

DUNGEONS & DRAGONS

CAMPAIGN ACCESSORY

FORGOTTEN REALMS

DUNGEON MASTER'S SCREEN



BECOME THE MIGHTIEST FORCE IN FAERÛN

From behind this four-panel screen, you control all that takes place in your FORGOTTEN REALMS® campaign. Featuring stunning new art, this invaluable game aid contains key tables from the *Player's Handbook*, *DUNGEON MASTER'S Guide*, and *FORGOTTEN REALMS Campaign Setting*—and helps you guard your notes, die rolls, and other surprises from your players' eyes. Also included is a useful 32-page booklet filled with random encounter tables for dungeon levels 1 to 20, and wilderness encounters for over 30 climate and terrain combinations.

To use this accessory, you also need the *FORGOTTEN REALMS Campaign Setting*, the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*.



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FORGOTTEN REALMS

Weapons

simple weapons—steel

Weapon	Damage	Critical	Range	Increment
Unarmed Attacks				
Gauntlet*	—	—	—	—
Strike, unarmed (meat)	1d3	x1	—	—
Strike, unarmed (axe)	1d2	x1	—	—
Tiny				
Dagger*	1d4	19-20/x1	10 ft.	—
Dagger, poaching	1d4	x1	—	—
Gauntlet, spiked	1d4	x1	—	—
Small				
Mace, light	1d6	x2	—	—
Sickle	1d6	x1	—	—
Medium-size				
Club	1d6	x0	10 ft.	—
Halfpique*	1d6	x3	20 ft.	—
Mace, heavy	1d8	x2	—	—
Morningstar	1d8	x1	—	—
Large				
Quarterstaff**†	1d6/1d6	x2	—	—
Shortpique*	1d8	x3	10 ft.	—

simple weapons—ranged

Small				
Crossbow, light*	1d8	19-20/x1	80 ft.	—
Dart	1d4	x1	10 ft.	—
Sling	1d4	x1	40 ft.	—
Medium-size				
Crossbow, heavy*	1d10	19-20/x1	120 ft.	—
Javelin*	1d6	x2	30 ft.	—

martial weapons—steel

Small				
Axe, throwing	1d8	x1	10 ft.	—
Carfax	1d6	19-20/x2	—	—
Hammer, light	1d4	x2	10 ft.	—
Hammer	1d6	x1	—	—
Lance, light*	1d6	x3	—	—
Pick, light	1d4	x4	—	—
Sap	1d6	x1	—	—
Sword, short	1d6	19-20/x1	—	—
Medium-size				
broadsword	1d8	x3	—	—
Pick, light*	1d8	x2	—	—
Lance, heavy**	1d8	x3	—	—
Longsword	1d8	19-20/x1	—	—
Pick, heavy	1d6	x4	—	—
Rapier*	1d6	18-20/x1	—	—
Saber	1d8	17-20/x1	—	—
Scimitar	1d8	18-20/x1	—	—
Trident*	1d8	x2	10 ft.	—
Waterspinner	1d8	x3	—	—
Large				
Falchion	1d4	18-20/x1	—	—
Pick, heavy*	1d10	17-20/x1	—	—
Glave**	1d10	x3	—	—
Greataxe	1d12	x3	—	—
Greataxe	1d10	x1	—	—
Greataxe	1d8	17-20/x1	—	—
Guisarme**	1d4	x3	—	—

Halberd**	1d10	x1	—	—
Longpique**	1d8	x1	—	—
Maul	1d10	x1	—	—
Knave**†	1d4	x3	—	—
Scythe	1d4	x4	—	—

martial weapons—ranged

Medium-size				
Shortbow*	1d6	x3	60 ft.	—
Shortbow, composite	1d6	x3	70 ft.	—
Large				
Longbow	1d8	x1	100 ft.	—
Longbow, composite	1d8	x1	110 ft.	—

exotic weapons—steel

Tiny				
Blade foot	1d4	19-20/x1	—	—
Claw bracer	1d4	19-20/x1	—	—
Kama, balling**	1d4	x2	—	—
Katana	1d4	18-20/x1	—	—
Nunchaku, balling*	1d4	x2	—	—
Sunglans, balling*	1d4	x1	—	—
Small				
Kama*	1d6	x1	—	—
Nunchaku*	1d6	x2	—	—
Sunglans*	1d6	x1	—	—
Medium-size				
Ehpeph*	1d8	19-20/x1	—	—
Seisep*	1d8	x1	—	—
Sword, bastard**	1d10	19-20/x1	—	—
Waraxe, cleaver*	1d10	x3	—	—
Hammer, gnomish beak**†	1d6/1d4	x1/x4	—	—
Large				
Axe, six double**†	1d8/1d8	x3	—	—
Claw, spiked**†	1d4	x2	—	—
Flail, six**†	1d8/1d8	x2	—	—
Sword, two-bladed**†	1d8/1d8	19-20/x1	—	—
Uppush, cleaver**†	1d8/1d8	x1	—	—

exotic weapons—ranged

Tiny				
Crossbow, hand*	1d4	18-20/x1	30 ft.	—
Shuriken*	1	x2	10 ft.	—
Small				
Chakras*	1d4	x1	10 ft.	—
Whip*	1d2	x2	15 ft.*	—
Medium-size				
Crossbow, repeating*	1d8	19-20/x1	80 ft.	—
Net*	—	—	10 ft.*	—

* See the description of this weapon for special rules.

† Reach weapon.

** Double weapon.

‡ The weapon deals initial damage rather than normal damage.

* If you use a ready action to set this weapon against a charge, you deal double damage if you were a hit against a charging character.

Fundamental Actions in Combat

Action	Moves	Attack of Opportunity*
Attack Actions		
Attack (melee)	Yes	No
Attack (ranged)	Yes	Yes
Attack (unsurprised)	Yes	Maybe
Charge	>2 (special)†	No
Full attack	7 ft. step	No
Magic Actions		
Cast a spell		
Inaction spell	Yes	Yes
Full-round spell	7 ft. step	Yes
Concentrate to maintain	Yes	No
Activate magic item	Yes	Maybe
Use special ability		
Use spell-like ability	Usually**	Yes
Use supernatural ability	Usually**	No
Use extraordinary ability††	Usually**	No
Movement-Only Actions		
Double move	>2	Maybe
Run	>4	Yes
Miscellaneous Actions	Maybe	Maybe

*You can move twice your normal speed.

†You can move quadruple your normal speed.

**Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

††You can move when the action is defined as a full-round action, in which case you normally get a 7-foot step.

‡You can move up to twice your normal speed, but only before the attack/roll after. You must move at least 10 feet, and the entire move must be in a straight line.

§Most extraordinary abilities aren't actions. This applies to those that are.

Attack Roll Modifiers

Circumstance	Moves	Ranged
Attacker flanking defender*	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	—
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, covering, or off balance	+2‡	+2‡
Defender climbing (cannot see shield)	+2‡	+2‡
Defender surprised or flat-footed	+0‡	+0‡
Defender running	+0‡	-2‡
Defender grappling (attacker not)	-0‡	+0‡
Defender flanked	+4‡	+4‡
Defender hit over	—See Cover	—
Defender obscured or invisible	—See Concealment	—
Defender helpless	—See Helpless Defenders	—
(such as paralyzed, sleeping, or bound)		

*You flank a defender when you have an ally on the opposite side of the defender threatening him. Ranges can sneak attack defenders that they flank.

†Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow while prone.

‡The defender loses any Dexterity bonus to AC.

§Roll randomly to see which grappling constraint you evade. That defender loses any Dexterity bonus to AC.

Partial Actions

Partial Action	Moves	Attack of Opportunity*
Attack Partial Actions		
Attack (melee)	7 ft. step	No
Attack (ranged)	7 ft. step	Yes
Attack (unsurprised)	7 ft. step	Maybe
Facial charge	Yes (special)†	No
Magic Partial Actions		
Cast a spell	7 ft. step	Yes
Activate magic item	7 ft. step	Maybe
Use special ability‡	7 ft. step	Maybe
Concentrate to maintain a spell	7 ft. step	No
Dismiss a spell	7 ft. step	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial run	<2	Yes
Miscellaneous Partial Actions**	7 ft. step	Maybe
Special Partial Action		
Start full-round action	No	Maybe

*Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity. †You must move in a straight line before attacking and must start at least 10 feet.

‡Unless doing so is a full-round action, in which case you could start a full-round action and then finish it the next round with a cast a spell action.

§Spells that take longer than 1 full round to cast take twice as long to cast.

**Time actions on Table 8-6 Miscellaneous Actions defined as standard or move equivalent actions. Most also get a 7-foot step, though actions that are various charge actions follow the move for partial charge.

COVER

Degree of Cover	Example	Cover AC Bonus	Cover Reflex Save Bonus
One-quarter	A human standing behind a 7-ft. high wall	+1	+1
One-half	Fighting from around a corner or a tree, standing at an open window, behind a creature of same size	+4	+2
Three-quarters	Firing around a corner or a tree	+7	+4
Non-existence	Standing at an arrow slit, behind a door that's slightly ajar	+10	+4†
Total	On the other side of a solid wall	—	—

†Half damage if save is failed, no damage if successful.

concealment

Concealment	Example	Miss Chance
One-quarter	Light fog, moderate darkness, light foliage	20%
One-half	Blow spell, dense fog or 7 ft. (such as obscuring mist)	30%
Three-quarters	Dense foliage	40%
Non-existence	Near total darkness	40%
Total	Invulnerability, attacker blind, total darkness, dense fog at 30 ft.	and must guess target's location

Miscellaneous Actions

No Action	Attack of Opportunity*	Standard Actions	Attack of Opportunity*	Full Round Actions (next)	Attack of Opportunity*
Delay	No	Ready (triggers a partial action)	No	Use touch spell on up to six friends	No
Free Actions		Concentrate to maintain or - relax a spell	No	Katana (no more)	No
Cast a quickened spell or feather fall spell	No	Dismiss a spell	No	Escape from a net, rescue spell, Otiluke's freezing sphere, etc.	Yes
Give concentration on a spell	No	Aid another	No		
Prepare spell components to cast a spell**	No	Roll rock (charge)	No		
Direct Hight's clouded for spell, rainbow pattern spell, or shield spell	No	Roll rock (attack)	No		
Attack with eyesee spell	No	Change form (shapealter)	No	Action Type Varies	Attack of Opportunity*
Change form (shapechange)	No	Use touch spell on self	No	Disarm	Yes
Dismiss one shape spell	No	Escape a grapple	No	Grapple†	Yes
Drop an item	No	Evade another spell	No	Trip an opponent	No
Drop on the floor	No	Feint	No	Use feat§§	Varies
Make Spellcraft check on counterspell attempt	No	Immune command to animated object Overrun (charge)	Yes		
		Heal a dying friend	Yes		
		Light a torch with a tinderbag	Yes		
		Use a skill that takes 1 action	Usually		
		Retake unhand (not special ability)	No		
		Turn unhand (not special ability)	No		
		Strike a weapon (attack)	Yes		
		Strike an object (attack)	Maybe**		
		Total defense	No		
Move Equivalent Actions					
Climb (one-quarter your speed)	No	Full Round Actions			
Draw a weapon†	No	Climb (one-half your speed)	No		
Sheath a weapon	Yes	Use a skill that takes 1 round	Usually		
Ready a shield†	No	Climb in grace	Yes		
Lower a shield†	No	Leap a torch	Yes		
Open a door	No	Change form (polymorph self)	No		
Pick up an item	Yes	Kingfisher flames	Yes		
Retrieve a stored item	Yes	Load a heavy broom	Yes		
Move a heavy object	Yes	Load a repeating crossbow	Yes		
Stand up from prone	No	Lock or unlock weapon in locked gauntlet	Yes		
Load a hand crossbow	Yes	Prepare to throw oil	Yes		
Load a light crossbow	Yes	Throw a two-handed weapon with one hand	Yes		
Control a frightened, innocent monster a horse or dinosaur	No	Transport (see inside spell)	No		
Direct the movement of a floating globe spell or the recipient of a druidic spell	No				

* Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. The column indicates whether the action itself (not the moving) provokes an attack of opportunity.

** Unless the component is an extremely large or awkward item (DM's call).

† If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

‡ If the object is being held, carried, or worn by a creature, you'll not, too.

§ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, or once or more times in a full attack action, or even as an attack of opportunity.

§§ The description of a feat defines its effect.

ARMOR

Armor	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Armor Spell Failure	Armor Speed (30 ft.)	Speed (30 ft.)
Light armor						
Padded	+1	+8	0	3%	30 ft.	30 ft.
Leather	+2	+5	0	10%	30 ft.	30 ft.
Studded leather	+3	+3	-1	17%	30 ft.	30 ft.
Chain shirt	+4	+4	-2	20%	30 ft.	30 ft.
Medium armor						
Hide	+3	+4	-1	20%	20 ft.	17 ft.
Scale mail	+4	+1	-4	27%	20 ft.	17 ft.
Chainmail	+5	+2	-1	30%	20 ft.	17 ft.
Brassplate	+7	+1	-4	27%	20 ft.	17 ft.
Heavy armor						
Plate mail	+6	+0	-7	40%	20 ft.*	17 ft.*
Ringmail	+6	+1	-4	37%	20 ft.*	17 ft.*
Half-plate	+7	+0	-7	40%	20 ft.*	17 ft.*
Full plate	+8	+1	-4	37%	20 ft.*	17 ft.*
Shield						
Wool	+1	—	—	7%	—	—
Small, wooden	+1	—	-1	7%	—	—
Small, steel	+1	—	-1	7%	—	—
Large, wooden	+2	—	-2	17%	—	—
Large, steel	+2	—	-2	17%	—	—
Tower	+4	—	-10	70%	—	—

The roll of years

DR	The Year of...
1560	the Turst
1561	the Maiden
1562	the Helm
1563	the Wyvern
1564	the Weave
1565	the Sword
1566	the Staff
1567	the Shield
1568	the Hammer
1569	the Gauntlet
1570	the Tankard
1571	the Unstrung Harp
1572	Wild Magic (current year)
1573	King's Dragoon
1574	Lightning Storm
1575	River Elf
1576	the Bear Blade
1577	the Haunting
1578	the Cauldron
1579	the Lost Key
1580	the Blazing Hand

size and ac of objects

Size (Example)	AC Modifier	Size (Example)	AC Modifier
Colossal (round side of a bar)	-8	Medium-size (barrel)	-0
Gigantic (narrow side of a bar)	-4	Small (bar)	+1
Huge (wagon)	-2	Tiny (arrow)	+2
Large (big door)	-1	Diminutive (needle)	+8
		Fine (poison in a vial)	+8

substance hardness and hit points

Substance	Hardness	Hit Points
Paper	0	1/20 inch of thickness
Rope	0	1/2 inch of thickness
Glass	1	1/2 inch of thickness
Ice	1	3/4 inch of thickness
Wood	1	10/16 inch of thickness
Stone	8	11/16 inch of thickness
Iron	10	1/2 inch of thickness
Metal	11	3/4 inch of thickness
Adamantine	20	4/16 inch of thickness

common weapon and shield hardness and hit points

Weapon	Example	Hardness	HP
Tiny blade	Dagger	10	1
Small blade	Short sword	10	2
Medium-size blade	Longsword	10	5
Large blade	Greatsword	10	10
Small metal halberd weapon	Light mace	10	10
Medium-size metal halberd weapon	Heavy mace	20	25
Small halberd weapon	Handaxe	7	2
Medium-size halberd weapon	Battleaxe	7	7
Large halberd weapon	Greataxe	7	10
Huge club	Ogre's club	7	60
Battle	—	10	7
Small wooden shield	—	7	10
Large wooden shield	—	7	15
Small steel shield	—	10	10
Large steel shield	—	10	20
Tower shield	—	7	25

DCs to break or burst items

Strength Check to	DC	Strength Check to	DC
Break down simple door	15	Break open bars	24
Break down good door	18	Break down barred door	27
Break down strong door	21	Burst chain bonds	26
Burst rope bonds	21	Break down iron door	28

object hardness and hit points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	1	21
Simple wooden door	7	10	13
Spear	7	1	14
Small chest	7	1	17
Good wooden door	7	17	18
Treasure chest	7	15	23
Strong wooden door	7	50	24
Masonry wall (3 ft. thick)	8	90	27
Iron mine (3 ft. thick)	8	740	70
Chain	10	1	24
Manacle	10	10	26
Masterwork manacle	10	10	28
Iron door (2 in. thick)	10	60	28

terrain and overland movement in terrain

Terrain	Road	Trail	Trackless
Terrain/Barren	<1	<1	<1/4
Barren/Barren	<1	<1	<1
Forest	<1	<1	<1/2
Glacier	—	—	<1/2
Grassland	<1	<1	<1
High Mountains	<1/4	<1/2	<1/8
Hills	<1	<1/4	<1/2
Jungle	<1	<1/4	<1/4
Low Mountains	<1/4	<1/2	<1/4
Marsh	<1	<1/4	<1/2
Moor	<1	<1	<1/4
Rocky Desert	<1	<1	<1/4
Sandy Desert	<1	—	<1/2
Swamp	<1	<1/4	<1/2

turning undead

Turning	Max HD of Undead Affected	Turning	Max HD of Undead Affected
Up to 0	cleric's level - 4	15-17	cleric's level - 1
1-2	cleric's level - 2	16-18	cleric's level - 2
4-6	cleric's level - 1	19-21	cleric's level - 3
7-9	cleric's level - 1	22-	cleric's level - 4
10-12	cleric's level		

the calendar of harpors

Month	Name	Common Name
1	Harpor	Drivewinter
	Annual Holiday: Midwinter	
2	Alranak	The Claw of Winter
3	Chas	The Claw of the Streets
4	Tarshak	The Claw of the Streets
	Annual Holiday: Greengrass	
5	Mard	The Mithing
6	Kythorn	The Toss of Flowers
7	Flamargle	Summerale
	Annual Holiday: Midsummer	
8	Elasie	Highsun
9	Elaur	The Fading
	Annual Holiday: Highharvestide	
10	Marpenoth	Leaffall
11	Ukar	The Rotting
	Annual Holiday: The Feast of the Moon	
12	Nighal	The Drowning Down

light sources

Object	Light	Duration
Candle	7 ft.	1 hr.
Lamp, common	15 ft.	4 hr./year
Lantern, hallway	60-ft. cone*	4 hr./year
Lantern, hooded	30 ft.	4 hr./year
Sword	30 ft.	4 hr.
Torch	20 ft.	1 hr.
	Light	Duration
Continual Flame	30 ft.	Permanent
Dawning Light (torches)	20 ft. (each)	1 min.
Daylight	40 ft.	10 min.
Light	30 ft.	10 min.

*A cone 60 feet long and 30 feet wide at the far end.

DUNGEONS & DRAGONS® CAMPAIGN ACCESSORY
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ENCOUNTERS IN FAERÛN

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introduction

Faerûn is home to many creatures, and adventurers exploring the continent's dungeons and wilderness areas can encounter a variety of other beings, both hostile and benign. Heroes riding across the Shining Plains may encounter a peaceful group of pilgrims one day, a pride of hungry lions the next, and a war party of wemic raiders on the third. Wise adventurers prepare for anything when they venture forth.

organization

This booklet consists of four major sections: Dungeon Encounters, Wilderness Encounters, Groups, and NPC Generation.

Dungeon Encounters: These tables are organized into dungeon levels 1st through 20th. The Encounter Level of each possible encounter generally matches the dungeon level, with some variation allowing tougher or easier encounters than expected for a particular dungeon level. Supporting tables in this section provide random dragons and dracoliches, based on the dungeon level.

Wilderness Encounters: These tables are organized by terrain type and climate—for example, northern hills, temperate grassland, or southern desert. The Encounter Level varies within each terrain type, although some types of terrain are populated by creatures inherently more dangerous than others. Supporting tables in this section key specific types of dragons to each terrain type, and present sub-tables for local creatures that may frequent specific examples of each terrain type.

Groups: The Wilderness Encounter charts frequently reference specific groupings of monsters or NPCs—for instance, orc patrols, ghaat packs, merchants, and pilgrims. This section presents each group mentioned in the tables in the preceding section and defines their composition.

NPC Generation: This section provides tables for generating random NPCs as necessary to create an encounter with a group of NPCs. These tables include character races found in the FORGOTTEN REALMS® setting, and are therefore more appropriate to the campaign than similar tables found in the *DUNGEON MASTER'S Guide*.

monster sources

The tables presented below include monsters described in the *FORGOTTEN REALMS Campaign Setting* and *Monster Compendium: Monsters of Faerûn*. If you do not have these books, just roll again when the die roll indicates a monster from either source.

Throughout this booklet, the following symbols are used to indicate where a monster's description can be found.

- * *Monster Compendium: Monsters of Faerûn* sourcebook
- ◆ *FORGOTTEN REALMS Campaign Setting*

(If no symbol is present, the monster is described in the *Monster Manual*.)

DUNGEON ENCOUNTERS

Since creatures common to all D&D campaigns make up the bulk of the monsters inhabiting Faerûn, most random encounters will involve creatures described in the *Monster Manual*. The tables provided in this booklet simply add the possibility of encountering monsters from the *FORGOTTEN REALMS Campaign Setting* or *Monster Compendium: Monsters of Faerûn*.

HOW TO GENERATE A RANDOM DUNGEON ENCOUNTER

To generate a random dungeon encounter, follow the steps described below. The process is essentially identical to that given in Chapter 4 of the *DUNGEON MASTER'S Guide*, but the encounter tables here take precedence over the tables in the *DUNGEON MASTER'S Guide*.

1. Determine the base dungeon level. Generally, this is determined by the location the heroes are exploring.
2. Roll 2d6 and consult Table 1: Random Encounter Master Table, using the base dungeon level to enter the chart. This table makes less challenging and more challenging encounters a possibility, changing the encounter table you consult for the exact encounter.
3. Roll on the appropriate Dungeon Encounters table (Table 2: 1st-Level Dungeon Encounters through Table 21: 20th-Level Dungeon Encounters).
4. If the result is a dragon, roll on Table 22: Random Dragons.
5. When applicable, roll the indicated die to see how many creatures are in the encounter. If your initial roll on Table 1: Random Encounter Master Table directed you to roll on an encounter table that is lower or higher than the base dungeon level, increase or decrease the number of creatures encountered by the amount indicated on Table 1.

reading the DUNGEON TABLES

Each dungeon encounter table includes the following pieces of information:

◆ The result on percentile dice that will generate a given random encounter.

● A general guide to how the creature might act and how it interacts with other dungeon denizens. Refer to Role in Chapter 4 of the *DUNGEON MASTER'S Guide*.

DUNGEON ENCOUNTERS

TABLE 12: RANDOM ENCOUNTER MASTER TABLE

d% 01-07	Dungeon Level									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
01-07	1st	1st	1st	1st	2nd	2nd	3rd	4th	5th	6th
08-10	1st	1st	1st	1st	2nd	3rd	4th	5th	6th	7th
11-20	1st	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th
21-30	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th	9th
31-40	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
41-50	2nd	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
51-60	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11
61-70	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
71-80	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11
81-90	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
91-100	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11

d% 01-07	Dungeon Level									
	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
01-07	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th
08-10	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th
11-20	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th
21-30	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th
31-40	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11
41-50	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
51-60	12th	13th	14th	15th	16th	17th	18th	19th	20th	21th
61-70	13th	14th	15th	16th	17th	18th	19th	20th	21th	22th
71-80	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11
81-90	14th	15th	16th	17th	18th	19th	20th	21th	22th	23th
91-100	<1/2	<1/3	<1/4	<1/5	<1/6	<1/7	<1/8	<1/9	<1/10	<1/11

1st to 20th: Roll the encounter on the appropriate table (Table 2: 1st-Level Dungeon Encounters through Table 21: 20th-Level Dungeon Encounters).

—: Don't modify the number of creatures encountered.

