

Revised Spelljammer Encounter Table

by Todd Montgomery

These tables were put together by Todd Montgomery, and can be used as an alternative to the tables in the books. Granted, random encounter tables are an acquired taste: some people love them, some hate them. If you fall into the later category, then these may prove useful in designing "quick" adventures, where you don't have the time to actually sit down and design the super- fantastic- adventure- to- end- all- adventures.

We've all been on that route...

Chance of Encounter (All modifiers are cumulative.)

Check every space moved	1 in 20
On inner track	+1
Same ring as planet	+1
Same space as planet	+1
Space patrolled	+1
Same Ring as asteroid belt	+1

Wildspace Encounters

Die % Roll	Encountered
01-10	Space Phenomena
11-25	Planetoids
26-45	Space Beasts (Wildspace)
46-70	Space Debris
71-00	Ships

Asteroid Encounters

Die % Roll	Encountered
01-05	Space Phenomena (q.v)
06-25	Planetoids (q.v)
26-50	Space Beasts (Asteroid)
51-75	Space Debris
76-00	Ships

Phlogiston Encounters

Die % Roll	Encountered
01-10	Space Phenomena (q.v)
11-15	Planetoids (q.v)
16-45	Space Beasts (Phlogiston)
46-70	Space Debris
71-00	Ships

Space Phenomena

Die % Roll	Encountered
01-10	Space Storms
11-20	Deadwood Sargassos
21-40	Magic-Dead Sargassos
41-90	Flame Rings
91-00	Flame Ring with Floating Garden

Planetoids

Die % Roll	Encountered
01-70	Dead Floating Rock
71-90	Floating Island
91-00	Planetoid with Atmosphere

Space Beasts

Die % Roll	Encountered
01-05	Very Rare
06-15	Rare
16-35	Uncommon
36-00	Common

Common Space Beasts

Die Roll	Encountered
Wildspace:	
01-15	Wraith (2-12)
16-30	Sluk(1)
31-55	Scavver, Gray(3-30)
56-70	Krajen, Immature(10-100)
71-85	Feesu(6-48)
86-00	Spaceworm(4-48)
Asteroid:	
01-06	Rock Hopper(5-12/skiff)
07-12	Sluk(1)
13-18	Zurchin(1-3)
19-24	Kindori(2-8)
25-30	Krajen, Immature(10-100)
31-39	Scavver, Gray(3-30)
40-48	Scavver, Brown(2-20)
49-57	Scavver, Night(1-10)
58-63	Spaceworm(4-48)
64-69	Feesu(6-48)
70-80	Space Sting Rays(1-3)
81-90	Space Sharks(3-12)
91-00	Wraith(2-12)
Phlogiston:	
01-20	Krajen, Immature(10-100)
21-40	Scavver, Gray(3-30)
41-60	Spaceworm(4-48)
61-80	Sluk(1)
81-00	Space Sting Rays(1-3)

Uncommon Space Beasts

Die Roll	Encountered
Wildspace:	
01-07	Kindori(2-8)
08-14	Scavver, Gray(3-30)
15-21	Scavver, Night(1-10)
22-28	Beholder, Zombie(1-20)
29-35	Gossamer, Standard(20-200)
36-42	Lhee, Common(1-12)
43-49	Lhee, Lesser(1-8)
50-56	Lhee, Greater(1-6)
57-63	Meteorspawn(1)
64-70	Monitor(4-7)
71-77	Q'nidar(1-6)
78-84	Skullbirds(2-5)
85-91	Zard(10-100)
92-00	Special
Asteroids:	
01-05	Scavver, Void(1)
06-10	Beholder, Zombie(1-20)
11-15	Beholder, Death Tyrant(1 or 1-20)
16-20	Flow Barnacle(2-40)

21-25	Firebird(1-20)
26-30	Gossamer, Standard(20-200)
31-35	Lhee, Common(1-12)
36-40	Lhee, Lesser(1-8)
41-45	Lhee, Greater(1-6)
46-50	Meteorspawn(1)
51-55	Monitor(4-7)
56-60	Mortiss(1)
61-65	Q'nidar(1-6)
66-70	Skullbords(2-5)
71-75	Stargazer(1)
76-80	Undead, Stellar(1-10)
81-85	Zard(10-100)
86-90	Space Rays(1)
91-00	Shadows(2-20)

Phlogiston:

01-09	Scavver, Gray(3-30)
10-18	Scavver, Brown(2-20)
19-27	Beholder, Zombie(1-20)
28-36	Flow Barnacle(2-40)
37-45	Delphinid(2-12)
46-54	Gossamer, Standard(20-200)
55-63	Lhee, Common(1-12)
64-72	Lhee, Lesser(1-8)
73-81	Lhee, Greater(1-6)
82-90	Monitor(4-7)
91-00	Skullbirds(2-5)

