5th Edition Monster Random Encounter Tables

The tables below are intended to reproduce those found in the AD&D Monster Manual II, which begin on page 133. All dice scores are produced from the sum of 1 8-sided die and 1 12-sided die (1d8+1d12) to produce a range from 2-20.

Dungeon Random Encounter Tables

MONSTER LEVEL I

Die Roll	Creature Encountered		Number Appearing
2	Demon, Manes	(MM1 60)	3-7
3	Homunculus	(MM1 188)	1
4	Bullywug	(MM1 35)	2-4
5	Wolf Spider, Giant	(MM1 330)	2-4
6	Fire Beetle, Giant	(MM1 325)	5-14
7	Bat, Giant	(MM1 323)	2-4
8	Goblin	(MM1 166)	2-4
9	Men, Bandit	(MM1 343)	3-7
10	Bats, Swarm of	(MM1 337)	2-4
11	Character Party		
12	Orc	(MM1 246)	1-2
13	Rat, Giant	(MM1 327)	3-7
14	Kobold	(MM1 195)	3-7
15	Piercer	(MM1 252)	1-2
16	Skeleton	(MM1 272)	2-4
17	Men, Cultist	(MM1 345)	3-7
18	Vulchling	(5EF 243)	3-7
19	Gnome, Svirfneblin	(MM1 164)	1-2
20	Devil, Lemure	(MM1 76)	5-14

MONSTER LEVEL II

Die Roll	Creature Encountered		Number Appearing
2	Azer	(MM1 22)	1
3	Duergar	(MM1 122)	1-2
4	Coffer Corpse	(5EF 64)	1
5	Gas Spore	(MM1 137)	1
6	Lizard Man	(MM1 204)	2-4
7	Gnoll	(MM1 162)	2-4
8	Land Lamprey	(5EF 160)	3-7
9	Hobgoblin	(MM1 186)	2-4
10	Frog, Giant	(MM1 325)	3-7
11	Character Party		
12	Troglodyte	(MM1 290)	1-2
13	Centipede, Giant	(MM1 323)	3-7
14	Grimlock	(MM1 175)	3-7
15	Stirge	(MM1 284)	4-11
16	Zombie	(MM1 316)	3-7
17	Quaggoth (25% Thonot)	(MM1 256)	1
18	Spider, Giant	(MM1 328)	1-2
19	Gray Ooze	(MM1 243)	2-4
20	Fungus Bat	(5EF 109)	3-7

MONSTER LEVEL III

Die Roll	Creature Encountered		Number Appearing
2	Pixie	(MM1 253)	1
3	Ghoul	(MM1 148)	2-4
4	Mephit, Magma	(MM1 215)	2-7
5	Ankheg	(MM1 21)	1-2
6	Kenku	(MM1 194)	3-11
7	Ochre Jelly	(MM1 243)	1-2
8	Luck Eater	(5EF 125)	1
9	Character Party		
10	Ogre	(MM1 237)	1-2
11	Beetle, Giant Slicer	(5EF 24)	1
12	Spider, Giant	(MM1 328)	2-4
13	Scorpion, Giant	(MM1 327)	1
14	Bugbear	(MM1 33)	2-4
15	Intellect Devourer	(MM1 191)	1-2
16	Gelatinous Cube	(MM1 242)	1-2
17	Ettercap	(MM1 131)	1-2
18	Weasel, Giant	(MM1 329)	6-16
19	Phase Spider	(MM1 334)	1
20	Elf, Drow	(MM1 128)	3-11

MONSTER LEVEL IV

Die Roll	Creature Encountered		Number Appearing
2	Lava Children	(5EF 161)	2-5
3	Grick	(MM1 173)	2
4	Hook Horror	(MM1 189)	1-2
5	Pech	(5EF 181)	5-14
6	Owlbear	(MM1 249)	1-2
7	Rust Monster	(MM1 262)	3-5
8	Ghast	(MM1 148)	2
9	Character Party		
10	Yellow Mold	(DMG 105)	1-4
11	Scorpion, Giant	(MM1 327)	1-2
12	Berserker	(MM1 344)	2
13	Gargoyle	(MM1 140)	2
14	Wasp, Giant	(MM1 329)	3-5
15	Wyvern	(MM1 303)	1
16	Wight	(MM1 300)	1-2
17	Displacer Beast	(MM1 81)	1-2
18	Yeti	(MM1 305)	1-2
19	Spectator	(MM1 30)	1
20	Githyanki Warrior	(MM1 160)	1-2

MONSTER LEVEL V

Die Roll	Creature Encountered		Number Appearing
2	Grue, Type I	(5EF 137)	1-2
3	Cloaker	(MM1 41)	1
4	Algoid	(5EF 8)	2-3
5	Phycomid	(5EF 182)	5-14
6	Minotaur	(MM1 223)	2-3
7	Poisonous Snakes, Swarm of	(MM1 338)	2-5
8	Crocodile, Giant	(MM1 324)	1
9	Bear, Cave	(MM1 334)	2-5
10	Character Party		
11	Cockatrice	(MM1 42)	5-14
12	Spider, Giant	(MM1 328)	3-9
13	Giant, Hill	(MM1 155)	1
14	Hydra	(MM1 190)	1
15	Constrictor Snake, Giant	(MM1 324)	2-5
16	Margoyle	(5EF 116)	1
17	Lycanthrope, Wererat	(MM1 209)	2-5
18	Doppleganger	(MM1 82)	2-3
19	Ettin	(MM1 132)	1-2
20	Ape, Giant	(MM1 323)	1

MONSTER LEVEL VI

Die Roll	Creature Encountered		Number Appearing
2	Drider	(MM1 120)	1-2
3	Lycanthrope, Werewolf	(MM1 211)	2-4
4	Green Slime	(DMG 105)	1-4
5	Basilisk	(MM1 24)	2-4
6	Grell	(MM1 172)	2-4
7	Otyugh	(MM1 248)	1-2
8	Wyvern	(MM1 303)	1
9	Wraith	(MM1 302)	1-2
10	Wight	(MM1 300)	2-4
11	Character Party		
12	Revenant	(MM1 259)	1-2
13	Carrion Crawler	(MM1 37)	2-6
14	Scorpion, Giant	(MM1 327)	2-4
15	Troll	(MM1 291)	1-2
16	Devil, Bearded	(MM1 70)	2-4
17	Dragon, Young Blue	(MM1 88)	1
18	Ogre Mage	(MM1 239)	1
19	Yuan-ti (abomination)	(MM1 308)	1
20	Slaad, Red	(MM1 276)	1-2

MONSTER LEVEL VII

Die Roll	Creature Encountered		Number Appearing
2	Dao	(MM1 143)	1
3	Basilisk, Greater	(5EF 22)	1-2
4	Umber Hulk	(MM1 292)	1-2
5	Mimic	(MM1 220)	2-6
6	Chimera	(MM1 39)	1-2
7	Crimson Mist	(5EF 71)	1
8	Giant, Frost or Fire	(MM1 154)	1
9	Character Party		
10	Pudding, Black	(MM1 241)	2-3
11	Giant, Hill	(MM1 155)	1-2
12	Will-o'-wisp	(MM1 301)	2-6
13	Slug, Giant	(5EF 119)	2-3
14	Ghost	(MM1 147)	2-3
15	Roper	(MM1 261)	1-2
16	Mummy	(MM1 228)	2-5
17	Zombie, Beholder	(MM1 316)	1-2
18	Invisible Stalker	(MM1 192)	1-2
19	Demon, Vrock	(MM1 64)	1-2
20	Daemon, Mezzo-	(MM1 313)	1-2

MONSTER LEVEL VIII

Die Roll	Creature Encountered		Number Appearing
2	Foo Dog	(5EF 105)	2-6
3	Djinni	(MM1 144)	1
4	Demon, Chasme	(MM1 57)	1-2
5	Aurumvorax	(5EF 20)	1-3
6	Vampire Spawn	(MM1 298)	1-3
7	Demon, Yochlol	(MM1 65)	1
8	Cambion (only female)	(MM1 36)	1-3
9	Character Party		
10	Hydra	(MM1 190)	1
11	Wraith	(MM1 302)	1-3
12	Scorpion, Giant	(MM1 327)	2-6
13	Will-o-wisp	(MM1 301)	2-6
14	Roper	(MM1 261)	2-3
15	Demon, Glabrezu	(MM1 58)	1
16	Bulette	(MM1 34)	1-3
17	Ghost	(MM1 147)	2-4
18	Dragon, Young Red	(MM1 98)	1
19	Efreeti	(MM1 145)	1
20	Daemon, Nyca-	(MM1 314)	1-2

MONSTER LEVEL IX

Die Roll	Creature Encountered		Number Appearing
2	Demon, Nalfeshnee	(MM1 62)	1
3	Angel, Deva	(MM1 16)	1
4	Devil, Horned	(MM1 74)	1
5	Dragon, White, Adult	(MM1 101)	1
6	Hydra	(MM1 190)	1
7	Slaad, Gray	(MM1 277)	1
8	Giant, Cloud	(MM1 154)	1
9	Character Party		
10	Archmage	(MM1 342)	1
11	Giant, Stone	(MM1 156)	1-2
12	Vampire	(MM1 297)	1
13	Golem, Stone	(MM1 170)	1
14	Dragon, Young Black	(MM1 88)	1-2
15	Daemon, Nyca-	(MM1 314)	1
16	Daemon, Arcano-	(MM1 313)	1
17	Sphinx, Gyno-	(MM1 282)	1
18	Chimera	(MM1 39)	1-2
19	Daemon, Ultro-	(MM1 314)	1
20	Slaad, Death	(MM1 278)	1