<1/2: Increase the number of creatures encountered by 1/2 (or multiply by 1 and divide by 2). Round up fractions 50% of the time.

<2: Double the number of creatures.

<3: Triple the number of creatures.

<4: Quadruple the number of creatures.

<1/3: Decrease the number of creatures encountered by 1/3 (or multiply by 2 and divide by 3). Round off fractions (1/3 down and 2/3 up).

<1/2: Divide the number of creatures by 2. Round up fractions 50% of the time.

<1/3: Divide the number of creatures by 3. Round off fractions (1/3 down and 2/3 up).

Number of Creatures and Kind: The number and type of creatures encountered. If your roll on Table 1: Random Encounter Master Table calls for you to roll on a table for a dungeon level higher or lower than the base level, modify the number of creatures encountered as indicated. (Instead of doing the arithmetic, you can use Table 4-14 in the *DUNGEON MASTER'S Guide*, which enables you to change the die roll rather than changing the result.)

Treasure: The chance that the encounter includes treasure appropriate to the dungeon level (not the Encounter Level of the monsters). Roll on Table 7-4 in the *DUNGEON MASTER'S Guide* if a treasure is indicated, using the base dungeon level as the level on the treasure table. A note such as "80% +3" means there is an 80% chance of finding a treasure of three levels higher than the base dungeon level.

Example: Steve is using random encounters to stock the 4th level of a dungeon he's designed. He begins by rolling on Table 1: Random Encounter Master Table, using a base dungeon level of 4th. He rolls a 72, which indicates that he should use the 5th-level Dungeon Encounters chart. This one will be a little tougher than normal, but Table 1 also indicates that he should reduce the number of monsters encountered to two-thirds the normal amount for the 5th-level table.

On the 5th-level Dungeon Encounters table, he rolls a 72. This result is 1d3 gricks. He rolls 1d3 and gets a 2. Since the master table indicated that he should decrease the number of creatures encountered by one-third, Steve changes the number of gricks encountered to one. (Two-thirds of 2 is 1 1/3, rounded down to 1.)

DUNGEON ENCOUNTERS

TABLE 2: 1ST-LEVEL DUNGEON ENCOUNTERS

EN	Role	Number of Creatures	Treasure
05-08	Grater	1d3 centipede, Medium-size monstrous (vermin)	20%
04-08	Grater	1d3-1 dire rats	20%
09-11	Grater	1d3-1 (see beetles, giant) (vermin)	20%
11-12	Grater	1d3 hairy spiders ^R	20%
14-17	Grater	1 night hunter (bat) ^R	20%
18-20	Grater	1d3 scorpion, Small monstrous (vermin)	20%
21-24	Grater	1d3 spiders, Small monstrous (vermin)	20%
26-27	Grater	1d4-1 spring crawlers ^R	20%
28-34	Dragon	1 dragon (see Table 2)	80%+2
37-39	Friend	1d3 dwarves warriors	80%+1
40-42	Friend	1d3 elfen warriors	80%+1
43-47	NPC	1 1st-level NPC	Gear
48-51	Terrot	1d3 beholder-kin, crystallid ^R	10%+1
52-56	Terrot	1d4-1 crawling class ^R	10%+1
57-59	Terrot	1 darkmantle	10%+1
60-64	Terrot	1 krowler	10%+1
65-68	Terrot	1 leucine (devil)	10%+1
69-74	Tough	1d4-1 ghorlogs ^R	80%+1
75-80	Tough	1d4-1 goblins	80%+1
81-83	Tough	1 hobgoblin and 1d3 goblins	80%+1
84-90	Tough	1d4-1 kobolds	80%+1
91-95	Unknd	1d4-1 skeletons, Medium-size (human)	10%
96-100	Unknd	1d3 zombies, Medium-size (human)	10%

TABLE 3: 2ND-LEVEL DUNGEON ENCOUNTERS

EN	Role	Number of Creatures and Kind	Treasure
01-04	Grater	1d3 centipede, Large monstrous (vermin)	20%
05-07	Grater	1d3 giant ants (vermin)	20%
08-10	Grater	1d3 night hunters (bat) ^R	20%
11-12	Grater	1 riding lizard ^R	20%
13-16	Grater	1d3 scorpion, Medium-size monstrous (vermin)	20%
17-21	Grater	1d3 spiders, Medium-size monstrous (vermin)	20%
22-27	Dragon	1 dragon (see Table 2)	80%+4
28-32	Friend	1d4-2 dwarves warriors	80%+2
33-37	NPC	1d3 1st-level NPCs	Gear
38-40	Terrot	1 chukar	20%
41-42	Terrot	1 clown owl ^R	20%
43-46	Terrot	1 ethereal manabder	20%
47-50	Terrot	1d3 shrikes	20%
51-54	Terrot	1d4-2 formans warriors	80%+1
55-60	Tough	1d4-2 hobgoblins	80%+1
61-65	Tough	1d3 hobgoblins and 1d4-1 goblins	80%+1
66-70	Tough	1d3 lizardfolk	80%+2
71-79	Tough	1d4-3 orcs	80%+1
80	Unknd	1 batwing ^R	10%
81-83	Unknd	1 bear bat ^R	10%
84-91	Unknd	1d4-2 zombies, Medium-size (human)	10%
92-100	Unknd	1d3 ghosts	10%

TABLE 4: 3RD-LEVEL DUNGEON ENCOUNTERS

EN	Role	Number of Creatures and Kind	Treasure
01-02	Grater	1d2 bombardier beetle, giant (vermin)	20%
03-04	Grater	1d3 centipede, Huge monstrous (vermin)	20%
05-06	Grater	1d2 dire hedgeg	20%
07-08	Grater	1d2 dire bats	20%
09-10	Grater	1 gelatinous cube (non)	20%
11-12	Grater	1 pack lizard ^R	20%
13-14	Grater	1d3 prying mantles, giant (vermin)	20%
15-18	Grater	1d3 wyrm, Large monstrous (vermin)	20%
19-19	Grater	1 wizard (bat) ^R	20%
20-22	Grater	1d3 spiders, Large monstrous (vermin)	20%

23-28	Dragon	1 dragon (see Table 2)	80%+4
29-31	Friend	1d3 imps (devil)	80%+1
32-37	Friend	1 werrow (sycanthope) and 1d4-1 dev ents	80%+1
38-40	Friend	1d4-2 dwarves warriors	80%+1
41-44	NPC	1d3-1 1st-level NPCs	Gear
45-47	Terrot	1d3 detubes (demon)	10%
48-50	Terrot	1 infernal filcher	10%
51-53	Terrot	1 phantasm (fangs)	20%
54-56	Terrot	1d3 druggos	20%
57-60	Terrot	1d3 vanguardis	10%
61-62	Tough	1 bugbear and 1d4-1 goblins	80%+1
63-64	Tough	1 giant, phacelock	80%+1
65-68	Tough	1d3-1 goods	80%+1
69-72	Tough	1d4-2 goblins and 1d3 woves	80%+1
73-74	Tough	1d3 hobgoblins and 1d3 woves	80%+1
75-79	Tough	1d4-3 kobolds and 1 dire wove	80%+1
79-82	Tough	1 ogre/giant ^R	80%+1
83-87	Tough	1d3-1 troglodytes	80%+1
88-89	Unknd	1 broadfoot ^R	10%
90-92	Unknd	1 chukar	10%
93-98	Unknd	1d3-1 skeletons, Large (gpr)	10%
99-100	Unknd	1 zombie, tyranting ^R	10%

TABLE 5: 4TH-LEVEL DUNGEON ENCOUNTERS

EN	Role	Number of Creatures and Kind	Treasure
01-04	Grater	1d3 snakes	20%
05-07	Grater	1d3 dire weasels	20%
08-10	Grater	1d4-1 night hunters (bat) ^R	20%
11-11	Grater	1 ooze, gray	20%
14-15	Grater	1d3 riding lizard ^R	20%
16-17	Grater	1d2 snakes, Huge viper (animal)	20%
18-24	Dragon	1 dragon (see Table 2)	80%+4
25-27	Friend	1 host of Xavi (hell hound) ^R	80%+1
28-29	Friend	1 formans warrior and 1d3 human workers	80%+1
30-32	Friend	1 imp (devil) and 1d3 imps (devil)	80%+1
33-34	Friend	1d3 squids (demon)	80%+1
35-36	Friend	1 warlock ^R	80%+1
37-39	Friend	1d3 formans archons (volunt)	10%+1
40-44	NPC	1d3 2nd-level NPCs	Gear
45-49	Terrot	1 carrion crawler	20%
50-52	Terrot	1d3 gargyle; bat hoar ^R	20%
53-54	Terrot	1 mazzard ^R	10%
55-56	Terrot	1 mantic	10%
57-58	Terrot	1d2 rust monsters	20%
59-60	Terrot	1d3 violet fungi	20%
61-65	Tough	1 bugbear and 1d4-1 hobgoblins	80%+1
66-68	Tough	1 orcsnap	80%+1
69-71	Tough	1d3 giths and 1d3 hyenas (treat as wolf (animal))	80%+1
72-77	Tough	1d3 lizardfolk and 1 giant lizard (animal)	80%+1
78	Tough	1d3 magnium	80%+1
79-81	Tough	1 ogre and 1d4-2 orcs	80%+1
82-83	Tough	1d3 orcs and 1d2 dire bears	80%+1
84-87	Tough	1 wizard (bat) ^R	80%+1
88-89	Tough	1d2 wargs and 1d4-1 goblins	80%+1
90	Unknd	1d3 allies	10%
91-92	Unknd	2 batwing ^R	10%
93-94	Unknd	1 bear bat ^R	10%
95	Unknd	1 ghost (NPC level 1d3)	10%
96-97	Unknd	1 vampire spawn	10%
98-100	Unknd	1d3 wights	10%

DUNGEON ENCOUNTERS

TABLE 6: 5TH-LEVEL DUNGEON ENCOUNTERS

#	Rate	Number of Creatures and Kind	Treasure
01-02	Creature	1 sat, giant soldier and 1d+2 giant worker ants (vermin)	20%
03-04	Creature	1d2 dire wolf-pups	20%
05-06	Creature	1d8+8 hairy spiders*	20%
07-09	Creature	1 ochre jelly (ooze)	20%
10-11	Creature	1 snake, giant constrictor (animal)	20%
12-13	Crriage	1d2 spiders, Huge monstrous (vermin)	20%
14-15	Creature	1 spider ooze	20%
16-18	Creature	1 sword spider*	20%
19-21	Dragon	1 dragon (see Table 11)	80% +4
22-23	Fiend	1 abbasai, black*	80% -1
24-25	Fiend	1 abbasai, white*	80% -1
30-31	Fiend	1d3 Doppelgangers	80% -1
32	Fiend	1 ghast*	80% -1
33-34	Fiend	1 greenbag (bag)	80% -1
35-36	Fiend	1d3 wraiths	80% -1
37-39	Fiend	1d+1 wozens (lycanthrope)	80% -1
40	Fiend	1 yuchilid (demon)*	80% -1
41-43	Friend	1d+1 black dog	100% -1
44-46	NPC	1d+1 bad level NPC	Gear
47-48	Terror	1d3 cockatrices	20%
49-51	Terror	1 gibbering mouther	20%
52-53	Terror	1d3 grills	20%
54-55	Terror	1 hydra, 1d+4 heads	20%
56-57	Terror	1 nightmare	20%
58-59	Terror	1d+1 shocker lizard	20%
60-61	Terror	1 tall monster*	20%
62-64	Terror	1 violet fungus and 1d+1 shapere	20%
65	Tough	1d+1 axes	80% -1
66-67	Tough	1d+2 bighorns	80% -1
68-69	Tough	1 otterway and 1d1 Medium-size monstrous spiders	80% -1
70-71	Tough	1d8+10 gibberlings*	80% -1
72-74	Tough	1d+1 ogres	80% -1
75-76	Tough	1d+1 salamanders, Small	80% -1
77-78	Tough	1d+1 troglodytes and 1d2 giant lizards (animal) [immune to stretch]	80% -1
79-81	Tough	1d+1 worgs	80% +1
82-84	Undead	2 banshees*	70%
85-86	Undead	1d+1 banshees*	70%
87-91	Undead	1 ghast and 1d+1 ghouls	80% -1
92-94	Undead	1d3 mummies	70%
95-97	Undead	1d+1 skeletons, Huge (giant)	70%
98-100	Undead	1 wraith	70%

TABLE 7: 6TH-LEVEL DUNGEON ENCOUNTERS

#	Rate	Number of Creatures and Kind	Treasure
01-03	Creature	1 digester	20%
04-04	Creature	1d+1 dire apes	20%
05-06	Creature	1d+1 dire wolves	20%
07	Creature	1d1 giant stag beetle (vermin)	20%
08-09	Creature	1d+1 giant wags (vermin)	20%
10-12	Creature	1d+4 night hunters (bat)*	20%
13-14	Creature	1d1 wolfen	20%
15-18	Creature	1 shambling monst	20%
19-20	Creature	1d+1 sinners (bat)*	20%
21-24	Dragon	1 dragon (see Table 11)	80% +4
25-28	Fiend	1 abbasai, green*	80% -1
29-30	Fiend	1 azrai (bag)	80% -1
31-32	Fiend	1d1 harpies	80% -1
33	Fiend	1 quort (demon) and 1d2 stretch (demon)	80% -1
34-37	Fiend	1d+1 wozens (lycanthrope)	80% -1
38-41	Fiend	1d+1 wozens (lycanthrope)	80% -1

38-41	Friend	1d2 wozens (lycanthrope)	80% +1
42-43	NPC	1d+1 bad level NPC	Gear
44-47	Terror	1d+1 arrowhawks, Small	20%
48-47	Terror	1d3 basilisks	20%
48-50	Terror	1d+2 chitons*	20%
51-53	Terror	1d1 displacer beast	20%
54-56	Terror	1d3 gargoyles	20%
57-59	Terror	1d3 gargoyle, air-lanes (NPC level 1d1)	20%
60-61	Terror	1d+1 hell hounds*	20%
62-63	Terror	1d+1 howlers	20%
64-66	Terror	1d3 oryctes	20%
67	Terror	1 ravid and 1 animated object, Large	20%
68-69	Terror	1d+1 vorns, Small	20%
70-71	Terror	1d+1 yuchilids	20%
72-74	Tough	1 otter and 1d+1 oves	80% +1
75-81	Tough	1d3 ogres and 1d3 bears (animal)	80% -1
82-83	Tough	1d+1 spiders (bat)*	80% +1
84-87	Tough	1d3 wozens (lycanthrope)	10% +1
88-89	Undead	1d+1 banshees*	70%
90-91	Undead	1d+1 wights	70%
92-97	Undead	1d+1 zombies, Huge (giant)	70%
98-100	Undead	1d+1 zombies, tyranting*	70%

TABLE 8: 7TH-LEVEL DUNGEON ENCOUNTERS

#	Rate	Number of Creatures and Kind	Treasure
01-03	Creature	1 black pudding (ooze)	20%
04	Creature	1d3 centipede, Gargantuan monstrous (vermin)	20%
05-06	Creature	1 arachnids (spider)	20%
07-08	Creature	1d+1 dire bears	20%
09-10	Creature	1d+6 night hunters (bat)*	20%
11-13	Creature	1 scorchbe	20%
14-15	Creature	1d3 scorpions, Huge monstrous (vermin)	20%
16-17	Creature	1d+1 sinners (bat)*	20%
18-24	Dragon	1 dragon (see Table 11)	80% +4
25	Fiend	1 abbasai, black*	80% -1
26	Fiend	1 abbasai, white*	80% -1
27	Fiend	2 abbasai, white*	80% -1
28-29	Fiend	1d+1 azraiz	80% -1
30-31	Fiend	1d+1 bighorns, Medium-size	80% -1
32-33	Fiend	1d3 djinn (genie)	80% -1
34-37	Fiend	1 formian taskmaster and 1 minotaur (or other CR 4 creature)	80% +1
38-39	Fiend	1d+1 juan (goat)	80% -1
40-41	Friend	1d+1 good archer (colossal)	80% +1
42-43	NPC	1d+1 6th-level NPC	Gear
44-47	Terror	1 climber lord*	20%
48-48	Terror	1d1 chokers	20%
49-50	Terror	1 crychids, 1d+4 heads (hydra)	20%
51-52	Terror	1d+1 formian warriors	80% +1
53-57	Terror	1 invisible stalker	20%
58-57	Terror	2 pyrohydra, 1d+4 heads (hydra)	20%
58-59	Terror	1 tall monster*	80% -1
60-64	Tough	1d+5 bighorns and 1d+1 wolver	80% -1
65-68	Tough	1 orric and 1d2 brown bears (animal)	80% +1
69-74	Tough	1d8+6 ghouls, Dekanter*	80% +1
75-78	Tough	1d+1 minotaurs	70%
80-81	Tough	1d+2 quaggoths*	70%
84-81	Tough	1 salamander, Medium-size and 1d+1 salamanders, Small	80% -1
87-90	Undead	1 evard (NPC level 1d+1)*	70%
91-97	Undead	1 ghast (NPC level 1d+1)	70%
98-100	Undead	1 vampire (NPC level 1d+1)	Gear

DUNGEON ENCOUNTERS

TABLE 9: 8TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-03	Grate	166-7 ants, giant soldier (vermin)	10%
04-07	Grate	166-7 dice bear	10%
08-09	Grate	161 spiders, Gargantuan monstrous (vermin)	10%
10-12	Grate	164-2 sword spiders [®]	10%
13-18	Dragon	1 dragon (see Table 12)	80% +1
19-21	Fetid	2 alshai, green [®]	80% +1
22-23	Fetid	1 alshai, red [®]	80% +1
24-27	Fetid	1 alshoh and 161-1 skan	80% +1
28-29	Fetid	161-1 baybeas, Large	80% +1
30-29	Fetid	161 wargens (devi)	80% +1
30-32	Fetid	1 monon and 166-7 gnomes	80% +1
33-36	Fetid	1 mind flayer	80% +1
37-38	Fetid	1 ogre mage	80% +1
39-40	Fetid	161-1 yuchil (demon) [®]	80% +1
41-45	Fetid	1 yuan ti infilled and 161 yuan ti parabolic	80% +1
43-44	Fetid	1 leucian	80% +1
47-49	NPC	161-1 7th level NPCs	Gear
50-51	Terror	161-1 alsharas	10%
52-53	Terror	161-1 arrowbats, Medium-size	10%
54-57	Terror	1 deepsewer [®]	10%
58-59	Terror	161-1 gnomes	10%
60-61	Terror	162 gnomes, flesh	10%
62	Terror	1 gnom, Thayan [®]	10%
63-64	Terror	1 gray rundle	10%
65-66	Terror	161-1 harscampuses (spike)	10%
67-68	Terror	1 hydra, 161-7 heads	10%
69	Terror	1 hydra, Lurians, 161-4 heads	10%
70-71	Terror	161-1 phase spiders	10%
72	Terror	161-1 cats	10%
73-74	Terror	161-1 shadow mantles	10%
75-76	Terror	161-1 winter wolves	10%
77	Terror	161 axes, Medium-size	10%
78-80	Tough	1 drake and 161-1 Large monstrous spiders (vermin)	166 gems each 80% +1
81-83	Tough	161-1 orcas	80% +1
84-87	Tough	161-1 dracolich [®]	80% +1
88-89	Tough	161-1 manticores	80% +1
90-89	Tough	161-1 salamanders, Medium size	80% +1
90	Tough	166-1 skeletons (bat) [®]	80% +1
91-94	Tough	161-1 trolls	80% +1
95	Undead	1 necromancer (NPC level 161-4) [®]	Gear
96-100	Undead	161 specters	10%

TABLE 10: 9TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-04	Center	161 boltons	10%
05-06	Center	166-7 deep rotch [®]	10%
09-10	Center	164-2 dice lions	10%
11-18	Dragon	1 dragon (see Table 12)	80% +1
19	Fetid	161-2 alshai, black [®]	80% +1
20	Fetid	2 alshai, blue [®]	80% +1
21	Fetid	161-1 alshai, white [®]	80% +1
22-23	Fetid	1 helidith (demon)	80% +1
24-26	Fetid	1 deepsewer [®] plus spawn (roll on Table 7)	80% +1
27	Fetid	161-1 lamias	80% +1
28-30	Fetid	1 mind flayer and charmed creatures (roll on Table 7 for charmed creatures)	80% +1
31-33	Fetid	1 night hag	80% +1
34-34	Fetid	1 ogre mage and 161-1 ogres	80% +1
35-37	Fetid	1 pharosim (7th level necrom) [®]	80% +1
38	Fetid	1 rakshas	80% +1

39	Fetid	1 succubi	80% +1
40-41	Fetid	161-1 silk, barbars (01-70) or scimitar (71-100)	80% +1
42-43	Fetid	1 yuan ti abomination and 161 yuan ti parabolic (01-70) or halfblood (71-100)	80% +1
44-47	Fetid	1 androphagi (spike)	Gear
48-50	NPC	161-3 8th level NPCs	80% +1
51-52	Terror	161 helms	10%
53	Terror	161-1 bellars	10%
54	Terror	1 cryobdys, 161-6 heads (hydra)	10%
55-56	Terror	1 dicer	10%
57-58	Terror	1 dragon marte	10%
59	Terror	1 pyrobdr, 161-6 heads (hydra)	10%
60-61	Terror	161-1 tall creatures [®]	10%
62-63	Terror	161-1 will-o'-wisps	10%
64-66	Terror	161-1 wyverns	10%
67-68	Tough	1 barbars (devi) and 161 myltho (devi)	80% +1
69-73	Tough	1 giant, hill and 161 dice weasels	80% +1
74-77	Tough	161-1 kytans (devi)	80% +1
78-77	Tough	161-1 myltho (devi)	80% +1
78-82	Tough	161-1 trolls and 161 dice bears	80% +1
83-89	Undead	161 bodaks	10%
90-92	Undead	1 curse (NPC level 161-7) [®]	Gear
93-100	Undead	1 rangers (NPC level 161-8)	Gear

TABLE 11: 10TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-04	Center	1610-10 deep rotch [®]	10%
05-07	Center	161-1 dice bears	10%
08-14	Dragon	1 dragon (see Table 12)	80% +1
15-18	Fetid	1 alshai, red [®]	80% +1
19-20	Fetid	161-1 alshohs	80% +1
21-22	Fetid	161-1 alshaks	80% +1
23-27	Fetid	1 shaker le [®] and 161-1 slinkers	80% +1
28-27	Fetid	1 furnian myrmach	80% +1
28-29	Fetid	161-1 medusa	80% +1
30	Fetid	161-1 ogres, water	80% +1
31-32	Fetid	1 night hag and 1 nightmare	80% +1
33-37	Fetid	1 pharosim (7th level necrom) [®]	80% +1
36-37	Fetid	1 salamander, Large and 161 salamanders, Medium-size	80% +1
38-39	Fetid	161-1 yuan ti abominations	80% +1
40-42	Fetid	161-1 illids	80% +1
43-47	NPC	161-1 7th level NPCs	Gear
48-49	Terror	161-1 chain leards	10%
50-51	Terror	161-1 alsharas	10%
52-53	Terror	161-1 chuds	10%
54	Terror	1 cryobdys, Lurians, 161-4 heads (hydra)	10%
55-56	Terror	161-1 dragonets	10%
57	Terror	2 gnomes, Thayan [®]	10%
58-59	Terror	161-1 hillbats (devi)	10%
60	Terror	1 hydra, 161-9 heads	10%
61	Terror	1 phant	10%
62	Terror	1 pyrobdr, Lurians, 161-4 heads (hydra)	10%
63-64	Terror	1 retraver (demon)	10%
65-66	Terror	161-1 slank, red	80% +1
67-68	Terror	161-1 amber helts	10%
69-72	Tough	161-1 barbars (devi)	80% +1
73-77	Tough	161-1 drakes	80% +1
78-79	Tough	1 giant, frost and 161 winter wolves	80% +1
80-83	Tough	1 giant, stone and 161 dice bears	80% +1
84-87	Tough	161-1 giants, hill	80% +1
88-89	Tough	1 hamula (devi) and 161 barbars (devi)	80% +1
90-92	Tough	164-4 dracolich [®]	80% +1
93-93	Tough	164-4 skeletons (bat) [®]	80% +1

