



DUNGEON ENCOUNTERS

Blueholme Journeymanne



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DAVID L. NELSON
Thranconia Campaign

BLUEHOLME DUNGEON ENCOUNTER TABLES:

What follows is a level by level set of random encounter tables to stock dungeons in the Blueholme Journeymanne version of the game. There are 8 dungeon levels numbered from 0-level to 7th level. The dungeon levels are approximately keyed to a party of 4-8 characters and henchmen of the same level as the dungeon level. So, for example, a group of 4 level 3 characters with 2-4 henchmen or mercenaries should be able to adventure in a level 3 dungeon.

The level-0 chart is meant for 2 things. First, it can be used for encounters of 1-2 level 1 characters. Second, will be used when a level-1 roll indicates “use 1 level lower” for an encounter.

Rolling for an encounter: if you need a monster encounter, whether when generating ideas for a dungeon, or rolling a random dungeon for a Judged, Non-Judged or solo game, roll 1d6 to see what level monster it will be:

1-2: 1 level lower

3-5: current dungeon level

6: 1 level higher

Once you know the monster encounter level, go to the chart with that level on it and roll 1d30 (roll 1d6, 1-2 means 1-10, 3-4 means 11-20, 5-6 means 21-30, and then a d10 to find the digits. So, rolling 1 and then 5 equals 5, rolling 3 and 4 means 14, and rolling 5 and 6 means 26). The result will tell you the monster type and the number of monsters to roll for.

Some monsters, like Orcs, Kobolds etc., are listed as AC9 in the Blueholme Book, but that is their unarmored AC value. The chart will note what their actual AC in the dungeon will be (so an Orc is usually AC 6—leather and shield). Also, some monsters (such as character types, Fighter, Thieves etc), will also be notes SP/AL, which means you should dice for Species and Alignment on the charts to the right of the monster chart. The alignment chart is weighted towards there being more bad guys than good guys in the dungeon. Character types will also have the experience level listed. You will need to decide on weaponry carried by humanoid monsters/characters. When in doubt, just give ¼ of their numbers shortbows and short swords, the rest spears and handaxes. Fighters are likely to have swords, clerics, maces, and thieves short swords and daggers.

Blueholme monster terminology is used throughout the lists. When Blueholme gives a variety of sizes or hit die for a monster type, the list will specify which applies.

LEVEL 0 (roll 1-30)

1-2: 1d2 Bandits AC 6	Species Table (1d12)
3: 1 Clerics (level-1, SP/AL)	1-2 Human
4: 1d2 Giant Bats	3- Amazon
5: 1 Giant Beetles, (normal fire beetles)	4-5-Dwarf
6: 1d2 Berserkers AC 6	6-Elf
7-8: 1 Fighters AC 4 (level 1, SP/AL)	7-Feline
9-10 1d4 Goblins AC 6	8-Gnome
11-12: 1d2 Hobgoblins AC 6	9-Halfling
13-14: 2d4 Kobolds AC 7	10-Half-elf
15: 1d4 Militia AC 6, 1d6 hp SP/AL	11-12-Half-orc
16: 1d6 Normals (SP/AL) AC 9	Alignment Table (1d8)
17-18: 1d4 Orcs AC 6	1: LG
18: 1 Pixie	2: CG
19-20: 2d4 Giant Rats	3-4: N
21-22: 1d4 Skeletons, Lesser	5-6: LE
23: 1 Skeletons, Greater	7-8: CE
24: 1 Giant Spiders (normal)	
25: 1 Stirge	
26-27: 1 Thief (lvl 1) (SP/AL) AC 7	
28: 1 Giant Ticks (normal)	
29: 1d3 Wolves	
30: 1 Zombies	

LEVEL 1 (roll 1-30)

1-2: 1d4 Bandits AC 6	Species Table (1d12)
3: 1d4 Clerics (level-1, SP/AL)	1-2 Human
4: 1d4 Giant Bats	3- Amazon
5: 1d3 Giant Beetles, (normal fire beetles)	4-5-Dwarf
6: 1d4 Berserkers AC 6	6-Elf
7-8: 1d4 Fighters AC 4 (SP/AL)	7-Feline
9: 1 Gelatinous Cube	8-Gnome
10-11: 2d4 Goblins AC 6	9-Halfling
12: 1d6 Hobgoblins AC 5	10-Half-elf
13-14: 3d4 Kobolds AC 7	11-12-Half-orc
15: 1 Mage (lvl 2) and 1d4 guards AC 5 SP/AL	Alignment Table (1d8)
16: 2d4 Normals (SP/AL) AC 7	1: LG
17-18: 1d6 Orcs AC 6	2: CG
18: 1d4 Pixies	3-4: N
19-20: 3d4 Giant Rats	5-6: LE
21-22: 1d6 Skeletons, Lesser	7-8: CE
23: 1d4 Skeletons, Greater	
24: 1d3 Giant Spiders (normal)	
25: 1d4 Stirges	
26: 1d4 Thieves (SP/AL) AC 7	
27: 1d3 Giant Ticks (normal)	
28: 1 Giant Toad (normal)	
29: 1d6 Wolves	
30: 1d4 Zombies	