MONSTER LEVEL X

Die Roll	Creature Encountered		Number Appearing
2	Demon, Nalfeshnee	(MM1 62)	1
3	Elemental, Any	(MM1 124)	2-3
4	Blue Slaad	(MM1 276)	1-2
5	Remorhaz	(MM1 258)	1
6	Shadow Dragon, Young Red	(MM1 85)	1
7	Dragon, Adult Black	(MM1 88)	1
8	Angel, Deva	(MM1 16)	1
9	Golem, Flesh	(MM1 169)	2-3
10	Golem, Stone	(MM1 170)	1
11	Slaad, Death	(MM1 278)	1
12	Beholder	(MM1 28)	1
13	Character Party		
14	Rakshasa	(MM1 257)	1
15	Vampire	(MM1 297)	1
16	Dragon, Young Silver	(MM1 118)	1
17	Green Slaad	(MM1 277)	1-2
18	Beholder, Death Tyrant	(MM1 29)	1
19	Daemon, Ultro-	(MM1 314)	1
20	Devil, Ice	(MM1 75)	1

Outdoor Random Encounter Tables

COLD WILDERNESS AREAS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Giant, Stone	(MM1 156)	1-8
3	Hoar Fox	(5EF 145)	1-6
4	Galeb Duhr	(MM1 139)	1-4
5	Leopard, Snow	(5EF 163)	1-2
6	Lycanthrope, Werebear	(MM1 208)	1-4
7	Dragon, White	(MM1 100)	1-4
8	Wolf	(MM1 341)	2-20
9	Dwarf, Mountain (Guard)	(MM1 347)	40-400
10	Rhinoceros, Woolly	(5EF 186)	1-4
11	Mammoth	(MM1 332)	1-12
12	Raven	(MM1 335)	1-2
13	Ogre	(MM1 237)	2-20
14	Lion, Mountain (panther)	(MM1 333)	1-2
15	Giant, Hill	(MM1 155)	1-8
16	Giant, Frost	(MM1 155)	1-10
17	Fortress	(DMG 128)	1
18	Taer	(5EF 220)	11-30
19	Yeti	(MM1 305)	1-6
20	Dragon, Red	(MM1 97)	1-4

Forest

Die Roll	Creature Encountered		Number Appearing
2	Giant, Frost	(MM1 155)	1-10
3	Hag, Green	(MM1 177)	1
4	Treant	(MM1 289)	1-20
5	Ochre Jelly	(MM1 243)	1-3
6	Bear, Brown	(MM1 319)	1-6
7	Rat, Giant	(MM1 327)	5-50
8	Bugbear	(MM1 33)	6-36
9	Wolf	(MM1 341)	2-20
10	Ogre	(MM1 237)	2-20
11	Orc	(MM1 246)	30-300
12	Dog, Wild (Mastiff)	(MM1 332)	4-16
13	Lycanthrope, Werewolf	(MM1 211)	3-18
14	Manticore	(MM1 213)	1-4
15	Dragon, White	(MM1 100)	1-4
16	Brontotherium	(5EF 183)	1-3
17	Ogrillon	(MM1 238)	1-4
18	Dryad	(MM1 121)	1-6
19	Korred	(5EF 158)	1-4
20	Therianthrope, Foxwere	(5EF 227)	1 & 2-5 slaves

Plains and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Gorgon	(MM1 171)	1-4
3	Shadow Mastiff	(5EF 207)	4-16
4	Troll, Ice	(MM1 291)	1-12
5	Man, Dervish (Cultist)	(MM1 345)	30-300
6	Giant, Hill	(MM1 155)	1-8
7	Snake, Poisonous (white-furred)	(MM1 334)	1-6
8	Man, Bandit	(MM1 343)	20-200
9	Mammoth	(MM1 332)	1-12
10	Mastodon	(5EF 185)	1-12
11	Herd Animal (Deer)	(MM1 321)	20-200
12	Ogre	(MM1 237)	2-20
13	Camel, Bactrian	(MM1 320)	1-12
14	Man, Nomad (Scout)	(MM1 349)	30-300
15	Dragon, White	(MM1 100)	1-4
16	Winter Wolf	(MM1 340)	2-8
17	Wolf	(MM1 341)	2-20
18	Therianthrope, Wolfwere	(5EF 230)	1-3
19	Lynx, Giant (awakened Lion)	(MM1 331)	1-4
20	Remorhaz	(MM1 258)	1

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Wolf, Winter	(MM1 340)	2-8
3	Owl, Giant	(MM1 327)	2-5
4	Badger	(MM1 318)	2-5
5	Character Party		
6	Bear, Brown	(MM1 319)	1-6
7	Troll (Ice)	(MM1 291)	1-12
8	Mammoth	(MM1 332)	1-12
9	Giant, Hill	(MM1 155)	1-8
10	Herd Animal (Elk)	(MM1 322)	20-200
11	Wolf	(MM1 341)	2-20
12	Orc	(MM1 246)	30-300
13	Dwarf, Hill (Guard)	(MM1 347)	40-400
14	Bear, Cave	(MM1 334)	1-2
15	Snake, poisonous (white-furred)	(MM1 334)	1-6
16	Boar, Wild	(MM1 319)	1-12
17	Wolf, Dire	(MM1 320)	3-12
18	Irish Deer (Giant Elk)	(MM1 325)	1-8
19	Remorhaz	(MM1 258)	1
20	Elf, Grugagh (Scout)	(MM1 349)	20-80

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Troll (Ice)	(MM1 291)	1-12
3	Wolf, Winter	(MM1 340)	2-8
4	Wolf, Dire	(MM1 320)	3-12
5	Wraith (night)	(MM1 302)	2-12
6	Ooze, Glacial	(5EF 178)	1
7	Ghoul	(MM1 148)	2-24
8	Hydra	(MM1 190)	1
9	Dog, Wild (Mastiff)	(MM1 332)	4-16
10	Orc	(MM1 246)	30-300
11	Quaggoth	(MM1 256)	2-24
12	Ogre	(MM1 237)	2-20
13	Rat, Giant	(MM1 327)	5-50
14	Volt	(5EF 241)	2-24
15	Herd Animal (Deer)	(MM1 321)	20-200
16	Irish Deer (Giant Elk)	(MM1 325)	1-8
17	Blink Dog	(MM1 318)	4-16
18	Dragon, White	(MM1 100)	1-4
19	Owl, Giant	(MM1 327)	2-5
20	Scythe Tree	(5EF 198)	1 or 4-7

Desert

Die Roll	Creature Encountered		Number Appearing
2	Dragon, Gold	(MM1 113)	1-3
3	Hobgoblin	(MM1 186)	20-200
4	Lizard, Giant	(MM1 326)	2-12
5	Sandling	(5EF 196)	1
6	Hoar Fox	(5EF 145)	1-6
7	Man, Nomad (Scout)	(MM1 349)	30-300
8	Scorpion, Giant	(MM1 327)	1-4
9	Dog, Wild (Mastiff)	(MM1 332)	4-16
10	Camel, Bactrian	(MM1 320)	1-12
11	Herd Animal (Deer)	(MM1 321)	20-200
12	Centipede, Giant	(MM1 323)	2-24
13	Raven	(MM1 335)	1-2
14	Tiger	(MM1 339)	1-4
15	Vulture, Giant	(MM1 329)	2-12
16	Wolf	(MM1 341)	2-20
17	Death Dog	(MM1 321)	5-50
18	Bugbear	(MM1 33)	6-36
19	Hieroglyphicroc	(5EF 143)	2-7
20	Succubus	(MM1 285)	1

COLD CIVILIZED AREAS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Ectoplasm	(5EF 90)	1
3	Xorn	(MM1 304)	1-4
4	Aarakocra	(MM1 12)	1-10
5	Man, Berserker	(MM1 344)	10-100
6	Quaggoth	(MM1 256)	2-24
7	Goblin	(MM1 166)	40-400
8	Bugbear	(MM1 33)	6-36
9	Man, Bandit	(MM1 343)	20-200
10	Character Party		
11	Man, Patrol		
12	Dwarf, Mountain (Guard)	(MM1 347)	40-400
13	Hawk	(MM1 330)	1-2
14	Hobgoblin	(MM1 186)	20-200
15	Man, Pilgrim (Commoner)	(MM1 345)	10-100
16	Man, Merchant (Commoner)	(MM1 345)	50-300
17	Minotaur	(MM1 223)	1-8
18	Castle	(DMG 128)	1
19	Wolf, Dire	(MM1 320)	3-12
20	Vampire	(MM1 297)	1-4

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Vampire	(MM1 297)	1-4
3	Leopard, Snow	(5EF 163)	1-2
4	Mephit, Mud	(MM1 216)	1-8
5	Wolf, Dire	(MM1 320)	3-12
6	Man, Berserker	(MM1 344)	10-100
7	Fearguard	(5EF 98)	2-5
8	Hobgoblin	(MM1 186)	20-200
9	Man, Bandit	(MM1 343)	20-200
10	Man, Patrol		
11	Character Party		
12	Man, Merchant (Commoner)	(MM1 345)	50-300
13	Dwarf, Hill (Guard)	(MM1 347)	40-400
14	Mammoth	(MM1 332)	1-12
15	Bats, Swarm of	(MM1 337)	1-4
16	Halfling (Bandit)	(MM1 343)	30-300
17	Goblin	(MM1 166)	40-400
18	Gnome	(MM1 347)	40-400
19	Bugbear	(MM1 33)	6-36
20	Xorn	(MM1 304)	1-4

