

DCC RPG WILDERNESS ENCOUNTER TABLES

<http://www.martinralya.com/dcc-rpg/dcc-rpg-wilderness-encounter-tables>

Barren

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Hobgoblin (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants)
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
31-35	Men, witch (90% 1, 1 familiar, 10% 12 plus 1 demon)
36-40	Manticore (1d4)
41-45	Ghost (1)
46-50	Shadow (1d3)
51-55	Mummy (1d6)
56-70	Skeleton (3d10)
71-85	Zombie (1d4x4)
86-100	Ghoul (2d8)

Hills

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Troglodyte (1 chief, 1d3x10 warriors, 1d3+3 henchmen)
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
31-35	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar)
36-40	Ant, giant (75% 1 queen, 2d6 soldiers, and 6d6 workers; 25% 1 queen, 1d3x100 workers, and 1 soldier/3 workers)
41-45	Bat (40% 1d5 mundane swarm, 20% 1d5 vampiric swarm, 20% 1d10 giant vampire)
46-50	Ape-man, four-armed (1)
51-55	Basilisk (1d3)
56-70	Giant, hill (1)
71-85	Chimera (1)
86-100	Ape-man, white (2d4)

Mountains

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Troglodyte (1 chief, 1d3x10 warriors, 1d3+3 henchmen)
26-30	Men, magician (1, 2d4 subhumans)
31-35	Men, berserker (3d10)
36-40	Pterodactyl (1d4)
41-45	Man-bat (2d4)
46-50	Giant, frost (1)
51-55	Giant, storm (1)
56-70	Giant, stone (1)
71-85	Giant, cloud (1)
86-100	Griffon (1)

Plains

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Bugbear (3d6x10 goblins, plus 4 bugbears/30 goblins)
26-30	Men, noble (2d4 nobles, 2d4 knights, 2d5 men-at-arms)
31-35	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
36-40	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves)
41-45	Centaur (2d10)
46-50	Chimera (1)
51-55	Hobgoblin (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants)
56-70	Gnoll (1d5x10, 1 beta/10, 1 alpha/40)
71-85	Ogre (1)
86-100	Snake, giant (1d4)

Swamp

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Kobold (1d10x30, 1 leader and 2 guards/30, 1 tribal leader and 5 guards/100)
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
31-35	Men, magician (1, 2d4 subhumans)
36-40	Insect swarm (1d3)
41-45	Snake, giant (1d4)
46-50	Cockatrice (1)
51-55	Hydra (1)
56-70	Lizardman (1d3+1, 15% chance of giant lizard)
71-85	Lizard, giant (1d8)
86-100	Primeval slime (1; 75% 2d4 HD, 20% 4d4 HD, 5% 4d4+20 HD)

Water

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Troll (1)
9-15	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
16-32	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors)
33-49	Gargoyle (2d4)
50-66	Leech, colossal (1d4)
67-83	Harpy (2d4)
84-100	Pterodactyl (1d4)

Woods

<u>d100</u>	<u>Encounter</u>
1	Dragon (95% 1, 5% mated pair)
2	Demon (1)
3	Elemental (1)
4	Time traveler (2d4)
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% 1 wizard)
7-8	Hollow one (2d4)
9-10	Troll (1)
11-15	Subhuman (1d4x10, 1 leader)
16-20	Orc (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs)
21-25	Bugbear (3d6x10 goblins, plus 4 bugbears/30 goblins)
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20)
31-35	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar)
36-40	Ape-man, giant (1)
41-45	Centaur (2d10)
46-50	Cyclops (1)
51-55	Owlbear (1d6)
56-70	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves)
71-85	Ape-man, four-armed (1)
86-100	Ape-man, jungle (2d4)