

# Regional Encounters

## A Basic Fantasy RPG Supplement

### Release 1

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Introduction

The existing BFRPG Wandering Monster wilderness tables include some variations based on region ecology but don't allow for level-appropriate encounters. For example, a group of Level 1 adventurers don't stand a chance against one hungry vampire! This document provides a set of tables to generate regionally-appropriate random encounters that add flavour to the main quest.

While this is presented as a Basic Fantasy RPG supplement it may be useful in a variety of different games. If you would like a copy of the Basic Fantasy Role-Playing Game Core Rules, please visit [www.basicfantasy.org](http://www.basicfantasy.org).

### Using These Rules

The Wandering Monster tables in this supplement are arranged into regional areas. The encounters generated are intended to be balanced to provide flavour to the main quest rather than becoming life-or-death struggles.

The challenge range of each table is set by the die used. The lowest levels of challenge are generated using a d6, extending the challenge by using a d8 or a d12, with the most challenging encounters available through a d20, (re-roll, choose, or do something special on a 17-20).

Encounter generation can also inform environment the players come across. For example, before an encounter with a Giant Funnel-web Spider the players may spot webs extending outwards from a dark tunnel; Skeletons might be found among piles of bleached bones; a Mummy might be found in a crumbling desert tomb.

Unless otherwise noted, monsters are available in the Core rule book.

### Number appearing

In order to provide an appropriate level of challenge the monster as well as number appearing are levelled.

The number appearing column includes some unfamiliar nomenclature:

<i>Appearing</i>	<i>Generate with e.g.</i>	<i>Meaning</i>
1	n/a	1 appears
(1)	n/a	Minimum 1 appears
1d2	1-2, 3-4 on a d4; Odd vs even on any die	1 or 2 appear
1d3	1-2, 3-4, 5-6 on a d6 d6/2, d12/4	1-3 appear
1d6-1	1d6, then subtract one	0-5 appear
1d6-1 (1)	1d6, subtract 1, minimum 1	1-5 appear
PC	Number of players	1 appears for every player
PC/2	Half the number of players	1 appears for every 2 players
PC+1d4	Number of players, add 1d4	1 appears for each player, plus another 1-4
PCd4	1d4 for each player	1-4 appear for each player

**Desert or Badland regions**

Level 1-2 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	Hawk	1d4 (1)
2	Antelope	1d3+2 (3)
3	Camel	1d6+1 (2)
4	Fly, Giant	1d2 (1)
5	Snake, Giant Rattlesnake	1 (1)
6	Spider, Giant Funnel-web (as Crab)	1 (1)
7	Beetle, Giant Bombardier	PC/2 (1)
8	Gnoll (scouting party)	PC-1 (1)
9	Living Statue, Crystal	1 (1)
10	Locust swarm (as Insect swarm)	1d3 (1)
11	Hyena	1d4 (2)
12	Fly, Giant	1d4 (2)
13	Gnoll (hunting party)	PC+1 (1)
14	Harpy	1d2 (1)
15	Scorpion, Giant	1 (1)
16	Skeleton	PCd4 (2)

Level 3-4 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Party: Settler (as Pilgrim)	1d4 (2)
2	Snake, Pit Viper	1d4 (2)
3	Hawk, Giant	1d2 (1)
4	Skeleton	PCd2 (2)
5	Rhagodessa, Giant	1 (1)
6	Lizard, Giant Draco	1d2 (1)
7	Mummy	1 (1)
8	Scorpion, Giant	1d2 (1)
9	Hangman Tree	1 (1)
10	Spider, Giant Tarantula (Trapdoor)	1d2 (1)
11	Gnoll (raiding party)	PCd2 (5)
12	Harpy	1d4 (2)
13	Ogre	1d3 (1)
14	Wight	1 (1)
15	Living Statue, Stone	1 (1)
16	Lizard, Giant Tuatara	1 (1)

Level 5-6 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC: Trader (as Merchant)	1
2	Fly, Giant	PCd2 (3)
3	Hyena	1d8 (4)
4	Beetle, Giant Bombardier	PC (2)
5	Spider, Giant Funnel-web (as Crab)	2 (2)
6	Skeleton	PCd4 (2)
7	Gnoll (raiding party)	PCd2 (5)
8	Roc (Normal)	1 (1)
9	Lizard, Giant Tuatara	1 (1)
10	Manticore	1 (1)
11	Gnoll and Hyena (hunting party)	PC & PC/2 (4)
12	Spectre	1 (1)
13	Mummy & Skeleton	1 & PCd2 (2)
14	Roc (Normal)	2 (2)
15	Scorpion, Giant	2 (2)
16	Basilisk	1 (1)