Forest

Die Roll	Creature Encountered		Number Appearing
2	Unicorn	(MM1 294)	2-5
3	Banshee	(MM1 23)	1
4	Castle	(DMG 128)	1
5	Lycanthrope, Werebear	(MM1 208)	1-4
6	Hobgoblin	(MM1 186)	20-200
7	Bats, Swarm of	(MM1 337)	1-4
8	Bugbear	(MM1 33)	6-36
9	Man, Patrol		
10	Boar, Wild	(MM1 319)	1-12
11	Wolf	(MM1 341)	2-20
12	Ogre	(MM1 237)	2-20
13	Man, Bandit	(MM1 343)	20-200
14	Elf, Wood (Scout)	(MM1 349)	20-200
15	Character Party		
16	Goblin	(MM1 166)	40-400
17	Shadow	(MM1 269)	2-20
18	Man, Cultist	(MM1 345)	3-30
19	Bookworm	(MM2 21)	1-2
20	Ghost (night)	(MM1 147)	1

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Cambion (female only)	(MM1 36)	1
3	Poltergeist	(MM1 279)	1-8
4	Luck Eater	(5EF 125)	1
5	Man, Berserker	(MM1 344)	10-100
6	Crab, Giant	(MM1 324)	2-12
7	Hobgoblin	(MM1 186)	20-200
8	Man, Patrol		
9	Centipede, Giant	(MM1 323)	2-24
10	Rat, Giant	(MM1 327)	5-50
11	Man, Bandit	(MM1 343)	20-200
12	Ogre	(MM1 237)	2-20
13	Character Party		
14	Ghoul	(MM1 148)	2-24
15	Wight (night)	(MM1 300)	2-16
16	Ghast	(MM1 148)	1-6
17	Vampire spawn	(MM1 298)	1-4
18	Coffer Corpse	(5EF 64)	1
19	Bugbear	(MM1 33)	6-36
20	Grue, Type I	(5EF 137)	2-5

Planes and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Disenchanter	(FF 27)	1-2
3	Angel, Deva	(MM1 16)	1-6
4	Chimera	(MM1 39)	1-4
5	Wolf, Dire	(MM1 320)	3-12
6	Quaggoth	(MM1 256)	2-24
7	Rat, Giant	(MM1 327)	5-50
8	Owl	(MM1 333)	1-2
9	Man, Bandit	(MM1 343)	20-200
10	Man, Patrol		
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Ogre	(MM1 237)	2-20
13	Wolf	(MM1 341)	2-20
14	Bugbear	(MM1 33)	6-36
15	Character Party		
16	Lycanthrope, Werewolf	(MM1 211)	3-18
17	Goblin	(MM1 166)	40-400
18	Man, Dervish (Cultist)	(MM1 345)	30-300
19	Lycanthrope, Wererat	(MM1 209)	4-24
20	Ghost (night)	(MM1 147)	1

Desert

Die Roll	Creature Encountered		Number Appearing
2	Sphinx, Andro-	(MM1 281)	1
3	Elemental, Air	(MM1 124)	1
4	Dragon, Gold	(MM1 113)	1-3
5	Eagle, Giant	(MM1 324)	1-20
6	Wolf, Dire	(MM1 320)	3-12
7	Character Party		
8	Man, Pilgrim (Commoner)	(MM1 345)	10-100
9	Man, Merchant (Commoner)	(MM1 345)	50-300
10	Man, Bandit	(MM1 343)	20-200
11	Goblin	(MM1 166)	40-400
12	Raven	(MM1 335)	1-2
13	Camel, Bactrian	(MM1 320)	1-12
14	Man, Patrol		
15	Wolf	(MM1 341)	2-20
16	Man, Dervish (Cultist)	(MM1 345)	30-300
17	Man, Berserker	(MM1 344)	10-100
18	Griffon	(MM1 174)	2-12
19	Crypt Thing	(5EF 72)	1
20	Angel, Deva	(MM1 16)	1-6

TEMPERATE WILDERNESS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Cave Fisher	(5EF 50)	1-4
3	Gorgimera	(5EF 131)	1
4	Dragon, Red	(MM1 97)	1-4
5	Lion, Spotted	(MM1 331)	2-8
6	Bat, Giant	(MM1 323)	3-18
7	Giant, Stone	(MM1 156)	1-8
8	Bloodhawk	(MM1 319)	4-15
9	Vulture	(MM1 339)	4-24
10	Wolf Spider, Giant	(MM1 330)	2-20
11	Dwarf, Mountain (Guard)	(MM1 347)	40-400
12	Bats, Swarm of	(MM1 337)	1-4
13	Orc	(MM1 246)	30-300
14	Lion, Mountain (panther)	(MM1 333)	1-2
15	Cockatrice	(MM1 42)	1-6
16	Bear, Black	(MM1 318)	1-3
17	Caveman (Tribal Warrior)	(MM1 350)	10-100
18	Chimera	(MM1 39)	1-4
19	Khargra	(5EF 157)	1-6
20	Galeb Duhr	(MM1 139)	1-4

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Gorgon	(MM1 171)	1-4
3	Displacer Beast	(MM1 81)	2-5
4	Ant Lion, Giant	(5EF 11)	1
5	Wasp, Giant	(MM1 329)	1-20
6	Harpy	(MM1 181)	2-12
7	Ettin	(MM1 132)	1-4
8	Scorpion, Giant	(MM1 327)	1-4
9	Giant, Hill	(MM1 155)	1-8
10	Wolf	(MM1 341)	2-20
11	Orc	(MM1 246)	30-300
12	Ogre	(MM1 237)	2-20
13	Lycanthrope, Werewolf	(MM1 211)	3-18
14	Tiger	(MM1 339)	1-4
15	Spider, Giant	(MM1 328)	1-8
16	Wolf Spider, Giant	(MM1 330)	2-20
17	Centipede, Giant	(MM1 323)	2-24
18	Centaur	(MM1 38)	4-24
19	Vulture, Giant	(MM1 329)	2-12
20	Manticore	(MM1 213)	1-4

Forest

Die Roll	Creature Encountered		Number Appearing
2	Beetle, Giant Rhinoceros	(5EF 24)	1-6
3	Elf, Grugagh (Scout)	(MM1 349)	20-80
4	Sprite	(MM1 283)	30-120
5	Wasp, Giant	(MM1 329)	1-20
6	Dragon, Green	(MM1 93)	1-4
7	Boar, Giant	(MM1 323)	2-8
8	Kobold	(MM1 195)	40-400
9	Boar	(MM1 319)	1-12
10	Rhinoceros	(MM1 336)	1-6
11	Centipede, Giant	(MM1 323)	2-24
12	Bear, Black	(MM1 318)	1-3
13	Beetle, Giant Fire	(MM1 325)	3-12
14	Weasel, Giant	(MM1 329)	1-8
15	Axebeak	(MM1 317)	1-6
16	Owlbear	(MM1 249)	2-5
17	Kech	(5EF 155)	2-8
18	Hag, Green	(MM1 177)	1
19	Cooshee	(5EF 65)	1-8
20	Basilisk, Greater	(5EF 22)	1-2

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Algoid	(5EF 8)	1-6
3	Dragon, Black	(MM1 88)	1-4
4	Troll, Two-headed	(5EF 235)	1-3
5	Shambling Mound	(MM1 270)	1-3
6	Phycomid	(5EF 182)	1-4
7	Snake, Poisonous	(MM1 334)	1-6
8	Lizard, Giant	(MM1 326)	2-12
9	Toad, Giant	(MM1 329)	1-12
10	Vulture	(MM1 339)	4-24
11	Wolf Spider, Giant	(MM1 330)	2-20
12	Crocodile	(MM1 320)	3-24
13	Orc	(MM1 246)	30-300
14	Wyvern	(MM1 303)	1-6
15	Gas Spore	(MM1 138)	1-3
16	Displacer Beast	(MM1 81)	2-5
17	Eblis	(5EF 89)	4-16
18	Wight (night)	(MM1 300)	2-16
19	Crayfish, Giant	(5EF 70)	1-4
20	Beholder	(MM1 28)	1-4

Plains and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Ascomoid	(5EF 16)	1
3	Giant, Hill	(MM1 155)	1-8
4	Kobold	(MM1 195)	40-400
5	Troll	(MM1 291)	1-12
6	Spider, Giant	(MM1 328)	1-8
7	Kenku	(MM1 194)	2-8
8	Lion	(MM1 331)	2-12
9	Boar, Wild	(MM1 319)	1-12
10	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
11	Wolf	(MM1 341)	2-20
12	Jackal	(MM1 331)	1-6
13	Scorpion, Giant	(MM1 327)	1-4
14	Shadow Mastiff	(5EF 207)	4-16
15	Brontotherium	(5EF 183)	1-3
16	Wasp, Giant	(MM1 329)	1-20
17	Blink Dog	(MM1 318)	4-16
18	Gnoll	(MM1 163)	20-200
19	Elusa Hound	(5EF 93)	4-7
20	Bullette	(MM1 34)	1-2 (10%)

Desert

Die Roll	Creature Encountered		Number Appearing
2	Giant, Fire	(MM1 154)	1-8
3	Shadow	(MM1 269)	2-20
4	Sphinx, Gyno-	(MM1 282)	1
5	Purple Worm	(MM1 255)	1-2
6	Wasp, Giant	(MM1 329)	1-20
7	Scorpion, Giant	(MM1 327)	1-4
8	Dustdigger	(5EF 88)	1-20
9	Camel, Bactrian	(MM1 320)	1-12
10	Wolf Spider, Giant	(MM1 330)	2-20
11	Jackal	(MM1 331)	1-6
12	Vulture	(MM1 339)	4-24
13	Spider, Giant	(MM1 328)	1-8
14	Ogre	(MM1 237)	2-20
15	Snake, Giant Poisonous	(MM1 327)	1-6
16	Ant Lion, Giant	(5EF 11)	1
17	Man, Dervish (Cultist)	(MM1 345)	30-300
18	Thunderherder	(MM2 120)	10-100
19	Lamia	(MM1 201)	1
20	Invisible Stalker	(MM1 192)	1