Rare Space Beasts

Die Roll	Encountered
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Wildspace:

01-03	Shadows(2-20)
04-05	Spectre(1 or 1-6)
06-08	Swordwraith(2-8)
09-11	Jammer Leech Spore(1)
12-14	Mortiss(1)
15-17	Phlog-Crawler(1)
18-20	Puffer(1)
21-23	Silatic, Platinum(1)
24-26	Silatic, Gold(1)
27-29	Silatic, Iron(1)
30-33	Sphinx, Astro(1)
34-36	Starfly, Plant(1-100)
37-39	Undead, Stellar(1-10)
40-42	Wizshade(1)
43-45	Wryback(2-7)
46-48	Ghost(1)
49-51	Elmarin(1-10)
52-54	Scavver, Void(1)
55-57	Beholder, DeathTyrant(1 or 1-20)
58-60	Flow Barnacle(2-40)
61-63	Sarphardin(1 or 1-4)
64-66	Sarphardin, Skullsnake(1)
67-69	Shadowsponge(1-6)
70-72	Blazozoid(1)
73-75	Bloodsac(3-12)
76-78	Dweomerborn(1)
79-81	Firebird(1-20)
82-85	Gossamer, Noble(1-8)
86-00	Special

Asteroid:

01-04	Space Sharks, Megalodon (1-3)
05-08	Spectre (1 or 1-6)
09-12	Swordwraith (2-8)
13-16	Jammer Leech Spore (1)
17-20	Owl, Space (1 or 2-8)
21-24	Phlog-Crawler (1)
25-28	Puffer (1)
29-32	Silatic, Platinum (1)
30-36	Silatic, Gold (1)
37-40	Silatic, Iron (1)
41-44	Spider, Asteroid (1-8)
45-48	Sphinx, Astro (1)
49-52	Starfly, Plant (1-100)
53-56	Wizshade (1)
57-60	Wryback (2-7)
61-64	Space Drake (1 or 2-5)
65-68	Ghost (1)
69-72	Elmarin (1-10)
73-76	Krajen, Adult (1)
77-80	Beholder Eater, Thagar (1)
81-84	Sarphardin (1 or 1-4)
85-88	Sarphardin, Skullsanek (1)
89-92	Shadowsponge (1-6)
93-96	Bloodsac (3-12)
96-00	Dweomerborn (1)

Phlogiston:

01-06	Ephemeral (1-8)
07-12	Scavver, Vold (1)
13-17	Beholder, Death Tyrant (1 or 1-20)
18-22	Sarphardin (1 or 1-4)
23-26	Shadowsponge (1-6)
27-32	Flowfiend (2-8)
33-37	Gossamer, Noble (1-8)
38-42	Swordwraith (2-8)
43-46	Jammer Leech Spore (1)
47-50	Mortiss (1)
51-55	Phlog-Crawler (1)
56-60	Puffer (1)
61-65	Silatic, Platinum (1)
66-70	Silatic, Gold (1)
71-75	Silatic, Iron (1)
76-80	Sphinx, Astro (1)
81-85	Starfly, Plant (1-100)
86-90	Undead, Stellar (1-10)
91-93	Wizshade (1)
94-97	Wryback (2-7)
98-00	Zard (10-100)

Very Rare Space Beasts

Die Roll Encountered

Wildspace:

01-04	Dragon, Radiant (1)
05-09	Krajen, Adult (1)
10-13	Beholder Eater, Thagar (1)
14-17	Tinkerer (1 or 1-8)
18-22	Albari (1)
23-26	Allura (1-6)
27-30	Buzzjewel
31-33	Dreamslayer (1)

34-37 Firelich(1)
38-40 Focoid(1)
41-45 Fractine(1)
46-48 Gammaroid(1)
49-52 Gonn(8)
53-56 Gravislyer(1)
57-60 Space Ixitxachtl(5-12)
61-65 Space Sharks, Common(3-12)
66-69 Misi(1-6)
70-73 Mercurial Slime(1)
74-77 Moon, Rogue(1)
78-81 Nay-Churr(1)
82-85 Plasmoid, Ontalak(1)
86-88 Selkie, Star(1 or 10-20)
89-91 Vine, Infinity(1)
92-95 Space Drake(1 or 2-5)
96-00 Haunt(1)

Asteroid:

01-05 Moon, Rogue(1)
06-10 Plasmoid,Ontalak(1)
11-15 Selkie, Star(1 ro 10-20)
16-20 Spiritjam(1)
21-24 Vine, Infinity(1)
25-29 Denzelian(1-2)
30-35 Mantari(1-6)
36-41 Haunt(1)
42-45 Horgar(1)
46-49 Dragon, Radiant(1)
50-53 Tinkerer(1 or 1-8)
54-56 Albari(1)
57-60 Allura(1-6)
61-65 Argos(1)
66-69 Astereater(1)
70-74 Blazozoid(1)
75-79 Buzzjewel
80-84 Dreamslayer
85-90 Fractine(1)
91-95 Gravislayer(1)
96-00 Space Ixitxachtl(5-12)

Phlogiston:

01-05 Space Ixitxachtl(5-12)
06-11 Space Sharks, Common(3-12)
12-17 Lumineaux(1-2)
18-21 Misi(1-6)
22-26 Nay-Churr(1)
27-31 Pristatic(1)
32-36 Plasmoid, Ontalak(1)
37-40 Selkie, Star(1 or 10-20)
41-45 Survivor(1)
46-50 Space Drake(1 or 2-5)
51-54 Dragon, Radiant(1)
55-60 Kindori(2-8)
61-66 Krajen, Adult(1)
67-71 Beholder Eater, Thagar(1)
72-76 Sarphardin, Skullsnake(1)
77-80 Tinkerer(1 or 1-8)
81-85 Ancient Mariner(1-6)
86-90 Allura(1-6)
91-96 Fractine(1)
97-00 Gammaroid(1)

Space Debris

Die Roll	Encountered
01-07	Dust Clouds
08-15	Gas Clouds
16-30	Spore Fields
31-70	Debris Fields
71-90	Dead Davey
91-95	Alive Davey
96-00	Ice Fists

Dust Clouds

Size: 2d4
Hexes

Entering slows ship to tactical speed and fouls ships air.

21% chance of spore cloud effects (Spore Table)

30% chance of floating rocks:

1 in 20 chance of collision per hex. 2d8 Hull Points Dmg and 50% chance of

ship

shaken critical hit. 2 in 20 chance per hex of glancing blow. 3d8 hit points to

anyone on deck

failing a save vs. breath and 50% chance of 1d4 Hull points Dmg.

If cloud life sustainable, 1d4-1 Space Beasts in cloud. Visibility - 50',

with

light spell up to 110' (1d6+50)

Spore Table

00-10	Russet Mold - 70% chance of 1d2 ships of Vegepygmies
11-15	Yellow Mold
16-20	Ascomid Spores
21-30	Space Spore rhyzomes - 1d6 Space Gas Spores
31-50	Krajen Spores (10-100) attach to ship
51-75	Poison G (onset:2-12 hrs. 20/10)
76-90	Poison H (onset:1-4 hrs. 20/10)
91-97	Poison I (onset:2-12 min. 30/15)
98-00	Poison G (onset:1-4 min. Death/20)

Gas Clouds

Size: 2d4 Hexes (Does not slow down ships)

Color: Hazy

01-20	Purple
21-40	Green
41-60	Amber
61-80	Yellow
81-90	Misty
91-00	Transparent

Effects:

01-05	Flammable - 3d6 fireball
06-17	Poison K (onset:2-8 min. 5/0)
18-30	Poison L (onset:2-8 min. 10/0)
31-70	Breathable Replenish Air on ship
71-00	Side Effects: as 1d20 level spellcaster
01-10	Confusion 2d6 rnds
11-20	Fear 2d6 rnds
21-30	Feeblemind 2d6 rnds
31-40	Enlarged 1d8 turns
41-50	Petrified 1d8 turns
51-60	Invisibility 1d8 turns
61-75	Diminished 1d8 turns
76-95	Heal and Regenerate

Spore Fields

Size: 2d4 hexes

Use Spore Table to determine effects

Appearance:

01-80 Dusty

81-00 Clear

Krajen Spores are always clear

Daveys

Use Race Table

Treasure: as creature or J,K,L,M,Q,R 50% chance of each

Ice Fists

10% chance of damaging ship

01-50 1d4 Hull Points

51-75 1d6 Hull Points

Crew: 1d6 Hit points, 1 Attack, THACO: 20

76-90 2d4 Hull Points

Crew: 1d4 Hit Points, 2 Attack, THACO: 20

91-00 2d6 Hull Points

Crew: 2d4 Hit Points, 3 Attack, THACO: 20

Note: All Hit Point Dmg is piercing

1 in 8 foul air, others replenish air, 1 day per Hull Pt.

