

DUNGEONS & DRAGONS® CAMPAIGN ACCESSORY
FORGOTTEN REALMS

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, ghastr 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_{20} 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
08-10	1st	1st	1st	1st	2nd	2nd	4th	5th	6th	7th
11-20	1st	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th
21-30	1st	2nd	2nd	3rd	4th	5th	6th	7th	8th	9th
31-70	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
71-80	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
81-90	2nd	4th	5th	6th	7th	8th	9th	10th	11th	12th
91-100	3rd	5th	6th	7th	8th	9th	10th	11th	12th	13th
d%	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
01-07	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th
08-10	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th
11-20	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th
21-30	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th
31-70	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
71-80	12th	13th	14th	15th	16th	17th	18th	19th	20th	—
81-90	13th	14th	15th	16th	17th	18th	19th	20th	20th	—
91-100	14th	15th	16th	17th	18th	19th	20th	20th	20th	20th

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.

x1/2: Increase the number of creatures encountered by 1/2 (or multiply by 1 and divide by 2). Round up fractions 50% of the time.

x2: Double the number of creatures.

x3: Triple the number of creatures.

x4: Quadruple the number of creatures.

x1/3: Decrease the number of creatures encountered by 1/3 (or multiply by 1 and divide by 3). Round off fractions (2/3 down and 2/3 up).

x1/2: Divide the number of creatures by 2. Round up fractions 50% of the time.

x1/3: 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

EN	CR	Role	Number of Creatures	Treasure
05-01	Criater	Ld1 centipede, Medium-size monstrous (vermin)	20%	
04-08	Criater	Ld1-1 dire rats	20%	
09-11	Criater	Ld1-1 fire beetles, giant (vermin)	20%	
11-15	Criater	Ld1 hairy spiders*	20%	
14-17	Criater	1 night hunter (bat)*	20%	
18-20	Criater	Ld1 scorpion, Small monstrous (vermin)	20%	
21-25	Criater	Ld1 spiders, Small monstrous (vermin)	20%	
26-27	Criater	Ld4-1 spitting crawlers*	20%	
28-34	Dragon	1 dragon (see Table 22)	80% +1	
35-39	Friand	Ld1 dwarfed warriors	80% +1	
40-42	Friand	Ld1 elven warriors	80% +1	
43-47	NPC	1 1st-level NPC	Gear	
48-51	Terror	Ld1 beholder-lin, eyeballs*	50% +1	
52-56	Terror	Ld4-1 crawling class*	50% +1	
57-59	Terror	1 darkmantle	50% +1	
60-64	Terror	1 kresnar	50% +1	
65-68	Terror	1 leucar (devil)	50% +1	
69-74	Tough	Ld4-1 ghorriago*	80% +1	
75-80	Tough	Ld4-1 goblins	80% +1	
81-83	Tough	1 hobgoblin and Ld1 goblins	80% +1	
84-90	Tough	Ld6-3 kobolds	80% +1	
91-95	Undead	Ld1-1 skeleton, Medium-size [human]	50%	
96-100	Undead	Ld1 zombie, Medium-size [human]	50%	

TABLE 3: 2ND-LEVEL DUNGEON ENCOUNTERS

EN	CR	Role	Number of Creatures and Kind	Treasure
01-04	Criater	Ld1 centipede, Large monstrous (vermin)	20%	
05-07	Criater	Ld1 giant ants (vermin)	20%	
08-10	Criater	Ld1 night hooters (bat)*	20%	
11-12	Criater	1 riding lizard*	20%	
13-16	Criater	Ld1 scorpion, Medium-size monstrous (vermin)	20%	
17-21	Criater	Ld1 spiders, Medium-size monstrous (vermin)	20%	
22-27	Dragon	1 dragon (see Table 22)	80% +4	
28-32	Friand	Ld4-2 dwarfed warriors	80% +2	
33-37	NPC	Ld1 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	Ld1 shriekers	20%	
51-54	Terror	Ld4-2 forman workers	80% +2	
55-60	Tough	Ld4-2 hobgoblins	80% +2	
61-65	Tough	Ld1 hobgoblin and Ld4-1 goblins	80% +2	
66-70	Tough	Ld1 lizardfolk	80% +2	
71-79	Tough	Ld4-2 ocs	80% +2	
80	Undead	1 baneguard*	50%	
81-83	Undead	1 bone bat*	50%	
84-91	Undead	Ld4-2 zombies, Medium-size [human]	50%	
94-100	Undead	Ld1 ghoul	50%	

TABLE 4: 3RD-LEVEL DUNGEON ENCOUNTERS

EN	CR	Role	Number of Creatures and Kind	Treasure
01-02	Criater	Ld2 bombardier beetle, giant (vermin)	20%	
03-04	Criater	Ld2 centipede, Huge monstrous (vermin)	20%	
05-06	Criater	Ld2 dire badgers	20%	
07-08	Criater	Ld2 dire bats	20%	
09-10	Criater	1 gelatinous cube (ooze)	20%	
11-12	Criater	1 pack lizard*	20%	
13-14	Criater	Ld2 prying minotaur, giant (vermin)	20%	
15-16	Criater	Ld2 scorpion, Large monstrous (vermin)	20%	
17-19	Criater	1 sinister (bat)*	20%	
20-22	Criater	Ld2 spiders, Large monstrous (vermin)	20%	

23-28	Dragon	1 dragon (see Table 22)	80% +4
29-31	Friand	Ld1 imp (devil)	80% +1
32-35	Friand	1 wererat (yczerthrope) and Ld4-1 dire rats	80% +1
36-40	Friand	Ld6-5 dwarfed warriors	80% +1
41-44	NPC	Ld1-1 1st-level NPCs	Gear
45-47	Terror	Ld2 devches (demon)	50%
48-50	Terror	1 ethereal fisher	50%
51-53	Terror	1 phanton fungus	20%
54-56	Terror	Ld2 thogpas	20%
57-60	Terror	Ld2 vanguardils	50%
61-62	Tough	1 bagbear and Ld4-1 goblins	80% +2
63-64	Tough	1 giant, pharic*	80% +1
65-68	Tough	Ld3-1 gnolls	80% +1
69-72	Tough	Ld4-2 goblins and Ld1 wolves	80% +1
73-74	Tough	Ld1 hobgoblin and Ld1 wolves	80% +1
75-78	Tough	Ld6-3 kobolds and 1 dire weasel	80% +1
79-81	Tough	1 quoggoth*	80% +1
82-87	Tough	Ld1-1 troglodytes	80% +1
88-89	Undead	1 barbed*	50%
90-92	Undead	1 shadow	50%
93-98	Undead	Ld1-1 skeletons, Large [ogre]	50%
99-100	Undead	1 zombie, tyrant/og*	50%

TABLE 5: 4TH-LEVEL DUNGEON ENCOUNTERS

EN	CR	Role	Number of Creatures and Kind	Treasure
01-04	Criater	Ld1 mshaps	20%	
05-07	Criater	Ld1 fire weasls	20%	
08-10	Criater	Ld4-1 night hooters (bat)*	20%	
11-13	Criater	1 ooze, gray	20%	
14-15	Criater	Ld1 riding lizard*	20%	
16-17	Criater	Ld1 snake, Huge viper (animal)	20%	
18-24	Dragon	1 dragon (see Table 22)	80% +4	
25-27	Friand	1 leant of Xvir (hell hound)*	80% +1	
28-29	Friand	1 forman warrior and Ld1 forman workers	80% +1	
30-32	Friand	1 imp (devil) and Ld1 leucar (devil)	80% +1	
33-34	Friand	Ld1 quans (demon)	80% +1	
35-36	Friand	1 verubar*	80% +1	
37-39	Friand	Ld1 lantern archons (celestial)	50% +1	
40-44	NPC	Ld1 2nd-level NPCs	Gear	
45-49	Terror	1 carrion crawler	20%	
50-52	Terror	Ld1 gargyle, kit-lunar*	20%	
53-54	Terror	1 mozzar*	50%	
55-56	Terror	1 mimic	50%	
57-58	Terror	Ld2 rust monsters	20%	
59-60	Terror	Ld1 violet fungi	20%	
61-65	Tough	1 bagbear and Ld6-3 hobgoblins	80% +1	
66-68	Tough	1 ettercap	80% +1	
69-72	Tough	Ld1 gnoll and Ld1 hyenas (treat as wolf (animal))	80% +1	
73-75	Tough	Ld1 lizardfolk and 1 giant lizard (animal)	80% +1	
76	Tough	Ld2 magnum	80% +1	
77-81	Tough	1 ogre and Ld4-2 ocs	80% +1	
82-83	Tough	Ld1 ocs and Ld2 dire bears	80% +1	
84-87	Tough	1 sinister (bat)*	80% +1	
88-89	Tough	Ld2 worgs and Ld4-1 goblins	80% +1	
90	Undead	Ld1 alllps	50%	
91-92	Undead	2 baneguard*	50%	
93-94	Undead	2 bone bats*	50%	
95	Undead	1 ghost (NPC level Ld1)	50%	
96-97	Undead	1 vampire spawn	50%	
98-100	Undead	Ld2 wights	50%	

DUNGEON ENCOUNTERS

TABLE 6: 5TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-02	Crater	1 sat, giant soldier and 1d+2 giant worker ants (vermin)	20%
03-04	Crater	1d2 dire wolf-pups	20%
05-06	Crater	1d8-8 hairy spiders*	20%
07-09	Crater	1 ochre jelly (ooze)	20%
10-11	Crater	1 snake, giant constrictor (animal)	20%
12-13	Crater	1d2 spiders, Huge monstrous (vermin)	20%
14-17	Crater	1 spider cat	20%
18-18	Crater	1 sword spider*	20%
19-27	Dragon	1 dragon (see Table 22)	80% +4
28-27	Fiead	1 abbas, black*	80% -1
28-29	Fiead	1 abbas, white*	80% -1
30-31	Fiead	1d1 dopplegangers	80% -1
31	Fiead	1 ghast*	80% -1
31-34	Fiead	1 greenbag (bag)	80% -1
35-36	Fiead	1d1 sphinx	80% -1
37-39	Fiead	1d3-1 weasels (hystrope)	80% -1
40	Fiead	1 yochel (demon)*	80% -1
41-43	Fiead	1d3-1 black dogs	100% -1
44-46	NPC	1d3-1 2nd-level NPCs	Gear
47-48	Terror	1d1 cockatrice	20%
49-51	Terror	1 gibbering mouther	20%
52-53	Terror	1d1 grick	20%
54-57	Terror	1 hydra, 1d3-4 heads	20%
58-57	Terror	1 nightmare	20%
58-59	Terror	1d3-1 shock lizards	20%
60-61	Terror	1 tall mouther*	20%
62-63	Terror	1 violet fungus and 1d3-1 shriekers	20%
64	Tough	1d3-1 axes	80% -1
65-67	Tough	1d3-1 bighears	80% -1
68-69	Tough	1 ettercap and 1d1 Medium-size monstrous spiders	80% -1
70-71	Tough	1d8-10 gibberlings*	80% -1
72-74	Tough	1d3-1 ogres	80% -1
75-76	Tough	1d3-1 salamanders, Small	80% -1
77-78	Tough	1d3-1 troglodytes and 1d2 giant lizards (animal) [immune to stretch]	80% -1
79-82	Tough	1d3-1 worgs	80% -1
83-84	Undead	2 banshees*	20%
85-86	Undead	1d+1 baneguards*	20%
87-91	Undead	1 ghost and 1d3-1 ghouls	20%
92-94	Undead	1d1 mummies	20%
95-97	Undead	1d3-1 skeletons, Huge [giant]	20%
98-100	Undead	1 wraith	20%

TABLE 7: 6TH-LEVEL DUNGEON ENCOUNTERS

#	Role	Number of Creatures and Kind	Treasure
01-02	Crater	1 digester	20%
03-04	Crater	1d3-1 dire apes	20%
05-06	Crater	1d3-1 dire wolves	20%
07	Crater	1d1 giant stag beetles (vermin)	20%
08-09	Crater	1d3-1 giant wasps (vermin)	20%
10-12	Crater	1d4-4 night hunters (bat)*	20%
13-17	Crater	1d1 owlbears	20%
18-18	Crater	1 shambling mound*	20%
19-20	Crater	1d+2 sinisters (bat)*	20%
21-26	Dragon	1 dragon (see Table 22)	80% +4
27-28	Fiead	1 abbas, green*	80% -1
29-30	Fiead	1 annis (bag)	80% -1
31-32	Fiead	1d1 harpies	80% -1
33	Fiead	1 quist (demon) and 1d2 dretches (demon)	80% -1
34-37	Fiead	1d3-1 weasels (hystrope)	80% -1
38-37	Fiead	1d3-1 yech bounds	20%
39-41	Tough	1d3-1 axes	80% -1
42-43	Tough	1d3-1 axes, Small	20%
44-47	Terror	1d3-1 yech bounds	20%
48-50	Tough	1d3-1 axes	80% -1
51-51	Tough	1d3-1 axes (animal)	80% -1
52-53	Tough	1d3-1 sinisters (bat)*	80% -1
54-55	Tough	1d2 werewights (hystrope)	20%
56-59	Undead	1d3-1 banshees*	20%
60-62	Tough	1d3-1 wights	20%
63-69	Undead	1d3-1 zombies, Huge [giant]	20%
70-72	Undead	1d3-1 zombies, tyranting*	20%

#	Role	Number of Creatures and Kind	Treasure
01-03	Crater	1 black pudding (ooze)	20%
04	Crater	1d2 centipede, Gargantuan monstrous (vermin)	20%
05-06	Crater	1 cripplines (sphinx)	20%
07-08	Crater	1d3-1 dire lions	20%
09-10	Crater	1d4-4 night hunters (bat)*	20%
11-11	Crater	1 remorhaz	20%
14-15	Crater	1d2 scorpions, Huge monstrous (vermin)	20%
16-17	Crater	1d3-1 sinisters (bat)*	20%
18-24	Dragon	1 dragon (see Table 22)	80% +4
25	Fiead	2 abbas, black*	80% -1
26	Fiead	1 abbas, blue*	80% -1
27	Fiead	2 abbas, white*	80% -1
28-29	Fiead	1d3-1 araxes	80% -1
30-31	Fiead	1d3-1 barghasts, Medium-size	80% -1
32-33	Fiead	1d3 djinn (genie)	80% -1
34-37	Fiead	1 formian taskmaster and 1 minotaur [or other CR 4 creature]	80% -1
38-37	Fiead	1d3-1 jann (genie)	80% -1
38-39	Fiead	1d3-1 bound arches (colossal)	80% -1
40-41	NPC	1d3-1 4th-level NPCs	Gear
44-47	Terror	1 cloak lord*	20%
46-48	Terror	1d1 cloakies	20%
49-50	Terror	1 cryohydra, 1d3-4 heads (hydra)	20%
51-52	Terror	1d4-2 formian warriors	80% -1
53-55	Terror	1 invisible stalker	20%
56-57	Terror	1 pyrohydra, 1d3-4 heads (hydra)	20%
58-59	Terror	2 tall mouthers*	80% -1
60-64	Tough	1d3-1 bighears and 1d3-1 wolves	80% -1
65-68	Tough	1 ertie and 1d2 brown bears (animal)	80% -1
69-74	Tough	1d8-6 goblins, Dekanter*	80% -1
75-79	Tough	1d3-1 minotaurs	20%
80-81	Tough	1d4-2 gargoyle*	20%
84-86	Tough	1 salamander, Medium-size and 1d3-1 salamanders, Small	80% -1
87-90	Undead	1 curst (NPC level 1d3-1)*	20%
91-99	Undead	1 ghost (NPC level 1d3-1)	20%
96-100	Undead	1 vampire (NPC level 1d3-1)	Gear

DUNGEON ENCOUNTERS

TABLE 9: 8TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-02	Gritter	146-7 ants, giant soldier (vermin)	20%
03-07	Gritter	146-7 dice bats	20%
08-09	Gritter	142 spiders, Gargantuan monstrous (vermin)	20%
10-12	Gritter	144-1 sword spiders*	20%
13-19	Dragon	1 dragon (see Table 22)	80% +4
20-21	Fiead	2 abshai, green*	80% +2
22-23	Fiead	1 abshai, red*	80% +2
24-27	Fiead	1 abeloth and 143-1 skum	80% +2
28-27	Fiead	143-1 barghast, Large	80% +2
28-29	Fiead	142 craxies (devil)	80% +2
30-32	Fiead	1 medium and 146-1 gronlocks	80% +2
33-36	Fiead	1 mind flayer	80% +2
37-38	Fiead	1 ogre mage	80% +2
39-40	Fiead	143-1 yochlol (demon)*	80% +2
41-42	Fiead	1 yuan-ti halfblood and 143 yuan-ti purebloods	80% +2
43-44	Friend	1 lamanna	80% +2
47-49	NPC	143-1 7th-level NPCs	Gear
50-51	Terror	143-1 achaerax	20%
52-53	Terror	143-1 arrowsharks, Medium-size	20%
54-57	Terror	1 deepspawn*	20%
58-59	Terror	143-1 grollans	20%
60-61	Terror	142 golems, flesh	20%
62	Terror	1 golem, Thayan*	20%
63-64	Terror	1 gray render	20%
65-66	Terror	143-1 heracosphinxes (phinx)	20%
67-68	Terror	1 hydra, 143-7 heads	20%
69	Terror	1 hydra, Lernaean, 143-4 heads	20%
70-71	Terror	143-1 phase spiders	20%
72	Terror	143-1 rats	20%
73-74	Terror	143-1 winter maelfies	20%
75-76	Terror	143-1 winter wolves	20%
77	Terror	143 axes, Medium-size	20%
78-80	Tough	1 drider and 143-1 Large monstrous spiders (vermin)	246 gems each 80% +2
81-83	Tough	143-1 orins	80% +2
84-87	Tough	143-1 brandas*	80% +2
88-87	Tough	143-1 manticores	80% +2
88-89	Tough	143-1 salamanders, Medium-size	80% +2
90	Tough	146-1 sinistors (bat)*	80% +2
91-94	Tough	143-1 trolls	80% +2
95	Undead	1 revenant (NPC level 143-4)*	Gear
96-100	Undead	142 specters	70%

