

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—melee

Weapon	Damage	Critical	Range	Increment
Unarmed Attacks				
Gauntlet*	—	—	—	—
Strike, unarmed (med)	1d3§	×2	—	—
Strike, unarmed (sm)	1d2§	×2	—	—
Tiny				
Dagger*	1d4	19-20/×2	10 ft.	—
Dagger, punching	1d4	×3	—	—
Gauntlet, spiked	1d4	×2	—	—
Small				
Mace, light	1d6	×2	—	—
Sickle	1d6	×2	—	—
Medium-size				
Club	1d6	×2	10 ft.	—
Half-pike*	1d6	×3	20 ft.	—
Mace, heavy	1d8	×2	—	—
Morningstar	1d8	×2	—	—
Large				
Quarterstaff***	1d6/1d6	×2	—	—
Shortspear*	1d8	×3	20 ft.	—

simple weapons—ranged

Small				
Crossbow, light*	1d8	19-20/×2	80 ft.	—
Dart	1d4	×2	20 ft.	—
Sling*	1d4	×2	∞0 ft.	—
Medium-size				
Crossbow, heavy*	1d10	19-20/×2	120 ft.	—
Javelin*	1d6	×2	30 ft.	—

martial weapons—melee

Small				
Axe, throwing	1d6	×2	10 ft.	—
Cutlass	1d6	19-20/×2	—	—
Hammer, light	1d4	×2	20 ft.	—
Handaxe	1d6	×3	—	—
Lance, light*	1d6	×3	—	—
Pick, light	1d4	×4	—	—
Sap	1d6§	×2	—	—
Sword, short	1d6	19-20/×2	—	—
Medium-size				
Battleaxe	1d8	×3	—	—
Flail, light*	1d8	×2	—	—
Lance, heavy**	1d8	×3	—	—
Longsword	1d8	19-20/×2	—	—
Pick, heavy	1d6	×4	—	—
Rapier*	1d6	18-20/×2	—	—
Sever	1d8	19-20/×2	—	—
Scimitar	1d6	18-20/×2	—	—
Trident*	1d8	×2	10 ft.	—
Warhammer	1d8	×3	—	—
Large				
Falchion	2d4	18-20/×2	—	—
Flail, heavy*	1d10	19-20/×2	—	—
Glave**	1d10	×3	—	—
Greataxe	1d12	×3	—	—
Greathub	1d10	×2	—	—
Greataxe	2d6	19-20/×2	—	—
Guisarme**	2d4	×3	—	—

Weapon	Damage	Critical	Range	Increment
Halberd**	1d10	×3	—	—
Longspear**	1d8	×3	—	—
Maul	1d10	×3	—	—
Ranseur**	2d4	×3	—	—
Scythe	2d4	×4	—	—

martial weapons—ranged

Medium-size				
Shortbow*	1d6	×3	60 ft.	—
Shortbow, composite	1d6	×3	70 ft.	—
Large				
Longbow	1d8	×3	100 ft.	—
Longbow, composite	1d8	×3	110 ft.	—

exotic weapons—melee

Tiny				
Blade boot	1d4	19-20/×2	—	—
Claw bracer	1d4	19-20/×2	—	—
Kama, halfing*	1d4	×2	—	—
Kukri	1d4	18-20/×2	—	—
Nunchaku, halfing*	1d4	×2	—	—
Sangham, halfing*	1d4	×2	—	—
Small				
Kama	1d6	×2	—	—
Nunchaku*	1d6	×2	—	—
Sangham*	1d6	×2	—	—
Medium-size				
Khopesh*	1d8	19-20/×2	—	—
Scourge*	1d8	×2	—	—
Sword, bastard*	1d10	19-20/×2	—	—
Waraxe, dwarven*	1d10	×3	—	—
Hammer, gnome hooked**	1d6/1d4	×3/×4	—	—
Large				
Axe, orc double**	1d8/1d8	×3	—	—
Chain, spiked**	2d4	×2	—	—
Flail, dire**	1d8/1d8	×2	—	—
Sword, two-bladed**	1d8/1d8	19-20/×2	—	—
Urgrush, dwarven**	1d8/1d6	×3	—	—

exotic weapons—ranged

Tiny				
Crossbow, hand*	1d4	19-20/×2	30 ft.	—
Shuriken*	1	×2	10 ft.	—
Small				
Chakram	1d4	×3	30 ft.	—
Whip*	1d3§	×2	15 ft.*	—
Medium-size				
Crossbow, repeating*	1d8	19-20/×2	80 ft.	—
Net*	—	—	10 ft.*	—

* See the description of this weapon for special rules.

† Reach weapon.

** Double weapon.

§ The weapon deals subdual damage rather than normal damage.

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

fundamental actions in combat

Action	Move	Attack of Opportunity*
Attack Actions		
Attack (melee)	Yes	No
Attack (ranged)	Yes	Yes
Attack (unarmed)	Yes	Maybe
Charge	×2 (special)†	No
Full attack	1-ft. step	No
Magic Actions		
Cast a spell		
1-action spell	Yes	Yes
Full-round spell	1-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

×2 You can move twice your normal speed.

×4 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 unless the action is defined as a full-round action, in which case you normally get a 1-foot step.

† You can move up to twice your normal speed, but only before the attack, not 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	Melee	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 use shield)	+2†	+2†
Defender surprised or flat-footed	+0†	+0†
Defender running	+0†	-2†
Defender grappling (attacker not)	+0†	+0†
Defender pinned	+4†	-4†
Defender has cover	— See Cover —	
Defender concealed or invisible	— See Concealment —	
Defender helpless (such as paralyzed, sleeping, or bound)	— See Helpless Defenders —	

* You flank a defender when you have an ally on the opposite side of the defender threatening him. Rogues 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 combatant you strike. That defender loses any Dexterity bonus to AC.

partial actions

Partial Actions	Move	Attack of Opportunity*
Attack Partial Actions		
Attack (melee)	1-ft. step	No
Attack (ranged)	1-ft. step	Yes
Attack (unarmed)	1-ft. step	Maybe
Partial charge	Yes (special)†	No
Magic Partial Actions		
Cast a spell	1-ft. step	Yes
Activate magic item	1-ft. step	Maybe
Use special ability†	1-ft. step	Maybe
Concentrate to maintain a spell	1-ft. step	No
Dismiss a spell	1-ft. step	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial run	×2	Yes
Miscellaneous Partial Actions**	1-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 move 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.

** Those actions on Table 8-4 Miscellaneous Actions defined as standard or move-equivalent actions. Most allow a 1-foot step, though actions that are variant 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 3-ft. high wall	+2	+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	Peering around a corner or a tree	+7	+3
Nine-tenths	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	10%
One-half	Blat spell, dense fog at 1 ft. (such as obscuring mist)	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Invisibility; attacker blind; total darkness; dense fog at 10 ft.	70% and must guess target's location

Miscellaneous actions

No Action	Attack of Opportunity*	Standard Actions	Attack of Opportunity*	Full-Round Actions (cont.)	Attack of Opportunity*
Delay	No	Ready (triggers a partial action)	No	Use touch spell on up to six friends	Yes
Free Actions		Concentrate to maintain or redirect a spell	No	Refocus (no move)	No
Cast a quickened spell or feather fall spell	No	Dismiss a spell	No	Escape from a net, entangle spell, Orluke's freezing sphere, etc.	Yes
Cease concentration on a spell	No	Aid another	No		
Prepare spell components to cast a spell**	No	Bull rush (charge)	No		
Direct <i>Bugby's clenched fist</i> spell, rainbow pattern spell, or shield spell	No	Bull rush (attack)	No		
Attack with eyebite spell	No	Change form (shapeshifter)	No	Action Type Varies	Attack of Opportunity*
Change form (<i>shapechange</i>)	No	Use touch spell on self	No	Disarm†	Yes
Dismiss tree shape spell	No	Escape a grapple	No	Grapple†	Yes
Drop an item	No	Evoke <i>sunbeam</i> spell	No	Trip an opponent	No
Drop to the floor	No	Feint	No	Use feat‡	Varies
Speak	No	Issue command to animated rope	No		
Make Spellcraft check on counterspell attempt	No	Overrun (charge)	No		
		Heal a dying friend	Yes		
		Light a torch with a tinderwig	Yes		
		Use a skill that takes 1 action	Usually		
		Rebuke undead (use special ability)	No		
		Turn undead (use special ability)	No		
		Strike a weapon (attack)	Yes		
		Strike an object (attack)	Maybe††		
		Total defense	No		
Move-Equivalent Actions		Full-Round Actions			
Climb (one-quarter your speed)	No	Climb (one-half your speed)	No		
Draw a weapon†	No	Use a skill that takes 1 round	Usually		
Sheathe a weapon	Yes	Coup de grace	Yes		
Ready a shield†	No	Light a torch	Yes		
Loose a shield†	No	Change form (<i>polymorph self</i>)	Yes		
Open a door	No	Extinguish flames	No		
Pick up an item	Yes	Load a heavy crossbow	Yes		
Retrieve a stored item	Yes	Load a repeating crossbow	Yes		
Move a heavy object	Yes	Lock or unlock weapon in locked gauntlet	Yes		
Stand up from prone	No	Prepare to throw oil	Yes		
Load a hand crossbow	Yes	Throw a two-handed weapon with one hand	Yes		
Load a light crossbow	Yes	Transport (<i>free stride</i> spell)	No		
Control a frightened mount	Yes				
Mount a horse or dismount	No				
Direct the movement of a flaming sphere spell or the recipient of a <i>levitate</i> spell	No				

* 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 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, yes. If not, no.

‡ 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, one 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		—Speed—	
			Check Penalty	Arcane Spell Failure	(30 ft.)	(20 ft.)
Light armor						
Padded	+1	+8	0	5%	30 ft.	20 ft.
Leather	+2	+6	0	10%	30 ft.	20 ft.
Studded leather	+3	+5	-1	15%	30 ft.	20 ft.
Chain shirt	+4	+4	-2	20%	30 ft.	20 ft.
Medium armor						
Hide	+3	+4	-3	20%	20 ft.	15 ft.
Scale mail	+4	+3	-4	25%	20 ft.	15 ft.
Chainmail	+5	+2	-5	30%	20 ft.	15 ft.
Breastplate	+5	+3	-4	25%	20 ft.	15 ft.
Heavy armor						
Splint mail	+6	+0	-7	40%	20 ft.*	15 ft.*
Banded mail	+6	+1	-6	35%	20 ft.*	15 ft.*
Half-plate	+7	+0	-7	40%	20 ft.*	15 ft.*
Full plate	+8	+1	-6	35%	20 ft.*	15 ft.*
Shields						
Buckler	+1	—	-1	5%	—	—
Small, wooden	+1	—	-1	5%	—	—
Small, steel	+1	—	-1	5%	—	—
Large, wooden	+2	—	-2	15%	—	—
Large, steel	+2	—	-2	15%	—	—
Tower	**	—	-10	50%	—	—

The roll of years

DR	The Year of ...
1360	The Turret
1361	Maidens
1362	The Helm
1363	the Wyvern
1364	the Wave
1365	the Sword
1366	the Staff
1367	the Shield
1368	the Banner
1369	the Gauntlet
1370	the Tankard
1371	the Unstrung Harp
1372	Wild Magic (current year)
1373	Rogue Dragons
1374	Lightning Storms
1375	Raven Elfkin
1376	the Bent Blade
1377	the Haunting
1378	the Cauldron
1379	the Lost Keep
1380	the Blazing Hand

size and ac of objects

Size (Example)	AC Modifier	Size (Example)	AC Modifier
Colossal (broad side of a barn)	-8	Medium-size (barrel)	+0
Gigantic (narrow side of a barn)	-4	Small (chair)	+1
Huge (wagon)	-2	Tiny (tome)	+2
Large (big door)	-1	Diminutive (scroll)	+4
		Fine (potion in a vial)	+8

substance hardness and hit points

Substance	Hardness	Hit Points
Paper	0	2/10th of thickness
Rope	0	2/10th of thickness
Glass	1	1/10th of thickness
Ice	0	3/10th of thickness
Wood	5	10/10th of thickness
Stone	8	15/10th of thickness
Iron	10	30/10th of thickness
Mithral	15	30/10th of thickness
Adamantine	20	40/10th 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-hafted weapon	Light mace	10	10
Medium-size metal-hafted weapon	Heavy mace	10	25
Small hafted weapon	Handaxe	5	2
Medium-size hafted weapon	Battleaxe	5	5
Large hafted weapon	Greataxe	5	10
Huge club	Ogre's club	5	60
Backler	—	10	5
Small wooden shield	—	5	10
Large wooden shield	—	5	15
Small steel shield	—	10	10
Large steel shield	—	10	20
Tower shield	—	5	20

DCs to Break or Burst Items

Strength Check to	DC	Strength Check to	DC
Break down simple door	15	Bend iron bars	24
Break down good door	18	Break down barred door	25
Break down strong door	23	Burst chain bonds	26
Burst rope bonds	23	Break down iron door	28

object hardness and hit points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Heavy stone (3 ft. thick)	8	540	36
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

terrain and overland movement in aærun

Terrain	Road	Trail	Trackless
Barren/Barlands	x1	x1	x3/4
Cleared/Mix	x1	x1	x1
Forest	x1	x1	x1/2
Glacier	—	—	x1/2
Grassland	x1	x1	x1
High Mountains	x3/4	x1/2	x1/8
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Low Mountains	x3/4	x1/2	x1/4
Marsh	x1	x3/4	x1/2
Moor	x1	x1	x3/4
Rocky Desert	x1	x1	x3/4
Sandy Desert	x1	—	x1/2
Swamp	x1	x3/4	x1/2

turning undead

Turning Check Result	Max HD of Undead Affected	Turning Check Result	Max HD of Undead Affected
Up to 0	Cleric's level - 4	13-15	Cleric's level + 1
1-3	Cleric's level - 3	16-18	Cleric's level + 2
4-6	Cleric's level - 2	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 harptos

Month	Name	Common Name
1	Hammer	Deepwinter
	Annual Holiday: Midwinter	
2	Alturiak	The Claw of Winter
3	Ches	The Claw of the Sunsets
4	Tarsakh	The Claw of the Storms
	Annual Holiday: Greengrass	
5	Mirul	The Melting
6	Kythorn	The Time of Flowers
7	Flamerule	Summertime
	Annual Holiday: Midsummer	
8	Elessis	Highsun
9	Eleint	The Fading
	Annual Holiday: Highharvestide	
10	Marpenoth	Leaffall
11	Ukru	The Rotting
	Annual Holiday: The Feast of the Moon	
12	Nightal	The Drawing Down

light sources

Object	Light	Duration
Candle	5 ft.	1 hr.
Lamp, common	15 ft.	6 hr./pint
Lantern, bulseye	60-ft. cone*	6 hr./pint
Lantern, hooded	30 ft.	6 hr./pint
Sunrod	30 ft.	6 hr.
Torch	20 ft.	1 hr.
Spell	Light	Duration
<i>Continual flame</i>	20 ft.	Permanent
<i>Dancing lights (torches)</i>	20 ft. (each)	1 min.
<i>Daylight</i>	60 ft.	30 min.
<i>Light</i>	20 ft.	10 min.

*A cone 60 feet long and 20 feet wide at the far end.

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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, ghost 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 $d\%$ 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 1: RANDOM ENCOUNTER MASTER TABLE

d%	Dungeon Level									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
01-07	1st	1st	1st	1st	2nd	2nd	3rd	4th	5th	6th
	—	×2	×3	×4	×4	×4	×4	×4	×4	×4
08-10	1st	1st	1st	1st	2nd	3rd	4th	5th	6th	7th
	—	×2	×3	×4	×3	×3	×3	×3	×3	×3
11-20	1st	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th
	—	×2	×3/2	×2	×2	×2	×2	×2	×2	×2
21-30	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th	9th
	—	—	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2
31-70	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
	—	—	—	—	—	—	—	—	—	—
71-80	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
	×1/2	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3
81-90	2nd	4th	5th	6th	7th	8th	9th	10th	11th	12th
	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2
91-100	3rd	5th	6th	7th	8th	9th	10th	11th	12th	13th
	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3

d%	Dungeon Level									
	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
01-07	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th
	×4	×4	×4	×4	×4	×4	×4	×4	×4	×4
08-10	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th
	×3	×3	×3	×3	×3	×3	×3	×3	×3	×3
11-20	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th
	×2	×2	×2	×2	×2	×2	×2	×2	×2	×2
21-30	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th
	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2	×3/2
31-70	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
	—	—	—	—	—	—	—	—	—	—
71-80	12th	13th	14th	15th	16th	17th	18th	19th	20th	20th
	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3	×2/3	—	—	—
81-90	13th	14th	15th	16th	17th	18th	19th	20th	20th	20th
	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2	×1/2
91-100	14th	15th	16th	17th	18th	19th	20th	20th	20th	20th
	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/3	×1/2	×2/3	—

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.

×3/2: Increase the number of creatures encountered by 1/2 (or multiply by 3 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.

×2/3: 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 52. 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

d%	Role	Number of Creatures	Treasure
01-03	Critter	1d3 centipedes, Medium-size monstrous (vermin)	20%
04-08	Critter	1d3+1 dire rats	20%
09-11	Critter	1d3+1 fire beetles, giant (vermin)	20%
12-15	Critter	1d3 hairy spiders*	20%
16-17	Critter	1 night hunter (bat)*	20%
18-20	Critter	1d3 scorpions, Small monstrous (vermin)	20%
21-25	Critter	1d3 spiders, Small monstrous (vermin)	20%
26-27	Critter	1d4+1 spitting crawlers♦	20%
28-34	Dragon	1 dragon (see Table 22)	80% +2
35-39	Friend	1d3 dwarven warriors	80% -1
40-42	Friend	1d3 elven warriors	80% -1
43-47	NPC	1 1st-level NPC	Gear
48-51	Terror	1d3 beholder-kin, eyeballs*	50% +1
52-56	Terror	1d4+1 crawling claws*	50% -1
57-59	Terror	1 darkmistle	50% -1
60-64	Terror	1 krenshar	50% +1
65-68	Terror	1 lemur (devil)	50% -1
69-74	Tough	1d4+1 gibberlings*	80% -1
75-80	Tough	1d4+2 goblins	80% -1
81-83	Tough	1 hobgoblin and 1d3 goblins	80% -1
84-90	Tough	1d6+3 kobolds	80% -1
91-95	Undead	1d3+1 skeletons, Medium-size [human]	50%
96-100	Undead	1d3 zombies, Medium-size [human]	50%

TABLE 3: 2ND-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	1d3 centipedes, Large monstrous (vermin)	20%
05-07	Critter	1d3 giant ants (vermin)	20%
08-10	Critter	1d3 night hunters (bats)*	20%
11-12	Critter	1 riding lizard♦	20%
13-16	Critter	1d3 scorpions, Medium-size monstrous (vermin)	20%
17-21	Critter	1d3 spiders, Medium-size monstrous (vermin)	20%
22-27	Dragon	1 dragon (see Table 22)	80% +4
28-32	Friend	1d4+2 dwarven warriors	80% +2
33-37	NPC	1d3 1st-level NPCs	Gear
38-40	Terror	1 choker	20%
41-42	Terror	1 chosen one*	20%
43-46	Terror	1 ethereal marauder	20%
47-50	Terror	1d3 shriekers	20%
51-54	Terror	1d4+2 forman workers	80% +2
55-60	Tough	1d4+2 hobgoblins	80% +2
61-65	Tough	1d3 hobgoblins and 1d4+2 goblins	80% +2
66-70	Tough	1d3 lizardfolk	80% +2
71-79	Tough	1d4+2 orcs	80% +2
80	Undead	1 baneguard*	50%
81-83	Undead	1 bone bat*	50%
84-93	Undead	1d4+2 zombies, Medium-size [human]	50%
94-100	Undead	1d3 ghouls	50%

