

## Astral and Ethereal Random Encounter Tables

### ASTRAL PLANE

Die Creature  
Roll Encountered

2	Arch-devil
3	Cat Lord
4	Foo Dog
5	Demon, Greater
6	Modron, Hierarch
7	Pyrolisk*
8	Basilisk*
9	Demon, Lesser
10	Devi, Minor
11	Human Traveler**
12	Daemon, Minor
13	Deva, Astral
14	Medusa*
15	Cockatrice*
16	Devil, Major
17	Daemon, Greater
18	Planetar
19	Solar
20	Demon Prince

### ETHEREAL PLANE

Die Creature  
Roll Encountered

2	Intellect Devourer
3	Terethian
4	Basilisk, Greater
5	Salamander
6	Xorn
7	Para-elemental
8	Daemon, Charona-
9	Human Traveler**
10	Elemental
11	Geniekind
12	Cerebral Parasite
13	Deva, Monadic
14	Gorgon*
15	Medusa*
16	Planetar
17	Wind walker
18	Xeq-yi or Xag-ya
19	Pyrolisk*
20	Lammasu, Greater

\*These creatures do not travel on the Astral and Ethereal Planes, but their perceptions (and magical attack forms) extend there. Their possible appearance applies only to interaction with the Prime Material Plane; otherwise, ignore the result and roll again.

\*\*Use the Dungeon Random Encounter Tables in the DUNGEON MASTERS GUIDE with the following modifications. Party size will be 1-6 with no limits on the number of characters of 1 class. There will always be a minimum of 1 cleric in the party, and, if there are 2 or more clerics present, there will be at least 1 magic-user. Character level will be:

Cleric	Level 9 to 18	Illusionist	Level 10 to 17
Druid	Level 7 to 14	Thief	Level 9 to 16
Fighter	Level 8 to 15	Assassin	Level 10 to 15
Paladin	Level 7 to 16	Monk	Level 8 to 17
Ranger	Level 7 to 16	Bard	Level 11 to 18
Magic User	Level 11 to 20		(Level 7-8 Fighter, Level 6-9 Thief)

## Creating Your Own Random Encounter Tables

The random encounter charts at the beginning of this section utilize a small selection of the 900+ monsters listed in the combined MONSTER MANUALS I and II and FIEND FOLIO™. These charts are designed for general use in campaign settings and as a guide for dungeon masters in creating their own charts.

The following method of creating charts is based on the sum of 1 8-sided and 1 12-sided die, producing a range from 2-20 with a large flat spot of equal probability in the 9-13 range. Those desiring "unique" creatures might assign them 2 to 20 pips. Monsters can be placed into the 19 resulting slots according to their frequency in the region, as follows:

Die Roll	Frequency
2	Very rare
3	Very rare
4	Very rare or rare
5	Rare
6	Rare
7	Uncommon*
8	Uncommon*
9	Common**
10	Common**
11	Common**
12	Common**
13	Common**
14	Uncommon*
15	Uncommon*
16	Rare
17	Rare
18	Very rare or rare
19	Very rare
20	Very rare

\*Alternately; choice of two very rare creatures

\*\* Alternately; choice of two rare creatures

Below are 2 sample charts drawn from the temperate, wild, forested areas. In Example 1 the forest is the sylvan home of elves, plagued by groll raiders. In example 2 the forest is a dark woods inhabited by spiders and other foul beasts. DMs are encouraged to tailor their encounters to their own worlds in a similar fashion.

### Example 1

#### Elven Forest

2	Faerie Dragon
3	Elfin Cat
4	Brownie
5	Elf, Grugach
6	Cooshee
7	Leprechaun
8	Elf, Wood,
9	Bear, Black
10	Falcon, Stag
11	Stag
12	Raven, Normal
13	Boar, Wild
14	Owl
15	Gnoll
16	Elf, Grey
17	Barkburr
18	Dryad
19	Gnolls with Flind
20	Foxwoman or Groaning Spirit (night)

### Example 2

#### Spider Woods

Retriever
Centipede, Megalo-
Basidiron
Pedipalp, Large
Etercap
Spider, Huge
Spider, Giant
Centipede, Giant
Spider, Large
Bettle, Giant Stag
Toad, Giant
Centipede, Huge
Hornet, Giant
Sundew, Giant
Pedipalp, Huge
Scorpion, Giant
Spider, Phase
Black Willow
Death Watch Beetle

A complete listing of creatures broken down according to a region's temperature, degree of civilization, terrain, and frequency follows.