TEMPERATE CIVILIZED REGIONS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Wyvern	(MM1 303)	1-6
3	Spider, Giant	(MM1 328)	1-8
4	Minotaur	(MM1 223)	1-8
5	Ghouls with Ghast	(MM1 148)	2-24
6	Chimera	(MM1 39)	1-4
7	Gnoll	(MM1 163)	20-200
8	Bugbear	(MM1 33)	6-36
9	Man, Bandit	(MM1 343)	20-200
10	Character Party		
11	Men, Patrol		
12	Ogre	(MM1 237)	2-20
13	Wolf Spider, Giant	(MM1 330)	2-20
14	Goblin	(MM1 166)	40-400
15	Dwarf, Mountain (Guard)	(MM1 347)	40-400
16	Man, Cultist	(MM1 345)	3-30
17	Spider, Phase	(MM1 334)	1-4
18	Vampire	(MM1 297)	1-4
19	Rakshasa	(MM1 257)	1-4
20	Pegasus	(MM1 250)	1-10

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Angel, Deva	(MM1 16)	1-6
3	Green Brain	(5EF 134)	1-2
4	Scarecrow	(MM1 268)	1-6
5	Mephit, Mud	(MM1 216)	1-8
6	Beetle, Giant Fire	(MM1 325)	3-12
7	Basilisk	(MM1 24)	1-4
8	Pixie	(MM1 253)	5-20
9	Man, Bandit	(MM1 343)	20-200
10	Lycanthrope, Werewolf	(MM1 211)	3-18
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Man, Patrol		
13	Wolf	(MM1 341)	2-20
14	Gnoll	(MM1 163)	20-200
15	Hobgoblin	(MM1 186)	20-200
16	Jackal	(MM1 331)	1-6
17	Scorpion, Giant	(MM1 327)	1-4
18	Wolf, Dire	(MM1 320)	3-12
19	Jackalwere	(MM1 193)	1-4
20	Cimota Guardian	(5EF 59)	1-6

Forest

Die Roll	Creature Encountered		Number Appearing
2	Vampire	(MM1 297)	1-4
3	Bullette	(MM1 34)	1-2 (10%)
4	Centipede, Giant	(MM1 323)	2-24
5	Ankheg	(MM1 21)	1-6
6	Man, Berserker	(MM1 344)	10-100
7	Troll	(MM1 291)	1-12
8	Pixie	(MM1 253)	5-20
9	Beetle, Giant Rhinoceros	(5EF 24)	1-6
10	Bull (Giant Goat)	(MM1 326)	1-20
11	Man, Bandit	(MM1 343)	20-200
12	Wolf Spider, Giant	(MM1 330)	2-20
13	Man, Patrol		
14	Character Party		
15	Man, Pilgrim (Commoner)	(MM1 345)	10-100
16	Grick Alpha	(MM1 173)	1
17	Spider, Giant	(MM1 328)	1-8
18	Demon, Bar-Lgura	(MM1 56)	1-3 or 1-6
19	Man, Cultist	(MM1 345)	3-30
20	Sphinx, Andro-	(MM1 281)	1

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Kelpie	(5EF 156)	1-4
3	Crayfish, Giant	(5EF 70)	1-4
4	Goblin	(MM1 166)	40-400
5	Snake, Poisonous	(MM1 334)	1-6
6	Boar, Wild	(MM1 319)	1-12
7	Lycanthrope, Wererat	(MM1 209)	4-24
8	Man, Bandit	(MM1 343)	20-200
9	Man, Patrol		
10	Rat, Giant	(MM1 327)	5-50
11	Centipede, Giant	(MM1 323)	2-24
12	Vulture	(MM1 339)	4-24
13	Spider, Giant	(MM1 328)	1-8
14	Vulture, Giant	(MM1 329)	2-12
15	Basilisk	(MM1 24)	1-4
16	Man, Berserker	(MM1 344)	10-100
17	Eagle, Giant	(MM1 324)	1-20
18	Crab, Giant	(MM1 324)	2-12
19	Shambling Mound	(MM1 270)	1
20	Bloodsuckle	(5EF 30)	1-20

Plains and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Sphinx, Gyno-	(MM1 282)	1
3	Ghost	(MM1 147)	1
4	Lycanthrope, Wererat	(MM1 209)	4-24
5	Castle	(DMG 128)	1
6	Ankheg	(MM1 21)	1-6
7	Owl	(MM1 333)	1-2
8	Man, Pilgrim (Commoner)	(MM1 345)	10-100
9	Man, Bandit	(MM1 343)	20-200
10	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Hawk	(MM1 330)	1-2
13	Man, Patrol		
14	Character Party		
15	Bugbear	(MM1 33)	6-36
16	Halfling (Bandit)	(MM1 343)	30-300
17	Man, Dervish (Cultist)	(MM1 345)	30-300
18	Goblin	(MM1 166)	40-400
19	Mammoth	(MM1 332)	1-12
20	Will-o'-Wisp	(MM1 301)	1 or 1-3

Desert

Die Roll	Creature Encountered		Number Appearing
2	Dragon, Copper	(MM1 110)	1-4
3	Hellhound	(MM1 182)	2-8
4	Bats, Swarm of	(MM1 337)	1-4
5	Goblin	(MM1 166)	40-400
6	Man, Dervish (Cultist)	(MM1 345)	30-300
7	Lion	(MM1 331)	2-12
8	Character Party		
9	Man, Bandit	(MM1 343)	20-200
10	Man, Merchant (Commoner)	(MM1 345)	50-300
11	Man, Patrol		
12	Camel, Bactrian	(MM1 320)	1-12
13	Jackal	(MM1 331)	1-6
14	Man, Pilgrim (Commoner)	(MM1 345)	10-100
15	Rat, Giant	(MM1 327)	5-50
16	Vulture, Giant	(MM1 329)	2-12
17	Scorpion, Giant	(MM1 327)	1-4
18	Elemental, Air	(MM1 124)	1
19	Griffon	(MM1 174)	2-12
20	Demon, Vrock	(MM1 64)	1-3 or 1-6

TROPICAL AND SUBTROPICAL WILDERNESS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Aarakocra	(MM1 12)	1-10
3	Dragon, Black	(MM1 88)	1-4
4	Invisible Stalker	(MM1 192)	1
5	Dragon, Red	(MM1 97)	1-4
6	Caveman (Tribal Warrior)	(MM1 350)	10-100
7	Dragon, Copper	(MM1 110)	1-4
8	Bugbear	(MM1 33)	6-36
9	Wolf Spider, Giant	(MM1 330)	2-20
10	Pteranodon	(MM1 80)	3-18
11	Dog, Wild (Mastiff)	(MM1 332)	4-16
12	Bats, Swarm of	(MM1 337)	1-4
13	Ogre	(MM1 237)	2-20
14	Giant, Fire	(MM1 154)	1-8
15	Manticore	(MM1 213)	1-4
16	Firedrake	(5EF 86)	2-8
17	Giant, Storm	(MM1 156)	1-4
18	Pyrolisk	(5EF 188)	1-4
19	Ogre Mage	(MM1 239)	1-6
20	Grue, Type I	(5EF 137)	2-5

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Zorbo	(MM2 131)	1-4
3	Hangman Tree	(5EF 140)	1
4	Salamander, Fire Snake	(MM1 265)	1-6
5	Wasp, Giant	(MM1 329)	1-20
6	Fire Beetle, Giant	(MM1 325)	5-14
7	Witchgrass	(5EF 248)	1
8	Kenku	(MM1 194)	2-8
9	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
10	Giant, Hill	(MM1 155)	1-8
11	Lycanthrope, Werewolf	(MM1 211)	3-18
12	Wolf Spider, Giant	(MM1 330)	2-20
13	Wolf	(MM1 341)	2-20
14	Basilisk	(MM1 24)	1-4
15	Scorpion, Giant	(MM1 327)	1-4
16	Hyena	(MM1 331)	2-12
17	Genie, Hawanar	(5EF 117)	1
18	Assassin Bug	(5EF 17)	2
19	Axebeak	(MM1 317)	1-6
20	Ettercap	(MM1 131)	1-2

Forest

Die Roll	Creature Encountered		Number Appearing
2	Dragon, Green	(MM1 93)	1-4
3	Bloodsuckle	(5EF 30)	2-20
4	Grippli	(5EF 136)	1-10 or 5-30
5	Ettercap	(MM1 131)	1-2
6	Brontotherium	(5EF 183)	1-3
7	Bullywug	(MM1 35)	10-80
8	Kobold	(MM1 195)	40-400
9	Baboon	(MM1 318)	10-40
10	Boar, Wild	(MM1 319)	1-12
11	Axebeak	(MM1 317)	1-6
12	Elephant	(MM1 322)	1-12
13	Ogre	(MM1 237)	2-20
14	Beetle, Giant Rhinoceros	(5EF 24)	1-6
15	Jaguar (panther)	(MM1 333)	1-2
16	Ape, Giant	(MM1 323)	2-8
17	Sprite (neutral)	(MM1 283)	30-120
18	Forester's Bane	(5EF 106)	1-2
19	Treant	(MM1 289)	1-20
20	Centipede, Stego-	(5EF 217)	1