TABLE 10: 9TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-04	Gritter	143 bolates	20%
05-08	Gritter	146-7 deep roths*	20%
09-10	Gritter	144-2 dice lions	20%
11-18	Dragon	1 dragon (see Table 22)	80% +2
19	Fiead	143-2 abshai, black*	80% +2
20	Fiead	2 abshai, blue*	80% +2
21	Fiead	143-1 abshai, white*	80% +2
22-23	Fiead	1 belidith (demon)	80% +2
24-26	Fiead	1 deepspawn* plus spawn (roll on Table 7)	80% +2
27	Fiead	143-1 lamias	80% +2
28-30	Fiead	1 mind flayer and charmed creatures (roll on Table 7 for charmed creatures)	80% +2
31-32	Fiead	1 sight hag	80% +2
33-34	Fiead	1 ogre mage and 144-1 ogres	80% +2
35-37	Fiead	1 pharosim (4th-level sorcerer)*	80% +2
38	Fiead	1 rakshasa	80% +2

39	Fiead	1 succubus	80% +2
40-41	Fiead	143-1 sills, barbaric (01-10) or civilized (11-100)	80% +2
42-43	Fiead	1 yuan-ti abomination and 143 yuan-ti purebloods (01-10) or halfbloods (11-100)	80% +2
44-47	Friend	1 androsphinx (phinx)	80% +2
46-70	NPC	143-1 6th-level NPCs	Gear
51-52	Terror	142 behas	20%
53	Terror	143-1 bellhans	20%
54	Terror	1 cryohydra, 143-6 heads (hydra)	20%
55-56	Terror	1 delver	20%
57-58	Terror	1 dragon turtle	20%
59	Terror	1 pyrohydra, 143-6 heads (hydra)	20%
60-61	Terror	143-1 tall meuthers*	20%
62-63	Terror	143-1 will-o'-wigs	20%
64-66	Terror	143-1 wyverns	20%
67-68	Tough	1 barbazu (devil) and 142 oylaths (devil)	80% +2
69-71	Tough	1 giant, hill and 143 dice wolves	80% +2
74-77	Tough	143-1 kytans (devil)	80% +2
76-77	Tough	143-1 oylaths (devil)	80% +2
78-82	Tough	143-1 trolls and 143 dice bears	80% +2
81-89	Undead	142 bodaks	70%
90-92	Undead	1 curse (NPC level 143-7)*	Gear
93-100	Undead	1 vampire (NPC level 143-6)	Gear

TABLE 11: 10TH-LEVEL DUNGEON ENCOUNTERS

#%	Role	Number of Creatures and Kind	Treasures
01-04	Gritter	143-10 deep roths*	20%
05-07	Gritter	143-1 dice bears	20%
08-16	Dragon	1 dragon (see Table 22)	80% +2
17-18	Fiead	1 abshai, red*	80% +2
19-20	Fiead	143-1 abeloths	80% +2
21-22	Fiead	143-1 aethas	80% +2
23-25	Fiead	1 cloak leop* and 146-1 cloakers	80% +2
26-27	Fiead	1 furnace myrmarch	80% +2
28-29	Fiead	143-1 medusas	80% +2
30	Fiead	143-1 naga, water	80% +2
31-32	Fiead	1 night hag and 1 nightmare	80% +2
33-37	Fiead	1 pharosim (7th-level sorcerer)*	80% +2
36-37	Fiead	1 salamander, Large and 143 salamanders, Medium-size	80% +2
38-39	Fiead	143-1 yuan-ti abominations	80% +2
40-42	Friend	143-1 illendils	80% +2
43-47	NPC	143-1 7th-level NPCs	Gear
48-49	Terror	143-1 chas beasts	20%
50-51	Terror	143-1 chimera	20%
52-53	Terror	143-1 chubs	20%
54	Terror	1 cryohydra, Lernaean, 143-4 heads (hydra)	20%
55-56	Terror	143-1 dragonons	20%
57	Terror	2 golems, Thayan*	20%
58-59	Terror	143-1 hillhans (devil)	80% +2
60	Terror	1 hydra, 143-9 heads	20%
61	Terror	1 phasim	70%
62	Terror	1 pyrohydra, Lernaean, 143-4 heads (hydra)	20%
63-64	Terror	1 retriever (depon)	20%
65-66	Terror	143-1 slaud, red	80% +2
67-68	Terror	143-1 umber hells	20%
69-71	Tough	143-1 barbazu (devil)	80% +2
72-77	Tough	143-1 driders	80% +2
78-79	Tough	1 giant, frost and 143 winter wolves	80% +2
80-83	Tough	1 giant, stone and 143 dice bears	80% +2
84-87	Tough	143-1 giants, hill	80% +2
88-89	Tough	1 lamanna (devil) and 142 barbazu (devil)	80% +2
90-91	Tough	144-4 brandas*	80% +2
92-93	Tough	144-3 sinistors (bat)*	80% +2

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94-98	Undead	1 ghost (NPC level 1d3-6)	70%
99-100	Undead	1 revenant (NPC level 1d3+3)§	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%+1
15	Fiend	1d6-7 abohai, black*	80%+1
16	Fiend	1d3+4 abohai, green*	80%+1
17	Fiend	1d6-7 abohai, white*	80%+1
18-21	Fiend	1 beholderkin, deathkin*	70%
22-23	Fiend	1 beholderkin, gouger®	80%+1
24-27	Fiend	1 convey of bags (bag), 1 green bag, 1 amia, 1 sea bag, 1d+2 eyes, and 1d3 giants, hill	80%+1
28-29	Fiend	1 formian myrmarch and 1d6+1 formian warriors	80%+1
30-31	Fiend	1d3+2 gnomphises	80%+1
32-33	Fiend	1d3+1 magus, dark	80%+1
34-37	Fiend	1 pharimm (6th-level sorcerer)®	80%+2
38-39	Friend	1d3 aerial guardian (colossal)	80%+1
39-46	NPC	1d3-1 9th-level NPCs	Gear
47-48	Terror	1d3-1 aeryshawk, Large	20%
49-51	Terror	1d3-1 drosstrachas	20%
52-54	Terror	1d3 geloms, clay	20%
55	Terror	1 gelom, gemstone, ruby®	20%
56-58	Terror	1d3-1 gregans	20%
59-61	Terror	1 hydra, Lermann, 1d3+7 heads	20%
62-66	Terror	1d3-1 shadi, blue	80%+1
67-69	Terror	1d3-1 xorns, Large	20%
70-74	Tough	1 giant, fire and 1d6-1 hill bounts	4d6 gems each 80%+1
75-80	Tough	1d3-1 giants, stone	80%+1
81-84	Tough	1d3-1 hamarals (devil)	80%+1
85-87	Undead	1 curst (NPC level 1d3+7)§	Gear
88-94	Undead	1 decourer	70%
95-100	Undead	1d3-1 mabgs	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%+1
17-18	Fiend	1d6-7 abohai, green*	70%+1
19-20	Fiend	1 doppelganger, greater®	70%+1
21-22	Fiend	1 ghoul (demon)®	70%+1
23-27	Fiend	1d4+2 moad (layers [in equitation])	70%+1
28-30	Fiend	1d3-1 magus, spirit	70%+1
31-36	Fiend	1 pharimm (7th-level sorcerer)®	80%+2
37-39	Fiend	1d3-1 shadi, green	70%+1
40-43	Friend	1 giant, cloud [good] and 1d+2 dire lions	70%+1
44-50	NPC	1d3-1 9th-level NPCs	Gear
51-52	Terror	1 cryohydra, 1d3+9 heads (hydra)	20%
53	Terror	1 gelom, gemstone, emerald®	20%
54-57	Terror	1d2 geloms, stone	20%
58-61	Terror	1 gulohydra*	20%
62-63	Terror	1 pyrohydra, 1d3+9 heads (hydra)	20%
64-66	Terror	1d3-1 ythaks	20%
67-71	Tough	1 coenagen (devil) and 1d3 hamarals (devil)	70%+1
72-77	Tough	1 giant, cloud [evil] and 1d+2 dire lions	70%+1
78-83	Tough	1d3-1 giants, frost	70%+1
84-88	Tough	1d3-1 salamanders, Large	70%+1
89-91	Undead	1 curst (NPC level 1d3+6)§	Gear
92-100	Undead	1 vampyre (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%+1
13-15	Fiend	1d6-6 abohai, blue*	70%+1
16-23	Fiend	1 beholder	70%+1
24-26	Fiend	1 beholderkin, gouger®	70%+1
27-30	Fiend	1 night hags and 1 nightmare	70%+1
31-36	Fiend	1 pharimm (8th-level sorcerer)®	80%+2
37-40	Fiend	1d3-1 shadi, gray	70%+1
41-44	Friend	1d3-1 counts	70%+1
45-48	Friend	1d3-1 magus, guardian	70%+1
49-56	NPC	1d3-1 10th-level NPCs	Gear
57-61	Terror	1d2 frost worms	20%
62	Terror	1 gelom, gemstone, diamond®	20%
63	Terror	1 gelom, gemstone, ruby®	20%
64-67	Terror	1 hydra, Lermann, 1d3+9 heads	20%
68-74	Terror	1d3-1 ropers	20%
75-81	Tough	1d3-1 coenagen (devil)	70%+1
82-91	Undead	1 beholder, death tyrant®	70%+2
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 abohai, red*	70%+1
17-25	Fiend	1 beholder and charmed monster(s) (roll on Table 12)	70%+1
26-29	Fiend	1 beholder, death tyrant® and charmed monster(s) (roll on Table 12)	70%+1
30-32	Fiend	1 ghoul (demon)® and 1d+7 hill giants	70%+1
33-38	Fiend	1 pharimm (9th-level sorcerer)®	80%+2
39-44	Friend	1d2 shadi, death	70%+1
45-49	Friend	1d3-1 giant, cloud [good]	70%+1
50-58	NPC	1d3-1 11th-level NPCs	Gear
59-62	Terror	1 cryohydra, Lermann, 1d4+8 heads (hydra)	20%
63-67	Terror	1d2 geloms, iron	20%
68-69	Terror	1 pyrohydra, Lermann, 1d4+8 heads (hydra)	20%
70-77	Terror	1 tumbkapper®	20%
78-81	Tough	1d3-1 giant, cloud [evil]	70%+1
82-88	Tough	1 giant, storm and 1d+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, gouger®	70%
34-42	Fiend	1 pharimm (10th-level sorcerer)®	80%+2
43-51	Fiend	1d2 shadi, death and 1d3-1 shadi, green	70%
52-56	Friend	1d3 ghalces (colossal)	80%
57-68	NPC	1d3-1 12th-level NPCs	Gear
69	Terror	3 geloms, gemstone, diamond®	20%
70	Terror	1d3-1 geloms, gemstone, ruby®	20%
71-78	Tough	1d2 berserks (demon)	70%
79-83	Tough	1 grolgan (devil) and 1d3-1 coenagen (devil)	70%
84-88	Undead	1 curst (NPC level 1d3-11)§	Gear
89-97	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 1d3-11)	Gear
98-100	Undead	1 vampyr (NPC level 1d4-11)	Gear

TABLE 17: 16TH-LEVEL DUNGEON ENCOUNTERS

Ⓕ%	Role	Number of Creatures and Kind	Treasure
01-29	Dragon	1 dragon (see Table 22)	80% +1
30-34	Fiend	1 beholder, 4th-level beholder mage*	70%
35-34	Fiend	1 pharosim (12th-level sorcerer)*	80% +2
37-42	Fiend	1 pit fiend (devil)	70% +1
43-46	Fiend	143-1 astral devas (celestial)	70% +1
49-78	NPC	143-1 16th-level NPCs	Gear
79-88	Terror	1 tomb tapper*	20%
69-77	Tough	143-1 giants (devil)	70%
76-82	Tough	143-1 giants, storm	70%
83-89	Tough	143-1 vrockts (demon)	70%
90-91	Undead	1 ghost (NPC level 143-12)	20%
94-98	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 143-12)	Gear
99-100	Undead	1 revenant (NPC level 143-17)*	Gear

TABLE 18: 17TH-LEVEL DUNGEON ENCOUNTERS

Ⓕ%	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*	70%
27-33	Fiend	1 marilith (demon)	70%
34-42	Fiend	1 pharosim (12th-level sorcerer)*	80% +2
43-47	Fiend	143-1 trumpet archons (celestial)	70%
48-78	NPC	143-1 17th-level NPCs	Gear
79	Terror	144-2 gelosa, gemstone, diamond*	20%
60-69	Tough	143 glazeria (demon)	70%
70-79	Tough	143-1 herozoa (demon)	70%
80-81	Undead	1 curst (NPC level 143-14)*	Gear
84-93	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 143-14)	Gear
94-100	Undead	143-1 nightwings (nightshade)	20%

TABLE 19: 18TH-LEVEL DUNGEON ENCOUNTERS

Ⓕ%	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 22)	80% +1
21-27	Fiend	143 balors (demon)	70%
28-37	Fiend	1 pharosim (13th-level sorcerer)*	80% +2
38-48	Fiend	1 pit fiend (devil) and 143-1 gulgams (devil)	70%
49-70	Fiend	1 sharr (7th-level sorcerer; 2th-level cleric)*	70%
71-77	Fiend	143 planetars (celestial)	70%
78-87	NPC	143-1 17th-level NPCs	Gear
66-73	Terror	144-2 tomb tappers*	20%
74-82	Tough	143-1 glazeria (demon)	70%
83-91	Undead	1 vampire (NPC level 143-14)	Gear
92-97	Undead	143-1 nightwalkers (nightshade)	20%
98-100	Undead	1 revenant (NPC level 143-17)*	Gear

TABLE 20: 19TH-LEVEL DUNGEON ENCOUNTERS

Ⓕ%	Role	Number of Creatures and Kind	Treasure
01-20	Dragon	1 dragon (see Table 22)	80% +1
21-27	Fiend	1 marilith (demon) and 143 glazeria (demon)	70% +1
28-37	Fiend	1 pharosim (14th-level sorcerer)*	80% +2
38-47	Fiend	143-1 pit fiends (devil)	70% +1
48-71	Fiend	1 solar (celestial)	70% +1
72-68	NPC	143-1 16th-level NPCs	Gear
69-79	Tough	143-1 saffshoes (demon)	70% +1
80-81	Undead	1 curst (NPC level 143-16)*	Gear
84-90	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 143-17)	Gear
91-96	Undead	1 ghost (NPC level 143-17)	20%
97-100	Undead	143 nightcreepers (nightshade)	20%

TABLE 21: 20TH-LEVEL DUNGEON ENCOUNTERS

Ⓕ%	Role	Number of Creatures and Kind	Treasure
01-19	Dragon	1 dragon (see Table 22)	80% +1
20-27	Fiend	143 balors (demon)	70%
28-34	Fiend	143-1 mariliths (demon)	70%
35-42	Fiend	1 pharosim (15th-level sorcerer)*	80% +2
43-48	Fiend	1 sharr (8th-level sorcerer; 6th-level cleric)*	70%
49-72	Fiend	1 solar (celestial) and 143 planetars (celestial)	70%
73-76	NPC	143-1 17th-level NPCs	Gear
77-60	NPC	143 18th-level NPCs	Gear
61-64	NPC	143 19th-level NPCs	Gear
65-67	NPC	1 20th-level NPC	Gear
68-77	Tough	143-1 saffshoes (demon) and 143-1 herozoa (demon)	20%
78-82	Undead	1 ghost (NPC level 143-18)	20%
83-89	Undead	1 lich (cleric (01-10), sorcerer (11-40), wizard (41-100), NPC level 143-16)	Gear
90-92	Undead	143 nightcreepers (nightshade)	20%
93-97	Undead	1 revenant (NPC level 143-17)*	Gear
98-100	Undead	1 vampire (NPC level 143-17)	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 Ⓕ% 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 in *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 Ⓕ% and refer to the note that accompanies the table. If the Ⓕ% result indicates a dracolich, follow the instructions in the note to determine the age category of the dracolich.

