



DUNGEON ENCOUNTERS SET-2

LEVELS 8-10

Blueholme Journeymanne



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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 8 (roll 1-30)

<p>1: 1d6 Giant Apes (huge)</p> <p>2: 1d4 Basilisks</p> <p>3: 1 Black Pudding</p> <p>4: 1 Carnosaur (huge)</p> <p>5: 1-2 Chimera</p> <p>6: 1d4+1 Clerics lvl 8 AC 2 SP/AL</p> <p>7: 2d6 Demons (large)</p> <p>8: 1-2 Demons (Huge)</p> <p>9: 1 Dragon</p> <p>10-11: 1d4+1 Fighters, lvl 8 AC 2 SP/AL</p> <p>12: 4d6 Gargoyles</p> <p>13-14: 1d6 Hill Giants</p> <p>15: 1d4 Stone Giant</p> <p>16: 2d4 Hell Hounds (7 HD)</p> <p>17: 1 Lamia</p> <p>18: 1 Lich</p> <p>19: 1 Mage (lvl 9) , 2d4 guards AC 3 (lvl 3) SP/AL</p> <p>20: 1d6 Medusae</p> <p>21-22: 4d6 Ogres</p> <p>23: 3d6 Owlbears</p> <p>24: 1 Purple Worm</p> <p>25: 1d4+1 Thieves, lvl-8, AC 7 SP/AL</p> <p>26-28: 1d12 Trolls</p> <p>29: 1d4 Vampires</p> <p>30: 4d6 Werewolves</p>	<p>Species Table (1d12)</p> <p>1-2 Human</p> <p>3- Amazon</p> <p>4-5-Dwarf</p> <p>6-Elf</p> <p>7-Feline</p> <p>8-Gnome</p> <p>9-Halfling</p> <p>10-Half-elf</p> <p>11-12-Half-orc</p> <p>Alignment Table (1d8)</p> <p>1: LG</p> <p>2: CG</p> <p>3-4: N</p> <p>5-6: LE</p> <p>7-8: CE</p>
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LEVEL 9 (roll 1-30)

<p>1: 1 Angel (10 HD) 2: 1 Black Pudding 3-4: 1d4+1 Clerics lvl 8 AC 2 SP/AL 5-6: 4d8 Demons (normal) 7: 2d8 Demons (large) 8: 1d4 Demons (Huge) 9: 1-4 dragons (small) 10: 1 Dragon (large) 11: 1-2 Efreeti 12-13: 1-2 Medium Elementals 14-15: 1d4+1 Fighters, lvl 8 AC 2 SP/AL 16-17: 1d10 Stone Giants 18: 1d6 Frost Giants 19: 1d4 Fire Giants 20: 1d4 Stone Golems 21: 1-2 Iron Golems 22: 1-2 Lamias 23: 1 Lich 24: 1 Mage (lvl 10) , 2d4 guards AC 3 (lvl 3) SP/AL 25: 1 Purple Worm 26-27: 1d4+1 Thieves, lvl-9, AC 7 SP/AL 28: 1 Triceratops 29-30: 1d6 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 10 (roll 1-30)

<p>1: 1-2 Angels (10 HD)</p> <p>2: 1 Black Pudding</p> <p>3-4: 1d4+1 Clerics lvl 9 AC 2 SP/AL</p> <p>7: 2d10 Demons (large)</p> <p>8: 1d8 Demons (Huge)</p> <p>9: 1-6 dragons (small)</p> <p>10: 1-2 Dragons (medium)</p> <p>11: 1 Dragon (large)</p> <p>12: 1d4 Efreeti</p> <p>13: 1-4 Medium Elementals</p> <p>14: 1-2 Large Elementals</p> <p>15-16: 1d4+1 Fighters, lvl 9 AC 2 SP/AL</p> <p>17-18: 2d4 Frost Giants</p> <p>19-20: 1d6 Fire Giants</p> <p>21: 1d6 Stone Golems</p> <p>22: 1d4 Iron Golems</p> <p>23: 1 Lich</p> <p>24: 1 Mage (lvl 11) , 2d4 guards AC 3 (lvl 4) SP/AL</p> <p>25: 1-2 Purple Worms</p> <p>26-27: 1d4+1 Thieves, lvl-9, AC 7 SP/AL</p> <p>28: 1d4 Triceratops</p> <p>29-30: 1d8 Vampires</p>	<p>Species Table (1d12)</p> <p>1-2 Human</p> <p>3- Amazon</p> <p>4-5-Dwarf</p> <p>6-Elf</p> <p>7-Feline</p> <p>8-Gnome</p> <p>9-Halfling</p> <p>10-Half-elf</p> <p>11-12-Half-orc</p> <p>Alignment Table (1d8)</p> <p>1: LG</p> <p>2: CG</p> <p>3-4: N</p> <p>5-6: LE</p> <p>7-8: CE</p>
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