LEVEL 2 (roll 1-30)

<p>1-2: 1d6 Giant Ants (normal) 3 1d3 Giant Apes (normal) 4-5: 2d6 Bandits AC 6 6-7: 2d6 Giant Bats 8-9: 1d4 Giant Beetles (large, Bombadier) 10: 2d4 Berserkers AC 6 11 1d4 Giant centipedes (large) 12: 1d4+1 Clerics (level 2), SP/AL AC 4 13: 3d4 Dreenoi 14-15: 1d4+1 Fighters (level 2), SP/AL,AC 4 16: 1d2 Ghouls 17: 1d6 Gnolls 18: 1 Cave Creeper 19: 2d4 Hobgoblins 20: 2d8 Kobolds 21: 1d2 Giant Lizards (normal) 22: 1d6 Lizardmen 23: 1 Mage (lvl 3) and 1d4 guards (lvl-1) AC 5 SP/AL 24: 1 Ogre 25: 5d4 Orcs AC 6 26: 1d4 Giant Scorpions (normal) 27: 1d6 Greater Skeletons 28: 1d4 Giant Spiders (large) 29: 1d4+1 Thieves (level 2) SP/AL AC 7 30: 1d6 Troglodytes</p>	<p>Species Table (1d12) 1-2 Human 3- Amazon 4-5-Dwarf 6-Elf 7-Feline 8-Gnome 9-Halfling 10-Half-elf 11-12-Half-orc</p> <p>Alignment Table (1d8) 1: LG 2: CG 3-4: N 5-6: LE 7-8: CE</p>
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LEVEL 3 (roll 1-30)

<p>1: 2d6 Giant Ants (large) 2: 1d4 Giant Apes (large) 3: 1d6 Blink Dogs 4: 2d4 Bugbears 5: 1d4+1 Clerics (lvl-3) AC 2, SP/AL 6: 1d6 Giant Crabs (large) 7: 1d4 Doppelgangers 8: 5d4 Dreenoi 9-11: 1d4+1 Fighters (lvl-3) AC 2, SP/AL 12: 1 Grey Ooze 13: 1d2 Harpies 14: 1d8 Hell Hounds (3HD) 15-16: 5d4 Hobgoblins AC 5 17: 2d6 Lizardmen 18-19 1d3 Giant Lizards (large) 20: 1 Mage (lvl 4) and 1d4 guards (lvl 2) AC 5 SP/AL 21: 2d12 Orcs AC 6 22-23: 1d4 Ogres 24: 1d6 Shadows 25: 1d2 Giant Spiders (huge) 26: 1d4+1 Thieves (lvl-3), AC 7, SP/AL 27: 1d3 Giant Toads (large) 28: 1d4 Wererats 29: 1d3 Wights 30: 2d6 Zombies</p>	<p>Species Table (1d12) 1-2 Human 3- Amazon 4-5-Dwarf 6-Elf 7-Feline 8-Gnome 9-Halfling 10-Half-elf 11-12-Half-orc</p> <p>Alignment Table (1d8) 1: LG 2: CG 3-4: N 5-6: LE 7-8: CE</p>
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LEVEL 4 (roll 1-30)

<p>1: 1d4 Giant Apes (Large) 2: 1d4 Giant Ants (huge) 3: 1 Bear (huge) 4: 1d6 Giant Beetles (Huge) 5: 1d8 Centipedes (Huge) 6: 1d4+1 Clerics AC 2 SP/AL 7: 1d8 Giant Crabs (large) 8: 1d4 Demons (normal) 9: 1d4+1 Fighters AC 2 SP/AL 10: 1d3 Gargoyles 11: 2d4 Harpies 12: 1d4 Hell Hounds (4HD) 13: 1d4 Giant Lizards (large) 14: 1 Mage (level 5) and 1d6 guards (level 2) AC 4 SP/AL 15: 1 Medusa 16: 1 Mummy 17: 1 Ochre Jelly 18: 1 Octocat 19: 1d6 Ogres 20: 20 Orcs AC 6 21: 1 Rust Monster 22: 1-2 Giant Scorpions (Huge) 23: 1d2 Giant Spiders 24: 1d4+1 Thieves, AC 7 (SP/AL) 25: 1-3 Giant Ticks (huge) 26: 1 Giant Toad (huge) 27: 1d2 Trolls 28: 1d4 Werewolves 29: 1d4 Wights 30: 1d2 Wraiths</p>	<p>Species Table (1d12) 1-2 Human 3- Amazon 4-5-Dwarf 6-Elf 7-Feline 8-Gnome 9-Halfling 10-Half-elf 11-12-Half-orc</p> <p>Alignment Table (1d8) 1: LG 2: CG 3-4: N 5-6: LE 7-8: CE</p>
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LEVEL 5 (roll 1-30)

