp, water hole, wounded
23-25	Cultist Camp	3d6, camp, water hole, heretic leader
26-28	Poisonous Water Snake(s)	1d6, hunting, water or banks, accidental
29-31	Merchant Skiff	2d6, loaded or not, sick, wounded, etc.
32-34	Brown Bear	Single, waterhole or accidental
35-37	Bullywugs	3d6, ambush, leader, might follow
38-40	School of Razor Fish	Swarm, 2 pts/round in the water
41-43	Mercenary Camp	3d6, leader, camp, waterhole, etc.
44-46	Crocodile(s)	1d6, hunting, ambush
47-49	Maiden Taking a Bath	Who? Fey? Noble? Commoner? Etc.
50-52	River Boat with Slaves	2d6, 3d6 slaves, large river boat
53-55	Dead Animal, Poisoned River	Dead Animals upstream contaminating
56-58	Dire Wolves	Single or 1d6, waterhole or starving
59-61	Gypsy Caravan	3d6, water hole, camp
62-64	Boat with Fishermen	Single or two, fishing, accidental
65-67	Dire Crocodile	Single, ambush, accidental
68-70	Dire Great Cat	Chose type based on area, water hole
71-73	Daemon	Choose type
74-76	Lizard Men	2d6, hunting, reclusive, accidental
77-79	Merchant Caravan	3d6, camp, water hole
80-82	Fey	Choose type
83-85	Dire Bear	Single, waterhole, accidental, starving
86-88	Insect Swarm	10' radius, 1 dmg/round
89-91	Merfolk	1d6, curious, accidental
92-94	Dire Water Snake(s)	Single or 1d6, hunting, ambush
95-97	Wounded Animal	Single, choose type
98-99	Traveling Priests Camp	2d6, pilgrimage, traveling, monks
100	Abandoned Fishing Boat	Good shape, oars, medium, seats 6

SWAMP/MARSH

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Bandit Hide Out	3d6 + leader, wooden fort
04-06	Plant(s)	Choose type, monstrous plants
07-09	Poisonous Snakes	2d6, accidental or ambush
10-12	Escaped Criminal(s)	Single or 1d6, hiding, starving, lost
13	Lonely Hag	Ambush, entertainment, evil
14-16	Goblyn	2d6, reclusive, ambush, hunting
17-19	Giant Snake	Single, ambush or accidental
20-22	Daemon	Choose type
23-25	Abandoned Skiff	Sturdy, with pole
26-28	Dire Constricting Snake	Single, ambush or accidental
29-31	Ruined Tower	Occupied or not, shelter, valuables
32-34	Sinkhole	Sinkhole, quicksand, trap
35-37	Troll(s)	Single or 1d6, hunting, dangerous
38-40	Insect Swarm	10' or 20' radius, 1 dmg/round
41-43	Dire Snake(s)	Single or 1d6, ambush or accident
44-46	Poisonous Spiders	3d6, ambush or accidental
47-49	Swamp Folk	1d6, commoners, reclusive, primitive
50-52	Bullywugs	3d6, hunting or accidental
53-55	Constricting Snake	Single, ambush or accidental
56-58	Fey	Choose type
59-61	Alligator(s)	1d6, ambush or accidental
62-64	Ratlings	2d6, hunting/scavenging, accidental
65-67	Dire Insect Swarm	20' radius, 2 dmg/round
68-70	Lizard Men	2d6, hunting party, reclusive, accidental
71-73	Mogg(s)	Single or 1d6, out looking for trouble
74-76	Dire Leeches	2d6, ambush, drain 1 END/round
77-79	Ruins of Ancient City	Occupied or not, cursed, valuables
80-82	Dire Alligator	Single, hunting, ambush
83-85	Giant Lizard	Single, hunting, ambush
86-88	Lycan	Single, reclusive, accidental, primitive
89-91	Cultist Base	3d6 + leader, wooden fort, hidden
92-94	Dire Spider(s)	2d6, ambush or accidental
95-97	Giant	Single, out looking for trouble
98-99	Hydra	Single, ambush or accidental
100	Abandoned Cabin	Stocked, shelter, resting spot

TUNDRA/COLD FOREST

<u>Roll %</u>	<u>Encounter</u>	<u>Notes</u>
01-03	Barbarian Raiders	2d6, ambush or accidental
04-06	Necromancers Tower	ruins, occupied or not, dark priest
07-09	Cultist Lair	ruins, 3d6, heretic leader
10-12	Pack of Wolves	2d6, hunting or accidental, starving
13	Frost Wym	Single, hunting, accidental
14-16	Exiled Criminal	Single or 1d6, hiding, lost, wounded
17-19	Herd Animals	Bison, antelope, moose, etc.
20-22	Ice/Snow Covered Lake	Unaware, crack, water supply, etc.
23-25	Feral Men	2d6, wild men, primitive, superstitious
26-28	Brown Bear	Single, starving or accidental
29-31	Barbarian Hunting Party	2d6, hunting, accidental
32-34	Old Tower Ruins	Ruins, occupied or not, shelter
35-37	Daemon	Choose type
38-40	Dire Eagle	Single, hunting or accidental
41-43	Mogg(s)	Single or 1d6, out looking for trouble
44-46	Shaman	Lone or 1d6 warriors, collecting, etc.
47-49	Dire Polar Bear	Single, hunting or accidental, starving
50-52	Winter Hag	Single, lure group in, want favor
53-55	Dire Wolves	Single or 1d6, hunting, accidental
56-58	Tribal Folk	2d6, commoners, in trouble, etc.
59-61	Mammoth	Single or 2d6, accidental, grazing
62-64	Polar Bear	Single, starving or accidental
65-67	Hidden Monastery/Temple	Small, monks or dark priests, etc.
68-70	Giant	Single, out looking for trouble
71-73	Frozen Body	Valuables, clues, still alive or not
74-76	Snow Leopard	Single, stalking or accidental
77-79	War Party	1d6 x 50, rival tribes, battlefield
80-82	Wendigo	Single, cannibal, hunting
83-85	Dark Priest	Single or +2d6 followers, ritual
86-88	Dire Bear	Single, starving or accidental
89-91	Peddler	Single, save passage, in trouble
92-94	Lycan	Choose form, hunting or not
95-97	Snow Ravager	Single, mindless killer
98-99	Dire Snow Leopard	Single, stalking or accidental
100	Ancient Ruins/Shelter	Occupied or not, shelter, valuables



Heroes come and go...
but **Legends** live forever!