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Basilisk, Greater	(5EF 22)	1-2
3	Crabman	(5EF 69)	2-12
4	Shambling Mound	(MM1 270)	1
5	Bullywug	(MM1 35)	10-80
6	Lizard, Giant	(MM1 326)	2-12
7	Basilisk	(MM1 24)	1-4
8	Goblin	(MM1 166)	40-400
9	Centipede, Giant	(MM1 323)	2-24
10	Scorpion, Giant	(MM1 327)	1-4
11	Spider, Giant	(MM1 328)	1-8
12	Toad, Giant	(MM1 329)	1-12
13	Rat, Giant	(MM1 327)	5-50
14	Tree, Awakened	(MM1 317)	1-2
15	Troll	(MM1 291)	1-12
16	Kamadan	(5EF 153)	1
17	Blight, Needle	(MM1 32)	4-16
18	Wasp, Giant	(MM1 329)	1-20
19	Naga, Guardian	(MM1 234)	1-2
20	Dragon, Black	(MM1 88)	1-4

Plains and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Ascomoid	(5EF 16)	1
3	Cockatrice	(MM1 42)	1-6
4	Wyvern	(MM1 303)	1-6
5	Thri-kreen	(MM1 288)	2-12
6	Centaur	(MM1 38)	4-24
7	Dakon (Ape, intelligent)	(MM1 317)	6-60
8	Owl	(MM1 333)	1-2
9	Baboon	(MM1 318)	10-40
10	Boar, Wild	(MM1 319)	1-12
11	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
12	Ogre	(MM1 237)	2-20
13	Scorpion, Giant	(MM1 327)	1-4
14	Man, Nomad (Scout)	(MM1 349)	30-300
15	Ghoul	(MM1 148)	2-24
16	Cheetah (Panther +10')	(MM1 333)	1-4
17	Axebeak	(MM1 317)	1-6
18	Giant, Hill	(MM1 155)	1-8
19	Dragon, Blue	(MM1 90)	1-4
20	Angel, Deva	(MM1 16)	1-6

Desert

Die Roll	Creature Encountered		Number Appearing
2	Giant, Fire	(MM1 154)	1-8
3	Boalisk	(5EF 32)	1-3
4	Sphinx, Gyno-	(MM1 282)	1
5	Dust Digger	(5EF 88)	4-8
6	Pudding, Blood	(5EF 187)	1
7	Kenku	(MM1 194)	2-8
8	Vulture, Giant	(MM1 329)	2-12
9	Camel, Dromedary	(MM1 320)	1-12
10	Hyena	(MM1 331)	2-12
11	Jackal	(MM1 331)	1-6
12	Scorpion, Giant	(MM1 327)	1-4
13	Spider, Giant	(MM1 328)	1-8
14	Dustdigger	(5EF 88)	1-20
15	Centipede, Giant	(MM1 323)	2-24
16	Ant Lion, Giant	(5EF 11)	1
17	Death Dog	(MM1 321)	5-50
18	Invisible Stalker	(MM1 192)	1
19	Purple Worm	(MM1 255)	1-2
20	Djinni	(MM1 144)	1

TROPICAL AND SUBTROPICAL CIVILIZED REGIONS

Mountains

Die Roll	Creature Encountered		Number Appearing
2	Xorn	(MM1 304)	1-4
3	Castle	(DMG 128)	1
4	Lamia	(MM1 201)	1
5	Man, Cultist	(MM1 345)	3-30
6	Quaggoth	(MM1 256)	2-24
7	Character Party		
8	Bugbear	(MM1 33)	6-36
9	Man, Bandit	(MM1 343)	20-200
10	Bats, Swarm of	(MM1 337)	1-4
11	Ogre	(MM1 237)	2-20
12	Vulture	(MM1 339)	4-24
13	Wolf Spider, Giant	(MM1 330)	2-20
14	Man, Patrol		
15	Man, Pilgrim (Commoner)	(MM1 345)	10-100
16	Dwarf, Hill (Guard)	(MM1 347)	40-400
17	Chimera	(MM1 39)	1-4
18	Rothé (Goat)	(MM1 330)	2-20
19	Lycanthrope, Wererat	(MM1 209)	4-24
20	Hell Hound	(MM1 182)	2-8

Hills and Rough Terrain

Die Roll	Creature Encountered		Number Appearing
2	Troll, Spectral	(5EF 234)	1
3	Lycanthrope, Wereboar	(MM1 209)	2-8
4	Beetle, Giant Fire	(MM1 325)	3-12
5	Boar, Wild	(MM1 319)	1-12
6	Hawk	(MM1 330)	1-2
7	Man, Pilgrim (Commoner)	(MM1 345)	10-100
8	Ghoul	(MM1 148)	2-24
9	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
10	Dwarf, Hill (Guard)	(MM1 347)	40-400
11	Lycanthrope, Werewolf	(MM1 211)	3-18
12	Man, Patrol		
13	Man, Merchant (Commoner)	(MM1 345)	50-300
14	Character Party		
15	Hobgoblin	(MM1 186)	20-200
16	Elephant	(MM1 322)	1-12
17	Scorpion, Giant	(MM1 327)	1-4
18	Sphinx, Gyno-	(MM1 282)	1
19	Rakshasa	(MM1 257)	1-4
20	Sphinx, Andro-	(MM1 281)	1

Forest

Die Roll	Creature Encountered		Number Appearing
2	Shadow Demon	(MM1 64)	1
3	Constrictor Snake, Giant	(MM1 324)	1-2
4	Goblin	(MM1 166)	40-400
5	Hobgoblin	(MM1 186)	20-200
6	Cattle, Wild (Giant Goat)	(MM1 326)	20-200
7	Man, Merchant (Commoner)	(MM1 345)	50-300
8	Stirge	(MM1 284)	3-30
9	Man, Bandit	(MM1 343)	20-200
10	Elephant	(MM1 322)	1-12
11	Herd Animal (Deer)	(MM1 321)	20-200
12	Man, Patrol		
13	Bull (Giant Goat)	(MM1 326)	1-20
14	Character Party		
15	Elf, Wood (Scout)	(MM1 349)	20-200
16	Shadow	(MM1 269)	2-20
17	Jackal	(MM1 331)	1-6
18	Halfling (Bandit)	(MM1 343)	30-300
19	Centipede, Giant	(MM1 323)	2-24
20	Revenant	(MM1 259)	1

Swamp and Marsh

Die Roll	Creature Encountered		Number Appearing
2	Wraith (night)	(MM1 302)	2-12
3	Crayfish, Giant	(5EF 70)	1-4
4	Mephit, Mud	(MM1 216)	1-8
5	Frog, Giant	(MM1 325)	5-40
6	Centipede, Giant	(MM1 323)	2-24
7	Lion	(MM1 331)	2-12
8	Vulture, Giant	(MM1 329)	2-12
9	Man, Bandit	(MM1 343)	20-200
10	Man, Patrol		
11	Rat, Giant	(MM1 327)	5-50
12	Wolf Spider, Giant	(MM1 330)	2-20
13	Toad, Giant	(MM1 329)	1-12
14	Lycanthrope, Wererat	(MM1 209)	4-24
15	Ghoul	(MM1 148)	2-24
16	Rat, Shadow	(5EF 191)	5-50
17	Zombie	(MM1 316)	3-24
18	Skeleton, Horse	(MM1 273)	2-20
19	Vampire	(MM1 297)	1-4
20	Shadow Demon	(MM1 64)	1

Plains and Scrub

Die Roll	Creature Encountered		Number Appearing
2	Ghost (night)	(MM1 147)	1
3	Bloodsuckle	(5EF 30)	1-20
4	Constrictor Snake, Giant	(MM1 324)	1-2
5	Jackalwere	(MM1 193)	1-4
6	Ankheg	(MM1 21)	1-6
7	Lion	(MM1 331)	2-12
8	Character Party		
9	Man, Bandit	(MM1 343)	20-200
10	Man, Patrol		
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Herd Animal (Deer)	(MM1 321)	20-200
13	Jackal	(MM1 331)	1-6
14	Man, Pilgrim (Commoner)	(MM1 345)	10-100
15	Snake, Poisonous	(MM1 334)	1-6
16	Troll	(MM1 291)	1-12
17	Sphinx, Gyno-	(MM1 282)	1
18	Basilisk	(MM1 24)	1-4
19	Disenchanter	(FF 27)	1-2
20	Dragon, Gold	(MM1 113)	1-3

Desert

Die Roll	Creature Encountered		Number Appearing
2	Thunderherder	(MM2 120)	10-100
3	Griffon	(MM1 174)	2-12
4	Elemental, Air	(MM1 124)	1
5	Kobold	(MM1 195)	40-400
6	Man, Dervish (Cultist)	(MM1 345)	30-300
7	Character Party		
8	Man, Patrol		
9	Man, Bandit	(MM1 343)	20-200
10	Man, Merchant (Commoner)	(MM1 345)	50-300
11	Jackal	(MM1 331)	1-6
12	Camel, Dromedary	(MM1 320)	1-12
13	Vulture	(MM1 339)	4-24
14	Rat, Giant	(MM1 327)	5-50
15	Snake, Poisonous	(MM1 334)	1-6
16	Man, Berserker	(MM1 344)	10-100
17	Constrictor Snake, Giant	(MM1 324)	1-2
18	Lycanthrope, Weretiger	(MM1 210)	1-6
19	Djinni	(MM1 144)	1
20	Succubus	(MM1 285)	1