1: 1 Carnosaur (large)
2: 1 cockatrice
3: 1d4+1 Clerics, AC 2 (level 5, SP/AL)
4: 1-2 Giant Crabs (huge)
5: 1d6 Demons (normal)
6-7: 1d4+1 Fighter AC 2 (level 5, SP/AL)
8: 1d4 Hell Hounds (6HD)
9: 1 Hydra (3d4 heads)
10: 1d2 Giant Lizards (huge)
11: 1 Mage (level 6) and 2d4 Guards AC 3 (level 3) SP/AL
12: 1d3 Manticore
13: 1d4 Minotaurs
14: 1d2 Mummies
15-16: 2d4 Ogres
17-19: 1 Owlbear
20-21: 1 Rust Monster
22-23: 1d4 Giant Scorpions (huge)
24: 1d2 Specters
25-26: 1d4+1 Thieves, AC 7 (level 5, SP/AL)
27-28: 1d4 Trolls
29: 1d2 Giant Weasels
30: 1d4 Weretigers

Species Table (1d12)

1-2 Human
3- Amazon
4-5-Dwarf
6-Elf
7-Feline
8-Gnome
9-Halfling
10-Half-elf
11-12-Half-orc

Alignment Table (1d8)

1: LG
2: CG
3-4: N
5-6: LE
7-8: CE

LEVEL 6 (roll 1-30)

<p>1: 1 Basilisk 2: 1 Black Pudding 3: 1 Chimera 4: 1d4+1 Clerics lvl 6 AC 2 SP/AL 5: 1d2 Demons (large) 6: 1 Djinni 7: 1 Dragon 8-9: 1d4+1 Fighters, lvl 6 AC 2 SP/AL 10-12: 1 Giant 13: 1 Golem 14: 1d6 Hell Hounds (6 HD) 15: 1 Hydra (6+1d8 heads) 16: 1 Lich 17: 1 Mage (lvl 7) , 2d4 guards AC 3 (lvl 3) SP/AL 18: 1d4 Medusae 19-21: 2d6 Ogres 22-23: 40 Orcs AC 6 24: 1d4 Owlbears 25: 1 Constrictor Snake (huge) 26: 1d4+1 Thieves, AC 7 SP/AL 27: 1d2 Giant Toads (huge) 28-29: 1d6 Trolls 30: 1d2 Vampires</p>	<p>Species Table (1d12) 1-2 Human 3- Amazon 4-5-Dwarf 6-Elf 7-Feline 8-Gnome 9-Halfling 10-Half-elf 11-12-Half-orc</p> <p>Alignment Table (1d8) 1: LG 2: CG 3-4: N 5-6: LE 7-8: CE</p>
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LEVEL 7 (roll 1-30)

<p>1: 1d4 Giant Apes (huge) 2: 1-2 Basilisk 3: 1 Black Pudding 4: 4d6 Bugbears 5: 1 Carnosaur (huge) 6: 1 Chimera 7: 1d4+1 Clerics lvl 7 AC 2 SP/AL 8: 1 Demon (Huge) 9: 1 Dragon 10-11: 1d4+1 Fighters, lvl 7 AC 2 SP/AL 12: 3d6 Gargoyles 13-14: 1d4 Hill Giants 15: 1 Fire Giant 16: 1d6 Hell Hounds (7 HD) 17: 1 Hydra (8+1d8 heads) 18: 1 Lich 19: 1 Mage (lvl 8) , 2d4 guards AC 3 (lvl 3) SP/AL 20: 1d6 Medusae 21-22: 3d6 Ogres 23: 2d6 Owlbears 24: 1d4+1 Thieves, lvl-7, AC 7 SP/AL 25-27: 1d8 Trolls 28: 1d3 Vampires 29: 3d6 Werewolves 30: 2d4 Wraiths</p>	<p>Species Table (1d12) 1-2 Human 3- Amazon 4-5-Dwarf 6-Elf 7-Feline 8-Gnome 9-Halfling 10-Half-elf 11-12-Half-orc</p> <p>Alignment Table (1d8) 1: LG 2: CG 3-4: N 5-6: LE 7-8: CE</p>
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