DUNGEON ENCOUNTERS

94-98	Unkaid	1 ghou (NPC level 143-6)	70%
99-100	Unkaid	1 revenant (NPC level 143-8)	Gear

TABLE 12: 11TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-04	Criater	143 dice tubes	20%
05-14	Dragon	1 dragon (see Table 22)	80% +1
15	Fined	146-7 shakas, black	80% +1
16	Fined	143-9 shakas, green	80% +1
17	Fined	146-7 shakas, white	80% +1
18-21	Fined	1 beholder, death	70%
22-23	Fined	1 beholder, gongor	80% +1
24-27	Fined	1 svey of bags (bag) 1 green bag, 1 amia, 1 see bag, 143-2 eggs, and 143 giants, hill	80% +1

28-27	Fined	1 formation myrmarch and 146-1 Formas warrens	80% +1
28-29	Fined	143-2 gnomes	80% +1
30-31	Fined	143-1 gnomes, dark	80% +1
32-37	Fined	1 pharazon (6th-level wizard)	80% +2
38-39	Fined	143 aerial gnomes (subatl)	80% +1
39-44	NPC	143-1 8th-level NPCs	Gear
45-48	Terror	143-1 arrowhawk, Large	20%
49-51	Terror	143-1 drowhawk	20%
52-54	Terror	143 gnomes, clay	20%
55	Terror	1 golan, gnomes, ruby	20%
56-58	Terror	143-1 gnomes	20%
59-61	Terror	1 hydra, Lerman, 143-7 heads	20%
62-66	Terror	143-1 shaks, blue	80% +1
67-69	Terror	143-1 terns, Large	20%
70-74	Tough	1 giant, fire and 143-1 hill bounds	80% +1
75-80	Tough	143-1 giants, stone	80% +1
81-84	Tough	143-1 haterals (steel)	80% +1
85-87	Unkaid	1 curst (NPC level 143-7)	Gear
88-94	Unkaid	1 demurrer	70%
95-100	Unkaid	143-1 mabgs	70%

TABLE 13: 12TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-04	Criater	1 purple worm	20%
05-08	Criater	143 scorpions, Cobal, gemstones (various)	20%
09-14	Dragon	1 dragon (see Table 22)	80% +1
15-18	Fined	146-7 shakas, green	70% +1
19-20	Fined	1 doppelganger, gongor	70% +1
21-23	Fined	1 ghou (demorr)	70% +1
24-27	Fined	144-2 steel (layers [see exposition])	70% +1
28-30	Fined	143-1 gnomes, spirit	70% +1
31-36	Fined	1 pharazon (7th-level wizard)	80% +2
37-39	Fined	143-1 shaks, green	70% +1
40-43	Fined	1 giant, cloud [good] and 144-2 fire lams	70% +1
44-50	NPC	143-1 9th-level NPCs	Gear
51-52	Terror	1 cryohydra, 143-9 heads (hydra)	20%
53	Terror	1 golan, gnomes, diamond	20%
54-57	Terror	143 gnomes, stone	20%
58-61	Terror	1 galythar	20%
62-63	Terror	1 pyrohydra, 143-9 heads (hydra)	20%
64-65	Terror	143-1 ythaks	20%
67-71	Tough	1 ceonagon (level) and 143 haterals (steel)	70% +1
72-77	Tough	1 giant, cloud [evil] and 144-2 fire lams	70% +1
78-83	Tough	143-1 giants, frost	70% +1
84-88	Tough	143-1 salamanders, Large	70% +1
89-93	Unkaid	1 curst (NPC level 143-8)	Gear
94-100	Unkaid	1 vampire (NPC level 143-8)	Gear

TABLE 14: 13TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-11	Dragon	1 dragon (see Table 22)	80% +1
12-17	Fined	146-6 shakas, blue	70% +1
18-21	Fined	1 beholder	70% +1
22-26	Fined	1 beholder, gongor	70% +1
27-30	Fined	1 eight bags and 1 nightstare	70% +1
31-36	Fined	1 pharazon (8th-level wizard)	80% +2
37-40	Fined	143-1 shaks, grey	70% +1
41-44	Fined	143-1 crystals	70% +1
45-48	Fined	143-1 gnomes, garden	70% +1
49-56	NPC	143-1 10th-level NPCs	Gear
57-61	Terror	142 fire worms	20%
62	Terror	1 golan, gnomes, diamond	20%
63	Terror	1 golan, gnomes, ruby	20%
64-67	Terror	1 hydra, Lerman, 143-9 heads	20%
68-74	Terror	143-1 ropes	20%
75-81	Tough	143-1 ceonagons (level)	70% +1
82-92	Unkaid	1 beholder, death tyrant	70% +1
93-100	Unkaid	1 ghou (NPC level 143-9)	70%

TABLE 15: 14TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-13	Dragon	1 dragon (see Table 22)	80% +2
14-16	Fined	146-7 shakas, red	70% +1
17-27	Fined	1 beholder and charmed monster(s) (roll on Table 11)	70% +1
28-29	Fined	1 beholder, death tyrant and charmed monster(s) (roll on Table 11)	70% +1
30-32	Fined	1 ghou (demorr) and 144-7 hill giants	70% +1
33-38	Fined	1 pharazon (9th-level wizard)	80% +2
39-41	Fined	142 shaks, dark	70% +1
42-49	Fined	143-1 giant, cloud [good]	70% +1
50-78	NPC	143-1 11th-level NPCs	Gear
79-82	Terror	1 cryohydra, Lerman, 144-8 heads (hydra)	20%
83-87	Terror	143 gnomes, iron	20%
88-92	Terror	1 pyrohydra, Lerman, 144-8 heads (hydra)	20%
93-97	Terror	1 tumbatter	20%
98-101	Tough	143-1 giant, cloud [evil]	70% +1
102-108	Tough	1 giant, stone and 144-2 griffon	70% +1
109-100	Unkaid	1 lich (level 01-10), wizard (11-40), wizard (41-100), NPC level 143-10	Gear
99-100	Unkaid	1 revenant (NPC level 143-10)	Gear

TABLE 16: 15TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-18	Dragon	1 dragon (see Table 22)	80% +1
19-28	Fined	143 beholders	70%
29-31	Fined	144-1 beholder, gongor	70%
32-42	Fined	1 pharazon (10th-level wizard)	80% +1
43-51	Fined	142 shaks, death and 143-1 shaks, green	70%
52-58	Fined	143 gnomes (various)	80%
59-67	NPC	143-1 11th-level NPCs	Gear
68	Terror	1 golan, gnomes, diamond	20%
69	Terror	143-1 golan, gnomes, ruby	20%
70-78	Tough	142 heroes (demorr)	70%
79-81	Tough	1 golan (level) and 143-1 ceonagons (level)	70%
82-88	Unkaid	1 curst (NPC level 143-11)	Gear
89-97	Unkaid	1 lich (level 01-10), wizard (11-40), wizard (41-100), NPC level 143-11	Gear
98-100	Unkaid	1 vampire (NPC level 143-11)	Gear

TABLE 17: 16TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-19	Dragon	1 dragon (see Table 21)	80% +1
20-24	Ferd	1 beholder, 4th-level beholder mage*	70%
25-34	Ferd	1 phantasm (11th-level wizard)*	80% +2
35-45	Ferd	1 pit fiend (devil)	70% +1
46-60	Ferd	1-5 1st-level drags (colossal)	70% +2
61-78	Terror	1 smok tapper*	30%
79-79	Tough	1-5+1 gillgams (devil)	50%
75-82	Tough	1-5+1 giants, storm	70%
83-87	Tough	1-5+1 vracis (demon)	70%
88-91	Undead	1 ghoul (NPC level 1-12)	20%
92-98	Undead	1 lich (cleric (01-10), wizard (11-40), wizard (41-100), NPC level 1-12)	Gear
99-100	Undead	1 revenant (NPC level 1-17)*	Gear

TABLE 18: 17TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 21)	80% +1
21-26	Ferd	1 beholder, 7th-level beholder mage*	70%
27-33	Ferd	2 marilith (demon)	70%
34-42	Ferd	1 phantasm (11th-level wizard)*	80% +2
43-47	Ferd	1-5+1 trumpet archons (colossal)	70%
48-78	NPC	1-5+1 17th-level NPCs	Gear
79	Terror	1-5+5 golems, gemstone, diamond*	50%
60-63	Tough	1-5 glabrezu (demon)	70%
70-79	Tough	1-5+1 hezrous (demon)	70%
80-81	Undead	1 cure (NPC level 1-19)*	Gear
82-91	Undead	1 lich (cleric (01-10), wizard (11-40), wizard (41-100), NPC level 1-12)	Gear
92-100	Undead	1-5+1 nightwings (nightshade)	30%

TABLE 19: 18TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 21)	80% +1
21-27	Ferd	1-5 beholder (demon)	70%
28-37	Ferd	1 phantasm (11th-level wizard)*	80% +2
38-47	Ferd	1 pit fiend (devil) and 1-4 gillgams (devil)	70%
48-70	Ferd	1 shan (7th-level wizard/12th-level cleric)*	70%
71-77	Ferd	1-5 phantoms (colossal)	70%
78-82	NPC	1-5+1 17th-level NPCs	Gear
83-78	Terror	1-5+5 smok tappers*	30%
74-82	Tough	1-5+1 glabrezu (demon)	70%
83-91	Undead	1 vampire (NPC level 1-14)	Gear
92-97	Undead	1-5+1 nightwings (nightshade)	30%
98-100	Undead	1 revenant (NPC level 1-17)*	Gear

TABLE 20: 19TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 21)	80% +1
21-27	Ferd	1 marilith (demon) and 1-5 glabrezu (demon)	70% +1
28-37	Ferd	1 phantasm (11th-level wizard)*	80% +2
38-47	Ferd	1-5+1 pit fiends (devil)	70% +1
48-71	Ferd	1 solar (colossal)	70% +1
72-68	NPC	1-5+1 16th-level NPCs	Gear
69-79	Tough	1-5+1 malfeshnee (demon)	70% +1
80-81	Undead	1 cure (NPC level 1-16)*	Gear
82-90	Undead	1 lich (cleric (01-10), wizard (11-40), wizard (41-100), NPC level 1-12)	Gear
91-96	Undead	1 ghoul (NPC level 1-12)	30%
97-100	Undead	1-5 nightwings (nightshade)	30%

TABLE 21: 20TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-19	Dragon	1 dragon (see Table 21)	80% +1
20-27	Ferd	1-5 beholder (demon)	70%
28-34	Ferd	1-5+1 marilith (demon)	70%
35-42	Ferd	1 phantasm (11th-level wizard)*	80% +1
43-48	Ferd	1 shan (8th-level wizard/12th-level cleric)*	70%
49-72	Ferd	1 solar (colossal) and 1-5 phantoms (colossal)	70%
73-78	NPC	1-5+1 17th-level NPCs	Gear
79-80	NPC	1-5 17th-level NPCs	Gear
81-84	NPC	1-5 17th-level NPCs	Gear
85-87	NPC	1 16th-level NPC	Gear
88-73	Tough	1-5+1 malfeshnee (demon) and 1-5+1 lutras (demon)	30%
76-81	Undead	1 ghoul (NPC level 1-12)	30%
82-89	Undead	1 lich (cleric (01-10), wizard (11-40), wizard (41-100), NPC level 1-12)	Gear
90-92	Undead	1-5 nightwings (nightshade)	30%
93-97	Undead	1 revenant (NPC level 1-17)*	Gear
98-100	Undead	1 vampire (NPC level 1-17)	Gear

generating dragons

If your roll on one of the above tables yields a dragon, you generate the exact type and age category of the dragon by consulting Table 22: Random Dragons.

Using the Tables Roll d_{10} and read across the top row of the Random Dragons table to determine what type of dragon has been encountered. Then, read down until you find the row matching the level of the Dungeon Encounters table that generated the dragon result.

Reading the Result: The term appearing on the table at the intersection of dragon type and encounter table is the age category of the dragon encountered (see the *Monster Manual* or *Monster Compendium: Monsters of Faerûn*). If the term is in *italic*, the dragon's CR matches the encounter table's level. If the age category is not italic, then the dragon's CR is higher than the encounter table's level. A plus sign (+) means if you use a dragon of older than this age of the respective type, it is at least a 20th-level encounter.

Dracoliches: If your roll on Table 22 indicates the possibility of a dracolich, roll d_{10} and refer to the note that accompanies the table. If the d_{10} result indicates a dracolich, follow the instructions in the note to determine the age category of the dracolich.

Example: Steve rolls on Table 17: 16th-level Dungeon Encounters to generate a tough encounter for his dungeon. His roll of 25 indicates a dragon. He continues to Table 22: Random Dragons and rolls d_{10} , getting a result of 86. This is a brown dragon. Reading down the brown dragon column until he reaches the 16th-level Encounter Table row, Steve finds that this encounter is an old brown dragon.

TABLE 22: RANDOM DRAGONS

	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th
Enc.	01-09	10-18	19-27	28-32	33-42	43-48	49-74	75-78	79-81	
Table	White	Black	Green	Blue	Red	Brown	Copper	Bronze	Silver	
1st	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	
2nd	Fry young	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Fry young	Fry young	Wyrmling	
3rd	Young	Fry young	Fry young	Fry young	Wyrmling	Fry young	Fry young	Fry young	Fry young	
4th	Juvenile	Young	Young	Young	Fry young	Young	Young	Young	Young	
5th	Juvenile*	Juvenile*	Young*	Young*	Young*	Young	Young	Young	Young	
6th	Yng adult*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile	Young	Young	Young	
7th	Yng adult*	Yng adult*	Juvenile*	Juvenile*	Juvenile*	Juvenile	Juvenile	Juvenile	Juvenile	
8th	Adult*	Yng adult*	Yng adult*	Yng adult*	Juvenile*	Yng adult	Juvenile	Juvenile	Juvenile	
9th	Adult*	Adult*	Yng adult*	Yng adult*	Juvenile*	Yng adult	Yng adult	Yng adult	Yng adult	
10th	Mat adult*	Adult*	Yng adult*	Yng adult*	Adult	Adult	Yng adult	Yng adult	Yng adult	
11th	Mat adult*	Mat adult*	Adult*	Adult*	Yng adult*	Adult	Adult	Yng adult*	Yng adult	
12th	Old*	Mat adult*	Adult*	Adult*	Yng adult*	Mat adult	Adult	Yng adult*	Yng adult*	
13th	Old*	Mat adult*	Mat adult*	Adult*	Adult*	Mat adult	Adult	Adult	Adult	
14th	Old*	Old*	Mat adult*	Mat adult*	Adult*	Mat adult	Mat adult	Adult	Adult	
15th	Very old*	Old*	Mat adult*	Mat adult*	Mat adult*	Old	Mat adult	Mat adult	Mat adult	
16th	Fry old*	Very old*	Old*	Old*	Mat adult*	Old	Old	Mat adult	Mat adult	
17th	Ancient*	Very old*	Old*	Old*	Mat adult*	Very old	Old	Old	Mat adult	
18th	Wyrms**	Ancient**	Fry old**	Fry old**	Old*	Very old	Old	Old	Old	
19th	Wyrms**	Ancient**	Ancient**	Ancient**	Old*	Ancient	Fry old	Fry old	Old	
20th	Wyrms**	Wyrms**	Ancient**	Ancient**	Fry old*	Wyrms	Ancient	Ancient	Fry old*	

	4th	5th	6th	7th	8th	9th	10th
Enc.	84-88	89-94	95-97	98-99	100-101	102-103	104-107
Table	Gold	Fang	Shadow	Brown	Deep	Swag	
1st	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	
2nd	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	
3rd	Wyrmling	Fry young	Fry young	Fry young	Fry young	Fry young	
4th	Wyrmling	Young	Young	Young	Fry young	Fry young	
5th	Very young	Juvenile*	Juvenile*	Juvenile*	Young*	Young*	
6th	Fry young	Juvenile*	Juvenile*	Juvenile*	Young*	Young*	
7th	Young	Yng adult*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	
8th	Young	Yng adult*	Yng adult*	Yng adult*	Juvenile*	Juvenile*	
9th	Juvenile	Adult*	Yng adult*	Yng adult*	Yng adult*	Juvenile*	
10th	Juvenile	Adult*	Yng adult*	Adult*	Adult*	Yng adult*	
11th	Yng adult	Mat adult*	Adult*	Adult*	Adult*	Yng adult*	
12th	Yng adult	Mat adult*	Adult*	Mat adult*	Adult*	Adult*	
13th	Yng adult	Mat adult*	Adult*	Mat adult*	Adult*	Adult*	
14th	Adult	Old*	Mat adult*	Mat adult*	Mat adult*	Adult*	
15th	Adult	Old*	Mat adult*	Old*	Mat adult*	Mat adult*	
16th	Mat adult	Very old*	Old*	Old*	Mat adult*	Mat adult*	
17th	Mat adult	Fry old*	Old*	Very old*	Old*	Old*	
18th	Mat adult	Ancient**	Fry old*	Fry old*	Old*	Old*	
19th	Old	Wyrms**	Ancient**	Ancient**	Fry old*	Fry old*	
20th	Old*	Great wyrms**	Ancient**	Wyrms**	Ancient**	Fry old*	

The results yielded on this table are age categories (see the *Monster Manual*). *Italic* age categories indicate where the dragon's CR matches the encounter table's level. If the age category result is not in *italic*, then the dragon's CR is higher than the encounter table's level. A plus sign (+) following an age category result means that if you use a dragon of older than the age of the respective type, it is at least a 20th-level encounter.

*There is a 1% chance that the dragon encountered is a draconic of that type. To determine the draconic's age, refer to the table line two levels lower than the line that produced the result. For example, an 11th-level shadow dragon encounter with an adult, if the encounter is with a shadow dragon draconic, moves up to the 9th-level shadow dragon line, which yields a young adult result. The 13th-level draconic encounter is with a young adult shadow dragon draconic.

**As shown, but there is a 15% chance that the dragon is a *Wyrms*.

wilderness encounters

Travelers abroad in the wild areas of Faerûn may encounter all kinds of creatures, ranging from harmless fellow-travelers to terrifying monsters. Tables 23 through 60 list encounters by fourteen terrain types (hills, low mountains, high mountains, clear, grasslands, forest, marsh, swamp, moor, barren/badlands, glacier, desert, river/lake, ocean) and three climate ranges (northern, temperate, southern). Table 61 is a special table for the Underdark. The large map

of Faerûn from the *FORGOTTEN REALMS Campaign Setting* indicates changes in terrain in some detail—clearly, if the heroes are crossing the Shaar to travel from the Great Rift to the Lake of Steam, they're in grasslands.

Climate zones are not indicated on the poster map, but here is a general set of guidelines:

Northern: Anything north of a line beginning at the mouth of the River Delimbir and continuing upstream to the Graypeak Mountains, along the lower reach of Anuroch and then up along the Desertsmouth Mountains to the Border Forest, east along the River Toth to the Moonsa, then southeast to the Rawlinswood, Lake Mulsantir, and

the Sunrise Mountains to the Mountains of Copper and the Great Wild Wood.

Temperate: Most land in the middle third of the map, as bounded by the northern and southern lines.

Southern: Anything south of a line beginning at the Starspire Mountains in Tethyr and continuing due east to the Lake of Steam, the Firesteep Mountains, the Uthangol Mountains, the Lake of Salt, and then to the Giant's Belt mountains in Durpar.

How to generate a random wilderness encounter

As a party of characters travels across Faerûn, there is a chance per hour of travel that they may run into a wilderness encounter, as shown below.

Terrain	Normal Travel	Cautious Travel	Hiding
Desolate/wasteland	7%	2%	5%
Frontier/wilderness	8%	4%	2%
Verdant/civilized area	10%	7%	2%
Heavily traveled	12%	6%	3%

Parties that are camping in the open or moving with unusual caution (half their best possible speed or lower) may use the Cautious Travel encounter chance. Parties that are camping in secret or otherwise laying low may use the Hiding encounter chance. A party camping with a fire is never considered to be hiding.

Each wilderness encounter table includes the following pieces of information:

d%: The result on percentile dice that will generate a given encounter. Use the Day or Night column, as appropriate.

Encounter: The type of creature(s) encountered. Some of these may be groups, such as an orc patrol or pilgrims.

Number Encountered: The number of creatures encountered. If the term "see Groups" appears here, refer to the section following the tables for the exact composition of the encounter.

Local creature or npc

This result indicates that the party may have encountered creatures known to reside in the area in large numbers. Local creatures for specific regions in Faerûn follow most of the wilderness encounter tables. NPC parties may be found in this same table entry.

When a wilderness encounter roll produces the "Local creature or NPC" result, roll d% again. On a result of 01-50, continue to the Local Creatures subtable following the main encounter table. On a result of 51-100, treat this result as an encounter with a group of NPC's. To generate the members of an NPC group, consult the NPC Generation section of this booklet.