TABLE 4: 3RD-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-02	Critter	1d2 bombardier beetles, giant (vermin)	20%
03-04	Critter	1d2 centipedes, Huge monstrous (vermin)	20%
05-06	Critter	1d2 dire badgers	20%
07-08	Critter	1d2 dire bats	20%
09-10	Critter	1 gelatinous cube (ooze)	20%
11-12	Critter	1 pack lizard♦	20%
13-14	Critter	1d2 praying mantises, giant (vermin)	20%
15-16	Critter	1d2 scorpions, Large monstrous (vermin)	20%
17-19	Critter	1 sinister (bat)*	20%
20-22	Critter	1d2 spiders, Large monstrous (vermin)	20%

23-28	Dragon	1 dragon (see Table 22)	80% +4
29-31	Fiend	1d2 imps (devil)	80% +3
32-35	Fiend	1 wericat (lycanthrope) and 1d3+1 dire rats	80% +3
36-40	Friend	1d6+3 dwarven warriors	80% +3
41-44	NPC	1d3+1 1st-level NPCs	Gear
45-47	Terror	1d2 dretches (demon)	50%
48-50	Terror	1 ethereal filcher	50%
51-53	Terror	1 phantom fungus	20%
54-56	Terror	1d2 thooquas	20%
57-60	Terror	1d2 vargnouilles	50%
61-62	Tough	1 bugbear and 1d4+1 goblins	80% +3
63-64	Tough	1 giant, phaceln*	80% +2
65-68	Tough	1d3+1 gnolls	80% +3
69-72	Tough	1d4+2 goblins and 1d3 wolves	80% +3
73-74	Tough	1d3 hobgoblins and 1d3 wolves	80% +3
75-78	Tough	1d6+3 kobolds and 1 dire wessel	80% +3
79-82	Tough	1 quaggoth*	80% +3
83-87	Tough	1d3+1 troglodytes	80% +3
88-89	Undead	1 banedead*	50%
90-92	Undead	1 shadow	50%
93-98	Undead	1d3+1 skeletons, Large [ogre]	50%
99-100	Undead	1 zombie, tyrantfrog*	50%

TABLE 5: 4TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	1d2 ankhegs	20%
05-07	Critter	1d3 dire weasels	20%
08-10	Critter	1d4+1 night hunters (bat)*	20%
11-13	Critter	1 ooze, gray	20%
14-15	Critter	1d3 riding lizards♦	20%
16-17	Critter	1d2 snakes, Huge viper (animal)	20%
18-24	Dragon	1 dragon (see Table 22)	80% +4
25-27	Fiend	1 beast of Xvim (hell hound)*	80% +3
28-29	Fiend	1 forman warrior and 1d3 forman workers	80% +3
30-32	Fiend	1 imp (devil) and 1d3 lemuras (devil)	80% +3
33-34	Fiend	1d2 quasits (demon)	80% +3
35-36	Fiend	1 werebat*	80% +3
37-39	Friend	1d3 lantern archons (celestial)	50% +2
40-44	NPC	1d3 2nd-level NPCs	Gear
45-49	Terror	1 carrion crawler	20%
50-51	Terror	1d3 gargoyles, kir-lanan♦	20%
52-54	Terror	1 mezeal*	50%
55-56	Terror	1 mimic	50%
57-58	Terror	1d2 rust monsters	20%
59-60	Terror	1d2 violet fungi	20%
61-65	Tough	1 bugbear and 1d6+3 hobgoblins	80% +3
66-68	Tough	1 ettercap	80% +3
69-72	Tough	1d3 gnolls and 1d3 hyenas [treat as wolf (animal)]	80% +3
73-75	Tough	1d3 lizardfolk and 1 giant lizard (animal)	80% +3
76	Tough	1d2 magmins	80% +3
77-81	Tough	1 ogre and 1d4+2 orcs	80% +3
82-83	Tough	1d3 orcs and 1d2 dire boars	80% +3
84-87	Tough	1 sinister (bat)*	80% +3
86-89	Tough	1d2 werags and 1d4+2 goblins	80% +3
90	Undead	1d2 allips	50%
91-92	Undead	2 baneguards*	50%
93-94	Undead	2 bone bats*	50%
95	Undead	1 ghost (NPC level 1d3)	50%
96-97	Undead	1 vampire spawn	50%
98-100	Undead	1d2 wights	50%

DUNGEON ENCOUNTERS

TABLE 6: 5TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure		Treasure	
01-02	Critter	1 ant, giant soldier and 1d4+2 giant worker ants (vermin)	20%	38-39	Friend 1d2 werbears (lycanthrope)	80% +3
03-04	Critter	1d2 dire wolvenines	20%	40-43	NPC 1d3-1 3rd-level NPC	Gear
05-06	Critter	1d8+8 hairy spiders*	20%	44-45	Terror 1d3-1 arrowhawks, Small	20%
07-09	Critter	1 ochre jelly (ooze)	20%	46-47	Terror 1d2 basilisks	20%
10-11	Critter	1 snake, giant constrictor (animal)	20%	48-70	Terror 1d8-2 chitines*	20%
12-13	Critter	1d2 spiders, Huge monstrous (vermin)	20%	71-73	Terror 1d3 displacer beasts	20%
14-17	Critter	1 spider eater	20%	74-76	Terror 1d3 gargoyles	20%
16-18	Critter	1 sword spider*	20%	77-78	Terror 1d3 gargoyles, kir-lanan (NPC level 1d3)	20%
19-22	Dragon	1 dragon (see Table 22)	80% +4	79-81	Terror 1d3-1 hell hounds	20%
26-27	Fiend	1 abshai, black*	80% +3	82-83	Terror 1d3-1 howlers	20%
28-29	Fiend	1 abshai, white*	80% +3	84-86	Terror 1d3 otuyhs	20%
30-31	Fiend	1d3 doppelgangers	80% +3	67	Terror 1 ravid and 1 animated object, Large	20%
32	Fiend	1 ghannadan*	80% +3	68-69	Terror 1d3-1 xorns, Small	20%
33-34	Fiend	1 greenbag (hag)	80% +3			
35-36	Fiend	1d3 mephits	80% +3	70-71	Terror 1d3-1 yeth hounds	1d6 gems each
37-39	Fjend	1d3-1 wererats (lycanthrope)	80% +3	72-76	Tough 1 ettin and 1d6-1 orcs	80% +3
40	Fiend	1 yochlid (demon)*	80% +3	77-81	Tough 1d3 ogres and 1d3 hours (animal)	80% +3
41-43	Friend	1d3-1 blink dogs	70% +2	82-83	Tough 1d3-1 sinisters (bat)*	80% +3
44-46	NPC	1d3-1 2nd-level NPCs	80% +3	84-87	Tough 1d2 weretigers (lycanthrope)	80% +3
47-48	Terror	1d3 cockatrices	20%	86-89	Undead 1d6-1 bandedeac*	70%
49-51	Terror	1 gibbering mouther	20%	90-92	Undead 1d4-1 wights	70%
52-53	Terror	1d3 gricks	20%	93-97	Undead 1d3-1 zombies, Huge [giant]	70%
54-57	Terror	1 hydra, 1d3+4 heads	20%	98-100	Undead 1d4-1 zombies, tyrantfog*	70%
56-57	Terror	1 nightmare	20%			
58-59	Terror	1d3-1 shocker lizards	20%			
60-61	Terror	1 tall mouther*	20%			
62-63	Terror	1 violet fungus and 1d3-1 shriekers	20%			
64	Tough	1d3-1 azers	80% +3			
65-67	Tough	1d3-1 bugbears	80% +3			
68-69	Tough	1 ettercap and 1d3 Medium-size monstrous spiders	80% +3			
70-71	Tough	1d8-10 gibberlings*	80% +3			
72-74	Tough	1d3-1 ogres	80% +3			
75-76	Tough	1d3-1 salamanders, Small	80% +3			
77-78	Tough	1d3-1 troglodytes and 1d2 giant lizards (animal) [immune to stench]	80% +3			
79-82	Tough	1d3-1 worgs	80% +3			
83-84	Undead	2 bandedeac*	70%			
85-86	Undead	1d4-1 baseguards*	70%			
87-91	Undead	1 ghost and 1d3-1 ghouls	70%			
92-94	Undead	1d3 mummies	70%			
95-97	Undead	1d3-1 skeletons, Huge [giant]	70%			
98-100	Undead	1 wraith	70%			

TABLE 7: 6TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure		Treasure	
01-02	Critter	1 digester	20%	07-06	Critter 1 cryosphinx (sphinx)	20%
03-04	Critter	1d3-1 dire apes	20%	07-08	Critter 1d3-1 dire bears	20%
05-06	Critter	1d3-1 dire wolves	20%	09-10	Critter 1d6-6 night hunters (bat)*	20%
07	Critter	1d3 giant stag beetles (vermin)	20%	11-13	Critter 1 remorhaz	20%
08-09	Critter	1d3-1 giant wasps (vermin)	20%	14-15	Critter 1d2 scorpions, Huge monstrous (vermin)	20%
10-12	Critter	1d4+4 night hunters (bat)*	20%	16-17	Critter 1d6-1 sinisters (bat)*	20%
13-15	Critter	1d3 oulfears	20%	18-24	Dragon 1 dragon (see Table 22)	80% +4
16-18	Critter	1 shambling mound	20%	25	Fiend 2 abshai, black*	80% +3
19-20	Critter	1d4-1 sinisters (bat)*	20%	26	Fiend 1 abshai, blue*	80% +3
21-26	Dragon	1 dragon (see Table 22)	80% +4	27	Fiend 2 abshai, white*	80% +3
27-28	Fiend	1 abshai, green*	80% +3	28-29	Fiend 1d3-1 araneas	80% +3
29-30	Fiend	1 annis (hag)	80% +3	30-31	Fiend 1d3-1 barghests, Medium-size	80% +3
31-32	Fiend	1d3 harpies	80% +3	32-33	Fiend 1d3 djinn (genie)	80% +3
33	Fiend	1 quasit (demon) and 1d2 dretches (demon)	80% +3	34-35	Fiend 1 formian taskmaster and 1 minotaur (or arch CR + creature)	80% +3
34-35	Fiend	1d3-1 werbears (lycanthrope)	80% +3	36-37	Fiend 1d3-1 jann (genie)	80% +3
36-37	Fiend	1d3-1 werewolves (lycanthrope)	80% +3	38-39	Friend 1d3-1 hound archon (celestial)	80% +3
				40-43	NPC 1d3-1 4th-level NPCs	Gear
				44-45	Terror 1 cloaker lord*	20%
				46-48	Terror 1d3 cloaklers	20%
				49-70	Terror 1 cryohydra, 1d3+4 heads (hydra)	20%
				71-72	Terror 1d4+2 formian warriors	80% +3
				73-75	Terror 1 invisible stalker	20%
				76-77	Terror 1 pyrohydra, 1d3+4 heads (hydra)	20%
				78-79	Terror 2 tall mouthers*	80% +3
				80-84	Tough 1d3-1 bugbears and 1d3-1 wolves	80% +3
				65-68	Tough 1 ettin and 1d2 brown bears (animal)	80% +3
				69-74	Tough 1d8-6 goblins, Dekanter*	80% +3
				75-79	Tough 1d3-1 minotaurs	70%
				80-81	Tough 1d4+2 quaggoths*	70%
				84-86	Tough 1 salamander, Medium-size and 1d3-1 salamanders, Small	80% +3
				87-90	Undead 1 curst (NPC level 1d3-3)*	70%
				91-95	Undead 1 ghost (NPC level 1d3-3)	70%
				96-100	Undead 1 vampire (NPC level 1d2+4)	Gear

DUNGEON ENCOUNTERS

TABLE 9: 8TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure	d%	Role	Number of Creatures and Kind	Treasure
01-02	Critter	ld6+5 ants, giant soldier (vermin)	20%	39	Fiend	1 succubus	80%+2
03-07	Critter	ld6+5 dire bats	20%	40-41	Fiend	ld3-1 xills, barbaric [01-70] or civilized [71-100]	80%+2
08-09	Critter	ld2 spiders, Gargantuan monstrous (vermin)	20%	42-43	Fiend	1 yuan-ti abomination and ld3 yuan-ti purebloods [01-70] or halfbloods [71-100]	80%+2
10-12	Critter	ld4+1 sword spiders*	20%	44-47	Friend	1 androphinx (sphinx)	80%+2
13-19	Dragon	1 dragon (see Table 22)	80%+4	46-70	NPC	ld3-1 6th-level NPCs	Gear
20-21	Fiend	2 abshai, green*	80%+3	51-52	Terror	ld2 behirs	20%
22-23	Fiend	1 abshai, red*	80%+3	53	Terror	ld3-1 belkers	20%
24-27	Fiend	1 aboleth and ld3-1 skum	80%+3	54	Terror	1 cryohdra, ld3-6 heads (hydra)	20%
26-27	Fiend	ld3-1 barghests, Large	80%+3	55-56	Terror	1 dclver	20%
28-29	Fiend	ld2 erinyes (devil)	80%+3	57-58	Terror	1 dragon turtle	20%
30-32	Fiend	1 medusa and ld6+3 grimlocks	80%+3	59	Terror	1 pyrohydra, ld3-6 heads (hydra)	20%
33-36	Fiend	1 mind flayer	80%+3	60-61	Terror	ld3-2 tall mouters*	20%
37-38	Fiend	1 ogre mage	80%+3	62-63	Terror	ld3-1 will-o'-wigs	20%
39-40	Fiend	ld3-1 yochlol (demon)*	80%+3	64-66	Terror	ld3-1 wyverns	20%
41-42	Fiend	1 yuan-ti halfblood and ld3 yuan-ti purebloods	80%+3	67-68	Tough	1 barbazu (devil) and ld2 onyluths (devil)	80%+2
43-44	Friend	1 lammasu	80%+3	69-73	Tough	1 giant, hill and ld3 dire wolves	80%+2
45-49	NPC	ld3-1 5th-level NPCs	Gear	74-75	Tough	ld3-1 kytons (devil)	80%+2
50-51	Terror	ld3-1 acheraias	20%	76-77	Tough	ld3-1 onyluths (devil)	80%+2
52-53	Terror	ld3-1 arrowhawks, Medium-size	20%	78-82	Tough	ld3-1 trolls and ld3 dire bears	80%+2
54-57	Terror	1 deepspawn*	20%	83-89	Undead	ld2 bodaks	Gear
58-59	Terror	ld3-1 ghillens	20%	90-92	Undead	1 curst (NPC level ld3-5)*	70%
60-61	Terror	ld2 golems, flesh	20%	93-100	Undead	1 vampire (NPC level ld2-6)	Gear
62	Terror	1 golem, Thayan*	20%				
63-64	Terror	1 gray render	20%				
65-66	Terror	ld3-1 hieracosphinxes (sphinx)	20%				
67-68	Terror	1 hydra, ld3+7 heads	20%				
69	Terror	1 hydra, Lernaean, ld3+4 heads	20%				
70-71	Terror	ld3-1 phase spiders	20%				
72	Terror	ld3-1 rasts	20%				
73-74	Terror	ld3-1 shadow mastiffs	20%				
75-76	Terror	ld3-1 winter wolves	20%				
77	Terror	ld3 xorns, Medium-size	20%				
78-90	Tough	1 drider and ld3-1 Large monstrous spiders (vermin)	216 gems each 80%+2				
81-83	Tough	ld3-1 ettins	80%+2				
84-87	Tough	ld3-1 ibranilins*	80%+2				
86-87	Tough	ld3-1 manticores	80%+2				
88-89	Tough	ld3-1 salamanders, Medium-size	80%+2				
90	Tough	ld6-1 sinisters (bat)*	80%+2				
91-94	Tough	ld3-1 trolls	80%+2				
95	Undead	1 revenant (NPC level ld3-4)*	Gear				
96-100	Undead	ld2 spectres	70%				

TABLE 10: 10TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	ld10-10 deep roth*	20%
05-07	Critter	ld3-1 dire bears	20%
08-16	Dragon	1 dragon (see Table 22)	80%+3
17-18	Fiend	2 abshai, red*	80%+2
19-20	Fiend	ld3-1 aboleths	80%+2
21-22	Fiend	ld3-1 athachs	80%+2
23-25	Fiend	1 cloaker lord* and ld6+1 cloaklers	80%+2
26-27	Fiend	1 formian myrmarch	80%+2
28-29	Fiend	ld3-1 medusas	80%+2
30	Fiend	ld3-1 nagas, water	80%+2
31-32	Fiend	1 night hag and 1 nightmare	80%+2
33-35	Fiend	2 phaerimm (7th-level sorcerer)*	80%+2
36-37	Fiend	1 salamander, Large and ld3 salamanders, Medium-size	80%+2
38-39	Fiend	ld3-1 yuan-ti abominations	80%+2
40-42	Friend	ld3-1 hillends	80%+2
43-47	NPC	ld3-1 7th-level NPCs	Gear
48-49	Terror	ld3-1 chaos beasts	20%
50-51	Terror	ld3-1 chimeras	20%
52-53	Terror	ld3-1 chunds	20%
54	Terror	1 cryohdra, Lernaean, ld4+4 heads (hydra)	20%
55-56	Terror	ld3-1 dragnones	20%
57	Terror	2 golems, Thayan*	20%
58-59	Terror	ld3-1 hellcats (devil)	20%
60	Terror	1 hydra, ld3-9 heads	20%
61	Terror	1 phasm	70%
62	Terror	1 pyrohydra, Lernaean, ld4+4 heads (hydra)	20%
63-64	Terror	1 retriever (demon)	20%
65-66	Terror	ld3-1 slaadi, red	80%+2
67-68	Terror	ld3-1 umber hulks	20%
69-71	Tough	ld3-1 barbazu (devil)	80%+2
72-75	Tough	ld3-1 driders	80%+2
76-79	Tough	1 giant, frost and ld3 winter wolves	80%+2
80-83	Tough	1 giant, stone and ld2 dire bears	80%+2
84-87	Tough	ld3-1 giants, hill	80%+2
88-89	Tough	1 hamatula (devil) and ld2 barbazu (devil)	80%+2
90-91	Tough	ld4+4 ibranilins*	80%+2
92-93	Tough	ld4+4 sinisters (bat)*	80%+2

TABLE 10: 9TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	ld3 bulettes	20%
05-08	Critter	ld6-5 deep roth*	20%
09-10	Critter	ld4+2 dire lions	20%
11-18	Dragon	1 dragon (see Table 22)	80%+3
19	Fiend	ld3-2 abshai, black*	80%+2
20	Fiend	2 abshai, blue*	80%+2
21	Fiend	ld3-2 abshai, white*	80%+2
22-23	Fiend	1 beholith (demon)	80%+2
24-26	Fiend	1 deepspawn* plus spawn (roll on Table 7)	80%+2
27	Fiend	ld3-1 lamias	80%+2
28-30	Fiend	1 mind flayer and charmed creatures (roll on Table 7 for charmed creatures)	80%+2
31-32	Fiend	1 night hag	80%+2
33-34	Fiend	1 ogre mage and ld4+2 ogres	80%+2
35-37	Fiend	1 phaerimm (4th-level sorcerer)*	80%+2
38	Fiend	1 rakshasa	80%+2

DUNGEON ENCOUNTERS

94-98	Undead	1 ghost (NPC level 1d3+6)	70%
99-100	Undead	1 revenant (NPC level 1d3+6)*	Gear