Example: Steve rolls on Table 17: 16th-level Dungeon Encounters to generate a tough encounter for his dungeon. His roll of 25 indicates a dragon. He continues to Table 22: Random Dragons and rolls Ⓕ%, 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%
	10-09	10-18	19-27	28-32	33-42	43-48	49-74	75-78	79-81
Table	White	Black	Green	Blue	Red	Bronze	Copper	Bronze	Silver
1st	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
2nd	Fery young	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling	Wyrmling
3rd	Young	Fery young	Fery young	Fery young	Wyrmling	Fery young	Fery young	Fery young	Fery young
4th	Juvenile	Young	Young	Young	Fery 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	Yng adult	Yng adult	Juvenile	Juvenile	Juvenile	Juvenile	Juvenile	Juvenile	Juvenile
8th	Adult	Yng adult	Yng adult	Yng adult	Juvenile	Juvenile	Juvenile	Juvenile	Juvenile
9th	Adult	Adult	Yng adult	Yng adult	Juvenile	Yng adult	Yng adult	Yng adult	Juvenile
10th	Mat adult	Adult	Yng adult	Yng adult	Adult	Adult	Yng adult	Yng adult	Yng adult
11th	Mat adult	Mat adult	Adult	Adult	Yng adult	Adult	Adult	Yng adult	Yng adult
12th	Old	Mat adult	Adult	Adult	Yng adult	Mat adult	Adult	Adult	Yng adult
13th	Old	Mat adult	Mat adult	Adult	Adult	Mat adult	Adult	Adult	Adult
14th	Old	Old	Mat adult	Mat adult	Adult	Mat adult	Mat adult	Adult	Adult
15th	Very old	Old	Mat adult	Mat adult	Mat adult	Old	Mat adult	Mat adult	Mat adult
16th	Fery old	Fery old	Old	Old	Mat adult	Very old	Old	Old	Mat adult
17th	Ancient	Fery old	Old	Old	Mat adult	Very old	Old	Old	Mat adult
18th	Wyrm	Ancient	Fery old	Fery old	Old	Fery old	Old	Old	Old
19th	Gr. wyrm	Wyrm	Ancient	Ancient	Old	Ancient	Fery old	Fery old	Old
20th	Gr. wyrm	Gr. wyrm	Ancient	Ancient	Fery old	Wyrm	Ancient	Ancient	Fery old

	4%	4%	4%	4%	4%	4%
	44-46	47-74	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	Fery young	Fery young	Fery young	Fery young	Fery young
4th	Wyrmling	Young	Young	Young	Fery young	Fery young
5th	Fery young	Juvenile	Young	Young	Young	Young
6th	Fery young	Juvenile	Juvenile	Juvenile	Young	Young
7th	Young	Yng adult	Juvenile	Juvenile	Juvenile	Juvenile
8th	Young	Yng adult	Yng adult	Yng adult	Juvenile	Juvenile
9th	Juvenile	Adult	Yng adult	Yng adult	Yng adult	Yng adult
10th	Juvenile	Adult	Yng adult	Adult	Yng adult	Yng adult
11th	Yng adult	Mat adult	Adult	Adult	Adult	Yng adult
12th	Yng adult	Mat adult	Adult	Mat adult	Adult	Adult
13th	Yng adult	Mat adult	Adult	Mat adult	Adult	Adult
14th	Adult	Old	Mat adult	Mat adult	Mat adult	Adult
15th	Adult	Old	Mat adult	Old	Mat adult	Adult
16th	Mat adult	Fery old	Old	Old	Mat adult	Mat adult
17th	Mat adult	Fery old	Old	Very old	Old	Old
18th	Mat adult	Ancient	Fery old	Fery old	Old	Old
19th	Old	Wyrm	Ancient	Ancient	Fery old	Fery old
20th	Old	Great wyrm	Ancient	Wyrm	Ancient	Fery 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 1% chance that the dragon encountered is a dracolich of that type. To determine the dracolich's age, refer to the table five 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 Delimbir and continuing upstream to the Graypeak Mountains, along the lower reach of Anuroch and then up along the Desertmouth Mountains to the Border Forest, east along the River Tesh to the Moonsia, then southeast to the Rawlinwood, 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%	7%	2%
Heavily traveled	12%	6%	3%

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

Each wilderness encounter table includes the following pieces of information:

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

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

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

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

TABLE 23: NORTHERN HILLS (EL 4-9)

d%	d%	Encounter	Number Encountered
—	01-01	Banshee*	1d8-2
01-01	01-04	Brown bear (animal)	1d2
06-07	07-07	Dirge bear	1
08-11	08-10	Dirge lion	1d2
11-11	11-11	Dirge tiger	1
14-17	14-17	Dirge wolverine	1d2
16-19	16-18	Dirge wolf	1d4+
20-29	19-28	Dragon (see Table 23A)	1
—	29-30	Dread warrior*	2d6
—	31-33	Dretch (demon)	1d4
30-34	34-36	Etlin	1d4
—	37-39	Giant pack	see Groups
37-40	40-46	Hill giant	1
41-42	47-48	Lamia	1d2
—	49	Lantern section (celestial)	1d1-2
43-71	50-60	Local creature (01-70 or NPC, [71-100])	see Table 23B 1d1-2
74-79	61-67	Ogre	1d4+
60-67	66-71	Orc patrol	see Groups
—	73-77	Shadow	1d4-1
68-71	76-78	Shield dwarf patrol	see Groups
74-79	—	Surface troth*	1d10-10
80-81	79-80	Tiger (animal)	1
82-83	81-82	Werebear (hyacanthrope)	1d4
84	83-84	Weregoat (hyacanthrope)	1d2
87	87-87	Werewolf troupe	see Groups
—	88-89	White abbasai*	1d3
86-88	90-92	Winter wolf	1d4-1
89-96	91-94	Wolf (animal)	1d10-6
97-98	97	Wolverine (animal)	1
99-100	96-100	Worg	1d6-7

TABLE 23A: NORTHERN HILLS DRAGONS

d%	Dragon	d%	Dragon
01-10	Fung, juvenile*	34-44	Shadow, young*
11-20	Gold, young	47-74	Scry, young*
21	Red, very young dracolich*	77-99	White, juvenile
22-33	Red, young	100	White, juvenile dracolich*

TABLE 23B: NORTHERN HILLS LOCAL CREATURES

Locale	d%	Local Creature	Number Encountered
Anastroh	01-49	Asah*	1d9-1
—	46-87	Budra band	see Groups
—	86-100	Shadowcat patrol	see Groups
Graycloak Hills	01-80	Everskag patrol	see Groups
—	81-100	Griffon	1d2

TABLE 24: TEMPERATE HILLS (EL 2-9)

d%	d%	Encounter	Number Encountered
—	01-01	Allip	1
01-04	—	Basilisk	1
05-06	01-04	Beholderkin, deathkin*	1
07-09	07	Black bear (animal)	1d3
10-12	06	Dirge halger	1
—	07-08	Dirge hat	1d4-7
13-15	09-10	Duplicate beast	1d2
16-20	11-15	Dragon (see Table 24A)	1
—	16-17	Dread warrior*	2d6
21-23	18-20	Etlin	1d2
24-28	21-22	Gargoyle	1d3

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—	13-24	Ghost	1d3-1
—	25	Ghost pack	see Groups
—	26-27	Ghoul	1d4-2
29-30	28-31	Goblin patrol	see Groups
—	32-37	Goblin raiders	see Groups
33-37	—	Griffin	1d2
36-40	—	Lightfoot halfling scouts	see Groups
41	36-37	Hill hound	1d2
42-45	38-40	Hill giant	1
46-47	—	Hippogriff	1d2
48-49	41-43	Hobgoblin	1d6-1
50-51	44-47	Leucrotta?	1d2
74-88	46-54	Local creature (01-70) or NPCs (71-100)	see Table 24B 1d3-2
69-70	—	Mokaa	1
—	77-79	Night hunter (bat)?	1d4-4
—	60-62	Nightmare	1
71-78	63-67	Oggv	1d3-1
74-78	68-69	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	—	Tontrichon	1
—	77-78	Vampire spawn	1d3-1
82-84	79-80	Werewolf (lycanthrope)	1d2
87-86	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	Wrath	1d2
99-100	99-100	Wyvern	1

TABLE 24A: TEMPERATE HILLS DRAGONS

#	Dragon	#	Dragon
01-17	Copper, juvenile	46	Red, very young dracolich?
16-17	Fang, young?	47-81	Red, young
16-47	Gold, young	82-100	Song, young?

TABLE 24B: TEMPERATE HILLS LOCAL CREATURES

Local	#	Local	Number	Encountered
Serpent Hills	01-40	Snake, two-headed	1d4-1	
	41-50	Adder?	1d4	
	71-60	Snake, winged viper?	1d3-1	
	61-77	Snake, Large viper	1d3	
	76-87	Snake, Huge viper	1d2	
	86-97	Snake, constrictor	1d3-1	
	96-100	Snake, giant constrictor	1d3	
The Trollfens	01-20	Troll snout?	1d2	
	21-100	Troll	1d3-1	
Troll Hills	01-87	Troll	1d3-1	
	86-100	Troll warhead	see Groups	

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

Day	Night	Encounter	Number	Encountered
—	01-02	Alip	1	
01-02	03-04	Azur	1d4-2	
03-04	—	Basilisk	1	
07-08	07-06	Black bear (animal)	1d3	
—	07-18	Dire bat	1d4-2	
09-16	14-23	Dragon (see Table 25A)	1	
—	14-27	Dread warren?	1d4	

17-20	26-29	Erin	1d2
21-21	30-31	Gargyle	1d3
—	31-34	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	—	Griffin	1d2
34-37	43	Strongheart halfling patrol	see Groups
36-37	44-47	Hill hound	1d2
38	46	Hellcat (devil)	1
39-41	47-48	Harescaphin (phinx)	1d2
42-47	49-50	Hill giant	1
46-47	—	Hippogriff	1d2
48-49	51-51	Hobgoblin	1d6-1
50-51	54-57	Leucrotta?	1d2
53-66	58-66	NPCs	1d3-2
67-69	67	Mokaa	1
—	68-72	Night hunter (bat)?	1d4-4
—	73-74	Nightmare	1
70-71	75-77	Orc	1d3-1
73-77	78-80	Ogre	1d3-1
78-79	—	Praying mantis, giant (vermin?)	1
80-82	81	Salamander, average	1d2
—	82-84	Spectral panther?	1
—	87-86	Shadow	1d4
83-84	—	Tendrils	1
—	87-89	Vampire spawn	1d3-1
87-86	90	Werewolf (lycanthrope)	1d2
87-88	91-91	Weretiger (lycanthrope)	1d2
—	91-94	Wight	1d4-1
89-97	95-96	Wolf (animal)	1d6-2
—	97-99	Wrath	1d2
96-100	100	Wyvern	1

TABLE 25A: SOUTHERN HILLS DRAGONS

#	Dragon	#	Dragon
01-10	Blot, young	71	Red, very young dracolich?
11-20	Copper, juvenile	72-81	Red, young
11-40	Fang, young?	82-100	Song, young?
41-70	Gold, young		

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

Day	Night	Encounter	Number	Encountered
—	01-01	Abbot, red?	1d3-1	
01-04	04-07	Bugbear band	see Groups	
07	08-09	Cloud giant	1	
06-08	10-11	Dire bear	1d2	
09-11	12-14	Dire lion	1d6-7	
12-13	15-17	Dire tiger	1d4	
14-16	18-19	Dire wolf	1d4-2	
17-23	20-27	Dragon (see Table 26A)	1	
24-26	28-29	Dragonks?	2d4	
27-29	30-32	Etan	1d3-1	
30-34	33-35	Frost giant	1d3-1	
37-38	—	Ghost rattle?	1d10-10	
39-41	39-42	Goblin, Dekster?	1d3-2	
—	41-47	Grimlock	1d2-10	
—	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 (71-100)	see Table 26B	
61-64	64-66	Ogre	1d4-4	
67-71	67-70	Orc patrol	see Groups	

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74-79	71-74	Shield dwarf patrol	see Groups
80-81	77-76	Tall mouther®	143-1
—	77	Vampire	143
—	78-79	Vampire spawn	144-1
—	80-82	Vampire troupe	see Groups
81	83-84	Wewtigr (lycanthrope)	141
83-89	87-88	Wolf (animal)	1410-6
90-91	89-94	Worg	146-5
—	95-97	Wraith	146-5
96-100	98-100	Yrthak	143-1

TABLE 26A: NORTHERN LOW MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-12	Copper, adult	33-42	Red, young adult
13-24	Pang, 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	#	Local Creature	Number Encountered
Anasroch	01-70	Anah®	144-1
	71-77	Stringtail (snake)®	144-1
	76-90	Redfire band	see Groups
	91-100	Shadower patrol	see Groups
Dragonspine Mts.	01-40	Dragon (see Table 37)	1
	41-60	Frost giant	143-1
	61-87	Hill giant	144-1
	86-100	Stone giant	143-1
Giantspire Mts.	01-70	Ogre	144-2
	71-80	Hill giant	144
	81-100	Stone giant	143
Grayspik Mts.	01-77	Stone giant	143
	76-100	Cloud giant	142
Nether Mts.	01-15	Fey's®	142-10
	16-45	Orc patrol	see Groups
	46-100	Tanarukk®	146-5
Ravin Mts.	01-40	Orc	143-1
	41-60	Orc patrol	see Groups
	61-70	Orc squad	see Groups
	71-87	Goblin raiders	see Groups
	86-100	Ogre	143-1

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

#	Day	Night	Encounter	Number Encountered
01-07	—	—	Aarakocra patrol®	see Groups
—	01-04	—	Alchik, red®	143-1
06-09	05-07	—	Algh®	144-1
10-11	08-11	—	Bugbear band	see Groups
14-16	12-15	—	Cloud giant	1
17-18	16-18	—	Dev bear	142
19-26	19-27	—	Dragon (see Table 27A)	1
27-30	26-29	—	Erin	143-1
31-37	30-34	—	Goblin war party	see Groups
36-38	37-37	—	Goblin, Dekator®	143-1
39-41	38-39	—	Gold dwarf patrol	see Groups
44	40	—	Gray render	1
47-47	—	—	Griffon	244-1
—	41-44	—	Hill giant raiders	see Groups
48-50	45	—	Hill giant	144-1
51-54	—	—	Hippogriff	146-6
55-56	46-50	—	Hobgoblin war party	see Groups
57-59	51-53	—	Leucrotta®	4

60-71	54-64	Local creature (01-70) or NPCs (71-100)	see Table 27B
72-77	67-70	Ogre	143-1
76-78	71-79	Orc raiders	see Groups
79-82	—	Paryton®	144-1
83-87	—	Roc	142
86-88	80-82	Stone giant	143-1
—	83-84	Vampire	142
—	85-87	Vampire spawn	144-1
—	88-89	Vampire troupe	see Groups
89-94	90-94	Wolf (animal)	1410-6
95-97	95-96	Wyvern	142
98-100	97-100	Yrthak	143

TABLE 27A: TEMPERATE LOW MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-17	Copper, adult	47-67	Red, young adult
16-31	Pang, mature adult®	66-77	Shadow, adult®
36-47	Gold, young adult	76-87	Silver, juvenile
46	Red, juvenile dracolich	86-100	Song, adult®

TABLE 27B: TEMPERATE LOW MOUNTAINS LOCAL CREATURES

Locale	#	Local Creature	Number Encountered
Clover Mountains	01-27	Bugbear	143-1
	26-40	Goblin patrol	see Groups
	41-77	Hobgoblin raiders	see Groups
	76-100	Orc raiders	see Groups
Deepwing Mts.	01-20	Juvenile red dragoon	1
	21-37	Griffon	142
	36-70	Hippogriff	146-6
Troll Mountains	71-100	Manticore	144-2
	01-20	Bugbear	143-1
	21-40	Orc raiders	see Groups
	41-80	Troll	143-1
81-100	Troll warband	see Groups	

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

#	Day	Night	Encounter	Number Encountered
01-04	—	—	Aarakocra patrol®	see Groups
—	01-03	—	Alchik, red®	143-1
07-06	04-05	—	Androsphinx (sphinx)	1
07-08	—	—	Azer squad	see Groups
09-10	06-08	—	Bugbear band	see Groups
11-11	09-11	—	Cloud giant	1
14-16	12-13	—	Giant strider®	146-6
17-21	14-21	—	Dragon (see Table 28A)	1
26-28	24-25	—	Grallion	146-1
29-31	26-28	—	Erin	143-1
32-34	29-30	—	Furrow®	146-6
37	31	—	Furrow macrander®	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	244-1
47-48	41-42	—	Gynosphinx (sphinx)	1
—	43-47	—	Hill giant raiders	see Groups
49-52	48	—	Hill giant	144-1
53-57	—	—	Hippogriff	146-6
56-58	49-51	—	Hobgoblin war party	see Groups
59-70	72-66	—	Local creature (01-70) or NPCs (71-100)	see Table 27B
71-77	67-69	—	Ogre	143-1

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76-81	70-74	Orc riders	see Groups
82-85	—	Koc	142
84-87	75-78	Stinger*	148
88-92	79-81	Stone giant	149-1
—	83-84	Vampire	142
—	87-88	Vampire spawn	144-1
—	87-89	Vampire troupe	see Groups
91-97	90-94	Wolf (animal)	1410-6
98-100*	97-100	Wyvern	142

TABLE 28A: SOUTHERN LOW MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-20	Copper, adult	44-78	Red, young adult
21-37	Fang, mature adult*	79-87	Shadow, adult*
38-42	Gold, young adult	88-94	Silver, young
43	Red, juvenile draconich*	97-100	Song, adult*

TABLE 28B: SOUTHERN LOW MOUNTAINS LOCAL CREATURES

Locale	#	Local Creature	Number Encountered
Chult	01-27	Aarakocra patrol*	see Groups
	28-37	Pterafolk*	143
	38-43	Pyrohydra (hydra)	146-4 beads
Goodswan Mts.	44-100	Troglodyte (chitich)	see Groups
	01-40	Goat hunters	see Groups
	41-87	Goat war party	see Groups
Hank Mts.	88-100	Dragonch*	244
	01-70	Stone giant	143-1
	71-100	Salamander, average	143-2