TABLE 23: NORTHERN HILLS (CL 4-9)

d%	Time	Encounter	Number Encountered
—	01-03	Banshee?	1d3-2
01-04	01-04	Brown bear (animal)	1d1
05-07	07-07	Deer bear	1
08-11	08-10	Deer lion	1d2
12-13	11-11	Dirge tiger	1
14-17	14-17	Dirge wolf/dog	1d2
18-19	16-18	Dirge wolf	1d4+4
20-29	19-28	Dragon (see Table 21A)	1
—	29-30	Dread warrior?	2d6
—	31-33	Drutch (demon)	1d4
30-34	34-34	Etlin	1d4
—	37-39	Giant gack	see Groups
37-40	40-46	Hill giant	1
41-42	47-48	Lamia	1d2
—	49	Lantern archon (celestial)	1d2-2
45-71	70-60	Local creature (01-70) or NPC (71-100)	see Table 21B 1d1-2
74-77	61-61	Ogre	1d4+4
60-67	66-71	Orc patrol	see Groups
—	74-75	Shade	1d4-1
68-71	76-78	Shield dwarf patrol	see Groups
79-79	—	Surface track*	1d10-10
80-81	79-80	Tiger (animal)	1
82-83	81-81	Werebear (hyacanthope)	1d4
84	83-84	Weretiger (hyacanthope)	1d2
87	87-87	Werewolf troupe	see Groups
—	88-89	White abasath	1d2
86-88	90-92	Waste wolf	1d4-1
89-96	93-94	Wolf (animal)	1d10-6
97-98	97	Wolfman (animal)	1
99-100	96-100	Wisp	1d4-5

TABLE 23A: NORTHERN HILLS DRAGONS

d%	Dragon	d%	Dragon
01-10	Fung, juvenile?	34-44	Shadow, young?
11-30	Gold, young	47-74	Song, young?
31	Red, very young dragon*	77-89	White, juvenile
22-31	Red, young	100	White, juvenile dragon*

TABLE 23B: NORTHERN HILLS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Anashûn	01-49	Anashûn	1d3-1
	46-87	Baldie band	see Groups
	86-100	Shadowcat patrol	see Groups
Graycloak Hills	01-80	Emeraldcat patrol	see Groups
	81-100	Griffin	1d2

TABLE 24: TEMPERATE HILLS (CL 2-9)

d%	Time	Encounter	Number Encountered
—	01-02	Allip	1
01-04	—	Basilisk	1
05-06	01-04	Bobolinkin, deathkin?	1
07-09	07	Black bear (animal)	1d1
10-12	06	Dirge hodge	1
—	07-08	Dirge lion	1d4+5
13-17	09-10	Duplicate bear	1d1
18-20	11-17	Dragon (see Table 24A)	1
—	16-17	Dread warrior?	1d6
21-23	18-20	Etlin	1d2
24-28	21-21	Garpsin	1d1

WILDERNESS ENCOUNTERS

—	13-24	Ghost	141-1
—	25	Ghost pack	see Groups
—	26-27	Ghoul	141-2
29-30	28-31	Goblin patrol	see Groups
—	32-37	Goblin raiders	see Groups
31-37	—	Griffin	142
36-40	—	Lightfoot halfling scouts	see Groups
41	36-37	Hill band	142
41-47	38-40	Hill giant	1
46-47	—	Hippogriff	142
48-49	41-43	Hobgoblin	146-1
70-71	44-47	Leucrotta [®]	142
74-88	46-54	Local creature (C1-70) or NPCs (71-100)	see Table 24B
69-70	—	Medusa	1
—	77-79	Night hunter (bat) [®]	144-4
—	80-82	Nightmare	1
71-73	63-67	Ogre	143-1
74-75	68-69	Orc	143-1
76-77	—	Peryton [®]	142
78-79	—	Snake, two-headed adder [◆]	143
—	70-72	Spectral panther [®]	1
—	71-74	Shadow	144
—	75-76	Sinister (bat) [®]	144
80-81	—	Tundricus	1
—	77-78	Vampire spawn	143-1
81-84	79-80	Werebear (lyanthrope)	142
87-88	81-83	Weretiger (lyanthrope)	142
87-88	84-86	Werewolf (lyanthrope)	141-1
—	87-88	Wight	144-1
89-98	89-96	Wolf (animal)	146-1
—	97-98	Wraith	142
99-100	99-100	Wyvern	1

TABLE 24A: TEMPERATE HILLS DRAGONS

#s	Dragons	#s	Dragons
01-17	Copper, juvenile	44	Red, very young dracolich [◆]
16-27	Fang, young [®]	47-51	Red, young
16-47	Gold, young	81-100	Song, young [®]

TABLE 24B: TEMPERATE HILLS LOCAL CREATURES

Local	#s	Local	Number
Serpent Hills	01-40	Snake, two-headed	141-1
	41-52	Adder [◆]	141
	71-62	Snake, winged viper [◆]	141-1
	61-77	Snake, Large viper	141
	76-81	Snake, Huge viper	142
	86-97	Snake, constrictor	143-1
	96-100	Snake, giant constrictor	143
The Trollfallow	01-20	Troll encounter [®]	142
	21-100	Troll	143-1
Troll Hills	01-87	Troll	143-1
	88-100	Troll warband	see Groups

TABLE 25: SOUTHERN HILLS (EL. 2-7)

#s	#s	Number
Day	Night	Encounter
—	01-02	Allyp
01-02	03-04	Azur
01-04	—	Basilisk
07-08	07-06	Black bear (general)
—	07-13	Dirge bat
09-16	16-23	Dragon (see Table 25A)
—	24-27	Druid warlock

17-20	26-29	Firin	142
21-23	30-32	Gargyle	142
—	33-34	Ghast	143-1
—	35-36	Ghoul	144-2
24-26	27-30	Goblin patrol	143-6
27	31-41	Goblin raiders	see Groups
28-32	42	Gold dwarf patrol	see Groups
33-34	—	Griffin	142
34-37	43	Strongbow halfling patrol	see Groups
36-37	44-47	Hill band	142
38	48	Hillfar (devil)	1
39-41	49-48	Heterosiphia (spine)	142
42-47	49-70	Hill giant	1
46-47	—	Hippogriff	142
48-49	71-73	Hobgoblin	146-1
50-72	74-77	Leucrotta [®]	142
73-66	78-65	NPCs	143-1
—	67-69	Medusa	1
—	68-71	Night hunter (bat) [®]	144-4
—	71-74	Nightmare	1
70-71	75-77	Ogre	143-1
73-77	78-80	Orc	143-1
78-79	—	Praying mantis, giant (vermin) ¹	1
80-82	81	Salamander, average	142
—	82-84	Spectral panther [®]	1
—	87-88	Shadow	144
84-84	—	Tundricus	1
—	87-89	Vampire spawn	143-1
87-86	90	Werebear (lyanthrope)	142
87-88	91-92	Weretiger (lyanthrope)	142
—	93-94	Wight	144-1
89-91	95-94	Wolf (animal)	146-1
—	97-99	Wraith	142
96-100	100	Wyvern	1

TABLE 25A: SOUTHERN HILLS DRAGONS

#s	Dragons	#s	Dragons
01-10	Bron, young	71	Red, very young dracolich [◆]
11-20	Copper, juvenile	72-81	Red, young
21-40	Fang, young [®]	81-100	Song, young [®]
41-70	Gold, young		

TABLE 26: NORTHERN LOW MOUNTAINS (EL. 6-12)

#s	#s	Number
Day	Night	Encounter
—	01-07	Abbot, and [®]
01-04	04-07	Bagbear band
07	08-09	Cloud giant
06-08	10-11	Dirge bear
09-11	11-14	Dirge lion
12-13	13-17	Dirge tiger
14-16	18-19	Dirge wolf
17-23	20-27	Dragon (see Table 26A)
24-26	28-29	Dragonlike [®]
27-29	30-32	Elton
30-36	31-33	Frost giant
37-38	—	Ghast rook [◆]
39-41	33-42	Goblin, Dekester [®]
—	43-47	Grinback
—	48-49	Hill giant raiders
44-48	50-71	Hill giant
49-60	74-51	Local creature (C1-70) or NPCs (71-100)
61-64	64-68	Elgn
67-71	67-70	Orc patrol

WILDERNESS ENCOUNTERS

74-79	71-74	Shield dwarf patrol	see Groups
80-81	77-78	Tall moose?*	147-1
—	77	Vampire	147
—	78-79	Vampire spurs	147-1
—	80-82	Vampire troops	see Groups
81	83-84	Warriger (lycanthrop)	147
83-89	87-88	Wolf (animal)	147D-6
90-91	89-94	Worg	146-7
—	91-97	Wrath	146-7
95-100	98-100	Yrbak	147-1

TABLE 26A: NORTHERN LOW MOUNTAINS DRAGONS

#s	Dragons	#s	Dragons
01-12	Copper, adult	31-41	Red, young adult
13-24	Pink, mature adult*	41-49	Shadow, adult*
25-31	Gold, young adult	70	White, adult dracolich*
32	Red, juvenile dracolich*	71-100	White, old

TABLE 26B: NORTHERN LOW MOUNTAINS LOCAL CREATURES

Locals	#s	Local	Number Encountered
Anasrah	01-10	Asah*	147-1
—	71-74	Brigatol (asah)*	147-1
—	76-90	Baldur hand	see Groups
—	91-100	Shaknar patrol	see Groups
Dragonspine Mts.	01-40	Dragon (see Table 27)	1
—	41-40	Frost giant	147-1
—	41-87	Hill giant	147-1
—	86-100	Stone giant	147-1
Ghostpine Mts.	01-70	Ogre	147-1
—	71-80	Hill giant	147
—	81-100	Stone giant	147
Geopied Mts.	01-77	Stone giant	147
—	78-100	Cloud giant	147
North Mts.	01-17	Fly/bee	147D-10
—	18-47	Orc patrol	see Groups
—	48-100	Tusarak*	146-7
Ravin Mts.	01-40	Orc	147-1
—	41-60	Orc patrol	see Groups
—	61-70	Orc squad	see Groups
—	71-87	Goblin raiders	see Groups
—	88-100	Ogre	147-1

TABLE 27: TEMPERATE LOW MOUNTAINS (EL 6-12)

#s	Day	Night	Encounter	Number Encountered
01-07	—	—	Aasishra patrol*	see Groups
—	01-04	—	Abhaki, red*	147-1
06-09	07-07	—	Algho*	147-1
10-13	08-11	—	Bugbear hand	see Groups
14-16	12-13	—	Cloud giant	1
17-18	16-18	—	Dave bear	147
19-26	18-21	—	Dragon (see Table 27A)	1
27-30	20-29	—	Erica	147-1
31-37	30-34	—	Goblin war party	see Groups
38-38	35-37	—	Goblin, DeKaste*	1471-1
39-41	38-39	—	Gold dwarf patrol	see Groups
44	40	—	Gray render	1
47-47	—	—	Griffin	147-1
—	41-44	—	Hill gateraiders	see Groups
48-50	47	—	Hill giant	147-1
51-54	—	—	Hippogriff	146-6
55-56	46-70	—	Hobgoblin war party	see Groups
57-57	51-57	—	Lacorum*	1

60-71	74-64	Local creatures (01-70) or NPCs (71-100)	see Table 27B
72-77	67-70	Ogre	147-1
76-78	71-73	Orc raiders	see Groups
79-81	—	Pyroton*	147-1
83-87	—	Roc	147
88-88	80-82	Stone giant	147-1
—	83-84	Vampire	147
—	87-87	Vampire spurs	147-1
—	88-89	Vampire troops	see Groups
89-94	90-94	Wolf (animal)	147D-6
95-97	95-96	Wyvern	147
98-100	97-100	Yrbak	147

TABLE 27A: TEMPERATE LOW MOUNTAINS DRAGONS

#s	Dragons	#s	Dragons
01-17	Copper, adult	47-67	Red, young adult
18-21	Pink, mature adult*	68-77	Shadow, adult*
22-47	Gold, young adult	78-87	Silver, juvenile
48	Red, juvenile dracolich*	88-100	Song, adult*

TABLE 27B: TEMPERATE LOW MOUNTAINS LOCAL CREATURES

Locals	#s	Local	Number Encountered
Clow Mountains	01-17	Bugbear	147-1
—	18-40	Goblin patrol	see Groups
—	41-77	Hobgoblin raiders	see Groups
—	78-100	Orc raiders	see Groups
Deeping Mts.	01-20	Juvenile red dragon	1
—	21-37	Griffin	147
—	38-70	Hippogriff	146-6
—	71-100	Manitou	147-1
Troll Mountains	01-20	Bugbear	147-1
—	21-40	Orc raiders	see Groups
—	41-80	Troll	147-1
—	81-100	Troll warband	see Groups

TABLE 28: SOUTHERN LOW MOUNTAINS (EL 6-12)

#s	Day	Night	Encounter	Number Encountered
01-04	—	—	Aasishra patrol*	see Groups
—	01-07	—	Abhaki, red*	147-1
07-08	04-07	—	Andromphal (phinx)	1
07-08	—	—	Azer squad	see Groups
09-10	06-08	—	Bugbear hand	see Groups
11-11	09-11	—	Cloud giant	1
14-16	12-13	—	Giant stalker*	146-6
17-21	14-21	—	Dragon (see Table 28A)	1
26-28	24-27	—	Genolin	146-7
29-31	26-28	—	Erza	147-1
32-34	29-30	—	Furycree*	146-6
37	31	—	Furycree mercenaries*	see Groups
38-38	32-36	—	Goblin war party	see Groups
39-41	37-39	—	Gold dwarf patrol	see Groups
44	40	—	Gray render	1
47-46	—	—	Griffin	147-1
47-48	41-42	—	Gynosphal (phinx)	1
—	43-47	—	Hill giant raiders	see Groups
49-52	46	—	Hill giant	146-1
53-57	—	—	Hippogriff	146-6
58-58	49-51	—	Hobgoblin war party	see Groups
59-70	73-66	—	Local creatures (01-70) or NPCs (71-100)	see Table 27B
71-77	67-69	—	Ogre	147-1

WILDERNESS ENCOUNTERS

75-81	70-74	Orc rovers	see Groups
81-81	—	Koc	142
84-87	77-78	Singer [®]	148
88-91	79-81	Steer giant	141-1
—	81-84	Vampire	141
—	87-88	Vampire spawn	141-1
—	87-89	Vampire troupe	see Groups
91-97	90-94	Wolf (animal)	141D-6
98-100	97-100	Wyvern	142

TABLE 28A: SOUTHERN LOW MOUNTAINS DRAGONS

#s	Dragon	#s	Dragon
01-20	Copper, adult	44-78	Red, young adult
21-27	Fang, mature adult [®]	79-87	Shadow, adult [®]
28-41	Gold, young adult	88-94	Silver, young
41	Red, juvenile dragon [♦]	97-100	Song, adult [®]

TABLE 28B: SOUTHERN LOW MOUNTAINS LOCAL CREATURES

Locals	#s	Local	Number Encountered
Chait	01-17	Aeroluxer patrol [®]	see Groups
	18-27	Firefall [®]	141
	28-41	Pyrothra (hydra)	141-1 leads
Gullhawk Mts.	44-100	Troglodyte (chick)	see Groups
	01-40	Small hunters	see Groups
	41-87	Small war party	see Groups
Hawk Mts.	88-100	Dragonkin [®]	144
	01-70	Steer giant	141-1
	71-100	Salamander, average	141-5

TABLE 29: NORTHERN HIGH MOUNTAINS (EL. 7-14)

#s	Day	#s	Night	Encounter	Number Encountered
01-06	01-04	Arctic dwarf hunter [®]	—	see Groups	—
—	07-09	Alchak, red [®]	—	144-4	—
07-10	10-11	Cloud giant	—	141-1 plus	—
—	—	—	—	144 griffins	—
11-13	11-14	Dice bear	—	142	—
14-23	11-54	Dragon (see Table 29A)	—	1	—
24-28	27-28	Elmo	—	141-1	—
29-31	29-31	Fire giant	—	141-1	—
31-41	31-39	Front giant	—	141-1	—
41-47	40-44	Front worm	—	1	—
48-70	—	Ghost eagle	—	142	—
71-77	47-49	Hill giant rovers	—	see Groups	—
78-77	70	Gargoyle, ice lizard [♦]	—	146-1	—
78-81	71-73	Ogre	—	144-4	—
84-89	56-59	Shield dwarf patrol	—	see Groups	—
70-82	60-71	Local creature (E1-FU) or NPC (S1-100)	—	see Table 29B	—
81-86	71-74	Kermoxas	—	141-1	—
87-91	77-78	Tall nomad [®]	—	141-1	—
—	79-80	Vampire	—	141	—
—	81-81	Vampire spawn	—	144-1	—
—	81-86	Vampire troupe	—	see Groups	—
91-94	87-89	Werewolf (yuanthoope)	—	141-1	—
—	90-91	Wraith	—	146-7	—
97-100	96-100	Yrthak	—	141-1	—

TABLE 29A: NORTHERN HIGH MOUNTAINS DRAGONS

#s	Dragon	#s	Dragon
01-19	Fang, adult [®]	41-99	White, old
10-19	Gold, adult	100	White, mature adult
40-60	White, juvenile (chick of 144-1)	—	dragonkin [♦]

TABLE 29B: NORTHERN HIGH MOUNTAINS LOCAL CREATURES

Locals	#s	Local	Number Encountered
Barktoper Mts.	01-27	Buglar band	see Groups
	28-40	Drow squid	see Groups
	41-70	Goblin war party	see Groups
	71-90	Hobgoblin war party	see Groups
	91-100	Orc rovers	see Groups
Galax Mts.	01-37	Shield dwarf patrol	see Groups
	38-60	Front giant	144-1
	61-80	Hill giant rovers	see Groups
Spine of the World	81-100	Steer giant	144-1
	01-40	Front giant	145-1
	41-67	Glass rock [♦]	1410-10
	68-77	Ogre	144-4
78-100	Orc squid	see Groups	—

TABLE 30: TEMPERATE HIGH MOUNTAINS (EL. 7-14)

#s	Day	#s	Night	Encounter	Number Encountered
01-01	—	Aeroluxer patrol [®]	—	see Groups	—
—	01-01	Alchak, red [®]	—	144-4	—
06-08	04-05	Arthak	—	141-1	—
09-12	06-09	Cloud giant	—	141-1	—
13-17	10-11	Scholarship, rock kin [®]	—	142	—
18-23	11-21	Dragon (see Table 30A)	—	1	—
24-28	21-24	Elmo	—	141-1	—
29-34	27-31	Fire giant	—	141-1	—
35-38	—	Ghost eagle	—	141	—
39-41	34-38	Goblin war party	—	see Groups	—
44-48	39-47	Goblin, Dekaron [®]	—	141-1	—
49-58	44-47	Gold dwarf patrol	—	see Groups	—
59-61	48-49	Grey tender	—	1	—
62-64	70-74	Hill giant rovers	—	see Groups	—
67-60	58-69	NPC	—	141-1	—
—	70-71	Nightwing (nightshade)	—	1	—
81-84	—	Koc	—	141	—
85-89	74-79	Steer giant	—	141-1	—
—	80-81	Vampire	—	141	—
—	81-84	Vampire troupe	—	see Groups	—
90-91	87-90	Worg	—	146-7	—
94-96	91-97	Wyvern	—	144	—
97-100	96-100	Yrthak	—	141	—

TABLE 30A: TEMPERATE HIGH MOUNTAINS DRAGONS

#s	Dragon	#s	Dragon
01-10	Copper, old	48	Red, young adult dragonkin [♦]
11-85	Fang, adult [®]	79-77	Red, adult
81-87	Gold, adult	76-100	Silver, adult

TABLE 31: SOUTHERN HIGH MOUNTAINS (EL. 7-14)

#s	Day	#s	Night	Encounter	Number Encountered
01-06	—	Aeroluxer patrol [®]	—	see Groups	—
—	01-04	Alchak, red [®]	—	144-4	—
07-08	07-06	Arthak	—	141-1	—
09-11	07-10	Cloud giant	—	141-1	—
12-13	11-11	Scholarship, rock kin [®]	—	1	—
14-21	11-20	Dragon (see Table 31A)	—	1	—
22-28	21-27	Elmo	—	141-1	—
27-40	24-31	Fire giant	—	141-1	—
31-34	27-34	Griffin	—	146-7	—
35-41	33-37	Gold dwarf patrol	—	see Groups	—
41-44	38	Grey tender	—	1	—

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44-49	39-44	Hill giant raskers	see Groups
50-61	47-57	Local creatures (51-70) or NPCs (71-100)	see Table E1B
62-66	79-83	Ogre	145-2
67-70	64-68	Orc raskers	see Groups
71-74	—	Rox	145
75-81	69-74	Stinger®	146-1
82-87	75-80	Stone giant	147-1
—	81-83	Vampire	147
—	84-85	Vampire spawn	147-1
—	86-88	Vampire troupe	see Groups
89-93	89-91	Wolf	147-6
94-100	94-100	Wyvern	147

TABLE 31A: SOUTHERN HIGH MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-06	Copper, old	30	Red, young adult dracolich*
07-21	Flame, old®	11-77	Red, adult
22-29	Gold, adult	76-100	Silver, adult

TABLE 31B: SOUTHERN HIGH MOUNTAINS LOCAL CREATURES

Locals	#	Local	Number
Peaks of Flame			
	01-29	Axe spear	see Groups
	30-40	Young red dragons	146-1
	41-70	Forecast raskers®	see Groups
	71-89	Hill lizard	146-8
	90-100	Salmonfish, average	147-1

TABLE 32: NORTHERN CLEAR (EL 1-5)

Day	#	Encounter	Number
—	01	Allyp	1
01-08	01-06	Bandits	see Groups
—	07	Bungused®	1
09-10	08-13	Dev set	144
11	13-18	Doppelganger	1
—	19	Dread warrior®	1
12-14	10-21	Gargoyle	1
—	22	Ghost	1
—	23-24	Ghoul	146
15-17	25-29	Goblin raskers	see Groups
18	30-31	Hill lizard	1
19-20	32-36	Kobold	146-1
21-23	37-47	NPC	147-1
24-43	—	Merchants	see Groups
44-73	48-73	Militia	see Groups
—	74-78	Ogre	147
—	79-86	Orc	147-1
74-87	87-92	Patrol	see Groups
88-91	—	Pilgrims	see Groups
—	93-94	Spectral panther®	1
—	95-97	Skeleton, medium	146
75-79	77-78	Slavers	see Groups
71-77	79	Snow tiger/red tiger (animal)	see Groups
—	80	Vampire spawn	147
78-79	81-82	Werewolf (lycanthrope)	1
80-87	83-88	Werret (lycanthrope)	147
86-87	89-93	Werewolf (lycanthrope)	1
—	94	Wight	147
88-97	95-97	Wolf (animal)	144
96-100	98-99	Worg	147
—	100	Zombie, medium	147-1

TABLE 33: TEMPERATE CLEAR (EL 1-5)

Day	#	Encounter	Number
—	01	Allyp	1
01-04	01	Arking	1
07-13	01-06	Bandits	see Groups
—	07	Bungused®	1
14-19	08-13	Dev set	144
20	14-18	Doppelganger	1
—	19	Dread warrior®	1
21-26	10-21	Gargoyle	1
—	22	Ghost	1
—	23	Ghoul	146
—	24-28	Goblin raskers	see Groups
29-30	29-30	Good hunters	see Groups
31-33	31-34	Kobold	146-1
34-36	37-37	Kreacher	147
37-38	38-46	NPC	147-1
39-71	—	Merchants	see Groups
72-81	48-78	Militia	see Groups
—	79-83	Ogre	147
—	84-88	Orc	147-1
82-91	89-91	Patrol	see Groups
92-93	—	Pilgrims	see Groups
—	76-78	Slavers	see Groups
—	79-81	Spectral panther®	1
—	82-84	Skeleton, medium	146
85-84	—	Troops	147
—	85-86	Vampire spawn	147
87-88	87-88	Werewolf (lycanthrope)	1
89-91	89-90	Werret (lycanthrope)	147
94-96	91-91	Werewolf (lycanthrope)	1
—	92-94	Wight	147
97-100	95-98	Wolf (animal)	144
—	99-100	Zombie, medium	147-1

TABLE 34: SOUTHERN CLEAR (EL 1-5)

Day	#	Encounter	Number
—	01	Allyp	1
01-04	01-04	Arking	147
05-07	07-06	Baloon (animal)	147-1
08-16	07-11	Bandits	see Groups
—	12	Bungused®	1
17-18	13-14	Dev set	144
19	15	Doppelganger	1
—	16-17	Dread warrior®	1
20-22	18-23	Gargoyle	1
—	24	Ghost	1
—	25	Ghoul	146
23-27	21-21	Ghost set workers (vermin)	144
28	24-28	Goblin raskers	see Groups
29-31	29-31	Good hunters	see Groups
32-33	32-36	Kobold	146-1
34-37	37-39	Kreacher	147
38-39	40-43	Lion (animal)	147
40-44	44-77	NPC	147-1
45-74	—	Merchants	see Groups
75-84	76-87	Militia	see Groups
—	66-69	Ogre	147
—	70-78	Orc	147-1
85-84	79-84	Patrol	see Groups
85-86	—	Pilgrims	see Groups
87-87	87-87	Slavers	see Groups
—	88-88	Spectral panther®	1

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—	90-92	Skeleton, medium	145
86-87	—	Trojan*	143
—	93	Vampire spew	142
88-89	94	Werewolf (lycanthrope)	1
90-97	97-98	Werewolf (lycanthrope)	142
98-100	87	Werewolf (lycanthrope)	1
—	98	Wight	142
—	99-100	Zombie, medium	144-1

TABLE 35: NORTHERN GRASSLANDS (EL 2-6)