TABLE 12: 11TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	1d3 dire tigers	20%
05-14	Dragon	1 dragon (see Table 22)	80% +3
15	Fiend	1d6-7 abshai, black*	80% +1
16	Fiend	1d3+4 abshai, green*	80% +1
17	Fiend	1d6-7 abshai, white*	80% +1
18-21	Fiend	1 beholderkin, deathkiss*	70%
22-23	Fiend	1 beholderkin, gouger*†	80% +1
24-25	Fiend	1 covey of hags (hag): 1 green hag, 1 annis, 1 sea hag, 1d+2 ogres, and 1d3 giants, hill	
26-27	Fiend	1 formian myrmarch and 1d6+3 formian warriors	80% +1
28-29	Fiend	1d3+1 gnomophinxes	80% +1
30-31	Fiend	1d3+1 nugas, dark	80% +1
32-33	Fiend	1 pharimm (6th-level sorcerer)*†	80% +2
36-38	Fiend	1d3 avoral guardian (celestial)	80% +1
39-46	NPC	1d3-1 8th-level NPCs	Gear
47-48	Terror	1d3-1 arrowhawks, Large	20%
49-51	Terror	1d3-1 detstrachans	20%
52-54	Terror	1d2 golems, clay	20%
55	Terror	1 golem, gemstone, ruby*†	20%
56-58	Terror	1d3+1 gorgons	20%
59-61	Terror	1 hydra, Lernean, 1d3+7 heads	20%
62-66	Terror	1d3+1 slaadi, blue	80% +1
67-69	Terror	1d3+1 xorns, Large	20%
70-74	Tough	1 giant, fire and 1d6+3 hell hounds	4d6 gems each 80% +1
75-80	Tough	1d3+1 giants, stone	80% +1
81-84	Tough	1d3+1 hamatulas (devil)	80% +1
85-87	Undead	1 curst (NPC level 1d3+7)*	Gear
88-94	Undead	1 decourer	70%
95-100	Undead	1d3-1 mohrgs	70%

TABLE 13: 12TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasure
01-04	Critter	1 purple worm	20%
05-06	Critter	1d2 scorpions, Colossal monstrous (vermin)	20%
07-16	Dragon	1 dragon (see Table 22)	80% +3
17-18	Fiend	1d6-7 abshai, green*	70% +1
19-20	Fiend	1 doppelganger, greater*	70% +1
21-22	Fiend	1 ghoul (demon)*†	70% +1
23-27	Fiend	1d4+2 mind flayers [an inquisition]	70% +1
28-30	Fiend	1d3+1 nugas, spirit	70% +1
31-36	Fiend	1 pharimm (7th-level sorcerer)*†	80% +2
37-39	Fiend	1d3+1 slaadi, green	70% +1
40-43	Fiend	1 giant, cloud [good] and 1d4+2 dire lions	70% +1
44-50	NPC	1d3-1 9th-level NPCs	Gear
51-53	Terror	1 cryohydra, 1d3+9 heads (hydra)	20%
54	Terror	1 golem, gemstone, emerald*	20%
54-57	Terror	1d2 golems, stone	20%
58-61	Terror	1 guluthydra, 1d3+9 heads (hydra)	20%
62-63	Terror	1 pyrohydra, 1d3+9 heads (hydra)	20%
64-66	Terror	1d3-1 yrthaks	20%
67-71	Tough	1 cornugon (devil) and 1d3 hamatulas (devil)	70% +1
72-77	Tough	1 giant, cloud [evil] and 1d4+2 dire lions	70% +1
78-83	Tough	1d3-1 giants, frost	70% +1
84-88	Tough	1d3-1 salamanders, Large	70% +1
89-93	Undead	1 curst (NPC level 1d3+8)*	Gear
94-100	Undead	1 vampire (NPC level 1d3+8)	Gear

TABLE 14: 13TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasure
01-12	Dragon	1 dragon (see Table 22)	80% +3
13-15	Fiend	1d6-6 abshai, blue*	70% +1
16-23	Fiend	1 beholder	70% +1
24-26	Fiend	2 beholderkin, gougers*†	70% +1
27-30	Fiend	3 night hags and 3 nightmares	70% +1
31-36	Fiend	1 pharimm (8th-level sorcerer)*†	80% +2
37-40	Fiend	1d3-1 slaadi, gray	70% +1
41-44	Fiend	1d3-1 couats	70% +1
45-48	Fiend	1d3-1 nugas, guardian	70% +1
49-76	NPC	1d3-1 10th-level NPCs	Gear
77-61	Terror	1d2 frost worms	20%
62	Terror	1 golem, gemstone, diamond*	20%
63	Terror	2 golems, gemstone, ruby*†	20%
64-67	Terror	1 hydra, Lernean, 1d3+9 heads	20%
68-74	Terror	1d3-1 ropers	20%
75-83	Tough	1d3-1 cornugons (devil)	70% +1
84-91	Undead	1 beholder, death tyrant♦	70% +1
92-100	Undead	1 ghoul (NPC level 1d3+9)	70%

TABLE 15: 14TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasure
01-13	Dragon	1 dragon (see Table 22)	80% +2
14-16	Fiend	1d6-7 abshai, red*	70% +1
17-23	Fiend	1 beholder and charmed monster(s) (roll on Table 12)	70% +1
24-29	Fiend	1 beholder, death tyrant♦ and charmed monster(s) (roll on Table 13)	70% +1
30-32	Fiend	1 ghoul (demon)*† and 1d4+5 hill giants	70% +1
33-38	Fiend	1 pharimm (9th-level sorcerer)*†	80% +2
39-44	Fiend	1d2 slaadi, death	70% +1
45-49	Fiend	1d3+1 giant, cloud [good]	70% +1
50-58	NPC	1d3-1 11th-level NPCs	Gear
59-62	Terror	1 cryohydra, Lernean, 1d4+8 heads (hydra)	20%
63-67	Terror	1d2 golems, iron	20%
68-69	Terror	1 pyrohydra, Lernean, 1d4+8 heads (hydra)	20%
70-77	Terror	1 tombtapper*†	20%
78-83	Tough	1d3+1 giant, cloud [evil]	70% +1
84-88	Tough	3 giant, storm and 1d4+2 griffons	70% +1
89-98	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d3-10)	Gear
99-100	Undead	1 revenant (NPC level 1d3-10)*	Gear

TABLE 16: 15TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasure
01-18	Dragon	1 dragon (see Table 22)	80% +1
19-28	Fiend	1d3 beholders	70%
29-33	Fiend	1d4+2 beholderkin, gougers*†	70%
34-42	Fiend	1 pharimm (10th-level sorcerer)*†	80% +2
43-51	Fiend	1d2 slaadi, death and 1d3-1 slaadi, green	70%
52-56	Fiend	1d3 ghaicles (celestial)	80%
57-68	NPC	1d3-1 12th-level NPCs	Gear
69	Terror	3 golems, gemstone, diamond*	20%
70	Terror	1d3+2 golems, gemstone, ruby*	20%
71-78	Tough	1d2 hexrons (demon)	70%
79-85	Tough	1 gelugon (devil) and 1d3-1 cornugons (devil)	70%
86-88	Undead	1 lich (NPC level 1d3-12)*	Gear
89-97	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d3-11)	Gear
98-100	Undead	1 vampire (NPC level 1d3-11)	Gear

TABLE 17: 16TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-19	Dragon	1 dragon (see Table 22)	80% +1
20-24	Fiend	1 beholder, 4th-level beholder mage*	50%
25-34	Fiend	1 phaerimm (11th-level sorcerer)*	80% +2
35-42	Fiend	1 pit fiend (devil)	50% +1
43-48	Friend	1d3 astral devas (celestial)	50% +1
49-58	NPC	1d3-1 13th-level NPCs	50%
59-68	Terror	2 tomb tappers*	20%
69-73	Tough	1d3+1 gelagons (devil)	50%
76-82	Tough	1d3+1 giants, storm	50%
83-89	Tough	1d3+1 vrocks (demon)	50%
90-93	Undead	1 ghost (NPC level 1d3+12)	20%
94-98	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d3+12)	Gear
99-100	Undead	1 revenant (NPC level 1d3+13)*	Gear

TABLE 18: 17TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 22)	80% +1
21-26	Fiend	1 beholder, 7th-level beholder mage*	50%
27-33	Fiend	1 marilith (demon)	50%
34-42	Fiend	1 phaerimm (12th-level sorcerer)*	80% +2
43-47	Friend	1d3+1 trumpet archons (celestial)	50%
48-58	NPC	1d3-1 14th-level NPCs	Gear
59	Terror	1d4+2 golems, gemstone, diamond*	20%
60-69	Tough	1d3 glabrezu (demon)	50%
70-79	Tough	1d3+1 hezrous (demon)	50%
80-83	Undead	1 curst (NPC level 1d3+14)*	Gear
84-93	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d3+13)	Gear
94-100	Undead	1d3-1 nightwings (nightshade)	20%

TABLE 19: 18TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 22)	80% +1
21-27	Fiend	1d3 balors (demon)	50%
28-37	Fiend	1 phaerimm (13th-level sorcerer)*	80% +2
38-45	Fiend	1 pit fiend (devil) and 1d3-1 gelagons (devil)	50%
46-50	Fiend	1 sharrn (7th-level sorcerer, 2th-level cleric)*	50%
51-55	Friend	1d3 planetars (celestial)	50%
56-65	NPC	1d3-1 15th-level NPCs	Gear
66-73	Terror	1d4+2 tomb tappers*	20%
74-82	Tough	1d3+1 glabrezu (demon)	50%
83-91	Undead	1 vampire (NPC level 1d3+14)	Gear
92-97	Undead	1d3-1 nightwalkers (nightshade)	20%
98-100	Undead	1 revenant (NPC level 1d3+13)*	Gear

TABLE 20: 19TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 22)	80% +1
21-27	Fiend	1 marilith (demon) and 1d3 glabrezu (demon)	50% +1
28-37	Fiend	1 phaerimm (14th-level sorcerer)*	80% +2
38-45	Fiend	1d3+1 pit fiends (devil)	50% +1
46-51	Friend	1 solar (celestial)	50% +1
52-68	NPC	1d3-1 16th-level NPCs	Gear
69-79	Tough	1d3-1 malfeasnes (demon)	50% +1
80-83	Undead	1 curst (NPC level 1d3+16)*	Gear
84-93	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d4+13)	Gear
94-96	Undead	1 ghost (NPC level 1d3+15)	20%
97-100	Undead	1d3 nightwings (nightshade)	20%

TABLE 21: 20TH-LEVEL DUNGEON ENCOUNTERS

d%	Role	Number of Creatures and Kind	Treasure
01-19	Dragon	1 dragon (see Table 22)	80% +1
20-27	Fiend	1d3 balors (demon)	50%
28-34	Fiend	1d3-1 mariliths (demon)	50%
35-42	Fiend	1 phaerimm (15th-level sorcerer)*	80% +2
43-48	Fiend	1 sharrn (8th-level sorcerer, 6th-level cleric)*	50%
49-52	Friend	1 solar (celestial) and 1d2 planetars (celestial)	50%
53-56	NPC	1d3-1 17th-level NPCs	Gear
57-60	NPC	1d3 18th-level NPCs	Gear
61-64	NPC	1d2 19th-level NPCs	Gear
65-67	NPC	1 20th-level NPC	Gear
68-75	Tough	1d3-1 malfeasnes (demons) and 1d3-1 hezrou (demon)	20%
76-82	Undead	1 ghost (NPC level 1d2+18)	20%
83-89	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d4+16)	Gear
90-92	Undead	1d3 nightwings (nightshade)	20%
93-97	Undead	1 revenant (NPC level 1d3+17)*	Gear
98-100	Undead	1 vampire (NPC level 1d3+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% 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% and refer to the note that accompanies the table. If the d% 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 15 indicates a dragon. He continues to Table 22: Random Dragons and rolls d%, 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

	4%	4%	4%	4%	4%	4%	4%	4%	4%
Enc	01-09	10-18	19-27	28-32	33-42	43-48	49-54	55-58	59-63
Table	White	Black	Green	Blue	Red	Brass	Copper	Bronze	Silver
1st	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
2nd	Very young	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
3rd	Young	Very young	Very young	Very young	Very young	Very young	Very young	Very young	Very young
4th	Juvenile	Young	Young	Young	Young	Young	Young	Young	Young
5th	Juvenile*	Juvenile*	Young	Young	Young	Young	Young	Young	Young
6th	Yng. adult*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*
7th	Tag. adult*	Yng. adult*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*	Juvenile*
8th	Adult*	Yng. adult*	Yng. adult*	Yng. adult*	Yng. adult*	Yng. adult*	Yng. adult*	Yng. adult*	Yng. adult*
9th	Adult*	Adult*	Yng. adult*	Yng. adult*	Juvenile*	Tag. adult*	Yng. adult*	Yng. adult*	Juvenile*
10th	Mat. adult*	Adult*	Tag. adult*	Tag. adult*	Adult*	Tag. adult*	Yng. adult*	Yng. adult*	Yng. adult*
11th	Mat. adult*	Mat. adult*	Adult*	Adult*	Yng. adult*	Adult*	Adult*	Tag. adult*	Yng. adult*
12th	Old*	Mat. adult*	Adult*	Adult*	Tag. adult*	Mat. adult*	Adult*	Adult*	Tag. 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	Very 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	Wyrm**	Ancient**	Very old*	Very old*	Ancient**	Very old	Old	Old	Old
19th	Gr. wyrm**	Wyrm**	Ancient**	Ancient**	Old*	Ancient	Very old	Very old	Old
20th	Gr. wyrm**	Gr. wyrm**	Ancient**	Ancient**	Very old*	Wyrm*	Ancient*	Ancient*	Very old*

	4%	4%	4%	4%	4%	4%
Enc	64-66	67-74	75-82	83-88	89-96	97-100
Table	Gold	Fang	Shadow	Brown	Deep	Song
1st	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
2nd	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
3rd	Wyrmling	Very young	Very young	Very young	Very young	Very young
4th	Wyrmling	Young	Young	Young	Very young	Very young
5th	Very young	Juvenile*	Young*	Young*	Young*	Young*
6th	Very 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*	Tag. adult*	Yng. adult*	Yng. adult*
10th	Juvenile	Adult*	Yng. adult*	Adult*	Yng. adult*	Yng. adult*
11th	Yng. adult	Mat. adult*	Adult*	Adult*	Adult*	Tag. adult*
12th	Yng. adult	Mat. adult*	Adult*	Mat. adult*	Adult*	Adult*
13th	Tag. 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*	Old*	Mat. adult*
17th	Mat. adult	Very old*	Old*	Very old*	Old*	Old*
18th	Mat. adult	Ancient**	Very old*	Very old*	Old*	Old*
19th	Old	Wyrm**	Ancient**	Ancient**	Very old*	Very old*
20th	Old*	Great wyrm**	Ancient**	Wyrm**	Ancient**	Very 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 this age of the respective type, it is at least a 20th-level encounter.

*There is a 5% chance that the dragon encountered is a dracolich of that type. To determine the dracolich's age, refer to the table line two levels lower than the line that produced this result. For example, an 11th-level shadow dragon encounter is with an adult. If this encounter is with a shadow dragon dracolich, move up to the 9th-level shadow dragon line, which yields a young adult result. The 11th-level dracolich encounter is with a young adult shadow dragon dracolich.

**As above, but there is a 10% chance that the dragon is a dracolich.

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 Delimbiry and continuing upstream to the Graypeak Mountains, along the lower reach of Anau-roch and then up along the Desertmouth Mountains to the Border Forest, east along the River Tesh to the Moonsae, 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	5%	2%	1%
Frontier/wilderness	8%	4%	2%
Verdant/civilized area	10%	5%	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 creatures 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 npcs

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 NPCs" 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 NPCs. To generate the members of an NPC group, consult the NPC Generation section of this booklet.

TABLE 23: NORTHERN HILLS (EL 4-9)

d%	d%	Encounter	Number Encountered
—	01-02	Banigaur*	1d8-2
01-05	03-04	Brown bear (animal)	1d2
06-07	05-07	Dire bear	1
08-11	08-10	Dire lion	1d2
12-13	11-13	Dire tiger	1
14-15	14-15	Dire wolverine	1d2
16-19	16-18	Dire wolf	1d4+4
20-29	19-28	Dragon (see Table 23A)	1
—	29-30	Dread warrior*	2d6
—	31-33	Dretch (demon)	1d4
30-34	34-36	Ettin	1d4
—	37-39	Ghast pack	see Groups
35-40	40-46	Hill giant	1
41-42	47-48	Lamia	1d2
—	49	Lantern archon (celestial)	1d3+2
43-53	70-60	Local creature [01-70] or NPCs [71-100]	see Table 23B 1d3+2
54-59	61-65	Ogre	1d4+4
60-67	66-72	Orc patrol	see Groups
—	73-75	Shadow	1d4+1
68-73	76-78	Shield dwarf patrol	see Groups
74-79	—	Surface roth*	1d10+10
80-81	79-80	Tiger (animal)	1
82-83	81-82	Werewolf (lyanthrope)	1d4
84	83-84	Weretiger (lyanthrope)	1d2
85	85-87	Werewolf troupe	see Groups
—	88-89	White abshai*	1d3
86-88	90-92	Winter wolf	1d4+1
89-96	93-94	Wolf (animal)	1d10+6
97-98	95	Wolverine (animal)	1
99-100	96-100	Worg	1d6+5

TABLE 23A: NORTHERN HILLS DRAGONS

d%	Dragon	d%	Dragon
01-10	Fang, juvenile*	34-44	Shadow, young*
11-20	Gold, young	45-54	Song, young*
21	Red, very young dracolich*	55-99	White, juvenile
22-33	Red, young	100	White, juvenile dracolich*

TABLE 23B: NORTHERN HILLS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Anauroch	01-45	Asahi*	1d4+1
	46-85	Bodine hand	see Groups
	86-100	Shadowcat patrol	see Groups
Graycloak Hills	01-80	Evereskan patrol	see Groups
	81-100	Griffon	1d2

TABLE 24: TEMPERATE HILLS (EL 2-9)

d%	d%	Encounter	Number Encountered
—	01-02	Allip	1
01-04	—	Basilisk	1
05-06	03-04	Beholderkin, deathkiss*	1
07-09	05	Black bear (animal)	1d3
10-12	06	Dire badger	1
—	07-08	Dire bat	1d4+2
13-15	09-10	Displacer beast	1d2
16-20	11-15	Dragon (see Table 24A)	1
—	16-17	Dread warrior*	2d6
21-25	18-20	Ettin	1d2
26-28	21-22	Gargoyle	1d3

WILDERNESS ENCOUNTERS

—	23-24	Ghast	1d3+1
—	25	Ghast pack	see Groups
—	26-27	Ghoul	1d4+2
29-30	28-31	Goblin patrol	see Groups
—	32-35	Goblin raiders	see Groups
31-37	—	Griffon	1d2
36-40	—	Lightfoot halfling scouts	see Groups
41	36-37	Hell hound	1d2
42-47	38-40	Hill giant	1
46-47	—	Hippogriff	1d2
48-49	41-43	Hobgoblin	1d6+1
50-53	44-47	Leucrotta*	1d2
54-68	46-54	Local creature [01-70] or NPCs [51-100]	see Table 24B
69-70	—	Medusa	1
—	55-79	Night hunter (bat)*	1d4+4
—	60-62	Nightmare	1
71-73	63-67	Ogre	1d3+1
74-75	66-69	Orc	1d3+1
76-77	—	Peryton*	1d2
78-79	—	Snake, two-headed adder♦	1d3
—	70-72	Spectral panther*	1
—	73-74	Shadow	1d4
—	75-76	Sinister (bat)*	1d4
80-81	—	Tendriculus	1
—	77-78	Vampire spawn	1d2+1
82-84	79-80	Werebear (lycanthrope)	1d2
85-86	81-83	Weretiger (lycanthrope)	1d2
87-88	84-86	Werewolf (lycanthrope)	1d3+1
—	87-88	Wight	1d4+1
89-98	89-96	Wolf (animal)	1d6+2
—	97-98	Wraith	1d2
99-100	99-100	Wyvern	1

TABLE 24A: TEMPERATE HILLS DRAGONS

d%	Dragon	d%	Dragon
01-15	Copper, juvenile	46	Red, very young dracolich♦
16-35	Fang, young*	47-81	Red, young
36-45	Gold, young	82-100	Song, young*

TABLE 24B: TEMPERATE HILLS LOCAL CREATURES

Locals	d%	Local Creature	Number Encountered
Serpent Hills	01-40	Snake, two-headed	1d4+1
	41-70	Adder♦	1d4
	71-60	Snake, winged viper♦	1d3+1
	61-75	Snake, Large viper	1d3
	76-85	Snake, Huge viper	1d2
	86-95	Snake, constrictor	1d3+1
	96-100	Snake, giant constrictor	1d2
The Trollclaws	01-20	Tall moulder*	1d2
	21-100	Troll	1d3+1
Troll Hills	01-85	Troll	1d3+1
	86-100	Troll warband	see Groups