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

#	Day	#	Night	Encounter	Number Encountered
01-06	01-04	Arctic dwarf hunters*	—	see Groups	—
—	07-09	Abahai, red*	—	—	144-4
07-10	10-12	Cloud giant	—	—	143-1 plus 144 griffons
11-13	13-14	Dice bear	—	—	142
14-21	17-24	Dragon (see Table 29A)	—	—	1
24-28	27-28	Etin	—	—	143-2
29-31	29-32	Fire giant	—	—	143-2
32-41	33-39	Front giant	—	—	143-2
42-47	40-44	Front worm	—	—	1
48-70	—	Ghost eagle	—	—	142
71-77	47-49	Hill giant riders	—	see Groups	—
78-77	70	Gargoyle, ice titan*	—	—	146-1
78-61	71-77	Ogre	—	—	144-4
64-69	56-59	Shield dwarf patrol	—	see Groups	—
70-82	60-71	Local creature (01-70) or NPC (71-100)	—	see Table 29B	—
83-86	72-74	Kerowhas	—	—	142
87-91	77-78	Tall mouth*	—	—	143-2
—	79-80	Vampire	—	—	142
—	81-81	Vampire spawn	—	—	144-1
—	83-86	Vampire troupe	—	see Groups	—
92-94	87-89	Werstiger (lycanthrope)	—	—	143-2
—	90-97	Wraith	—	—	146-7
97-100	96-100	Yrthak	—	—	143-2

TABLE 29A: NORTHERN HIGH MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-29	Fang, old*	61-99	White, old
30-39	Gold, adult	100	White, mature adult draconich*
40-60	White, juvenile (clutch of 144-1)	—	—

TABLE 29B: NORTHERN HIGH MOUNTAINS LOCAL CREATURES

Locale	#	Local Creature	Number Encountered
Barthor Mts.	01-27	Bugbear band	see Groups
	28-40	Drow squid	see Groups
	41-70	Goblin war party	see Groups
	71-90	Hobgoblin war party	see Groups
	91-100	Orc riders	see Groups
Galena Mts.	01-37	Shield dwarf patrol	see Groups
	38-60	Front giant	144-1
	61-80	Hill giant raiders	see Groups
Spine of the World	81-100	Stone giant	144-1
	01-40	Front giant	146-1
	41-67	Ghost rath*	1410-10
	68-77	Ogre	144-4
78-100	Orc squad	see Groups	—

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

#	Day	#	Night	Encounter	Number Encountered
01-07	—	Aarakocra patrol*	—	—	see Groups
—	01-03	Abahai, red*	—	—	144-4
06-08	04-07	Arthak	—	—	143-1
09-12	06-09	Cloud giant	—	—	143-1
13-17	10-12	Scholarship, death knif*	—	—	1
18-23	13-21	Dragon (see Table 30A)	—	—	1
24-28	23-24	Etin	—	—	143-2
29-34	27-31	Fire giant	—	—	143-1
35-38	—	Ghost eagle	—	—	142
39-41	34-38	Goblin war party	—	see Groups	—
44-48	39-41	Goblin, Dukator*	—	—	143-1
49-58	44-47	Gold dwarf patrol	—	see Groups	—
59-61	48-49	Gray render	—	—	1
62-66	50-54	Hill giant raiders	—	see Groups	—
67-80	58-69	NPC	—	—	143-2
—	70-78	Nightwing (nightshade)	—	—	1
81-84	—	Koc	—	—	142
85-89	74-79	Stink giant	—	—	143-2
—	80-81	Vampire	—	—	142
—	82-84	Vampire troupe	—	see Groups	—
90-97	87-90	Werg	—	—	146-7
94-96	91-97	Wyvern	—	—	144
97-100	96-100	Yrthak	—	—	143

TABLE 30A: TEMPERATE HIGH MOUNTAINS DRAGONS

#	Dragon	#	Dragon
01-10	Copper, old	38	Red, young adult draconich*
11-80	Fang, old*	29-77	Red, adult
31-37	Gold, adult	76-100	Silver, adult

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

#	Day	#	Night	Encounter	Number Encountered
01-06	—	Aarakocra patrol*	—	—	see Groups
—	01-04	Abahai, red*	—	—	144-4
07-08	07-06	Arthak	—	—	143-1
09-11	07-10	Cloud giant	—	—	143-1
12-13	11-12	Scholarship, death knif*	—	—	1
14-21	13-20	Dragon (see Table 31A)	—	—	1
22-26	21-27	Etin	—	—	143-2
27-30	26-31	Fire giant	—	—	143-2
31-34	32-34	Gralton	—	—	146-7
35-41	35-37	Gold dwarf patrol	—	see Groups	—
42-44	38	Gray render	—	—	1

WILDERNESS ENCOUNTERS

44-49	39-44	Hill giant raiders	see Groups
50-61	45-77	Local creatures (01-10) or NPCs (71-100)	see Table 31B
62-66	78-81	Ogre	L4+4
67-70	64-68	Orc raiders	see Groups
71-76	—	Roc	L2
77-81	69-74	Stinger*	L46-1
82-87	75-80	Stone giant	L13-1
—	81-81	Vampire	L2
—	84-85	Vampire spawn	L4+1
—	86-88	Vampire troupe	see Groups
88-93	89-91	Wolf	L10-6
94-100	94-100	Wyvern	L2

TABLE 31A: SOUTHERN HIGH MOUNTAINS DRAGONS

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

Red, young adult dracolich*
Red, adult
Silver, adult

TABLE 31B: SOUTHERN HIGH MOUNTAINS LOCAL CREATURES

Locals	#	Local	Number Encountered
Peaks of Flame	01-25	Azer squid	see Groups
	26-40	Young red dragon	L4+1
	41-70	Ferocious marauders*	see Groups
	71-85	Hell hound	L46+4
	86-100	Salamander, average	L45-2

TABLE 32: NORTHERN CLEAR (EL 1-5)

Day	#	Night	Encounter	Number Encountered
—	01	—	Allip	1
01-08	01-06	—	Bandits	see Groups
—	07	—	Bansgaard*	1
09-10	08-11	—	Dire rat	L44
11	13-18	—	Doppelganger	1
—	19	—	Dread warrior*	1
12-14	20-21	—	Gargoyle	1
—	22	—	Ghost	1
—	23-24	—	Ghoul	L46
15-17	25-29	—	Goblin raiders	see Groups
18	30-31	—	Hell hound	1
19-20	32-36	—	Kobold	L46-1
21-23	37-47	—	NPCs	L45-2
24-41	—	—	Merchants	see Groups
44-73	48-73	—	Militia	see Groups
—	74-78	—	Ogre	L2
—	79-66	—	Orc	L13-1
74-67	67-72	—	Patrol	see Groups
68-71	—	—	Pilgrims	see Groups
—	73-74	—	Spectral panther*	1
—	75-76	—	Skeleton, medium	L46
72-74	77-78	—	Slavers	see Groups
75-77	79	—	Snow tiger/red tiger (animal)	see Groups
—	80	—	Vampire spawn	L2
78-79	81-82	—	Werewolf (lycanthrope)	1
80-87	83-88	—	Wererat (lycanthrope)	L2
86-87	89-91	—	Werewolf (lycanthrope)	1
—	94	—	Wight	L2
88-97	92-97	—	Wolf (animal)	L4
95-100	98-99	—	Worg	L2
—	100	—	Zombie, medium	L4+1

TABLE 33: TEMPERATE CLEAR (EL 1-5)

Day	#	Night	Encounter	Number Encountered
—	01	—	Allip	1
01-04	01	—	Ankbug	1
07-11	01-06	—	Bandits	see Groups
—	07	—	Bansgaard*	1
14-17	08-11	—	Dire rat	L44
16	13-18	—	Doppelganger	1
—	19	—	Dread warrior*	1
17-18	20-21	—	Gargoyle	1
—	22	—	Ghost	1
—	23	—	Ghoul	L46
—	24-28	—	Goblin raiders	see Groups
19-20	29-30	—	Good hunters	see Groups
21-23	31-34	—	Kobold	L46-1
24-26	35-37	—	Krenshar	L2
27-28	38-44	—	NPCs	L45-1
39-71	—	—	Merchants	see Groups
72-61	49-78	—	Militia	see Groups
—	79-61	—	Ogre	L2
—	64-68	—	Orc	L13-1
62-71	69-77	—	Patrol	see Groups
72-77	—	—	Pilgrims	see Groups
78-81	76-78	—	Slavers	see Groups
—	79-81	—	Spectral panther*	1
—	82-84	—	Skeleton, medium	L46
82-84	—	—	Troops*	L47
—	85-86	—	Vampire spawn	L2
87-86	87-88	—	Werewolf (lycanthrope)	1
87-91	89-90	—	Wererat (lycanthrope)	L2
94-96	91-91	—	Werewolf (lycanthrope)	1
—	93-94	—	Wight	L2
95-100	95-98	—	Wolf (animal)	L4
—	99-100	—	Zombie, medium	L4+1

TABLE 34: SOUTHERN CLEAR (EL 1-5)

Day	#	Night	Encounter	Number Encountered
—	01	—	Allip	1
01-04	01-04	—	Ankbug	L2
07-07	07-06	—	Baloon (animal)	L45-2
08-16	07-11	—	Bandits	see Groups
—	12	—	Bansgaard*	1
17-18	13-14	—	Dire rat	L44
19	15	—	Doppelganger	1
—	16-17	—	Dread warrior*	1
20-22	18-19	—	Gargoyle	1
—	20	—	Ghost	1
—	21	—	Ghoul	L46
23-27	22-21	—	Giant ant workers (vermin)	L44
26	24-28	—	Goblin raiders	see Groups
27-28	29-31	—	Good hunters	see Groups
29-30	32-36	—	Kobold	L46-1
31-32	37-39	—	Krenshar	L2
33-37	40-43	—	Lion (animal)	L2
36-44	44-77	—	NPCs	L45-2
45-54	—	—	Merchants	see Groups
55-64	56-57	—	Militia	see Groups
—	66-69	—	Ogre	L2
—	70-78	—	Orc	L13-1
65-74	79-84	—	Patrol	see Groups
75-80	—	—	Pilgrims	see Groups
81-87	87-87	—	Slavers	see Groups
—	88-89	—	Spectral panther*	1

WILDERNESS ENCOUNTERS

--	90-92	Skeleton, medium	145
86-87	--	Trojan♦	143
--	93	Vampire spawn	142
88-89	94	Werewolf (lycanthrope)	1
90-97	97-96	Wererat (lycanthrope)	142
98-100	97	Werewolf (lycanthrope)	1
--	98	Wight	142
--	99-100	Zombie, medium	144-1

TABLE 35: NORTHERN GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered
--	01	Allip	1
01	02	Annis (bag)	1
--	03	Bansgaard*	1
02	04-06	Barghest pack	see Groups
--	07-08	Darkheart*	142
03-04	09-10	Diev lion	1
07-08	11-12	Diev rat	142-10
09-11	13-15	Diev wolf	1
13-17	16-21	Dragon (see Table 36A)	1
18-20	22-24	Gargoyle	143-1
--	25-26	Ghast	143-1
--	27	Ghast pack	see Groups
--	28-30	Ghoul	143-1
21-22	31-32	Greenbag (bag)	1
23-26	33-34	Lightfoot halfling scout	see Groups
27-28	35-36	Hell hound	143-1
29	37-38	Helikat (devil)	142
--	39	Hound archon (celestial)	142
30-32	40-41	Hermlin*	1
33-40	42-47	Ice serpent*	1
41-50	48-57	NPCs	143-2
--	58-59	Nightmare	1
51-61	60-66	Nomads	see Groups
64-68	67-68	Ogre	143-1
69-72	69-72	Orc patrol	see Groups
--	73	Shadow	146
--	74-77	Shadow mantiff	1
--	76	Spectral panther*	1
75-78	77	Scow tiger/red tiger (animal)	see Groups
76-80	--	Surface roth♦	142-10
81-87	78-81	Troll	1
86	82	Unicorn, black*	146
--	83	Vampire spawn	143-1
--	84-87	Vargouille	144-1
87	86	Werewolf (lycanthrope)	1
88	87	Wererat (lycanthrope)	146-4
89-90	88-90	Werewolf (lycanthrope)	142
--	91-93	Wight	146
91-97	94-96	Wolf (animal)	146-1
98-100	97-98	Worg	144
--	99	Wraith	143
--	100	Zombie, medium	144-6

TABLE 35A: NORTHERN GRASSLANDS DRAGONS

Day	Dragon	Day	Dragon
01-10	Brown, young*	46-59	White, young adult
11-14	Gold, young	100	White, young dracolich♦
15-20	Song, young*	--	--
31-45	White, very young (clutch of 144-1)	--	--

TABLE 36: TEMPERATE GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered	
--	01	Allip	1	
03-03	01-03	Ankbag	142	
--	04	Annis (bag)	1	
--	07	Bansgaard*	1	
07-06	--	Basilisk	1	
07-08	06-07	Barghest pack	see Groups	
09-11	--	Boon (animal)	148	
--	09-11	Darkheart*	142	
14-17	13-14	Diev rat	142-10	
16-20	15-21	Dragon (see Table 36A)	1	
--	21	22	Gargoyle	143-1
--	--	23	Ghast	143-1
--	--	24	Ghoul	143-1
22-27	27-27	Goat, hunters	see Groups	
28-30	28-30	Goblin patrol	see Groups	
31-32	31-32	Goblin rangers	see Groups	
--	33	Greenbag (bag)	1	
34-38	37-36	Lightfoot halfling scout	see Groups	
39-43	37-38	Hybrid*	143-1	
44-47	39-41	Hell hound	143-1	
--	42-43	Helikat (devil)	142	
46-47	44-48	Hobgoblin raiders	see Groups	
--	49	Hound archon (celestial)	142	
48	70	Brandin*	1	
49-60	51-61	NPCs	143-2	
--	62-63	Nightmare	1	
61-72	64-66	Nomads	see Groups	
73-76	67-70	Ogre	143-1	
77-80	71-74	Orc patrol	see Groups	
--	75-76	Shadow	146	
--	77-79	Shadow mantiff	1	
--	80-82	Spectral panther*	1	
81-87	85-87	Troll	1	
--	86	Vampire spawn	143-1	
--	87-88	Vargouille	144-1	
86-89	89-90	Wererat (lycanthrope)	146-4	
90	91-92	Werewolf (lycanthrope)	142	
91-92	93-94	Werewolf (lycanthrope)	142	
--	95	Wight	146	
93-100	96-98	Wolf (animal)	146-1	
--	99	Wraith	142	
--	100	Zombie, medium	144-6	

TABLE 36A: TEMPERATE GRASSLANDS DRAGONS

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

TABLE 37: SOUTHERN GRASSLANDS (EL 2-6)

Day	Night	Encounter	Number Encountered
--	01	Allip	1
01	02	Androphina (sprite)	1
02-03	03	Ankbag	142
04	04	Annis (bag)	1
--	07	Bansgaard*	1
07-06	--	Basilisk	1
07-08	06-07	Barghest pack	see Groups
09-13	09	Blind dog	144-4
14-17	09	Cherub (animal)	143-2
--	10-11	Darkheart*	1

WILDERNESS ENCOUNTERS

16-18	12-14	Dice rat	L10-10
19-21	15-20	Dragon (see Table 37A)	1
16-28	11	Elephant (animal)	1
29-30	22-23	Gargoyle	L1-1
—	24	Ghost	L1-1
—	25	Ghost pack	see Groups
—	26-27	Ghost	L1-1
31-32	28	Giant ant crew (vermin)	see Groups
33-35	19-31	Goblin hunters	see Groups
16-17	33-35	Goblin patrol	see Groups
28-29	36-38	Goblin raiders	see Groups
40	39-40	Greenbug (bug)	1
41	41	Gynosphinx (spinx)	1
42-45	42-44	Lightfoot hulking scout	see Groups
46-47	44-46	Hill hound	L1-1
48-49	47-49	Hologoblin raiders	see Groups
—	70	Hound archon (celestial)	L1
70	71	Incantation*	1
71-57	72-73	Lion (animal)	L1-1
56-64	74-81	NPCs	L1-1
—	62-63	Nightmare	1
67-80	64-69	Norman	see Groups
81-81	70-71	Ogre	L1-1
84-86	74-79	Orc patrol	see Groups
87-89	—	Rhinocorn (animal)	166
—	80-81	Shadow	166
—	82-83	Shadow mastiff	1
—	84-85	Spectral peather*	1
89-90	86-87	Troll	1
—	88	Vampire spawn	L1-1
—	89	Vargouille	L1-1
91-94	90-93	Wemic*	L1-1
—	94	Wight	166
95-100	95-98	Wolf (animal)	L1-1
—	99	Wraith	L1
—	100	Zombie, medium	L1-1

TABLE 37A: SOUTHERN GRASSLANDS DRAGONS

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

TABLE 38: NORTHERN FOREST (EL 5-12)

#%	#%	Number	
Day	Night	Encountered	
—	01	Alabai, green*	164
—	02	Avocal guardian (celestial)	1
—	03	Banded*	166-6
05	04	Burghost, groter	164
02-03	05	Behr	162
04	06	Crawling claw*	446
—	07-08	Darkbreast*	162-1
07-06	09-10	Dice rat	L10-10
07-15	11-17	Dragon (see Table 38A)	1
16-17	18-19	Dragonkin*	166-6
—	20	Dread warrior*	L10-5
18-21	21-26	Drow squad	see Groups
13-25	27-29	Wood elf squad	see Groups
—	30*	Eriyes (devil)	166-1
16-27	31	Gargoyle	163-1
—	32	Ghost	L1-1
—	33	Ghost pack	see Groups
—	34	Ghost	1
28	35	Grey render	1