Level 7-8 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Group: Bandit	PC+1 (3)
2	Locust swarm (as Insect swarm)	PC (3)
3	Rhagodessa, Giant	1d6 (2)
4	Basilisk	1 (1)
5	Gnoll and Hyena (patrol)	PCd2 & PC/2
6	Lizard, Giant Draco	1d4 (2)
7	Elemental, Earth (as Staff)	1 (1)
8	Elemental, Air (as Staff)	1 (1)
9	Golem, Bone	1d2 (1)
10	Salamander (Flame)	1d2 (1)
11	Manticore	2 (2)
12	Mummy	2 (2)
13	Rust Monster	1d2 (1)
14	Living Statue, Stone	1d3 (2)
15	Dragon, Blue (age 1)	1 (1)
16	Hydra (PC+1 heads, min 4)	1 (1)

**REGIONAL ENCOUNTERS**

Level 10-12 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Group: Caravan (as Merchant)	2d2
2	Snake, Spitting Cobra	1d4 (1)
3	Spider, Giant Tarantula	1d4 (2)
4	Skeleton	PCd4 (4)
5	Lizard Man (scouting party)	PC+1 (2)
6	Locust swarm (as Insect swarm)	PC+1 (3)
7	Basilisk	1d4 (2)
8	Salamander (Flame)	PC/2 (1)
9	Elemental, Earth (as Device)	1 (1)
10	Elemental, Air (as Device)	1 (1)
11	Golem, Amber	1d2 (1)
12	Hydra (PC+1 heads, min 5)	1 (1)
13	Djinni	1 (1)
14	Roc (Large)	1 (1)
15	Dragon, Blue (age 3)	1 (1)
16	Dragon, Red (age 2)	1 (1)

Level 13-15 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Group: Caravan (as Merchant)	2d2
2	NPC Group: Nomad (as Nobles)	d4+2
3	Snake, Pit Viper	1d8 (4)
4	Lizard Man (hunting party)	PCd2 (4)
5	Snake, Giant Rattlesnake	2 (2)
6	Mummy	1d4 (3)
7	Skeleton	PCd4 (6)
8	Roc (Large)	2 (2)
9	Golem, Stone	1d2 (1)
10	Hydra (PC+2 heads, min 5)	1d2 (1)
11	Sand Worm (as Purple Worm)	1 (1)
12	NPC Group: Bandit	PC+1 (3)
13	Elemental, Earth (as Device)	1d3 (1)
14	Elemental, Air (as Device)	1d3 (1)
15	Dragon, Blue (age 5)	1 (1)
16	Dragon, Red (age 4)	1 (1)

**A BASIC FANTASY SUPPLEMENT**

Level 16-18 encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Group: Caravan (as Merchant)	2d4
2	NPC Group: Nomad (as Nobles)	d6+5
3	Hangman Tree	2 (2)
4	Basilisk	1d4 (2)
5	Salamander (Flame)	PC/2 (1)
6	Lizard Man & Giant Tuatara (patrol)	PCd2 (4) & 1
7	Wraith	1d4 (1)
8	Elemental, Earth (as Spell)	1 (1)
9	Elemental, Air (as Spell)	1 (1)
10	Golem, Iron	1d2 (1)
11	Rust Monster	PC-1 (3)
12	Sand Worm (as Purple Worm)	2 (2)
13	Hydra (PC+2 heads, min 5), plus Fire	1d3 (2)
14	Djinni	1 (1)
15	Efreeti	PC/2 (2)
16	Dragon, Red (age 6)	1 (1)

Level 18+ encounters		
<i>Die roll</i>	<i>Creature or Group</i>	<i>Number appearing</i>
1	NPC Group: Caravan (as Merchant)	2d4
2	NPC Group: Settlers (as Pilgrim)	d6+5
3	Scorpion, Giant	1d4 (2)
4	Locust swarm (as Insect swarm)	PCd2 (3)
5	Living Statue, Crystal	PC+1 (3)
6	Efreeti	PC/2 (2)
7	Elemental, Earth (as Spell)	1d3 (1)
8	Elemental, Air (as Spell)	1d3 (1)
9	Golem, Bronze	1d2 (1)
10	Djinni	1 (1)
11	Sand Worm (as Purple Worm)	1d4 (2)
12	Efreeti	PCd2 (2)
13	Lizard Man & Giant Tuatara (patrol)	PCd6 & PCd2
14	Dragon, Red (age 7)	1 (1)
15	Roc (Giant)	1 (1)
16	Roc (Giant)	2 (2)

**Inhabited, Tamed, or Civilised regions**

**Jungle**

**Mountains or Hills**

**Ocean**

**Swamp**



**Undead**

**Grassland or Plains**

**Grassland or Plains**

**Grassland or Plains**

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