TABLE 25: SOUTHERN HILLS (EL 2-7)

d%	d%	Encounter	Number Encountered
—	01-02	Allip	1
01-02	03-04	Azer	1d4+2
03-04	—	Basilisk	1
05-08	05-06	Black bear (animal)	1d3
—	07-13	Dire bat	1d4+2
09-16	14-23	Dragon (see Table 25A)	1
—	24-25	Dread warrior*	1d4

17-20	26-29	Erin	1d2
21-23	30-32	Gargoyle	1d3
—	33-34	Ghast	1d3+1
—	35-36	Ghoul	1d4+2
24-26	37-38	Goblin patrol	1d3+6
27	39-41	Goblin raiders	see Groups
28-31	42	Gold dwarf patrol	see Groups
32-33	—	Griffon	1d2
34-37	43	Strongheart halfling patrol	see Groups
36-37	44-45	Hell hound	1d2
38	46	Hellcat (devil)	1
39-41	47-48	Hsircnophims (spinx)	1d2
42-45	49-50	Hill giant	1
46-47	—	Hippogriff	1d2
48-49	51-53	Hobgoblin	1d6+1
50-51	54-57	Leucrotta*	1d2
52-66	58-66	NPCs	1d3+2
67-69	67	Medusa	1
—	68-72	Night hunter (bat)*	1d4+4
—	73-74	Nightmare	1
70-72	75-77	Orc	1d3+1
73-77	78-80	Orc	1d3+1
78-79	—	Praying mantis, giant (vermin)	1
80-82	81	Salmander, average	1d2
—	82-84	Spectral panther*	1
—	85-86	Shadow	1d4
83-84	—	Tendriculus	1
—	87-89	Vampire spawn	1d2+1
85-86	90	Werebear (lycanthrope)	1d2
87-88	91-92	Weretiger (lycanthrope)	1d2
—	93-94	Wight	1d4+1
89-95	95-96	Wolf (animal)	1d6+2
—	97-99	Wraith	1d2
96-100	100	Wyvern	1

TABLE 25A: SOUTHERN HILLS DRAGONS

d%	Dragon	d%	Dragon
01-10	Blas, young	51	Red, very young dracolich♦
11-30	Copper, juvenile	52-81	Red, young
31-40	Fang, young*	82-100	Song, young*
41-50	Gold, young		

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

d%	d%	Encounter	Number Encountered
—	01-03	Abishai, red*	1d3+1
01-04	04-07	Bugbear band	see Groups
05	08-09	Cloud giant	1
06-08	10-11	Dire bear	1d2
09-11	12-14	Dire lion	1d6+5
12-13	15-17	Dire tiger	1d2
14-16	18-19	Dire wolf	1d4+4
17-23	20-27	Dragon (see Table 26A)	1
24-26	28-29	Dragonkin*	2d4
27-29	30-32	Erin	1d3+1
30-34	33-38	Forest giant	1d3+1
35-38	—	Ghost roth♦	1d10-10
39-43	39-42	Goblin, Dekanter*	1d12+2
—	43-45	Grimlock	1d2x10
—	46-49	Hill giant raiders	see Groups
44-48	50-53	Hill giant	1d4+1
49-60	54-61	Local creature [01-70] or NPCs [51-100]	see Table 26B
61-64	64-66	Orc	1d3+2
65-73	65-70	Orc patrol	1d4+4
			see Groups

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74-79	71-74	Shield dwarf patrol	see Groups
80-81	75-76	Tall mouther*	1d3+2
—	77	Vampire	1d2
—	78-79	Vampire spawn	1d4+1
—	80-82	Vampire troupe	see Groups
82	83-84	Weretiger (lycanthrope)	1d3
83-89	85-88	Wolf (animal)	1d10+6
90-97	89-94	Worg	1d6+5
—	95-97	Wraith	1d6+5
96-100	98-100	Yrthak	1d3+1

TABLE 26A: NORTHERN LOW MOUNTAINS DRAGONS

d%	Dragon	d%	Dragon
01-12	Copper, adult	33-42	Red, young adult
13-24	Fng, mature adult*	43-49	Shadow, adult*
25-31	Gold, young adult	50	White, adult dracolich*
32	Red, juvenile dracolich*	51-100	White, old

TABLE 26B: NORTHERN LOW MOUNTAINS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Anauroch	01-50	Asab*	1d4+1
—	51-75	Stringtail (asabi)*	1d4+1
—	76-90	Bedine band	see Groups
—	91-100	Shadovar patrol	see Groups
Dragonspine Mts.	01-40	Dragon (see Table 35)	1
—	41-60	Frost giant	1d3+1
—	61-85	Hill giant	1d4+1
—	86-100	Stone giant	1d3+1
Giantspire Mts.	01-70	Ogre	1d4+2
—	71-80	Hill giant	1d4
—	81-100	Stone giant	1d3
Graypeak Mts.	01-75	Stone giant	1d3
—	76-100	Cloud giant	1d2
Nether Mts.	01-15	Feyri*	1d2x10
—	16-45	Orc patrol	see Groups
—	46-100	Tamsruk*	1d6+5
Rauvin Mts.	01-40	Orc	1d3+1
—	41-60	Orc patrol	see Groups
—	61-70	Orc squid	see Groups
—	71-85	Goblin raiders	see Groups
—	86-100	Ogre	1d3+1

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

d%	d%	Number Encountered	
Day	Night	Encounter	
01-07	—	Aarakocra patrol*	see Groups
—	01-04	Abishai, red*	1d3+1
06-09	05-07	Alaghi*	1d4+3
10-13	08-11	Bugbear band	see Groups
14-16	12-15	Cloud giant	1
17-18	16-18	Dire bear	1d2
19-26	19-25	Dragon (see Table 27A)	1
27-30	26-29	Ertin	1d3+1
31-35	30-34	Goblin war party	see Groups
36-38	35-37	Goblin, Dekanter*	1d12+2
39-43	38-39	Gold dwarf patrol	see Groups
44	40	Gray render	1
45-47	—	Griffon	2d4+1
—	41-44	Hill giant raiders	see Groups
48-70	45	Hill giant	1d4+1
71-74	—	Hippogriff	1d6+6
75-76	46-70	Hobgoblin war party	see Groups
77-79	51-73	Lesrocra*	4

60-72	54-64	Local creature [01-50] or NPCs [51-100]	see Table 27B
73-75	65-70	Ogre	1d3+2
76-78	71-79	Orc raiders	1d4+4
79-82	—	Peryton*	see Groups
83-87	—	Roc	1d4+3
86-88	80-82	Stone giant	1d2
—	83-84	Vampire	1d3+2
—	85-87	Vampire spawn	1d2
—	88-89	Vampire troupe	1d4+1
89-94	90-94	Wolf (animal)	see Groups
95-97	95-96	Wyvern	1d10+6
98-100	97-100	Yrthak	1d2
—	—	—	1d3

TABLE 27A: TEMPERATE LOW MOUNTAINS DRAGONS

d%	Dragon	d%	Dragon
01-15	Copper, adult	47-67	Red, young adult
16-35	Fang, mature adult*	66-75	Shadow, adult*
36-45	Gold, young adult	76-85	Silver, juvenile
46	Red, juvenile dracolich*	86-100	Song, adult*

TABLE 27B: TEMPERATE LOW MOUNTAINS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Cloven Mountains	01-25	Bugbear	1d3+1
—	26-40	Goblin patrol	see Groups
—	41-75	Hobgoblin raiders	see Groups
—	76-100	Orc raiders	see Groups
Deepwing Mts.	01-20	Juvenile red dragon	1
—	21-35	Griffon	1d2
—	36-70	Hippogriff	1d6+6
—	71-100	Manticore	1d4+2
Troll Mountains	01-20	Bugbear	1d3+1
—	21-40	Orc raiders	see Groups
—	41-80	Troll	1d3+1
—	81-100	Troll warband	see Groups

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

d%	d%	Number Encountered	
Day	Night	Encounter	
01-04	—	Aarakocra patrol*	see Groups
—	01-03	Abishai, red*	1d3+1
05-06	04-05	Androsphinx (sphinx)	1
07-08	—	Azer squad	see Groups
09-10	06-08	Bugbear band	see Groups
11-13	09-11	Cloud giant	1
14-16	12-13	Giant strider*	1d6+6
17-25	14-23	Dragon (see Table 28A)	1
26-28	24-25	Girallon	1d6+2
29-31	26-28	Ertin	1d3+1
32-34	29-30	Firenewt*	1d6+6
35	31	Firenewt marauders*	see Groups
36-38	32-36	Goblin war party	see Groups
39-43	37-39	Gold dwarf patrol	see Groups
44	40	Gray render	1
45-46	—	Griffon	2d4+2
47-48	41-42	Gynosphinx (sphinx)	1
—	43-47	Hill giant raiders	see Groups
49-52	48	Hill giant	1d4+1
53-57	—	Hippogriff	1d6+6
56-58	49-51	Hobgoblin war party	see Groups
59-70	72-66	Local creature [01-70] or NPCs [71-100]	see Table 28B
71-75	67-69	Ogre	1d3+2
—	—	—	1d4+4

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76-81	70-74	Orc raiders	see Groups
82-83	—	Roc	1d2
84-87	75-78	Stinger*	1d8
88-92	79-82	Stone giant	1d3+2
—	83-84	Vampire	1d2
—	87-86	Vampire spawn	1d4+1
—	87-89	Vampire troupe	see Groups
93-97	90-96	Wolf (animal)	1d10+6
98-100*	97-100	Wyvern	1d2

TABLE 28A: SOUTHERN LOW MOUNTAINS DRAGONS

d%	Dragon	d%	Dragon
01-20	Copper, adult	44-78	Red, young adult
11-37	Fang, mature adult*	79-87	Shadow, adult*
36-42	Gold, young adult	86-94	Silver, young
43	Red, juvenile dracolich♦	97-100	Song, adult*

TABLE 28B: SOUTHERN LOW MOUNTAINS LOCAL CREATURES

Locale	d%	Creature	Number Encountered
Chult	01-27	Aarakocra patrol*	see Groups
	26-57	Pterafolk*	1d3
	56-67	Pyrohydra (hydra), 1d6+4 heads	1
Gnollwatch Mts.	66-100	Troglobyte clutch	see Groups
	01-60	Gnoll hunters	see Groups
	61-87	Gnoll war party	see Groups
	86-100	Dragonkin*	2d4
Hazak Mts.	01-70	Stone giant	1d3+1
	71-100	Salamander, average	1d3+2

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

d%	Day	Night	Encounter	Number Encountered
01-06	01-04	Arctic dwarf hunters*	see Groups	
—	07-09	Abishai, red*	1d4+4	
07-10	10-12	Cloud giant	1d3-1 plus 1d4 griffons	
11-13	13-14	Dire bear	1d2	
14-23	17-24	Dragon (see Table 29A)	1	
24-28	27-28	Ettin	1d3+2	
29-31	29-32	Fire giant	1d3+2	
32-41	33-39	Frost giant	1d3+2	
42-47	40-44	Frost worm	1	
48-70	—	Giant eagle	1d2	
71-77	47-49	Hill giant raiders	see Groups	
76-77	70	Gargoyle, kir-tanan♦	1d6+1	
78-63	51-57	Ogre	1d4+4	
64-69	56-59	Shield dwarf patrol	see Groups	
70-82	60-71	Local creature (01-50) or NPCs (51-100)	see Table 29B	
83-86	72-74	Remorhaz	1d2	
87-91	77-78	Tall mouther†	1d3+2	
—	79-80	Vampire	1d2	
—	81-82	Vampire spawn	1d4+1	
—	83-86	Vampire troupe	see Groups	
92-94	87-89	Weretiger (lycanthrope)	1d3+2	
—	90-97	Wrath	1d6+7	
97-100	96-100	Yrthak	1d3+2	

TABLE 29A: NORTHERN HIGH MOUNTAINS DRAGONS

d%	Dragon	d%	Dragon
01-29	Fang, old*	61-99	White, old
30-39	Gold, adult	100	White, mature adult dracolich♦
40-60	White, juvenile (clutch of 1d4+1)		

TABLE 29B: NORTHERN HIGH MOUNTAINS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Barthapur Mts.	01-27	Bugbear band	see Groups
	26-40	Drow squid	see Groups
	41-70	Goblin war party	see Groups
	71-90	Hobgoblin war party	see Groups
Galena Mts.	91-100	Orc raiders	see Groups
	01-37	Shield dwarf patrol	see Groups
	36-60	Frost giant	1d4+1
Spine of the World	61-80	Hill giant raiders	see Groups
	81-100	Stone giant	1d4+1
	01-40	Frost giant	1d6+3
	41-67	Ghost rothe♦	1d10+10
	66-77	Ogre	1d4+4
76-100	Orc squid	see Groups	

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

d%	Day	Night	Encounter	Number Encountered
01-07	—	Aarakocra patrol*	see Groups	
—	01-03	Abishai, red*	1d4+4	
06-08	04-07	Athach	1d3-1	
09-12	06-09	Cloud giant	1d3-1	
13-17	10-12	Beholderkin, death kiss*	1d2	
16-23	13-21	Dragon (see Table 30A)	1	
24-28	22-24	Ettin	1d3+2	
29-34	27-33	Fire giant	1d3+2	
37-38	—	Giant eagle	1d2	
39-43	34-38	Goblin war party	see Groups	
44-48	39-43	Goblin, Dekanter*	1d12+2	
49-58	44-47	Gold dwarf patrol	see Groups	
59-61	48-49	Gray render	1	
62-66	50-74	Hill giant raiders	see Groups	
67-80	57-69	NPCs	1d3+2	
—	70-73	Nightwing (nightshade)	1*	
81-84	—	Roc	1d2	
87-89	74-79	Stonic giant	1d3+2	
—	80-81	Vampire	1d2	
—	82-84	Vampire troupe	see Groups	
90-93	87-90	Worg	1d6+7	
94-96	91-97	Wyvern	1d4	
97-100	96-100	Yrthak	1d3	

TABLE 30A: TEMPERATE HIGH MOUNTAINS DRAGONS

d%	Dragon	d%	Dragon
01-10	Copper, old	38	Red, young adult dracolich♦
11-30	Fang, old*	39-77	Red, adult
31-37	Gold, adult	76-100	Silver, adult

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

d%	Day	Night	Encounter	Number Encountered
01-06	—	Aarakocra patrol*	see Groups	
—	01-04	Abishai, red*	1d4+4	
07-08	07-06	Athach	1d3-1	
09-11	07-10	Cloud giant	1d3+1	
12-13	11-12	Beholderkin, death kiss*	1	
14-21	13-20	Dragon (see Table 31A)	1	
22-26	21-27	Ettin	1d3+2	
27-30	26-31	Fire giant	1d3+2	
31-34	32-34	Girallon	1d6+7	
37-41	37-37	Gold dwarf patrol	see Groups	
42-43	38	Gray render	1	

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44-49	39-44	Hill giant raiders	see Groups
50-61	45-57	Local creature (01-50) or NPCs [71-100]	see Table 31B
62-66	78-63	Ogre	1d3+2
67-70	64-68	Orc raiders	1d4+4
71-76	—	Roc	see Groups
77-81	69-74	Stinger*	1d2
82-87	75-80	Stone giant	1d6+2
—	81-83	Vampire	1d3+2
—	84-87	Vampire spawn	1d2
—	86-88	Vampire troupe	1d4+1
88-93	89-93	Wolf	see Groups
94-100	94-100	Wyvern	1d10+6
			1d2

TABLE 31A: SOUTHERN HIGH MOUNTAINS DRAGONS

4%	Dragon	4%	Dragon
01-06	Copper, old	30	Red, young adult dracolich*
07-21	Fang, old*	31-75	Red, adult
22-29	Gold, adult	76-100	Silver, adult

TABLE 31B: SOUTHERN HIGH MOUNTAINS LOCAL CREATURES

Locale	4%	Local Creature	Number Encountered
Peaks of Flame	01-25	Azer squad	see Groups
	26-40	Young red dragon	1d4+1
	41-70	Firenewt marauders*	see Groups
	71-87	Hell hound	1d8+4
	86-100	Salamander, average	1d3+2

TABLE 32: NORTHERN CLEAR (EL 1-5)

4%	4%	Encounter	Number Encountered
—	01	Allip	1
01-08	01-06	Bandits	see Groups
—	07	Baneguard*	1
09-10	08-11	Dire rat	1d4
11	13-18	Doppelganger	1
—	19	Dread warrior*	1
12-14	20-21	Gargoyle	1
—	22	Ghast	1
—	23-24	Ghoul	1d6
15-17	25-29	Goblin raiders	see Groups
18	30-31	Hell hound	1
19-20	32-36	Kobold	1d6+3
21-33	37-47	NPCs	1d3+2
34-43	—	Merchants	see Groups
44-53	48-53	Militia	see Groups
—	54-58	Ogre	1d2
—	59-66	Orc	1d3+1
54-67	67-72	Patrol	see Groups
68-71	—	Pilgrims	see Groups
—	72-74	Spectral panther*	1
—	75-76	Skeleton, medium	1d6
72-74	77-78	Slavers	see Groups
75-77	79	Snow tiger/red tiger (animal)	see Groups
—	80	Vampire spawn	1d2
78-79	81-82	Werebear (lycanthrope)	1
80-87	83-88	Wererat (lycanthrope)	1d2
86-87	89-93	Werewolf (lycanthrope)	1
—	94	Wight	1d2
88-95	95-97	Wolf (animal)	1d4
96-100	98-99	Worg	1d2
—	100	Zombie, medium	1d4+1

TABLE 33: TEMPERATE CLEAR (EL 1-5)

4%	4%	Encounter	Number Encountered
Day	Night	Encounter	Number Encountered
—	01	Allip	1
01-04	02	Ankheg	1
05-13	03-06	Bandits	see Groups
—	07	Baneguard*	1
14-15	08-11	Dire rat	1d4
16	13-18	Doppelganger	1
—	19	Dread warrior*	1
17-18	20-21	Gargoyle	1
—	22	Ghast	1
—	23	Ghoul	1d6
—	24-28	Goblin raiders	see Groups
19-20	29-30	Gnoll hunters	see Groups
21-23	31-34	Kobold	1d6+3
24-26	35-37	Krenshar	1d2
27-38	38-48	NPCs	1d3+2
39-51	—	Merchants	see Groups
52-61	49-58	Militia	see Groups
—	59-63	Ogre	1d2
—	64-68	Orc	1d3+1
62-71	69-75	Patrol	see Groups
72-77	—	Pilgrims	see Groups
78-81	76-78	Slavers	see Groups
—	79-81	Spectral panther*	1
—	82-84	Skeleton, medium	1d6
82-84	—	Treasury*	1d3
—	85-86	Vampire spawn	1d2
85-86	87-88	Werebear (lycanthrope)	1
87-93	89-90	Wererat (lycanthrope)	1d2
94-96	91-92	Werewolf (lycanthrope)	1
—	93-94	Wight	1d2
97-100	95-98	Wolf (animal)	1d4
—	99-100	Zombie, medium	1d4+1

TABLE 34: SOUTHERN CLEAR (EL 1-5)

4%	4%	Encounter	Number Encountered
Day	Night	Encounter	Number Encountered
—	01	Allip	1
01-04	02-04	Ankheg	1d2
05-07	05-06	Baboon (animal)	1d3+2
08-16	07-11	Bandits	see Groups
—	12	Baneguard*	1
17-18	13-14	Dire rat	1d4
19	15	Doppelganger	1
—	16-17	Dread warrior*	1
20-22	18-19	Gargoyle	1
—	20	Ghast	1
—	21	Ghoul	1d6
23-25	22-23	Giant ant workers (vermin)	1d4
26	24-28	Goblin raiders	see Groups
27-28	29-31	Gnoll hunters	see Groups
29-30	32-36	Kobold	1d6+3
31-32	37-39	Krenshar	1d2
33-37	40-43	Lion (animal)	1d2
36-44	44-51	NPCs	1d3+2
45-54	—	Merchants	see Groups
55-64	56-67	Militia	see Groups
—	66-69	Ogre	1d2
—	70-78	Orc	1d3+1
65-74	79-84	Patrol	see Groups
75-80	—	Pilgrims	see Groups
81-87	85-87	Slavers	see Groups
—	88-89	Spectral panther*	1