00 Result on roll - Frozen monster (Race Table) or Treasure type (Random) 50% chance each.

Races

01-05 Very Rare

01-14 Human (Wa)

15-29 Drow

30-44 Insectare

45-58 Reigar

59-72 Vodoni

73-86 Xorn

87-00 Wiggle

06-15 Rare

01-05 Plasmoid, DeGleash

06-10 Plasmoid, DelNoric

11-25 Pirate of Gith

26-35 Spacesea Giant

36-45 K'r'r'r'r

46-55 Halfling

56-65 Aarakocra

66-80 Scro

85-00 Dracon

16-35 Uncommon

01-02 Grav

03-05 Rastipede

06-10 Centaur

11-16 Gnoll

17-22 Goblin

23-28 Kobold

29-34 Ogre

35-40 Orc

41-45 Xixchil

46-55 Beholder

56-65 Giff

	66-75	Human (Groundling)
	76-85	Lizard Man
	86-95	Neogi
	96-00	Undead
36-00	Common	
	01-05	Dohwar
	06-15	Dwarf
	16-35	Elf
	36-45	Gnome
	46-65	Human
	66-70	Human (Aperusa)
	71-75	Human (Shou Lung)
	76-95	Mind Flayer
	96-00	Thri-Kreen
Ship Types		
01-04	Very Rare	
	01-05	Armada
	06-10	Black Widow (Deathspider)
	11-15	Clipper
	16-20	Illithid Dreadnought
	21-25	Pyramid
	26-30	Great Galley
	31-35	Snowflake (Urchin)
	36-40	Hunter-Killer (Vodani)
	41-45	Jade Spider Commandship
	46-50	Klicklikak
	51-55	Locust (only as derelict)
	56-60	Man-O-War
	61-65	Mammoth
	66-70	Narwhal (Battle-Dolphin)
	71-75	Pirate Dreadnought
	76-80	Scalpel
	81-85	Smalljammer
	86-90	Unity
	91-95	Whelk
	96-00	Yacht
05-15	Rare	
	01-04	Antlership
	05-09	Battle Dolphin
	10-14	Bloatfly
	15-18	Bolaship
	19-22	Corbina
	23-27	Dolphin-Shuttle
	28-31	Iambus
	32-35	Jade Spider
	36-40	Lamprey
	41-44	Nautiloid
	45-48	Nightwolf
	49-53	Skeleton
	54-57	Skiff (only in asteroids)
	58-62	Swan
	63-66	Thorn
	67-70	Triop
	71-75	Turtle
	76-79	Tyrant
	80-83	Tyrant Scout
	84-87	Uspo
	88-91	Werewolf
	92-95	Yawl

	96-00	Zoocraft
16-35	Uncommon	
	01-05	Angelship
	06-10	Catamaran
	11-15	Depowered Flitter
	16-20	Dragonship or Marlin
	21-25	Drakkar
	26-30	Dromond
	31-35	Eagleship
	36-40	Flitter
	41-45	Citadel
	46-50	Juggernaut (Gnomish Sidewheeler)
	51-55	Leech
	56-60	Mantis
	61-65	Mindspider
	66-70	Radiant Ship
	71-75	Scorpion
	76-80	Speed Clipper (Gnomish Sidewheeler)
	81-85	Heavy Damsel fly
	86-90	Urchin
	91-95	Vagabond
	96-00	Yawl Wagon
36-99	Common	
	01-03	Barge of Ptah (Temple ship)
	04-06	Battle Barge (Barge of Ptah)
	07-09	Bee Class Wasp
	10-12	Goblin Blade
	13-15	Bumble Bee (Wasp)
	16-18	Caravel
	19-21	Cargo Barge (Plus towing ship)
	22-24	Coaster
	25-26	Cog
	27-29	Damsel fly
	30-32	Dragonfly
	33-35	Eel
	36-38	Firefly (Dragonfly)
	39-41	Galleon
	42-44	Gnat (Mosquito)
	45-47	Hammership
	48-50	Heavy Hammership
	51-53	Junk
	54-56	Leaf
	57-59	Longship
	60-62	Mosquito
	63-65	Porcupine
	66-68	Shrikeship
	69-71	Gnomish Sidewheeler
	72-74	Squidship
	75-76	Stinger (Mosquito)
	77-79	Tradesman
	80-82	Tradesman Light Cruiser
	83-85	Vipership
	86-88	Wasp
	89-91	Whaleship
	92-97	Wreckboat
	98-00	Xebec
00	Special	
	01-07	Argosy
	08-13	Great White (Greyspace only; Frilitary class Man-O-War elsewhere)

14-20	Monarch Armada
21-27	Cuttle Command
28-33	Great Bombard
34-40	Hummingbird
41-47	Octopus
48-53	Quad of Thay (Realspace only)
54-60	Battlewagon
61-67	Leviathan
68-73	Spacesea Giant Galleon
74-80	Dwarf Mining Ship
81-87	Stoneship
88-93	Tsunami
94-99	Wraith
00	Spelljammer
	Return to Menu