#	#	Number	Encountered
Day	Night	Encounter	
—	01	Allip	1
01	02	Arms (bag)	1
—	03	Banshee*	1
02	04-06	Barghest pack	see Groups
—	07-08	Darkbeast*	142
04-04	09-10	Dev lion	1
07-08	11-12	Dev rat	1410-10
09-11	13-19	Dev wolf	1
12-17	16-21	Dragon (see Table 36A)	1
18-20	22-24	Gargoyle	141-1
—	25-26	Ghost	141-1
—	27	Ghost pack	see Groups
—	28-30	Ghoul	141-1
21-23	31-32	Greenbag (bag)	1
23-26	33-34	Lightfoot halfling smoo	see Groups
27-28	37-38	Hell hound	141-1
29	37-38	Hellcat (devil)	142
—	39	Head archer (celestial)	142
10-12	40-41	Headlin*	1
13-15	42-47	Ice serpent*	1
43-70	48-57	NPC	141-2
—	58-59	Nightmare	1
71-81	60-66	Nomads	see Groups
64-68	67-68	Ogre	141-1
69-72	69-72	Orc patrol	see Groups
—	73	Shadow	148
—	74-77	Shadow mantil	1
—	78	Spectral peather*	1
75-79	77	Stone tiger/red tiger (animal)	see Groups
76-80	—	Surface rath*	1410-10
81-87	78-81	Troll	1
86	82	Unicorn, black*	148
—	83	Vampire spew	141-1
—	84-87	Vargoule	144-1
87	86	Werewolf (lycanthrope)	1
88	87	Werewolf (lycanthrope)	146-4
89-90	88-90	Werewolf (lycanthrope)	142
—	91-93	Wight	146
91-97	94-96	Wolf (animal)	146-7
98-100	97-98	Worg	144
—	99	Wyath	143
—	100	Zombie, medium	144-6

TABLE 35A: NORTHERN GRASSLANDS DRAGONS

#	Dragon	#	Dragon
01-10	Brown, young*	46-99	White, young adult
11-14	Gold, young	100	White, young dracolich*
15-20	Song, young*		
21-49	White, very young (clutch of 144-1)		

TABLE 36: TEMPERATE GRASSLANDS (EL 2-6)

#	#	Encounter	Number
Day	Night		Encountered
—	01	Allip	1
03-03	03-03	Ankh	142
04	04	Arms (bag)	1
—	07	Banshee*	1
07-06	—	Basilisk	1
07-08	06-07	Barghest pack	see Groups
09-11	—	Beast (animal)	148
—	08-11	Darkbeast*	142
14-17	13-14	Dev rat	1410-10
16-20	15-21	Dragon (see Table 36A)	1
21	22	Gargoyle	141-1
—	23	Ghost	141-1
—	24	Ghoul	141-1
22-27	27-27	Good hunter	see Groups
28-30	28-30	Golden patrol	see Groups
21-22	31-31	Golden rakes	see Groups
29	34	Greenbag (bag)	1
34-38	37-38	Lightfoot halfling smoo	see Groups
39-43	37-38	Hydra*	141-1
44-47	39-41	Hell hound	141-1
—	42-43	Hellcat (devil)	142
46-47	44-48	Hobgoblin riders	see Groups
—	49	Head archer (celestial)	142
48	70	Headlin*	1
49-60	51-61	NPC	141-2
—	62-63	Nightmare	1
61-72	64-64	Nomads	see Groups
71-76	67-70	Ogre	141-1
77-80	71-74	Orc patrol	see Groups
—	75-76	Shadow	148
—	77-79	Shadow mantil	1
—	80-82	Spectral peather*	1
81-87	82-87	Troll	1
—	88	Vampire spew	141-1
—	87-88	Vargoule	144-1
86-88	89-90	Werewolf (lycanthrope)	146-4
90	91-92	Werewolf (lycanthrope)	142
91-92	91-94	Werewolf (lycanthrope)	142
—	97	Wight	146
94-100	94-98	Wolf (animal)	146-7
—	99	Wyath	142
—	100	Zombie, medium	144-6

TABLE 36A: TEMPERATE GRASSLANDS DRAGONS

#	Dragon	#	Dragon
01-10	Blue, very young	76-82	Gold, young
11-47	Brown, juvenile	83	Song, very young dracolich*
48-73	Brown, young*	84-100	Song, young*

TABLE 37: SOUTHERN GRASSLANDS (EL 2-6)

#	#	Number	Encountered
Day	Night	Encounter	
—	01	Allip	1
01	02	Amphiphys (yhiber)	1
02-04	03	Ankh	142
04	04	Arms (bag)	1
—	07	Banshee*	1
07-06	—	Basilisk	1
07-08	06-07	Barghest pack	see Groups
09-11	08	Blind dog	144-4
14-17	09	Cherub (animal)	141-1
—	10-11	Darkbeast*	1

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16-18	11-14	Diez rat	L20-10
19-21	17-20	Dragon (see Table 37A)	1
16-28	11	Elephant (animal)	1
18-30	23-21	Gargoyle	L21-1
—	24	Ghost	L21-1
—	27	Giant pack	see Groups
—	26-27	Giant	L21-1
11-22	18	Giant ant crew (vermin)	see Groups
13-27	19-22	Goblin hunters	see Groups
16-27	11-17	Goblin patrol	see Groups
18-19	16-18	Goblin raiders	see Groups
40	13-40	Groening (bug)	1
41	41	Gyrophors (spores)	1
43-47	45-41	Lightfoot halfling scout	see Groups
46-47	44-44	Hill bound	L21-1
48-49	47-49	Hologobin raiders	see Groups
—	70	Hound archer (colossal)	L21
70	71	Ironclad [®]	1
71-77	72-72	Lair (animal)	L21-1
76-64	74-61	NPCs	L21-1
—	62-62	Nightmare	1
67-80	64-62	Normal	see Groups
81-81	70-71	Ogre	L21-1
84-84	74-73	Orc patrol	see Groups
87-88	—	Rhinoceros (animal)	105
—	80-81	Shadow	105
—	82-81	Shadow mastiff	1
—	84-87	Spectral peather [®]	1
89-90	86-87	Troll	1
—	88	Vampire spawn	L21-1
—	89	Vargouls	L21-1
91-94	90-92	Winnab [®]	L21-1
—	94	Wight	105
95-100	97-98	Wolf (animal)	L21-1
—	99	Wyah	121
—	100	Zombie, medium	L21-1

TABLE 37A: SOUTHERN GRASSLANDS DRAGONS

#	Dragon	#	Dragon
01-20	Blue, very young	74-81	Gold, young
31-47	Brown, juvenile	81	Song, very young dracolich [♦]
46-77	Brown, young [®]	84-100	Song, young [®]

TABLE 38: NORTHERN FOREST (EL 5-12)

#	#	Number Encountered
01	01	Alabai, green [®]
—	02	Avond guardrail (colossal)
—	03	Bumhead [®]
01	04	Burghen, greater
01-01	07	Behr
04	06	Croaking claw [®]
—	07-08	Darkheart [®]
07-06	09-10	Diez rat
07-17	11-17	Dragon (see Table 38A)
14-17	16-19	Dragonkin [®]
—	20	Dread warrior [®]
18-21	21-26	Drow squad
23-27	17-27	Wood elf squad
—	30 [®]	Erinyes (devil)
24-27	31	Gargoyle
—	32	Ghost
—	33	Giant pack
—	34	Giant
28	37	Grey render

39	36	Groening (bug)	1
40	37	Galpady dwarf [®]	1
41	38	Hill bound	L21-1
42	39	Hellcat (devil)	1
—	40	Hound archer (colossal)	L21-1
41	41	Ironclad [®]	1
44-48	45-47	Kobold warband	see Groups
49-70	46-71	Local creature (CL-70) or NPC (71-100)	see Table 38B
71-72	—	Moths	1
—	74-77	Night hunter (bat [®])	L21
77-77	78	Nymph	1
76-78	79-60	Ogre	L21-1
79-60	61	Ogre mage	L21
61	62	Ogre mage raider	see Groups
62-67	63-63	Orc patrol	see Groups
64	65	Phase spider	L21
—	67	Shadow	L21-1
—	68	Skeeter (bat [®])	L21-1
—	69	Specter	L21
—	70	Succubus (demon)	1
67	71	Tall mouth [®]	L21-1
68	72	Traut	L21
69-70	73-74	Troll	L21-1
71-71	75	Uncia	L21-1
73	76-77	Uncia, black [®]	L21
—	78	Vampire	L21
—	79	Vampire spawn	L21-1
—	80	Vampire troupe	see Groups
—	81-81	Vargouls	L21-1
74	81	Warder (hyacinthop [®])	L21
75-76	84	Warrior troupe	see Groups
77-80	87	Wererat troupe	see Groups
81-81	84	Wererat (hyacinthop [®])	L21
81-81	87	Werewolf troupe	see Groups
—	88	Wight	L21-1
86-89	89	Winter wolf	L21
90-99	90-97	Wolf (animal)	L21-1
96-100	94-98	Wyah	L21-1
—	99	Wyah	L21-1
—	100	Zombie	L21-1

TABLE 38A: NORTHERN FOREST DRAGONS

#	Dragon	#	Dragon
01-20	White, adult	84-98	Song, young adult [®]
31-37	Gold, juvenile	99	White, young adult dracolich [♦]
40-83	Green, young adult	100	Green, juvenile dracolich [♦]

TABLE 38B: NORTHERN FOREST LOCAL CREATURES

Local	#	Local Creature	Number Encountered
Beard Forest	01-27	Dryad	L21-1
—	28-60	Fly	L21-1
—	61-100	Surp	L21-1
Gold Wood	01-27	Orc	L21-1
—	28-40	Orc raider	see Groups
—	41-100	Uthgardt barbarian	see Groups
High Forest	01-17	Centaur	L21-1
—	18-47	Fy [®]	24
—	48-87	Taxaruk [®]	L21-1
—	76-80	Wood elf squad	see Groups
—	91-100	Traut	1
Larkwood	01-37	Orc	L21-1
—	38-80	Orc raider	see Groups
—	81-100	Orc patrol	see Groups

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Miscwood	01-10	Werewolf (ycantroupe)®	122
	11-31	Werewolf (ycantroupe)	123-1
	36-40	Werewolf troupe	see Groups
	41-77	Werewolf troupe	see Groups
	78-87	Werewolf troupe	see Groups
	88-100	Werewolf (ycantroupe)	121

TABLE 39: TEMPERATE FOREST (VL 5-10)

Day	Night	Encounter	Number
—	01	Aboloi, green®	124
01	—	Alghib®	124-1
01	01	Ammun vine	125-2
—	01	Batohash®	126-6
—	04	Bazagard®	128-2
01	01	Bazhant pack	see Groups
04	06	Behr	121
07-06	—	Bear	124
07-09	07	Centaur	124-4
—	08-09	Duckbeak®	125-2
10-11	10	Dark tree®	1
11-11	11	Dev rat	125-10
14-17	15-11	Diplasse bear	121
16-20	14-20	Dragon (see Table 19A)	1
11-22	21-22	Dragonkin®	126-6
11-17	11-17	Deer squad	see Groups
16	16	Dryad	125-2
17-10	17	Wood elf squad	see Groups
11-21	18	Entoxap	125
11-14	19	Gargyle	125-1
—	20	Ghaz	123-1
—	21	Ghast pack	see Groups
11	—	Ghost stag (vermin)	124-1
16-40	17-11	Gilberling®	124-10
41-41	14-17	Griff hound	see Groups
41-44	16-17	Goblin patrol	see Groups
47	18-19	Goblin raider	see Groups
44	40	Gray ram	1
47	41	Greening (bug)	1
48	—	Grig	126-6
49-70	42	Green warble®	126-6
71	41	Hall hound	126-6
—	44	Hellcat (levi)	2
—	47	Hound archer (colossal)	125-2
73-73	46-47	Kobold warband	see Groups
74	48	Krenshin	126-1
75-67	49-77	Local creature (01-70) or NPCs (71-100)	see Table 39B 125-7
84	—	Mohaw	1
47-64	78	Moonrose (scorpion, Hage (vermin))	124-4
87	73	Moonrose spider, Large (vermin)	124-4
68	40	Myrlochuk®	123-1
—	41	Night hag	1
—	42-43	Night hunter (bat®)	266
69	44	Nymph	1
70-71	47-48	Ogre	124-4
71	47	Ogre magi	125
73	68	Ogre song staves	see Groups
74	—	Pegasus	126-4
75	49	Peryton®	124-1
76	70-71	Phase spider	124
77	—	Pain	126-7
78	—	Saty	126-3
—	71	Shadw	124-1

—	71	Sinzer (bat®)	126-1
79	—	Snake, winged viper*	124
—	74	Specter	124
80-81	75-76	Stag	126-6
81	77	Tall mouth®	125-1
84	78	Tendracle	1
85	79	Triant	127
86-87	80	Troll	126-1
88	81	Ukicon	124-1
89	81	Ukicon, black®	124-1
—	81	Vampire	125
—	84	Vampire spawn	124-1
—	87	Vampire troupe	see Groups
—	86-87	Werewolf (ycantroupe)®	122
70	88	Weylcar troupe	see Groups
91	88	Weylcar (ycantroupe)	123-1
92	90	Weylcar troupe	see Groups
93	91	Weylcar troupe	see Groups
94	91	Weylcar troupe	see Groups
91	91-94	Weylcar (ycantroupe)	see Groups
—	97	Wight	126-3
96-98	96	Wolf (animal)	125-6
99-100	97-98	Worg	126-7
—	99	Wraith	126-1
—	100	Zochin, medium	126-7

TABLE 39A: TEMPERATE FOREST DRAGONS

Day	Dragon	Day	Dragon
01-17	Gold, juvenile	81-99	Long dragon, young adult*
18-81	Green, young adult	100	Green, juvenile dracolich*

TABLE 39B: TEMPERATE FOREST LOCAL CREATURES

Locale	Day	Local Creature	Number	
Chimblewood	01-17	Dryad	124-1	
	18-47	Ghostwise halfling scout	see Groups	
	48-77	Saty	126-1	
	78-100	Wild elf hunter	see Groups	
	01-70	Deer squad	see Groups	
	71-100	Wood elf squad	see Groups	
	Fogstone Forest	01-20	Shedding mound	122
		21-100	Troant	124-1
		01-87	Young green dragon	124-1
	Forest of Wyres	16-40	Juvenile green dragon	2
41-87		Young black dragon	124-1	
88-100		Young white black dragon	2	
Misty Forest	01-40	Hybrid®	124-10	
	41-60	Wood elf squad	see Groups	
	61-100	Wild elf hunter	see Groups	
Spikerant Wood	01-40	Chimere®	54	
	41-77	Entoxap	125	
	78-97	Moonrose spider, Large	124-1	
	98-100	Moonrose spider, Hage	124-1	
Trollback Forest	01-70	Troll	123-1	
	71-100	Troll warband	see Groups	
	01-17	Dev badger	126-1	
Tooth	18-17	Dev bear	122	
	18-30	Dev bear	126-4	
	11-90	Dev wolfpack	122	
	91-77	Young green dragon	1	
	74-100	Hydra, 128-4 heads	1	

WILDERNESS ENCOUNTERS

TABLE 40: SOUTHERN FOREST/JUNGLE (UL 5-10)

Day	Night	Encounter	Number Encountered
—	01	Abolob, great*	144
01	01	Androphages (sphinx)	1
02-01	—	Ape (animal)	144+1
04	01	Assasin vine	144+1
—	04	Bambusa*	144+4
—	04	Barghat pack	see Groups
07	04	Behr	142
06-07	—	Beet (animal)	144+4
08	07	Climphor (sphinx)	1
—	08-09	Darkbeast*	142+2
09-10	10	Dark tree*	1
11-12	11	Digonor	144+1
13-14	11	Dev ape	144+4
15-10	11-10	Dragon (see Table 40A)	144+4
11-11	11	Dragekai*	144+4
11	12	Dryad	141+1
14	—	Elephant (animal)	1
17-18	13-14	Wild elf hunter	see Groups
19-10	11-16	Entropag	142
11	17	Gargyle	141+1
—	18-19	Giant pack	see Groups
12	—	Giant constrictor snake	1
11	—	Giant stag beetle (vermin)	144+1
14-11	10-11	Good hunter	see Groups
14	11-11	Golden pater	see Groups
17	14	Grey roarer	1
18	17	Gruesbag (hog)	1
19	18	Green varder*	144+4
40	17	Gyrophax (sphinx)	1
41	18	Hell boar	142+4
—	19	Hellcat (devil)	2
42-41	40-41	Holghidra was party	see Groups
—	42	House archon (robotic)	141+1
44	42	Imadol*	1
47-47	44-46	Isbold warband	see Groups
48	47	Kerndra	144+1
49	48	Lopard	142
10-17	49-18	Local creature (01-70) or NPCs (71-100)	see Table 40B
18	17	Molau	2
19	18	Monopus centipede, Gergentan (vermin)	144+4
40-41	19	Monstrous spider, Hage (vermin)	144+4
—	40-41	Night hunter (cat)*	146
42	41	Nymph	1
43-44	43-44	Ogre	144+4
47	47	Ogre mage	141
46	46	Ogre mage roarer	see Groups
47	—	Pagan	146+4
48	47	Phase spider	144
49	48	Finis	146+1
70-71	69-70	Proradob*	1,170-10
72	71	Rakshas	1
—	72	Shadow	144+1
—	73	Smote (cat)*	146+1
74	—	Snake, winged viper*	144
74-77	74	Sarge	146+4
—	77	Specter	144
78	74	Wend spider*	1
79	77	Tall monster*	141+1
80	78	Yashkade	1
81-81	79	Tzauz	142

81-84	80-81	Troll	141+1
87	87	Uccora	144+1
88	84	Uccora, black*	144+1
—	84	Vampire	142
—	87	Vampire spawn	144+1
—	86	Vampire troupe	see Groups
87-88	87	Warbeor (lycanthrope)	144+1
89	88	Warbeor troupe	see Groups
90-91	89	Warcat troupe	see Groups
92	90	Warfighter (lycanthrope)	144
93	91	Werewolf troupe	see Groups
—	92	Wight	146+1
94-96	93-97	Wolf (animal)	1410+4
—	96	Wraith	144+1
97-100	97-98	Yuan-ti patrol	see Groups
—	100	Zombie, undead	146+1

TABLE 40A: SOUTHERN FOREST/JUNGLE DRAGONS

Day	Dragon	Day	Dragon
01-17	Gold, juvenile	81-99	Bronze dragon, young adult*
18-81	Green, young adult	100	Green, juvenile draconich*

TABLE 40B: SOUTHERN FOREST/JUNGLE LOCAL CREATURES

Local	Day	Local	Number Encountered
Black Jungles	01-40	Giant constrictor snake	142
	41-61	Winged viper*	141+1
	62-100	Yuan-ti patrol	see Groups
Jungles of Chai	01-21	Chakra hunters	see Groups
	22-40	Chad	141+1
	41-61	Dismaycha (lioness)	144+1
Mhair Jungles	62-80	Tyrannosaur (lioness)	142
	81-100	Wild dwarf hunter	see Groups
	01-30	Duo tiger	142
	31-47	Digonor	144+1
	48-100	Wild dwarf hunter	see Groups

TABLE 41: NORTHERN MARSH (UL 5-15)

Day	Night	Encounter	Number Encountered
—	01-01	Abolob, black*	144
—	01-04	Averel guardfish (subtiled)	1
—	01-04	Banchof*	146+4
01-01	07-08	Behr	142
04-08	09-14	Black pooling	1
09-12	17-18	Crawling claw*	448
—	17-21	Darkbeast*	142+1
11-19	22-21	Dev rat	1420-10
14-17	24-27	Cryohdra (hydra), 146+4 heads	1
18-17	28-27	Dragon (see Table 41A)	1
—	18-18	Dead warrior*	144+1
18-18	40-41	Globber smother	1
11-19	43-47	Gilgathys*	1
14-40	44-41	Hydra, 146+4 heads	1
41	42	Larva cryohdra (hydra), 146+4 heads	1
43-44	13-17	Larva hydra (hydra), 146+4 heads	1
47-14	16-21	Local creature (01-70) or NPCs (71-100)	see Table 41B
17-19	64-63	Moxel*	142
40-64	70-71	Morax (goat)	146+1
67	74-77	Nikarab*	1
68	74-77	Nydh*	1

WILDERNESS ENCOUNTERS

67-69	78-79	Ochre jilly (sems)	1
70-71	80-81	Ogre	165-2
74-80	81-88	Orc patrol	see Groups
81-87	89-91	Six squid [®]	see Groups
88-91	94-97	Scrag	L1-1
91-100	95-98	Trill	L1-1
—	99-100	Wild-of-way	L61

TABLE 41A: NORTHERN MARSH DRAGONS

#	Dragon	#	Dragon
01	Black, adult dracoth [®]	70	White, adult dracoth [®]
01-61	Black, mature adult	71-100	White, old
61-69	Gold, young adult		

TABLE 41B: NORTHERN MARSH LOCAL CREATURES

Locals	#	Local	#	Number	Encountered
Mare of Dead Men	01-40	Bullywag	162-8		
	41-80	Lizardfolk	166-4		
	81-100	Lizardfolk warlord	see Groups		

TABLE 42: TEMPERATE MARSH (CL. 5-15)

#	#	Encounter	Number	Encountered
01	01	Abalisk [®]	L21	
—	02-03	Abalisk, black [®]	L24	
—	04	Armad gaurial (animal)	1	
—	05	Bansha [®]	166-6	
07	06	Bansha [®]	124	
03-04	07-08	Bahr	L42	
07-08	09-10	Black pudding	1	
07-10	11-21	Bullywag [®]	L12-4	
11-11	13-14	Chual	L61	
14	15-16	Crawling claw [®]	66	
—	17-18	Darkbeast [®]	L62-1	
15-17	19-20	Dix rat	L10-10	
18	21-21	Cryohdra (Hydra), 166-4 heads	1	
19-20	23-20	Dragon (see Table #1A)	1	
—	31-31	Dead sacrifice [®]	124-1	
21-29	35-31	Fog giant [®]	124-1	
30-31	36-39	Gibbering mouther	1	
33-37	39-41	Gulgothliw [®]	1	
36-38	42-44	Harry	L61-6	
39-41	47-49	Hydra, 166-4 heads	1	
46-48	50-51	Monstrous centipede, Large (vermin)	L61-1	
49	52	Larvaem cryohdra (Hydra), 166-4 heads	1	
50	53	Larvaem hydra (Hydra), 166-4 heads	1	
51-56	54-58	Lizardfolk warlord	see Groups	
57-61	59-63	Local creatures (01-10) in NPCs (71-100)	see Table #2B	
66-68	69-70	Mans [®]	L42	
69-71	71-71	Marrow (ogre)	L66-1	
72	74	Nidru [®]	L62	
73	75	Nyct [®]	L62	
74-75	76-77	Ochre jilly (sems)	1	
76-78	78-80	Ogre	L66-1	
79-81	81-84	Orc patrol	see Groups	
81	84	Pyrohydra (Hydra), 166-4 heads	1	
84-86	87-87	ShamMag animal	L12-1	
87-91	88-90	Six squid [®]	see Groups	
91-94	91-92	Scrag	L13-1	
95-96	91-94	Snake, Large viper (animal)	L24-1	

95-98	95-95	Snake, Huge viper (animal)	L65-1
99-100	95-98	Trill	L65-1
—	99-100	Wild-of-way	L61

TABLE 42A: TEMPERATE MARSH DRAGONS

#	Dragon	#	Dragon
01	Black, mature adult dracoth [®]	17-64	Black, old
01-34	Black, very young	67-91	Gold, adult
	(batch of 124-1)	94-100	King, mature adult [®]

TABLE 42B: TEMPERATE MARSH LOCAL CREATURES

Locals	#	Local	#	Number	Encountered
Clanless Marsh	01-47	Bullywag [®]	L12-8		
	48-80	Lizardfolk warlord	see Groups		
	81-100	Six squid [®]	see Groups		
Lizard Marsh	01-80	Adult black dragon	1		
	81-90	Lizardfolk	L61-4		
	91-100	Lizardfolk warlord	see Groups		

TABLE 43: SOUTHERN MARSH (CL. 5-15)