WILDERNESS ENCOUNTERS

—	90-92	Skeleton, medium	1d6
86-87	—	Treecym♦	1d3
—	93	Vampire spawn	1d2
88-89	94	Werebear (lycanthrope)	1
90-97	95-96	Wererat (lycanthrope)	1d2
98-100	97	Werewolf (lycanthrope)	1
—	98	Wight	1d2
—	99-100	Zombie, medium	1d4+1

TABLE 35: NORTHERN GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01	02	Annis (bag)	1
—	03	Baneguard*	1
02	04-06	Barghest pack	see Groups
—	07-08	Darkenbeast*	1d2
03-04	09-10	Dire lion	1
05-08	11-12	Dire rat	1d10-10.
09-11	13-15	Dire wolf	1
12-17	16-21	Dragon (see Table 35A)	1
18-20	22-24	Gargoyle	1d3+1
—	25-26	Ghast	1d3+1
—	27	Ghast pack	see Groups
—	28-30	Ghoul	1d3+3
21-22	31-32	Greenhag (bag)	1
23-26	33-34	Lightfoot halfling scouts	see Groups
27-28	35-36	Hell hound	1d3+1
29	37-38	Hellcat (devil)	1d2
—	39	Hound archon (celestial)	1d2
30-32	40-41	Ibrandlin*	1
33-40	42-47	Ice serpent*	1
41-50	48-57	NPCs	1d3+2
—	58-59	Nightmare	1
51-63	60-66	Nomads	see Groups
64-68	67-68	Ogre	1d3+1
69-72	69-72	Orc patrol	see Groups
—	73	Shadow	1d6
—	74-77	Shadow mastiff	1
—	76	Spectral panther*	1
73-77	77	Snow tiger/red tiger (animal)	see Groups
76-80	—	Surface roth♦	1d10-10
81-87	78-81	Troll	1
86	82	Unicorn, black*	1d6
—	83	Vampire spawn	1d3+1
—	84-85	Vargouille	1d4+1
87	86	Werebear (lycanthrope)	1
88	87	Wererat (lycanthrope)	1d6+4
89-90	88-90	Werewolf (lycanthrope)	1d2
—	91-93	Wight	1d6
91-97	94-96	Wolf (animal)	1d6+3
98-100	97-98	Worg	1d4
—	99	Wraith	1d3
—	100	Zombie, medium	1d4+6

TABLE 35A: NORTHERN GRASSLANDS DRAGONS

Day	Dragon	Number	Dragon
01-10	Brown, young*	46-99	White, young adult
11-14	Gold, young	100	White, young dracolich♦
15-30	Song, young*	—	—
31-47	White, very young (clutch of 1d4+1)	—	—

TABLE 36: TEMPERATE GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01-03	02-03	Ankbag	1d2
04	04	Annis (bag)	1
—	05	Baneguard*	1
07-06	—	Basiliak	1
07-08	06-07	Barghest pack	see Groups
09-13	—	Bison (animal)	3d8
—	08-11	Darkenbeast*	1d2
14-17	12-14	Dire rat	1d10-10
16-20	15-21	Dragon (see Table 36A)	1
21	22	Gargoyle	1d3+1
—	23	Ghast	1d3+1
—	24	Ghoul	1d3+3
22-27	25-27	Gnoll hunters	see Groups
28-30	28-30	Goblin patrol	see Groups
31-32	31-33	Goblin raiders	see Groups
33	34	Greenhag (bag)	1
34-38	35-36	Lightfoot halfling scouts	see Groups
39-43	37-38	Hyssil*	1d3+1
44-45	39-41	Hell hound	1d3+1
—	42-43	Hellcat (devil)	1d2
46-47	44-48	Hobgoblin raiders	see Groups
—	49	Hound archon (celestial)	1d2
48	50	Ibrandlin*	1
49-60	51-61	NPCs	1d3+2
—	62-63	Nightmare	1
61-72	64-66	Nomads	see Groups
73-76	67-70	Ogre	1d3+1
77-80	71-74	Orc patrol	see Groups
—	75-76	Shadow	1d6
—	77-79	Shadow mastiff	1
—	80-81	Spectral panther*	1
81-87	82-87	Troll	1
—	86	Vampire spawn	1d3+1
—	87-88	Vargouille	1d4+1
86-89	89-90	Wererat (lycanthrope)	1d6+4
90	91-92	Weretiger (lycanthrope)	1d2
91-92	93-94	Werewolf (lycanthrope)	1d2
—	95	Wight	1d6
93-100	96-98	Wolf (animal)	1d6+3
—	99	Wraith	1d3
—	100	Zombie, medium	1d4+6

TABLE 36A: TEMPERATE GRASSLANDS DRAGONS

Day	Dragon	Number	Dragon
01-30	Blue, very young	76-82	Gold, young
31-47	Brass, juvenile	83	Song, very young dracolich♦
48-75	Brown, young*	84-100	Song, young*

TABLE 37: SOUTHERN GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01	02	Androsphinx (sphinx)	1
02-03	03	Ankbag	1d2
04	04	Annis (bag)	1
—	05	Baneguard*	1
05-06	—	Basiliak	1
07-08	06-07	Barghest pack	see Groups
09-13	08	Blink dog	1d4+4
14-15	09	Cheetah (animal)	1d3+2
—	10-11	Darkenbeast*	1

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16-18	12-14	Dirge rat	1d10-10
19-25	15-20	Dragon (see Table 37A)	1
26-28	21	Elephant (animal)	1
29-30	22-23	Gargoyle	1d3-1
—	24	Ghast	1d3-1
—	25	Ghast pack	see Groups
—	26-27	Ghoul	1d3-3
31-32	28	Giant ant crew (vermin)	see Groups
33-35	29-31	Gnoll hunters	see Groups
36-37	33-35	Goblin patrol	see Groups
38-39	36-38	Goblin raiders	see Groups
40	39-40	Greenhag (hag)	1
41	41	Gynosphinx (sphinx)	1
42-45	42-43	Lightfoot halfling scouts	see Groups
46-47	44-46	Hell hound	1d3-1
48-49	47-49	Hobgoblin raiders	see Groups
—	50	Hound archon (celestial)	1d2
70	71	Ibrandlin*	1
71-55	72-73	Lion (animal)	1d3+1
76-66	74-61	NPCs	1d3+2
—	62-63	Nightmare	1
67-80	64-69	Nomads	see Groups
81-83	70-73	Ogre	1d3+1
84-86	74-79	Orc patrol	see Groups
87-88	—	Rhinoceros (animal)	2d6
—	80-81	Shadow	1d6
—	82-83	Shadow mastiff	1
—	84-85	Spectral panther*	1
89-90	86-87	Troll	1
—	88	Vampire spawn	1d3+1
—	89	Vargouille	1d4+1
91-94	90-93	Wemic*	1d8+8
—	94	Wight	1d6
95-100	95-98	Wolf (animal)	1d6+3
—	99	Wraith	1d3
—	100	Zombie, medium	1d4+6

TABLE 37A: SOUTHERN GRASSLANDS DRAGONS

d%	Dragon	d%	Dragon
01-30	Blue, very young	76-82	Gold, young
31-45	Brass, juvenile	83	Song, very young dracolich*
46-75	Brown, young*	84-100	Song, young*

TABLE 38: NORTHERN FOREST (EL 5-12)

d%	d%	Encounter	Number Encountered
—	01	Abshai, green*	1d4
—	02	Avoral guardinal (celestial)	1
—	03	Benedead*	1d6-6
01	04	Borghest, greater	1d4
02-03	05	Behir	1d2
04	06	Crawling claw*	4d6
—	07-08	Darkenheast*	1d2+2
05-06	09-10	Dirge rat	1d10-10
07-15	11-17	Dragon (see Table 38A)	1
16-17	18-19	Dragonkin*	1d6-6
—	20	Dread warrior*	1d10+5
18-21	21-26	Drow squad	see Groups
22-25	27-29	Wood elf squad	see Groups
—	30*	Erinyes (devil)	1d6+3
26-27	31	Gargoyle	1d3+1
—	32	Ghast	1d3+1
—	33	Ghast pack	see Groups
—	34	Ghoul	1
28	35	Gray render	1

29	36	Greenhag (hag)	1
30	37	Gulguthydra*	1
31	38	Hell hound	1d8+4
32	39	Hellcat (devil)	2
—	40	Hound archon (celestial)	1d3+2
33	41	Ibrandlin*	1
34-38	42-45	Kobold warband	see Groups
39-50	46-55	Local creature [01-70] or NPCs [71-100]	see Table 38B
51-52	—	Medusa	1
—	56-57	Night hunter (bat)*	2d6
53-55	58	Nymph	1
56-58	59-60	Ogre	1d4+4
59-60	61	Ogre mage	1d3
61	62	Ogre mage raiders	see Groups
62-65	63-65	Orc patrol	see Groups
66	66	Phase spider	1d4
—	67	Shadow	1d4+1
—	68	Sinister (bat)*	1d6+3
—	69	Spectre	1d4
—	70	Sucubus (demon)	1
67	71	Tall moulder*	1d3+2
68	72	Treant	1d2
69-70	73-74	Troll	1d3+1
71-72	75	Unicorn	1d4+1
73	76-77	Unicorn, black*	1d4+1
—	78	Vampire	1d2
—	79	Vampire spawn	1d4+1
—	80	Vampire troupe	see Groups
—	81-82	Vargouille	1d6+5
74	83	Werelut (lycanthrope)*	1d3
75-76	84	Werelcar troupe	see Groups
77-80	85	Wererat troupe	see Groups
81-82	86	Weretiger (lycanthrope)	1d4
83-85	87	Werewolf troupe	see Groups
—	88	Wight	1d6+5
86-89	89	Winter wolf	1d4
90-95	90-93	Wolf (animal)	1d10-6
96-100	94-98	Worg	1d6+5
—	99	Wraith	1d4+1
—	100	Zombie	1d6+5

TABLE 38A: NORTHERN FOREST DRAGONS

d%	Dragon	d%	Dragon
01-30	White, adult	86-98	Song, young adult*
31-39	Gold, juvenile	99	White, young adult dracolich*
40-85	Green, young adult	100	Green, juvenile dracolich*

TABLE 38B: NORTHERN FOREST LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Border Forest	01-25	Dryad	1d4+3
	26-60	Fixie	1d6+5
	61-100	Sotyr	1d4+1
Cold Wood	01-25	Ox	1d3+1
	26-40	Orc raiders	see Groups
	41-100	Uthgardt barbarians	see Groups
High Forest	01-35	Centaur	1d4+4
	36-45	Fey'ri*	2d4
	46-55	Tanarukk*	1d6+5
Lurkwood	56-90	Wood elf squad	see Groups
	91-100	Treant	1
	01-35	Orc	1d3+1
Lurkwood	36-80	Orc raiders	see Groups
	81-100	Orc patrol	see Groups

WILDERNESS ENCOUNTERS

Moonwood	01-10	Wererat (lycanthrope)*	1d2
	11-3f	Werewolf (lycanthrope)	1d3-1
	36-40	Werewolf troupe	see Groups
	41-5f	Wererat troupe	see Groups
	56-8f	Werewolf troupe	see Groups
	86-100	Weretiger (lycanthrope)	1d2

—	73	Sinister (bat)*	1d6-3
—	79	Snake, winged viper♦	1d4
—	74	Spectre	1d4
80-82	75-76	Stirge	1d6-6
83	77	Tall moucher*	1d3-2
84	78	Tendriculus	1
85	79	Treat	1d2
86-87	80	Troll	1d3-1
88	81	Unicorn	1d4-1
89	82	Unicorn, black*	1d4-1
—	83	Vampire	1d2
—	84	Vampire spawn	1d4-1
—	85	Vampire troupe	see Groups
—	86-87	Wererat (lycanthrope)*	1d2
90	88	Werewolf troupe	see Groups
91	89	Werewolf (lycanthrope)	1d3-1
92	90	Werewolf troupe	see Groups
93	91	Wererat troupe	see Groups
94	92	Weretiger (lycanthrope)	1d4
95	93-94	Werewolf troupe	see Groups
—	95	Wight	1d6-5
96-98	96	Wolf (animal)	1d10-6
99-100	97-98	Worg	1d6-7
—	99	Wraith	1d4-1
—	100	Zombie, medium	1d6-5

TABLE 39: TEMPERATE FOREST (EL 5-10)

d%	d%	Encounter	Number Encountered
—	01	Abshai, green*	1d4
01	—	Alaghi*	1d4+1
02	01	Assassin vine	1d3-2
—	03	Banedeard*	1d6-6
—	04	Baneguard*	1d8-2
03	05	Barghest pack	see Groups
04	06	Behir	1d2
05-06	—	Boar	1d4
07-09	07	Centaur	1d4+4
—	08-09	Darkenbeast*	1d2-2
10-11	10	Dark tree*	1
12-13	11	Dire rat	1d10-10
14-15	12-13	Displacer beast	1d3
16-20	14-20	Dragon (see Table 39A)	1
21-22	21-22	Dragonkin*	1d6-6
23-25	23-25	Drow squad	see Groups
26	26	Dryad	1d3-2
27-30	27	Wood elf squad	see Groups
31-32	28	Ettercap	1d2
33-34	29	Gargoyle	1d3-1
—	30	Ghast	1d3-1
—	31	Ghast pack	see Groups
33	—	Giant stag beetle (vermin)	1d4-1
36-40	32-33	Gibberling*	2d4+10
41-42	34-35	Gnoll hunters	see Groups
43-44	36-37	Goblin patrol	see Groups
45	38-39	Goblin raiders	see Groups
46	40	Gray render	1
47	41	Greenhag (hag)	1
48	—	Grig	1d6-6
49-50	42	Green warder*	1d6-4
51	43	Hell hound	1d8-4
—	44	Helicat (devil)	2
—	45	Hound archon (celestial)	1d3-2
52-53	46-47	Kobold warband	see Groups
54	48	Krenshar	1d6-3
55-63	49-57	Local creature [01-50] or NPCs [51-100]	see Table 39B 1d3-2
64	—	Mesasa	1
65-66	58	Monstrous centipede, Huge (vermin)	1d4+4
67	59	Monstrous spider, Large (vermin)	1d4+4
68	60	Myrochar*	1d3-3
—	61	Night hag	1
—	62-63	Night hunter (bat)*	2d6
69	64	Nymph	1
70-71	65-66	Ogre	1d4+4
72	67	Ogre mage	1d3
73	68	Ogre mage raiders	see Groups
74	—	Pegasus	1d6+4
75	69	Peryton*	1d4-3
76	70-71	Phase spider	1d4
77	—	Pixie	1d6-5
78	—	Saty	1d6-5
—	72	Shadow	1d4+1

TABLE 39A: TEMPERATE FOREST DRAGONS

d%	Dragon	d%	Dragon
01-17	Gold, juvenile	83-99	Song dragon, young adult*
18-82	Green, young adult	100	Green, juvenile dracolich♦

TABLE 39B: TEMPERATE FOREST LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Chondalwood	01-1f	Dryad	1d4-3
	16-4f	Ghostwise halfling scouts	see Groups
	46-5f	Saty	1d6-5
	76-100	Wild elf hunters	see Groups
Cormenthor	01-50	Drow squad	see Groups
	51-100	Wood elf squad	see Groups
Forgotten Forest	01-20	Shambling mound	1d2
	21-100	Treat	1d4-3
Forest of Wyrms	01-35	Young green dragon	1d4+1
	36-60	Juvenile green dragon	1
	61-85	Young black dragon	1d4-1
	86-100	Young adult black dragon	1
Misty Forest	01-40	Hyball*	1d6-10
	41-60	Wood elf squad	see Groups
	61-100	Wild elf hunters	see Groups
Spiderhaunt Wood	01-40	Chitine*	2d4
	41-75	Ettercap	1d2
	76-95	Monstrous spider, Large	1d4+1
Trollbark Forest	96-100	Monstrous spider, Huge	1d4+1
	01-70	Troll	1d3-1
Wood of Sharp Teeth	71-100	Troll warband	see Groups
	01-15	Dire badger	1d4-1
	16-25	Dire bear	1d2
	26-30	Dire boar	1d4+4
	31-50	Dire wolverine	1d2
	51-75	Young green dragon	1
	76-100	Hydra, 1d8+4 heads	1

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

Day	Night	Encounter	Number Encountered
—	01	Abisha, green*	1d4
01	01	Androsphinx (sphinx)	1
02-03	—	Ape (animal)	1d4+1
04	03	Assassin vine	1d3+2
—	04	Banded*	1d6+6
—	07	Barghest pack	see Groups
05	06	Behir	1d2
06-07	—	Boar (animal)	1d4+4
08	07	Criosphinx (sphinx)	1
—	08-09	Darkbeast*	1d2+2
09-10	10	Dark tree*	1
11-12	11	Digester	1d4+2
13-14	12	Dire ape	1d4+4
15-20	13-20	Dragon (see Table 40A)	1d4+4
21-22	21	Dragonkin*	1d6+6
23	22	Dryad	1d3+2
24	—	Elephant (animal)	1
25-28	23-24	Wild elf hunters	see Groups
29-30	25-26	Ettercap	1d2
31	27	Gargoyle	1d3+1
—	28-29	Ghost pack	see Groups
32	—	Giant constrictor snake	1
33	—	Giant stag beetle (vermin)	1d4+1
34-37	30-31	Gnoll hunters	see Groups
36	32-33	Goblin patrol	see Groups
37	34	Gray render	1
38	37	Greenbag (bag)	1
39	36	Green warder*	1d6+4
40	37	Gynosphinx (sphinx)	1
41	38	Hell hound	1d8+4
—	39	Hellcat (devil)	2
42-43	40-41	Hohgoblin war party	see Groups
—	42	Hound archon (celestial)	1d3+2
44	43	Ibrandlin*	1
45-47	44-46	Kobold warband	see Groups
48	47	Kremshar	1d4+3
49	48	Leopard	1d2
50-57	49-56	Local creature [01-50] or NPCs [51-100]	see Table 40B 1d3+2
58	57	Malusa	1
59	58	Monstrous centipede, Gargantuan (vermin)	1d4+4
60-61	59	Monstrous spider, Huge (vermin)	1d4+4
—	60-61	Night hunter (bat)*	2d6
62	62	Nymph	1
63-64	63-64	Ogre	1d4+4
65	65	Ogre mage	1d3
66	66	Ogre mage raiders	see Groups
67	—	Pegasus	1d6+4
68	67	Phase spider	1d4
69	68	Pixie	1d6+5
70-71	69-70	Pterafolk*	1d20-10
72	71	Rakshasa	1
—	72	Shadow	1d4+1
—	73	Sinister (bat)*	1d6+1
73	—	Snake, winged viper♦	1d4
74-77	74	Starg	1d6+6
—	75	Spectre	1d4
78	76	Sword spider*	1
79	77	Tall mouther*	1d3+2
80	78	Tendrículos	1
81-82	79	Treant	1d2

83-84	80-81	Troll	1d3+1
85	82	Unicorn	1d4+1
86	83	Unicorn, black*	1d4+1
—	84	Vampire	1d2
—	85	Vampire spawn	1d4+1
—	86	Vampire troupe	see Groups
87-88	87	Wereboar (lycanthrope)	1d3+1
89	88	Wereboar troupe	see Groups
90-91	89	Wererat troupe	see Groups
92	90	Weretiger (lycanthrope)	1d4
93	91	Werewolf troupe	see Groups
—	92	Wight	1d6+5
94-96	93-95	Wolf (animal)	1d10+6
—	96	Wraith	1d4+1
97-100	97-98	Yuan-ti patrol	see Groups
—	100	Zombie, medium	1d6+5

TABLE 40A: SOUTHERN FOREST/JUNGLE DRAGONS

4%	Dragon	4%	Dragon
01-17	Gold, juvenile	83-99	Song dragon, young adult*
18-82	Green, young adult	100	Green, juvenile dracolich♦