29	36	Greenbug (bug)	1
10	37	Galpalydra*	1
31	38	Hill hound	L1-1
32	39	Hellcat (devil)	1
—	40	Hound archon (celestial)	L1-1
33	41	Incantation*	1
34-38	42-45	Kobold warband	see Groups
39-70	46-71	Local creatures [01-70] or NPCs [71-100]	see Table 38B
71-72	—	Melua	1
—	76-77	Night hunter (bat)*	166
73-75	78	Nymph	1
76-78	79-80	Ogre	L1-1
79-80	81	Ogre mage	L1-1
61	82	Ogre mage raiders	see Groups
62-65	63-65	Orc patrol	see Groups
66	66	Phase spider	164
—	67	Shadow	L1-1
—	68	Seiater (bat)*	L1-1
—	69	Specter	164
—	70	Succubus (demon)	1
67	71	Tall mouther*	L1-1
68	72	Traunt	L1-1
69-70	73-74	Troll	L1-1
71-72	75	Unicorn	L1-1
73	76-77	Unicorn, black*	L1-1
—	78	Vampire	L1-1
—	79	Vampire spawn	L1-1
—	80	Vampire troupe	see Groups
—	81-82	Vargouille	L1-1
74	81	Werewolf (lycanthrope)*	L1-1
75-76	84	Werebear troupe	see Groups
77-80	87	Wererat troupe	see Groups
81-82	86	Weretiger (lycanthrope)	164
83-85	87	Werewolf troupe	see Groups
—	88	Wight	L1-1
86-89	89	Winter wolf	164
90-91	90-91	Wolf (animal)	L1-1
96-100	94-98	Worg	L1-1
—	99	Wraith	L1-1
—	100	Zombie	L1-1

TABLE 38A: NORTHERN FOREST DRAGONS

#%	Dragon	#%	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	#%	Local Creature	Number Encountered
Border Forest	01-25	Dryad	164-1
	26-60	Fox	166-1
	61-100	Stryx	164-1
Cold Wood	01-25	Orc	L1-1
	26-40	Orc raiders	see Groups
	41-100	Outgoing barbarians	see Groups
High Forest	01-15	Centaur	164-1
	16-45	Fey'ri*	164
	46-75	Taxaruk*	L1-1
Larkwood	76-90	Wood elf squad	see Groups
	91-100	Traunt	1
	01-35	Orc	L1-1
—	36-80	Orc raiders	see Groups
	81-100	Orc patrol	see Groups

WILDERNESS ENCOUNTERS

Moorewood	01-10	Werbelat (lycanthrope)®	182	—	71	Sinister (bat)®	146-1
	11-15	Werelcar (lycanthrope)	181-1	—	79	Suka, winged viper♦	144
	16-40	Werelcar troupe	see Groups	—	74	Spectre	134
	41-77	Werest troupe	see Groups	80-82	77-76	Stags	146-6
	78-87	Werewolf troupe	see Groups	83	77	Tall mouth®	143-2
	88-100	Weretiger (lycanthrope)	182	84	78	Tendracles	1
				85	79	Treat	142
				86-87	80	Troll	143-1
				88	81	Uicosen	144-1
				89	82	Uicosen, black®	144-1
				—	83	Vampire	142
				—	84	Vampire spawn	144-1
				—	87	Vampire troupe	see Groups
				—	86-87	Werelcar (lycanthrope)®	142
				90	88	Werelcar troupe	see Groups
				91	89	Werelcar (lycanthrope)	143-1
				92	90	Werelcar troupe	see Groups
				93	91	Werest troupe	see Groups
				94	92	Weretiger (lycanthrope)	144
				95	93-94	Werewolf troupe	see Groups
				—	97	Wight	146-7
				96-98	96	Wolf (animal)	141D-6
				99-100	97-98	Wog	146-7
				—	99	Wraith	144-1
				—	100	Zombis, medium	146-7

TABLE 39: TEMPERATE FOREST (EL 5-10)

Day	Night	Encounter	Number	Encountered
—	01	Abidai, green®	184	—
01	—	Algho®	184-1	—
02	01	Aminin vine	183-2	—
—	03	Bazeldar®	186-6	—
—	04	Bazeguard®	188-2	—
03	07	Bazhest pack	see Groups	—
04	06	Behr	182	—
05-06	—	Beer	184	—
07-09	07	Centar	184-4	—
—	08-09	Darkbeast®	187-2	—
10-11	10	Dark tree®	1	—
12-13	11	Dire rat	141D-10	—
14-17	13-15	Diphace bear	181	—
16-20	14-20	Dragon (see Table 19A)	181	—
21-22	21-22	Dragonkin®	186-6	—
23-27	23-27	Drow squad	see Groups	—
26	26	Dryad	183-2	—
27-30	27	Wood elf squad	see Groups	—
31-32	28	Ettercap	182	—
33-34	29	Gargoyle	183-1	—
—	30	Ghast	183-1	—
—	31	Ghast pack	see Groups	—
32	—	Giant stag beetle (vermin)	184-1	—
36-40	32-33	Gibberling®	249-10	—
41-42	34-37	Grobl hunters	see Groups	—
43-44	36-37	Goblin patrol	see Groups	—
47	38-39	Goblin raiders	see Groups	—
46	40	Gray render	1	—
47	41	Greening (bag)	1	—
48	—	Grig	186-6	—
49-70	42	Green wander®	186-4	—
51	43	Hall hound	189-8	—
—	44	Hellcat (devil)	2	—
—	47	Hound archon (celestial)	183-2	—
72-73	46-47	Kobold warband	see Groups	—
74	48	Krenshar	186-8	—
75-83	49-57	Local creature (01-70) or NPCs (71-100)	see Table 39B	—
84	—	Mohau	1	—
67-68	78	Monstrous centipede, Hage (vermin)	184-4	—
67	79	Monstrous spider, Large (vermin)	184-4	—
68	60	Myriochor®	181-1	—
—	61	Night hag	1	—
—	62-63	Night hooter (bat)®	286	—
69	64	Nymph	1	—
70-71	67-68	Ogre	184-4	—
72	67	Ogre mage	183	—
73	68	Ogre mage raiders	see Groups	—
74	—	Pegasus	186-4	—
75	69	Prytow®	184-2	—
76	70-71	Phase spider	184	—
77	—	Paic	186-7	—
78	—	Satyf	186-7	—
—	72	Shadow	184-1	—

Day	Night	Encounter	Number	Encountered
—	01	Abidai, green®	184	—
01	—	Algho®	184-1	—
02	01	Aminin vine	183-2	—
—	03	Bazeldar®	186-6	—
—	04	Bazeguard®	188-2	—
03	07	Bazhest pack	see Groups	—
04	06	Behr	182	—
05-06	—	Beer	184	—
07-09	07	Centar	184-4	—
—	08-09	Darkbeast®	187-2	—
10-11	10	Dark tree®	1	—
12-13	11	Dire rat	141D-10	—
14-17	13-15	Diphace bear	181	—
16-20	14-20	Dragon (see Table 19A)	181	—
21-22	21-22	Dragonkin®	186-6	—
23-27	23-27	Drow squad	see Groups	—
26	26	Dryad	183-2	—
27-30	27	Wood elf squad	see Groups	—
31-32	28	Ettercap	182	—
33-34	29	Gargoyle	183-1	—
—	30	Ghast	183-1	—
—	31	Ghast pack	see Groups	—
32	—	Giant stag beetle (vermin)	184-1	—
36-40	32-33	Gibberling®	249-10	—
41-42	34-37	Grobl hunters	see Groups	—
43-44	36-37	Goblin patrol	see Groups	—
47	38-39	Goblin raiders	see Groups	—
46	40	Gray render	1	—
47	41	Greening (bag)	1	—
48	—	Grig	186-6	—
49-70	42	Green wander®	186-4	—
51	43	Hall hound	189-8	—
—	44	Hellcat (devil)	2	—
—	47	Hound archon (celestial)	183-2	—
72-73	46-47	Kobold warband	see Groups	—
74	48	Krenshar	186-8	—
75-83	49-57	Local creature (01-70) or NPCs (71-100)	see Table 39B	—
84	—	Mohau	1	—
67-68	78	Monstrous centipede, Hage (vermin)	184-4	—
67	79	Monstrous spider, Large (vermin)	184-4	—
68	60	Myriochor®	181-1	—
—	61	Night hag	1	—
—	62-63	Night hooter (bat)®	286	—
69	64	Nymph	1	—
70-71	67-68	Ogre	184-4	—
72	67	Ogre mage	183	—
73	68	Ogre mage raiders	see Groups	—
74	—	Pegasus	186-4	—
75	69	Prytow®	184-2	—
76	70-71	Phase spider	184	—
77	—	Paic	186-7	—
78	—	Satyf	186-7	—
—	72	Shadow	184-1	—

TABLE 39A: TEMPERATE FOREST DRAGONS

Day	Dragon	Day	Dragon
01-17	Gold, juvenile	81-99	Song dragon, young adult®
18-82	Green, young adult	100	Green, juvenile dracolich♦

TABLE 39B: TEMPERATE FOREST LOCAL CREATURES

Locale	Day	Local Creature	Number	Encountered
Chondalwood	01-17	Dryad	184-1	—
	18-47	Ghostwise halfling scout	see Groups	—
	48-77	Satyf	186-7	—
	78-100	Wild elf hunters	see Groups	—
Cornmather	01-70	Drow squad	see Groups	—
	71-100	Wood elf squad	see Groups	—
Forgotten Forest	01-20	Shambling mound	182	—
	21-100	Treat	184-1	—
Forest of Wyms	01-37	Young green dragon	184-1	—
	38-60	Juvenile green dragon	1	—
	61-87	Young black dragon	184-1	—
	88-100	Young adult black dragon	1	—
Misty Forest	01-40	Hybrid®	186-10	—
	41-60	Wood elf squad	see Groups	—
	61-100	Wild elf hunters	see Groups	—
Spiderheart Wood	01-40	Chizze®	284	—
	41-77	Ettercap	182	—
	78-97	Monstrous spider, Large	184-1	—
	98-100	Monstrous spider, Hage	184-1	—
Trollback Forest	01-70	Troll	183-1	—
	71-100	Troll warband	see Groups	—
Wood of Sharp Teeth	01-17	Dire badger	186-1	—
	18-27	Dire bear	182	—
	28-30	Dire boar	184-4	—
	31-50	Dire wolverine	182	—
	51-77	Young green dragon	1	—
	78-100	Hydra, 188-4 heads	1	—

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

Day	Night	Encounter	Number Encountered
—	01	Abashi, green*	144
01	01	Androphilus (sphax)	1
02-01	—	Ape (animal)	144+1
04	01	Assasin vine	145+2
—	04	Banded*	146+6
—	07	Barghat pack	see Groups
07	06	Behr	142
06-07	—	Boar (animal)	144+4
08	07	Climphox (sphax)	1
—	08-09	Darkbeast*	142+2
09-10	10	Dark tree*	1
11-11	11	Digster	144+2
11-14	11	Diec ape	144+4
11-10	11-20	Dragon (see Table 40A)	144+4
11-11	11	Dragoon*	146+6
11	11	Dryad	141+1
14	—	Elephant (animal)	1
17-18	11-14	Wild elf hunters	see Groups
19-10	11-16	Etorcap	142
11	17	Gargyle	141-1
—	18-19	Ghost pack	see Groups
11	—	Giant constrictor snake	1
11	—	Giant stag beetle (vermin)	144+1
14-17	10-11	Goblin hunters	see Groups
16	11-11	Goblin patrol	see Groups
17	14	Grey rooster	1
18	17	Greenbag (bag)	1
19	16	Green warbler*	146+4
40	17	Gyrosphax (sphax)	1
41	18	Hell hood	148+4
—	19	Hellcat (devil)	2
42-41	40-41	Hobgoblin war party	see Groups
—	42	Hound archon (colossal)	141-2
44	41	Howler*	1
47-47	44-46	Kobold warband	see Groups
48	47	Krenshar	144+1
49	48	Leopard	142
10-17	49-16	Local creature [01-10] or NPCs [11-100]	see Table 40B 141+2
18	17	Malak	1
19	18	Monstrous centipede, Gargantuan (vermin)	144+4
40-41	19	Monstrous spider, Huge (vermin)	144+4
—	40-41	Night hunter (bat)*	146
42	41	Nymph	1
43-44	41-44	Ogre	144+4
47	43	Ogre mage	141
66	66	Ogre mage raiders	see Groups
67	—	Pegasus	146+4
68	67	Phase spider	144
69	68	Foxie	146+7
70-71	69-70	Praxifolk*	1410-10
71	71	Rakshasa	1
—	71	Shadow	144+1
—	71	Sinister (bat)*	146+1
71	—	Snake, winged viper*	144
74-77	74	Starg	146+6
—	74	Specter	144
78	74	Winged spider*	1
79	77	Tall moother*	141-2
80	78	Tendracles	1
81-81	79	Truant	142

81-84	80-81	Troll	141-1
87	81	Uicuru	144+1
86	81	Uicuru, black*	144+1
—	84	Vampire	142
—	87	Vampire spawn	144+1
—	86	Vampire troupe	see Groups
87-88	87	Werewolf (lycanthrope)	141-1
89	88	Werewolf troupe	see Groups
90-91	89	Wererat troupe	see Groups
91	90	Weretiger (lycanthrope)	144
91	91	Werewolf troupe	see Groups
—	91	Wight	146+7
94-96	91-91	Wolf (animal)	1410-6
—	96	Wrath	144+1
97-100	97-98	Yuan-ti patrol	see Groups
—	100	Zombie, medium	146+7

TABLE 40A: SOUTHERN FOREST/JUNGLE DRAGONS

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

TABLE 40B: SOUTHERN FOREST/JUNGLE LOCAL CREATURES

Local	Day	Local Creature	Number Encountered
Black Jungles	01-40	Giant constrictor snake	142
	41-61	Winged viper*	141-1
	46-100	Yuan-ti patrol	see Groups
Jungles of Chait	01-17	Chaiken hunters	see Groups
	16-40	Chand	144+1
	41-61	Draconyche (dinosaur)	144+2
	66-80	Tyrannosaur (dinosaur)	142
	81-100	Wild dwarf hunters	see Groups
Mhair Jungles	01-30	Due tiger	142
	31-45	Dugster	144+2
	46-100	Wild dwarf hunters	see Groups

TABLE 41: NORTHERN MARSH (EL 5-15)

Day	Night	Encounter	Number Encountered
—	01-01	Abashi, black*	144
—	01-04	Averal guardfish (subtial)	1
—	01-06	Banolead*	146+6
01-01	01-08	Bhar	142
04-08	09-14	Black pudding	1
09-10	11-16	Crawling claw*	446
—	17-21	Darkbeast*	141-2
11-11	11-11	Diec rat	1410-10
16-17	16-17	Cryohydra (hydra), 146+4 heads	1
18-17	18-17	Dragon (see Table 41A)	1
—	18-19	Dead warrior*	144+1
18-10	40-41	Globbering moother	1
11-11	41-41	Gulgothyr*	1
14-40	46-11	Hydra, 146+4 heads	1
41	12	Lernaean cryohydra (hydra), 144+4 heads	1
41-44	13-17	Lernaean hydra (hydra), 146+4 heads	1
47-14	16-61	Local creature [01-10] or NPCs [11-100]	see Table 41B 141-2
17-19	66-69	Moxie*	142
60-64	70-71	Morrow (ogre)	146+2
67	74-77	Nubler*	1
66	76-77	Nydh*	1

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67-69	78-79	Ochre jelly (ooze)	1
70-71	80-82	Ogre	166-2
74-80	83-88	Orc patrol	see Groups
81-87	89-93	Siv squad [®]	see Groups
88-92	94-95	Scrag	143-1
93-100	96-98	Troll	147-1
—	99-100	Wild-of-wisp	146

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

Locals	#	Local Creature	Number Encountered
More of Dead Men	01-40	Bullywug	142-4
	41-80	Lizardfolk	146-4
	81-100	Lizardfolk warband	see Groups

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

#	Day	Night	Encounter	Number Encountered
01	01		Aballic [®]	142
—	02-03		Abshai, black [®]	144
—	04		Avaral guardinal (colossal)	1
—	05		Banthead [®]	146-6
02	06		Banslar [®]	144
03-04	07-08		Behr	142
05-06	09-10		Black pudding	1
07-10	11-11		Bullywug [®]	142-4
11-11	13-14		Chual	146
14	15-16		Crawling claw [®]	446
—	17-18		Darkenheart [®]	142-2
15-17	19-20		Dire rat	1410-10
18	21-21		Cryobites (hydra), 146-4 heads	1
19-26	23-20		Dragon (see Table 42A)	144-1
—	31-31		Dead warrior [®]	144-1
27-29	33-31		Fog giant [®]	144-1
30-32	36-38		Gibbering mawther	1
33-37	39-41		Gulgarhydra [®]	1
38-38	42-44		Haryp	146-6
39-47	47-49		Hydra, 146-4 heads	1
46-48	50-51		Monstrous centipede, Large (vermin)	144-1
49	52		Larman cryohydra (hydra), 144-4 heads	1
50	53		Larman hydra (hydra), 146-4 heads	1
51-56	54-58		Lizardfolk warband	see Groups
57-63	59-63		Local creatures [01-10] or NPCs [71-100]	see Table 42B
64-68	69-70		Mead [®]	142
69-71	71-71		Merrow (ogre)	146-2
72	74		Nahru [®]	142
73	75		Nych [®]	142
74-77	76-77		Ochre jelly (ooze)	1
76-78	78-80		Ogre	146-2
79-82	81-83		Orc patrol	see Groups
83	84		Pyrohydra (hydra), 146-4 heads	1
84-86	87-87		Shan/Mag mound	143-1
87-91	88-90		Siv squad [®]	see Groups
92-94	91-92		Scrag	143-1
95-96	93-94		Snake, Large viper (animal)	144-1