#	#	Encounter	Number	Encountered
01	01	Abalisk [®]	L42	
—	01	Abalisk, black [®]	L64	
—	04	Armad gaurial (animal)	1	
—	04-07	Bansha [®]	L66-6	
02	06-07	Bansha [®]	L64	
03-04	08-09	Bahr	L42	
07-06	10-11	Black pudding	1	
07-10	12-11	Bullywag [®]	L12-4	
11-14	14-16	Chual	L46	
15	17-18	Crawling claw [®]	66	
16-20	19-20	Crocodile (animal)	L10-1	
—	31-32	Darkbeast [®]	L23-1	
31-32	33-34	Digone	164-1	
33-34	35-36	Dix rat	L10-10	
35-37	37-34	Dragon (see Table #1A)	1	
—	37	Dead sacrifice [®]	L24-1	
31-34	36-37	Fog giant [®]	L66-1	
37-38	38-39	Guest crocodile (animal)	L10-1	
37-38	40-41	Gibbering mouther	1	
39-40	42-43	Gulgothliw [®]	1	
41-47	44-48	Hydra, 166-4 heads	1	
48	49	Larvaem hydra (Hydra), 166-4 heads	1	
47-50	50-54	Lizardfolk warlord	see Groups	
51-61	55-67	NPC	L65-1	
62-61	66-67	Mans [®]	L42	
64-66	68-70	Marrow (ogre)	L66-1	
67-68	71-71	Monstrous centipede, Large (vermin)	L64-1	
69	72	Nidru [®]	1	
70	74	Nyct [®]	1	
71-72	75-74	Ochre jilly (sems)	1	
73-77	77-79	Ogre	L66-1	
78-79	80-82	Orc patrol	see Groups	
80	81	Pyrohydra (Hydra), 166-4 heads	1	
81	84	Rakshas	L12-1	
82-83	87-88	ShamMag animal	L12-1	
84-87	87	Shocker lizard	L10-1	
88-90	88-90	Six squid [®]	see Groups	
91-91	91-91	Scrag	L13-1	
93-94	91-94	Snake, Huge viper (animal)	L24-1	
95	95	Snake, Colonial viper (animal)	L61	

WILDERNESS ENCOUNTERS

96-97	96-97	Trail	145-1
98-100	98-99	Wetlands (Lynxherpe)	147
—	100	Wild-of-way	148

TABLE 43A: SOUTHERN MARSH DRAGONS

#6	Dragon	#6	Dragon
01	Black, mature adult dragon	87-91	Gold, adult
02-34	Black, young (slit of 144-1)	94-100	Song, mature adult
37-86	Black, old		

TABLE 44: TEMPERATE SWAMP (EL 5-15)

Day	Night	Encounter	Number	Encountered
—	01-02	Albat, black	144	
—	03-04	Anson vine	145-2	
—	05	Avesal guardrail (vertical)	1	
—	06	Banded	146-6	
05-04	07-08	Banded	144	
07-06	09-10	Behr	147	
07-08	11-11	Black pudding	1	
09-11	11-14	Bullywag	147-4	
11-11	12-14	Chud	148	
14	17-18	Crawling claw	448	
—	19-20	Darkerheart	147-2	
17-17	21-21	Dark tree	1	
18-20	21-24	Dev rat	1410-10	
21-21	25-26	Diplacear boat	148-4	
21	27	Cryohydra (Hydra), 146-4 heads	1	
24-21	28-31	Dragons (see Table 44A)	1	
—	36	Dread warren	144-1	
21-24	37-39	Fog giant	144-1	
31-36	40-41	Gibbering moother	1	
37-38	42-43	Gray roarer	1	
39-41	44-45	Gulgethydra	1	
42-43	46-47	Hag covy	see Groups	
44-48	48-52	Hydra, 146-4 heads	1	
49-51	53-54	Kobold warband	see Groups	
52	55	Larvaans cryohydra (Hydra), 144-4 heads	1	
53	56	Larvaans hydra (Hydra), 146-4 heads	1	
54-59	57-59	Lizardfolk warband	see Groups	
60-70	60-69	Local creatures (01-70) see NPCs (71-100)	145-2	
71-71	70	Meant	147	
71-74	—	Mohua	1	
75-76	71	Marrow (ogr)	146-2	
77-78	72	Moonteen spider, Hagi (vermin)	144-1	
—	73-74	Night hunter (bat)	148	
79	77	Nobrua	2	
80	76	Nyth	1	
81-82	77-78	Ochre jelly (swar)	1	
83-84	79-80	Ogre	148-2	
85-87	81-83	Ore patrol	see Groups	
88-89	84-87	Phase spider	144	
90	86	Pyrohydra (Hydra), 146-4 heads	1	
91-91	87-88	Shambling mound	149-1	
—	89-90	Shamer (bat)	146-1	
93-94	91-93	Siv squid	see Groups	
97-98	94-97	Scrag	143-1	
99-100	96-97	Thill	143-1	
—	98-99	Vargavile	148-7	
—	100	Wild-of-way	148	

TABLE 44A: TEMPERATE SWAMP DRAGONS

#6	Dragon	#6	Dragon
01	Black, mature adult dragon	77	Green, adult dragon
02-47	Black, old	78-100	Green, mature adult
70-75	Gold, adult		

TABLE 44B: TEMPERATE SWAMP LOCAL CREATURES

Locale	#6	Local Creature	Number	Encountered
Flooded Forest	01-27	Anson vine	145-1	
	28-47	Dark tree	147	
	48-70	Lizardfolk	146-4	
	71-90	Shambling mound	147	
	91-100	Tombrulka	1	
Monsie's Road	01-27	Gray ooze	144	
	28-30	Ochre jelly	143	
	31-70	Black pudding	147	
	71-75	Throsten fungus	148-2	
	76-100	Violet fungus	148-7	

TABLE 45: SOUTHERN SWAMP (EL 5-15)

Day	Night	Encounter	Number	Encountered
—	01	Albat, black	144	
01-01	02-02	Anson vine	145-1	
—	04	Avesal guardrail (vertical)	1	
—	07	Banded	146-6	
03-04	06	Banded	144	
05-06	07-08	Behr	147	
07-08	09-10	Black pudding	1	
09-11	11-12	Bullywag	147-4	
13-13	13-14	Chud	148	
14	15-16	Crawling claw	448	
17-19	17-18	Greecide (animal)	1410-2	
—	19-20	Darkerheart	147-2	
20-21	21-22	Dark tree	1	
22-23	23	Digiter	144-1	
24-25	24-27	Dev rat	1410-10	
—	27	Dread warren	1	
28-29	26-27	Fog giant	144-1	
31-36	28-29	Gate crocodile (animal)	1410-1	
37-38	30-41	Gibbering moother	1	
39	42	Gray roarer	1	
40-41	43-44	Gulgethydra	1	
42	45	Hag covy	see Groups	
43-44	46-47	Barpy	146-6	
45-70	48-72	Hydra, 146-4 heads	1	
51-72	53-54	Kobold warband	see Groups	
74	77	Larvaans hydra (Hydra), 146-4 heads	1	
55-60	58-61	Lizardfolk warband	see Groups	
61-69	61-70	NPCs	145-1	
70-71	71-72	Meant	147	
72-73	71-74	Marrow (ogr)	146-2	
74-75	75	Moonteen spider, Hagi (vermin)	144-1	
76	76	Nobrua	1	
77	77	Nyth	1	
78-79	78-79	Ochre jelly (swar)	1	
80-82	80-81	Ogre	148-2	
83-84	82-83	Ore patrol	see Groups	
85	84	Pyrohydra (Hydra), 146-4 heads	1	
86	87	Rakshasa	1	
87-89	86-87	Shambling mound	147-2	
90-91	88	Shocker lizard	1410-1	

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—	89-90	Skinner (bat)♂	146-1
91-93	91-92	Sw squid♂	see Groups
94-97	91	Scrag	141-1
98-97	94-97	Troll	141-1
—	96-97	Yarpwile	146-7
—	98	Will-o'-wisp	146
98-99	97	Wormwood (plant)traps♀	141
100	100	Yash ti patrol	see Groups

TABLE 45A: SOUTHERN SWAMP DRAGONS

Day	Dragon	Age	Dragon
01	Black, mature adult dracoth♂	90	Green, adult dracoth♂
07-11	Black, old	41-100	Green, mature adult
71-79	Gold, adult		

TABLE 46: NORTHERN MOOR (EL 5-15)

Day	Age	Encounter	Number Encountered
—	01-01	Banshee♂	146-6
01-01	01-04	Bolsh	141
—	07	Bolsh	1
07-06	06-08	Bugbear	141-1
07	09	Bugbear band	see Groups
—	10-12	Darkkhan♂	141-1
08-11	11-17	Diev rat	1410-10
11-17	16-17	Diev wolf	146-4
16-24	18-26	Dragon (see Table 46A)	1
—	27-28	Dead warrior♂	146-1
17-29	21-21	Erta	141-1
30-31	31-37	Fog giant	146-1
41-37	42-47	Gibbering monster	1
—	38-39	Ghost pack	see Groups
—	40-44	Ghoul	146-6
16-38	47-47	Ice serpent♂	141-1
39-42	48-49	Krennar	146-4
44-71	70-79	Local creature (01-10) or NPCs (71-100)	see Table 46B
74	02	Naksh♂	1
77	41	Nyct♂	1
76-79	71-64	Ops	146-1
40-48	67-69	Orc patrol	see Groups
—	70-71	Specter	146
89-74	73-71	Troll	141-1
77-77	74-77	Troll warband	see Groups
—	76-77	Wight	146-1
—	78-79	Will-o'-wisp	146
—	80-81	Wretch	146
78-81	81-81	Wormwood (plant)traps	146-4
84-87	84-87	Wormwood traps	see Groups
88-91	86-89	Winter wolf	146
91-93	90-91	Wolf (animal)	146-1
96-99	94-98	Worg	146-1
100	99	Yash band	146-1
—	99-100	Zashki, medium	146-6

TABLE 46A: NORTHERN MOOR DRAGONS

Day	Dragon	Age	Dragon
01-17	Black, young (batch of 146-1)	70-99	White, old
16-40	Black, old	100	White, adult dracoth♂
41-49	Gold, young adult		

TABLE 46B: NORTHERN MOOR LOCAL CREATURES

Locals	Age	Local Creature	Number Encountered
Battle of Bones	01-11	Banshee (bat)♂	146

16-10	Devonator	1
21-10	Dead warrior♂	146
31-70	Ghost pack	see Groups
71-80	Mobog	141-1
81-87	Nightwing (nightbat)	141
86-100	Specter	146-1
01-10	Erta	141-1
11-27	Hill giant	146-1
26-40	Troll	141-1
91-100	Troll warband	see Groups
01-70	Bolsh	141
21-40	Goat war party	see Groups
41-67	Leucorith♂	141-1
66-87	Orc raiders	see Groups
86-100	Pyrom	141-1

TABLE 47: TEMPERATE MOOR (EL 5-15)

Day	Age	Encounter	Number Encountered
—	01-01	Banshee♂	146-6
01-01	01-04	Bolsh	141
—	07	Bolsh	1
01-07	06-08	Chual	146
08	09	Cryskind (Hydra), 146-4 heads	1
—	10-12	Darkkhan♂	142-2
07-10	11-14	Diev rat	1410-10
11-14	13-16	Diev wolf	146-4
17-21	17-21	Dragon (see Table 47A)	1
24-28	26-30	Erta	141-1
29-31	31-31	Fog giant♂	146-1
31-34	34-36	Gibbering monster	1
—	37	Ghost pack	see Groups
—	38-39	Ghoul	146-6
39-39	40-42	Hobgoblin raiders	see Groups
—	43-44	Dead warrior♂	146
40-44	47-46	Krennar	146-4
44-46	47-48	Harry	146-6
47-51	49-71	Hydra, 146-4 heads	1
51-61	72-60	NPC	146-1
61	61	Naksh♂	1
64	61	Nyct♂	1
67-69	63-66	Ops	146-1
70-74	67-71	Orc patrol	see Groups
—	73-73	Specter	146
77-81	71-80	Troll	141-1
—	81-84	Wight	146-1
—	85-86	Will-o'-wisp	146
—	87-88	Wretch	146
81-83	89-91	Wormwood (plant)traps	146-4
86-89	91-93	Wormwood traps	see Groups
90-93	94-97	Wolf (animal)	1410-6
94-100	96-97	Worg	146-1
—	98	Yash band	146-1
—	99-100	Zashki, medium	146-6

TABLE 47A: TEMPERATE MOOR DRAGONS

Day	Dragon	Age	Dragon
01-10	Copper, young adult	11-30	Red, young adult dracoth♂
11-20	Pink, mature adult♂	37-72	Red, young adult
21	Pink, dracoth♂	73-100	Silver, young adult
21-34	Gold, adult		

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TABLE 4B: NORTHERN BARRON/BADLANDS (EL. 3-4)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01	01	Annis (bag)	1
02-04	—	Arctic dwarf boomer [®]	see Groups
—	03	Bansgaard [®]	1
07-07	04-07	Burghost pack	see Groups
08-09	04-07	Bugbear	143-1
—	08-10	Darkcheest [®]	143
—	11-14	Dev bat	144-4
10-11	17-14	Dev lion	143
14	17	Dev lion	144-4
15-16	18-19	Dev tiger	143
17-20	20-21	Dev wolf	144-4
21-28	22-19	Dragon (see Table 48A)	1
—	30-31	Dread warrior [®]	1
29-31	32-31	Ento	143-1
34-39	34-39	Front guest	1
40-41	40-41	Front worm	1
41-47	44-47	Gargyle	143-1
—	46-47	Ghost	143-1
—	48-50	Ghost	143-1
46	71	Greenbag (bag)	1
47-71	72-77	Hill guest	143
73-74	74-77	Hill lionel	143-1
77	78-79	Hillcat (div'd.)	143
—	80	Humid archon (robotic)	143
56-77	81	Ironclack	1
78-82	82-84	Ice serpent [®]	143
83-87	83-86	Kat-lenna gargyle [◆]	144-1
86-87	87-88	Lamia	143
88-74	89-77	Local creature [01-70] or NPCs [71-100]	see Table 48B
—	76	Nightmare	1
77-80	77-78	Nomads	see Groups
81-81	78-81	Ogre	143-1
84-88	82-86	Orc patrol	see Groups
—	87	Shadow	144
—	88-89	Shadow mantiff	143
88-90	90	Shaw tiger/red tiger (animal)	see Groups
91-91	91-91	Troll	1
—	94	Vampire spawn	143-1
—	97-98	Vargouille	144
—	97	Wight	144
—	94-97	Wolf (animal)	144-1
98-100	98	Warg	144
—	99	Wraith	143
—	100	Zombie, medium	144-4

TABLE 48A: NORTHERN BARRON/BADLANDS DRAGONS

Day	Dragon	Day	Dragon
01	Brown, juvenile draconick [◆]	76-80	Gold, juvenile
02-43	Brown, young adult [®]	81-89	White, adult
44-57	Copper, young adult	90	White, young adult draconick [◆]

TABLE 48B: NORTHERN BARRON/BADLANDS LOCAL CREATURES

Local	Day	Local	Number Encountered
Asarack	01-31	Aurflor	144-1
—	36-37	Bellie land	see Groups
—	38-70	Shadovar patrol	see Groups
—	71-100	Stingtail (snake) [®]	144-1
Tattered Land	01-31	Detritus	1

26-47	Gray reader	1
48-67	Remorlat	1
68-100	Rat	144-1

TABLE 49: TEMPERATE BARRON/BADLANDS (EL. 3-4)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01-01	01	Ankhag	143
04	01	Annis (bag)	1
—	04-07	Bansgaard [®]	1
04-07	—	Basilisk	1
06-07	06-07	Burghost pack	see Groups
—	08-09	Darkcheest [®]	143
—	10-13	Dev bat	144-4
08-09	14	Dev lion	143
10-11	12-14	Dev rat	143-1-10
12-14	17-18	Dev wolf	144-4
14-21	19-20	Dragon (see Table 49A)	1
—	21-28	Dread warrior [®]	1
22-23	22-21	Ento	144
24-26	21-21	Gargyle	143-1
—	36-37	Ghost	143-1
—	38-39	Ghost	143-1
29-31	40	Good boomer	see Groups
32-37	41-44	Golden patrol	see Groups
38-37	47-47	Golden reader	see Groups
38	48	Greenbag (bag)	1
39-41	—	Griffin	143
42-46	49-71	Hill guest	143
47-48	72-71	Hill lionel	143-1
49	74-77	Hillcat (div'd.)	143
50-77	56-60	Huldrin's war party	see Groups
—	61	Humid archon (robotic)	143
54	62	Ironclack	1
57-79	61-64	Kat-lenna gargyle [◆]	144-1
60-64	65-64	Laucrot [®]	143-1
65-72	67-71	Local creature [01-70] or NPCs [71-100]	see Table 48B
71-75	73	Nomads	see Groups
—	73	Nightmare	1
78-80	74-74	Ogre	143-1
81-87	77-82	Orc reader	see Groups
—	83-84	Shadow	144
—	87	Shadow mantiff	1
—	88	Spectral gaster [®]	1
89-91	87-89	Troll	1
—	90	Vampire spawn	143-1
—	91	Vargouille	144-1
—	91-97	Wight	144
92-94	94-97	Wolf (animal)	144-1
97-100	96-97	Warg	144-4
—	98	Wraith	143
—	99-100	Zombie, medium	144-4

TABLE 49A: TEMPERATE BARRON/BADLANDS DRAGONS

Day	Dragon	Day	Dragon
01-30	Blue, young	47-71	Brown, young adult [®]
31-41	Bron, young adult	72-91	Copper, young adult
42	Brown, juvenile draconick [◆]	92-100	Gold, juvenile

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TABLE 49B: TEMPERATE BARREN/BADLANDS LOCAL CREATURES

Locals	#s	Local Creatures	Number Encountered
The Snowbirds	01-17	Golden pated	see Groups
	18-40	Golden raptors	see Groups
	41-57	Holographic war party	see Groups
	58-70	Orc patrol	see Groups
	71-100	Orc rangers	see Groups

TABLE 50: SOUTHERN BARREN/BADLANDS (EL. 1-9)

Day	#s	Encounter	Number Encountered
—	01	Allyp	1
01	02	Andromedus	1
03-04	03	Asking	1d2
05	04	Atena (bag)	1
06-08	07	Baboon (animal)	1d4+10
—	06	BengardP	1
09-10	—	Beulak	1
11-13	07-08	Borghast pack	see Groups
13-17	09-10	Black dog	1d4+6
16-17	—	Chertah (animal)	1d3+3
—	11-11	DarkhouseP	1d3
—	13-17	Dee lion	1d4+6
18-19	16-17	Dee lion	1d3
20	18	Dee lion	1d4+6
21-23	19-20	Dee wolf	1d4+6
24-31	21-26	Dragon (see Table 70A)	1
—	29	Druid warjackP	1
32-35	30-31	Gargyle	1d3-1
—	31	Ghost	1d3-1
—	31	Ghost	1d3-1
36-38	—	Giant ant bear (vermin)	see Groups
39-41	34-37	Good hunter	see Groups
44-47	36	Good war party	see Groups
46-47	37-38	Golden patrol	see Groups
48-49	40-41	Golden raptors	see Groups
50	42	Greenwing (bag)	1
51	43	Grymphers	1
52-53	44-45	Hill bound	1d3-1
54-57	47-50	Holographic war party	see Groups
—	51	Honed archer (ranger)	1d2
58	52	IroncladP	1
59-61	53-54	Lava	1d3-1
64-71	57-71	NPCs	1d3-2
72-77	53-74	Nomads	see Groups
—	75	Nightmare	1
78-79	56-78	Ogre	1d3-2
80-87	79-87	Orc patrol	see Groups
—	86	Shadow	1d3
—	87	Shadow steelf	1
88-87	—	Snake, Hags' eyes (animal)	1d2
—	88	Spectral painterP	1
89-90	89-91	Troll	1
—	92	Vanquish spawn	1d3-1
—	93	Vargrille	1d4-1
91-97	94-97	WarriorP	1d8+8
—	96	Wight	1d8
98-100	97-99	Wolf (animal)	1d6-1
—	99	Wrath	1d3
—	100	Zwaka, machine	1d4+6

TABLE 50A: SOUTHERN BARREN/BADLANDS DRAGONS

#s	Dragons	#s	Dragons
01-30	Blue, young	47-71	Brown, young adultP
31-47	Brown, young adult	72-91	Copper, young adult
48	Brown, juvenile dragonP	92-100	Gold, juvenile

TABLE 51: GLACIER (EL. 7-12)

Day	#s	Encounter	Number Encountered
01-07	01-04	Arctic bearP hunterP	see Groups
—	07-09	DarkhouseP	1d3-1
08-17	10-11	Dragon, old white	1
—	22-24	Druid warjackP	1d4+1
—	26-28	Elf	1d4+1
31-34	31-37	Frost giant	1d4+1
35-38	38-41	Frost worm	1
39-44	42-44	Ice serpent	1d3-1
45-46	47-46	Ka-lavao gargyleP	1d4-1
—	47	Mothg	1d3-1
49-71	48-81	NPCs	1d3-2
52-56	52-57	Ogre	1d6+2
57-62	58-59	Polar bear	1d2
63-68	60-66	Rumormat	1
—	67-70	Specter	1d3
69-79	72-71	Surface rathP	1d12-10
80-87	74-78	Troll	1d3-1
—	79-84	Wight	1d8-1
—	87-86	Wild-wing	1d3
—	87-91	WrathP	1d3
86-93	92-97	Wound wolf	1d4+6
94-100	98-100	Warg	1d6+7

TABLE 52: NORTHERN SANDY/ROCKY DESERT (EL. 5-10)

Day	#s	Encounter	Number Encountered
—	01-02	Alchik, blackP	1d2
—	02-04	BengardP	1
01-04	03-06	Borghast pack	see Groups
—	07-09	DarkhouseP	1d2
09-08	10-11	Dee lion	1d2
09	11	Dee lion	1d4+6
10-11	11-14	Dee wolf	1d4+6
11-21	15-24	Dragon (see Table 71A)	1
—	25-26	Druid warjackP	1
21-27	27-29	Elf	1d3
28-31	30-32	Gargyle	1d3-1
—	33-33	Ghost	1d3-1
—	34-37	Ghost pack	see Groups
—	38-38	Giant	1d3-1
31-36	39-40	Hill bound	1d3-1
37-38	41-42	Hobbit (level)	1d2
—	43	Honed archer (ranger)	1d2
39-40	44-47	IroncladP	1
41-47	46-49	Janni (genie)	1d3-2
46-49	50-52	Ka-lavao gargyleP	1d4-1
50-52	53-54	Lama	1d3
53-61	55-67	Local overcast (01-10) or NPC (71-100)	see Table 71B
64	66-70	Mummy	1d3-1
67	71	NabruP	1
68	72	NyctP	1
67-72	73-77	Ogre	1d3-1
73-81	78-87	Orc patrol	see Groups
—	86-87	Shadow	1d3
—	88	Shadow steelf	1d2

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84-88	89-91	Troil	149-1
—	92	Vargaville	149-1
—	94-97	Wight	149
89-97	96-97	Wolf (animal)	149-1
86-100	98-99	Worg	149
—	100	Wrath	149

TABLE 52A: NORTHERN SANDY/ROCKY DESERT DRAGONS

#N	Dragon	#N	Dragon
01-10	Blue, juvenile	16-45	Copper, young adult
11-20	Bron, young adult	46-70	Gold, juvenile
21	Brown, juvenile dracolich	71-99	White, adult
22-27	Brown, young adult	100	White, young adult dracolich

TABLE 52B: NORTHERN SANDY/ROCKY DESERT LOCAL CREATURES

Locals	#N	Locals	Number Encountered
Anuroch	01-47	Aurifer	149-1
—	48-60	Beliose land	see Groups
—	61-70	Fluorimite	149
—	71-87	Shadow patrol	see Groups
—	88-100	Stingtail (snake)	149-1

TABLE 53: TUNDRA SANDY/ROCKY DESERT (EL. 5-10)