TABLE 40B: SOUTHERN FOREST/JUNGLE LOCAL CREATURES

Locale	4%	Creature	Number Encountered
Black Jungles	01-40	Giant constrictor snake	1d2
	41-65	Winged viper♦	1d3+1
	46-100	Yuan-ti patrol	see Groups
Jungles of Chult	01-25	Chultan hunters	see Groups
	26-40	Chult	1d4+1
	41-65	Dimonychnus (dinosaur)	1d4+2
Mhair Jungles	66-80	Tyrannosaur (dinosaur)	1d2
	81-100	Wild dwarf hunters	see Groups
	01-30	Dire tiger	1d2
	31-45	Digester	1d4+2
46-100	Wild dwarf hunters	see Groups	

TABLE 41: NORTHERN MARSH (EL 5-15)

Day	Night	Encounter	Number Encountered
—	01-02	Abisha, black*	1d4
—	03-04	Avoral guardinal (celestial)	1
—	05-06	Banded*	1d6+6
—	07-08	Behir	1d2
04-08	09-14	Black pudding	1
09-10	15-16	Crawling claw*	4d6
—	17-21	Darkbeast*	1d2+2
11-15	22-25	Dire rat	1d10-10
16-17	26-27	Cryohydra (hydra), 1d6+4 heads	1
18-27	28-37	Dragon (see Table 41A)	1
—	38-39	Dread warrior*	1d4+3
28-30	40-42	Gibbering moulder	1
31-33	43-45	Galguthydra*	1
34-40	46-51	Hydra, 1d8+4 heads	1
41	52	Lernaean cryohydra (hydra), 1d4+4 heads	1
42-44	53-55	Lernaean hydra (hydra), 1d6+4 heads	1
45-54	56-65	Local creature [01-50] or NPCs [51-100]	see Table 41B 1d3+2
55-59	66-69	Meazel*	1d2
60-64	70-73	Marrow (ogre)	1d6+2
65	74-75	Niahua*	1
66	76-77	Nyth*	1

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67-69	78-79	Ochre jelly (ooze)	1
70-73	80-82	Ogre	1d6+2
74-80	83-88	Orc patrol	see Groups
81-87	89-93	Siv squad*	see Groups
88-92	94-95	Scrag	1d3-1
93-100	96-98	Troll	1d3-1
—	99-100	Will-o'-wisp	1d6

TABLE 41A: NORTHERN MARSH DRAGONS

%	Dragon	%	Dragon
01	Black, adult dracolich*	70	White, adult dracolich*
02-61	Black, mature adult	71-100	White, old
62-69	Gold, young adult		

TABLE 41B: NORTHERN MARSH LOCAL CREATURES

Locale	%	Local Creature	Number Encountered
Mere of Dead Men	01-40	Bullywug	1d2x4
	41-80	Lizardfolk	1d6+4
	81-100	Lizardfolk warband	see Groups

TABLE 42: TEMPERATE MARSH (EL 5-15)

%	%	Encounter	Number Encountered
01	01	Aballin*	1d2
—	02-03	Abishai, black*	1d4
—	04	Avoral guardian (celestial)	1
—	05	Banshee*	1d6+6
02	06	Banshee*	1d4
03-04	07-08	Behr	1d2
05-06	09-10	Black pudding	1
07-10	11-12	Bullywug*	1d2x4
11-13	13-14	Chuii	1d6
14	15-16	Crawling claw*	4d6
—	17-18	Darkenbeast*	1d2-1
15-17	19-20	Diré rat	1d10-10
18	21-22	Cryohydra (hydra), 1d6+4 heads	1
19-26	23-30	Dragon (see Table 42A)	1
—	31-32	Dread warrior*	1d4+3
27-29	33-35	Fog giant*	1d4+1
30-32	36-38	Gibbering moulder	1
33-37	39-41	Galguthydra*	1
36-38	42-44	Harpy	1d6+6
39-45	45-49	Hydra, 1d8+4 heads	1
46-48	50-51	Monstrous centipede, Large (vermin)	1d4+1
49	52	Lernaean cryohydra (hydra), 1d4+4 heads	1
50	53	Lernaean hydra (hydra), 1d6+4 heads	1
51-56	54-58	Lizardfolk warband	see Groups
57-63	59-68	Local creature (01-70) or NPCs [51-100]	1d3-2
66-68	69-70	Mezzel*	1d2
69-71	71-73	Marrow (ogre)	1d6+2
72	74	Nishruu*	1d2
73	75	Nyth*	1d2
74-75	76-77	Ochre jelly (ooze)	1
76-78	78-80	Ogre	1d6+1
79-82	81-83	Orc patrol	see Groups
83	84	Pyrohydra (hydra), 1d6+4 heads	1
84-86	87-87	Shambling mound	1d3-1
87-91	88-90	Siv squad*	see Groups
92-94	91-92	Scrag	1d3-1
95-96	93-94	Snake, Large viper (animal)	1d4+2

97-98	95-96	Snake, Huge viper (animal)	1d3+1
99-100	97-98	Troll	1d3+1
—	99-100	Will-o'-wisp	1d6

TABLE 42A: TEMPERATE MARSH DRAGONS

%	Dragon	%	Dragon
01	Black, mature adult dracolich*	37-86	Black, old*
02-34	Black, very young (clutch of 1d4+1)	87-91	Gold, adult*
		94-100	Song, mature adult*

TABLE 42B: TEMPERATE MARSH LOCAL CREATURES

Locale	%	Local Creature	Number Encountered
Chelimber Marsh	01-45	Bullywug*	1d2+8
	46-80	Lizardfolk warband	see Groups
	81-100	Siv squad*	see Groups
Lizard Marsh	01-30	Adult black dragon	1
	31-90	Lizardfolk	1d6+4
	91-100	Lizardfolk warband	see Groups

TABLE 43: SOUTHERN MARSH (EL 5-15)

%	%	Encounter	Number Encountered
01	01	Aballin*	1d2
—	02	Abishai, black*	1d4
—	03	Avoral guardian (celestial)	1
—	04-05	Banshee*	1d6+6
02	06-07	Banshee*	1d4
03-04	08-09	Behr	1d2
05-06	10-11	Black pudding	1
07-10	12-13	Bullywug*	1d2x4
11-14	14-16	Chuii	1d6
15	17-18	Crawling claw*	4d6
16-20	19-20	Crocodile (animal)	1d10-2
—	21-22	Darkenbeast*	1d2-2
21-22	23-24	Digester	1d4+2
23-24	25-26	Diré rat	1d10-10
25-32	27-34	Dragon (see Table 43A)	1
—	35	Dread warrior*	1d4+3
33-34	36-37	Fog giant*	1d4+1
35-36	38-39	Giant crocodile (animal)	1d10-2
37-38	40-41	Gibbering moulder	1
39-40	42-43	Galguthydra*	1
41-45	44-48	Hydra, 1d8+4 heads	1
46	49	Lernaean hydra (hydra), 1d6+4 heads	1
47-50	50-54	Lizardfolk warband	see Groups
51-61	55-65	NPC	1d3-2
62-63	66-67	Mezzel*	1d2
64-66	68-70	Marrow (ogre)	1d6+2
67-68	71-72	Monstrous centipede, Large (vermin)	1d4+1
69	73	Nishruu*	1
70	74	Nyth*	1
71-72	75-76	Ochre jelly (ooze)	1
73-77	77-79	Ogre	1d6-2
76-79	80-82	Orc patrol	see Groups
80	83	Pyrohydra (hydra), 1d6+4 heads	1
81	84	Kakshasa	1
82-83	87-86	Shambling mound	1d3-2
84-85	87	Stoeker lizard	1d10+5
86-90	88-90	Siv squad*	see Groups
91-92	91-92	Scrag	1d3-1
93-94	93-94	Snake, Huge viper (animal)	1d4+2
95	95	Snake, Colossal viper (animal)	1d2

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96-97	96-97	Troll	1d3+1
98-100	98-99	Werrocrocodile (lynctrope)*	1d3
—	100	Will-o'-wisp	1d6

TABLE 43A: SOUTHERN MARSH DRAGONS

d%	Dragon	d%	Dragon
01	Black, mature adult dracolich	87-93	Gold, adult
02-34	Black, young (clutch of 1d4+1)	94-100	Song, mature adult*
37-86	Black, old		

TABLE 44: TEMPERATE SWAMP (EL 5-15)

d%	d%	Number
Day	Night	Encounter
—	01-02	Abshai, black*
01-02	03-04	Assassin vine
—	05	Avoral guardinal (celestial)
—	06	Banecled*
03-04	07-08	Banzlar*
05-06	09-10	Behir
07-08	11-12	Black pudding
09-11	13-14	Bullywug*
12-13	15-16	Chnul
14	17-18	Crawling claw*
—	19-20	Darkenbeast*
17-17	21-22	Dark tree*
18-20	23-24	Dire rat
21-22	25-26	Displacer beast
23	27	Cryohydra (hydra), 1d6+4 heads
24-31	28-31	Dragon (see Table 44A)
—	36	Dread warrior*
32-34	37-39	Fog giant*
37-36	40-41	Gibbering moulder
37-38	42-43	Gray render
39-41	44-45	Gulgyhydra*
42-43	46-47	Hag covey
44-48	48-52	Hydra, 1d8+4 heads
49-51	53-54	Kobold warband
52	55	Lernaean cryohydra (hydra), 1d4+4 heads
53	56	Lernaean hydra (hydra), 1d6+4 heads
54-59	57-59	Lizardfolk warband
60-70	60-69	Local creature [01-70] or NPCs [51-100]
71-72	70	Meazel*
73-74	—	Medusa
75-76	71	Merrow (ogre)
77-78	72	Monstrous spider, Huge (vermin)
—	73-74	Night hunter (bat)*
79	75	Nishruu*
80	76	Nyth*
81-82	77-78	Ochre jelly (ooze)
83-84	79-80	Ogre
85-87	81-83	Orc patrol
88-89	84-87	Phase spider
90	86	Pyrohydra (hydra), 1d6+4 heads
91-92	87-88	Shambling mound
—	89-90	Sinister (bat)*
93-96	91-93	Siv squad*
97-98	94-95	Scrag
99-100	96-97	Troll
—	98-99	Vargouille
—	100	Will-o'-wisp

TABLE 44A: TEMPERATE SWAMP DRAGONS

d%	Dragon	d%	Dragon
01	Black, mature adult dracolich	57	Green, adult dracolich*
02-49	Black, old	78-100	Green, mature adult
70-76	Gold, adult		

TABLE 44B: TEMPERATE SWAMP LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Flooded Forest	01-25	Assassin vine	1d3-1
	26-45	Dark tree*	1d2
	46-70	Lizardfolk	1d6+4
Moander's Road	71-90	Shambling mound	1d2
	91-100	Tendracles	1
	01-15	Gray ooze	1d4
	16-30	Ochre jelly	1d3
	31-50	Black pudding	1d2
	51-75	Phantom fungus	1d4+2
	76-100	Violet fungus	

TABLE 45: SOUTHERN SWAMP (EL 5-15)

d%	d%	Number
Day	Night	Encounter
—	01	Abshai, black*
01-02	02-03	Assassin vine
—	04	Avoral guardinal (celestial)
—	05	Banecled*
03-04	06	Banzlar*
05-06	07-08	Behir
07-08	09-10	Black pudding
09-12	11-12	Bullywug
13-15	13-14	Chnul
16	15-16	Crawling claw*
17-19	17-18	Crocodile (animal)
—	19-20	Darkenbeast*
20-21	21-22	Dark tree*
22-23	23	Digester
24-25	24-25	Dire rat
26-32	26-34	Dragon (see Table 45A)
—	35	Dread warrior*
33-34	36-37	Fog giant*
35-36	38-39	Giant crocodile (animal)
37-38	40-41	Gibbering moulder
39	42	Gray render
40-41	43-44	Gulgyhydra*
42	45	Hag covey
43-44	46-47	Harpy
45-70	48-52	Hydra, 1d8+4 heads
51-53	53-56	Kobold warband
54	57	Lernaean hydra (hydra), 1d6+4 heads
57-60	58-62	Lizardfolk warband
61-69	63-70	NPCs
70-71	71-72	Meazel*
72-73	73-74	Merrow (ogre)
74-75	75	Monstrous spider, Huge (vermin)
76	76	Nishruu*
77	77	Nyth*
78-79	78-79	Ochre jelly (ooze)
80-81	80-81	Ogre
82-84	82-83	Orc patrol
85	84	Pyrohydra (hydra), 1d6+4 heads
86	85	Rakshasa
87-89	86-87	Shambling mound
90-91	88	Shocker lizard

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—	89-90	Smister (bat)*	1d6+3
92-93	91-92	See squad*	see Groups
94-97	93	Scrag	1d3-1
96-97	94-97	Troll	1d3-1
—	96-97	Vargouille	1d6+5
—	98	Will-o'-wisp	1d6
98-99	99	Werewolf (lycanthrope)*	1d3
100	100	Yuan-ti patrol	see Groups

—	16-20	Devourer	1
—	21-30	Dread warrior*	2d6
—	31-70	Ghast pack	see Groups
—	71-80	Mohrg	1d3+1
—	81-85	Nightwing (nightshade)	1d2
—	86-100	Spectre	1d6+5
Evermoors	01-10	Etjin	1d3-1
—	11-25	Hill giant	1d4+1
—	26-90	Troll	1d3-1
—	91-100	Troll warband	see Groups
Lonely Moor	01-10	Bulette	1d2
—	21-40	Gnoll war party	see Groups
—	41-67	Leucrotta*	1d2+1
—	68-85	Orc raiders	see Groups
—	86-100	Peryton	1d2+1

TABLE 45A: SOUTHERN SWAMP DRAGONS

d%	Dragon	d%	Dragon
01	Black, mature adult dracolich♦	60	Green, adult dracolich♦
02-21	Black, old	61-100	Green, mature adult
72-79	Gold, adult		

TABLE 46: NORTHERN MOOR (EL 5-15)

d%	Day	Night	Encounter	Number Encountered
—	—	01-02	Banished*	1d6+6
01-02	03-04	Behir		1d2
—	05	Bodak		1
03-06	06-08	Bugbear		1d3-1
07	09	Bugbear band		see Groups
—	10-12	Darkheart*		1d2-2
08-11	13-15	Dire rat		1d10/10
12-15	16-17	Dire wolf		1d4+4
16-24	18-26	Dragon (see Table 46A)		1
—	27-28	Dread warrior*		1d4+3
25-29	29-32	Ertin		1d3-1
30-32	33-37	Fog giant		1d4+1
33-37	36-37	Gibbering moulder		1
—	38-39	Ghast pack		see Groups
—	40-44	Ghoul		1d6+6
36-38	45-47	Ice serpent*		1d3-1
39-42	48-49	Krenshar		1d6+4
43-53	50-59	Local creature [01-50] or NPCs [51-100]		see Table 46B
54	60	Nishruu*		1
55	61	Nyth*		1
56-59	62-64	Ogre		1d6+2
60-68	65-69	Orc patrol		see Groups
—	70-71	Spectre		1d6
69-74	72-73	Troll		1d3-1
75-77	74-77	Troll warband		see Groups
—	76-77	Wight		1d8-1
—	78-79	Will-o'-wisp		1d6
—	80-81	Wraith		1d6
78-83	82-83	Werewolf (lycanthrope)		1d4+4
84-87	84-85	Werewolf troupe		see Groups
88-91	86-89	Winter wolf		1d6
92-97	90-93	Wolf (animal)		1d6+5
96-99	94-98	Worg		1d6+5
100	99	Yeth hound		1d6+5
—	99-100	Zombie, medium		1d6+6

TABLE 46A: NORTHERN MOOR DRAGONS

d%	Dragon	d%	Dragon
01-15	Black, young (clutch of 1d4+1)	70-99	White, old
16-40	Black, old	100	White, adult dracolich♦
41-49	Gold, young adult		

TABLE 46B: NORTHERN MOOR LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Battle of Bones	01-15	Bonsbat (bat)*	2d4

TABLE 47: TEMPERATE MOOR (EL 5-15)

d%	Day	Night	Encounter	Number Encountered
—	—	01-02	Banished*	1d6+6
01-02	03-04	Behir		1d2
—	05	Bodak		1
03-05	06-08	Chul		1d6
06	09	Cryohydra (hydra), 1d6+4 heads		1
—	10-12	Darkheart*		1d2-2
07-10	13-14	Dire rat		1d10/10
11-14	15-16	Dire wolf		1d4+4
17-23	17-25	Dragon (see Table 47A)		1
24-28	26-30	Ertin		1d3-1
29-31	31-33	Fog giant*		1d4+1
32-34	34-36	Gibbering moulder		1
—	37	Ghast pack		see Groups
—	38-39	Ghoul		1d6+6
35-39	40-42	Hobgoblin raiders		see Groups
—	43-44	Dread warrior*		2d6
40-43	45-46	Krenshar		1d6+4
44-46	47-48	Harpy		1d6+6
47-52	49-51	Hydra, 1d8+4 heads		1
53-62	52-60	NPCs		1d3-2
63	61	Nishruu*		1
64	62	Nyth*		1
65-69	63-66	Ogre		1d6+2
70-76	67-72	Orc patrol		see Groups
—	73-75	Spectre		1d6
77-82	76-80	Troll		1d3-1
—	81-84	Wight		1d8-1
—	85-86	Will-o'-wisp		1d6
—	87-88	Wraith		1d6
83-85	89-91	Werewolf (lycanthrope)		1d4+4
86-89	92-93	Werewolf troupe		see Groups
90-95	94-97	Wolf (animal)		1d10+6
96-100	96-97	Worg		1d6+5
—	98	Yeth hound		1d6+5
—	99-100	Zombie, medium		1d6+6

TABLE 47A: TEMPERATE MOOR DRAGONS

d%	Dragon	d%	Dragon
01-10	Copper, young adult	35-36	Red, young adult dracolich♦
11-20	Fang, mature adult*	37-72	Red, young adult
21	Fang, dracolich♦	73-100	Silver, young adult
22-34	Gold, adult		

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TABLE 48: NORTHERN BARREN/BADLANDS (EL 3-9)

4%	4%	Number Encountered	
Day	Night	Encounter	
—	01	Allip	1
01	02	Annis (bag)	1
02-04	—	Arctic dwarf hunters*	see Groups
—	03	Baneguard*	1
05-07	04-05	Barghest pack	see Groups
08-09	06-07	Bugbear	1d3+1
—	08-10	Darkenbeast*	1d2
—	11-14	Dire bat	1d4+4
10-13	15-16	Dire lion	1d2
14	17	Dire lion	1d6+4
15-16	18-19	Dire tiger	1d2
17-20	20-21	Dire wolf	1d4+4
21-28	22-29	Dragon (see Table 48A)	1
—	30-31	Dread warrior*	1
29-33	32-35	Ettin	1d3+1
34-39	36-39	Frost giant	1
40-42	40-43	Frost worm	1
43-45	44-45	Gargoyle	1d3+1
—	46-47	Ghost	1d3+1
—	48-50	Ghoul	1d3+3
46	51	Greenbag (bag)	1
47-52	52-55	Hill giant	1d2
53-54	56-57	Hell hound	1d3+1
55	58-59	Helikat (devil)	1d2
—	60	Hound archon (celestial)	1d2
56-57	61	Iberandin*	1
58-62	62-64	Ice serpent*	1d3
63-65	65-66	Kir-lannan gargoyle♦	1d4+1
66-67	67-68	Lamia	1d2
68-74	69-75	Local creature [01-70] or NPCs [71-100]	see Table 48B
—	76	Nightmare	1
75-80	77-78	Nomads	see Groups
81-83	79-81	Ogre	1d3+1
84-88	82-86	Orc patrol	see Groups
—	87	Shadow	1d6
—	88-89	Shadow mastiff	1d2
89-90	90	Snow tiger/red tiger (animal)	see Groups
91-93	91-93	Troll	1
—	94	Vampire spawn	1d3+1
—	95-96	Vargouille	1d4+1
—	97	Wight	1d6
94-97	—	Wolf (animal)	1d6+3
98-100	98	Worg	1d4
—	99	Wraith	1d3
—	100	Zombie, medium	1d4+6