97-98	97-96	Snake, Huge viper (animal)	143-1
99-100	97-98	Troll	143-1
—	99-100	Wild-of-wisp	146

TABLE 42A: TEMPERATE MARSH DRAGONS

#	Dragon	#	Dragon
01	Black, mature adult dracolich	37-66	Black, old
02-34	Black, very young (clutch of 14-1)	67-91	Gold, adult
		94-100	King, mature adult

TABLE 42B: TEMPERATE MARSH LOCAL CREATURES

Locals	#	Local Creature	Number Encountered
Chalamber Marsh	01-45	Bullywug [®]	142-8
	46-80	Lizardfolk warband	see Groups
	81-100	Siv squad [®]	see Groups
Lizard Marsh	01-30	Adult black dragon	1
	31-90	Lizardfolk	146-4
	91-100	Lizardfolk warband	see Groups

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

#	Day	Night	Encounter	Number Encountered
01	01		Aballic [®]	142
—	02		Abshai, black [®]	144
—	03		Avaral guardinal (colossal)	1
—	04-05		Banthead [®]	146-6
02	06-07		Banslar [®]	144
03-04	08-09		Behr	142
05-06	10-11		Black pudding	1
07-10	12-13		Bullywug [®]	142-4
11-14	14-16		Chual	146
15	17-18		Crawling claw [®]	446
16-20	19-20		Crocodile (animal)	1410-1
—	21-21		Darkenheart [®]	142-2
21-23	23-24		Digston	144-2
23-24	25-26		Dire rat	1410-10
25-32	27-34		Dragon (see Table 42A)	1
—	35		Dead warrior [®]	144-1
33-34	36-37		Fog giant [®]	144-1
35-36	38-39		Guest crocodile (animal)	1410-1
37-38	40-41		Gibbering mawther	1
39-40	42-42		Gulgarhydra [®]	1
41-47	44-48		Hydra, 146-4 heads	1
48	49		Larman hydra (hydra), 146-4 heads	1
47-50	50-54		Lizardfolk warband	see Groups
51-61	57-67		NPCs	143-2
62-63	66-67		Mead [®]	142
64-66	68-70		Merrow (ogre)	146-2
67-68	71-71		Monstrous centipede, Large (vermin)	144-1
69	72		Nahru [®]	142
70	74		Nych [®]	1
71-72	75-76		Ochre jelly (ooze)	1
73-77	77-79		Ogre	146-2
78-79	80-82		Orc patrol	see Groups
80	81		Pyrohydra (hydra), 146-4 heads	1
81	84		Kakhsa	1
82-83	87-86		Shan/Mag mound	143-1
84-87	87		Shocker lizard	1410-5
88-90	88-90		Siv squad [®]	see Groups
91-92	91-92		Scrag	143-1
93-94	93-94		Snake, Huge viper (animal)	144-1
95	95		Snake, Colossal viper (animal)	142

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96-97	96-97	Troll	145-1
98-100	98-99	Wererocodile (lycosthropo?)	145
	100	Will-o'-wisp	146

TABLE 43A: SOUTHERN MARSH DRAGONS

#%	Dragon	#%	Dragon
01	Black, mature adult dracolich	87-91	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)

Day	#%	Encounter	Number Encountered
—	01-02	Abshai, black?	1d4
01-02	03-04	Anasini vine	1d3-2
—	05	Avocal guardinal (colossal)	1
—	06	Besodod?	1d6-6
03-04	07-08	Banular?	1d4
05-06	09-10	Behir	1d2
07-08	11-12	Black pudding	1
09-11	13-14	Bullywag?	1d2+4*
13-13	15-16	Chaul	1d6
14	17-18	Crawling claw?	4d6
—	19-20	Darkbeast?	1d7-2
17-17	21-22	Dark tree?	1
18-20	23-24	Dirx rat	1d10-10
21-22	25-26	Diplacer beast	1d6+4
23	27	Cyrobhya (hydra), 1d6+4 heads	1
24-31	28-31	Dragon (see Table 44A)	1
—	32	Dread varrace?	1d4-1
32-34	33-35	Fog giant?	1d4+1
35-36	40-41	Gibbering moucher	1
37-38	42-43	Gray render	1
39-41	44-47	Galgethydra?	1
42-43	46-47	Hag covy	see Groups
44-48	48-52	Hydra, 1d6+4 heads	1
49-51	53-54	Kobold warband	see Groups
52	55	Lernasan crybhydra (hydra), 1d4+4 heads	1
53	56	Lernasan hydra (hydra), 1d6+4 heads	1
54-59	57-59	Lizardfolk warband	see Groups
60-70	60-69	Local creature (01-10) or NPCs (71-100)	1d3-2
71-72	70	Mozul?	1d2
71-74	—	Mokua	1
75-76	71	Marrow (ogr)	1d6-2
77-78	72	Moostoun spider, Hugi (vermin)	1d4-1
—	73-74	Night hunter (bat)?	2d6
79	75	Nihruu?	1
80	76	Nyth?	1
81-82	77-78	Ochre jelly (ooze)	1
83-84	79-80	Ogre	1d6-2
87-87	81-83	Orc patrol	see Groups
88-89	84-87	Phase spider	1d4
90	86	Pyrobhya (hydra), 1d6+4 heads	1
91-91	87-88	Shambling mound	1d3-2
—	89-90	Sinister (bat)?	1d6-1
93-94	91-93	Siv squid?	see Groups
97-98	94-97	Scrag	1d3-1
99-100	96-97	Troll	1d3-1
—	98-99	Vargouille	1d6-1
—	100	Will-o'-wisp	1d6

TABLE 44A: TEMPERATE SWAMP DRAGONS

#%	Dragon	#%	Dragon
01	Black, mature adult dracolich	77	Green, adult dracolich?
02-49	Black, old	78-100	Green, mature adult
70-75	Gold, adult		

TABLE 44B: TEMPERATE SWAMP LOCAL CREATURES

Locale	#%	Local Creature	Number Encountered
Flooded Forest	01-27	Anasini vine	1d3-1
	28-45	Dark tree?	1d2
	46-70	Lizardfolk	1d6+4
	71-90	Shambling mound	1d2
	91-100	Tendriculos	1
Mound of Road	01-17	Gray ooze	1d4
	18-30	Ochre jelly	1d3
	31-70	Black pudding	1d2
	71-77	Phantom fungus	1d4-1
	78-100	Violet fungus	

TABLE 45: SOUTHERN SWAMP (EL 5-15)

Day	#%	Encounter	Number Encountered
—	01	Abshai, black?	1d4
01-02	02-03	Anasini vine	1d3-1
—	04	Avocal guardinal (colossal)	1
—	05	Besodod?	1d6-6
03-04	06	Banular?	1d4
05-06	07-08	Behir	1d2
07-08	09-10	Black pudding	1
09-11	11-12	Bullywag	1d2+4
13-13	13-14	Chaul	1d6
*16	15-16	Crawling claw?	4d6
17-19	17-18	Crocodile (animal)	1d10-2
—	19-20	Darkbeast?	1d2-1
20-21	21-22	Dark tree?	1
22-23	23	Digoiter	1d4-2
24-25	24-25	Dirx rat	1d10-10
26-32	26-34	Dragon (see Table 45A)	1
—	35	Dread varrace?	1d4-1
33-34	36-37	Fog giant?	1d4-1
37-36	38-39	Giant crocodile (animal)	1d10-2
37-38	40-41	Gibbering moucher	1
39	42	Gray render	1
40-41	43-44	Galgethydra?	1
41	45	Hag covy	see Groups
41-44	46-47	Harpy	1d6-6
45-70	48-52	Hydra, 1d6+4 heads	1
51-51	53-54	Kobold warband	see Groups
54	57	Lernasan hydra (hydra), 1d6+4 heads	1
57-60	58-62	Lizardfolk warband	see Groups
61-69	63-70	NPCs	1d3-2
70-71	71-72	Mozul?	1d2
72-73	73-74	Marrow (ogr)	1d6-2
74-75	75	Moostoun spider, Hugi (vermin)	1d4-1
76	76	Nihruu?	1
77	77	Nyth?	1
78-79	78-79	Ochre jelly (ooze)	1
80-82	80-81	Ogre	1d6-2
82-84	82-83	Orc patrol	see Groups
85	84	Pyrobhya (hydra), 1d6+4 heads	1
86	87	Rakshasa	1
87-89	86-87	Shambling mound	1d3-2
90-91	88	Shocker lizard	1d10-1

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—	89-90	Sinister (bat)?	166-1
92-93	91-92	Siv squad?	see Groups
94-97	91	Scrag	143-1
96-97	94-97	Troll	143-1
—	96-97	Vargouille	166-7
—	98	Will-o'-wisp	166
98-99	99	Wycrocodile (lycanthrope)?	143
100	100	Yazo-G patrol	see Groups

TABLE 45A: SOUTHERN SWAMP DRAGONS

#%	Dragon	#%	Dragon
01	Black, mature adult dracolich♦	60	Green, adult dracolich♦
02-71	Black, old	61-100	Green, mature adult
72-79	Gold, adult		

TABLE 46: NORTHERN MOOR (EL 5-15)

#%	#%	Encounter	Number
—	01-01	Bandled?	146-6
01-01	01-04	Behr	142
—	05	Boak	1
01-06	06-08	Bagbear	143-1
07	09	Bagbear band	see Groups
—	10-12	Darkbeast?	142-2
08-11	13-17	Dire rat	1420-10
12-17	16-17	Dire wolf	144-4
16-24	18-26	Dragon (see Table 46A)	1
—	27-28	Dread warrior?	144-1
27-29	29-31	Erta	143-1
30-32	33-37	Fog giant	144-1
33-37	36-37	Gibbering moucher	1
—	38-39	Ghost pack	see Groups
—	40-44	Ghoul	146-6
36-38	45-47	Ice serpent?	143-1
39-42	48-49	Krenshar	146-4
43-53	70-79	Local creature (01-70) or NPCs (71-100)	see Table 46B
54	60	Nidraus?	1
55	61	Nyth?	1
56-79	62-64	Ogre	146-2
80-88	65-69	Orc patrol	see Groups
—	70-71	Specter	146
69-74	72-73	Troll	143-1
75-77	74-77	Troll warband	see Groups
—	76-77	Wight	148-1
—	78-79	Will-o'-wisp	146
—	80-81	Wraith	146
78-83	82-83	Werewolf (lycanthrope)	144-4
84-87	84-87	Werewolf troupe	see Groups
88-91	86-89	Winter wolf	146
92-93	90-91	Wolf (animal)	146-7
96-99	94-98	Worg	146-7
100	99	Yoth band	146-7
—	99-100	Zombi, medium	146-6

TABLE 46A: NORTHERN MOOR DRAGONS

#%	Dragon	#%	Dragon
01-17	Black, young (clutch of 14+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	#%	Local Creature	Number Encountered
Bottle of Bones	01-17	Banshee (bat)?	144

16-10	Devourer	1
21-10	Dread warrior?	146
31-70	Ghost pack	see Groups
71-80	Morg	143-1
81-87	Nightwing (nighthawk)	142
86-100	Specter	146-7
01-10	Egria	143-1
11-27	Hill giant	144-1
26-90	Troll	143-1
91-100	Troll warband	see Groups
01-20	Bakera	142
21-40	Gnoll war party	see Groups
41-67	Leucrota?	142-1
66-87	Orc raiders	see Groups
86-100	Pyryon	142-1

TABLE 47: TEMPERATE MOOR (EL 5-15)

#%	#%	Encounter	Number
—	01-01	Bandled?	146-6
01-02	01-04	Behr	142
—	05	Boak	1
01-07	06-08	Chual	146
06	09	Cryohidra (Hydra), 146+4 heads	1
—	10-12	Darkbeast?	142-2
07-10	13-14	Dire rat	1420-10
11-24	15-16	Dire wolf	144-4
17-21	17-21	Dragon (see Table 47A)	1
24-28	26-30	Erta	143-1
29-31	31-33	Fog giant?	144-1
32-34	34-36	Gibbering moucher	1
—	37	Ghost pack	see Groups
—	38-39	Ghoul	146-6
37-39	40-42	Hobgoblin raiders	see Groups
—	43-44	Dread warrior?	146
40-43	45-46	Krenshar	146-4
44-46	47-48	Harry	146-6
47-52	49-51	Hydra, 146+4 heads	1
53-62	72-60	NPCs	143-2
63	61	Nidraus?	1
64	62	Nyth?	1
67-69	63-66	Ogre	146-2
70-76	67-71	Orc patrol	see Groups
—	72-73	Specter	146
77-81	76-80	Troll	143-1
—	81-84	Wight	148-1
—	85-86	Will-o'-wisp	146
—	87-88	Wraith	146
83-87	89-91	Werewolf (lycanthrope)	144-4
86-89	92-93	Werewolf troupe	see Groups
90-97	94-97	Wolf (animal)	146-7
96-100	96-97	Worg	146-7
—	98	Yoth band	146-7
—	99-100	Zombi, medium	146-6

TABLE 47A: TEMPERATE MOOR DRAGONS

#%	Dragon	#%	Dragon
01-10	Copper, young adult	37-36	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)

4th Day	4th Night	Encounter	Number Encountered
—	01	Allip	1
01	01	Annis (bag)	1
01-04	—	Arctic dwarf hunters [⊕]	see Groups
—	01	Bansgaard [⊕]	1
05-07	04-07	Barghost pack	see Groups
08-09	06-07	Bugbear	1d1-1
—	08-10	Darkenbeast [⊕]	1d2
—	11-14	Dira bat	1d4-4
10-11	15-16	Dira lion	1d2
14	17	Dira lion	1d6-4
15-16	18-19	Dira tiger	1d2
17-20	20-21	Dira wolf	1d4-4
21-28	22-29	Dragon (see Table 48A)	1
—	30-31	Dread warrior [⊕]	1
29-31	32-37	Erin	1d3-1
34-39	36-39	Frost giant	1
40-42	40-41	Frost worm	1
43-47	44-47	Gargyle	1d3-1
—	46-47	Ghost	1d3-1
—	48-50	Ghoul	1d3-1
46	71	Greenbag (bag)	1
47-72	72-77	Hill giant	1d2
73-74	76-77	Hill bound	1d3-1
75	78-79	Hillcat (devil)	1d2
—	60	Hound archon (celestial)	1d2
76-77	41	Ibrandin [⊕]	1
78-81	62-64	Ice serpent [⊕]	1d2
61-65	65-66	Kir-lann gargyle [⊕]	1d4-1
66-67	67-68	Lamia	1d2
68-74	69-77	Local creatures [01-70] or NPCs [91-100]	see Table 48B
—	76	Nightmare	1
77-80	77-78	Nomads	see Groups
81-81	79-81	Ogre	1d3-1
84-88	82-86	Orc patrol	see Groups
—	87	Shadow	1d6
—	88-89	Shadow mantiff	1d2
89-90	90	Snow tiger/red tiger (animal)	see Groups
91-91	91-91	Troll	1
—	94	Vampire spawn	1d3-1
—	95-96	Vargouille	1d4-1
—	97	Wight	1d6
94-97	—	Wolf (animal)	1d6-1
98-100	98	Worg	1d4
—	99	Wrath	1d3
—	100	Zombie, medium	1d4-6

TABLE 48A: NORTHERN BARREN/BADLANDS DRAGONS

4th Dragon	4th 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	4th Local Creature	Number Encountered
Asarorch	02-37 Ash [⊕]	1d4-1
—	36-37 Redline band	see Groups
—	36-70 Shadowcat patrol	see Groups
—	71-100 Stingtail (ash) [⊕]	1d4-1
Tortured Land	01-37 Dustrach	1

26-47	Gray reader	1
46-67	Remorhaz	1
66-100	Rat	1d4-1

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

4th Day	4th Night	Encounter	Number Encountered
—	01	Allip	1
01-01	01	Ankbug	1d2
01	01	Annis (bag)	1
—	04-07	Bansgaard [⊕]	1
04-07	—	Basilisk	1
06-07	06-07	Barghost pack	see Groups
—	08-09	Darkenbeast [⊕]	1d2
—	10-13	Dira bat	1d4-4
08-09	14	Dira lion	1d2
10-11	15-16	Dira rat	1d3-10
12-13	17-18	Dira wolf	1d4-4
14-21	19-26	Dragon (see Table 49A)	1
—	27-28	Dread warrior [⊕]	1
22-25	29-31	Erin	1d6
26-28	31-37	Gargyle	1d3-1
—	36-37	Ghost	1d3-1
—	38-39	Ghoul	1d3-1
29-31	40	Groff hunters	see Groups
32-37	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	49-71	Hill giant	1d2
47-48	72-73	Hill bound	1d3-1
49	74-75	Hillcat (devil)	1d2
70-77	56-60	Hulgholin war party	see Groups
—	61	Hound archon (celestial)	1d2
56	62	Ibrandin [⊕]	1
57-59	61-64	Kir-lann gargyle [⊕]	1d4-1
60-64	65-66	Leucrotis [⊕]	1d3-1
65-72	67-71	Local creatures [01-70] or NPCs [91-100]	see Table 48B
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 mantiff	1
—	86	Spectral gauth [⊕]	1
88-91	87-89	Troll	1
—	90	Vampire spawn	1d3-1
—	91	Vargouille	1d4-1
—	92-97	Wight	1d6
92-96	94-97	Wolf (animal)	1d6-1
97-100	96-97	Worg	1d6-4
—	98	Wrath	1d3
—	99-100	Zombie, medium	1d4-6