#N	#N	Number Encountered
01-07	01-02	149
08-08	03-04	see Groups
09-11	05-06	see Groups
12-14	07	1
15-17	08-09	see Groups
18-26	10-11	149
27-29	12	149-1
30-32	13	149-1
33-35	14-22	1
36-38	23-24	1
39-41	25-27	149
42-44	28-30	149-1
45-47	31-32	149-1
48-49	33	see Groups
50-52	34-36	149-1
53-55	37-41	see Groups
56-58	42-44	1
59-61	45	149
62-64	46-47	1
65-67	48-51	149-1
68-70	52-53	149-1
71-73	54-57	149-1
74-76	58-59	149-1
77-79	60-63	149-1
80-82	64-71	149-1
83-85	72	1
86-88	73-75	see Groups
89-91	76	1
92-94	77-80	149-1
95-97	81-82	see Groups
98-100	83-84	149
—	85	149-1
—	86-88	see Groups
—	89	149
—	90-93	149-1
—	94-97	149
98-100	98-99	149-1
—	99-100	149

TABLE 53A: TUNDRA SANDY/ROCKY DESERT DRAGONS

#N	Dragon	#N	Dragon
01-27	Blue, young adult	77-87	Brown, adult
28	Blue, juvenile dracolich	88-97	Copper, adult
27-27	Bron, adult	98-100	Gold, juvenile
76	Brown, juvenile dracolich		

TABLE 54: SOUTHERN SANDY/ROCKY DESERT (EL. 5-10)

#N	#N	Number Encountered
01	01-01	149
02	02	1
03-07	—	149-10
—	04	1
08-08	05-07	see Groups
—	08-09	149
09-11	10-11	149
12-14	12-13	149-1
15-17	14-16	149
18-20	17-24	1
21-29	25-26	149
—	27-28	1
30-32	29-31	149
33-34	32-33	149-1
35-37	—	see Groups
38-42	—	149
—	34-35	149-1
—	36-37	see Groups
—	38-39	149-1
40-44	40-41	see Groups
45-49	42-43	1
50	44	1
—	45-46	149
51	47	1
52-54	48-70	149-1
55-56	71-72	149-1
57-61	73-74	149-1
62-63	75-76	149-1
64	77-61	149-1
65-71	62-67	149-1
72	68	1
73-79	69-70	see Groups
79	71	1
80-82	72-74	149-1
83-86	75-80	see Groups
—	81-82	149
—	83-84	149-1
87-89	85	149
90-94	86-88	see Groups
95-98	89-92	149
—	93-94	149-1
—	94-97	149
97-100	98-99	149-1
—	99-100	149

TABLE 54A: SOUTHERN SANDY/ROCKY DESERT DRAGONS

#N	Dragon	#N	Dragon
01-27	Blue, young adult	77-87	Brown, adult
28	Blue, juvenile dracolich	88-97	Copper, adult
27-27	Bron, adult	98-100	Gold, juvenile
76	Brown, juvenile dracolich		

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TABLE 55: NORTHERN RIVER/LAKE (EL 3-10)

Day	Night	Encounter	Number Encountered
01-01	01-01	Aballos®	1
04-06	04-06	Gelatinous cube (ova)	1
07-08	07-09	Greenbag (bag)	1
09-19	10-11	Kerfboat	see Groups
10-27	11-20	NPGs	145-2
18-14	21-28	Mirror (ogre)	146-8
19-18	23-31	River bandits	see Groups
40-42	31-40	Srarg	145-1
43-44	42-44	Sea bag (bag)	145
45-46	47-46	Tupoids, juvenile	145-1
47-48	47-48	Tupoids, adult	145-1
49	49	Tupoids, elder	1
50	50	Volpans	see Groups
71-69	71-69	Roll on Table #1: Northern Marsh	
70-100	70-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 56: TEMPERATE RIVER/LAKE (EL 1-12)

Day	Night	Encounter	Number Encountered
01-02	01-02	Aballos®	1
03-07	03-08	Bullywag®	145-6
08-09	09-11	Chud	1
10-14	14-18	Dragon, bronze (young)	1
15-16	19-21	Dragon turtle	1
17	22	Gelatinous cube (ova)	1
18	23	Greenbag (bag)	1
19-21	24-21	Kerfboat	see Groups
26-14	26-14	Local creatures (01-70) or NPGs (71-100)	see Table 16A
35-40	37-41	Mirror (ogre)	144-4
41-42	42	Nixie (sprite)	146-7
43-47	43-47	River bandits	see Groups
48-70	46-70	Srarg	145-1
71	71	Sea bag (bag)	145
72-74	72-74	Tupoids, juvenile	145-1
75-76	75-76	Tupoids, adult	145-1
77	77	Tupoids, elder	1
78	78	Volpans	see Groups
79-60	79-60	Water sags	142
61-77	61-77	Roll on Table #2: Temperate Marsh	
76-100	76-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 56A: TEMPERATE RIVER/LAKE LOCAL CREATURES

Locals	#s	Local Creature	Number Encountered
The Aleanders	01-17	Lizardfolk	145-1
	18-37	River bandits	see Groups
	38-100	Volpans	see Groups
The Deepwash	01-10	Dragon turtle	1
	11-100	Lizardfolk	145-1
The Nagafew	01-17	Nixie	146-7
	18-100	Water sags	142
The Nagawest	01-10	Bandier®	142
	11-100	Water sags	142

TABLE 57: SOUTHERN RIVER/LAKE (EL 3-12)

Day	Night	Encounter	Number Encountered
01-01	01-01	Aballos®	1
01	01-04	Bandier®	144

04-04	08-08	Bullywag®	142-6
10-14	09-10	Crocodile (animal)	146-7
17-17	11-14	Chud	1
20-27	17-20	Dragon, bronze (young)	1
28-28	23-23	Elecmoros (elemer)	142
29	31	Gelatinous cube (ova)	1
30-31	34-29	Giant crocodile (animal)	146-7
31	36-27	Greenbag (bag)	1
34-39	28-29	Kerfboat	see Groups
40-41	30-36	Mirror (ogre)	144-4
42-47	37-38	River bandits	see Groups
48-49	40-44	Srarg	145-1
50	47-48	Sea bag (bag)	145
51-53	49-71	Tupoids, juvenile	145-1
54-57	72-71	Tupoids, adult	145-1
58	74	Tupoids, elder	1
59-78	77-77	Water sags	142
79-60	78-60	Watercrocodile (yearlings)®	142
61-77	61-77	Roll on Table #3: Southern Marsh	
76-100	76-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 58: NORTHERN OCEAN (EL 5-13)

Day	Night	Encounter	Number Encountered
01-01	01-02	Baleen whale (animal)	1
04-01	03	Baleen whale (animal)	146-7
06-07	04-06	Cachalot whale (animal)	1
08-09	07	Cachalot whale (animal)	146-7
10-11	08-09	Dive shark	142
12-14	10-11	Kapoworth (gargyle)	142
15-18	14-19	Kralin	1
19	20-26	Lantern (ghoul)	145-6
20-24	21-31	NPGs	145-1
27-40	31-39	Merchant ship	see Groups
41-41	40-41	Orca whale (animal)	146-7
43-47	42-44	Orca whale (animal)	1
48-51	47-51	Free ship	see Groups
54-63	51-54	Purpura (animal)	142
64-67	57-58	Purple worm	1
68-67	59-64	Sea bag (bag)	1
68-70	67-70	Srarg	145-1
72-73	71-73	Shark, Huge (animal)	1
74-76	74-76	Shark, Large (animal)	144-1
77-82	77-81	Shark, Medium-size (animal)	146-7
83-86	82-86	Spid (animal)	146-7
87-89	87-89	Spid, giant (animal)	1
89	90-91	Stone giant	1
90-91	91-94	Tupoids, adult	145-1
93-94	97-96	Tupoids, elder	145-1
97-99	97-99	Tritan patrol	see Groups
100	100	Warshark (yearlings)®	142

TABLE 59: TEMPERATE OCEAN (EL 5-11)

Day	Night	Encounter	Number Encountered
01-01	01-01	Aquatic elf	145-10
04-06	03-04	Baleen whale (animal)	1
07-08	07	Baleen whale (animal)	146-7
09-11	08-07	Cachalot whale (animal)	1
12-13	08	Cachalot whale (animal)	146-7
14-17	09-10	Dive shark	142
18-19	12-13	Dragon turtle	1
19-21	18-19	Dragon, bronze adult	1
21-24	19-27	Kapoworth (gargyle)	142
25-27	26-30	Kralin	1

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23	31-36	Lacucha (ghou)	166-6
23-27	37-41	Merchant ship	see Groups
38-42	42-46	Merfolk	163-1
42-44	46-47	Merfolk patrol	see Groups
47-48	48-51	NPCs	163-2
49-50	52	Orca whale (animal)	166-1
51-53	53-54	Orca whale (animal)	1
54-56	55-57	Octopus, giant (animal)	1
57-61	58-62	Private ship	see Groups
64-69	63-64	Porpoise (animal)	161-0
70	67-67	Purple worm	1
71-73	68-71	Scrag	163-1
73	73-73	Sea hag (hag)	1
74-76	76-77	Sea lion	1
77-78	78-79	Shark, huge (animal)	1
79-81	80-81	Shark, large (animal)	164-1
82-84	82-83	Shark, medium (animal)	166-7
87-88	84-87	Shelarian*	168-2
87	86	Shelarian caste*	see Groups
89-89	87-89	Squid (animal)	166-7
90	90-91	Squid, giant (animal)	1
91	91	Storm giant	1
93-93	93-94	Tajimaha, adult	163-1
94	94	Tajimaha, elder	163-1
95-98	96-99	Triton patrol	see Groups
99-100	100	Wendshark (janteefrog)*	163

TABLE 60: SOUTHERN OCEAN (EL. 5-13)

Day	Night	Encounter	Number Encountered
01-05	01-02	Baloon whale (animal)	1
03-04	03	Baloon whale (animal)	166-7
07-06	04-05	Cachalo whale (animal)	1
07	06	Cachalo whale (animal)	166-7
08-09	07-08	Dev shark	162
10-11	09-10	Dragon, bronze adult	1
12-17	12-16	Elasmobranch (Ammocete)	162
18-19	17-20	Kapacanth (gargyle)	162
20-21	19-21	Krakoa	1
21	20-21	Lacucha (ghou)	166-6
24-28	22-29	Lacucha	163-1
29-30	30-31	Locathab patrol	see Groups
31-40	38-42	Merchant ship	see Groups
41-44	43-46	NPCs	163-2
47-47	47-49	Octopus, giant (animal)	1
48-54	50-52	Private ship	see Groups
55-60	53-54	Porpoise (animal)	161-0
61	57-57	Purple worm	1
62-64	58-64	Salvago	164-4
65-66	65-67	Salvago patrol	see Groups
67-68	68-67	Sea hag	163-1
69	70-71	Sea hag (hag)	1
70-71	71	Sea lion	1
73-74	73-73	Shark, huge (animal)	1
75-77	75-76	Shark, large (animal)	164-1
78-81	77-79	Shark, medium (animal)	166-7
82-87	80-82	Shelarian*	168-2
88-87	81-84	Shelarian caste*	see Groups
89-90	87-88	Squid (animal)	166-7
91	89-90	Squid, giant (animal)	1
92	92	Storm giant	1
93-94	92-93	Tajimaha, adult	163-1
95	94-95	Tajimaha, elder	163-1
96-98	96-99	Triton patrol	see Groups
99-100	100	Wendshark (janteefrog)*	163

TABLE 61: THE UNDERDAK (EL. 4-20)

Upper*	Deep*	Encounter	Number Encountered
01	01-01	Aboloth sliver brood	see Groups
02-07	—	Bat (animal)	163-1 > 10
06-07	04-09	Bat, night hunter*	166-6
08	06-07	Bat, nocturnal*	166-1
09-11	08-09	Beholder	162
11-13	10-11	Beholderkin, death knight	1
14-17	15-11	Beholderkin, gargoyle*	1
18	14-13	Bokri	163-1
17-18	16	Bulwer	163
19-21	17-18	Chitine tribe*	see Groups
—	19-21	Chitine bad warrior*	see Groups
22	23-24	Choker	164-2
21-24	27-26	Deepspawn brood*	see Groups
25	27	Delver	1
—	28-29	Demon, yochlol	164-1
26	30	Devotaur	1
27-29	31	Dev bat	164-4
30-31	32-33	Dragon (see Table 61A)	1
—	36-37	Drake troupe	see Groups
34-36	38-39	Drake squid	see Groups
37-40	40	Dracary squid*	see Groups
41-42	—	Undakite patrol*	see Groups
43-47	43-43	Drove acuta	see Groups
46	44-47	Drove warhound	see Groups
47-48	47	Gargyle, ice-fusion*	164-1
49-50	48	Giant, phantasm*	1
—	49-51	Starfishlike pufferfish	see Groups
51-54	52-53	Grasshok	162 > 10
55	54	Halond heron*	1
56-57	57-58	Harassfly*	164
—	57-59	Kapacanth squid	see Groups
58	60	Lack albino (ninth flyer) W10/8	1
—	61	Mad flyer squanton	see Groups
59-60	62-64	Mad flyer	162
61-63	—	Minotaur	163-1
—	67	Nightshade, nightcrawler	1
64-68	66-69	NPCs	163-2
69-71	70-71	Oryugh	163-1
72-73	72-74	Pharimm* (Dev)	162
74	75	Phase spider	164-1
75-78	76-78	Purple worm	1
77-79	79-80	Quaggoch*	0
80	81	Rat	164-2
81-82	81-84	Roper	162
83-87	87-87	Rochi, deep*	163-1 > 10
—	88	Shard* (10 HD Sea 10/Cl 8)	162
88-90	89-91	Spider, ultraterrestrial, laze*	162-0
91-92	92-93	Spider, ultraterrestrial, sword spider*	164-1
93-94	—	Tall monster*	163-1
95-98	94-98	Tenth tapper*	1
97-98	97-99	Umber hulk	163-1
100	100	Xorn, average*	163-2

*Note: Because the Underdak has no night or day, this table is divided into the upper Underdak (regions within two miles of the surface) and the deep Underdak (regions deeper than two miles beneath the surface).

TABLE 61A: UNDERDAK DRAGONS

Dragon	Dragon
01-10	11-62 Red, old
11-11	Blue, adult draconic*
12-12	Deep, mature adult
13-12	Deep, adult draconic*
14-12	Shadow, mature adult
15-12	Shadow, adult draconic*
16-12	Shadow, white draconic*

Groups

Groups mentioned in the preceding wilderness encounter tables are described here.

Aarakocra Patrol: 1d4+4 aarakocras and 1d2 aarakocra rangers (lv 1d4+2). See Tables 27, 28, 28H, 30, 31.

Aboloth Slaver Brood: 1d3+1 aboloth and 1d6+6 skum. See Table 61.

Arctic Dwarf Hunters: 1d4+4 1st-level arctic dwarf warriors and 1d3+1 arctic dwarf barbarians (lv 1d3+3). See Tables 29, 48, 51.

Asahi Patrol: 1d4+4 asahi, an asahi adept (lv 1d5+1), an asahi warrior (lv 1d3+1), and 1d2 stingtails. See Table 53.

Asahi Scouts: 1d3+1 asahi and 1d2 stingtails. See Table 53.

Azer Squad: 1d10+10 azers, 1d2 azer fighters (lv 1d4+1), and 1 leader (lv 1d4+2). For the leader's class, roll d%: Clr 01-30, Ftr 31-90, Wiz 91-100. See Tables 28, 31B.

Bandits: 1d3+1 1st-level warriors and 1d2 NPC leaders (lv 1d3). Roll on the "Evil" column of Table 64. NPC Class to determine class. Bandits are usually chaotic evil. For the race of the bandit group, roll d%: human 01-70, half-orc 71-100. See Tables 32, 33, 34.

Barghest Pack: 1d2 barghests and 1d4+4 goblins. See Tables 35, 36, 37, 39, 40, 48, 49, 50, 52, 53, 54.

Bedine Band: The Bedine are encountered in scouting groups, mounted on camels. Bedine scouts include 1d3+1 1st-level human warriors, 1d2 human rangers (lv 1d3+2), and 1 leader (lv 1d3+3). For the leader's class, roll d%: Ftr 01-75, Rgr 76-87, Clr 88-90, Sor 91-95, Wiz 96-100. Bedine humans are usually chaotic good. See Tables 23R, 26R, 48R, 52R.

Bugbear Band: 1d10+10 bugbears, 1d3 bugbear fighters (lv 1d3), and 1 bugbear fighter (lv 1d4+2). See Tables 26, 27, 28, 29R, 46.

Chitine Tribe: 1d6+10 chitines and 1d4+1 choldrith. Appears on Table 61.

Chultan Hunters: 1d4+2 1st-level human warriors, 1d2 human barbarians (lv 1d4+1), and 1d2 human sorcerers (lv 1d4+2). Chultans are usually chaotic good. Appears on Table 46R.

Cloaker Lord Swarm: 1d6+1 cloakers and 1 cloaker lord. See Table 61.

Deepspawn Brood: 1 deepspawn and 2d4 spawn. For the race of the spawn, roll d%: chual 01-30, cloaker 31-30, quaggoth 31-60, minotaur 61-80, umber hulk 81-100. See Table 61.

Derro Squad: 1d4+4 1st-level derro fighters, 1d2 derro rogues (lv 1d3+1), and 1 derro soccerer (lv 1d4+3), all mounted on Large monstrous spiders. See Table 61.

Drider Troupe: 1d2 driders and 1d6+6 Medium-size monstrous spiders. See Table 61.

Drow Scouts: 1d4+2 2nd-level drow fighters, 1d2 drow rogues (lv 1d3+2), and 1 drow cleric (lv 1d3+3). See Table 61.

Drow Squad: 1d6+6 1st-level drow warriors, 1 drow wizard (lv 1d3+1), 1 drow cleric (lv 1d4+1), and 1 leader

(lv 1d4+3). For the leader's class, roll d%: Clr 01-40, Ftr 41-70, Rgr 71-55, Rog 76-65, Wiz 66-100. See Tables 29R, 38, 39, 39R.

Drow Warband: 1d6+6 2nd-level drow fighters, 1d2 half-fiends (dragloth8), 1d2 demons (yochlol8), 1d2 drow clerics (lv 1d3+2), and 1 leader (lv 1d4+6). For the leader's class, roll d%: Clr 01-40, Ftr 41-60, Rgr 61-70, Rog 71-75, Wiz 76-100. See Table 61.

Duergar Squad: 1d6+6 1st-level duergar fighters, 1d3 duergar lieutenants (lv 1d3+1), and 1 leader (lv 1d4+3). For class of the lieutenants and the leader, roll d%: Clr 01-15, Ftr 16-60, Mnk 61-65, Rgr 66-75, Rog 76-90, Wiz 91-100. See Table 61.

Evereskan Patrol: 1d6+6 1st-level moon elf warriors, 1d2 sun elf wizards (lv 1d4), and 1 sun elf leader (lv 1d4+4). For the leader's class, roll d%: Clr 01-10, Dnd 11-15, Ftr 16-35, Rgr 36-60, Rog 61-65, Sor 66-75, Wiz 76-100. See Table 23B.

Firenewt Marauders: 1d6+4 firenewts, 1d2 firenewt clerics (lv 1d4), and 1 firenewt fighter (lv 1d6+1), all mounted on giant striders. Appears on Tables 28 and 31B.

Ghast Pack: 1d3+1 ghastrs and 1d6+6 ghouls. See Tables 23, 24, 35, 37, 38, 39, 40, 46, 46R, 47, 52, 53, 54.

Ghostwise Halfling Scouts: 1d4+2 ghostwise halfling 1st-level warriors, 1d2 ghostwise halfling rangers (lv 1d3+1), and 1d2 ghostwise halfling druids (lv 1d4+1). There is a 50% chance they are mounted on giant owls. See Table 39R.

Giant Ant Crew: 1d6+6 workers and 1 soldier. See Tables 37, 50, 54.

Gnoll Hunters: 1d4+1 gnolls, led by 1 gnoll ranger (lv 1d3+1). See Tables 28B, 33, 34, 36, 37, 39, 40, 49, 50, 53, 54.

Gnoll War Party: 1d6+1 gnolls, led by 1 gnoll ranger (lv 1d6+2) and accompanied by 1d3 tigers. See Tables 28B, 46R, 50.

Goblin Patrol: 1d6+3 goblins, led by 1 goblin fighter (lv 1d3). See Tables 24, 27R, 36, 37, 39, 40, 49, 49R, 50.

Goblin Raiders: 1d3+2 goblins, led by 1 goblin fighter (lv 1d3), all mounted on worgs. See Tables 24, 25, 26R, 32, 33, 34, 36, 37, 39, 49, 49R, 50.

Goblin War Party: 1d10+5 goblins, 1d2+1 worgs, 1d2+1 goblin fighters (lv 1d3), 1d2+1 goblin adepts (lv 1d3+1), and 1 leader (lv 1d4+2). For the leader's class, roll d%: Clr 01-20, Ftr 21-80, Sor 81-100. See Tables 27, 28, 29R, 30.

Gold Dwarf Patrol: 1d4+4 1st-level gold dwarf fighters, 1d2 gold dwarf clerics (lv 1d4), 1d2 gold dwarf sorcerers (lv 1d4), and 1 leader (lv 1d4+2). For the leader's class, roll d%: Clr 01-20, Ftr 21-65, Pal 66-75, Sor 76-100. See Tables 25, 27, 28, 30, 31.

Hag Covey: 2 amnies, 1 green hag, and 1d3+2 fog giants. See Tables 44 and 47.

Hill Giant Raiders: 1d6+5 hill giants and 1d3+1 dire wolves. See Tables 26, 27, 28, 29, 29R, 30, 31.

Hobgoblin Raiders: 1d6+3 hobgoblins, 1d2 hobgoblin fighters (lv 1d2), and 1d2 dire wolves. See Tables 27R, 36, 37, 47.

Hobgoblin War Party: 1d10+7 hobgoblins, 1d3+1 dire apes, 1d2 hobgoblin fighters (lvl 1d3), and 1 leader (lvl 1d6+2). For the leader's class, roll d%: Clr 01-15, Ftr 16-80, Rgr 81-90, Wiz 91-100. See Tables 27, 28, 29B, 40, 49, 49B, 50.

Keelboat: A small boat (see Chapter 5 of the *DUNGEON MASTER'S Guide*) carrying a group of merchants (see below). See Tables 55, 56, 57.

Kobold Warband: 1d4+8 kobolds, 1d2 dire weasels, and 1 leader (lvl 1d4). For the leader's class, roll d%: Clr 01-25, Ftr 26-60, Rog 61-90, Wiz 91-100. See Tables 38, 39, 40, 44, 45.

Kuo-toa Squad: 1d6+7 kuo-toas, 1d2 whips (kuo-toa Clr 3), 1d2 monitors (kuo-toa Mnk 4), and 1 kuo-toa FtrB. See Table 61.

Lightfoot Halfling Scouts: 1d4+4 1st-level lightfoot halfling warriors, 1d3-1 dogs, and 1 leader (lvl 1d3+3). For the leader's class, roll d%: Clr 01-15, Dvd 16-30, Ftr 21-60, Rgr 61-70, Rog 71-90, Sor 91-100. Appears on Tables 24, 35, 36, 37.

Lizardfolk Warband: 1d6+6 lizardfolk, 1d1 lizardfolk druids (lvl 1d3) and 1 lizardfolk leader (lvl 1d4+2). For the leader's class, roll d%: Bbn 01-15, Drd 16-75, Ftr 76-90, Rgr 91-100. See Tables 41B, 42, 42B, 43, 44, 45.

Locathah Patrol: 1d6+6 locathah, 1d2 locathah barbarians (lvl 1d3), 1d2 sea lions, and 1 leader (lvl 1d3+4). For the leader's class, roll d%: Adp 01-75, Ftr 76-85, Bbn 86-90, Rgr 91-100. See Table 60.