Aquatic Random Encounter Tables

Aquatic tables are divided for separate sets of encounters on the surface and at depths. There are a number of special aquatic encounters:

- **Ice** This includes any manner of icebergs and ice floes. Ice does 1d10 damage every round it is in contact with the ship, ignoring damage threshold. Additionally, icebergs at sea have a 10% chance of opening a hole in the hull of the ship.
- **Ghost Ships** Determine the type of ship by random roll on *DMG* 119. Crew is 40% 10-40 skeletons, 40% 10-40 zombies, 20% 10-20 ghouls. Officers are 40% 1-4 wights, 40% 1-3 wraiths, 15% 1-2 ghosts, 5% Lich or Vampire. Ghost ships can be sighted at any time but usually only attack at night.
- **Shipwrecks** Often have treasure and/or are inhabited. 50% still carry treasure hoard of appropriate hoard class. 80% are inhabited by monsters with equal chances of 2-24 lacedons (ghouls) of original crew or else other monsters from the corresponding table.
- **Seaweed** Thick beds of seaweed slow ships by 50% and are inhabited by monsters (roll again on table) 40% of time.
- **Land Encounters** Roll on outdoor table corresponding to nearest land. Disregard result if not applicable.
- **Islands** May have fresh water, game, and/or land encounters at DM's discretion. 10% of islands are surrounded by reefs that do 10d20 damage to ships, with 20% chance of opening a hole in the hull.
- **Whirlpools** 75% of whirlpools only affect small craft (up to keelboat). Ships are dragged to bottom at a cumulative 0.5 mph per round (0.5 mph first round, 1 mph second round...), and ships must exceed this rate to escape. Ships are dragged to the bottom in 20 rounds. Up to 25% of whirlpools are also portals the elemental plane of water.

COLD FRESHWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Dragon Turtle	(MM1 119)	1
3	Harpy	(MM1 181)	2-12
4	Hag, Green	(MM1 177)	1
5	Naga, Water (neutral Spirit)	(MM1 234)	1-4
6	Lacedon (Ghoul)	(MM1 148)	2-24
7	Turtle, Giant (Giant Croc.)	(MM1 324)	1-4
8	Swan		2-16
9	Ice		
10	Land Encounter		
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Land Encounter		
13	Island		
14	Man, Buccaneer (Bandit)	(MM1 343)	50-300
15	Merrow	(MM1 219)	2-24
16	Eagle, Giant	(MM1 324)	1-20
17	Scrag (Troll, regen. in H_2O)	(MM1 291)	1-6
18	Nixie (Pixie w/1 yr. charm)*	(MM1 253)	20-80
19	Dragon, Black	(MM1 88)	1-4
20	Swanmay	(MM2 116)	1 or 2-5

*One spell per 10 Nixies.

Depths

Die Roll	Creature Encountered		Number Appearing
2	Giant, Storm	(MM1 156)	1-4
3	Shark, Giant	(MM1 328)	1
4	Quipper, Swarm of	(MM1 338)	1-4
5	Vodyanoi (U. Hulk, no conf.)	(MM1 292)	1-3
6	Kelpie	(5EF 156)	1 or 2-5
7	Lacedon (Ghoul)	(MM1 148)	2-24
8	Kopoacinth (Gargoyle)	(MM1 140)	2-16
9	Scrag (Troll, regen. in H_2O)	(MM1 291)	1-6
10	Gar, Giant	(5EF 201)	1-6
11	Otter (Weasel)	(MM1 340)	2-8
12	Octopus	(MM1 333)	1-10
13	Shipwreck		
14	Merrow	(MM1 219)	2-24
15	Turtle, Giant (Giant Croc.)	(MM1 324)	1-4
16	Lamprey, Giant (Stirge)	(MM1 284)	1-4
17	Hippocampus	(5EF 144)	2-8
18	Otter, Giant (Giant Weasel)	(MM1 329)	1-4
19	Aboleth	(MM1 13)	1-4
20	Nereid	(MM2 95)	1-4

COLD SALTWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Invisible Stalker	(MM1 192)	1
3	Whirlpool		
4	Dragon, White	(MM1 100)	1-4
5	Ghost Ship		
6	Killer Whale	(MM1 331)	1-8
7	Turtle, Giant (Giant Croc.)	(MM1 324)	1-4
8	Catfish, Giant Electric	(5EF 46)	5-8
9	Man, Merchant (Commoner)	(MM1 345)	50-300
10	Shark, Hunter	(MM1 330)	3-12
11	Shark, Reef	(MM1 336)	3-12
12	Man, Pirate (Bandit)	(MM1 343)	50-300
13	Ice		
14	Dolphin (LG Reef Shark)	(MM1 336)	2-20
15	Island		
16	Scrag (Troll, regen. in H_2O)	(MM1 291)	1-6
17	Will-o'-Wisp	(MM1 301)	1 or 1-3
18	Seawolf (Werewolf)	(MM1 211)	4-16
19	Selkie (Tribal Warrior)	(MM1 350)	1 or 12-30
20	Dragon Turtle	(MM1 119)	1

Depths

Die Roll	Creature Encountered		Number Appearing
2	Shark, Giant	(MM1 328)	1
3	Water Weird	(MM1 299)	1-3
4	Seawolf (Werewolf)	(MM1 211)	4-16
5	Urchin, Green	(FF 92)	1-4
6	Urchin, Red	(FF 92)	1-4
7	Dolphin (LG Reef Shark)	(MM1 336)	2-20
8	Elf, Aquatic (Scout)	(MM1 349)	20-200
9	Shark, Reef	(MM1 336)	3-12
10	Crab, Giant	(MM1 324)	2-12
11	Naga, Water (neutral Spirit)	(MM1 234)	1-4
12	Shark, Hunter	(MM1 330)	3-12
13	Killer Whale	(MM1 331)	1-8
14	Catfish, Giant Electric	(5EF 46)	5-8
15	Kopoacinth (Gargoyle)	(MM1 140)	2-16
16	Octopus	(MM1 333)	1-10
17	Octopus, Giant	(MM1 326)	1-3
18	Green Slime	(DMG 105)	1-6
19	Empyrean	(MM1 130)	1-2(10%)
20	Sea Serpent, Deep Hunter	(5EF 200)	1

TEMPERATE SALTWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Invisible Stalker	(MM1 192)	1
3	Sea Serpent, Brine	(5EF 199)	1
4	Ghost Ship		
5	Whirlpool		
6	Crabman	(5EF 69)	2-12
7	Eel, Giant	(5EF 91)	1-4
8	Island		
9	Dinosaur, Plesiosaurus	(MM1 80)	1-3
10	Man, Merchant (Commoner)	(MM1 345)	50-300
11	Shark, Hunter	(MM1 330)	3-12
12	Killer Whale	(MM1 331)	1-8
13	Seaweed		
14	Man, Pirate (Bandit)	(MM1 343)	50-300
15	Will-o'-Wisp	(MM1 301)	1 or 1-3
16	Crab, Giant	(MM1 324)	2-12
17	Lacedon (Ghoul)	(MM1 148)	2-24
18	Dragon, Bronze	(MM1 107)	1-4
19	Seawolf (Werewolf)	(MM1 211)	4-16
20	Shark, Giant	(MM1 328)	1

Depths

Die Roll	Creature Encountered		Number Appearing
2	Aboleth	(MM1 13)	1-4
3	Kraken	(MM1 196)	1
4	Killer Whale	(MM1 331)	1-8
5	Lamprey, Giant (Stirge)	(MM1 284)	1-4
6	Shark, Giant	(MM1 328)	1
7	Catfish, Giant Electric	(5EF 46)	5-8
8	Urchin, Black	(FF 92)	1-6
9	Dinosaur, Plesiosaurus	(MM1 80)	1-3
10	Sea Horse, Giant	(MM1 328)	1-20
11	Shark, Reef	(MM1 336)	3-12
12	Shark, Hunter	(MM1 330)	3-12
13	Seaweed		
14	Quipper, Swarm of	(MM1 338)	1-4
15	Eel, Gulper	(5EF 92)	1-4
16	Dragon Turtle	(MM1 119)	1
17	Mottled Worm (Purple Worm)	(MM1 255)	1-2
18	Seawolf (Werewolf)	(MM1 211)	4-16
19	Eye of the Deep (Beholder)	(MM1 28)	1
20	Empyrean	(MM1 130)	1-2(10%)

TROPICAL AND SUBTROPICAL SALTWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Shark, Giant	(MM1 328)	1
3	Sea Serpent, Brine	(5EF 199)	1
4	Roc	(MM1 260)	1-2
5	Whirlpool		
6	Sahuagin	(MM1 263)	20-80
7	Octopus, Giant	(MM1 326)	1-3
8	Hag, Sea	(MM1 179)	1-4
9	Crocodile, Giant	(MM1 324)	1 to 2-12
10	Dinosaur, Plesiosaurus	(MM1 80)	1-3
11	Man, Merchant (Commoner)	(MM1 345)	50-300
12	Shark, Hunter	(MM1 330)	3-12
13	Killer Whale	(MM1 331)	1-8
14	Man, Pirate (Bandit)	(MM1 343)	50-300
15	Pteranodon	(MM1 80)	3-18
16	Ghost Ship		
17	Merman	(MM1 218)	20-200
18	Gillmonkey	(5EF 121)	20-200
19	Sphinx, Andro-	(MM1 281)	1
20	Triton, Dark	(5EF 233)	6-60