TABLE 49A: TEMPERATE BARREN/BADLANDS DRAGONS

4th Dragon	4th Dragon
01-30	Blae, young
31-47	Brae, young adult
46	Brown, juvenile dracolich [⊕]
47-71	Brown, young adult [⊕]
72-91	Copper, young adult
92-100	Gold, juvenile

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TABLE 49B: TEMPERATE BARRON/BADLANDS LOCAL CREATURES

Locals	#s	Local Creators	Number Encountered
The Stoneheads	01-17	Goblin patrol	see Groups
	16-40	Goblin raiders	see Groups
	41-57	Hologobias war party	see Groups
	56-70	Orc patrol	see Groups
	71-100	Orc creeps	see Groups

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

Day	#s	Night	Encounter	Number Encountered
—	01	01	Ally	1
01	02	02	Androphant	1
02-04	03	03	Askleg	1d2
07	04	04	Arms (bag)	1
06-08	07	07	Baboon (animal)	1d4x10
—	06	06	Bansgaard®	1
09-10	—	—	Beulak	1
11-12	07-08	07-08	Barghost pack	see Groups
13-17	09-10	09-10	Blind dog	1d4
16-17	—	—	Chertak (animal)	1d1-2
—	11-12	11-12	Darkbeast®	1d3
—	13-17	13-17	Die bot	1d4-4
18-19	16-17	16-17	Die lion	1d3
20	18	18	Die lion	1d4-4
21-23	19-20	19-20	Die wolf	1d4-4
24-31	21-28	21-28	Dragon (see Table 50A)	1
—	29	29	Dead warrior®	1
31-37	30-31	30-31	Gargyle	1d1-1
—	32	32	Ghast	1d1-1
—	33	33	Ghoul	1d1-1
36-38	—	—	Ghost ant crew (vermin)	see Groups
39-43	34-37	34-37	Good hunters	see Groups
44-47	36	36	Good war party	see Groups
46-47	37-39	37-39	Goblin patrol	see Groups
48-49	40-41	40-41	Goblin raiders	see Groups
70	42	42	Greenbag (bag)	1
71	43	43	Gynophant	1
72-73	44-46	44-46	Hell hound	1d1-1
74-77	47-50	47-50	Hologobias war party	see Groups
—	71	71	Hound archer (celestial)	1d2
78	72	72	Brandus®	1
79-81	73-74	73-74	Lion	1d1-1
64-71	75-72	75-72	NPCs	1d1-2
72-77	73-74	73-74	Nomads	see Groups
—	75	75	Nightmare	1
78-79	76-78	76-78	Ogre	1d1-1
80-87	79-87	79-87	Orc patrol	see Groups
—	86	86	Shadow	1d6
—	87	87	Shadow mastiff	1
86-87	—	—	Snake, Hags viper (animal)	1d2
—	88	88	Spectral panther®	1
88-90	89-91	89-91	Troll	1
—	92	92	Vampire spawn	1d1-1
—	93	93	Vargouille	1d4-1
91-97	94-97	94-97	Wemic®	1d8-8
—	96	96	Wight	1d6
96-100	97-98	97-98	Wolf (animal)	1d6-1
—	99	99	Wrath	1d3
—	100	100	Zombie, moliam	1d4-6

TABLE 50A: SOUTHERN BARRON/BADLANDS DRAGONS

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

TABLE 51: GLACIER (EL. 7-12)

Day	#s	Night	Encounter	Number Encountered
01-07	01-04	01-04	Arctic dwarf hunters®	see Groups
—	07-09	07-09	Darkbeast®	1d1-1
08-17	10-11	10-11	Dragon, old white	1
—	22-24	22-24	Dead warrior®	1d4-1
18-24	27-30	27-30	Erin	1d4-1
25-34	31-37	31-37	Front giant	1d4-1
35-38	38-41	38-41	Front worm	1
39-44	42-44	42-44	Ice serpent	1d1-1
47-46	47-46	47-46	Kir-lanan gargyle®	1d4-1
—	47	47	Morhg	1d1-1
47-71	48-81	48-81	NPCs	1d1-2
72-76	72-77	72-77	Ogre	1d6-2
77-82	78-79	78-79	Polar bear	1d2
83-88	80-86	80-86	Rainbow	1
—	87-90	87-90	Specter	1d6
69-79	71-73	71-73	Surface roth®	1d12-10
80-87	74-78	74-78	Troll	1d1-1
—	79-84	79-84	Wight	1d1-1
—	85-86	85-86	Willow-wisp	1d6
—	87-91	87-91	Wrath	1d6
86-91	92-97	92-97	Winter wolf	1d4-4
94-100	98-100	98-100	Warg	1d1-7

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

Day	#s	Night	Encounter	Number Encountered
—	01-02	01-02	Abshai, blue®	1d2
—	03-04	03-04	Bansgaard®	1
01-04	05-06	05-06	Barghost pack	see Groups
—	07-09	07-09	Darkbeast®	1d2
07-08	10-11	10-11	Die lion	1d2
09	12	12	Die wolf	1d4-4
10-12	13-14	13-14	Die wolf	1d4-4
15-21	15-24	15-24	Dragon (see Table 52A)	1
—	25-26	25-26	Dead warrior®	1
21-27	27-29	27-29	Erin	1d6
28-32	30-32	30-32	Gargyle	1d1-1
—	33-33	33-33	Ghast	1d1-1
—	34-37	34-37	Ghast pack	see Groups
—	36-38	36-38	Ghoul	1d1-1
31-36	39-40	39-40	Hell hound	1d1-1
37-38	41-42	41-42	Hellcat (devil)	1d1
—	43	43	Hound archer (celestial)	1d2
39-40	44-47	44-47	Ironclad®	1
41-47	46-49	46-49	Jessi (genie)	1d1-1
46-49	50-72	50-72	Kir-lanan gargyle®	1d4-1
50-72	73-74	73-74	Lamia	1d1
73-81	77-87	77-87	Local creatures (01-70) or NPCs (71-100)	see Table 52B
64	66-70	66-70	Mummy	1d1-1
65	71	71	Nabru®	1
66	72	72	Nyth®	1
67-71	73-77	73-77	Ogre	1d1-1
71-81	76-87	76-87	Orc patrol	see Groups
—	86-87	86-87	Shadow	1d6
—	88	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)	1d6-1
96-100	98-99	Worg	1d4
—	100	Wrath	1d1

TABLE 52A: NORTHERN SANDY/ROCKY DESERT DRAGONS

Dragon	#%	Dragon	#%
01-10	Blue, juvenile	55-65	Copper, young adult
11-20	Bron, 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	#%	Local	Number
Anuroch	01-87	Auki*	1d4-1
—	88-90	Redline band	see Groups
—	91-70	Flaxinn*	1d2
—	71-87	Shadow patrol	see Groups
—	88-100	Stingtail (auki)*	1d4-1

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

Day	#%	Encounter	Number
—	01-01	Alshai, blue*	1d2
01-07	03-04	Auki scouts*	see Groups
06-08	05-06	Auki patrol*	see Groups
—	07	Baneguard*	1
09-11	08-09	Barhest pack	see Groups
—	10-11	Darkenbeast*	1d2
12-14	12	Dir lion	1d2
15-17	13	Dir wolf	1d4++
18-26	14-22	Dragon (see Table 54A)	1
—	23-24	Dread warrior*	1
27-29	27-27	Etnin	1d6
30-32	28-30	Gargyle	1d3-1
—	31-32	Ghast	1d3-1
—	33	Ghast pack	see Groups
—	34-36	Ghoul	1d3-1
37-38	37-41	Goell hunters	see Groups
39-41	42-44	Gorgon	1
—	45	Hoond archon (colossal)	1d2
42-43	46-47	Ibandin*	1
44-47	48-51	Janni (giant)	1d3-1
48-49	52-53	Lamia	1d3-1
50-56	54-57	Moonstrous scorpion, Large (vermin)	1d3-1
57-59	58-59	Moonstrous scorpion, Huge (vermin)	1d3-2
60	60-65	Mummy	1d3-1
61-69	66-71	NPCs	1d3-2
70	72	Nubrun*	1
71-73	73	Nomads	see Groups
74	74	Nyct*	1
75-80	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
98-100	96-98	Wolf (animal)	1d6-1
—	99-100	Wrath	1d1

TABLE 53A: TEMPERATE SANDY/ROCKY DESERT DRAGONS

Dragon	#%	Dragon	#%
01-17	Blue, young adult	77-87	Brown, adult*
18	Blue, juvenile dracolich♦	88-97	Copper, adult
17-37	Bron, adult	98-100	Gold, juvenile
76	Brown, juvenile dracolich♦		

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

Day	#%	Encounter	Number
—	01-01	Alshai, blue*	1d2
01	01	Androphax	1
01-07	—	Baloon (animal)	1d4+10
—	04	Baneguard*	1
06-08	05-07	Barhest pack	see Groups
—	08-09	Darkenbeast*	1d2
09-11	10-11	Dir lion	1d3
12-14	12-13	Dir wolf	1d4+
15-17	14-16	Djinni (giant)	1d4
18-27	17-24	Dragon (see Table 54A)	1
28-29	27-26	Dragonne	1d3
—	27-28	Dread warrior*	1
30-32	29-31	Efreeti (giant)	1d3
33-34	32-33	Gargyle	1d3-1
35-37	—	Giant ant crew (vermin)	see Groups
38-41	—	Giant lizard*	1d2
—	34-35	Ghast	1d3-1
—	36-37	Ghast pack	see Groups
—	38-39	Ghoul	1d3-1
41-46	40-41	Goell hunters	see Groups
47-49	42-41	Gorgon	1
70	44	Gyrophinx (giant)	1
—	47-48	Hoond archon (colossal)	1d2
71	47	Ibandin*	1
72-74	48-50	Janni (giant)	1d3-1
75-76	51-52	Lamia	1d3-1
77-81	53-54	Moonstrous scorpion, Large (vermin)	1d3-1
82-83	55-56	Moonstrous scorpion, Huge (vermin)	1d3-2
84	57-61	Mummy	1d3-1
85-72	62-67	NPCs	1d3-2
73	68	Nubrun*	1
74-78	69-70	Nomads	see Groups
79	71	Nyct*	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
—	91-92	Vargouille	1d4-1
—	94-97	Wight	1d6
97-100	96-98	Wolf (animal)	1d6-1
—	99-100	Wrath	1d1

TABLE 54A: SOUTHERN SANDY/ROCKY DESERT DRAGONS

Dragon	#%	Dragon	#%
01-17	Blue, young adult	77-87	Brown, adult*
18	Blue, juvenile dracolich♦	88-97	Copper, adult
17-37	Bron, adult	98-100	Gold, juvenile
76	Brown, juvenile dracolich♦		

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

Day	Night	Encounter	Number Encountered
01-01	01-01	Aballio®	1
04-06	04-06	Gelatinous cube (zone)	1
07-08	07-09	Greenbag (bag)	1
09-19	10-12	Keeboat	see Groups
20-27	13-20	NPCs	1d3-2
28-34	23-28	Mirror (ogre)	1d4-8
35-39	29-32	River bandits	see Groups
40-42	31-40	Scrag	1d3-1
43-44	42-44	Sea bag (bag)	1d3
45-46	47-46	Tojanids, juvenile	1d3-1
47-48	47-48	Tojanids, adult	1d3-1
49	49	Tojanids, elder	1
50	50	Vodyanos	see Groups
51-69	51-69	Roll on Table #1: Northern Marsh	
70-100	70-100	Roll on encounter table corresponding to surrounding terrain	

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

Day	Night	Encounter	Number Encountered
01-02	01-02	Aballio®	1
03-07	03-08	Bullywag®	1d3-4
08-09	09-13	Chaul	1
10-14	14-18	Dragon, bronze (young)	1
15-16	19-21	Dragon turtle	1
17	22	Gelatinous cube (zone)	1
18	23	Greenbag (bag)	1
19-21	24-25	Keeboat	see Groups
26-34	26-34	Local creature (01-70) or NPC (71-100)	see Table 56A
35-40	35-40	Mirror (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
71	71	Sea bag (bag)	1d3
72-74	72-74	Tojanids, juvenile	1d3-1
75-76	75-76	Tojanids, adult	1d3-1
77	77	Tojanids, elder	1
78	78	Vodyanos	see Groups
79-60	79-60	Water sags	1d2
61-77	61-77	Roll on Table #2: Temperate Marsh	
76-100	76-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 56A: TEMPERATE RIVER/LAKE LOCAL CREATURES

Locale	Local Creature	Number Encountered
The Alamosere	01-17 Lizardfolk	1d3-1
	26-37 River bandits	see Groups
	36-100 Vodyanos	see Groups
The Deepwash	01-30 Dragon turtle	1
	31-100 Lizardfolk	1d3-1
The Nagflow	01-17 Nixie	1d6-7
	16-100 Water sags	1d2
The Nagwater	01-10 Banshee®	1d2
	11-100 Water sags	1d2

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

Day	Night	Encounter	Number Encountered
01-01	01-02	Aballio®	1
03	01-04	Banshee®	1d4

04-09	08-08	Bullywag®	1d2-4
10-16	09-10	Crocodile (animal)	1d6-7
17-19	11-14	Chaul	1
20-25	15-20	Dragon, bronze (young)	1
26-28	21-22	Eleasmorus (dinosaur)	1d2
29	23	Gelatinous cube (zone)	1
30-32	24-25	Giant crocodile (animal)	1d6-7
33	26-27	Greenbag (bag)	1
34-39	28-29	Keeboat	see Groups
40-41	30-36	Mirror (ogre)	1d4-4
42-47	37-39	River bandits	see Groups
48-49	40-46	Scrag	1d3-1
50	47-48	Sea bag (bag)	1d3
51-53	49-51	Tojanids, juvenile	1d3-1
54-57	52-53	Tojanids, adult	1d3-1
58	54	Tojanids, elder	1
59-58	55-57	Water sags	1d2
59-60	58-60	Werronoids (psycrotopes)®	1d2
61-77	61-77	Roll on Table #3: Southern Marsh	
76-100	76-100	Roll on encounter table corresponding to surrounding terrain	

TABLE 58: NORTHERN OCEAN (EL 5-13)

Day	Night	Encounter	Number Encountered
01-01	01-02	Baleen whale (animal)	1
04-07	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	Dire shark	1d2
12-14	10-13	Kapocierth (gargyle)	1d2
15-18	14-19	Kraken	1
19	20-26	Laridon (ghost)	1d6-6
20-26	27-32	NPCs	1d3-7
27-40	33-39	Merchant ship	see Groups
41-42	40-41	Orca whale (animal)	1d6-7
43-47	42-44	Orca whale (animal)	1
46-53	47-51	Private ship	see Groups
54-61	52-54	Porpoise (animal)	1
64-67	57-58	Purple worm	1
66-67	59-64	Sea bag (bag)	1
68-70	67-70	Scrag	1d3-1
72-73	71-73	Shark, Huge (animal)	1
74-76	74-76	Shark, Large (animal)	1d4-1
77-81	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	Tojanids, adult	1d3-1
93-94	95-96	Tojanids, elder	1d3-1
95-99	97-99	Triton patrol	see Groups
100	100	Werronark (psycrotopes)®	1d2

TABLE 59: TEMPERATE OCEAN (EL 5-13)

Day	Night	Encounter	Number Encountered
01-01	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
14-17	09-10	Dire shark	1d2
16-18	11-13	Dragon turtle	1
19-22	14-18	Dragon, bronze adult	1
23-24	19-23	Kapocierth (gargyle)	1d2
25-27	26-30	Kraken	1

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28	31-35	Lacelon (ghoul)	1d6-6
29-37	37-41	Merchant ship	see Groups
38-42	43-47	Merfolk	1d3-2
43-44	46-47	Merfolk patrol	see Groups
47-48	48-51	NPCs	1d3-2
49-70	72	Orca whale (animal)	1d6-5
71-73	73-74	Orca whale (animal)	1
74-76	77-77	Octopus, giant (animal)	1
77-83	78-82	Pirate ship	see Groups
64-69	63-64	Porpoise (animal)	2d10
70	67-67	Purple worm	1d1
71-72	68-71	Scrag	1d3-2
73	73-73	Sea hag (hag)	1
74-76	76-77	Sea lion	1
77-78	78-79	Shark, huge (animal)	1d4-1
79-81	80-81	Shark, large (animal)	1d4-1
82-84	82-81	Shark, medium (animal)	1d6-5
87-86	84-87	Shalarin [®]	1d8-1
87	86	Shalarin caste [®]	see Groups
88-89	87-89	Squid (animal)	1d6-5
90	90-91	Squid, giant (animal)	1
91	91	Storm giant	1
93-93	93-94	Tojanada, adult	1d3-1
94	94	Tojanada, elder	1d3-1
97-98	96-99	Triton patrol	see Groups
99-100	100	Wereskunk (ycanthrope) [®]	1d2

TABLE 60: SOUTHERN OCEAN (EL 5-13)