TABLE 48A: NORTHERN BARREN/BADLANDS DRAGONS

4%	Dragon	4%	Dragon
01	Brown, juvenile dracolich♦	56-60	Gold, juvenile
02-47	Brown, young adult*	61-99	White, adult
46-57	Copper, young adult	100	White, young adult dracolich♦

TABLE 48B: NORTHERN BARREN/BADLANDS LOCAL CREATURES

Locale	4%	Local Creature	Number Encountered
Anzaroeh	01-35	Asabi*	1d4+1
—	36-55	Bedine band	see Groups
—	56-70	Shadovar patrol	see Groups
—	71-100	Stingtail (asabi)*	1d4+1
Tortured Land	01-25	Destrachan	1

26-45	Gray render	1
46-65	Remorhaz	1
66-100	Rasc	1d4+2

TABLE 49: TEMPERATE BARREN/BADLANDS (EL 3-9)

4%	4%	Number Encountered	
Day	Night	Encounter	
—	01	Allip	1
01-02	02	Ankheg	1d2
03	03	Annis (bag)	1
—	04-05	Baneguard*	1
04-05	—	Basilisk	1
06-07	06-07	Barghest pack	see Groups
—	08-09	Darkenbeast*	1d2
—	10-13	Dire bat	1d4+4
08-09	14	Dire lion	1d2
10-11	15-16	Dire rat	1d10+10
12-13	17-18	Dire wolf	1d4+4
14-21	19-26	Dragon (see Table 49A)	1
—	27-28	Dread warrior*	1
22-25	29-32	Ettin	1d6
26-28	33-37	Gargoyle	1d3+1
—	36-37	Ghost	1d3+1
—	38-39	Ghoul	1d3+3
29-31	40	Gnoll hunters	see Groups
32-35	41-44	Goblin patrol	see Groups
36-37	45-47	Goblin raiders	see Groups
38	48	Greenbag (bag)	1
39-42	—	Griffon	1d2
43-46	49-51	Hill giant	1d2
47-48	52-53	Hell hound	1d3+1
49	54-55	Helikat (devil)	1d2
50-55	56-60	Hobgoblin war party	see Groups
—	61	Hound archon (celestial)	1d2
56	62	Iberandin*	1
57-59	63-64	Kir-lannan gargoyle♦	1d4+1
60-64	65-66	Leucrotta*	1d3+1
65-72	67-71	Local creature [01-50] or NPCs [51-100]	see Table 49B
73-77	72	Nomads	see Groups
—	73	Nightmare	1
78-80	74-76	Ogre	1d3+1
81-87	77-82	Orc raiders	see Groups
—	83-84	Shadow	1d6
—	85	Shadow mastiff	1
—	86	Spectral panther*	1
88-91	87-89	Troll	1
—	90	Vampire spawn	1d3+1
—	91	Vargouille	1d4+1
—	92-93	Wight	1d6
92-96	94-95	Wolf (animal)	1d6+3
97-100	96-97	Worg	1d6+4
—	98	Wraith	1d3
—	99-100	Zombie, medium	1d4+6

TABLE 49A: TEMPERATE BARREN/BADLANDS DRAGONS

4%	Dragon	4%	Dragon
01-30	Blue, young	47-71	Brown, young adult*
31-45	Brass, young adult	72-91	Copper, young adult
46	Brown, juvenile dracolich♦	92-100	Gold, juvenile

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TABLE 49B: TEMPERATE BARREN/BADLANDS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
The Stoneclands	01-17	Goblin patrol	see Groups
	16-40	Goblin raiders	see Groups
	41-57	Hobgoblin war party	see Groups
	56-70	Orc patrol	see Groups
	71-100	Orc raiders	see Groups

TABLE 50: SOUTHERN BARREN/BADLANDS (EL 3-9)

Day	Night	Encounter	Number Encountered
—	01	Allip	1
01	02	Androsphinx	1
02-04	03	Ankhrg	1d2
05	04	Annis (hag)	1
06-08	05	Baboon (animal)	1d4x10
—	06	Banguard*	1
09-10	—	Basilisk	1
11-12	07-08	Barghest pack	see Groups
13-17	09-10	Blink dog	1d4+6
16-17	—	Chesterah (animal)	1d3+2
—	11-12	Darkenbeast*	1d3
—	13-17	Dire bat	1d4+4
18-19	16-17	Dire lion	1d2
20	18	Dire lion	1d6+4
21-23	19-20	Dire wolf	1d4+4
24-31	21-28	Dragon (see Table 50A)	1
—	29	Dread warrior*	1
32-37	30-31	Gargoyle	1d3+1
—	31	Ghast	1d3+1
—	33	Ghoul	1d3+3
36-38	—	Giant ant crew (vermin)	see Groups
39-43	34-37	Gnoll hunters	see Groups
44-47	36	Gnoll war party	see Groups
46-47	37-39	Goblin patrol	see Groups
48-49	40-43	Goblin raiders	see Groups
70	42	Greenhag (hag)	1
71	43	Gyzosphinx	1
72-73	44-46	Hell hound	1d3+1
74-77	47-50	Hobgoblin war party	see Groups
—	71	Hound archon (celestial)	1d2
78	72	Ibrandin*	1
79-63	73-74	Lion	1d3+1
64-71	77-72	NPCs	1d3+2
72-77	73-74	Nomads	see Groups
—	77	Nightmare	1
78-79	76-78	Ogre	1d3+1
80-87	79-87	Orc patrol	see Groups
—	86	Shadow	1d6
—	87	Shadow mastiff	1
86-87	—	Snake, Huge viper (animal)	1d2
—	88	Spectral panther*	1
88-90	89-91	Troll	1
—	92	Vampire spawn	1d3+1
—	93	Vargouille	1d4+1
91-97	94-97	Wemic*	1d8+8
—	96	Wight	1d6
96-100	97-98	Wolf (animal)	1d6+3
—	99	Wraith	1d3
—	100	Zombie, medium	1d4+6

TABLE 50A: SOUTHERN BARREN/BADLANDS DRAGONS

d%	Dragon	d%	Dragon
01-30	Blue, young	47-71	Brown, young adult*
31-47	Brass, young adult	72-91	Copper, young adult
48	Brown, juvenile dracolich*	92-100	Gold, juvenile

TABLE 51: GLACIER (EL 7-12)

Day	Night	Encounter	Number Encountered
01-07	01-04	Arctic dwarf hunters*	see Groups
—	05-09	Darkenbeast*	1d2+2
08-17	10-21	Dragon, old white	1
—	22-24	Dread warrior*	1d4+3
18-24	25-30	Ettin	1d4+1
25-34	31-37	Frost giant	1d4+1
35-38	38-41	Frost worm	1
39-44	42-44	Ice serpent	1d3+1
45-46	45-46	Kir-lanan gargoyle*	1d4+1
—	47	Morhg	1d3+1
47-71	48-71	NPCs	1d3+2
72-76	72-77	Ogre	1d6+2
77-82	78-79	Polar bear	1d2
63-68	60-66	Remorhaz	1
—	67-70	Spectre	1d6
69-79	71-73	Surface roth*	1d10+10
80-87	74-78	Troll	1d3+1
—	79-84	Wight	1d8+1
—	85-86	Will-o'-wisp	1d6
—	87-91	Wraith	1d6
86-93	92-97	Winter wolf	1d4+4
94-100	98-100	Worg	1d6+7

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

Day	Night	Encounter	Number Encountered
—	01-02	Abishai, blue*	1d2
—	03-04	Banguard*	1
01-04	05-06	Barghest pack	see Groups
—	07-09	Darkenbeast*	1d2
05-08	10-11	Dire lion	1d2
09	12	Dire lion	1d6+4
10-12	13-14	Dire wolf	1d4+4
15-22	15-24	Dragon (see Table 52A)	1
—	25-26	Dread warrior*	1
23-27	27-29	Ettin	1d6
28-32	30-31	Gargoyle	1d3+1
—	32-33	Ghast	1d3+1
—	34-37	Ghast pack	see Groups
—	36-38	Ghoul	1d3+3
33-36	39-40	Hell hound	1d3+1
37-38	41-42	Hellcat (devil)	1d2
—	43	Hound archon (celestial)	1d2
39-40	44-47	Ibrandin*	1
41-47	46-49	Janni (genie)	1d3+1
46-49	50-72	Kir-lanan gargoyle*	1d4+1
70-72	73-74	Lamia	1d3
73-67	75-67	Local creature (01-70) or NPC (71-100)	see Table 52B
64	66-70	Mummy	1d3+1
65	71	Ninhau*	1
66	72	Nyth*	1
67-72	73-77	Ogre	1d3+1
73-83	76-87	Orc patrol	see Groups
—	86-87	Shadow	1d6
—	88	Shadow mastiff	1d2

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84-88	89-92	Troll	1d3+1
—	93	Vargouille	1d4+1
—	94-97	Wight	1d6
89-97	96-97	Wolf (animal)	1d6+3
96-100	98-99	Worg	1d4
—	100	Wraith	1d3

TABLE 52A: NORTHERN SANDY/ROCKY DESERT DRAGONS

d%	Dragon	d%	Dragon
01-10	Blue, juvenile	56-65	Copper, young adult
11-20	Brass, young adult	66-70	Gold, juvenile
21	Brown, juvenile dracolich♦	71-99	White, adult
72-77	Brown, young adult*	100	White, young adult dracolich♦

TABLE 52B: NORTHERN SANDY/ROCKY DESERT LOCAL CREATURES

Locals	d%	Local Creature	Number Encountered
Anuroch	01-45	Asahi*	1d4+1
—	46-60	Bedine band	see Groups
—	61-70	Flacrimm*	1d2
—	71-85	Shadow patrol	see Groups
—	86-100	Stingtail (asahi)*	1d4+1

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

Day	d%	Night Encounter	Number Encountered
—	01-02	Abishai, blue*	1d2
01-05	03-04	Asahi scouts*	see Groups
06-08	05-06	Asahi patrol*	see Groups
—	07	Baneguard*	1
09-11	08-09	Barghest pack	see Groups
—	10-11	Darkenbeast*	1d2
12-14	12	Dire lion	1d2
15-17	13	Dire wolf	1d4+4
18-26	14-22	Dragon (see Table 53A)	1
—	23-24	Dread warrior*	1
27-29	25-27	Ettin	1d6
30-32	28-30	Gargoyle	1d3+1
—	31-32	Ghast	1d3+1
—	33	Ghast pack	see Groups
—	34-36	Ghoul	1d3+3
33-38	37-41	Gnoll hunters	see Groups
39-41	42-44	Gorgon	1
—	45	Hound archon (celestial)	1d2
42-43	46-47	Ibrandin*	1
44-47	48-51	Janni (genie)	1d3+1
48-49	52-53	Lamia	1d3+1
70-56	54-57	Monstrous scorpion, Large (vermin)	1d3+3
57-59	58-59	Monstrous scorpion, Huge (vermin)	1d3+2
60	60-65	Mummy	1d3+1
61-69	66-71	NPCs	1d3+2
70	72	Nishruu*	1
71-75	73	Nomads	see Groups
76	74	Nyth*	1
77-80	75-77	Ogre	1d3+1
81-86	78-82	Orc patrol	see Groups
—	83-84	Shadow	1d6
—	85	Shadow mastiff	1d3+1
87-92	86-88	Stinger hunters*	see Groups
93-97	89	Spider eater	1d2
—	90-93	Vargouille	1d4+1
—	94-97	Wight	1d6
96-100	96-98	Wolf (animal)	1d6+3
—	99-100	Wraith	1d3

TABLE 53A: TEMPERATE SANDY/ROCKY DESERT DRAGONS

d%	Dragon	d%	Dragon
01-37	Blue, young adult	77-87	Brown, adult*
38	Blue, juvenile dracolich♦	86-97	Copper, adult
37-57	Brass, adult	96-100	Gold, juvenile
58	Brown, juvenile dracolich♦		

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

Day	d%	Night Encounter	Number Encountered
—	01-02	Abishai, blue*	1d2
01	03	Androsphinx	1
02-07	—	Babeon (animal)	1d4×10
—	04	Baneguard*	1
06-08	05-07	Barghest pack	see Groups
—	08-09	Darkenbeast*	1d2
09-11	10-11	Dire lion	1d3
12-14	12-13	Dire wolf	1d4+4
15-17	14-16	Djinni (genie)	1d4
18-27	17-24	Dragon (see Table 54A)	1
26-29	25-26	Dragonne	1d3
—	27-28	Dread warrior*	1
30-32	29-31	Efreetti (genie)	1d3
33-34	32-33	Gargoyle	1d3+1
35-37	—	Giant ant crew (vermin)	see Groups
38-42	—	Giant lizard*	1d2
—	34-37	Ghast	1d3+1
—	36-37	Ghast pack	see Groups
—	38-39	Ghoul	1d3+3
—	40-41	Gnoll hunters	see Groups
42-49	42-43	Gorgon	1
70	44	Gynosphinx (sphinx)	1
—	45-46	Hound archon (celestial)	1d2
71	47	Ibrandin*	1
72-54	48-50	Janni (genie)	1d3+1
55-56	51-52	Lamia	1d3+1
57-61	53-54	Monstrous scorpion, Large (vermin)	1d3+3
62-63	55-56	Monstrous scorpion, Huge (vermin)	1d3+2
64	57-61	Mummy	1d3+1
65-72	62-67	NPCs	1d3+2
73	68	Nishruu*	1
74-78	69-70	Nomads	see Groups
79	71	Nyth*	1
80-82	72-74	Ogre	1d3+1
83-86	75-80	Orc patrol	see Groups
—	81-82	Shadow	1d6
—	83-84	Shadow mastiff	1d3+1
87-89	85	Snake, Huge viper (animal)	1d2
90-94	86-88	Stinger hunters*	see Groups
95-96	89-90	Spider eater	1d2
—	91-93	Vargouille	1d4+1
—	94-97	Wight	1d6
97-100	96-98	Wolf (animal)	1d6+3
—	99-100	Wraith	1d3

TABLE 54A: SOUTHERN SANDY/ROCKY DESERT DRAGONS

d%	Dragon	d%	Dragon
01-35	Blue, young adult	77-87	Brown, adult*
36	Blue, juvenile dracolich♦	86-97	Copper, adult
37-57	Brass, adult	96-100	Gold, juvenile
58	Brown, juvenile dracolich♦		

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

Day	Night	Encounter	Number Encountered
01-03	01-03	Aballin®	1
04-06	04-06	Gelatinous cube (ooze)	1
07-08	07-09	Greenbag (bag)	1
09-19	10-12	Keelboat	see Groups
20-27	13-20	NPCs	1d3+2
28-34	21-28	Merrow (ogre)	1d4+4
35-39	29-32	River bandits	see Groups
40-42	33-40	Scrag	1d3-1
43-44	42-44	Sea hag (bag)	1d3
45-46	45-46	Tojanida, juvenile	1d3-1
47-48	47-48	Tojanida, adult	1d3-1
49	49	Tojanida, elder	1
50	50	Vodyanoi	see Groups
51-69	51-69	Roll on Table 41: Northern Marsh	
70-100	70-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 56: TEMPERATE RIVER/LAKE (EL 3-12)

Day	Night	Encounter	Number Encountered
01-02	01-02	Aballin®	1
03-07	03-08	Bullywag®	1d2x4
08-09	09-13	Chnul	1
10-14	14-18	Dragon, bronze (young)	1
15-16	19-21	Dragon turtle	1
17	22	Gelatinous cube (ooze)	1
18	23	Greenbag (bag)	1
19-25	24-25	Keelboat	see Groups
26-34	26-34	Local creature (01-70) or NPCs (71-100)	see Table 56A 1d3+2
35-40	37-41	Merrow (ogre)	1d4+4
41-42	42	Nixie (sprite)	1d6+7
43-47	43-47	River bandits	see Groups
48-70	46-70	Scrag	1d3-1
51	51	Sea hag (bag)	1d3
52-54	52-54	Tojanida, juvenile	1d3-1
55-56	55-56	Tojanida, adult	1d3-1
57	57	Tojanida, elder	1
58	58	Vodyanoi	see Groups
59-60	59-60	Water naga	1d2
61-75	61-75	Roll on Table 42: Temperate Marsh	
76-100	76-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 56A: TEMPERATE RIVER/LAKE LOCAL CREATURES

Locale	%	Local Creature	Number Encountered
The Akanamere	01-25	Lizardfolk	1d3-1
	26-35	River bandits	see Groups
	36-100	Vodyanoi	see Groups
The Deepwash	01-30	Dragon turtle	1
	31-100	Lizardfolk	1d3-1
The Nagaflo	01-15	Nixie	1d6+7
	16-100	Water naga	1d2
The Nagawater	01-10	Banshar®	1d2
	11-100	Water naga	1d2

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

Day	Night	Encounter	Number Encountered
01-02	01-02	Aballin®	1
03	03-04	Banelar®	1d4

Day	Night	Encounter	Number Encountered
04-09	05-08	Bullywag®	1d2x4
10-16	09-10	Crocodile (animal)	1d6+7
17-19	11-14	Chnul	1
20-25	15-20	Dragon, bronze (young)	1
26-28	21-22	Elasmosaurus (dinosaur)	1d2
29	23	Gelatinous cube (ooze)	1
30-32	24-25	Giant crocodile (animal)	1d6+7
33	26-27	Greenbag (bag)	1
34-39	28-29	Keelboat	see Groups
40-41	30-36	Merrow (ogre)	1d4+4
42-47	37-39	River bandits	see Groups
48-49	40-46	Scrag	1d3-1
50	47-48	Sea hag (bag)	1d3
51-53	49-51	Tojanida, juvenile	1d3-1
54-55	52-53	Tojanida, adult	1d3+1
56	54	Tojanida, elder	1
57-58	55-57	Water naga	1d2
59-60	58-60	Werecrocodile (lycanthrope)®	1d2
61-75	61-75	Roll on Table 43: 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
01-03	01-02	Baleen whale (animal)	1
04-07	03	Baleen whale (animal)	1d6+7
06-07	04-06	Cachalot whale (animal)	1
08-09	07	Cachalot whale (animal)	1d6+7
10-11	08-09	Dirk shark	1d2
12-14	10-13	Kapocinith (gargoyle)	1d2
15-18	14-19	Kraken	1
19	20-26	Lacedin (ghoul)	1d6+6
20-26	27-32	NPCs	1d3-2
27-40	33-39	Merchant ship	see Groups
41-42	40-41	Orca whale (animal)	1d6+7
43-45	42-44	Orca whale (animal)	1
46-53	45-51	Pirate ship	see Groups
54-63	52-54	Porpoise (animal)	1
64-65	55-58	Purple worm	1
66-67	59-64	Sea hag (bag)	1
68-70	65-70	Scrag	1d3+1
71-73	71-73	Shark, Huge (animal)	1
74-76	74-76	Shark, Large (animal)	1d4+1
77-82	77-81	Shark, Medium-size (animal)	1d6+7
83-86	82-86	Squid (animal)	1d6+7
87-88	87-89	Squid, giant (animal)	1
89	90-91	Storm giant	1
90-92	92-94	Tojanida, adult	1d3+1
93-94	95-96	Tojanida, elder	1d3-1
97-99	97-99	Triton patrol	see Groups
100	100	Weresbark (lycanthrope)®	1d2

TABLE 59: TEMPERATE OCEAN (EL 5-13)

Day	Night	Encounter	Number Encountered
01-03	01-02	Aquatic elf	1d10-10
04-06	03-04	Baleen whale (animal)	1
07-08	05	Baleen whale (animal)	1d6+7
09-11	06-07	Cachalot whale (animal)	1
12-13	08	Cachalot whale (animal)	1d6+7
14-15	09-10	Dirk shark	1d2
16-18	11-13	Dragon turtle	1
19-22	14-18	Dragon, bronze adult	1
23-24	19-25	Kapocinith (gargoyle)	1d2
25-27	26-30	Kraken	1