Depths

Die Roll	Creature Encountered		Number Appearing
2	Aboleth	(MM1 13)	1-4
3	Urchin, Silver	(FF 92)	1-2
4	Crocodile, Giant	(MM1 324)	1 to 2-12
5	Octopus, Giant	(MM1 326)	1-3
6	Quipper, Swarm of	(MM1 338)	1-4
7	Sahuagin	(MM1 263)	20-80
8	Urchin, Black	(FF 92)	1-6
9	Sea Serpent, Deep Hunter	(5EF 200)	1
10	Sea Horse, Giant	(MM1 328)	1-20
11	Shark, Hunter	(MM1 330)	3-12
12	Seaweed		
13	Strangleweed	(5EF 218)	3-12
14	Shark, Reef	(MM1 336)	3-12
15	Kopoacinth (Gargoyle)	(MM1 140)	2-16
16	Sea Snake, Giant Poisonous	(MM1 327)	1-6
17	Triton, Dark	(5EF 233)	6-60
18	Seawolf (Werewolf)	(MM1 211)	4-16
19	Kraken	(MM1 196)	1
20	Gillmonkey	(5EF 121)	20-200

TEMPERATE FRESHWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Wasp, Giant	(MM1 329)	1-20
3	Wyvern	(MM1 303)	1-6
4	Lizard Man	(MM1 204)	10-40
5	Ooze, Crystal (Clear Gray Ooze)	(MM1 243)	1-2
6	Man, Buccaneer (Bandit)	(MM1 343)	50-300
7	Merrow	(MM1 219)	2-24
8	Swan		2-16
9	Crocodile	(MM1 320)	3-24
10	Man, Merchant (Commoner)	(MM1 345)	50-300
11	Throat Leech	(FF 88)	1-6
12	Crane, Giant (Giant Vulture)	(MM1 329)	1-20
13	Land Encounter		
14	Crayfish, Giant	(5EF 70)	1-4
15	Frog, Giant	(MM1 325)	5-40
16	Kelpie	(5EF 156)	1 or 2-5
17	Otter, Giant (Giant Weasel)	(MM1 329)	1-4
18	Scrag (Troll, regen. in H_2O)	(MM1 291)	1-6
19	Dragon, Red	(MM1 97)	1-4
20	Boobrie (Roc mvt 40' fly 40')	(MM1 260)	1-2

Depths

Die Roll	Creature Encountered		Number Appearing
2	Mephit, Mud	(MM1 216)	1-8
3	Salamander, Giant (Giant Lizard)	(MM1 326)	2-12
4	Beaver, Giant (Giant Weasel)	(MM1 329)	10-40
5	Lamprey, Giant (Stirge)	(MM1 284)	1-4
6	Lizard Man	(MM1 204)	10-40
7	Turtle, Giant (Giant Croc.)	(MM1 324)	1-4
8	Kopoacinth (Gargoyle)	(MM1 140)	2-16
9	Beetle, Giant Water	(5EF 25)	1-12
10	Spider, Giant Water	(MM1 328)	1-6
11	Throat Leech	(FF 88)	1-6
12	Crocodile	(MM1 320)	3-24
13	Otter, Giant (Giant Weasel)	(MM1 329)	1-4
14	Crayfish, Giant	(5EF 70)	1-4
15	Merrow	(MM1 219)	2-24
16	Lacedon (Ghoul)	(MM1 148)	2-24
17	Octopus	(MM1 333)	1-10
18	Gar, Giant	(5EF 201)	1-6
19	Algoid	(5EF 8)	1-6
20	Lizard Man with King	(MM1 204)	10-40

TROPICAL AND SUBTROPICAL FRESHWATER

Surface

Die Roll	Creature Encountered		Number Appearing
2	Froghemoth	(5EF 107)	1
3	Couatl	(MM1 43)	1-4
4	Catfish, Giant (Giant Shark)	(MM1 328)	1
5	Ooze, Crystal (Clear Gray Ooze)	(MM1 243)	1-2
6	Wyvern	(MM1 303)	1
7	Spider, Giant Water	(MM1 328)	1-6
8	Crayfish, Giant	(5EF 70)	1-4
9	Man, Merchant (Commoner)	(MM1 345)	50-300
10	Land Encounter		
11	Crocodile	(MM1 320)	3-24
12	Throat Leech	(FF 88)	1-6
13	Crane, Giant (Giant Vulture)	(MM1 329)	1-20
14	Frog, Giant	(MM1 325)	5-40
15	Hippopotamus (Rhinoceros)	(MM1 336)	2-12
16	Sirine	(MM2 109)	1 or 2-8
17	Merman	(MM1 218)	20-200
18	Manticore	(MM1 213)	1-4
19	Kelpie	(5EF 156)	1-4
20	Crabman	(5EF 69)	2-12

Depths

Die Roll	Creature Encountered		Number Appearing
2	Shark, Giant	(MM1 328)	1
3	Eel, Giant	(5EF 91)	1-4
4	Kelpie	(5EF 156)	1-4
5	Vodyanoi (U. Hulk, no conf.)	(MM1 292)	1-3
6	Behemoth (Mammoth)	(MM1 332)	1-4
7	Merman	(MM1 218)	20-200
8	Quipper, Swarm of	(MM1 338)	1-4
9	Beetle, Giant Water	(5EF 25)	1-12
10	Sea Horse, Giant	(MM1 328)	1-20
11	Spider, Giant Water	(MM1 328)	1-6
12	Throat Leech	(FF 88)	1-6
13	Scrag (Troll, regen. in H_2O)	(MM1 291)	1-6
14	Dinosaur, Plesiosaurus	(MM1 80)	1-3
15	Kopoacinth (Gargoyle)	(MM1 140)	2-16
16	Eel, Gulper	(5EF 92)	1
17	Lizard Man	(MM1 204)	10-40
20	Sea Serpent, Deep Hunter	(5EF 200)	1
19	Hag, Sea	(MM1 179)	1-4
20	Water Weird	(MM1 299)	1-3

Astral and Ethereal Random Encounter Tables

ASTRAL PLANE

Die Roll	Creature Encountered		Number Appearing
2	Devil, Pit Fiend	(MM1 77)	1 or 1-3
3	Demon, Marilith	(MM1 61)	1-3 or 1-6
4	Foo Dog	(5EF 105)	2-8
5	Demon, Balor	(MM1 55)	1-3 or 1-6
6	Githyanki Knight	(MM1 160)	1-4
7	Pyrolisk*	(5EF 188)	1-4
8	Basilisk*	(MM1 24)	1-4
9	Demon, Glabrezu	(MM1 58)	1-3 or 1-6
10	Devil, Bone	(MM1 71)	1-2 or 2-8
11	Human Traveler**		
12	Daemon, Mezzo-	(MM1 313)	1, rarely 1-3
13	Angel, Deva	(MM1 16)	1-6
14	Medusa*	(MM1 214)	1-3
15	Cockatrice*	(MM1 42)	1-6
16	Devil, Ice	(MM1 75)	1 or 1-4
17	Daemon, Ultro-	(MM1 314)	1
18	Angel, Planetar	(MM1 17)	1
19	Angel, Solar	(MM1 18)	1
20	Teratashia or Demon Prince	(5EF 80)	1

ETHEREAL PLANE

Die Roll	Creature Encountered		Number Appearing
2	Intellect Devourer	(MM1 191)	1-2
3	Galeb Duhr	(MM1 139)	1-4
4	Basilisk, Greater	(5EF 22)	1-2
5	Salamander	(MM1 266)	2-5
6	Xorn	(MM1 304)	1-4
7	Mephit	(MM1 215)	1
8	Daemon, Mezzo-	(MM1 313)	1, rarely 1-3
9	Human Traveler**		
10	Elemental	(MM1 124)	2-3
11	Genie	(MM1 141)	1
12	Encephalon Gorger	(5EF 94)	4-7
13	Angel, Deva	(MM1 16)	1-6
14	Gorgon*	(MM1 171)	1-4
15	Medusa*	(MM1 214)	1-3
16	Angel, Planetar	(MM1 17)	1
17	Invisible Stalker	(MM1 192)	1
18	Wraith	(MM1 302)	2-12
19	Pyrolisk*	(5EF 188)	1-4
20	Sphinx, Andro-	(MM1 281)	1

In addition to these encounters, there is a 5% chance per journey of encountering astral psychic wind (*DMG* p47) or ether cyclone (*DMG* p49).

* These creatures are not encountered on the Ethereal or Astral planes, but their are able to perceive adventurers there, and their petrifying attacks cross the planes. If the characters are not proximate to the Prime at the time of the encounter, reroll these results.

** Humans and/or demihumans travel in parties of 1-6. Such parties will always include at least one Priest (*MM* 348). Consult the following table for the remaining 0-5 characters.