Merchants: 2d4 1st-level commoners, 2d4 1st-level warriors, and 1d2 NPC leaders (lvl 1d4). Determine the leaders' classes on Table 64: NPC Class. Merchants match the normal alignment for their race (usually neutral if alignment is not specified). For the race of the merchants, roll d%: gold dwarf 01-05, shield dwarf 06-10, moon elf 11-15, wood elf 16-20, rock gnome 21-30, human 31-80, half-orc 81-90, halfling 91-100. See Tables 32, 33, 34.

Merchant Ship: A sailing ship (see Chapter 5 of the *DUNGEON MASTER'S Guide*) carrying 4d4 1st-level commoners (the sailors), 1d3+1 experts (lvl 1d6) (the officers), and a group of merchants, as described above. See Tables 58, 59, 60.

Merfolk Patrol: 1d6+6 merfolk, 1d3-1 porpoises, 1d3 lieutenants (lvl 1d3+1), and 1 leader (lvl 1d4+2). For the class of the lieutenants and the leader, roll d%: Brd 01-40, Clr 41-50, Ftr 51-70, Rog 71-80, Sor 81-100. See Table 59.

Militia: 1d4+4 1st-level warriors. For the race of the militia squad, roll d%: gold dwarf 01-08, shield dwarf 09-15, sun elf 16-20, moon elf 21-25, wood elf 26-30, rock gnome 31-35, human 36-85, half-orc 86-93, halfling 94-100. Militia match the normal alignment for their race (usually neutral if an alignment is not specified). See Tables 32, 33, 34.

Mind Flayer Inquisition: 1d3+2 mind flayers and 1d6+4 grimlocks. See Table 61.

Nomads: 1d4+2 1st-level human warriors and 1d2 lead-

ers (lvl 1d4), all mounted on light warhorses. For the leaders' classes, roll d%: Brd 01-05, Bbn 06-40, Clr 41-55, Ftr 56-70, Rgr 71-90, Rog 91-95, Sor 96-100. Nomads may be Nar tribesmen, barbarians of the Ride, Shaar horsemen, or Tuigan lands. See Tables 35, 36, 37, 48, 49, 50, 53, 54.

Ogre Mage Raiders: 1d2 ogre mages and 1d3-1 ogres. See Tables 38, 39, 40.

Orc Patrol: 1d4+4 orcs, 1d2 orc barbarians (lvl 1d3), and 1 leader (lvl 1d4+2). For the leader's class, roll d%: Bbn 01-30, Clr 31-45, Ftr 46-80, Rgr 81-85, Rog 86-90, Sor 91-100. See Tables 23, 26, 26B, 35, 36, 57, 38, 38B, 41, 42, 43, 44, 45, 46, 47, 48, 49B, 50, 52, 53, 54.

Orc Raiders: 1d10+5 orcs and 1d3-1 orc barbarians (lvl 1d3). See Tables 27, 27B, 28, 29B, 31, 38B, 46B, 49, 49B.

Orc Squad: 1d10-10 orcs, 1d3 orc fighters (lvl 1d4), and 1 orc leader (lvl 1d4+2). For the leader's class, roll d%: Bbn 01-30, Clr 31-45, Ftr 46-80, Rgr 81-85, Rog 86-90, Sor 91-100. See Tables 26B, 29B.

Patrol: 1d3-1 1st-level fighters and 1d2 NPC leaders (lvl 1d3). Determine the leaders' classes on Table 64: NPC Class. Patrols match the normal alignment for their race (usually neutral if alignment is not specified). For the race of the patrol, roll d%: gold dwarf 01-08, shield dwarf 09-15, sun elf 16-20, moon elf 21-25, wood elf 26-30, rock gnome 31-35, human 36-85, half-orc 86-93, halfling 94-100. See Tables 32, 33, 34.

Pilgrims: 2d4 1st-level commoners, 2d4 1st-level warriors, and 1d2 leaders (lvl 1d3). For the leaders' classes, roll d%: Clr 01-70, Ftr 71-95, Pal 96-100. For the race of the pilgrim group, roll d%: gold dwarf 01-05, shield dwarf 06-10, moon elf 11-15, wood elf 16-20, rock gnome 21-30, human 31-80, half-orc 81-90, halfling 91-100. Pilgrim groups match the normal alignment for their race (usually neutral if alignment is not specified). See Tables 32, 33, 34.

Pirate Ship: A sailing ship (see Chapter 5 of the *DUNGEON MASTER'S Guide*) carrying 1d10-10 1st-level commoners, 1d6+6 1st-level warriors, and 1d4+2 NPC leaders (lvl 1d6). Pirates are usually chaotic evil. For the race of the pirate crew, roll d%: half-orc 01-15, human 16-90, orc 91-100. See Tables 58, 59, 60.

River Bandits: 1d6+6 1st-level warriors and 1d3 NPC leaders (lvl 1d4). Roll on the "Evil" column of Table 64: NPC...Class to determine class. All are aboard a keelboat (see Chapter 5 of the *DUNGEON MASTER'S Guide*). River bandits are usually chaotic evil. For the race of the bandit group, roll d%: human 01-70, half-orc 71-100. See Tables 55, 56, 56A, 57.

Sahuagin Patrol: 1d8+8 sahuagin, 1d7 Large sharks, and 1 3rd-level sahuagin lieutenant. For the lieutenant's class, roll d%: Clr 01-20, Ftr 21-60, Rgr 61-95, Sor 96-100. See Table 60.

Shadower Patrol: 1d4+4 1st-level human fighters, 1d2 human fighters (lvl 1d4), 1d2 human sorcerers (lvl 1d6), and 1 leader. There is a 70% chance that the Shadowers are mounted on dire bats. The leader is a multiclass human

fighter (vl 1d4+1)/sorcerer (vl 1d6+2). There is a 25% chance that the leader is a shade. Shadow humans are usually neutral evil. See Tables 23B, 26R, 48R, 52B.

Shalarin Caste: 1d6+4 shalarins, 1d2 shalarin fighters (vl 1d3), and 1d2 shalarin adepts (vl 1d4). See Tables 59, 60.

Shield Dwarf Patrol: 1d4+4 1st-level shield dwarf fighters, 1d2 shield dwarf clerics (vl 1d3), and 1 leader (vl 1d4+2). For the leader's class, roll d%: Elf 01-15, Clr 16-35, Ptr 46-85, Pal 86-90, Rog 91-95, Sor 96-98, Wiz 99-100. See Tables 23, 26, 29, 29B.

Siv Squad: 1d6+6 sivs, 1d4+1 2nd-level siv monks, and 1 siv leader (vl 1d3+2). For the leader's class, roll d%: Clr 01-10, Ptr 11-20, Monk 21-85, Rgr 86-90, Wiz 91-100. See Tables 41, 42, 42R, 43, 44, 45.

Slavers: 1d4+2 1st-level warriors, 1d2 fighters (vl 1d3), 1d2 rogues (vl 1d3), and 2d8 captives, who are typically 1st-level commoners. Slavers are usually neutral evil. For the race of the slavers, roll d%: human 01-60, half-orc 71-100. Captives may be of any humanoid race. See Tables 32, 33, 34.

Snow Tiger/Red Tiger: The red tiger, also called the snow cat, haunts the mountains of the North, from the Nether range to the Spine of the World. Its fur is a consistent rust color. Its cousin, the snow tiger, is native to Rashemen. Snow tigers change color with the seasons: pale brown with green stripes in warm months, and white with black stripes in the cold season. In game terms, both cats are identical to the tiger presented in the *Monster Manual*. This encounter is with a single tiger.

Stinger Hunters: 1d4+2 stingers and 1 stinger cleric (vl 1d3+1). See Tables 53, 54.

Strongheart Halfling Patrol: 1d6-6 1st-level strongheart halfling warriors, 1d2 strongheart halfling clerics (vl 1d3), 1d2 strongheart halfling fighters (vl 1d3), and 1 leader (vl 1d4+2). For the leader's class, roll d%: Brd 01-05, Clr 06-40, Ptr 41-75, Rgr 76-85, Rog 86-95, Wiz 96-100. See Table 25.

Svirfneblin Filferers: 1d2+2 svirfneblin rangers (vl 1d3+1), 1d2 svirfneblin rogues (vl 1d3+2), and 1 svirfneblin illusionist (vl 1d3+4). See Table 61.

Triton Patrol: 1d10+1 tritons mounted on porpoises. See Tables 58, 59, 60.

Troglodyte Clutch: 1d6+8 troglodytes and 1d2 giant lizards. See Table 28B.

Troll Warband: 1d6-1 trolls and 1 leader (vl 1d3). For the leader's class, roll d%: Bbn 01-60, Adp 61-70, Ptr 71-95, Sor 96-100. See Tables 24R, 27R, 39R, 46, 46R.

Urdunnir Patrol: 1d6+6 urdunnirs, 1d3 urdunnir fighters (vl 1d3+1), and 1 leader (vl 1d4+3). For the leader's class, roll d%: Clr 01-40, Ptr 41-70, Pal 71-80, Rgr 81-90, Wiz 91-100. See Table 61.

Uthgardt Barbarians: 1d3+1 1st-level fighters and 1d2 barbarians (vl 1d3+2). The Uthgardt can be of any good or neutral alignment. See Table 38R.

Vampire Troupe: 1d2 vampires and 1d4+1 vampire spawn. See Tables 26, 27, 28, 29, 30, 31, 38, 39, 40.

Vodyanoi: The vodyanoi is an aquatic umber hulk. It is identical to its landbound cousin, except that it has a swim speed of 20 feet instead of a burrow speed, and blindsight to a 60-foot range instead of tremorsense. This encounter is with a single vodyanoi. See Tables 55, 56, 56A.

Werbear Troupe: 1d3+1 werbears and 1d4 brown bears. See Tables 38, 38B, 39.

Werewolf Troupe: 1d3+1 werewolves and 1d4+1 hours. See Tables 39, 40.

Wererat Troupe: 1d4+1 wererats and 1d4+4 dire rats. See Tables 38, 38B, 39, 40.

Werewolf Troupe: 1d4+1 werewolves and 1d4+4 wolves. See Tables 23, 38, 38B, 39, 40, 46, 47.

Wild Dwarf Hunter: 1d4+4 1st-level wild dwarf warriors, 1d3 wild dwarf barbarians (vl 1d3+1), and 1d2 wild dwarf clerics (vl 1d3+1). See Table 40B.

Wild Elf Hunters: 1d4+2 1st-level wild elf warriors and 1d3 wild elf rangers (vl 1d6). See Tables 39B, 40.

Wood Elf Squad: 1d6-6 1st-level wood elf warriors, 1d3 wood elf wizards (vl 1d3+1), and 1 leader (vl 1d4+1). For the leader's class, roll d%: Clr 01-10, Drd 11-20, Ptr 21-70, Rgr 71-75, Rog 76-80, Wiz 81-100. See Tables 38, 38B, 39, 39B.

Yuan-ti Patrol: 1d3+1 purebloods, 1d2 halfbloods, and 1d2 abominations. See Tables 40, 40B, 45.

npc generation

This section of the booklet describes the process for generating NPCs as unique leaders for some group encounters and as members of a group of nonplayer characters.

TABLE 62: NPC LEVELS

d%	Level Range	d%	Level Range
01-70	1d3	01-99	1d3-9
71-75	1d3+1	100	1d3-13
76-90	1d3+2		

TABLE 63: NPC ALIGNMENT

d%	Alignment
01-20	Good (LG, NG, or CG)
21-70	Neutral (LN, N, or CN)
71-100	Evil (LE, NE, or CE)

TABLE 64: NPC CLASS

Good	Neutral	Evil	Class
01-01	01-01	01-20	Barbarian
06-10	06-10	11-11	Bard
11-10	11-13	16-17	Cleric
21-21	16-23	36-40	Druid
36-41	26-41	41-50	Fighter
46-70	46-70	71-77	Monk
71-75	—	—	Paladin
76-67	71-77	76-82	Ranger
86-77	76-77	81-80	Rogue
76-80	76-80	81-81	Sorcerer
81-100	81-100	86-100	Wizard

After you generate class, race, and level for each NPC in the group, you can build NPCs using Tables 2-33 through 2-43 in the *DUNGEON MASTER'S Guide*. You can always choose to design your NPCs from scratch if you prefer.

random dungeon npcs

The dungeon encounter tables include NPC groups of a specific character level keyed to the appropriate dungeon level. When an NPC result comes up, roll to see how many char-

TABLE 05: GOOD NPC RACE OR KIND

Rho	Red	Clr	Drd	Flr	Msk	Flt	Rgr	Rng	Sor	Wis	Race/Kind	Level**
—	01	01	—	01-02	01-02	01-10	—	—	01-02	01	Assaur (plataneched)	-2
—	02-07	02-08	—	03-12	03-04	13-16	01-04	01-01	01-10	01	Dwarf, gold	Normal
01-01	—	09-19	—	14-27	27	17-56	27-08	24-06	11	—	Dwarf, shield	Normal
—	06-12	16-20	01-08	28-32	36	37-10	09-18	07-10	12-21	04-11	Elf, sun	Normal
—	13-22	21-29	09-14	33-37	07-21	11-27	13-21	11-20	12-13	12-11	Elf, moon	Normal
04-21	23-29	26-30	17-21	38-42	22-26	16-19	24-28	—	11	11	Elf, wild	Normal
14-21	30-33	31-37	32-47	41-47	37-51	40-43	23-31	—	11	11	Elf, wood	Normal
—	34	36	46	48	52	44	74	11-22	34	34	Gnom, air (plataneched)	-1
—	37	37	47	49-70	53	47	37	—	37	37	Gnom, earth (plataneched)	-1
—	38	38	48	—	34	46	36	14	16-27	—	Gnom, fire (plataneched)	-1
—	37	39	49	51	37	47	37	11	37	—	Gnom, water (plataneched)	-1
—	38-42	40-44	—	52	36	49	38	14-23	28-47	28-42	Gnome	Normal
26	43-54	47-49	50-73	75-78	77-81	49-77	39-44	30-42	48-57	43-61	Half-elf	Normal
—	57	70	—	79	72	76	—	43-48	78-89	62	Halfing, stronghold	Normal
—	58	71-77	60	60	72	67	49	49-74	10-63	63	Halfing, lightfoot	Normal
27-31	77	76-80	61-70	61	74	78	46-70	77-78	62-63	64	Halfing, ghostwise	Normal
32-32	78	61-67	71	62-66	77-89	79-81	71-77	77-71	64-67	67	Half-orc	Normal
71-77	79-91	66-91	72-96	67-91	70-99	64-91	76-91	73-96	66-90	65-99	Human	Normal
—	94	93-97	97	91	—	91-94	—	91	95	95	Hybrid	-1
—	97	94-97	—	91	—	—	—	97	92	97	Swiftnick (gnome)	-1
79	96	96-97	98	94	96-97	92-96	97	98	93-97	98	Half-orcstair	-1
73	97	98	—	91	98-99	87-99	96	99	96-98	99	Half-dragon*	-1
80-100	98-100	99	99-100	96-99	—	—	97-99	—	99	—	Wemic*	-1
—	100	—	100	100	100	100	100	100	100	100	Wicwair (hyanthrope)*	-4

*Roll to determine the NPC's base race or kind (ignores rolls marked by asterisk).

**If the creature is exceptionally powerful, reduce its class level to balance (see Tougher Monsters in Chapter 4 of the *DUNGEON MASTER'S Guide*). If its class level is 0 or lower, reroll.

TABLE 06: NEUTRAL NPC RACE OR KIND

Rho	Red	Clr	Drd	Flr	Msk	Rgr	Rng	Sor	Wis	Race/Kind	Level**	
01	01-01	01-10	01-02	01-10	—	01	01	01	—	—	Dwarf, gold	Normal
02	04	15-17	04	11-30	—	02	02-04	—	—	—	Dwarf, shield	Normal
—	04-06	26-32	04-09	11-33	—	03-04	07	02	01-06	—	Elf, sun	Normal
—	07-14	12-34	06-10	13-34	01-01	07-06	06-09	01	07-22	—	Elf, moon	Normal
01-12	18	37	11-13	17-36	—	27-33	—	04	—	—	Elf, wild	Normal
11	16-19	18	16-31	17-42	24	14-28	—	08	23-24	—	Elf, wood	Normal
—	22	19	31	—	04	19	10-11	06-07	27-28	—	Gnom, air (plataneched)	-1
—	21	40	11	41-44	05	30	11	09-09	—	—	Gnom, earth (plataneched)	-1
—	22	41	14	41	06	31	—	10-11	17-28	—	Gnom, fire (plataneched)	-1
—	23	42	37	46	07	32	13	13-13	29-30	—	Gnom, water (plataneched)	-1
—	24	43	36	47	08	33	14	14	15-12	—	Gnome	Normal
14-17	23-24	44-51	47-41	48-71	09-19	14-31	18-20	11-29	23-43	—	Half-elf	Normal
—	37-37	54-54	—	71	15	34	21-70	30	44	—	Halfing, stronghold	Normal
18	38-39	57-78	—	78	20	—	71-77	31-32	—	—	Halfing, lightfoot	Normal
17-23	40	79-80	42-46	77	—	77	74-80	33	—	—	Halfing, ghostwise	Normal
20-44	41	61-61	47	66-78	11-24	66-67	61-70	54-59	41-46	—	Half-orc	Normal
67-74	42-97	63-89	48-87	79-92	25-100	68-87	71-97	40-94	47-96	—	Human	Normal
77-87	—	90-97	88-98	91	—	90	—	97	—	—	Lizardfolk	-1
—	—	96	—	94	—	97	96	96	—	—	Swiftnick (gnome)	-1
—	—	97	—	97	—	—	97	97	97	—	Doppelganger	-1
—	98	98	—	96	—	98	98	98	98	—	Shak-P	-1
—	—	—	—	97-98	—	—	—	—	—	—	Wemic*	-1
86-98	—	—	—	—	—	—	—	—	—	—	Wicwair (hyanthrope)*	-1
99	99	99	99	99	—	99	99	99	99	—	Wicwair (hyanthrope)*	-1
100	100	100	100	100	—	100	100	100	100	—	Wicwair (hyanthrope)*	-4

*Roll to determine the NPC's base race or kind (ignores rolls marked by asterisk).

**If the creature is exceptionally powerful, reduce its class level to balance (see Tougher Monsters in Chapter 4 of the *DUNGEON MASTER'S Guide*). If its class level is 0 or lower, reroll.

acters make up the group, and then go to Table 63: NPC Alignment to determine whether the group is good, neutral, or evil in alignment. Once you know the group's alignment, proceed to Table 64: NPC Class to determine the class of each character in the group.

Finally, roll for each character on Table 65: Good NPC Race or Kind, Table 66: Neutral NPC Race or Kind, or Table 67: Evil NPC Race or Kind (depending on the character's alignment) to determine the race or kind of each character in the group.

random wilderness npcs

To create a group of NPCs based on a wilderness encounter table result, follow the procedure outlined under Random Dungeon NPCs. However, you need to determine the characters' levels first. Wilderness encounters vary in Encounter Level within the same terrain type, so a group of NPCs encountered in that terrain may vary in power level, too. Begin by rolling on Table 62: NPC Level to determine the level range of each character in the NPC group. Then continue through the NPC generation process described above.

TABLE 67: EVIL NPC RACE OR KIND

Who	Red	Clr	Dev	Ev	Mal	Ngr	Nrg	Sw	Wiz	Race/Kind	Level**
—	—	01	—	03-05	—	—	01	—	—	Dwarf, gold	Normal
—	—	02	—	03-04	—	—	01	—	—	Dwarf, shield	Normal
—	—	03	—	03	—	01	01-04	—	01-03	Elf, wood	Normal
01	—	04	—	—	—	—	—	03	—	Elf, wild	Normal
01-01	01	03	01	06	—	05-03	04	—	10	Elf, wood	Normal
04	02	06-09	02	07-09	01	04-07	06-07	01	11	Fey's (plantouched) [†]	-1
07	01-14	10-15	03	09-11	05-09	06-10	08-22	03-17	11-16	Half-elf	Normal
06	17	—	—	—	—	—	11	18	—	Halfing, strongheart	Normal
07	18	20	—	12	—	—	14	19	17	Halfing, lightning	Normal
08	19	21	—	—	—	—	17	20	18	Halfing, shadow	Normal
09-13	20-21	21-30	04-07	13-19	10-17	11-26	14-18	21-23	—	Half-orc	Normal
14-18	21-24	41-77	04-16	10-21	18-21	27-44	33-34	34-39	19-43	Human	Normal
19	27	36	77	72	—	47	—	36	70	Ka-lanas (gargoyle)	-4
40-41	—	37-41	18-21	23	—	46-47	—	37	—	Lizardfolk	-5
—	38	41	—	—	32	46	77-79	79	71	Gnom, air (plantouched)	-2
—	37	41	—	14-17	31	49	79	79	—	Gnom, earth (plantouched)	-2
—	38	44	—	78	34	70	60	60	72-77	Gnom, fire (plantouched)	-1
—	39	43	—	37	37	71	61	50	74-77	Gnom, water (plantouched)	-1
44	40	56	72	78	—	—	41-79	42	—	Goblin	Normal
47	—	47	73	19-49	36-39	71	80	81	34-77	Hobgoblin	Normal
46	—	38	74	70	—	—	—	31	64-77	Kobold	Normal
47-66	—	49	75	71-76	—	—	—	—	—	Orc	Normal
67	61	76	76	77	90	73	31-33	78	78	Tussock (plantouched) [†]	-7
68	62	71	77	78	91	—	34-37	—	79	Tiefling (plantouched)	-1
—	—	72-74	—	79	—	—	—	—	—	Drow (elf), female	-2
—	—	—	—	80	—	—	—	—	80-87	Drow (elf), male	-2
—	—	77	—	81	—	—	—	—	—	Darkyer (dwarf)	-1
—	—	—	—	82	—	—	—	—	—	Dwarf, duergar	-3
69-81	—	76-77	78-100	83	—	74-77	—	79	88	Goliath	-1
84	—	78-80	—	84	—	72	—	80-81	—	Tragolyte	-2
87-88	—	81-92	—	87	—	78	86-89	91	89	Bugbear	-7
87-88	—	82	—	84	—	74	—	81	—	Ogre	-5
89-91	—	84	—	—	—	—	—	84	—	Minotaur	-8
—	—	87	—	87	—	—	90	87	90	Mind flayer	-8
—	—	86	—	88	91-91	—	—	86	91-91	Ogre mage	-6
91	91	87	—	89	—	77	91	87	91	Warbat (ycanthrop) [†]	-4
—	94	88	—	90	—	76	92-91	88	94	Warcat (ycanthrop) [†]	-2
91-94	97	89	—	91	—	77	94	89	97	Warwolf (ycanthrop) [†]	-3
91-94	96	90	—	91	—	78-79	97	90	96	Warwolf (ycanthrop) [†]	-4
—	97	91-92	—	91	—	—	96	91	97	Deppelganger, greater [†]	-10
97-98	98	91-94	—	94	94	80	97-99	92	98	Half-orc [†]	-1
98-100	99	97	—	97	97	91-97	93	93-94	99	Half-dragon [†]	-7
—	—	96	—	96	96	96	100	97-98	100	Shad [†]	-5
—	—	97	—	97	97	97	—	97	—	Yuan-ti, purpleblood	-4
—	—	98	—	98	98	98	—	98	—	Yuan-ti, blackblood	-4
—	—	99	—	99	99	99	—	99	—	Yuan-ti, silvermist	-4
—	—	100	—	100	100	100	—	100	—	Yuan-ti, tainted one	-1

*Roll to determine the NPC's base race or kind. (Ignore rolls marked by asterisks.)

**If the creature is exceptionally powerful, reduce its class level in halpans (see Tougher Monsters in Chapter 4 of the Dungeon Master's Guide). If its class level is 0 or lower, reroll.