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28	31-36	Lacedon (ghoul)	1d6-6
29-37	37-41	Merchant ship	see Groups
38-42	42-47	Merfolk	1d3-1
43-44	46-47	Merfolk patrol	see Groups
47-48	48-51	NPCs	1d3-2
49-70	52	Orca whale (animal)	1d6-7
51-53	53-54	Orca whale (animal)	1
54-56	55-57	Octopus, giant (animal)	1
57-63	58-62	Pirate ship	see Groups
64-69	63-64	Porpoise (animal)	2d10
70	65-67	Purple worm	1
71-72	68-72	Scrag	1d3-1
73	73-75	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)	1d4+1
82-84	82-83	Shark, medium (animal)	1d6-7
85-86	84-87	Shalarin*	1d8-2
87	86	Shalarin caste*	see Groups
88-89	87-89	Squid (animal)	1d6-7
90	90-91	Squid, giant (animal)	1
91	91	Storm giant	1
92-93	93-94	Tojanada, adult	1d3-1
94	95	Tojanada, elder	1d3-1
95-98	96-99	Triton patrol	see Groups
99-100	100	Wereshark (lycanthrope)*	1d2

TABLE 60: SOUTHERN OCEAN (EL 5-13)

4%	4%	Number Encountered	
01-02	01-02	Baleen whale (animal)	1
03-04	03	Baleen whale (animal)	1d6-7
05-06	04-05	Cachalot whale (animal)	1
07	06	Cachalot whale (animal)	1d6-7
08-09	07-08	Dire shark	1d2
10-15	09-14	Dragon, bronze adult	1
16-17	15-16	Elasmosaurus (dinosaur)	1d2
18-19	17-20	Kapeacanth (gargoyle)	1d2
20-22	21-25	Kraken	1
23	26-31	Lacedon (ghoul)	1d6-6
24-28	32-35	Locathah	1d3-1
29-30	36-37	Locathah patrol	see Groups
31-40	38-42	Merchant ship	see Groups
41-44	43-46	NPCs	1d3-2
45-47	47-49	Octopus, giant (animal)	1
48-54	50-52	Pirate ship	see Groups
55-60	53-54	Porpoise (animal)	2d10
61	55-57	Purple worm	1
62-64	58-64	Sahuagin	1d4+4
65-66	65-67	Sahuagin patrol	see Groups
67-68	68-69	Scrag	1d3-1
69	70-71	Sea hag (hag)	1
70-72	72	Sea lion	1
73-74	73-74	Shark, huge (animal)	1
75-77	75-76	Shark, large (animal)	1d4+1
78-81	77-79	Shark, medium (animal)	1d6-7
82-85	80-82	Shalarin*	1d8-2
86-87	83-84	Shalarin caste*	see Groups
88-90	87-88	Squid (animal)	1d6-7
91	89-90	Squid, giant (animal)	1
92	91	Storm giant	1
93-94	92-93	Tojanada, adult	1d3-1
95	94-95	Tojanada, elder	1d3-1
96-98	96-99	Triton patrol	see Groups
99-100	100	Wereshark (lycanthrope)*	1d2

TABLE 61: THE UNDERDARK (EL 4-20)

4%	4%	Encounter	Number Encountered
Upper ¹	01-03	Aboleth slaver brood	see Groups
01	01-03	Bat (animal)	(1d3+2)×10
02-07	—	Bat, night hunter*	1d6-6
06-07	04-05	Bat, sinister*	1d6-1
08	06-07	Beholder	1d2
09-11	08-09	Beholderkin, death kiss*	1
12-13	10-11	Beholderkin, gouger*	2
14-17	12-13	Bodak	1d3-1
16	14-15	Bulette	1d2
17-18	16	Chitine tribe*	see Groups
19-21	17-18	Clöaker lord swarm*	see Groups
—	19-21	Clöaker lord swarm*	1d4-2
22	22-24	Cloaker	see Groups
23-24	21-26	Deepspawn brood*	see Groups
25	27	Delver	1
—	28-29	Demon, yochlol	1d4+1
26	30	Devourer	1
27-29	31	Dire bat	1d4+4
30-33	32-35	Dragon (see Table 61A)	1
—	36-37	Dreder troupe	see Groups
34-36	38-39	Derro squad	see Groups
37-40	40	Daergar squad *	see Groups
41-42	—	Urdunnie patrol*	see Groups
43-45	41-43	Drow scouts	see Groups
46	44-46	Drow warband	see Groups
47-48	47	Gargoyle, kir-lanan→	1d4+1
49-50	48	Giant, phacrim*	2
—	49-51	Svirfneblin purifiers	see Groups
51-54	52-53	Grimlock	1d2×10
55	54	Helmed horror*	1
56-57	55-56	Ibrandlin*	2d4
—	57-59	Kuo-toa squad	see Groups
58	60	Lich, alhoon (mind flyer Wx10)*	1
—	61	Mind flyer inquisition	see Groups
59-60	62-64	Mind flyer	1d2
61-63	—	Minotaur	1d3-1
—	65	Nightshade, nightcrawler	1
64-68	66-69	NPCs	1d3-2
69-71	70-71	Otyugh	1d3-1
72-73	72-74	Phacrimm* (Sor8)	1d2
74	75	Phase spider	1d4-1
75-76	76-78	Purple worm	1
77-79	79-80	Quaggoth*	4
80	81	Rat	1d4-2
81-82	82-84	Roper	1d2
83-87	85-87	Rothb, deep♦	1d10-10
—	88	Sharn* (10 HD Sor10/Cle8)	1d2
88-90	89-91	Spider, subterranean, hairy*	2d10
91-92	92-93	Spider, subterranean, sword spider*	1d4-1
93-94	—	Tall mouther*	1d3-2
95-96	94-96	Tomb tapper*	1
97-99	97-99	Umber hulk	1d3-1
100	100	Xorn, average*	1d3-2

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

TABLE 61A: UNDERDARK DRAGONS

4%	Dragon	4%	Dragon
01-10	Blue, mature adult	53-62	Red, old
11-12	Blue, adult dracolich♦	63-64	Red, mature adult dracolich♦
13-50	Deep, mature adult	65-98	Shadow, mature adult
51-52	Deep, adult dracolich♦	99-100	Shadow, adult dracolich♦

Groups

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

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

Aboleth Slaver Brood: 1d3+1 aboleth 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.

Asabi Patrol: 1d4+4 asabis, an asabi adept (lv 1d3+1), an asabi warrior (lv 1d3+1), and 1d2 stingtails. See Table 53.

Asabi Scouts: 1d3+1 asabis 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 76-85, Clr 86-90, Sor 91-95, Wiz 96-100. Bedine humans are usually chaotic good. See Tables 23B, 26B, 48B, 52B.

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

Chitine Tribe: 1d6x10 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 40B.

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%: chuul 01-10, cloaker 11-30, 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 sorcerer (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 41-50, Rgr 51-55, Rog 56-65, Wiz 66-100. See Tables 29B, 38, 39, 39B.

Drow Warband: 1d6+6 2nd-level drow fighters, 1d2 half-fiends (draegloth*), 1d2 demons (yochlol*), 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, Drd 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, 46B, 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 39B.

Giant Ant Crew: 1d6+5 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, 46B, 50.

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

Goblin Raiders: 1d3+2 goblins, led by 1 goblin fighter (lv 1d3), all mounted on worgs. See Tables 24, 25, 26B, 32, 33, 34, 36, 37, 39, 49, 49B, 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, 29B, 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 Corey: 2 annises, 1 green hag, and 1d3+2 fog giants. See Tables 44 and 45.

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

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

Hobgoblin War Party: 1d10+5 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+5 kuo-toas, 1d2 whips (kuo-toa Clr 3), 1d2 monitors (kuo-toa Mnk 4), and 1 kuo-toa Ftr 8. 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, Drd 16-20, Ftr 21-60, Rgr 61-70, Rog 71-90, Sor 91-100. Appears on Tables 24, 35, 36, 37.

Lizardfolk Warband: 1d6+6 lizardfolk, 1d2 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 Tugan bands. 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, 37, 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+5 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: 3d4 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, 1d2 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.

Shadovar Patrol: 1d4+4 1st-level human fighters, 1d2 human fighters (lvl 1d4), 1d2 human sorcerers (lvl 1d6), and 1 leader. There is a 50% chance that the Shadovars are mounted on dire bats. The leader is a multiclass human

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

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

Shield Dwarf Patrol: 1d4+4 1st-level shield dwarf fighters, 1d2 shield dwarf clerics (lvl 1d3), and 1 leader (lvl 1d4+2). For the leader's class, roll d%: Bbn 01-15, Ctr 16-35, Ftr 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 (lvl 1d3+2). For the leader's class, roll d%: Ctr 01-10, Ftr 11-20, Mnk 21-85, Rgr 86-90, Wiz 91-100. See Tables 41, 42, 42B, 43, 44, 45.

Slavers: 1d4+2 1st-level warriors, 1d2 fighters (lvl 1d3), 1d2 rogues (lvl 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 (lvl 1d3+1). See Tables 53, 54.

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

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

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

Troglodyte Clutch: 1d6+5 troglodytes and 1d2 giant lizards. See Table 28B.

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

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

Uthgardt Barbarians: 1d3+1 1st-level fighters and 1d2 barbarians (lvl 1d3+2). The Uthgardt can be of any good or neutral alignment. See Table 36B.

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.

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

Wereboar Troupe: 1d3+1 wereboars and 1d4+1 boars. 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 Hunters: 1d4+4 1st-level wild dwarf warriors, 1d3 wild dwarf barbarians (lvl 1d3+1), and 1d2 wild dwarf clerics (lvl 1d3+1). See Table 40B.

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

Wood Elf Squad: 1d6+6 1st-level wood elf warriors, 1d3 wood elf wizards (lvl 1d3+1), and 1 leader (lvl 1d4+1). For the leader's class, roll d%: Ctr 01-10, Drd 11-20, Ftr 21-50, Rgr 51-75, 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 LEVEL

d%	Level Range	d%	Level Range
01-50	1d3	91-99	1d5-9
51-75	1d3+3	100	1d3-12
76-90	1d3+6		

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
01-07	01-07	01-10	Barbarian
06-10	06-10	11-15	Bard
11-30	11-15	16-37	Cleric
31-35	16-25	36-40	Druid
36-45	26-45	41-70	Fighter
46-50	46-50	71-77	Monk
51-55	—	—	Paladin
56-65	51-55	56-60	Ranger
66-75	56-75	61-80	Rogue
76-80	76-80	81-87	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 65: GOOD NPC RACE OR KIND

Bbn	Bed	Clr	Drd	Ptr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Race/Kind	Level**
—	01	01	—	01-02	01-02	01-10	—	—	01-02	01	Assimar (planetouched)	-1
—	02-0F	02-08	—	03-12	03-04	11-16	01-04	01-03	01-10	02	Dwarf, gold	Normal
01-03	—	09-1F	—	13-2F	0F	17-26	0F-08	04-06	11	—	Dwarf, shield	Normal
—	06-12	16-20	01-08	28-32	06	27-30	09-18	07-10	12-23	03-11	Elf, sun	Normal
—	13-22	21-2F	09-16	33-37	07-21	31-3F	19-23	11-20	22-31	12-31	Elf, moon	Normal
04-23	23-29	26-30	17-31	38-42	22-26	36-39	24-28	—	31	32	Elf, wild	Normal
24-2F	30-33	31-3F	32-4F	43-47	27-31	40-43	19-33	—	33	33	Elf, wood	Normal
—	34	36	46	48	32	44	34	21-22	34	34	Genasi, air (planetouched)	-1
—	3F	37	47	49-50	33	4F	3F	—	3F	3F	Genasi, earth (planetouched)	-1
—	36	38	48	—	34	46	36	36	36-37	—	Genasi, fire (planetouched)	-1
—	37	39	49	51	3F	47	37	23	37	—	Genasi, water (planetouched)	-1
—	38-42	40-44	—	52	36	48	38	24-29	38-47	38-42	Gnome	Normal
26	43-54	45-49	50-59	53-58	37-51	49-5F	39-44	30-41	48-57	43-61	Half-elf	Normal
—	5F	50	—	59	52	56	—	42-48	58-59	62	Halfling, strongheart	Normal
—	56	51-5F	60	60	53	57	4F	49-54	60-63	64	Halfling, lightfoot	Normal
27-31	57	56-60	61-70	61	54	58	46-50	55-56	62-63	63	Halfling, ghostwise	Normal
32-32	58	61-6F	71	62-66	5F-69	59-63	51-5F	57-71	64-6F	6F	Half-orc	Normal
53-77	59-93	66-91	72-96	67-91	70-9F	64-91	56-92	72-96	66-90	66-9F	Human	Normal
—	94	92-93	97	92	—	—	93-94	—	91	96	Hybrid*	-1
—	9F	94-9F	—	93	—	—	—	97	92	97	Svirfneblin (gnome)	-3
78	96	96-97	98	94	96-97	92-96	9F	98	93-9F	98	Half-celestial*	-3
79	97	98	—	9F	98-99	97-99	96	99	96-98	99	Half-dragon*	-3
80-100	98-100	99	99-100	96-99	—	—	97-99	—	99	—	Wemic*	-F
—	100	—	100	100	100	100	100	100	100	100	Werebear (lycanthrope)*	-4

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

TABLE 66: NEUTRAL NPC RACE OR KIND

Bbn	Bed	Clr	Drd	Ptr	Mnk	Rgr	Rog	Sor	Wiz	Race/Kind	Level**	
01	01-02	01-10	01-02	01-10	—	01	01	01	—	—	Dwarf, gold	Normal
02	03	11-2F	03	11-30	—	02	02-04	—	—	—	Dwarf, shield	Normal
—	04-06	26-31	04-0F	31-32	—	03-04	0F	02	01-06	—	Elf, sun	Normal
—	07-14	32-36	06-10	33-34	01-0F	0F-06	06-09	0F	07-22	—	Elf, moon	Normal
03-12	1F	37	11-3F	3F-36	—	07-13	—	04	—	—	Elf, wild	Normal
13	16-19	38	16-31	37-42	03	14-28	—	0F	23-24	—	Elf, wood	Normal
—	20	39	32	—	04	29	10-11	06-07	27-26	—	Genasi, air (planetouched)	-1
—	21	40	33	43-44	0F	30	12	08-09	—	—	Genasi, earth (planetouched)	-1
—	22	41	34	4F	06	31	—	10-11	27-28	—	Genasi, fire (planetouched)	-1
—	23	42	3F	46	07	32	13	12-13	29-30	—	Genasi, water (planetouched)	-1
—	24	43	36	47	08	33	14	14	31-32	—	Gnome	Normal
14-1F	2F-34	44-5F	37-41	48-52	09-18	34-5F	1F-20	1F-29	33-43	—	Half-elf	Normal
—	3F-37	54-56	—	53	19	54	21-50	30	44	—	Halfling, strongheart	Normal
16	38-39	57-58	—	54	20	—	51-5F	31-32	—	—	Halfling, lightfoot	Normal
17-29	40	59-60	42-46	5F	—	5F	56-60	33	—	—	Halfling, ghostwise	Normal
30-64	41	61-62	47	56-58	21-24	56-6F	61-70	34-39	4F-46	—	Half-orc	Normal
65-74	42-97	63-89	48-87	59-92	2F-100	66-9F	71-9F	40-94	47-96	—	Human	Normal
75-8F	—	90-9F	88-98	93	—	96	—	9F	—	—	Lizardfolk	-2
—	—	96	—	94	—	97	96	96	—	—	Svirfneblin (gnome)	-3
—	—	97	—	9F	—	97	97	97	97	—	Doppelganger	-3
—	—	98	98	96	—	98	98	98	98	—	Shade*	-2
86-98	—	—	—	97-98	—	—	—	—	—	—	Wemic*	-F
99	99	99	99	99	—	99	99	99	99	—	Werebear (lycanthrope)*	-3
100	100	100	100	100	—	100	100	100	100	—	Weretiger (lycanthrope)*	-4

*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 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

Bbn	Brd	Clr	Drd	Ptr	Mnk	Rgr	Rog	Sor	Wis	Race/Kind	Level**
—	—	01	—	01-02	—	—	01	—	—	Dwarf, gold	Normal
—	—	02	—	03-04	—	—	02	—	—	Dwarf, shield	Normal
—	—	03	—	05	—	01	03-04	—	01-09	Elf, moon	Normal
01	—	04	—	—	—	—	—	01	—	Elf, wild	Normal
02-03	01	05	01	06	—	02-03	05	—	10	Elf, wood	Normal
04	02	06-09	02	07-08	01	04-05	06-07	02	11	Fey'ri (planetouched)*	-1
05	03-16	10-19	03	09-11	02-09	06-20	08-22	03-17	12-26	Half-elf	Normal
06	17	—	—	—	—	—	23	18	—	Halfing, strongheart	Normal
07	18	20	—	12	—	—	24	19	27	Halfing, lightfoot	Normal
08	19	21	—	—	—	—	25	20	28	Halfing, ghostwise	Normal
09-23	20-21	22-30	04-07	13-19	10-17	21-26	26-38	21-23	—	Half-orc	Normal
24-38	22-84	31-55	06-56	20-51	18-81	27-44	39-56	24-55	29-69	Human	Normal
39	85	56	57	52	—	45	—	56	70	Kir-lanan (gargoyle)	-6
40-43	—	57-61	58-71	53	—	46-47	—	57	—	Lizardfolk	-2
—	86	62	—	—	82	48	57-58	58	71	Genasi, air (planetouched)	-1
—	87	63	—	54-55	83	49	59	59	—	Genasi, earth (planetouched)	-1
—	88	64	—	56	84	50	60	60	72-73	Genasi, fire (planetouched)	-1
—	89	65	—	57	85	51	61	61	74-75	Genasi, water (planetouched)	-1
44	90	66	72	58	—	—	62-79	62	—	Goblin	Normal
45	—	67	73	59-69	86-89	52	80	63	76-77	Hobgoblin	Normal
46	—	68	74	70	—	—	—	81	64-77	Kobold	Normal
47-66	—	69	75	71-76	—	—	—	—	—	Orc	Normal
67	91	70	76	77	90	53	82-83	78	78	Tanzaruk (planetouched)*	-5
68	92	71	77	78	91	—	84-85	—	79	Tiefling (planetouched)	-1
—	—	72-74	—	79	—	—	—	—	—	Drow (elf), female	-2
—	—	—	—	80	—	—	—	—	80-87	Drow (elf), male	-2
—	—	75	—	81	—	—	—	—	—	Duergar (dwarf)	-2
—	—	—	—	82	—	—	—	—	—	Dwarf, ferro	-1
69-83	—	76-77	78-100	83	—	54-71	—	79	88	Gnoll	-2
84	—	78-80	—	84	—	72	—	80-81	—	Troglodyte	-2
85-86	—	81-82	—	85	—	73	86-89	82	89	Bugbear	-3
87-88	—	83	—	86	—	74	—	83	—	Ogre	-5
89-91	—	84	—	—	—	—	—	84	—	Minotaur	-8
—	—	85	—	87	—	—	90	85	90	Mind flayer	-8
—	—	86	—	88	92-93	—	—	86	91-91	Ogre mage	-8
92	93	87	—	89	—	75	91	87	93	Wererat (lycanthrope)*	-4
—	94	88	—	90	—	76	92-93	88	94	Wererat (lycanthrope)	-2
93-94	95	89	—	91	—	77	94	89	95	Werewolf (lycanthrope)*	-7
95-96	96	90	—	92	—	78-79	95	90	96	Werewolf (lycanthrope)*	-3
—	97	91-92	—	93	—	—	96	91	97	Doppelganger, greater*	-12
97-98	98	93-94	—	94	94	80	97-98	92	98	Half-fiend*	-3
99-100	99	95	—	95	95	81-95	99	93-94	99	Half-dragon*	-3
—	100	96	—	96	96	96	100	95-96	100	Shade*	-2
—	—	97	—	97	97	97	—	97	—	Yuan-ti, pureblood	-6
—	—	98	—	98	98	98	—	98	—	Yuan-ti, halfblood	-6
—	—	99	—	99	99	99	—	99	—	Yuan-ti abomination	-9
—	—	100	—	100	100	100	—	100	—	Yuan-ti, tainted one	-3

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

**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.