Dice Score	NPC	page
01-17	Priest	348
18-20	Druid	346
21-45	Veteran	350
46-60	Gladiator	346
61-65	Knight	347
66-75	Mage	347
76-90	Archmage	342
91-00	Assassin	343

Encounter Organization

- **Beaver, Giant** 50% young
- **Boar, Wild** One boar, up to three sows, rest young.
- **Bugbear** If 12 are encountered, one will be a leader with maximum hit points. If 24 are encountered, one will be a chief, and one will be a leader.
- **Bullette** Mated pair if two.
- **Bullywug** If 30 or more are encounted, one will be a leader with maximum hit points.
- **Centaur** One quarter are leaders with maximum hit points.
- **Dragons** Two are mated pair. Three or four are mated pair with wyrmlings.
- **Drider** 10% of Driders are accompanied by 2-12 Giant Spiders
- **Dwarf** One veteran for every 40 dwarves. Groups of 160 or more are led by two knights. Groups of 200 or more also include two priests. Groups of 320 or more are led by two gladiators and include two more priests. Lairs house young equal to 25% of the adult population. Lairs may also be guarded by 5-20 wolves (0-15%) or 2-8 brown bears (16-60%)
- **Dwarf, Duergar** One in four duergar is a leader with maximum hit points.
- **Elf** One veteran for every 20 elves and one druid for every 40. A group of 100 or more will have a mage and two knights. A group of 160 or more will have two more mages and a priest. The lair will include another mage, another veteran and priest for every 40 elves, and a number of young equal to 5% the adult population. Some 2-12 giant eagles may also guard the lair (65%).
- **Elf, Drow** There is always one high level drow in every group, typically an Elite Warrior. If more than 20 are encountered, there will be a male Mage and a female Priestess of Lolth. A party of thirty or more will have a Mage, a Priestess of Lolth, and an Elite Warrior.
- **Giants** Cloud giant lairs are often (60%) guarded by 1-4 spotted lions; fire giant lairs occasionally (25%) by 1-4 hell hounds; frost giant lairs perhaps (50%) by 1-6 winter wolves; hill giants lairs perhaps by (01-25%) 2-8 dire wolves, (26-40%) 1-3 giant lizards, or (10%) 2-8 ogres; stone giant lairs likely (75%) by 1-4 cave bears; and storm giant lairs occasionally by (01-21%) 1-2 rocs or (22-30%) 1-4 griffons or by (30%) 2-8 sea lions if underwater.
- **Githyanki** Some 10% of githyanki parties are led by a knight. Lairs have 21-30 githyanki, typically with four knights.
- **Gnoll** For every 20 gnolls encountered, one will be a Pack Lord. If 100 or more are encountered, one will be a Fang of Yeenoghu with 2-12 guards (treat as Pack Lords). Lairs include young equal to 200% of the adult population. Underground lairs may be guarded by 1-3 trolls (30%), while those on the surface are likely (60%) to be guarded by 4-16 hyenas.
- **Gnome** Every 40 gnomes are led by a veteran, and a band of 60 or more has two knights as chief and subchief. Groups of 200 or more will include a priest. Groups of 320 or more will have three gladiators and three more

priests. Lairs have young equal to 25% of the adult population and are likely to be guarded by 5-30 badgers (01-56%), 3-12 giant badgers (57-72%), or 2-8 wolves (73-80%).

- **Gnome, Svirfneblin** For every four svirfnebli encountered, one will be a leader with maximum hit points.
- **Goblin** Every 40 goblins are led by a boss and 4 assistants (goblins with maximum hit points). Some 25% of encounters with goblins include 10% of their number mounted on worgs as well as 10-40 riderless worgs. Lairs house young equal in number to the adult population and are often (60%) protected by 5-30 worgs and occasionally (20%) also by 2-12 bugbears.
- **Griffon** Some 75% of lairs include 1-2 young or eggs for every two adults.
- **Grimlock** One in every 10 grimlocks is a leader with maximum hit points. In the lair, the population of young is equal to that of adults. Sometimes (10%) the lair is shared with a medusa. Less frequently (2%), a wandering group is accompanied by 1-2 mind flayers.
- **Halfling** A group of 90 or more halflings will have one veteran, and a group of 150 or more will have three additional veterans. Lairs hold children equal to 60% of the adult population.
- **Hippogriff** A hippogriff lair includes a nest for every pair, with each nest containing 1-2 eggs or young.
- **Hobgoblin** For every 20 hobgoblins, there is one captain and two assistants (hobgoblins with maximum hit points). A group of 100 or more will be led by a warlord. Lairs have a population of young equal to 300% the adult population. Lairs above ground contain 2 mangonels, 2 trebuchets, and 1 ballista (*DMG* 255) for every 50 hobgoblins. Lairs underground are typically (60%) guarded by 2-8 carnivorous apes (use brown bear).
- **Kenku** A group of seven or more has a leader with maximum hit points.
- **Kobold** Every 40 kobolds is led by a leader and his two guards, all with maximum hit points. Lairs include 5-20 such guards, young equal to 10% the adult population and 30-300 eggs. There may also be 2-5 wild boards (01-45%) or 1-4 giant weasels (46-65%).
- **Kuo-toa** A wandering group of more than 20 is 50% likely to be within 1-6 miles of the lair. There is a Whip for every four Kuo-toa encountered, for every eight there will be a monitor, and for every 20 there will be an archpriest.
- **Lizard Man** Each tribe as a shaman and a king/queen.
- **Lycanthropes** Some 50% of werebears travel with 1-6 brown bears. If 5-8 werewolves are encountered, they are a family group with a male, a female, and 3-6 young.
- **Man, Bandit** Every group of bandits is led by a gladiator with 6 guards (bandit captains). There is a cumulative 25% chance per 50 bandits that they are accompanied by a mage. There is a 15% of a priest for every 50 bandits. Bandits have 2-20 important prisoners and 5-30 slaves. They are mounted in accord with the terrain.
- **Man, Berserker** There is a veteran for every 30 berserkers. Their chief is a gladiator with maximum hit points, and his sub-chiefs are standard gladiators. There is a 50% chance of a berserk priest and 1-4 berserk druids for every 10 berserkers.
- **Man, Buccaneer** Use the bandit statistics. Buccaneers are neutral, and their vessel is their lair. There is a mate (bandit captain) for every 50 buccaneers and a lieutenant (gladiator) for every 100. The captain uses the assassin statistics. For every 50 buccaneers, there is a 15% chance of a priest and a 10% chance of a mage. Buccaneers are holding 2-5 prisoners for ransom.
- **Man, Caveman** For every 10 cavemen, there is a veteran and a 10% chance of a druid. They are led by a chieftain (gladiator). Young are equal to 50% of the adult population.
- **Man, Dervish** Use the cultist statistics, but dervishes are lawful good. There is a veteran for every 30 dervishes, a knight for every 40, and a gladiator for every 60. For every 50 dervishes, there is a 15% chance of a mage and two assistants (fanatics). Dervishes lair in a walled fortress with 1-4 ballistae, 1-4 mangonels, and 1-2 trebuchets (*DMG* 255). They never check morale.
- **Man, Nomad** Nomads are neutral. There is a veteran for every 30 nomads, a knight for every 40, and a gladiator for every 60. There is a 15% each of a priest and a mage for every 50 nomads. Their leader has the statistics of an assassin. Their lair is an encampment of tents near a stream or oasis. There population of children is equal to that of adults. There are 10-100 slaves, 100-400 horses, and 200-800 sheep, goats, cattle, or camels.
- **Man, Merchant** 10% of the band consists of traders, 10% drovers, and 80% militia (commoners). There are additionally 12 guards, a lieutenant

(veteran), and a captain (gladiator). There is a 10% chance of a mage, 5% chance of a cleric, and 15% chance of an assassin and 1-4 scouts for every 50 merchants. Hoard class 11-16 in trade goods, 5-10 in payroll.

- **Man, Patrol** Patrols are typically composed of 3 knights, 3 scouts, and 13-24 guards. Patrols are accompanied by a spell-caster, typically a priest (40%) or a mage (60%). Patrols are always mounted, with leaders riding warhorses. Racial makeup and alignment is appropriate to the local settlement.

- **Man, Pilgrim** Alignment varies. Pilgrims are always accompanied by 6 acolytes, 4 cultist fanatics, and 2 priests. For every 10 pilgrims, there is a 10% chance of 1-10 guards, a 10% chance of 1-6 thugs, and a 5% chance of a mage. All of the band are 75% likely to be on foot. There is a 5% chance a high level member is carrying a hidden and guarded religious artifact.

- **Man, Pirate** As Buccaneer but chaotic evil.

- **Merman** Communities have same number of young as adults are are guarded by 3-18 reef sharks.

- **Merrow** A Merrow lair includes a chief with maximum hit points, 1-12 young, and a shaman who can cast spells as a priest.

- **Nereid** Some 85% of nereids have a pet, typically a giant otter, giant poisonous snake, giant octopus, or dolphin.

- **Nixie** Communities are guarded by (01-20%) 1-2 hunter sharks or (21-00%) 2-5 reef sharks. Captives are granted the ability to breathe water each day.

- **Ogre** If 16 or more ogres are encountered, they are led by a chieftain with maximum hit points. Lairs include 2-8 young who fight as Ogrillons. Prisoners are eaten 75% of the time. Even so, 30% of lairs hold 2-8 slaves/prisoners.

- **Orc** There is an orog with three assistants (maximum hit point orcs) for every 30 orcs. If 150 orcs are encountered, there is a War Chief and 3-18 Eyes of Gruumsh. Orcs outside of their lair have a 20% chance of escorting a tsupply chain including 1-6 carts and 10-60 slaves. The hoard class is level 5-10 in this case, but the number of leaders and assistants is doubled. Orc lairs are underground 75% of the time. They always have a War Chief and 5-30 Orog body guards. Young are equal in population to the adults. There is a 50% chance that 2-5 ogres live with the orcs.

- **Pegasus** In lair, there is one nest for every pair with 20% chance of 1-2 eggs or young.

- **Quaggoth** Every 12 quaggoths is overseen by a Thonot leader.

- **Sahuagin** A Sahuagin's lair always includes a Baron, nine guards with maximum hit points, 10-40 hatchlings, 20-80 eggs, and 2-8 hunter sharks. There is a 10% chance for every 10 Sahuagin of a Priestess. Prisoners are tortured and eaten.

- **Selkie** The leader of a community of selkies can cast spells as an NPC druid.

- **Troglodyte** There is a leader with maximum hit points for every 10 trolodytes.