Day	Night	Encounter	Number Encountered
01-01	01-01	Balen whale (animal)	1
02-04	01	Balen whale (animal)	1d6-5
05-06	04-05	Cachalot whale (animal)	1
07	06	Cachalot whale (animal)	1d6-5
08-09	07-08	Diee shark	1d2
10-15	09-14	Dragon, bronze adult	1
16-17	11-16	Elasmobranch (dinosaur)	1d2
18-19	17-20	Kapocanth (gorgyle)	1d2
20-21	21-21	Kraken	1
22	26-31	Lacelon (ghoul)	1d6-6
24-28	32-31	Locathab	1d3-1
29-30	36-37	Locathab patrol	see Groups
31-40	38-41	Merchant ship	see Groups
41-44	43-46	NPCs	1d3-2
45-47	47-49	Octopus, giant (animal)	1
48-54	70-71	Pirate ship	see Groups
55-60	73-74	Porpoise (animal)	2d10
61	75-77	Purple worm	1
62-64	78-64	Saluagin	1d4-4
65-66	67-67	Saluagin patrol	see Groups
67-68	68-69	Scrag	1d3-1
69	70-71	Sea hag (hag)	1
70-71	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)	1d6-5
82-87	80-82	Shalarin [®]	1d8-1
86-87	85-84	Shalarin caste [®]	see Groups
88-90	87-88	Squid (animal)	1d6-5
91	89-90	Squid, giant (animal)	1
92	91	Storm giant	1
93-94	92-93	Tojanada, adult	1d3-1
95-97	94-95	Tojanada, elder	1d3-1
96-98	96-99	Triton patrol	see Groups
99-100	100	Wereskunk (ycanthrope) [®]	1d2

TABLE 61: THE UNDERDARK (EL 4-20)

Upper ¹	Deep ²	Encounter	Number Encountered
01	01-01	Aboloth slaver brood	see Groups
02-07	—	Bat (animal)	1d5+2+10
06-07	04-08	Bat, night hunter [®]	1d6-6
08	06-07	Bat, sinister [®]	1d6-1
09-11	08-09	Beholder	1d2
12-13	10-11	Beholderkin, death knight	1
14-17	12-11	Beholderkin, gorgyle [®]	2
18	14-18	Bokk	1d3-1
17-18	16	Bulette	1d2
19-21	17-18	Chitine tribe [®]	see Groups
—	19-21	Chlisker kord swar [®]	see Groups
22	22-24	Clonker	1d4-2
23-24	17-26	Deepspawn brood [®]	see Groups
25	27	Delver	1
—	28-29	Demon, yokholl	1d4+1
26	30	Devourer	1
27-29	31	Diee bat	1d4-4
10-11	32-33	Dragon (see Table 61A)	1
—	36-37	Dredr troupe	see Groups
34-36	38-39	Derro squid	see Groups
37-40	40	Daergar squid [®]	see Groups
41-42	—	Urdunite patrol [®]	see Groups
43-45	41-43	Drow acolyte	see Groups
46	44-46	Drow warlord	see Groups
47-48	47	Gargyle, ke-lan [®]	1d4-1
49-10	48	Giant, phant [®]	2
—	49-51	Svarfnblin pilferer	see Groups
71-74	72-73	Grimlock	1d2+10
75	74	Helmed horro [®]	1
76-77	75-76	Brainflay [®]	2d4
—	77-79	Kuo-toan squid	see Groups
78	60	Lich, albion (mind flayer Wa10) [®]	1
—	61	Mind flayer incantation	see Groups
79-80	62-64	Mind flayer	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	Phacrim [®] (SorE)	1d2
74	75	Phase spider	1d4-1
75-76	76-78	Purple worm	1
77-79	79-80	Quaggnth [®]	4
80	81	Rat	1d4-2
81-82	82-84	Roper	1d2
83-87	87-87	Rothd, deep [◆]	1d10+10
—	88	Star [®] (10 HD Sor10 ClE)	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	Tooth tapper [®]	1
97-99	97-99	Umbra bulk	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

4th	Dragon	6th	Dragon
01-10	Blue, mature adult	11-62	Red, old
11-12	Blue, adult dragonch [◆]	63-64	Red, mature adult dragonch [◆]
13-19	Deep, mature adult	65-98	Shadow, mature adult
71-72	Deep, adult dragonch [◆]	99-100	Shadow, adult dragonch [◆]

Groups

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

Aarakocra Patrol: 1d4+4 aarakocras and 1d2 aarakocra rangers (lvl 1d+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 (lvl 1d3+3). See Tables 29, 48, 51.

Asabi Patrol: 1d4+4 asabis, an asabi adept (lvl 1d3+1), an asabi warrior (lvl 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 (lvl 1d4+1), and 1 leader (lvl 1d4+2). For the leader's class, roll d%: Clr 01-30, Rgr 31-90, Wiz 91-100. See Tables 28, 31B.

Bandits: 1d3+1 1st-level warriors and 1d2 NPC leaders (lvl 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 (lvl 1d3+2), and 1 leader (lvl 1d3+3). For the leader's class, roll d%: Fr 01-75, Rgr 76-85, Clr 86-90, Sor 91-95, Wiz 96-100. Bedine humans are usually chaotic good. See Tables 25B, 26B, 48B, 52B.

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

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

Chultan Hunters: 1d4+2 1st-level human warriors, 1d2 human barbarians (lvl 1d4+1), and 1d2 human sorcerers (lvl 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%: chual 01-30, 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 (lvl 1d3+1), and 1 derro soccerer (lvl 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 (lvl 1d3+2), and 1 drow cleric (lvl 1d3+3). See Table 61.

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

(lvl 1d4+3). For the leader's class, roll d%: Clr 01-40, Fr 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 (draagloth[®]), 1d2 demons (yochlol[®]), 1d2 drow clerics (lvl 1d3+2), and 1 leader (lvl 1d4+6). For the leader's class, roll d%: Clr 01-40, Fr 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 (lvl 1d3+1), and 1 leader (lvl 1d4+3). For class of the lieutenants and the leader, roll d%: Clr 01-15, Fr 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 (lvl 1d4), and 1 sun elf leader (lvl 1d4+4). For the leader's class, roll d%: Clr 01-10, Dnd 11-15, Fr 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 (lvl 1d4), and 1 firenewt fighter (lvl 1d6+1), all mounted on giant striders. Appears on Tables 28 and 31B.

Ghast Pack: 1d3+1 ghaunts 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 (lvl 1d3+1), and 1d2 ghostwise halfling druids (lvl 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 (lvl 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 (lvl 1d6+2) and accompanied by 1d3 tigers. See Tables 28B, 46B, 50.

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

Goblin Raiders: 1d3+2 goblins, led by 1 goblin fighter (lvl 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 (lvl 1d3), 1d2+1 goblin adepts (lvl 1d3+1), and 1 leader (lvl 1d4+2). For the leader's class, roll d%: Clr 01-20, Fr 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 (lvl 1d4), 1d2 gold dwarf sorcerers (lvl 1d4), and 1 leader (lvl 1d4+2). For the leader's class, roll d%: Clr 01-20, Fr 21-65, Pal 66-75, Sor 76-100. See Tables 25, 27, 28, 30, 31.

Hag Covey: 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 (lvl 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 Tuigan 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, 28, 29B, 31, 38B, 46B, 49, 49B.

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

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

Pilgrims: 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.

Shadowar 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 Shadowars are mounted on dire bats. The leader is a multiclass human

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

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

Shield Dwarf Patrol: 1d4+4 1st-level shield dwarf fighters, 1d2 shield dwarf clerics (vl 1d3), and 1 leader (vl 1d4+2). For the leader's class, roll d%: 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 (vl 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 (vl 1d3), 1d2 rogues (vl 1d3), and 2d8 captives, who are typically 1st-level commoners. Slavers are usually neutral evil. For the race of the slavers, roll d%: human 01-60, half-orc 71-100. Captives may be of any humanoid race. See Tables 32, 33, 34.

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

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

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

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

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

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

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

Urdunnir Patrol: 1d6+6 urdunnirs, 1d3 urdunnir fighters (vl 1d3+1), and 1 leader (vl 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 (vl 1d3+2). The Uthgardt can be of any good or neutral alignment. See Table 38B.

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.

Werebear Troupe: 1d3+1 werebears and 1d4+1 bears. See Tables 39, 40.

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

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

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

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

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

Yuan-ti Patrol: 1d3+1 purebloods, 1d2 halfbloods, and 1d2 abominations. See Tables 40, 40B, 41.

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
01-70	1d1	91-99	1d1-9
71-77	1d1+1	100	1d1-12
78-90	1d1-6		

TABLE 63: NPC ALIGNMENT

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
01-05	01-05	01-10	Barbarian
06-10	06-10	11-15	Beard
11-10	11-15	16-15	Cleric
11-35	16-25	36-40	Druid
36-45	26-45	41-70	Fighter
46-70	46-70	71-75	Monk
71-75	—	—	Paladin
76-75	71-75	76-60	Ranger
66-75	76-75	61-80	Rogue
76-80	76-80	81-85	Sorcerer
81-100	81-100	86-100	Wizard

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

random dungeon npcs

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

TABLE 05: GOOD NPC RACE OR KIND

Bin	Red	Clr	Drd	Ptr	Msk	Zel	Rgr	Rog	Sor	Wis	Race/Kind	Level**
—	01	01	—	01-02	01-02	01-10	—	—	01-02	01	Aasimar (planetsouched)	-1
—	05-07	02-08	—	03-12	03-04	13-16	01-04	01-01	01-10	01	Dwarf, gold	Normal
01-01	—	09-17	—	11-27	07	17-26	07-08	04-06	11	—	Dwarf, shield	Normal
—	06-12	16-20	01-08	28-32	06	27-30	09-18	07-10	12-23	05-11	Elf, sun	Normal
—	13-21	21-27	09-16	31-37	07-21	11-27	13-21	11-20	22-31	12-31	Elf, moon	Normal
04-21	23-29	26-30	17-31	38-42	22-26	36-39	24-28	—	31	32	Elf, wild	Normal
14-21	30-33	31-35	32-41	41-47	27-31	40-41	29-31	—	31	33	Elf, wood	Normal
—	34	36	46	48	32	44	34	21-22	34	34	Gnomes	-1
—	37	37	47	49-50	33	47	37	—	37	37	Gnomes, earth (planetsouched)	-1
—	36	38	48	—	34	46	36	36	36-37	—	Gnomes, fire (planetsouched)	-1
—	37	39	49	51	37	47	37	37	—	—	Gnomes, water (planetsouched)	-1
—	38-42	40-44	—	52	36	48	38	24-29	38-47	38-42	Gnomes	Normal
26	43-54	47-49	50-57	57-58	57-61	49-57	39-44	40-42	48-57	43-61	Half-orc	Normal
—	55	70	—	59	52	56	—	42-48	58-59	62	Halfling, strongheart	Normal
—	56	71-77	60	60	52	57	47	49-54	60-63	63	Halfling, lightfoot	Normal
27-31	77	76-80	61-70	61	54	58	46-50	57-56	62-63	64	Halfling, ghostwise	Normal
32-32	78	61-67	71	62-66	55-69	59-61	51-57	57-71	64-67	67	Half-orc	Normal
33-77	79-93	66-91	72-96	67-91	70-97	64-91	56-92	73-96	66-90	65-97	Human	Normal
—	94	92-93	97	92	—	—	91-94	—	91	96	Hybrid*	-1
—	97	94-97	—	91	—	—	97	92	97	—	Scarfinlin (gnome)	-1
78	96	96-97	98	94	96-97	92-96	97	98	93-97	98	Half-orc/dwarf*	-1
79	97	98	—	97	98-99	97-99	96	99	96-98	99	Half-dragon*	-1
80-100	98-100	99	99-100	96-99	—	—	97-99	—	99	—	Wemic*	-7
—	100	—	100	100	100	100	100	100	100	100	Werewolf (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 06: NEUTRAL NPC RACE OR KIND

Bin	Red	Clr	Drd	Ptr	Msk	Rgr	Rog	Sor	Wis	Race/Kind	Level**
01	01-01	01-10	01-02	01-10	—	01	01	01	—	Dwarf, gold	Normal
02	03	11-27	03	11-30	—	02	02-04	—	—	Dwarf, shield	Normal
—	04-06	26-31	04-09	31-32	—	03-04	07	02	01-06	Elf, sun	Normal
—	07-14	32-36	06-20	33-34	01-05	05-06	06-09	01	07-21	Elf, moon	Normal
03-11	15	37	11-37	35-36	—	07-11	—	04	—	Elf, wild	Normal
13	16-19	38	16-31	37-42	01	14-28	—	07	23-24	Elf, wood	Normal
—	20	39	32	—	04	39	10-11	06-07	25-26	Gnomes, air (planetsouched)	-1
—	21	40	33	41-44	07	30	12	08-09	—	Gnomes, earth (planetsouched)	-1
—	22	41	34	45	06	31	—	10-11	27-28	Gnomes, fire (planetsouched)	-1
—	23	42	37	46	07	32	13	12-13	29-30	Gnomes, water (planetsouched)	-1
—	24	43	36	47	08	33	14	14	31-32	Gnomes	Normal
14-15	25-34	44-71	37-41	48-72	09-18	14-33	17-20	17-29	33-43	Half-orc	Normal
—	35-37	74-76	—	73	19	74	21-70	30	44	Halfling, strongheart	Normal
16	38-39	77-78	—	74	20	—	71-77	31-32	—	Halfling, lightfoot	Normal
17-29	40	79-80	42-46	77	—	77	56-60	33	—	Halfling, ghostwise	Normal
30-64	41	61-62	47	56-78	21-24	56-63	61-70	34-39	45-46	Half-orc	Normal
65-74	42-97	63-89	48-87	59-92	25-100	66-97	71-97	40-94	47-96	Human	Normal
75-83	—	90-97	88-98	91	—	96	—	97	—	Lizardfolk	-2
—	—	96	—	94	—	97	96	96	—	Scarfinlin (gnome)	-1
—	—	97	—	97	—	—	97	97	97	Doppelganger	-1
—	98	98	—	96	—	98	98	98	98	Shade*	-2
86-98	—	—	—	97-98	—	—	—	—	—	Wemic*	-7
99	99	99	99	99	—	99	99	99	99	Werewolf (lycanthrope)*	-1
100	100	100	100	100	—	100	100	100	100	Werewiger (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

Bla	Brd	Clr	Drd	Ftr	Mak	Rgr	Rog	Sor	Wis	Race/Kind	Level**
—	—	01	—	01-02	—	—	01	—	—	Dwarf, gold	Normal
—	—	02	—	03-04	—	—	02	—	—	Dwarf, shield	Normal
—	—	03	—	05	—	01	01-04	—	01-09	Elf, moon	Normal
01	—	04	—	—	—	—	—	03	—	Elf, wild	Normal
01-01	01	05	05	06	—	02-03	05	—	10	Elf, wood	Normal
04	02	06-09	02	07-08	01	04-07	06-07	01	11	Teyti (planetouched) [†]	-1
05	08-16	10-19	03	09-11	02-09	06-20	08-22	03-17	12-26	Half-elf	Normal
06	17	—	—	—	—	—	21	18	—	Halfing, strongheart	Normal
07	18	20	—	22	—	—	24	19	27	Halfing, lightfoot	Normal
08	19	21	—	—	—	—	25	20	28	Halfing, glaucous	Normal
09-23	20-21	22-30	04-07	13-19	10-17	21-25	26-28	21-23	—	Half-orc	Normal
24-38	21-84	31-57	06-26	20-71	18-81	27-44	39-26	24-77	29-69	Human	Normal
39	87	76	77	72	—	47	—	56	70	Kir-lanas (gargoyle)	-6
40-43	—	77-81	78-71	73	—	46-47	—	77	—	Lizardfolk	-2
—	86	82	—	—	82	46	77-78	78	71	Genasi, air (planetouched)	-2
—	87	83	—	74-77	83	49	79	79	—	Genasi, earth (planetouched)	-2
—	88	84	—	75	84	70	60	60	72-71	Genasi, fire (planetouched)	-2
—	89	85	—	77	87	71	61	61	74-77	Genasi, water (planetouched)	-2
44	90	86	72	78	—	—	62-79	62	—	Goblin	Normal
47	—	67	73	79-69	86-89	72	80	63	76-77	Hobgoblin	Normal
48	—	68	74	70	—	—	—	82	64-77	Kobold	Normal
47-66	—	69	77	71-76	—	—	—	—	—	Orc	Normal
67	91	70	76	77	90	73	82-83	78	78	Tassaruk (planetouched) [†]	-7
68	92	71	77	78	91	—	84-85	—	79	Tiefling (planetouched)	-2
—	—	72-74	—	79	—	—	—	—	80-87	Drow (elf), female	-2
—	—	—	—	80	—	—	—	—	—	Drow (elf), male	-2
—	—	77	—	81	—	—	—	—	—	Dwarg (dwarf)	-2
—	—	—	—	82	—	—	—	—	—	Dwarf, deroo	-2
69-81	—	76-77	78-100	83	—	74-71	—	79	88	Gnoll	-2
84	—	78-80	—	84	—	72	—	80-81	—	Troglodyte	-2
87-86	—	81-82	—	87	—	73	86-89	82	89	Rugbear	-2
87-88	—	83	—	86	—	74	—	81	—	Ogre	-7
89-91	—	84	—	—	—	—	—	84	—	Minotaur	-8
—	—	87	—	87	—	—	90	87	90	Mind flayer	-8
—	—	86	—	88	92-91	—	—	86	91-92	Ogre mage	-8
91	93	87	—	89	—	77	91	87	91	Warbat (lycanthrope) [†]	-4
—	94	88	—	90	—	76	92-93	88	94	Warrat (lycanthrope) [†]	-2
91-94	97	89	—	91	—	77	94	89	97	Werewolf (lycanthrope) [†]	-7
95-96	96	90	—	92	—	76-79	97	90	96	Werewolf (lycanthrope) [†]	-8
—	97	91-92	—	93	—	—	96	91	97	Doppelganger, greater [†]	-12
97-98	98	93-94	—	94	94	80	97-98	92	98	Half-fiend [†]	-2
99-100	99	97	—	97	97	81-99	99	98-94	99	Half-dragon [†]	-2
—	—	96	—	96	96	94	100	97-96	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	-1

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

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